Usenet Newsgroup Archive: comp.sys.atari.st

1993-01 - 1993-05

These Usenet messages were preserved as a plain-text archive. This PDF was generated by Kay Savetz from the source text file in 2026.

Date span: 1993-01-01 through 1993-05-31

Source text: comp.sys.atari.st.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 7,744

Message records with no readable body available in the source text: 13

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. STZIP 2.20 - What's the bug?????

Newsgroup: comp.sys.atari.st
Date: 1993-01-01 02:27:18 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.vj9LpjlXySI@yonder.equinox.gen.nz>
Source record: 212988
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Could the people that have complained here about STZIP 2.0 please reply
to this message here, and i'll pass replies back onto fidonet.

Please DON'T mail replies.

Thanks,
Craig.

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FIDO-ST
Msg #62 of 63 Date: Mon 21/12/92, 22:51
From: VINCENT POMEY Read: 1 times

To: CRAIG SHORE
Subject: Re: International Fido Netmai

In a message of <09 Dec 92 23:48:00>, Craig Shore (3:770/180) writes :

CS> And to keep on topic, does anyone know when the new version of
CS> STZIP is due out? aparently v2.0 has a bug that creates bad crc
CS> files for over 40K :-(

I hope to release it for the new year ! I've had report for those CRC
errors but I've been unable to reproduce them (I've only been trying for a
few days since I didn't have my Atari before).
What configuration did you use and is the same file systematically
wrongly compressed ?

--- Bermuda v1.20
* Origin: Linn.2, Toulouse, France (2:320/100.2)

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--
* Craig Shore. Phone +64 3 3852501 *
* Email: from in NZ - craig@yonder.equinox.gen.nz *
* from rest of world - shore_c@kosmos.wcc.govt.nz *
* PLEASE DON'T mail to yonder from outside NZ. Thanks! *

2. Compress.ARC

Newsgroup: comp.sys.atari.st
Date: 1993-01-01 05:42:56 UTC
From: rchan@terapin.com
Message-ID: <rchan.318s@terapin.com>
Source record: 212989

Well, people... I just downloaded compress.arc like everyone suggested. I am having problems getting it to run.

The program itself had a .prg extender, so I just run it... it just "hung." Then I renamed it to compres.ttp and passed "filename.ext" to it like it said in the instructions. It gave back "filename.ext.Z already exists; Not overwritten." and just "hung" again. Then I chopped off the extender and passed just "filename" and no messages... just hung there. I assume it crashed since the file was only 900 bytes, and I could not even get a keyclick... a sure sign of a crash.

Then I thought it might be NeoDesk and went back to regular desktop. Same thing happened.

Then I chucked the GEM altogether and tried a CLI (PCommand.prg) and typed the command "compress filename.ext" and the same thing happened.

Is this an old version? Should I be getting compress LZH or ZOO?

|| Ronald Chan [rchan@terapin.com]
|| A Pocket Knight *-{----------

3. Looking for good deal on hard drive

Newsgroup: comp.sys.atari.st
Date: 1993-01-01 07:31:10 UTC
From: mmiller@nyx.cs.du.edu
Message-ID: <1993Jan1.073110.19806@mnemosyne.cs.du.edu>
Source record: 212991

I am looking for a good deal on a new or used internal SCSI hard drive, in the price range of $200 or less, 40 Meg. or higher. This price range does not include the cost of a host adapter. As far as a new drive, I would like advice on sources to look at with low prices and high quality. As far as a used drive, the newer the better.

Please e-mail to either of the addresses below. If there is enough requests, I will post a summary.

Thanks.

```
|Mark Miller, computer science |"The most important human endeavor is the |
|major at C.S.U. |striving for morality in our actions. Our |
|millerm@cs.colostate.edu |inner balance and even our very existence |
|mmiller@nyx.cs.du.edu |depend on it. Only morality in our |
| Atari friend! ||| |actions can give beauty and dignity to |
| )|( |life." --- Albert Einstein |
| World Peace / | \ There's nothing else quite like it. |
```

4. Falcon 030 Monitors/resolutions/colors/cards?

Newsgroup: comp.sys.atari.st
Date: 1993-01-01 09:24:53 UTC
From: afonseca@terapin.com
Message-ID: <afonseca.31bl@terapin.com>
Source record: 212992

Hi everyone.. I have a couple of questions about the Falcon 030 and the use of monitors for it..

I read that it was compatible with all VGA montiors, as well as the ATARI monitors and TV's, etc.. What I wanted to know is if it makes a difference, or how the computer reacts to larger monitors, or different resolution monitors.. Like a Multisync 5D, or a 19" monitor in color.

Does the size of the monitor change the amount of colors? Does the computer automatically adapt to the reslotuion of a big screen monitor? I am talking about true color mode.

In true color mode, does this mean the bigger the monitor the more colors? If not, what is the limit of colors/pallete? And are they developing any cards to use with the Falcon for 24 bit color or 32 bit color? Can the Falcon use a card to give it 16.7 Million colors on a 14' monitor?

When buying a Falcon 030, does bigger mean better? The Falcon Screenblaster card, is 800x600 I think, but how many colors..

I think they should make like a 1280x1280 16.7 million color card.. or something real high rez in order to compete or out-do the graphics on other platforms.

Thanks,

Alberto
afonseca@terapin.com

5. Re: TCP/IP for the ST and LAN Server

Newsgroup: comp.sys.atari.st
Date: 1993-01-01 14:14:00 UTC
From: thart@cix.compulink.co.uk
Message-ID: <memo.836003@cix.compulink.co.uk>
Source record: 212993

In article <1992Dec30.175909.2268@zooid.guild.org>, kovarski@zooid.guild.org (-
Mark Kovarski) writes:
>
>Has anyone out here experiemented with TCP/IP for the Atari ST. I remember
>seeing a file on a german FTP site that was called, I believe, TCP_IP.LZH.
>How does it implement TCP/IP? Is it done via the RS-232 port? What I want
>to eventually do is to network my PCs with the Atari that I have.

You can use a version of the KA9Q package, of which there are several for
both the ST and the PC. You can specify the interface you wish to use,
which would usually be the serial port.

There is a new version at atari.archive.umich.edu in the telecomm directory
called n890421.lzh, though there are others as well. As for PC versions,
there are loads! You can definitely find one at ftp.demon.co.uk .

```
/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\
/ Toby Hart Dyke thart@cix.compulink.co.uk \
\ thart@starless.demon.co.uk /
\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/
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6. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-01 14:35:23 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1i1krbINNk32@msuinfo.cl.msu.edu>
Source record: 212995

ron@zooid.guild.org (Secret Mud) writes:

>Oddly enough, $1500 CDN is *exactly* what a friend paid a couple weeks ago for
>his 486-33 system. That's including tax, and also including an SVGA monitor,
>a 105 meg hard disk, 3.5 & 5 1/4" floppies, 4 meg of ram, 512k SVGA card,
>etc...

>The pricing for clones is getting rather scarey, isn't it?

The pricing of clones is the reason the industry is suffering such a
nasty shakeout. (Didn't we do this in the mid 80s???) Many clone
dealers are making such minuscule margins on their chosen machines
that they can't afford to pay the bills at the end of the month, even
if they've sold MANY machines. (From my perspective, this is just
fine by me! I hope the clone market dries up and goes the way of
the dinosaur. Which is what it is, after all...)
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

7. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-01 14:38:41 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1i1l1hlNNk34@msuinfo.cl.msu.edu>
Source record: 212994

<SML108@psuvm.psu.edu> writes:

>And right here in America, US $899 will buy you a 20Mhz 486SX, 2 MB memory
>SVGA monitor, 85 MByte hard drive

Give me a break! Only the truly stupid would consider buying a machine
made up of components that could be sold at that price...

Ahhh....we are talking about DOS-heads, tho, aren't we?

>Today's magic atari password is "tick, tick, tick..."

The best laid plans of mice and tramiels...
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

8. Re: Hard Drive (wierd) Problem - Help!

Newsgroup: comp.sys.atari.st
Date: 1993-01-01 14:44:06 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1i1lbmINNmdu@msuinfo.cl.msu.edu>
Source record: 212996
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

erkamp@JANUS.ARC.AB.CA (Bob Erkamp) writes:

>Well I can't say specifically what is wrong but having talk to service techs
>about Atari drives I recall that the MegaFile 30 was not a very reliable drive
>and invariably died in about a year. He recommended to stay away from this
>drive and get a MegaFile 20 or 60 as they had much more reliable workings (I've
>had my 20 for many years). I realise that this doesn't help you much. I would
>suggest backing it up immediatly and having it looked at.

Best advice I can give to MegaFile30 owners is to do regular backups...
Your day is coming, if you own one of these, so be prepared and
start looking NOW for a replacement mech.
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

9. Re: I'm with Dave (was Re: A letter to Dave Bagget)t

Newsgroup: comp.sys.atari.st
Date: 1993-01-01 14:48:57 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1i1lkpINNme0@msuinfo.cl.msu.edu>
Source record: 212997

kisaacso@nyx.cs.du.edu (Kevin "Zonker" Isaacson) writes:

>Nifty toys like the DSP are not going to grab the mass market and that is what
>Atari has got to do to stay in business. Sorry, but my next computer
>will be an Intel machine. Maybe then I can sleep at night.

I understand what you're saying about Atari and support... But Intel???
GAG ME WITH A CLI! Intels are dinosaurs, there's no question about it.
And the biggest stink about 'em is MS-DOS. As I've said many wheres else,
if my cat shits on the living room carpet, I don't spray perfume on it.
I clean it up. Ya know what Windoze is? Perfume! Perfume on stink.

Now....Give me one of those new '486/100MHz machines and give it a UNIX
o.s., and THEN we're heading in a reasonable direction!
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

10. Scheduler-type program for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-01-01 15:38:49 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1993Jan1.103849.10186@newstand.syr.edu>
Source record: 212998

Does anybody know of a scheduler/calendar/alarm-type program
for the ST? (You know, something with a caldndar that you can
keep appointments in, with memos and alarms for meetings,
etc...sort of like the kind of thing that is part of PCTools.)
Maybe it would have a sort of electronic rolodex as part of
it?
Thanks,
Gerry
ggreenbe@rodan.acs.syr.edu

11. STReport???

Newsgroup: comp.sys.atari.st
Date: 1993-01-01 18:21:23 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <C06tno.Hxv@ucunix.san.uc.edu>
Source record: 212999

I thought this letter was rather interesting; however, I didn't write this letter and, therefore, can't take responsibility.

The letter came from GEnie Information Services.

How do _you_ feel about STReport? Do you think they editorialize or report information? Why?

December 1992

TO: Bob Brodie, Atari Corporation
Dorothy Brumleve, President - IAAD
GEnie FEEDBACK
Darlah Potechin, Atari ST RT
Members of the GEnie Atari ST RT
STReport

RE: STReport - My vote of no confidence (my opinions as well)

FM: Walter S. Wilson (WALLY.W)

History: ST Report (Silicon Times Report) is an electronically distributed weekly E-Mag.

The Publisher/Editor is Ralph Mariano; who also owns ABCO Computer Electronics "Full Line Dealer & Mass Storage" [1]. ABCO runs an average 8,677 byte advertisement in each ST Report issue (this constitutes an average of five to seven percent of ST Report).

ST Report has historically editorialized (reported) from the, "Atari is trying to pull a fast-one" point of view, and has a record of stretched facts, contradictions, and bullying folks who disagree or take issue with things they print. DoubleSpeak is ST Report's native tongue when pressed on most issues.

Onward: Recently, I've made myself aware of all the major complaints against ABCO Computer Electronics (also known as ABCO Computer Consultants). There are many, in fact, nearly as many as were lodged against Zephyr/etc.

Recently, I've seen STR (ST Report) writers ("editors") harassing the Atari ST RT sysops and others who might call them on the carpet for numerous issues.

Issues such as...

STR's Non-accountability to its reader base

STR's extremely lop-sided reporting of Atari-related items

STR's apparent agenda concerning Atari and Atari supporters

ABCO's "FREE" advertising in a pay area on GEnie via STR

Valid complaints about non-delivery of products from ABCO

STR's "quiet" stance in this issue concerning ABCO

The obvious conflict of interest concerning STR, Mr. Mariano, and ABCO

STR's unwillingness to actually report items that are public domain (FCC item regarding Class B for the Falcon030) [2]

STR's vindictiveness towards people who point out these things

ST Report's Publisher/Editor has an area on GEnie that is for letters to the editor of STR. Many issues of great concern are being touched on in this Topic, yet the Publisher/Editor doesn't address a single item.

This same Publisher/Editor (who owns ABCO), has a bad rating with the Better Business Bureau in his home state, has many very unsatisfied customers, has a FREE FLAG on GEnie in the ST RT, gets free advertising for his company under the guise of an E-mag in a GEnie pay area, and is completely aloof concerning any of these complaints.

It appears to me and others in the Atari community that Mr. Mariano is not "supporting" anything in the Atari community - except gossip and bad business practices.

To add to this debacle, his senior writer ("editor") is akin to the "front line" in his GEnie defense squad, and nothing posted regarding Mr. Mariano gets past Mr. Pulley (either with his "official" STR stance or his "my own opinion" stance).

It's gotten this ridiculous... In the ST Aladdin RT Mr. Pulley states as a fact that he _is_ leaving STR after the first of the year. Then in the Atari ST RT he and another STR writer ("editor") quibble over the fact that he said, "may be", and really hasn't made his mind up. This is just the beginning of the doublespeak in these issues. Who are we to believe; the ST Aladdin RT Lloyd Pulley, or the Atari ST RT Lloyd Pulley?

STR writers ("editors") continue to harangue Atari Corporation and Atari users in general over this Falcon FCC Class B approval. This is after these writers were told where the information was (that the FCC had the information - which makes it public domain). They (STR staff) are still trying to convince the world that Atari is trying to hide something...in the face of publicly available information to the contrary.

Thanks to Lloyd Pulley, posting under both his own "personal opinion" and his "official STR opinion" we've seen this incredibly drawn out harassment over "interpreting the rules" in the ST RT. Simply because he didn't like the fact that his objectionable message got deleted...now he's on this personal vendetta to police us all to death to make his point.

I remember when STR covered the Zephyr computer store's questionable business dealings. They did in in their best hybrid 20/20-National Enquirer fashion, and pulled absolutely no punches. Now ABCO is involved in the very same type of questionable business dealings, and still graces the pages of STR with no (I repeat, NO) scathing editorializing... As a matter of fact, hardly a peep at all. Obviously ABCO is receiving some sort of favoritism due to the relationship it has with the Publisher/Editor of STR. This is hardly an "independent" publication we are talking about...hardly a credible source for unbiased information. This is an obvious conflict of interest.

Even further back (and on several subsequent occassions) I can remember STR's scathing stance on mail-order places, and how they hurt real dealers. If ABCO is advertising in an E-mag that I receive in Sitka, Alaska, and they offer me ways of ordering through the mail...doesn't that make ABCO a mail order outfit also? These contradictions are rampant in STR's colorful history.

What I have the biggest heartache with is this: These people have free reign in the ST RT. They have free flags, and this gives them unlimited online resources to continue this kind of abusive activity...and apparently Atari Corporation and GEnie and the ST RT approve since they (STR and its staff) are allowed to do all this and still maintain free flags without being accountable to any of us for what they do, say, sell, advertise, etc.

Sincerely,
Walter S. Wilson

[1] STR No.8.50, December 18, 1992 under dealer listings
[2] STR No.8.51, December 26, 1992 STReport Confidential Class 'B' Certification Aye -Nay?

The author retains all rights to this letter. It may be used freely provided it remains intact and unedited in its complete form.

12. Demo-makers

Newsgroup: comp.sys.atari.st
Date: 1993-01-01 19:19:00 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <D7PPwB4w165w@ersys.edmonton.ab.ca>
Source record: 212852

Are there any Demo-maker programs for the ST? I know that a few exist
for the Amiga (just by reading thru COMP.SYS.AMIGA.DEMOS), but I don't
own an Amiga. Any help would be greatly appreciated.

```
=========================================================================
| Gregeory C. Granger (GGranger@ersys.edmonton.ab.ca) | "All these |
| 5516-190A Street Edmonton, Alberta, Canada T6M-2L3 | memories will|
| Phone: +1 (403) 483-2049 OR +1 (403) 481-5110 | be lost in |
=========================================================| time, like |
| tears in the |
| rain." |
| - Roy Batty |
================
```

13. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-01 19:38:02 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1i26iqINNgrc@life.ai.mit.edu>
Source record: 213000

In article <1i1l1hINNk34@msuinfo.cl.msu.edu> molin@ptb.cl.msu.edu (Michael Olin) writes:
><SML108@psuvm.psu.edu> writes:
>
>>And right here in America, US $899 will buy you a 20Mhz 486SX, 2 MB memory
>>SVGA monitor, 85 MByte hard drive
>
>Give me a break! Only the truly stupid would consider buying a machine
>made up of components that could be sold at that price...

Truly incredible. You can find any excuse to not like 80x86 machines,
can't you? $1500 machine? Too expensive! $900 machine? Must be a
piece of junk if it's so cheap!

By your argument, I guess only the truly stupid would consider buying
a Falcon, since it's going to be offered at approximately the same
cost as that clone. Must not have good parts!

>Ahhh....we are talking about DOS-heads, tho, aren't we?

Now we're talking about insecure Atari owners who feel it necessary to
typecast anyone who buys an 80x86 machine, simply because it runs DOS.
Why don't you try running MACH on your Falcon, if Atari ever sells them
in the States, of course.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

14. Re: I'm with Dave (was Re: A letter to Dave Bagget)t

Newsgroup: comp.sys.atari.st
Date: 1993-01-01 19:49:02 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1i277eINNh8g@life.ai.mit.edu>
Source record: 212851

In article <1i1lkpINNme0@msuinfo.cl.msu.edu> molin@ptb.cl.msu.edu (Michael Olin) writes:
>I understand what you're saying about Atari and support... But Intel???
>GAG ME WITH A CLI! Intels are dinosaurs, there's no question about it.

Well, the dinosaurs can outperform everything Atari currently has out there, so I don't know what you mean. I'd rather have a dinosaur than a fossil, personally. Besides, one of the biggest arguments I see here is "my computer does what I want, so I'm happy with it and don't need anything else." By calling Intel machines dinosaurs, you make it clear that you don't believe this (otherwise why not be happy with a 1985 DOS machine?), so explain how you could possibly be better off with a 1985 Atari Fossil than you would be with a 1993 Intel-based clone than runs, oh, a hundred times faster.

>And the biggest stink about 'em is MS-DOS. As I've said many wheres else,
>if my cat shits on the living room carpet, I don't spray perfume on it.
>I clean it up. Ya know what Windoze is? Perfume! Perfume on stink.

Oh gee, and the GEM desktop is so much better. Give me a break. So Windows is a piece of shit -- don't use it! If you don't like DOS, get 4dos; it has command line completion, aliases, and lots of other good stuff that "real" shells have. "DOS" machines run more operating systems than any other computers these days. Don't bash the hardware because you don't like one of the operating systems.

>Now....Give me one of those new '486/100MHz machines and give it a UNIX
>o.s., and THEN we're heading in a reasonable direction!

Right, so why do you dismiss the clones when you know they can run better operating systems than Atari computers?

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

15. Re: STReport???

Newsgroup: comp.sys.atari.st
Date: 1993-01-01 20:52:36 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.eg.wgo5n4n7hdk@jonh.wimsey.bc.ca>
Source record: 212859

Interesting letter to be sent around at just this time. Atari's
usual "shoot the messanger" strategy in action. If it's such an awful
thing to have a free flag for commercial purposes on GEnie, how come
most of the free flag holders are commercial developers?
As with the latest letter in Znet which was published just after ST
Report dared print a reveiw of Comdex by an ordinary attendee who had
the audacity to say it wasn't a wonderful show, it seems Atari will stop
at nothing to silence ST Report. If this was sent to all attendees of
the Atari roundtable, this means the letter was tacitly approved by
Darlah, the roundtable sysop, as that is the only way the author could
get this dropped in every attendees mailbox.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

16. Re: STZIP 2.20 - What's the bug?????

Newsgroup: comp.sys.atari.st
Date: 1993-01-01 21:00:03 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1i2bcjlNNekq@golem.wcc.govt.nz>
Source record: 212853

ST-ZIP seems to cause problems in:

Deflate compression mode
Slow (Maximum compression) mode

My configuration was a 1meg TOS 1.2 machine. I have a growing
susipicion that it may be a TOS incompability problem!

It only seems to cause problems on ZIPped files in excess of 40k - it
seems to work quite happily on smaller files!

I was also using the PRoGram version, not the .TTP version, although
I seem to remember both versions causing the same problem!

17. Re: Compress.ARC

Newsgroup: comp.sys.atari.st
Date: 1993-01-01 21:03:24 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1i2bisINNekq@golem.wcc.govt.nz>
Source record: 212855

The command for extracting 'Z' files with compress is... (looks on disk)

Damn, can't find it. if you run the program from a CLI, or Teradesk, or some such thing. telling it to pause after running the TTP file, then you can send

-h

to the file which gives you the switches. I'm pretty sure you have to use

-C

or some such thing, but it is pretty misleading!

18. Re: STReport???

Newsgroup: comp.sys.atari.st
Date: 1993-01-01 21:06:06 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1i2bnuINNekq@golem.wcc.govt.nz>
Source record: 212854

That message seems pretty much correct!

19. Re: Demo-makers

Newsgroup: comp.sys.atari.st
Date: 1993-01-01 21:07:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1i2bpkINNekq@golem.wcc.govt.nz>
Source record: 212856

> Are there any Demo-maker programs for the ST? I know that a few exist
> for the Amiga (just by reading thru COMP.SYS.AMIGA.DEMOS), but I don't
> own an Amiga. Any help would be greatly appreciated.

Well, someone from 'Unit-17' is around here somewhere, (where's that
8-voice tracker guys!? 8-)

20. Kosten

Newsgroup: comp.sys.atari.st
Date: 1993-01-01 21:13:22 UTC
From: geoffc@zebedee.uucp
Message-ID: <H.XtJiOXaBwjo@zebedee.uucp>
Source record: 212860

Does anyone know how to use the kosten program posted with Hermes, or
what it does ?

My german isn't good enough to understand the readme posted with it, but
I managed to work out from running it that I needed the LOGDIR environment
variable set to the directory where my uucico log file is. Having done this
I get the following output:

Kostenauswertung f&#65533;r die Hermes UUCP Software
V. 1.0, 1991, by Christian Reisel
V. 1.1.2, 1992, by Michael Bongartz
Problem: Das Logfile UUCICO enthaelt keine Tarifzonentabelle.
Bitte tragen Sie folgende Zeile als erst ein das Lofile ein:
TARIFZONEN: <Sek. zum Billigtarif> <Sek. im Normaltarif>

Help ?

Geoffrey

--
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!uunet!ibmpcug!jshark!zebedee!geoffc

21. Spectre GCR (Mac+ emulator) vs. Mac MS-Word 5.1???

Newsgroup: comp.sys.atari.st
Date: 1993-01-01 22:01:53 UTC
From: plucky@ais.org
Message-ID: <C073v6.H79@ais.org>
Source record: 212857
Cross-posted to: comp.sys.atari.st,comp.sys.mac,comp.sys.mac.apps,comp.sys.mac.misc

[Apologies for massive cross-post -- I'm at wits end!]

I'm looking for info from anyone who really knows MS-Word
for the Mac or the Spectre Mac-Plus emulator for the Atari ST.

I have an Atari ST (yeah, I know...) running a Mac-Plus
emulator called a Spectre GCR, with 4MB of memory (about 3.8 in Mac
mode), 60MB of hard-drive space in the Mac partition, System 6.0.8,
and an 800K floppy drive.

Microsoft Word 5.1 for the Mac, which I purchased at an
attractive academic price, requires the following:
* Mac Plus or greater (check -- as far as any program knows)
* Hard drive and one 800K drive (check)
* One MB or more memory, two for grammar or Sys7 (check)
* Apple System 6.0.2 or later, Finder 6.1 or later (check)

Well, I just tried to install my academically-priced Word 5.1
and the Installer tells me I don't meet the requirements for
installing Word 5.1. Neither "Easy Install" nor "Customize" is
available. What really ticks me off is that I installed and
then deleted an original 5.0 from the Mac Lab I work in at Michigan
State just to be sure it would work, and the 5.0 installation went
just fine!

You know what'll happen when I call Microsoft's help line --
I'll listen to their deejay for 15 minutes and then be told it's the
fault of the unsupported emulator. I'd almost rather pirate 5.0 instead.

So, I'm asking two packs of newsgroup readers two questions:
* COMP.SYS.MAC & c.s.m.APPS READERS: Does anyone know what
Microsoft changed between versions 5.0 and 5.1 that could be tripping
me up here?
* COMP.SYS.ATARI.ST READERS: Are there any Spectre users out
there using MS-Word 5.1 successfully? How did you do it?

I guess I'd also like any Atari/Spectre users out there who
have their Spectre manuals handy (I'm away from home, so I don't) what
the Gadgets By Small e-mail address is. I could call or fax tomorrow,
but I'm not entirely sure they're even in business anymore!

Thanks in advance for any and all help!

```
============================================================
/ Chris Adamson / FREE LEONA HELMSLEY!! /
/ Michigan St. U. / Limit 1 Leona Helmsley per customer /
```

/ Media Arts Prgm. / ---------------------------------- /
/ M.A. student / plucky@umcc.ais.org , plucky2@aol.com /
==========
DISCLAIMER: Academic 11th in the Big-10 and you think they care about THIS?!

22. A Bomb in the Post

Newsgroup: comp.sys.atari.st
Date: 1993-01-01 22:05:30 UTC
From: cal@otter.hpl.hp.com
Message-ID: <78220002@otter.hpl.hp.com>
Source record: 212858

I have a problem which might appeal to the older Atari user. It is a bug which has been driving me nuts for years, and if I don't get a fix I'm going to fill my hard disk full of gunpowder and mail it to Atari.

First, the system. It is one of the "black brick" 520s with external power and an external floppy. It has been upgraded to 1 Mbyte. It has been completely, utterly reliable in every respect EXCEPT for the

Atari SH204 Hard Disk which I have had for several years, but rarely use because there is a bug in the system software which results in a partition being completely buggered on a regular basis. The symptom is that all the filenames become something like "zzzzzzzz.zzz", and most of the files are completely filled with garbage. I have to zero the partition to resume. It has happened on all my partitions at one time or another. It has happened three times today.

I am using the Atari supplied AHDI Hard Disk driver, dated 16th. June 1986. Is this the well known 40 folder problem? I am using an Atari supplied utility to add an additional 100 folders, and despite taking reasonable precautions to avoid encountering folders, I still get this bloody bug.

If this stirs a flicker of a memory, and you know of a fix, please let me know, and I'll donate some money to Greenpeace ;-)

Colin Low

23. Re: Spectre GCR (Mac+ emulator) vs. Mac MS-Word 5.1???

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 00:11:15 UTC
From: mike@rice.edu
Message-ID: <mike.725933475@mephisto>
Source record: 212862
Cross-posted to: comp.sys.atari.st,comp.sys.mac,comp.sys.mac.apps,comp.sys.mac.misc

plucky@ais.org (Chris Adamson) writes:

> Well, I just tried to install my academically-priced Word 5.1
>and the Installer tells me I don't meet the requirements for
>installing Word 5.1. Neither "Easy Install" nor "Customize" is
>available. What really ticks me off is that I installed and
>then deleted an original 5.0 from the Mac Lab I work in at Michigan
>State just to be sure it would work, and the 5.0 installation went
>just fine!

You could always install onto your work computer, then copy the
newly installed files to your Atari using floppies (God forbid!)
or Appletalk. You will be in violation of your license for a
little while, but I don't think Microsoft wil prosecute you for it.

Hope this helps,
Mike

--
....
: Michael L. Quillin : Dept. of Biochemistry :
: mike@rice.edu : Rice University :
: (713) 527-8101 ext. 3346 : P.O. Box 1892 :
: (713) 527-8750 ext. 3346 : Houston, TX 77251 :
:.....................................:.....................................:

24. n890421 (KA9Q for the Atari ST....)

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 00:56:03 UTC
From: jbunch@nyx.cs.du.edu
Message-ID: <1993Jan2.005603.17079@mnemosyne.cs.du.edu>
Source record: 212861

Greetings...

I grabbed the n890421 package from atari.archive, and I have it set up and it appears to work mostly. I can finger sites, and ftp to sites, but whenever I try to telnet I get 2 bombs. It never fails. I have tried numerous things to try and get telnet to work. I even rebooted with nothing in my autofolder and no desk accessories. That did not help either. Anybody else out there even trying the package taht can offer me a few pointers?

John

--
John B Bunch * I don't want the world, I just want your
280 Quail St. 1st Floor * half.... -TMBG
Albany, NY 12208 * jbunch@nyx.cs.du.edu If mail here bounces
(518) 436-3810 * Try John.Bunch@bbs.oit.unc.edu

25. Re: A Bomb in the Post

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 01:43:21 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1i2rvpINNfos@golem.wcc.govt.nz>
Source record: 212863

Okay, make sure you have the latest version of the AHDI utilities,
(not sure which version). Make sure you have FOLDRXXX.PRG installed
in the boot (Recommend setting it to at LEAST FOLDR300.PRG).

Using these two, should fix most problems. (If it will work, it would
be best to use the ICD utilities instead of AHDI, as they are updated
more often - and do more - whether it will work on your Hard-Drive
(the SH204) remains to be seen!

Anything dated prior to 1988 - try and find an update!!

26. Ultima 5 - Can anyone help!?

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 01:50:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1i2sc8INNfps@golem.wcc.govt.nz>
Source record: 212864

Okay, after quite some time, for some odd reason, the U5.PRG file
in the AUTO folder of the Ultima 5 boot disk, has died. (The program
managed to overwrite it somehow with a saved game!)

I have looked on the disk, and it is *gone*! (e.g. I've used a disk
editor/undelete utilitiy to look at it - it's not there!)

If anyone with this game could UUencode and E-Mail this file to me,
I'd be *VERY* grateful! (I don't have a backup, as apparently making
backups for personal use is illegal). But, it's not a lot of use
without this file, and not a lot of use JUST with that one file,
(as it's only the booter - and there's another 2 disks, and other
data files on the boot disk).

Any help would be great!

(If anyone thinks I'm trying to pirate it somehow, then I can give you
word X of paragraph X page X or some such thing!
(I've got the map, coin, book, reference sheet, disks, and diary).

27. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 05:06:56 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1i37tgINN6hi@terminator.rs.itd.umich.edu>
Source record: 212865

```
-rw-r--r-- 23421 1913 Dec 27 00:06 ./0new1
-rw-r--r-- 23421 6092 Dec 27 00:06 ./0new3
-rw-r--r-- 23421 4990 Dec 27 00:06 ./0new2
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

28. GNU SED v1.13 ported to Atari

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 05:34:20 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Jan2.053420.3932@tdb.uu.se>
Source record: 212896

I've just uploaded my port of GNU SED v1.13 to a couple of FTP-sites. If you're eager to get the file right away you can get it from /pub/atari/mint/sed113st.zoo at ftp.uni-kl.de. For those who aren't as eager and/or live in the US (and maybe thinks twice before opening a Transatlantic connection :-) there will also eventually be a copy of the same file on atari.archive.umich.edu (in the directory /atari/Mint). However, as a reply to my letter to Jeff Weiner I got an automated reply that stated that he was away during the holidays.

The port was made with GCC 2.3.1 PL1 and MiNTlibs PL25 and was very straightforward. I haven't had the opportunity to test all its functions, but the ones I've tested works as they were intended. I'm not sure how well the port works under plain TOS since I'm always running MiNT (but I can't really see any point in running it from plain TOS anyway :-). I also tried to compile SED with -mbaserel and -mpcrel, but somehow I couldn't get sed to run that way. It compiled and linked OK, but the executable only gave me a bus-error. It's probably some awfully silly thing that I'm doing wrong. I was under the impression that compiling with -mbaserel and -mpcrel would TRY to create a text-segment without absolute addresses. Am I missing something out?

Happy new year and f..k the army (I'm doing my military service right now ;-)!

Daniel Eriksson Internet : m91der@tdb.uu.se, den@hgs.se
Gardskarsvagen 6B Fidonet : 2:205/229 (Doomdark's Revenge)
814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72905 or 72901

29. Reading Atari diskettes on PC

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 06:16:30 UTC
From: lebaron@INRS-Telecom.UQuebec.CA
Message-ID: <1993Jan2.061630.5914@INRS-Telecom.UQuebec.CA>
Source record: 212866

I have some diskettes from an old 512 that I'd like to read.
(Specificaly, Leather Goddess of Phobos). Unfortunately the machine
won't boot and I don't know anyone who owns an Atari. Are there any
utilities that would allow me to extract the data? I seem to recall that
there was a fairly high degree of compatablilty in disk formats.

Please reply by email - I don't normally read this group.
--
Gregory LeBaron lebaron@inrs-telecom.uquebec.ca (514) 765-7835
INRS Telecommunications, 16 Place du Commerce, Verdun, Quebec, Canada, H3E 1H6

30. Re: Scheduler-type program for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 06:42:53 UTC
From: ekrimen@wet.UUCP
Message-ID: <4928@wet.UUCP>
Source record: 212868

In article <1993Jan1.103849.10186@newstand.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>Does anybody know of a scheduler/calendar/alarm-type program
>for the ST? (You know, something with a caldndar that you can
>keep appointments in, with memos and alarms for meetings,
>etc...sort of like the kind of thing that is part of PCTools.)
>Maybe it would have a sort of electronic rolodex as part of
>it?

I use Calendar 6.3 by Bill Aycock. It's really, really good. It's shareware, so you have to send in money if you use it; mine's coming. :^)

It has a lot of features and I like its reminder feature much better than Cardfile's, which I also own. I put in appointments, meeting dates, and all sorts of stuff like that.

If you want the Rolodex, get Cardfile. It's excellent in its own right. Cardfile is commercial by Gribnif and it's up to version 4.03. I just don't like it's calendar section; I use Calendar 6.3 for that.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

31. Re: n890421 (KA9Q for the Atari ST....)

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 06:55:27 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <72777@cup.portal.com>
Source record: 212867

John Bunch asked about using telnet in the ST version of KA9Q.

I've been using KA9Q to telnet successfully for quite a while now. The only time I've had problems with it is when I have a RAMdisk installed, but that shouldn't affect you if you cold booted with a "clean" system..

The only thing I can think of to check.. is "start telnet" in your NET.RC file in the root directory of the drive you run KA9Q from..?

BobR

32. Re: Gemini and MiNT?

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 08:48:52 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <2b455718@p15.f202.n281.z2.fidonet>
Source record: 212615

In a message of <Wed 30 Dec 92 19:02>, Terry Evans (2:281/202.0) writes:

TE> I just downloaded the recent version of Gemini and I was wondering
TE> if it is able to run with MiNT. Could somebody please let me know
TE> if it is.

What IS the latest version of Gemini and where could I ftp it?

Ta!
Vincent

FidoNet : 2:281/202.15
NeST : 90:500/202.15
Usenet : vincent@nextjk.wlink.nl

--- MARSmail v1.20/4D
* Origin: Verloor m'n koekje bij de boogiemuuuziek (2:281/202.15)

33. Re: n890421 (KA9Q for the Atari ST....)

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 09:00:00 UTC
From: thart@cix.compulink.co.uk
Message-ID: <memo.836689@cix.compulink.co.uk>
Source record: 212869

In article <1993Jan2.005603.17079@mnemosyne.cs.du.edu>,
jbunch@nyx.cs.du.edu (John Bunch) writes:

>Greetings...
>
>I grabbed the n890421 package from atari.archive, and I have it set up and
>it appears to work mostly. I can finger sites, and ftp to sites, but
>whenever I try to telnet I get 2 bombs.

This is a known bug with this version, which has something to do with the
way that a site interrogates your machine to find out which type of
terminal it is.

The fix is to put 'echo refuse' in the 'net.rc' file. Everything should
then be fine.

>--
>John B Bunch * I don't want the world, I just want your
>280 Quail St. 1st Floor * half.... -TMBG
>Albany, NY 12208 * jbunch@nyx.cs.du.edu If mail here bounces
>(518) 436-3810 * Try John.Bunch@bbs.oit.unc.edu
>
>

/*/*/*

34. 823k Formatter source

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 09:56:23 UTC
From: jher@wixer.cactus.org
Message-ID: <1993Jan2.095623.16971@wixer.cactus.org>
Source record: 212870

I want to say thanks to (name whose i've forgotten) for the patch to mtools. I havent had a chance to run it but it compiled ok. I'll keep ya posted if i have problems..

--
There is it. There is nothing you can do about it. PLAY THE GAME. Tag!
YOU'RE IT
jher@sgdreese.arlut.utexas.edu

35. driver of the 640mb optic

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 13:27:27 UTC
From: dave tomesch <dave.tomesch@canrem.com>
Message-ID: <19932.4514.28524@dosgate>
Source record: 212871

ICD has several drivers out there for their host adapters and new LINK
but above that they are now providing a new driver for Falcon scsi
support so you can use Optical drives etc on them. I think its called
ICD BOOT PRO and is available through ICD at a small price. I think the
PRO version is the one you are looking for unless you need the link for
Full Scsi command set to hook up to your Atari.

Dave
--
Canada Remote Systems - Toronto, Ontario
World's Largest PCBOARD System - 416-629-7000/629-7044

36. dont listen to this guy

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 13:27:27 UTC
From: dave tomesch <dave.tomesch@canrem.com>
Message-ID: <1993Jan2.4514.28525@dosgate>
Source record: 212872

Well Chris lets gets some facts straight!

1) I dont belong to the pirating group called Evil Force with over 1000 CD(compact disks), but you havnt denied being apart of it in Public? yet? I wonder why?

2) You flame Atari personel for not running Atari right but then you go ahead and copy anything in sight? Figure that out.

3) Im not parnoid of anything, but maybe you are worried about the truth coming out about your invlovement on 3 pirate BBSes in the Area! Why not go ahead and refute this statement and tell everyone which bbses you frequent and what they have online! I could help you out with large feeds of all the bbses you access and what you DL from them.

4) What does this have to do with what is being discussed is simple you are a hypocrite if you tell people on this system that Atari is to blame for everything when you in fact are part of the cause of the situation

5) It has been proven that equipment can fail do to power spikes across the telephone lines, thats why we hook up Surge protecters not only along the hydro lines but also the phone lines.

Now if you would be so kind and explain how you can be so active on a base for normal ST,TT or Falcon owners and yet go ahead and help groups like the Evil Force? I could give you and everyone a listing of CDs you offer to the pirate public if you like but I dont think many are interested in this kind of activity.
--
Canada Remote Systems - Toronto, Ontario
World's Largest PCBOARD System - 416-629-7000/629-7044

37. Re: KnifeST

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 13:28:32 UTC
From: wabe@ukc.ac.uk
Message-ID: <2648@eagle.ukc.ac.uk>
Source record: 212874

>
>The mag contains a offer to buy the KnifeSt manual plus "a coupon
>which enables you to upgrade to KnifeST 2 when it becomes available"
>for 14.95 pounds.
>

As an old owner of KNIFEST, I can vouch that there certainly is
plenty of room for improvement!!

Admittedly I am used to a much earlier version than the 1.10 version
that recently came with ST-Format. In my opinion that "much heralded" package
was very lacking in useful features and tedious to use. Whenever I needed some
disk repair work done I tended to avoid KNIFEST and use instead the PD tools
e.g. FSCK by Georg Lohse and DLII and REORG by Simon Poole, and more recently
CLEANUP by ICD and some tools I developed myself.

Further, KNIFEST does not appear to understand BGM Partitions - and I
was dissappointed to note that this remains true even for this Version 1.10
- at least in some of the features I tried out. Apart from some tools I've
written for my own use, ICD's CLEANUP is the only disktool I've come across
that deals correctly with these. I have to admit however I found the booklet
that came with KNIFEST useful in explaining FAT & Disk structures - what a
pity that so few books on the ST go into this "vital" information in
sufficient depth.

I trust KNIFEST_2 will

i/ CORRECTLY deal with BGM Partitions

ii/ enable safety copies of both root directory FATS and subdirectory
FAT sectors to be saved to floppy in such a way that these can be restored
if a calamity occurs. That way all the old files that have not been damaged
can easily be located and tested and the saving of this "directory record"
should be so quick that one could afford the time to do it often (daily?).
This feature would have been invaluable to me in the past when I had a
very old and dicey hard disk. Now that I developed a tool with (partially)
this feature, I also acquired a more reliable hard disk - and so do not need
it so much!! - but still, it should be part of a Disk Utility/Repair Package.

iii/ incorporate some reorganising algorithm (like Simon Poole's REORG).
Of course, this must work with BGM Partitions also. (REORG itself predates
(I think) BGM and extended (32 Mbyte) partitions - and so will not handle
these correctly - any chance of an upgrade Simon? - like the one you did
for UNITERM not so long ago). Incidentally ICD should also incorporate some
defragmenting option into their CLEANUP (perhaps they've done so in more
recent versions than the one I've got?).

iv/ have a hard disk back-up option. I know this is unlikely as HISOFT have another package for this - but really they OUGHT NOT, as this task is so akin to the analyses that are germane to KNIFEST and (profit motive not forbidding) could so naturally be incorporated.

The original KNIFEST was merely marketed by Hisoft but developed by someone else (sorry I don't have his (Polish?) name to hand). Now it appears that Hisoft are attempting to patch it up. I hope they can do it better than the woefully inadequate telephone support answers I've got to questions concerning KNIFEST I posed to them in the past! If (as I suspect) their patchwork will NOT come up with the above (& some more) desirable features, I'm afraid that most will find that the most useful thing that comes with KNIFEST_2 will STILL be the booklet.

Sincerely, W. Alan B. Evans
[wabe@ukc.ac.uk]

38. Re: KnifeST

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 13:54:00 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.836842@cix.compulink.co.uk>
Source record: 212876

In article <1hostpINN1km@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>Some mentioned that a Magazine had KnifeST on it,
> can you Please restate witch one...??

It is StFormat IIRC.

>I do have a real copy of KnifeST but its version 1.07..

1.11 is the latest AFAIK

>I do hope that the later version has fixed the limitations
>that I have found with it...

Mostly not.

>No Insert or Delete in the edit buffer, also Backspace and delete keys not
>used..
Still not.

>Unable to print a page of the FAT table, you must print the lot..!!
Not sure about this.

>Does not show cluster links for Directories, only files..
Still not.

>I did write to HiSoft about the buffer problem, soon after I had brought
>the software, but there reply was more or less they were not interested,
>not what I would call good customer support..

i also have reported a bug to hisoft with little response. In general
they are very good with on-line support on Cix. Mention was made though of
a major upgrade in the pipeline so they are probably concentrating on this.
If it appears on the front of a mag then i would guess they regard it as
deceased. All IMHO.

39. slip!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 13:54:58 UTC
From: jbunch@nyx.cs.du.edu
Message-ID: <1993Jan2.135458.20477@mnemosyne.cs.du.edu>
Source record: 212873

Arrggghhhhh!!! It just bombs whenever I try to telnet!!! I even put in
echo refuse, and that didn't help!!!! Any other pointers/clues??

John

--
John B Bunch * I don't want the world, I just want your
280 Quail St. 1st Floor * half.... -TMBG
Albany, NY 12208 * jbunch@nyx.cs.du.edu If mail here bounces
(518) 436-3810 * Try John.Bunch@bbs.oit.unc.edu

40. Re: Falcon compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 14:19:04 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1i488oEINNj26@uni-erlangen.de>
Source record: 212875
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

treno@dist.dist.unige.it (Bertucci R.) writes:

>Hi,
>Is there anyone who can e-mail me a list of ST-Software that
>can run on Falcon030?

Oh, this list would be very long :-)

To be seriuos: Many games have problems, but applications that work on
the TT will shurely work on the FALCON, too. And some that don't work
on the TT work on the FALCON, too.
--
Harald Schoenfeld (hs@cnve.rrze.uni-erlangen.dbp.de)

41. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 14:24:06 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1i48i6EINNj7m@uni-erlangen.de>
Source record: 212877

mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>You don't have TT-low and TT-high on the Falcon 030.

Oh, sorry you have TT-low. I tried it yesterday...
--
Harald Schoenfeld (hs@cnve.rrze.uni-erlangen.dbp.de)

42. Re: SLM804 Troubles--------H E L P

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 14:28:56 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1i48r8EINNjaj@uni-erlangen.de>
Source record: 212879

jkrakover@sma2.rain.com (jonathan) writes:

>P L E A S E H E L P.......

>Just yesterday, for no reason, my SLM804 Laser Printer decided to print
>shadows to the left of everything.

Sometimes it helps to put the DMA cable as far away from all power-cables
as possible.
--
Harald Schoenfeld (hs@cnve.rrze.uni-erlangen.dbp.de)

43. Re: A Bomb in the Post

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 14:38:19 UTC
From: hasse@solace.hsh.se
Message-ID: <1993Jan2.153819.18671@solace.hsh.se>
Source record: 212882

In <78220002@otter.hpl.hp.com> cal@otter.hpl.hp.com (Colin Low) writes:

>I have a problem which might appeal to the older Atari user. It is a
>bug which has been driving me nuts for years, and if I don't get a
>fix I'm going to fill my hard disk full of gunpowder and mail it to
>Atari.

>First, the system. It is one of the "black brick" 520s with external
>power and an external floppy. It has been upgraded to 1 Mbyte. It has
>been completely, utterly reliable in every respect EXCEPT for the
>Atari SH204 Hard Disk which I have had for several years, but rarely use
>because there is a bug in the system software which results in a partition
>being completely buggered on a regular basis. The symptom is that
>all the filenames become something like "zzzzzzzz.zzz", and most
>of the files are completely filled with garbage. I have to zero the
>partition to resume. It has happened on all my partitions at one time or
>another. It has happened three times today.

I had similair problems, and the cause was a bug in the PAL that is
situated on the SH204 SCSI-Hostadapterboard. Since I got a replacement it has
worked perfectly for 3 years.

>Colin Low

/Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, flames: /dev/null \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

44. Re: Falcon 030 Monitors/resolutions/colors/cards?

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 14:48:04 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1i49v4EINNjlm@uni-erlangen.de>
Source record: 212878

afonseca@terapin.com (Alberto Fonseca) writes:

>Hi everyone.. I have a couple of questions about the Falcon 030 and the use of
>monitors for it..

>I read that it was compatible with all VGA montiors, as well as the ATARI
>monitors and TV's, etc.. What I wanted to know is if it makes a difference, or
>how the computer reacts to larger monitors, or different resolution monitors..
>Like a Multisync 5D, or a 19" monitor in color.
>Does the size of the monitor change the amount of colors? Does the computer
>automatically adapt to the reslotuion of a big screen monitor? I am talking
>about true color mode.

The resolution that appears after boottime depends on 2 things:
- The adaptor that is plugged in the FALCONS's monitor-port
- The resolutions you have choosen in the desktop.
All important resolutions can be displayed on all types of monitors (but
sometimes only interlaced). So it does not matter which monitor is connected
(14inch or 21inch for example, RBG or VGA and so on...)

>In true color mode, does this mean the bigger the monitor the more colors? If
>not, what is the limit of colors/pallete? And are they developing any cards to
>use with the Falcon for 24 bit color or 32 bit color? Can the Falcon use a
>card to give it 16.7 Million colors on a 14' monitor?

The size of the monitor does never influence the amount of colours you can
use. In TrueColor you have 32768 colors from 32768 colors, in other modes
you can use 256 colors from 262144 colors. The FALCON has an internal
slot for different kinds of extensions.

>When buying a Falcon 030, does bigger mean better? The Falcon Screenblaster
>card, is 800x600 I think, but how many colors..

As far as I know the same amount of colours, but more pixel and/or higher
refresh-rates (70Hz and more). (I'm talking about the OverScan-Card)

>I think they should make like a 1280x1280 16.7 million color card.. or
>something real high rez in order to compete or out-do the graphics on other
>platforms.

For TV/Video-applications 640x400 plus Overscan is exactly the right
resolution. Resolutions of 1280x1280 are only sensible on 21ich
monitors ($3000 and above :-)) I know some PC-freaks using 1100x800
on 15inch monitors. Normally the fonts they use are also only 16x16 pixels,
so they look like 8x8 on a normal resolution. I think that's crazy, but
they love it...
--

Harald Schoenfeld (hs@cnve.rrze.uni-erlangen.dbp.de)

45. Re: Demo-makers

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 14:52:48 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1i4a80EINNjph@uni-erlangen.de>
Source record: 212880

ggranger@ersys.edmonton.ab.ca (Greg Granger) writes:

>Are there any Demo-maker programs for the ST? I know that a few exist
>for the Amiga (just by reading thru COMP.SYS.AMIGA.DEMOS), but I don't
>own an Amiga. Any help would be greatly appreciated.

If you mean a program to demonstrate a own program automatically
(automatic mouse-move and so on), then there is ATARI's DEMONSTRATOR.
It's included into the developers tools. If you aren't one, write
to ATARI.
--
Harald Schoenfeld (hs@cnve.rrze.uni-erlangen.dbp.de)

46. Re: Spectre GCR (Mac+ emulator) vs. Mac MS-Word 5.1???

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 15:45:06 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <1993Jan2.154506.15112@cbnewse.cb.att.com>
Source record: 212881
Cross-posted to: comp.sys.atari.st,comp.sys.mac

In article <C073v6.H79@ais.org> plucky@ais.org (Chris Adamson) writes:
>[Apologies for massive cross-post -- I'm at wits end!]
...
> I have an Atari ST (yeah, I know...) running a Mac-Plus
>emulator called a Spectre GCR, with 4MB of memory (about 3.8 in Mac
>mode), 60MB of hard-drive space in the Mac partition, System 6.0.8,
>and an 800K floppy drive.

I think your only problem may be that you are trying to run 6.0.8.
The last compatibility list I saw included almost every 6.0.x release
but 8 (but maybe that was a timing problem .7 was the last listed.)
It's not clear to me that 6.0.8 might not be the cause of your
problems. (I am not running Word whatever so can't help you with
actual experience.)

> I guess I'd also like any Atari/Spectre users out there who
>have their Spectre manuals handy (I'm away from home, so I don't) what
>the Gadgets By Small e-mail address is. I could call or fax tomorrow,
>but I'm not entirely sure they're even in business anymore!

They most definitely are still in business.
Gadgets by Small, Inc
40 W Littleton Blvd.; #210-211
Littleton, CO 80120

phone (303) 791-6098
fax 1-303-791-0253
Genie DAVESMALL on Gadgets RT

Disclaimer - I am only a more than satisfied user of GADGETS!

> Thanks in advance for any and all help!

Pleased to be of service. Wayne Booth

> ==
> / Chris Adamson / FREE LEONA HELMSLEY!! /
> / Michigan St. U. / Limit 1 Leona Helmsley per customer /
> / Media Arts Prgm. / ------------------------------------ /
>/ M.A. student / plucky@umcc.ais.org , plucky2@aol.com /
>==
>DISCLAIMER: Academic 11th in the Big-10 and you think they care about THIS?!

47. Re: Compress.ARC

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 16:52:28 UTC
From: ce830@cleveland.Freenet.Edu
Message-ID: <1i4h8cINNisj@usenet.INS.CWRU.Edu>
Source record: 212883

```
If this is the same program I have the correct use is, TTP.
Type in a path filename and it defaults to compress.
Use -d path filename and it uncompress.
The wierd thing is when uncompressing the filename ext must be 3
chr's long ending with a Z.
--
Ron Field ce830@cleveland.freenet.edu (or) ron@mchome.santa-cruz.
ca.us 514 Margaret Av Aptos Ca 95003 (408)688-1508
Waiting for a Falcon
```

48. Re: A Bomb in the Post

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 17:32:13 UTC
From: ce830@cleveland.Freenet.Edu
Message-ID: <1i4jitINNk5d@usenet.INS.CWRU.Edu>
Source record: 212885

The Pal I got for my wife's SH204 was from Berkley Microsystems
P.O. Box 20119 Oakland Ca. 94620 (510)547-2191.
This was a few years ago, It cost $25.00 then.
Also you may want to try Tos 1.04 (no more folder Problems, faster
hard disk reads writes) I have a set for sale for $40.00.
--
Ron Field ce830@cleveland.freenet.edu (or) ron@mchome.santa-cruz.
ca.us 514 Margaret Av Aptos Ca 95003 (408)688-1508
Waiting for a Falcon

49. Re: Compress.ARC

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 17:51:00 UTC
From: Stefan_Westmeier@hb.maus.de
Message-ID: <A16078@HB.maus.de>
Source record: 212605

r>The program itself had a .prg extender, so I just run it... it just "hung."
r>Then I renamed it to compres.ttp and passed "filename.ext" to it like it
r>said
r>in the instructions. It gave back "filename.ext.Z already exists; Not
r>overwritten." and just "hung" again. Then I chopped off the extender and
r>passed just "filename" and no messages... just hung there. I assume it
r>crashed

If you want to compress a file in TOS, you should give a filename without
an extension like this, otherwise it will try to create filename.ext.z,
which is not allowed in TOS (unless you use UNIXMODE):

compress filename -> creates filename.z where filename.z
is compressed

If you want to uncompress a file in TOS, it should have the extension .z
and you must do the following:

compress -d filename.z -> creates filename where filename
is uncompressed

Ciao, Stefan.
--
Stefan Westmeier | stefan_westmeier@hb.maus.de
Schaphuser Str. 24 | litfox@informatik.uni-bremen.de
D-W 2800 Bremen 41 | litfox@biba.uni-bremen.d

50. Archiver wars (was Re: We have reignition)

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 18:15:13 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Jan2.181513.4659@csi.uottawa.ca>
Source record: 212886

I) Concerning lharc:

I never use it for anything other than file extraction, so I don't know all of the inter-version compatibility features. However, as a thought:

Most archivers allow the option of forcing the use of some particular compression method, or the use of archives compatible with some "older" edition.

Is lharc an exception to this rule? If not, then why don't the people that package up newer versions use the "compatibility" option? It seems only sensible: I don't care if the archive bloats by a few K, as it only gets downloaded ONCE. The few K of savings by using some newer algorithm will be FAR exceeded by the cost of the fact that people wind up having to download two or more different versions.

II) Concerning other options:

On the Atari ST, there seems to be quite the choice of archivers:
- Zoo
Roger Sheppard may hate it, but at least it has remained STABLE, doesn't crash, and is highly compatible between a variety of platforms. Compression sizes are competitive, which makes up for the fact that it's a little slow.

I consider it a GOOD thing that it hasn't changed much in a couple of years.

- Lharc
There's lots of work going into maintaining/improving Lharc, but unfortunately, it's all quite jumbled, and it's almost impossible to guarantee that you've got a compatible version. It's fairly fast, but that's because it gets hacked on a lot, which makes it less trustworthy.

- ARC
It's occasionally needed for compatibility with OLD archives. Unfortunately, it's fairly slow, doesn't compress nearly as well as the competition, and the support for subdirectories is a little spotty.

- ZIP
There has been an attempt to get ZIP running on the ST. There's a nice GEM-based version, which unfortunately is buggy. (I've only once gotten through a session with out bombs.)

If you watch the traffic around gnu.announce, and comp.compression, there seems to be quite a bit of talk about a new "portable" edition that's available pretty much in the public domain.

The GNU people are planning to use the ZIP algorithms as the standard compressor for the GNU project; clearly the code is getting looked at by many people in many places.

I could see it being an idea to try to latch onto this use of ZIP, and try to make it into the #1 Atari archiver. ZIP is now about as portable as ZOO; if they get a VM/CMS version out, it will be MORE platform independent than ANY other archiver.

Given the great popularity of ZIP in the I*M world, the fairly easy availability in the UNIX world, as well as VMS, VM/CMS, and probably other places I can't think of, and the fact that early versions of ZIP have been fairly well received by Atari users, it might be worth some of us putting effort into getting the "new" ZIP properly compiled, and generally accepted on the Atari. It might end the LZH/ZOO wars, at least.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

51. Re: The flaming of BobR (Was Re: Falcon030, resolutions, ...)

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 18:43:58 UTC
From: neubert@cuphub.cup.edu
Message-ID: <1993Jan2.134358.164@cuphub.cup.edu>
Source record: 212889

In article <72259@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
> Gordon Farrell asks:
>
>>What did Atari ever do to you to get you so rabid?
>
> Basically, and essentially, Atari Corporation, under the
> management of the Tramiel family took a promising, leading-edge,
> fresh approach, user friendly, and very hopeful computer system,
> and for all intents and purposes, ruined it.
>
> In the process, they also affected the lives and livelihoods of
> a lot of people who tried very hard to support the Atari computer
> line, a lot of whom were, and are, my friends.
>
> Perhaps one of the worst things they've done, again and again,
> is to raise false hopes among those who still support them and
> their computers.
>
> I've been involved with Atari computers since the Warner days,
> and I've supported Atari computer users all that time. I'll be
> among the last group out the door when they turn out the lights
> whenever that might be, too.
>
> I like my 520ST best of all the computers I've owned over the
> years and use it daily. It makes me awfully sad to think of
> what it might have become, if only its parents had cared about
> it.
>
> BobR

VERY well said, Bob. Though not a developer, I was an early user...
and "believer...yes, I'm using my 1MB 1040STf right now. But after
watching Atari shaft Shiraz and many other good people, I now only read
this group for a good laugh. However, I had to give Bob some support.

52. Re: 823k compression source

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 20:29:00 UTC
From: only_bbs!King_Midas@under.mind.ORG
Message-ID: <2414369@under.mind.ORG>
Source record: 212897

Luckily, the ST's built-in GEMDOS and XBIOS functions have no problem dealing with 10-sector, 83-track formats. It's the 11-sector format that required messing with low-level disk functions (VERY ugly).

floprd(long a, 0L, int d, int s, int t, int si, int n)
flopwr(long a, 0L, int d, int s, int t, int si, int n)
flopfmt(long a, 0L, int d, int s, int t, int si, int i, long magic, int virgin)

a = address to buffer
d = disk drive number (0/1)
s = sector number; with flopfmt it contains the number of sectors/track
t = track number
si = side (0/1)
n = number of sectors to be read or written
i = interleave (usually 1). determines the order of the sectors within tracks.
magic = $87654321 (a constant used for formatting)
virgin = intitial value of sectors (usually $E5E5). Can be any number as long as the high nibbles are not F.

In addition to using flopfmt, you must write a bootsector to the disk. I'll have to find the relevant info, but I recommend you look in some book that covers XBIOS and GEMDOS (e.g., Compute's Third Book, ST Drives Inside & Out, a good C manual, etc).

--
via Fortress Gateway at uumind.mind.ORG

53. Re: We have reignition

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 20:32:00 UTC
From: only_bbs!King_Midas@under.mind.ORG
Message-ID: <2414372@under.mind.ORG>
Source record: 212898

Mike Healy:

Although not really on topic with your message, I just thought I'd point out that 2.01L is the newest version (for some months now) of Quester's LHArc.

--
via Fortress Gateway at uumind.mind.ORG

54. Re: slip!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 20:47:00 UTC
From: thart@cix.compulink.co.uk
Message-ID: <memo.837158@cix.compulink.co.uk>
Source record: 212887

In article <1993Jan2.135458.20477@mnemosyne.cs.du.edu>,
jbunch@nyx.cs.du.edu (John Bunch) writes:

>Arrggghhhhh!!! It just bombs whenever I try to telnet!!! I even put in
>echo refuse, and that didn't help!!!! Any other pointers/clues??

Try setting the environment variable TERM=VT52, that should do it.

/*/\
/ Toby Hart Dyke thart@cix.compulink.co.uk \
\ thart@starless.demon.co.uk /
\/*\/

55. Re: Falcon 030 Monitors/resolutions/colors/cards?

Newsgroup: comp.sys.atari.st
Date: 1993-01-02 21:37:56 UTC
From: afonseca@terapin.com
Message-ID: <afonseca.321d@terapin.com>
Source record: 212888

Okay, thanx alot for the info.. I guess I would be alright with a good 14' monitor then.. The resolution isn't that high, but I guess the colors would make up for it.

Alberto
afonseca@terapin.com

56. Re: n890421 (KA9Q for the Atari ST....)

Newsgroup: comp.sys.atari.st
Date: 1993-01-03 00:23:08 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1993Jan3.002308.6103@elroy.jpl.nasa.gov>
Source record: 212890

In article <72777@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>John Bunch asked about using telnet in the ST version of KA9Q.

Unfortunately he seems to be talking about a different version than the
one you may be familiar with.
>
>I've been using KA9Q to telnet successfully for quite a while now. The
>only time I've had problems with it is when I have a RAMdisk installed,
>but that shouldn't affect you if you cold booted with a "clean" system..

What kinds of problems were those? I've never had any trouble of this sort.
(Hm. How much RAM in your setup?)
>
>The only thing I can think of to check.. is "start telnet" in your
>NET.RC file in the root directory of the drive you run KA9Q from..?

The various "start" commands are for starting up the servers that handle
incoming connection attempts. When you say "telnet blah" you're invoking
the telnet client to make an outgoing connection. The two are independent
and will have no effect on each other (unless of course, you're trying
to telnet to yourself...).

The bug that John refers to is mentioned in the ReadMe that accompanies
the n890421 package. Oddly enough, it seems to be based on the same code
that my port was based on, but includes support for many more protocols.
Doesn't seem to do SLFP or PPP though.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a narrow border between genius and insanity, but I'm a dual citizen.

57. Re: Falcon030, resolutions, TRUE color, and DSP

Newsgroup: comp.sys.atari.st
Date: 1993-01-03 03:26:49 UTC
From: ersmith@netcom.com
Message-ID: <1993Jan3.032649.13596@netcom.com>
Source record: 212891

In article <1hp04rINNo83@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:
>In article <4913@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>>And people wonder why Atari doesn't read/respond to the net.

>For the same reason they don't do everything else that might
>put them in touch with their user base -- they don't give
>a damn about the people who own their computers.

There are many Atari employees who read Usenet. There are some who post to Usenet (I'm one of them). Those of us who do generally try to avoid getting involved in threads that are "no win" propositions, or about which we don't know the details. I understand that David is upset at Atari; I wasn't around when he was here, and so I can't comment on what happened during his visit. But I can assure him (and anyone else reading) that Atari employees do care about the people who own our computers. Indeed, most Atari employees I know own an Atari computer.

I am not an Atari spokesperson, nor do I have anything to do with marketing or manufacturing (so don't bother flaming me about our problems in those areas... which the appropriate people do know about, and are taking steps to ameliorate).

Eric Smith ersmith@netcom.com ersmith@atari.uucp

58. Re: Demo-makers

Newsgroup: comp.sys.atari.st
Date: 1993-01-03 06:11:46 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <B3eswB2w165w@ersys.edmonton.ab.ca>
Source record: 212892

mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:

- ggranger@ersys.edmonton.ab.ca (Greg Granger) writes:
-
- >Are there any Demo-maker programs for the ST? I know that a few exist
- >for the Amiga (just by reading thru COMP.SYS.AMIGA.DEMOS), but I don't
- >own an Amiga. Any help would be greatly appreciated.
-
- If you mean a program to demonstrate a own program automatically
- (automatic mouse-move and so on), then there is ATARI's DEMONSTRATOR.
- It's included into the developers tools. If you aren't one, write
- to ATARI.
- --
- Harald Schoenfeld (hs@cnve.rrze.uni-erlangen.dbp.de)
-

No, what I meant was something to create graphics and sound demos.

```
=============================================================================
| Gregeory C. Granger (GGranger@ersys.edmonton.ab.ca) | "All these |
| 5516-190A Street Edmonton, Alberta, Canada T6M-2L3 | memories will|
| Phone: +1 (403) 483-2049 OR +1 (403) 481-5110 | be lost in |
=========================================================| time, like |
| tears in the |
| rain." |
| - Roy Batty |
================
```

59. Re: Kosten

Newsgroup: comp.sys.atari.st
Date: 1993-01-03 11:43:34 UTC
From: herby@danubix.ulm.sub.org
Message-ID: <H.ea._l_9dHlqdmw@danubix.ulm.sub.org>
Source record: 212601

In <H.XtJiOXaBwjo@zebedee.uucp>, Geoffrey Coan writes:
>Does anyone know how to use the kosten program posted with Hermes, or
>what it does ?

Forget it, it's only usefull in good old germany.

>TARIFZONEN: <Sek. zum Billigtarif> <Sek. im Normaltarif>

Add 'TARIFZONEN: seconds for one cost unit' as first line of uucico and
it will work. Nevertheless it's only calculating with german 0.23 DM.

Better use cicolog, it's configurable on other fees than german 0.23 DM

cu l8ter mfG herby@danubix.ulm.sub.org
--
* E-Mail: herby@danubix.ulm.sub.org ccc_damp@rzmain.rz.uni-ulm.de *
* herby@danubix.ul.open.de Fido: 2:241/7902.1 *
* Forchenweg 14 W-7900 Ulm/Donau Voice: 0731-6021657 *
* ULM: Letzte Stadt vor Bayern Don't marry, beer happy *

60. Re: The flaming of BobR (Was Re: Falcon030, resolutions, ...)

Newsgroup: comp.sys.atari.st
Date: 1993-01-03 12:34:42 UTC
From: ritz@ritz.mordor.com
Message-ID: <9301034927@ritz.mordor.com>
Source record: 212893

(neubert@cuphub.cup.edu) wrote:
OS/2> In article <72259@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
OS/2> > Gordon Farrell asks:
OS/2> >
OS/2> >>What did Atari ever do to you to get you so rabid?
OS/2> >
OS/2> > Basically, and essentially, Atari Corporation, under the
OS/2> > management of the Tramiel family took a promising, leading-edge,
OS/2> > fresh approach, user friendly, and very hopeful computer system,
OS/2> > and for all intents and purposes, ruined it.
OS/2> >
OS/2> > In the process, they also affected the lives and livelihoods of
OS/2> > a lot of people who tried very hard to support the Atari computer
OS/2> > line, a lot of whom were, and are, my friends.
OS/2> >
OS/2> > Perhaps one of the worst things they've done, again and again,
OS/2> > is to raise false hopes among those who still support them and
OS/2> > their computers.
OS/2> >
OS/2> > I've been involved with Atari computers since the Warner days,
OS/2> > and I've supported Atari computer users all that time. I'll be
OS/2> > among the last group out the door when they turn out the lights
OS/2> > whenever that might be, too.

OS/2> *VERY* well said, Bob. Though not a developer, I was an early user...
OS/2> and "believer...yes, I'm using my 1MB 1040STf right now. But after
OS/2> watching Atari shaft Shiraz and many other good people, I now only read
OS/2> this group for a good laugh. However, I had to give Bob some support.

I'll throw in my support as well. How many of you guys remember when
Bob Retelle was one of Atari's biggest boosters on GEnie back in the
mid 80's? In spite of all his whippings at the hands of those
bumbling buffoons in Sunnyvale, he still seems to spend a significant
amount of time on this group helping out pigeo...um...new users with
problems and such.

It is truly a sign of things to come when you see the Baggetts, the
Retelles, the Johnsons, the Eisvogs (I know I didn't spell that right)
and yes, even the Darek Mihokas and Ignak Kolenkos disappear from
the Atari scene. These guys often went above and beyond the call
of duty to get out quality products to the Atari community. Let's
face it, there's no reason for these talented people to hang around.
There's no money in supporting Atari products and there's not only
minimal support from Atari for developers, but they even go so
far as shitting on the few knights of the Fuji table who are still

around.

Atari's balance sheet and sales are the laughing stock of the computer world and Wall Street. Their products are not even close to being on the cutting edge of technology anymore, nor are they a good bargain (once you add a usable amount of memory, disk, and a decent monitor to it). It has gotten to the point where Atari could start selling a capable machine (perhaps a 68040-based Falcon) and they wouldn't be able to find anyone to write software for it.

The fat lady is taking a deep breath and preparing for one hell of a song. Start saving up those Atari stock certificates, they'll soon make great kitty litter. Actually, that would be a great idea for you militant disaffected users. For $20 bucks you could buy enough Atari stock (at about one dollar a share) to make a respectable amount of kitty litter. Let your cat use it for a few days and then start mailing it to Sunnyvale. :-)

Cheers,

Chris

--
Christopher Mauritz | My views reflect those of my
ritz@ritz.mordor.com | company since I own the company.
{backbone}!rutgers!spcvxb!ritz!ritz | Ritz International, Inc.
OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 | Import/Export Consultants

61. Re: Kosten

Newsgroup: comp.sys.atari.st
Date: 1993-01-03 12:44:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A50523@K.maus.de>
Source record: 212894

g>Kostenauswertung f|r die Hermes UUCP Software
g>V. 1.0, 1991, by Christian Reisel
g>V. 1.1.2, 1992, by Michael Bongartz
g>Problem: Das Logfile UUCICO enthaelt keine Tarifzonentabelle.
g>Bitte tragen Sie folgende Zeile als erst ein das Lofile ein:
g>TARIFZONEN: <Sek. zum Billigtarif> <Sek. im Normaltarif>

I'll translate...

Problem: The logfile UUCICO doesn't contain a table for phone line costs.
Please add the following line into the logfile as _the top line_:

TARIFZONEN: <seconds in cheap times> <seconds at daytime>

This might not be suitable for countries other than Germany, where phone costs
are calculated this way. Just enter something like

TARIFZONEN: 42 21

if you don't care about costs :-) or in case you have no such system.

- Peter -

62. Re: driver of the 640mb optic

Newsgroup: comp.sys.atari.st
Date: 1993-01-03 12:50:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A50524@K.maus.de>
Source record: 212895

d> ICD has several drivers out there for their host adapters and new LINK
d>but above that they are now providing a new driver for Falcon scsi
d>support so you can use Optical drives etc on them. I think its called
d>ICD BOOT PRO and is available through ICD at a small price. I think the
d>PRO version is the one you are looking for unless you need the link for
d>Full Scsi command set to hook up to your Atari.

Well, fine fact. The PRO level seems to be the one that doesn't require an ICD host adaptor connected.

Besides, the combination AHDI 6.03 and HDX 5.01 works fine for any drive I tried so far, on all machines with SCSI port.
This includes 128 MB Sony MO, 88 MB Syquest, various fixed HD drives.
Streamers will require special drivers for their purpose.

The only problem you might have on ACSI based systems is that Atari's software cannot recognize 'big' drives (above ~120 meg) without a matching line in the WINCAP parameters file. ICDs software will format and partition correctly, without manual work.

- Peter -

63. Re: ICD Host Adapter

Newsgroup: comp.sys.atari.st
Date: 1993-01-03 14:06:41 UTC
From: tries@obelix.kph.uni-mainz.de
Message-ID: <JOF0P5@minnie.zdv.uni-mainz.de>
Source record: 212613

In article <3_800_842_fidonet2b317272@Kralizec.fido.zeta.org.au> you write:
>Original to: andrew@minster.york.ac.uk
>In a message of <10 Dec 92 10:20:18>, andrew@minster.york.ac.uk (3:713/602)
>writes:
>
> a> I have an ICD host adapter and I'm trying to format a Quantum 105S.
> a> However, I don't have the correct configuration file for this drive, my
> a> formatting software (from ICD) only has Quantum 80S. The software is
> a> about 4 years old! Does anyone have any suggestions for formatting this
> a> drive. I keep getting Sense Code 38 at the moment.
>
>Get new software! - you don't need to know what it is - to format a scsi
>device you just tell it to format itself. The ICD s/w you have is obviously
>_dangerously_ old.
>
> a> -Andrew Hague
>
>btw new ICD s/w is free.
>\`miff` /|\
>
Where can I get the new ICD Software?

Thanx Volker

TRIES@SERVER.PHYSIK.UNI-GIESSEN.DE
TRIES@OBELIX.KPH.UNI-MAINZ.DE
TRIES@V3200A.EE.UNI-SB.DE

64. Re: Archiver wars

Newsgroup: comp.sys.atari.st
Date: 1993-01-03 14:14:14 UTC
From: ue@nathan.do.open.de
Message-ID: <H.eg.r1JSayXXHQc@nathan.do.open.de>
Source record: 212631

In <1993Jan2.181513.4659@csi.uottawa.ca>, Christopher Browne writes:

Hi,

>I never use it for anything other than file extraction, so I don't
>know all of the inter-version compatibility features.
I'm using a little bit more, I do all my archiving stuff with LHArc.
I'm connected to several German file networks for the atari and we do
not have any problems with incompatible files. The traffic is a little
bigger than c.[bs].a.s, almost everything is packed with lzh. No problems
here...

[thought: compatibility mode]
>Is lharc an exception to this rule?
No, just add -o to the command line to create old archives. But I don't see
any sense in it: If your 20 year old TV set is broken, there is almost no
chance to get any replacement parts. Now imagine you would go out and tell
all company producing TV sets: "Hey, I want you to produce my 20 year old
TV set so I can get replacement parts!". Thats nonsens, isn't it. You will
have to buy a new one.
On the other hand, your years-old LHArc version is uncapable to unpack
archives created by newer versions. And you go out say "Hey, I want you to
use the old compression method". A new LHArc version is available for free
(if not, drop me a mail. I'll send it to you. This applies to everybody out
there with a useable address [I do hate !-adresses])...

>- Lharc
>There's lots of work going into maintaining/improving Lharc, but
>unfortunately, it's all quite jumbled, and it's almost impossible to
>guarantee that you've got a compatible version. It's fairly fast, but
>that's because it gets hacked on a lot, which makes it less
>trustworthy.
That is -excuse me- complete nonsense. The current LHArc 2.01l package
is all you need. [SHOUTING ON] IF ANYBODY DISCOVERS AN ARCHIVE S/HE THINKS
IS "INCOMPATIBLE", SEND A MAIL TO ME. [SHOUTING OFF] I'll show you that this
is not true.

>- ARC
>It's occasionally needed for compatibility with OLD archives.
>Unfortunately, it's fairly slow, doesn't compress nearly as well as
>the competition, and the support for subdirectories is a little
>spotty.
Hmm, how whould you define the support for subdirectories in zoo? Ever
tried to create a zoo archive concerning a big directory tree under
plain tos (no shell, no external programs, just zoo.ttp?) GRIN
/s/

--
Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

65. First Word + To Word Perfect?

Newsgroup: comp.sys.atari.st
Date: 1993-01-03 14:48:32 UTC
From: leonp@cs.kun.nl
Message-ID: <C0A94w.I3M@sci.kun.nl>
Source record: 212899

Hello everybody,

I need as soon as possible a conversion program to convert
First Word Plus files to Word Perfect files.
I think that there is a utilitie to do this, but where can I find it
and what's its name/
This is really important for me!

Can anybody help me?

Leon Pillich
University of Nijmegen, Holland
email: leonp@cs.kun.nl

Life is what's happening when you're making other plans ...
John Lennon

66. Re: Hard Drive (wierd) Problem - Help!

Newsgroup: comp.sys.atari.st
Date: 1993-01-03 16:03:53 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1993Jan03.160353.269@donau.et.tudelft.nl>
Source record: 212900
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992Dec31.114129.236@janus.arc.ab.ca> erkamp@JANUS.ARC.AB.CA (Bob Erkamp) writes:

>In article <H.eg.8xoBXXa8KAU@elfhaven.ersys.edmonton.ab.ca>,
mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:
>>Hi!
>>
>>I think I might be having a problem with my hard drive. It used to only
>>happen when it was cold in the room where the hard drive is, but now
>>it seems to happen every time I turn the drive on.
>>
>>The problem itself is this; after a few minutes of operating normally,
>>it suddenly gets louder and sounds like it is working harder/going
>>into Warp. It usually stops (then again sometimes it doesn't) if I tilt
>>the front of the hard drive up.
>>
>>The hard drive is an Atari MegaFile 30, by the way.
>>
>>Do I need to clean the inside of the drive, or is it something else?
>>Should I worry about this? The difference in sound is very noticeable
>>(and there is a slight hissing as well).
>>

>Well I can't say specifically what is wrong but having talk to service techs
>about Atari drives I recall that the MegaFile 30 was not a very reliable drive
>and invariably died in about a year. He recommended to stay away from this
>drive and get a MegaFile 20 or 60 as they had much more reliable workings (I've
>had my 20 for many years). I realise that this doesn't help you much. I would
>suggest backing it up immediatly and having it looked at.

>Bob

The MegaFile 30 and 60 are exactly same except for the capacity of the disk
itself. It's news to me that a megafile 30 is unreliable, and I've owned one
for several years. (I sold it when I got a MEGA STe with an internal drive.)

As for the complaints in the original message, they sound to me like some sort
of resonance of the casing, and I wouldn't worry too much about it.

=-=-=-=
C. van Reeuwijk e-mail: C.vReeuwijk@ET.TUDelft.NL

67. Re: Scheduler-type program for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-01-03 17:23:40 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1993Jan3.112342.238@janus.arc.ab.ca>
Source record: 212610

In article <1993Jan1.103849.10186@newstand.syr.edu>, ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>Does anybody know of a scheduler/calendar/alarm-type program
>for the ST? (You know, something with a caldndar that you can
>keep appointments in, with memos and alarms for meetings,
>etc...sort of like the kind of thing that is part of PCTools.)
>Maybe it would have a sort of electronic rolodex as part of
>it?
>Thanks,
>Gerry

Well CAL63.ACC does an excellent job and has most of these features. You need HotWire to use the alarm feature though. It doesn't have memos but everything else. It's shareware and should be at atari.archive.umich.edu. If you want a commercial product NeoDesk has CardFile 4 which has an address book, personal notes, phone dialer, mailing labels, daily agenda and appointments and a monthly calendar. It costs $29.95US from Gribnif Sofware P.O. Box 779 Northampton, MA 01061, Phone (413)247-5620. I don't have this program but do have NeoDesk and it's an excellent product.

Bob

68. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-03 19:03:49 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1i7dalINNelp@msuinfo.cl.msu.edu>
Source record: 212603

dmb@case.ai.mit.edu (David Baggett) writes:

>Now we're talking about insecure Atari owners who feel it necessary to
>typecast anyone who buys an 80x86 machine, simply because it runs DOS.

It comes from experience. I've played with a LOT of different machines in my day. (Happens that I sell computers for a living...) From VIC 20 to 64 to AMiga, from 400 to 800 to XE to ST and TT, from Mac at several levels and from XT to current dinosaur. ANd it's a simple choice for me: I get the most productivity in the least time with my ST. And facts are facts. You go ahead and buy your $899 '486 with monitor. WOn't offend me any at all if you find yourself headed for a service station in the VERY NEAR FUTURE. When you buy cheap, you get cheap. Simple as that.

--

=-=

||| Sing a happy tune and

molin@ptb.cl.msu.edu ||| happy dancers will join

Canton, Michigan USA / | \ your trip. -T. Golas

69. Mark Johnson C Compiler

Newsgroup: comp.sys.atari.st
Date: 1993-01-03 19:44:56 UTC
From: afonseca@terapin.com
Message-ID: <afonseca.32ee@terapin.com>
Source record: 212604

Hi there.. I was wondering if anyone out there is familiar with Mark Johnson C, shareware compiler for the ST. I think the latest version was 2.0, but I'm not sure.. The file I have is MJCV20.LZH. Well if anyone uses this, or has a later version, please mail me. Or if you know of a more complete C compiler.. I tried GNU C, but it takes up too much room, I didn't have the docs, and seems much more complicated for someone trying to learn C.

Thanks,

Alberto
afonseca@terapin.com

70. Has someone compiled this ?? - GNU Oleo spreadsheet ?

Newsgroup: comp.sys.atari.st
Date: 1993-01-03 20:09:09 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1993Jan3.200909.17655@oz.plymouth.edu>
Source record: 212602

There is a spreadsheet availble from the GNU folks called Oleo....

Has anyone attempted to compile it for MiNT ? It'd be awful nice to be
able to use it in a window while doing other things :-).

(I'd try myself but don't have the time to get gcc installed on my
Mega STe - Besides not being exactly proficient with C at more than a
basic level (No pun intended)....)

--
|E-mail --> un*x: oddjob@oz.plymouth.edu |vms: andys@psc.plymouth.edu |
|Disclaimer > Any "end-user" software that provides NO avenue for user |
|of the week> modification or programmability is NOT user friendly. |

71. please stop pirating atar

Newsgroup: comp.sys.atari.st
Date: 1993-01-03 21:26:09 UTC
From: dave tomesch <dave.tomesch@canrem.com>
Message-ID: <1993Jan3.4514.28574@dosgate>
Source record: 212607

In a previous message you mention you dont own a colour monitor, then the next message you do admit to owning one plus have lots of games. I think you have convinced the Usenet people you not only make false statements but you also pick up games from the local pirating group called the Evil force.

I hope you leave the atari platform because soon as we get rid of more of the pirating types on our machine the better off we will be. I think what you are really upset about is that many of the pirates have and are leaving the atari platform which is a good sign! To bad you are running out of files to UNMSA on your pirating bbses. Glad the pirating boards are slowly dieing and leaving to other machines.

When you list some of the things you do why dont you mention the opposite things you do that dont help atari? Why do you avoid answering which bbses you support, which files you download, which games you bought rather than copy, which software you really support rather than pretend to be a follower of shareware or PD software. Let the truth come out!
--
Canada Remote Systems - Toronto, Ontario
World's Largest PCBOARD System - 416-629-7000/629-7044

72. Re: Hard Drive (wierd) Problem - Help!

Newsgroup: comp.sys.atari.st
Date: 1993-01-03 21:40:47 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <72815@cup.portal.com>
Source record: 212608
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Forget wrote about his Megafile making noises..

There are two sources of such noises normally.. the first is a
"head crash" where the flying read/write heads make contact
with the spinning disk and gouge the surface of the disk.
The material scraped from the surface will cause secondary
crashes until the heads and surfaces are destroyed. The noise
from a head crash will usually be a scraping and grinding sound.

You do NOT want this to happen..! :)

The second source of noise is a "ground strap" which serves to bleed
off static electricity which would otherwise build up on the spinning
platters. The place where this strap contacts the end of the axle
tends to wear, allowing the strap to vibrate and make noises.

This is not destructive, only annoying.

There are ways to dampen the vibrations of the ground strap, but they
require disassembly of the case, and possibly removing the pc board
on the bottom of the hard drive itself. If you can get to it, a small
blob of silicone sealer on the *outside* of the strap will often cure
the noises.

(A third source of noise could be failing bearings in the cooling fan,
but it would be pretty obvious where that noise was coming from.)

In the case of a head crash, you'd know it very soon, as the drive would
become unreadable, and there would be many errors.

From the description of the symptoms, and especially because the noise
changes with the orientation of the drive, it sounds like the ground
strap to me...

BobR

73. Re: First Word + To Word Perfect?

Newsgroup: comp.sys.atari.st
Date: 1993-01-03 22:06:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A50711@K.maus.de>
Source record: 212609

```
l>I need as soon as possible a conversion program to convert
l>First Word Plus files to Word Perfect files.

The WordPerfect package for the Atari ST contains a utility program that does
the job.
```

74. Re: A letter to Dave Baggett, etc.

Newsgroup: comp.sys.atari.st
Date: 1993-01-03 22:40:38 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <72821@cup.portal.com>
Source record: 212611

The reason I get tired of reading the messages from Bob and Dave is that they keep saying the same things over and over and over. I was a reader of Bob when he was on GEnie, and I was around when he left too. My problem with a lot of the folks' messages here is that they don't seem to be able to differentiate between the compter and the people who run the company. I have two Atari's, a Stacy 4/40 and a 12meg SSTed Mega. They both work just fine and do everything I want to do. I have about 250 disks of softwar and its cheaper and does more, easier, in my opinion than the stuff I have had to use at work on the IBM and the Mac. I don't have to love the management of Atari to enjoy using the computers their company built. I used to enjoy the technical information I got here on the net, but now it seems most of the bandwidth is being wasted on company bashing and nowbody is talking about the the machines. Frankly I don't care if Atari is full of (censored) people as long as I can keep my machines working. If they die and atari is gone, I'll buy a machine which works as close to the way my Ataris did as possible. i.e. a built in GUI, OS in ROM, good monochrome display, reasonable speed, price, and _simple_ to set up. Don't anyone try to tell me its a simple thing to set up an configure a clone from scratch. I've had to help too many people who weren't beginners do it. If the machine doesn't come with windows installed already it can be a nightmare for a beginner.

75. Re: STReport???

Newsgroup: comp.sys.atari.st
Date: 1993-01-03 23:00:46 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <72823@cup.portal.com>
Source record: 212612

>>If this was sent to all attendees of
>>the Atari roundtable, this means the letter was tacitly approved by
>>Darlah, the roundtable sysop, as that is the only way the author could
>>get this dropped in every attendees mailbox.

The letter was uploaded and released in the library area where anyone who
wanted to could download it.

The following was posted in the Atari RT by Darlah:

Atari-ST RoundTable
Category : 24, STReport International Online Magazine
Topic : 3, STReport - Letters to the Editor
Message : 96, left on January 2, 1993 at 11:28 EST
From : DARLAH [RT~SYSOP]

Jon:
Do me a favor (no internet connection here) and let the good folks know
that we don't agree or disagree with everything in our library. If we
did, that would mean that we sanction each and every article in the online
magazines. What we do offer is the freedom of speech. We do take great
strides in making sure our files work and are virus free as well as not
crossing over any legal lines. We do try. :-)

Personally, they appear NOT to have the entire thread to make an accurate
judgement. That is too bad. They really need to get online or obtain the
ENTIRE thread to make any conclusions. Unfortunately the lack of such
doesn't seem to stop some people. Flags are given to people to give
online support.

I was the very 1st person to obtain such for GEnie and to make GE aware of
the benefits. It is a successful project. It is obvious they have
absolutely no idea what they are talking about in this regard. Atari
doesn't run this RT, I do. I make all final decisions. I don't play games
and base my decisions on personal feelings. I actually have better things
to do than invest my time in those sort of games. I wish everyone did.

---

76. A little story from OZ

Newsgroup: comp.sys.atari.st
Date: 1993-01-03 23:16:02 UTC
From: swanee@megadata.mega.oz.au
Message-ID: <1993Jan3.231602.25684@megadata.mega.oz.au>
Source record: 212616

A little story from down-under ...

A friend of mine who deals in computers (PC clones, ataris and amigas)
had someone come to him last week with a 520STFM that had the 1MB
upgrade and was working OK except for the floppy which needed replacing.
My friend gave him a quote to fit a double-sided floppy to his machine
for A$100. This guy ummm'd and arrr'd for a while and then said that
if my friend gave him A$60 he could have the machine. He ended up
refusing the deal because apparently you just can't unload atari machines
here anymore, even if you give them away!

Sla/n go fo/ill,
Risky B.

Geoff Swan (research & development) _--_|\ swanee@megadata.oz.au
Megadata Pty Ltd / \
2/37 Waterloo Rd, North Ryde, _.--._/ +61 2 805 0899
NSW 2113, Australia. v (Fax) +61 2 887 4847

77. Is 1st Card still around?

Newsgroup: comp.sys.atari.st
Date: 1993-01-03 23:34:13 UTC
From: jrt@hardy.u.washington.edu
Message-ID: <1i7t5lINNr8b@shelley.u.washington.edu>
Source record: 212614

I ran across an application called 1st Card about a year ago.
It was similar to Hyperlink, allowing data and graphics to be
used in a database construction. I would be interested in
hearing from anyone who has had experience in using it, or
cross references between it and Hyperlink.

It is also supposed to support an expert shell, which would
be very beneficial to the type of application I plan to write.
This program evidently won an award for the most innovative
new educational software in Aug. 1991, so it seems there should
be some facts about it soomewhere, and perhaps a demo??

Thanx,

Jerry Thompson

78. Re: *.Z compression

Newsgroup: comp.sys.atari.st
Date: 1993-01-03 23:37:57 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Jan3.233757.22682@tdb.uu.se>
Source record: 212626

Paul Chan (chanp@ccu.umanitoba.ca) wrote:
: In article <A6780@M4.maus.de> Achim_Wilhelm@m4.maus.de (Achim Wilhelm) writes:
: >*.Z is a FREEZEd file. So, use FREEZE for decompress it.
:
: That's not true.
:
: *.Z --> use uncompress
: *.F --> use freeze -d

And while we're discussing extensions:

*.z (lower-case) --> use GNU ZIP

It's supposed to become the new standard for the GNU-project. I can now
see LOTS and LOTS of people wondering where to get an Atari-version of
GNU ZIP (well, I hope at least _someone_ wants to know :-). Just watch
this newsgroup the next couple of hours and you'll know. I just finished
the port and is now putting together a simple readme-file.

Daniel Eriksson Internet : m91der@tdb.uu.se, den@hgs.se
Gardskarsvagen 6B Fidonet : 2:205/229 (Doomdark's Revenge)
814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72905 or 72901

79. For sale: Okimate 20 printer, Printmaster Plus, EasyDraw

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 00:44:47 UTC
From: georgew@tekig1.PEN.TEK.COM
Message-ID: <8130@tekig7.PEN.TEK.COM>
Source record: 212617

Printmaster Plus $15
Make greeting cards, etc. Works with most 9-pin printers and Okimate 20.

EasyDraw 2.0 $15
Drawing program from Migraph. Works with Epson FX and Okimate 20.

Okimate 20 color printer $60
My kids used this a lot for color screen dumps when they were younger, but they're into DTP now, so I bought a 300 DPI printer. This is the Atari ST version of the printer, which emulates Atari SMM804 graphics (basically Epson 9 pin) as well as doing color screen dumps and 24-pin NLQ text. Included: 2 1/2 black ribbons, 1 1/2 color ribbons, and about 250 sheets of fanfold paper. Does *NOT* include printer cable (it uses a standard Centronics cable - about $10 from any computer store). Also, the current print head has one of the 24 pins burned out; new ones cost about $20 by mail order and just snap into place. I'll enclose an order form from the company that sells paper, ribbons, and print heads.

All of the above come with original boxes and manuals, and I'll pay shipping in the continental U.S. (I live in Oregon.)

George.S.Walker@tek.com *OR* georgew@tekig1.pen.tek.com
OR uunet!tektronix!tekig1.pen.tek.com!georgew

80. Re: First Word + To Word Perfect?

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 01:10:34 UTC
From: jan@janhh.hanse.de
Message-ID: <4663.01.93@janhh.hanse.de>
Source record: 212715

leonp@cs.kun.nl (Leon Pillich) writes:

>I need as soon as possible a conversion program to convert
>First Word Plus files to Word Perfect files.

Word Perfect 4.1 for the ST includes a utility called CONVERT that
does it. (I don't know how well - I haven't tried.)

- Jan

--
Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
E-Mail: jan@janhh.hanse.de

81. GNU ZIP v0.6 ported to Atari

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 01:59:24 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Jan4.015924.26763@tdb.uu.se>
Source record: 212627

I've just finished a quick and dirty port of the latest GNU ZIP (v0.6).
You will find it at atari.archive in the near future, and at ftp.uni-kl.de
when you read this (/pub/atari/archivers/gzip06st.zoo). It looks like
FSF will use GNU ZIP instead of COMPRESS in the future in the GNU-project.
That means a LOT of people will start using it fairly soon, so why not be
one of them? :-) Anyway, GNU ZIP does compress a lot better and it will
eventually support the immensly popular PKZIP-format (from the PC-world).
It already suports multiple-file archives (something COMPRESS never did).
For more information on what is planned for future GNU ZIP-releases please
take a look at the TODO-file in the original source-distribution (see below).

In the archive you will find two different executables. One that should
run fine under for example MinixFS (called gzip_xfs.ttp) and one that
I compiled so that it shouldn't use symbolic links, multiple dot-filenames
or try to change the owner of the file (called gzip_tos.ttp since I
believe there's a small chance it will work on a normal TOSFS). Neither
of the two programs has been tested _without_ MiNT installed, so if you
try to run them from plain old TOS you might run into big problems. The
two executables has been built by GCC v2.3.1 PL1 with MiNTlibs PL25 (if
anyone is interested :-).

You will also find the original README file, the COPYING file, a small
document describing GNU ZIP and the makefile I used when building GNU
ZIP on the Atari. The original source-distribution can be found at your
local gnu-ftp-site or at prep.ai.mit.edu as /pub/gnu/gzip-0.6.tar.Z. In
the source-distribution you will also find a couple of shell-scripts that
could come in handy when dealing with packed files. There's also some more
documentation concerning the algorithm and a man-page.

Share and enjoy!

Daniel Eriksson Internet : m91der@tdb.uu.se, den@hgs.se
Gardskarsvagen 6B Fidonet : 2:205/229 (Doomdark's Revenge)
814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72905 or 72901

82. Re: Scheduler-type program for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 02:21:22 UTC
From: dcable@nyx.cs.du.edu
Message-ID: <1993Jan4.022122.1941@mnemosyne.cs.du.edu>
Source record: 212619

erkamp@JANUS.ARC.AB.CA (Bob Erkamp) writes:

>If you want a commercial product NeoDesk has CardFile 4 which has an
>address book, personal notes, phone dialer, mailing labels, daily agenda
>and appointments and a monthly calendar. It costs $29.95US from Gribnif
>Sofware P.O. Box 779 Northampton, MA 01061, Phone (413)247-5620. I don't
>have this program but do have NeoDesk and it's an excellent product.

I am currently using CardFile 4 and can testify that it works very well
indeed for this purpose. For the shareware approach you might also
consider Deskpac.

--
dcable@nyx.cs.du.edu

83. Re: ICD Host Adapter

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 02:28:38 UTC
From: dcable@nyx.cs.du.edu
Message-ID: <1993Jan4.022838.2123@mnemosyne.cs.du.edu>
Source record: 212618

tries@obelix.kph.uni-mainz.de (Volker Tries) writes:

> Where can I get the new ICD Software?

It can be found on both GEnie and on Compuserve. ICD expressly forbids the re-posting of it anywhere else so you shouldn't be able to find it anywhere on the net unless ICD put it there. If you have a local ICD dealer they can also upgrade your software for no fee (if they will).

--
dcable@nyx.cs.du.edu

84. MiNT and MINIX file system

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 05:01:53 UTC
From: lehmann@cs.tamu.edu
Message-ID: <1i8gc1INNqb5@tamsun.tamu.edu>
Source record: 212620

Well I finally installed the MiNT distribution kit. I had to do it manually. I think that I had the MINIX file system working too. I placed the file "MINIX.XFS" in the root directory of my boot drive "C:\" and I got the message that the MINIX file system was active.

I then wipe everything about under normal TOS by simply copying a file to the partition that stores the MINIX partition.

My questions are:

What do I do to prevent TOS writing onto the MINIX file system when MiNT is not active?

I am supposed to be able to make large file names with MiNT and MINIX? I could'nt find a UNIX like program that would let me have more than the TOS sized file names. When I did "touch thisisamintfile" the system locked up. No error messages. Maybe the program could be slow, but I waited about 10 minutes for it to complete. I thought that "touch" would be extremely fast.

Use the ICDFMT.PRG partition program, what should I set in the "TYPE" field. I know that in real MINIX I should somehow make the partition unavailable to TOS only. How do I make a partition MiNT accessable and not TOS accessable?

System Information: TOS 1.0 / 4Mb RAM / 193 Mbyte hard drive / ICD controller / 1 embedded SCSI drive / 1 Adaptec RLL drive / Empty AUTO folder / No Accessories except TOSWIN when running MiNT

Does anyone know is TOS 2.06 is a good system for running MiNT? I want to either get TOS 2.06 or NeoDesk 3.x. My TOS 1.0 and NeoDesk 2.05 combination just doesn't cut it.

Does anyone know is Universal Item Selector III is supposed to work with MiNT? I have tried many kinds of AUTO folder combinations to get UIS III to work, but the configuration usually bombs upon the first call of the Item Selector.
--
Mark Lehmann Senior Texas A&M University
lehmann@cs.tamu.edu UPE Honor Society - Vice President

85. Re: STReport???

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 06:27:49 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <72846@cup.portal.com>
Source record: 212621

Dave Flory posted a very amusing article:

Thanks for the laugh, Dave.. that was very funny..!

BobR

86. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 07:25:54 UTC
From: ritz@ritz.mordor.com
Message-ID: <930104817@ritz.mordor.com>
Source record: 212622

```
--
Christopher Mauritz | My views reflect those of my
ritz@ritz.mordor.com | company since I own the company.
{backbone}!rutgers!spcvxb!ritz!ritz | Ritz International, Inc.
OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 | Import/Export Consultants
```

87. Re: ICD Host Adapter

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 07:28:03 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1993Jan4.072803.28071@news.rhrz.uni-bonn.de>
Source record: 212632

In article <1993Jan4.022838.2123@mnemosyne.cs.du.edu> dcable@nyx.cs.du.edu (Dan Cable) writes:
>tries@obelix.kph.uni-mainz.de (Volker Tries) writes:
>> Where can I get the new ICD Software?
>
>It can be found on both GEnie and on Compuserve. ICD expressly forbids the
>re-posting of it anywhere else so you shouldn't be able to find it
>anywhere on the net unless ICD put it there.

Which I believe is massively unfair since most Atari users are NOT on GEnie or Compuserve. I realize that this might be different in the U.S., but this just shows how ICD fails to perceive international markets. (And I'm willing to bet that they sold five times as many adapters in Germany than in the U.S.)

> If you have a local ICD
>dealer they can also upgrade your software for no fee (if they will).

That's the point. They charge DM 20 (some $13) for the new software. While this may not seem much, keep in mind that there have been quite a number of revisions of the (IMO very good) ICD software, and you cannot always know which version solves your particular problem.

To be fair, there IS the possibility to d/l their software from a mailbox in Germany, but the long distance phone charge would be even more than DM 20 :-(

Yet another example how US mfgrs ***** their European customers.

-- Volker
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

88. Fastfix - help please

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 07:48:13 UTC
From: rasas@minyos.xx.rmit.oz.au
Message-ID: <1i8q3tINN3q2@escargot.xx.rmit.OZ.AU>
Source record: 212624

I tried to mail this twice and got it back. The original article appeared
about a month ago...

In comp.sys.atari.st someone who I can't be bothered looking up wrote:

>There's a nifty little PD utility program called "Fast Fix" that you pop
>in your AUTO folder and it turns off the key click and fixes the screen
>dump so the whole screen fits on a sheet of paper. I've been using it
>for a long time and it's never interfered with anything.

I'm particularly interested in this 'Fast Fix' utility but can not find it
anywhere.. Could you (read: anyone..:) possibly mail me a copy if it's
not too much truble as I can't seem to find it on a.a or any of the local
BBS's.

Many thanks,

Greg.
--
_-_|\ Greg Patten.
/ \
_.-.*/ <-- Melbourne, Australia.
v email: rasas@minyos.xx.rmit.oz.au

--
_-_|\ Greg Patten.
/ \
_.-.*/ <-- Melbourne, Australia.
v email: rasas@minyos.xx.rmit.oz.au

89. Re: ICD Host Adapter

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 08:06:42 UTC
From: ue@nathan.do.open.de
Message-ID: <H.eg.jRlEjcRZOYY@nathan.do.open.de>
Source record: 212623

In <1993Jan4.022838.2123@mnemosyne.cs.du.edu>, Dan Cable writes:

Hi everybody,
>> Where can I get the new ICD Software?
>
>It can be found on both GEnie and on Compuserve. ICD expressly forbids the
>re-posting of it anywhere else so you shouldn't be able to find it
>anywhere on the net unless ICD put it there.
there's an ICD mailbox (no net, just one box) here in Germany where you can
download the new versions. The phone number is +49-6104-67582, the modem is
probably a HST (I do have 14400/HST connects)....

>If you have a local ICD dealer they can also upgrade your software for no
>fee (if they will).
That's slightly different here in Germany: Each and every update is 15 DM
(approx. 10 US$) if you get it at ICD, for free at the box. And the phone
costs are lower than that fee :-)
/s/
--
Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

90. Re: MiNT and MINIX file system

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 08:52:43 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1993Jan4.085243.17572@elroy.jpl.nasa.gov>
Source record: 212625

In article <1i8gc1INNqb5@tamsun.tamu.edu> lehmann@cs.tamu.edu (Mark A Lehmann) writes:
>Well I finally installed the MiNT distribution kit. I had to do it

I haven't looked at this kit so I can't address any of its specifics...
>
>My questions are:
>
> What do I do to prevent TOS writing onto the MINIX file system when
>MiNT is not active?

I don't think you need to worry about this. Usually a Minix formatted
filesystem will have a valid TOS boot block, with the FAT configured to
indicate 0 sectors free, thus preventing you from writing anything to it.

> I am supposed to be able to make large file names with MiNT and MINIX?
>I could'nt find a UNIX like program that would let me have more than the
>TOS sized file names. When I did "touch thisisamintfile" the system locked
>up. No error messages. Maybe the program could be slow, but I waited about
>10 minutes for it to complete. I thought that "touch" would be extremely
>fast.

The programs need to have been written correctly in the first place, i.e.,
allow for file names longer than 13 characters. If you have a program that only
allocates 14 bytes for filenames (as most TOS programs do) and the directory
routines return a filename much longer than this, you're bound to corrupt
your memory. Depending on whether the program stored the name in a local or
a global/static variable, you could trash the program's stack or other data
areas. If the stack is trashed, the sort of lockup you observed is not unusual.
>
> Use the ICDFMT.PRG partition program, what should I set in the "TYPE"
>field. I know that in real MINIX I should somehow make the partition
>unavailable to TOS only. How do I make a partition MiNT accessable and
>not TOS accessable?

The minixfs.doc file says the partition type must be GEM, therefore, you
cannot make the partition hidden to TOS.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a narrow border between genius and insanity, but I'm a dual citizen.

91. ST-506 HD Interface card to atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 09:07:22 UTC
From: etxjvo@eos.ericsson.se
Message-ID: <1993Jan4.090722.20468@ericsson.se>
Source record: 212628

I have a friend who has a harddisk with ST-506 interface and he want's to connect it to his ATARI 520 ST. But since ATARI only sells SCSI interface cards (here in sweden) he cannot use it with his ATARI.
Now the question is has someone got a scematic of a ST-506 interface card for ATARI ST (hopefully without PAL's or ROM's)?

Please send me a mail so we can discuss how I can get the scematic.

Thanks

92. Re: Gemini and MiNT?

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 10:43:18 UTC
From: mh1@irz213.inf.tu-dresden.de
Message-ID: <WMG0SGI@math.fu-berlin.de>
Source record: 212629

In article <1992Dec30.180226.22904@unislc.uucp>, tevans@unislc.uucp (Terry Evans) writes:

> I just downloaded the recent version of Gemini and I was wondering
> if it is able to run with MiNT. Could somebody please let me know
> if it is.

Yes it is. It runs well with MiNT, but Mupfel, Gemini's shell, does not yet support MiNT's features. (From what I gather from the Mausnet's Gemini newsgroup, the next version will.)

Vincent Partington asked which is the newest version of Gemini and he can get it from. The last released version is 1.21, it should be on atari.archive.umich.edu.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

93. Re: STZIP 2.20 - What's the bug?????

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 10:55:05 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1i9529INN1lo@golem.wcc.govt.nz>
Source record: 212630

In article <H.ea.vj9LpjlXySI@yonder.equinox.gen.nz>, craig@yonder.equinox.gen.nz (Craig Shore) writes:
>Could the people that have complained here about STZIP 2.0 please reply
> to this message here, and i'll pass replies back onto fidonet.
>
> Please DON'T mail replies.
>
> Thanks,
> Craig.
>--
>* Craig Shore. Phone +64 3 3852501 *
>* Email: from in NZ - craig@yonder.equinox.gen.nz *

Don't bother with this, Vincent knows all about this and has managed
to produce this problem, I have talked to him here via E-Mail a few Times...

I can give you his Usenet address..??

Roger.............. sheppard_r@kosmos.wcc.govt.nz

94. Re: KnifeST

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 11:23:37 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1i96npINN1lo@golem.wcc.govt.nz>
Source record: 212633

In article <2648@eagle.ukc.ac.uk>, wabe@ukc.ac.uk (W.A.B.Evans) writes:
>>
>>The mag contains a offer to buy the KnifeSt manual plus "a coupon
>>which enables you to upgrade to KnifeST 2 when it becomes available"
>>for 14.95 pounds.
>>
>
> As an old owner of KNIFEST, I can vouch that there certainly is
>plenty of room for improvement!!
>e.g. FSCK by Georg Lohse and DLII and REORG by Simon Poole, and more recently
>CLEANUP by ICD and some tools I developed myself.

Never ever use these prpgrams to fix hard disk problems,(FSCK-DLII/REORG) they
have more bugs that Bugs have..

> Sincerely, W. Alan B. Evans
> [wabe@ukc.ac.uk]

CleanUp it nothing like KnifeST and I found that it failed with a hard disk
problem, that Ataries CHKDSK3 showed up, cross link clusters..???

Problems that I have found with KnifeST 1.07..

1. No insert mode for the edit buffer..

2. Backspace and Delete keys don't work in the edit buffer..

3. Unable to print a FAT Table Page, only the lot..

4. Will not show Folder/Directory cluster links..

I find that PD software is a Big wast of time, like playing Russian roulette
with you Hard Drive..

BGM Partitions, I think Atari took to long in bringing out a standard,
is it one,? and most other hard drive firms ended up developing there own..

Does any one support BGM Partitions..??

Roger.............. sheppard_r@kosmos.wcc.govt.nz

95. Re: We have reignition

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 11:35:08 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1i97dcINN1lo@golem.wcc.govt.nz>
Source record: 212634

> > Although not really on topic with your message, I just thought I'd
>point out that 2.01L is the newest version (for some months now) of
>Quester's LHArc.
>
>--
>via Fortress Gateway at uumind.mind.ORG

There is a LZH201LE on A.A. and a few other Sites...

!!!!! NOTE: This is NOT VERSION 'L' but VERSION 'I'....

There is not a English version 'L'....!!!!

Roger.................. sheppard_r@kosmos.wcc.govt.nz

96. Re: the "real" Gemulator 2.0 featu

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 12:05:09 UTC
From: spoil@opal.cs.tu-berlin.de
Message-ID: <1993Jan4.120509.910@cs.tu-berlin.de>
Source record: 212635

```
>> Well, Julian, in my personal biased one-sided opinion, YOU are the only one
>> of ST-Magazin's authors who is NOT a complete idiot. (Well, maybe Laurenz
>> Pruessner on one of his better days :-)

Mhgrhmpfh.
```

97. Headstart and STE

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 12:28:30 UTC
From: hmitchel@vlasov.gsfc.nasa.gov
Message-ID: <HMITCHEL.93Jan4072830@vlasov.gsfc.nasa.gov>
Source record: 212636

Hi,

I just replaced an old 520ST with a 1040STE. Most games and applications seem to run fine, but one troublesome exception is Headstart. Does anyone know of an application for an STE auto folder that will put up a user-configurable menu of (GEM) programs that a user can pick from? Such a utility is invaluable when producing turnkey disks for kids.

By the way, can someone explain the AUTO folder part of the INSTALL APPLICATION menu dialog? I tried to use it to establish an auto-booting GEM program, but it seemed to have no effect.

Thanks,

Horace Mitchell
Scientific Applications and Visualization Branch voice: (301) 286-4030
Code 932, NASA/Goddard Space Flight Center fax: (301) 286-1634
Greenbelt, MD 20771 hmitchel@vlasov.gsfc.nasa.gov
--

Horace Mitchell
Scientific Applications and Visualization Branch voice: (301) 286-4030
Code 932, NASA/Goddard Space Flight Center fax: (301) 286-1634
Greenbelt, MD 20771 hmitchel@vlasov.gsfc.nasa.gov

98. Spectre GCR on a TT

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 12:32:35 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Jan4.123235.19935@news.unige.ch>
Source record: 212637

I have just become the proud possessor of a TT with a large colour monitor (Eizo) and Crazy Dots, and I have two problems (that I have found so far) with Spectre GCR 3.0.

1 - I cannot format 720 k MFS floppies with DCFormat 3.02, for transverting (I always get a disk error);

2 - I cannot get a full A3 Mac screen - the Mac does run on a 1280x800 screen, but it gives me 2 "squished" (and illegible) screens, side by side. In ST high res. emulation, there is no problem.

Thanks in advance,
Mike

99. Zu verkaufen

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 12:50:30 UTC
From: mchapman@butes.eis
Message-ID: <2234@osiris.bosch.de>
Source record: 212638

Atari Mega ST4 mit interne 105MB Platte und SW Monitor.
Mit Turbo C 2.0 (orig. Licenz) und TeX usw.

und:
Vortex HD Plus 20MB externe Festplatte fuer Atari ST
fuer nur DM 200 (mit Kabel, Cacheing Treiber, Utilities
usw.).

Tel: 07121/35-1662 Tags ueber
07121/47757 Abends

Mike Chapman

100. Re: 823k Formatter source

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 13:20:10 UTC
From: ralph@laas.fr
Message-ID: <RALPH.93Jan4142010@idefix.laas.fr>
Source record: 212643

You're welcome! If you find any improvements, let me know.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a Falcon/Next?

101. Good old Darek

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 14:10:18 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <4JAN93.09101838@cc4.crl.aecl.ca>
Source record: 212640

Good old Derek

The following is a message I received from Darek Mihoka. Its tone
is self explanatory. Jesus, is this guy ever one giant sized idiot.

Lighten up Darek, before your balls choke you!

==========
#3 28-DEC-1992 16:45:14.11 NEWMAIL
From: CRL::IN%"darekm@microsoft.COM"
To: IN%"csullogg@crl.aecl.ca"
CC:
Subj:

To: csullogg@cc4.crl.aecl.ca
Subject: Re: Upgrade Woes
Newsgroups: comp.sys.atari.st
In-Reply-To: <24DEC92.12084374@cc4.crl.aecl.ca>
Organization: Microsoft Corporation
Cc:

In article <24DEC92.12084374@cc4.crl.aecl.ca> you write:
>Every once in a while, I see netters complain that they have had
>to move from an ST to an STE or maybe to a TT. Their gripe is they
>should have been able to upgrade their first computer rather than
>change computers. Well, I own an ST and a MegaST and I use a TT in
>my full time day job. My MegaST is from 1987 and I have added more
>RAM (4 megs) and a REFLEX graphics card (1024 x 496 on an SM124
>monitor). Other than that, my MegaST is stock 1985.
>
>Now, picture the PC user who owned an XT in 1985 and then upgraded
>to an AT to go with the market. Then picture the poor bugger getting
>a 386SX because the SX's were so much cheaper (at one time) than
>a true 386. Now, imagine if you will, the same poor bugger wondering
>whether he should go to a 40MHz 386 with a co-processor or to
>a 486 because Windows runs too slowly on his SX. Imagine, again,
>scouting the market for a faster graphics card that actually lets
>his screen redraws take place at a reasonable speed.
>
>I am DAMN glad I did not buy into the PC market - I like my money
>in my account and not spent on hardware upgrades (I won't even
>begin to detail the cost of software upgrades on a PC).

Like every other Atari bigot, you're spreading half truths again.
You're trying to tell me that you get 1024x496 resolution out of
your Sm124 mono monitor? Right! When pigs fly! I'm sure you meant

the SM194 24 inch mono monitor?? That's a much more expensive
proposition. Would you care to tell me how much a typical Mega ST
user would have to pay for sure an upgrade and why this is such a
better upgrade path than a PC user paying $200 to upgrade from a
standard VGA card to a 1024x768 Super VGA card?

****
* Yes, dink head; I do get 1024x496 on an SM124. I own the damn *
* monitor and unlike you, I **DO** know what I'm talking about! *
****

Also, the Mega ST can't be "stock 1985" since they weren't released
until late 1987! If you do have a stock 1985 machine, which can only
be a 520ST, I'd like to know how someone goes about upgrading that.
Adding RAM is a pain and you have no expansion slots for graphics cards.

****
* Learn to read bozo; my posting quotes my 1987 MegaST. Not only *
* are you an arrogant idiot, you also appear to be illiterate *
****

As for waiting for the Falcon, well, sweet dreams. Obviously Pagestream
can't be THAT slow if you're willing to waste another 6 months waiting
for the Falcon.

****
* 6 months is the time it takes for screen redraws of Windows on *
* a 386SX. You must be real patient to be a PC user *
****

You also don't seem to mind the disposable computer mentality of Atari.
After all, when you buy your Falcon, you won't have any use for the
hardware inside your Mega ST.

What your close minded little message doesn't point out is that most
PCs (or Mac or Amigas for that matter) are not disposable computers
like the Atari ST is. An upgrade typically involves replacing a card
or plugging in a new card, not throwing away the whole computer and
buying another one.

****
* The paragraph above is just PURE bullshit *
****

You're ignoring the fact that most of the PC components can be reused
such as the keyboard, power supply, SIMMs, floppy drives, hard disks, etc.
An XT or AT user can for about $400 replace his existing motherboard
with a 486 motherboard and not throw away the rest of the computer. This
is analagous to replacing your existing 68000 chip with a T20 or SST
upgrade, but simply upgrading your ST to a 68030 (for about $1000) won't
get you TOS 4.0 or the improved graphics resolution of the Falcon. Your
only choice like you said it so wait until the Falcon comes out and then
buy a brand new computer.

```
*****************************************************************
* Hey dopey - I have a 386@40MHz sitting on one of my desks at *
* home. I sell these to anyone who wants them (in addition to *
* selling Atari computers). I MUCH prefer to use my Mega than *
* struggle with the 386. Windows, my dear boy, is a VERY poor *
* excuse for a modern, user-friendly interface. Now, being the *
* MS running dog lackie that you are, I hope that statement *
* makes you penis shrivel right up! *
*****************************************************************
```

>My only problem right now is slow redraws with Pagestream. I
>could get a T25 board but I think I'll wait for a Falcon. I
>don't mind the move from an ST to a MegaST to a Falcon since
>it is not analogous to the PC scenario. First, the cost of
>the upgrade will be lower overall (and spans 7 years
>altogether - got my first ST in June 1985). Second, MOST of
>my software should be usable as is (unlike the upgrade from
>DOS based to Windows based applications).

What kind of bogus logic is this? You're telling me that a PC user MUST upgrade to Windows and buy new Windows software??? Why, like all his existing DOS software immediately stops working? Or Windows doesn't run DOS software (which it does). So what exactly is the point you're making in the paragraph above. I am missing it. Windows is only installed on about 20% of the PCs out there. That means that 80% of your PCs are still booting up good old DOS and probably running in text mode, just like most 520ST and 1040ST machines probably aren't running TOS 2.06, aren't running Multi TOS, and aren't running a We'll ignore the fact that the upgrade to TOS 1.4 was pretty well mandatory if you wanted a usable ST, since TOS 1.0 was about 30% at screen redraws and had those horrible hard disk bugs.

```
*****************************************************************
* Anyone who proposes that users hang on to their DOS software *
* when Windows version come out is just a bullshitter. In *
* addition, in a business environment, the DOS codes with all *
* their different user interfaces has caused industry $$$$$$$ *
* with training and retraining. Windows, with all of its stupid *
* problems at least presents a standard interface to the user *
*****************************************************************
```

We'll also ignore the fact that when upgrading to TOS 1.04 or TOS 2.06, much of your 1985 ST software fails to work, or works incorrectly, and surprise surprise, you were forced to then upgrade to newer versions of the software. Compatibility is even worse if you're moving up to a 68030 based machine like the Falcon or TT.

We'll also ignore the fact that some of the hottest selling software for the ST were programs like Quick ST, Turbo ST, and currently Warp 9. Gee, it seems that a lot of people weren't too satisfied with the speed of GEM's screen redraws either.

Another thing that really annoys me is how stupid an Atari ST user pretends
to be when it comes to bitching about the redraw speed of Windows. Ok,
grade 4 math. The screen resolution of the ST in color is what? 320x200
in 16 colors. 320x200*4/8 = 32000 bytes of screen memory. A PC running
Windows is typically running what, a VGA. 640x480*4/8 = 153600 bytes of
screen memory. That's almost a 5:1 increase in screen resolution, which
duh, required either 5 times longer or 5 times the processor speed to
redraw compared to your ST. If you compared oranges to oranges, you'd find
that Windows isn't that slow after all. The closest thing to VGA mode on
the ST is TT medium resolution on the TT. Actually, TT medium resolution
IS EXACTLY the same as VGA mode. Boot up a TT and compare redraw speeds of
ST monochrome mode (640x400 mono) and TT medium resolution (640x480 16 colors).
Surprise, Surprise, you'll see a major speed difference. Look at the Mac,
it has very fast redraws compared to the ST, but that's because Macs had
the smaller 512x384 screen which only require about 20K of screen memory.

****
* BULLSHIT again; the PC is just a BAD platform for graphics. That's *
* why a whole industry of hardware and software accelerators exist! *
* Boy, did you see god when MS hired you or does it have a very good *
* indoctrination program. *
****

Also, considering that a 68000 chip is roughly equivalent to a 386SX running
at the same clock speed, a 386SX is slower than a 32 Mhz 68030 in the TT
or even the 16 Mhz 68030 in the Falcon. You run a TT in one of the TT modes
and then image it running half as slow. That's what you should expect out of
a 386SX!!!! The reason you buy a 486 for running Windows is the exact same
reason you get a 68030 for running GEM - faster screen redraws.

It is not my intention to start a flame war, which is why I didn't post this
in public. But I do think your arguments for the most part are bogus. I'd
like to hear you substantiate your claims a bit more, either in private
email or by clarifying your post in comp.sys.atari.st. For as long as you're
going to go on a PC bashing bunge, use facts not fiction.

****
* No intention for a FLAME war; then why initiate a dialog based on *
* insults. I agree with other netters; crawl back in your hole. Better *
* yet, crawl up your own hole *
****

- Darek

--
/----------\
| Darek Mihocka, BraSoft, 14150 NE 20th St., Unit 302, Bellevue, WA 98007. |
| Creator of Gemulator, Quick ST, and Xformer. Views expressed are my own. |
\----------/

102. Re: Demo-makers

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 15:13:46 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan4.151346.5270@newshost.lanl.gov>
Source record: 212639

In article 1i4a80EINNjph@uni-erlangen.de, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>ggranger@ersys.edmonton.ab.ca (Greg Granger) writes:
>
>>Are there any Demo-maker programs for the ST? I know that a few exist
>>for the Amiga (just by reading thru COMP.SYS.AMIGA.DEMOS), but I don't
>>own an Amiga. Any help would be greatly appreciated.
>
>If you mean a program to demonstrate a own program automatically
>(automatic mouse-move and so on), then there is ATARI's DEMONSTRATOR.
>It's included into the developers tools. If you aren't one, write
>to ATARI.

DEMONSTRATOR was a nifty little piece of software... only trouble is it will not work with TOS 1.4 and above which eliminates 80% of the market!

There is (or was) another commercially available demonstrator from Europe but I don't know who makes (made?) it. I know it was expensive, though.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

103. Re: A1200 Compatability (was Re: I am NOT making this up, OK?)

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 15:25:36 UTC
From: peter@blade.stack.urc.tue.nl
Message-ID: <6790@tuegate.tue.nl>
Source record: 212704

Greg Granger (ggranger@ersys.edmonton.ab.ca) wrote:
: mackie@meena.cc.uregina.ca writes:
:
:- What do you think of the A1200? I am a games player (I won't apologize for
:- it - in fact in some sort of weird way I'm proud of it) and I think the IBM
:- clone sucks as a games machine. If none ever get written for the Falcon, the
:- it too, will suck. Is the A1200 the answer to my needs?
:
: Stay away from the A1200 like the plague!!!!! Preliminary reports from
: Europe say that a lot of the software written for the A500 is trashed on
: the A1200. There are lots of compatability problems with the A1200, so
: it is not a viable machine to buy. If you don't believe me, check out
: COMP.SYS.AMIGA.* for yourself.

Hmm. When the A1000 came out, some games used the Kickstart RAM as an
additional 256K. They didn't work with the A500 and A2000, of course.

Then C= came with 1.3. Many games didn't work, because they jumped
right into the Kicktstart ROM.

When they came with the ECS, some games wouldn't work because they used
reserved bits and memory locations.

Hardly any game worked on turbo boards or the A3000.

This has been ever since. Every time something new comes out, some bogus
games crash on it. But the new games *will* work.

For instance, Dynablaster works on the A1200. You'd even want to buy an
Amiga for this game only (I don't know if it's on any other system and
if so, whether you can play with 5 players).

Since the A1200 is going to be a big hit, the newer games will work on
it. And you can still do some serious work on a 68EC020...

Peter.
--
Peter Korsten, on the ~ There's no chance for us - It's all decided for us
Net better known as: ~ This world has only one sweet moment set aside for us
peter@stack.urc.tue.nl ~ Who want to live forever? Who dares to love forever?
<Amigas and Frisbees> ~ When love must die -- Queen, from "A kind of Magic"

104. Re: Fastfix - help please

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 15:28:41 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan4.152841.6481@newshost.lanl.gov>
Source record: 212641

In article 1i8q3tINN3q2@escargot.xx.rmit.OZ.AU, rasas@minyos.xx.rmit.oz.au (Greg Patten) writes:
>I tried to mail this twice and got it back. The original article appeared
>about a month ago...
>
> In comp.sys.atari.st someone who I can't be bothered looking up wrote:
>
> >There's a nifty little PD utility program called "Fast Fix" that you pop
> >in your AUTO folder and it turns off the key click and fixes the screen
> >dump so the whole screen fits on a sheet of paper. I've been using it
> >for a long time and it's never interfered with anything.
>
> I'm particularly interested in this 'Fast Fix' utility but can not find it
> anywhere.. Could you (read: anyone..:) possibly mail me a copy if it's
> not too much truble as I can't seem to find it on a.a or any of the local
> BBS's.

Greg, I don't know about 'Fast Fix' but there are several utilities around that turn off the key click for you. My favorite fix is to turn the monitor volume down. :)

Ref the screen dump, if your printer is only dumping about 2/3 of your screen, then odds are your pixels per line setting in the Instal Printer modulue of the control panel accessory are wrong. For Epson compatible printers, the setting should be 760 pixels per line, not 1280 which is the Atari default. I think these are the right numbers but at any rate, try the lower setting and then don't forget to save the desktop.inf file.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

105. Re: 8-bit/16-bit/32-bit?

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 16:16:36 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <7340113@hpfcso.FC.HP.COM>
Source record: 212642

Believe it or not the number of bits that a processor has is not cut and dry. The 68000 is a great example of this. Internally it can support some 32-bit operations (the registers are 32-bits wide and the ALU can do some 32-bit math). However, the external bus is only 16-bits wide. Therefore, the 68000 was introduced as a 16/32-bit processor. With a 16-bit external bus, the processor has to do two memory cycles for every 32-bit operand. This also slows down code fetches of instructions that are longer that 16-bits.

My view

Ted Rossin

106. Re: 823k compression source

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 16:19:54 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993Jan4.161954.5689@ultb.isc.rit.edu>
Source record: 212644

magic = $87654321 (a constant used for formatting) virgin = intitial value of sectors (usually $E5E5). Can be any umber as long as the high nibbles are not F.

magic = $87654321 (a constant used for formatting)

This little "magic number" always puzzled me. Would it be, by an chance, the skewing for the track? Or is is just a value the 1772 needs?

Thanks.

+---+-----------------------------+
Michael "Zoooks!" Zucca	Spam, spam, spam, spam, spam
Internet: mrz5149@ritvax.isc.rit.edu	Spam, spam, spam, spam, spam
Printing And Applied Computer Science	Lovely spam, woderful spam!
RIT - Rochester Institute Of Technology	Shut up. Shut up! Shut Up!
+---+-----------------------------+

107. Re: MiNT and MINIX file system

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 16:22:50 UTC
From: churchm@gov.on.ca
Message-ID: <1993Jan4.162250.23669@gov.on.ca>
Source record: 212645

Hi. I too, have just started experimenting with the MiNT distribution kit, and am experiencing some problems that I hope someone can help me with.

The installation requires that a Minix partition be set up. For ease, I've decided to use my D:\ partition. The installation first puts MiNT and Minix (via the file minix.xfs) on to the boot partition, and then has the user reboot. At this point, it appears it tries to initialize the floppy drive as a Minix partition. Thereafter, any time I reboot with an unprotected floppy in the A: drive, when minix.xfs is run, the floppy is corrupted. I can't tell if D: has been changed to a Minix partition or not.

So, my questions are,
1) Does anyone know of any problems with the distribution kit install?
2) Is there a special program I should be using to set up a Minix partition?
3) Is there a method of testing a partition, to see if it is Minix?
4) Is there something specific I have to do to minix.xfs, to stop it from blasting my floppy drive?

Any help anyone can give would be great.

Thanks,

Mike.
--
==
Mike Churchward "Good greeting-time, username."
E-Mail: churchm@ndm.gov.on.ca

108. TOS 2.06 +$1 works in 1040ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 16:51:33 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <7340114@hpfcso.FC.HP.COM>
Source record: 212646

Well, thanks to everyone who replied to me about where to shove and where to get TOS 2.06 I have gotten it to work in my 1040ST without a TEC. The solution requires 10 wires from the GLUE chip, 3 TTL devices (<$1) and 5 pins of each ROM lifted. The circuit I used is shown below:

TOS 2.06 Address Decoder and DTACK Generator:

```
(19,XX) ROM2_>-------------------------+ +--------+-----+--------+
| | Chip | +5V | Ground |
74F138 | +--------+-----+--------+
+--------------+ | | 74F138 | 16 | 8 |
(11,52) A23>---|a0(1) q0(15)|o- | | 74F08 | 14 | 7 |
(10,51) A22>---|a1(2) q1(14)|o- | | 74F06 | 14 | 7 |
(09,50) A21>---|a2(3) q2(13)|o- | 74F08 +--------+-----+--------+
| q3(12)|o- | _______
(12,06) AS_>--o|e1(4) q4(11)|o- | \ \
(08,48) A20>--o|e2(5) q5(10)|o- +--o\a(1) \
(55,09) R/W_>---|e3(6) q6(9)|o- ) y(3))o--------> CE_
| q7(7)|o---*-----o/b(2) /
+--------------+ | /______/
|
+5V |
_|_ |
330 Ohm | | |
| | |
|_| |
4 /| 3 | 2 /|1 | 74F06 (Must be open collector)
(50,10) DTACK_<-------o< |---*---< |o-+
\| \|
```

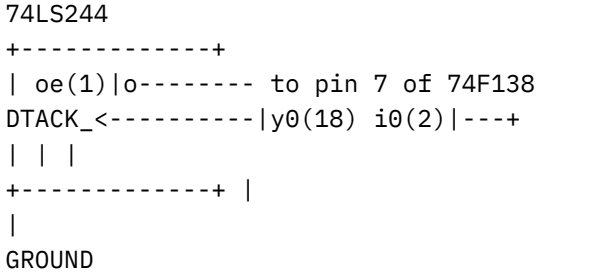
```
+5V 74F08
| ____
+--|4 \
| 6 )-------------------------->BA17
(05,45) A17>------------|5__/
```

```
+5V 74F08
| ____
+--|9 \
| 8 )-------------------------->BA16
(04,44) A16>------------|10_/
```

Note: Numbers in parenthesis on the left are (GLUE pin,68000 pin).
Parts needed are:

1 74F138
1 74F08
1 74F06

Different families (LS, ALS, AS) may be substituted for the above parts. The buffer that drives DTACK_ must be open collector or if a 7406 part can't be found a tri-state buffer can be used as long as it is used like the example below:



I have been working on a document that explains in detail how I installed TOS 2.06 (the mechanics is the main deal). When I finish it, I would like to place it in the archive but I don't know how. Could some one please tell me how to submit a text file. Also, if anyone would like a copy of the current document just send me email and I'll send you what I have.

Bye
Ted Rossin

109. Re: ST-506 HD Interface card to atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 17:04:35 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993Jan4.170435.6138@ultb.isc.rit.edu>
Source record: 212648

I have a friend who has a harddisk with ST-506 interface and he want's to connected
it to his ATARI 520 ST. But since ATARI only sells SCSI interface cards (here in
sweden) he cannot use it with his ATARI.Now the question is has someone got a scematic of a
ST-506 interface card for AT
ARI ST
(hopefully without PAL's or ROM's)?

Interfacing an ST-506 is easy (MFM or RLL I believe), if you can, get your
hands on an Adaptec MFM/RLL to SCSI controller card. That's how they do it
with the ST-506 drives in the Megafile.

If my numbers are failing me and it's not an MFM or RLL, well, then, sorry.

+---+------------------------------+
Michael "Zoooks!" Zucca	Spam, spam, spam, spam, spam
Internet: mrz5149@ritvax.isc.rit.edu	Spam, spam, spam, spam, spam
Printing And Applied Computer Science	Lovely spam, woderful spam!
RIT - Rochester Institute Of Technology	Shut up. Shut up! Shut Up!
+---+------------------------------+

110. Re: Spectre GCR on a TT

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 17:13:37 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993Jan4.171337.6313@ultb.isc.rit.edu>
Source record: 212649

```
1 - I cannot format 720 k MFS floppies with DCFormat 3.02, for transverting
(I always get a disk error);
-------------------------------

That portion of the code in DCFormat may not work correctly with the TT.
Try formmating MFS disks in Spectre.

-------------------------------
2 - I cannot get a full A3 Mac screen - the Mac does run on a 1280x800 screen,
but it gives me 2 "squished" (and illegible) screens, side by side. In ST
-------------------------------

Unfortunately, Spectre does not support really big screens or color or any
other special features of the TT's enhanced video or Crazy Dots for that
matter! The reason for the screens has to do with the way Dave programmed it
but he may allow larger BW screens in the next version of the software.
Color support will more than likely be for the Falcon only since Dave has
to plough through the 512k Roms to get color out, although I suppose
Dave could make a 16 color version for the TT but that is unlikely since
the Falcon Spectre works of the internal bus of the Falcon (this is because
you just can't use 512k Roms off the Cart port because it only supports
128k of addressing!).

Hope that helps!

+-------------------------------------------+------------------------------+
| Michael "Zoooks!" Zucca | Spam, spam, spam, spam, spam |
| Internet: mrz5149@ritvax.isc.rit.edu | Spam, spam, spam, spam, spam |
| Printing And Applied Computer Science | Lovely spam, woderful spam! |
| RIT - Rochester Institute Of Technology | Shut up. Shut up! Shut Up! |
+-------------------------------------------+------------------------------+
```

111. Re: ICD Host Adapter

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 17:19:04 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1993Jan4.171904.17555@news2.cis.umn.edu>
Source record: 212647

In article <1993Jan4.072803.28071@news.rhrz.uni-bonn.de>, volker@sfb256.iam.uni-bonn.de (Volker A. Brandt) writes:
>To be fair, there IS the possibility to d/l their software from a mailbox in
>Germany, but the long distance phone charge would be even more than DM 20 :-(
>
>Yet another example how US mfgrs ***** their European customers.

Er, you forget the fact that CompuServe and GEnie require on-line charges in order to download software as well. We're not exactly getting the ICD software for 'free' here either. Some companies, like ICD, offer on-line access to their software as a service to those people lucky enough to subscribe to that service. There is nothing illegal, immoral or attening in such offerings. Not everyone in the US is connected to CompuServe or GEnie either, and, for those who are not, it costs money to obtain updates from ICD.

On the other hand, there are plenty of European manufacturers from whom we cannot even GET an update electronically. Should we then use this as an example of how "[European] mgfrs ***** their [US] customers"? I don't think so.

Complain about something that matters.

-- David Paschall-Zimbel

112. STZIP 2.1 available

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 17:22:51 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <16B4C1027B.BWWL@ibm.rz.tu-clausthal.de>
Source record: 212701

Hello!

The bugs of STZIP 2.0 hav been fixed in V2.1.
Stzip 2.1 is available via anonymous ftp from 'ftp.tu-clausthal.de'
(139.174.2.10) /pub/atari/archivers/zip/stzip21.lzh or via email
to 'mail-server@ftp.tu-clausthal.de'
'send /pub/atari/archivers/zip/stzip21.lzh'
'end'

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de
---

113. Flaky mouse

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 17:46:49 UTC
From: stevem@solbourne.com
Message-ID: <1i9t69INN210@katmandu.solbourne.com>
Source record: 212650
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Recently my mouse has started to act less then obedient. It will work fine for hours (or sometimes just minutes) and then , badabing badaboom, every direction is reversed, up is down, down is up, left is.... well you get the idea. The only way to fix this is to save what I'm doing and cold start it.

Could this just be my mouse or is it something inside my box?

Any help would be greatly appreciated.

Thanks.
Steve Matson.

114. ICD software source

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 17:57:43 UTC
From: george@electro.electro.com
Message-ID: <1993Jan4.175743.14765@electro.electro.com>
Source record: 212710

A year or two ago I contacted ICD by voice and then
subsequently by modem in order to download
support software for a salvaged SCSI Mac Drive.

The people at ICD were courteous and helpful
and the new improved software worked first time.

The BBS number that they gave me was:

815 - 968 - 2229

I don't remember that there were any
unusual restrictions.

--

_____
|---|---|line--upon--line---|---|---|---| watmath!watcgl!electro!george
|---|--building the foundations-|---|---|---| george@electro.com

115. Re: Good old Darek

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 18:17:51 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Jan4.181751.2295@tdb.uu.se>
Source record: 212709

Well, to post a private letter to a public network isn't very mature IMHO. Just think about it: Would YOU want YOUR private letters posted to a newsgroup? I don't think so! You might argue that a person should be able to stand for his opinions no matter if it's a public statement or a private letter, but I really don't think many people are able to truthfully say they fill that criteria.

If you have a problem with Darek then discuss it DIRECTLY with him. To use a private letter for starting a flamewar is only going to make you look stupid infront of the rest of the usenet-world.

Daniel Eriksson Internet : m91der@tdb.uu.se, den@hgs.se
Gardskarsvagen 6B Fidonet : 2:205/229 (Doomdark's Revenge)
814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72905 or 72901

116. Re: SILENT SERVICE

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 18:28:21 UTC
From: sfs@cs.tu-berlin.de
Message-ID: <1i9vk5INNf38@mailgzrz.TU-Berlin.DE>
Source record: 212703

In article <4947.405.uupcb@the-matrix.com>, judy.ranelli@the-matrix.com (Judy Ranelli) writes:
>
>
> OK... I'm the one who didn't know how to fire those pesky aft torpedoes.
>
> Well, I turned the periscope fully backwards and it worked; however,
> what do you do when you are submerged too deep to use the periscope?
>
> Thanks,
> judy
>

Well, I think that below periscope depth the angle for torpedoes is taken from the current bearing. That means, that you may simply change your bearing to set it. That's very useful when you are submerged and hunted by enemy destroyers: Set the bearing to 90 degrees, perhaps, and wait until the destroyer seems to be in a good position. Of course these damned bastards like to change their course just a second before they are going to be hit :-). I've lost many,many torpedoes trying to hit one lonely destroyer. A better way is to wait until the enemies give up hunting you. Then go up to periscope depth and give them a shot into the back.
bye, sfs of phco

117. Re: Kosten

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 18:58:24 UTC
From: root@h11.saar.de
Message-ID: <2b49befe19174@h11.saar.de>
Source record: 212702

In <H.XtJiOXaBwjo@zebedee.uucp>, Geoffrey Coan (geoffc@zebedee.uucp) wrote:

_>Does anyone know how to use the kosten program posted with Hermes, or
_>what it does ?
_>
_>My german isn't good enough to understand the readme posted with it, but
_>I managed to work out from running it that I needed the LOGDIR environment
_>variable set to the directory where my uucico log file is. Having done this
_>I get the following output:
_>
_>Kostenauswertung f�r die Hermes UUCP Software
_>V. 1.0, 1991, by Christian Reisel
_>V. 1.1.2, 1992, by Michael Bongartz
_>Problem: Das Logfile UUCICO enthaelt keine Tarifzonentabelle.
_>Bitte tragen Sie folgende Zeile als erst ein das Lofile ein:
_>TARIFZONEN: <Sek. zum Billigtarif> <Sek. im Normaltarif>
_>

Hi Geoff,

the first line in $ADM/uucico must be:
TARIFZONEN 720 360

then you will be able to get the costs you would have to pay in *Germany*
for your poll acts... :-)

Sorry, Christian and Michael (who are friends of mine b.t.w.) saw no need to
include costs structures of foreign countries as HERMES is a german package.

Please use cicolog or cicostat which are much more flexible!

greetings Bernhard

--

****

* * *

* Dipl.Ing. Bernhard Stumpf * email: rzsbs@rz.uni-sb.de *

* D-6600 Saarbruecken, Germany * bestu@h11.saar.de *

* Tel.: ++49-681-6.58.61 (voice) * ++49-681-63.55.50 (modem) *

* * *

****

118. Re: Archiver wars

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 19:15:11 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Jan4.191511.25758@csi.uottawa.ca>
Source record: 212705

In article <H.eg.r1JSayXXHQc@nathan.do.open.de> ue@nathan.do.open.de writes:
>In <1993Jan2.181513.4659@csi.uottawa.ca>, Christopher Browne writes:
>
>Hi,
>
>>I never use it for anything other than file extraction, so I don't
>>know all of the inter-version compatibility features.
>I'm using a little bit more, I do all my archiving stuff with LHArc.
>I'm connected to several German file networks for the atari and we do
>not have any problems with incompatible files. The traffic is a little
>bigger than c.[bs].a.s, almost everything is packed with lzh. No problems
>here...
>
>[thought: compatibility mode]
>>Is lharc an exception to this rule?
>No, just add -o to the command line to create old archives.

Good to hear.

>But I don't see
>any sense in it: If your 20 year old TV set is broken, there is almost no
>chance to get any replacement parts. Now imagine you would go out and tell
>all company producing TV sets: "Hey, I want you to produce my 20 year old
>TV set so I can get replacement parts!". Thats nonsens, isn't it. You will
>have to buy a new one.

I'm not suggesting that EVERYTHING get packed using the -o option - just
the archives containing newer versions of LHARC.

If I'm downloading an archive containing LHARC, it's because I don't
have the latest edition, and need a newer one. 'Twould be nice to be
able to use ANY old version of LHARC to extract the new version. It's
highly annoying to have to download version J in order to extract
version K in order to extract version L.

>>- Lharc
>>There's lots of work going into maintaining/improving Lharc, but
>>unfortunately, it's all quite jumbled, and it's almost impossible to
>>guarantee that you've got a compatible version. It's fairly fast, but
>>that's because it gets hacked on a lot, which makes it less
>>trustworthy.
>That is -excuse me- complete nonsense. The current LHArc 2.01l package
>is all you need. [SHOUTING ON] IF ANYBODY DISCOVERS AN ARCHIVE S/HE THINKS
>IS "INCOMPATIBLE", SEND A MAIL TO ME. [SHOUTING OFF] I'll show you that this
>is not true.

Unfortunately, there seems to be separate groups of people working on versions for varying platforms.

The ATARI LHarc series may be fairly compatible from edition to edition, but is it 100% compatible with the IBM versions? It's been a while since I've done porting work back/forth, but I've always needed to keep several versions of Lharc/LHA around on both machines. One thing that is EXTREMELY annoying is the fact that a Unix port wasn't available until 1992.

>>- ARC
>>It's occasionally needed for compatibility with OLD archives.
>>Unfortunately, it's fairly slow, doesn't compress nearly as well as
>>the competition, and the support for subdirectories is a little
>>spotty.
>Hmm, how whould you define the support for subdirectories in zoo? Ever
>tried to create a zoo archive concerning a big directory tree under
>plain tos (no shell, no external programs, just zoo.ttp?) GRIN
>/s/

You're actually asking a different question. "How would you define the support required from the CLI in zoo?" Yes, for some commands, zoo requires something to go between it and the desktop. However, any time I run it from the desktop, I do it via one of the shells. Usually ZooShell. More commonly, I'm running tcsh. The only things that I DO run from the desktop are "shells" of sorts.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

119. Re: Flaky mouse

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 19:27:45 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan4.192745.5386@newshost.lanl.gov>
Source record: 212706

In article 1i9t69INN210@katmandu.solbourne.com, stevem@solbourne.com (Stephen Matson) writes:
>
> Recently my mouse has started to act less then obedient. It will work fine
>for hours (or sometimes just minutes) and then , badabing badaboom, every
>direction is reversed, up is down, down is up, left is.... well you get the
>idea. The only way to fix this is to save what I'm doing and cold start it.
>
> Could this just be my mouse or is it something inside my box?
>
> Any help would be greatly appreciated.
>
>
>Thanks.
> Steve Matson.

Well, that's pretty weird, alright, but the first step in fixing any mouse problems is to take it apart and clean the sucker. Make sure you get all the goop off the rollers when you do. It couldn't hoit. :)

Barring this, there was a little semi-comedic virus running around a few years back that caused erratic mouse action such as you describe.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

120. Re: A Bomb in the Post

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 19:32:36 UTC
From: healy@nosc.mil
Message-ID: <1993Jan4.193236.25238@nosc.mil>
Source record: 212712

I've had an SH-204 since around 86 or so and once it went south on me. The dealer couldn't find a problem but when it was returned it had Supra formatting software with it. I haven't had any problems since. Maybe you should try some more recent formatting software.

Mike Healy

healy@nosc.mil

121. Gauntlet disk failure

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 19:48:59 UTC
From: bcc@lanai.Eyring.COM
Message-ID: <1993Jan4.194859.14479@fcom.cc.utah.edu>
Source record: 212708

My son is upset because the game "Gauntlet" no longer boots from the floppy. The disk has become peanut-buttered, or just plain worn out. Can anyone tell me if the company that made it is still around, or would be able to replace it for me?

(By the way, many complements to the makers of Dungeon Master; when this same thing happened to my DM disk, they sent me a replacement disk for a reasonable fee and everybody was happy.)
--
Brian Cooper bcc@Eyring.COM
Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS

122. Re: Kosten

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 19:56:00 UTC
From: micha@moko.saar.de
Message-ID: <H.ea.kjS6ylPDgg2@moko.saar.de>
Source record: 212707

In <H.XtJiOXaBwjo@zebedee.uucp>, Geoffrey Coan writes:
> Does anyone know how to use the kosten program posted with Hermes, or
> what it does ?
>
> My german isn't good enough to understand the readme posted with it, but
> I managed to work out from running it that I needed the LOGDIR environment
> variable set to the directory where my uucico log file is. Having done this
> I get the following output:
>
> Problem: Das Logfile UUCICO enthaelt keine Tarifzonentabelle.
> Bitte tragen Sie folgende Zeile als erst ein das Lofile ein:
> TARIFZONEN: <Sek. zum Billigtarif> <Sek. im Normaltarif>

Hey Geoffrey!

This is an old hack written by me ;-)

The fact is that it works only in the german phone area because it
needs certain costs for one unit (time-interval), i.e. each unit
costs here 0.23 DM and has a certain length which differs depending
the actual time.

With the line 'TARIFZONEN: x y' you set set length of these time intervals
for two different day times.

But there was never a question from U.S. for patching the prog for U.S. use
too.

Sorry,
Michael

--

EMail: micha@moko.saar.de /\/\ University: bongartz@cs.uni-sb.de
Z-Netz: micha_b@hit.zer / \ Voice+Fax: +49 681 55654 (+ Ans-Mach.)
SnailMail: Michael Bongartz, Am Ordensgut 43, W-6600 Saarbruecken 1, Germany

123. Re: Good old Darek

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 20:13:39 UTC
From: wmagro@uiuc.edu
Message-ID: <C0CIut.2vw@news.cso.uiuc.edu>
Source record: 212717

In article <4JAN93.09101838@cc4.crl.aecl.ca> csullogg@cc4.crl.aecl.ca writes:
>Good old Derek
>
>The following is a message I received from Darek Mihoka. Its tone
>is self explanatory. Jesus, is this guy ever one giant sized idiot.
>
>Lighten up Darek, before your balls choke you!
[lots of stuff deleted...]

My goodness. I have read plenty of messages from Darek that made me lose respect for him. This, however, is _not_ one of them. All of what Darek said seemed level-headed and well documented, down to the calculations of bytes transferred in screen redraws. Most of csullogg's responses were infantile and often incorrect. I think he disgraced himself (and not Darek) in this post.

By the way, the slowness of Pagestream redraws is due to poor algorithms and/or coding, not the speed of the ST. DTP programs for the mac redraw quite satisfactorily under Spectre GCR on a stock ST. Take a look at Calamus if you'd like to see the result of good redraw algorithms. If pagestream is depressing you, don't upgrade your machine, pressure SoftLogik to upgrade the program to make it usable.

--
William Magro NeXTMail welcome
wmagro@uiuc.edu

124. Re: We have reignition

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 20:52:34 UTC
From: healy@nosc.mil
Message-ID: <1993Jan4.205234.7204@nosc.mil>
Source record: 212714

In article <2414372@under.mind.ORG> only_bbs!King_Midas@under.mind.ORG writes:
> Mike Healy:
>
> Although not really on topic with your message, I just thought I'd
>point out that 2.01L is the newest version (for some months now) of
^^^^^^^^^^^^^^^^^^^^
a LONG time for a version
of lharc, I guess :-)
Are you sure it's still
the newest? :-)
>Quester's LHArc.
>
>--
>via Fortress Gateway at uumind.mind.ORG

I'd like to thank you and the others who have told me this. Can I
please subscribe to the mailing list informing people of the latest
lharc version (I'm sure it must be updated daily) :-)

All I know is that if I were uploading some software that I wanted
spread around, I would choose the most stable archiver so that the
most people would be able to uncompress it. I'm getting really
sick of the lharc moving target.

Mike Healy
healy@nosc.mil

125. stuff it

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 21:06:01 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <4JAN93.16060183@cc4.crl.aecl.ca>
Source record: 212713

RE: posting Darek's note on the net, that fool and his constant bitching both deserve to be exposed on the net. Anyone else (including guys like Daniel Eriksson) who think otherwise should take a hike. I have had it with Darek and other fools like him. Darek - stay in the PC interest group and stay out of the Atari interest group. I, and many others, are tired of your crap.

BTW, I'll gladly repost anyone's private mail if they attack me for my net comments. Take that as a warning if you want to send me a nasty note!!!

126. Re: Internals of an ST keyboard

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 21:44:36 UTC
From: Rincewind@discworld.oche.de
Message-ID: <2b48a410627f0d@discworld.oche.de>
Source record: 212711

In <H.q&CXAby59KY@zebedee.uucp>,
Geoffrey Coan (geoffc@zebedee.uucp) wrote:

GC>I then dismanteled the keyboard, unstuck the key and cut away the plastic so
GC>that the key mechanism worked properly. The problem is that when I came to
GC>put the keyboard together afterwards I discovered that I was one little
GC>rubber 'bit' missing. The piece I am missing is about 1cm accross and
GC>contains a small graphite block which makes the contact on the PCB.

Well - I don't think you are actually *missing* one, as I think it was
not there in the first place :-)

There usually is space for two of those rubber parts under the RETURN
key, but there is only one mounted there - so if you place two of them
under the RETURN key, you miss one elsewhere :-)

btw: if you have disassembled the whole keyboard, it might be a good idea
to clean the gold contacts and the inner part of the rubber parts (with
the small, round piece of conductive rubber) with a cotton-wool-tip and
some ethanol or isopropanol alcohol (use at least 95% pure alcohol, and
no aceton or other sharper solvents) - you get a much better keyboard
reaction, just as if it was new :-)

cu
Michael
--
Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165

Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!

Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3

IRC: Rincewind

"Not matter how fast light travels, it finds the darkness has always

got there first, and is waiting for it." Terry Pratchett, Reaper man

"And then you bit onto them, and learned once again that Cut-me-own-Throat
Dibbler could find a use for bits of an animal that the animal didn't know it
had got. Dibbler had worked out that with enough fried onions and mustard
people would eat *anything*." (Terry Pratchett, Moving Pictures)

127. Re: Gemini and MiNT?

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 22:09:00 UTC
From: Ralf_Czekalla@st.maus.de
Message-ID: <A5385@ST.maus.de>
Source record: 212716

p>What IS the latest version of Gemini and where could I ftp it?

Gemini 1.21 and ftp-able from ftp.uni-kl.de!

Tschau Ralf
Internet: MausNet:
<czekall@uni-muenster.de> <Ralf_Czekalla@ST.maus.de> (no binaries/UUEs)
[For binaries and long Mails please use the UseNet-account!]

128. Re: A Bomb in the Post

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 22:46:38 UTC
From: cal@otter.hpl.hp.com
Message-ID: <78220003@otter.hpl.hp.com>
Source record: 212719

>I have a problem which might appeal to the older Atari user. It is a
>bug which has been driving me nuts for years, and if I don't get a
>fix I'm going to fill my hard disk full of gunpowder and mail it to
>Atari.

Thanks to those who responded here and via e-mail - I think I have some
useful clues.

Cheers,
Colin

129. Re: Good old Darek

Newsgroup: comp.sys.atari.st
Date: 1993-01-04 22:54:38 UTC
From: gordonf@monashee.sfu.ca
Message-ID: <1993Jan4.225438.28925@sfu.ca>
Source record: 212718

In article <4JAN93.09101838@cc4.crl.aecl.ca> csullogg@cc4.crl.aecl.ca writes:
[...]
>
>Another thing that really annoys me is how stupid an Atari ST user pretends
>to be when it comes to bitching about the redraw speed of Windows. Ok,
>grade 4 math. The screen resolution of the ST in color is what? 320x200
>in 16 colors. 320x200*4/8 = 32000 bytes of screen memory. A PC running
>Windows is typically running what, a VGA. 640x480*4/8 = 153600 bytes of
>screen memory. That's almost a 5:1 increase in screen resolution, which
>duh, required either 5 times longer or 5 times the processor speed to
>redraw compared to your ST. If you compared oranges to oranges, you'd find
>that Windows isn't that slow after all. The closest thing to VGA mode on
>the ST is TT medium resolution on the TT. Actually, TT medium resolution
>IS EXACTLY the same as VGA mode. Boot up a TT and compare redraw speeds of
>ST monochrome mode (640x400 mono) and TT medium resolution (640x480 16 colors).
>Surprise, Surprise, you'll see a major speed difference. Look at the Mac,
>it has very fast redraws compared to the ST, but that's because Macs had
>the smaller 512x384 screen which only require about 20K of screen memory.
>
[...]
>- Darek

While I'll admit to not having used PC VGA much, I do know about the speed
of TT medium. Its not slow. I'd say that it's speed is better than
ST medium (even faster with Warp 9). Actually, the speed is better than all
of the ST resolutions on an ST, though ST high is a close call.

Gordon Farrell |e-mail:gfarrell@cs.sfu.ca |"Shee, you guys are so unhip
| gordonf@sfu.ca | it's a wonder your bums
Simon Fraser University | | don't fall off."
Burnaby, B.C., Canada | | -Zaphod Beeblebrox

130. chkdsk

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 01:26:16 UTC
From: jmw@tasman.cc.utas.edu.au
Message-ID: <jmw.726197176@tasman>
Source record: 212726

Whenever the discussion comes round to defragmenting hard disks and otherwise maintaining these cantankerous beasties, inevitably chkdsk from Atari is recommended. However as I understand it, it is only available to registered developers. If that is not so, can anyone tell me where I can get it?
If it is true, perhaps Atari could be persuaded, in the interests of public relations, to make it more freely available to the rest of us who occasionally have disk problems too.

Thanks,
--
John M Williams,
School of Health Sciences, University of Tasmania
J.M.Williams@med.utas.edu.au

131. Re: Flaky mouse

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 01:47:43 UTC
From: bobf@flint.geology.yale.edu
Message-ID: <1993Jan5.014743.18540@cs.yale.edu>
Source record: 212725
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Stephen Matson (stevem@solbourne.com) wrote:
:
: Recently my mouse has started to act less then obedient. It will work fine
: for hours (or sometimes just minutes) and then , badabing badaboom, every
: direction is reversed, up is down, down is up, left is.... well you get the
: idea. The only way to fix this is to save what I'm doing and cold start it.
:
: Could this just be my mouse or is it something inside my box?
:
: Any help would be greatly appreciated.

I think this is an Atari virus.

--- Bob Fischer

132. Re: stuff it

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 02:27:24 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.eg.7lptLCHOHaI@jonh.wimsey.bc.ca>
Source record: 212720

In <4JAN93.16060183@cc4.crl.aecl.ca> csullogg@cc4.crl.aecl.ca writes:

>RE: posting Darek's note on the net, that fool and his constant bitching
>both deserve to be exposed on the net. Anyone else (including guys like
>Daniel Eriksson) who think otherwise should take a hike.
....
>BTW, I'll gladly repost anyone's private mail if they attack me for
>my net comments. Take that as a warning if you want to send me a nasty
>note!!!

Nice to see you've read the guidelines on how to get along in the
Usenet community.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

133. Ethernet for TT

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 03:45:20 UTC
From: dc@presto.ruhr.de
Message-ID: <8754583@presto.ruhr.de>
Source record: 212728
Cross-posted to: comp.sys.atari.st,de.comp.sys.st

I would like to connect a PC and a TT via Ethernet. Is there any hardware and software (preferably Novell-compatible) available for the TT which would make this possible?
--
dc@presto.ruhr.de
dc@presto.ruhr.sub.org

134. Re: Flaky mouse

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 04:06:09 UTC
From: rchan@terapin.com
Message-ID: <rchan.33c6@terapin.com>
Source record: 212733

```
] Recently my mouse has started to act less then obedient. It will work fine
]for hours (or sometimes just minutes) and then , badabing badaboom, every
]direction is reversed, up is down, down is up, left is.... well you get the
]idea. The only way to fix this is to save what I'm doing and cold start it.
]
] Could this just be my mouse or is it something inside my box?
]
] Any help would be greatly appreciated.
]
]
]Thanks.
] Steve Matson.
```

Ah ha!!! It sounds like you have a boot sector virus. I forget the name of it, but if it is what I think it is... it is a typical boot sector virus that is probably jumping around in your floppies. this virus has a counter and waits until it has made 5 copies of itself before it starts randomly reversing the direction of the mouse pointer.

My friend gave this virus to me once, but he discovered it earlier since it had a chance to make 5 copies on his system before mine. He informed me, and I just used a simple virus utility like Virus Kill to clean up my discs.

We've been very lucky here in Atariland that it is relatively difficult to become infected. With few of us around and not many people going through the trouble, I guess we haven't gotten around to selling big virus killing software like our cousins...

```
|| Ronald Chan [rchan@terapin.com ]
|| [rchan@Spud.Kludge.COM]
||
|| A Pocket Knight *--{--------------
```

135. Antique and Not-So-Antique Computer Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 04:29:18 UTC
From: cosc176t@menudo.uh.edu
Message-ID: <COSC176T.93Jan4222918@menudo.uh.edu>
Source record: 212727
Cross-posted to: houston.forsale,misc.forsale,misc.forsale.computers.other,comp.sys.apple2,comp.sys.atari.st

Greets, all!

I have some worn, but loved, equipment for sale.

- Franklin Ace 1000, the Apple][clone.
Has two disk drives, parallel card, and a
pretty good Amdek Color monitor (that makes
a good VCR monitor, too!) Nice starter system for
kiddos, good for an extra disk duplicator, why not
get started with home robotics? :-) Many disks...

$195 or best offer...

- Original AppleCat modem, with extra 212 card, docs,
and lots of nifty software that turns it into an
answering machine, a music synth, or even a modem! :-)
Own a bit of Apple][history!

$95 or best offer...

- Atari ST VideoKey (mint condition), provides much better
video output for desktop video work. With warranty card.

$45 or best offer...

- Atari 600XL, without power supply or TV modulator. Do you
have lots of 8bit stuff and want more?

$10 or best offer...

- Vic-20, without power suppler or TV modulator. Hack with the
masters, or maybe not. It has a new C64-keyboard in it, easily
worth the price.

$10 or best offer...

- Total Security System TSS-2000 alarm gizmo box thingy. Sensitive
to motion and noise, it flashes a strobe, makes godawful noise,
and gives power to the plugs in the back...perhaps useful for
playing tapes of dogs barking, gunshots, police sirens, in-laws?
Crufty, but it works.

$20 or best offer...

- Lots and lots of sci-fi books. $1 each.

WANTED: MIDI keyboards, weird CDs, oldies software, dusty Powergloves,
computer animation or anime video tapes (Bubblegum Crisis favored),

lengths of fiber optic cable, laser tubes & power supplies,
C, UNIX, and Postscript books, XT motherboards etc, long range
walkie-talkies, reverb assortments, Infocom games and game junk,
Ultima IV ankh (!), packet radio equipment...open to offers.

Thanks!

--
Jason Asbahr 116 E. Edgebrook #603
asbahr@uh.edu Houston, Texas 77034
next@tree.egr.uh.edu (NeXTmail) (713) 941-8294 voice (Xmas)
asbahr@tree.egr.uh.edu (NeXTmail) UH NeXT Campus Consultant

136. Re: MA dealers (was Re: Falcon Price Quotes?)

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 05:01:49 UTC
From: MJV@brownvm.brown.edu
Message-ID: <1ib4o8INNavq@cat.cis.Brown.EDU>
Source record: 212729

There's also The Computer Zone in North Attleboro just up rt.1 from
the Emerald Square Mall. Very nice place.

Marshall
mjv@brownvm.brown.edu

137. Re: stuff it

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 05:22:18 UTC
From: dmb@wheat-chex.ai.mit.edu
Message-ID: <1ib5uaINNjjv@life.ai.mit.edu>
Source record: 212730

In article <4JAN93.16060183@cc4.crl.aecl.ca> csullogg@cc4.crl.aecl.ca writes:
>RE: posting Darek's note on the net, that fool and his constant bitching
>both deserve to be exposed on the net. Anyone else (including guys like
>Daniel Eriksson) who think otherwise should take a hike. I have had it with
>Darek and other fools like him. Darek - stay in the PC interest group and
>stay out of the Atari interest group. I, and many others, are tired of
>your crap.

Really, Derek's been going pretty light on the bitching lately. Now
you'll just get him going again (and rightly so).

Daniel has done a lot for this group, and I hardly see his defense of
Darek here as some kind of sell-out. Daniel would do us all a favor to
ignore your request that he take a hike.

Darek has a PC. He works for Microsoft. He writes PC software about
16 hours a day, I'd imagine. None of these things, however, changes the
fact that he's written some of the best-selling ST software ever made.
I think it's safe to say that he knows what he's talking about when it
comes to technical matters regarding both the ST and the PC, despite
his obvious bias towards PC (against ST's?).

>BTW, I'll gladly repost anyone's private mail if they attack me for
>my net comments. Take that as a warning if you want to send me a nasty
>note!!!

With this is mind, I'll save you the trouble by responding publicly.
Darek has posted some inciteful stuff in the past, but the message you
quoted from -- even if it had been public, which it wasn't -- was
hardly flame bait. Contentious, yes. Out of order? No. (IMHO)

Posting private email, BTW, is arguably illegal in many countries,
since the paper analogue -- publishing a private letter from someone
in a magazine, newspaper, etc. without their permission -- is illegal.

We went through this a few years ago. You could ask in misc.legal for
a more definitive answer, but at the very least posting private email
is seriously frowned upon.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

138. Re: Good old Darek

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 07:52:59 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <72912@cup.portal.com>
Source record: 212731

An immature child apparently using someone else's account
(csullogg@cc4.crl.aecl.ca) wrote:

(Just for example)

>>What your close minded little message doesn't point out is that most
>>PCs (or Mac or Amigas for that matter) are not disposable computers
>>like the Atari ST is. An upgrade typically involves replacing a card
>>or plugging in a new card, not throwing away the whole computer and
>>buying another one.

>**
>* The paragraph above is just PURE bullshit *
>**

That's what I love about dyed-in-the-wool, die-hard, card-carrying
Atari Cheerleaders... their clear, lucic and factual arguments to
support their positions.

>before your balls choke you!
>Jesus, is this guy ever one giant sized idiot.
>Yes, dink head
>Learn to read bozo
>Not only are you an arrogant idiot, you also appear to be illiterate
>Hey dopey
>I hope that statement makes you penis shrivel right up!
>Anyone who [...] is just a bullshitter.
>BULLSHIT again
>crawl back in your hole. Better yet, crawl up your own hole

Ah yes.. you certainly convinced me, Greg.. makes me proud to be an
Atari owner, just to hear you talk.

What makes it even more amusing, although pitifully so, is that you're
so wrong about most of what you seem to be defending so obscenely.

Makes me glad I decided to ignore that little bit of flamebait you
posted not long ago.. it would probably be me you were calling names,
instead of Darek...

Come to think of it, you'll probably call me names anyway..

Well, nyah, nyah to you too..

(See, I can argue just like an Atari Cheerleader too..!)

BobR

139. Re: ATARI and US!

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 10:42:37 UTC
From: mapmh@gdr.bath.ac.uk
Message-ID: <1993Jan5.104237.10533@gdr.bath.ac.uk>
Source record: 212735

Don't you really HATE it when PEOPLE use capitals to (I assume?) enforce a POINT? It makes you wonder whether they speak like that as well, almost shouting occasional words, visually its very irritating as well, because I find that reading words written in capitals is, in an esoteric kind of fashion, somewhat harder to absorb.

Anyway, I wouldn't say that the 1040STFM is an old, outdated machine, at least not yet anyway.

Mark

140. Re: TCP/IP for the ST and LAN Server

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 10:55:17 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <C0Dno6.7vo@ccu.umanitoba.ca>
Source record: 212736

In <1992Dec31.212754.1@seb.se> s19184@seb.se (Michael Evans) writes:

>In article <1992Dec30.175909.2268@zooid.guild.org>, kovarski@zooid.guild.org (Mark Kovarski) writes:
>>
>> Has anyone out here experiemented with TCP/IP for the Atari ST. I remember
>> seeing a file on a german FTP site that was called, I believe, TCP_IP.LZH.
>> How does it implement TCP/IP? Is it done via the RS-232 port? What I want
>> to eventually do is to network my PCs with the Atari that I have.

>I have been thinking about the same thing. I know there are Ethernet
>cards for various ST-models in Germany, but I think that most of them
>are for Megas (ie expansion bus machines).

They have ACSI boards too but the prices are outrageous.

>The thought that struck me the other day (it did not hurt ;-) was that
>there are many "pocket" LAN adapters available for portable PCs. These
>plug onto the parallel port and supply a Token Ring or Ethernet
>(Thinwire or 10BaseT) connection.

>Now an ST could not use the PC drivers which are supplied with the
>adapter, but the hardware could be of use even for my old 1040 STF.
>Has anyone looked at what is required to drive one of these adapters,
>and worked out what would be required to drive it though the ST
>parallel port instead?

A better way would be to use a MAC SCSI-ethernet board with an
ICD ACSI-SCSI connector. This would be faster, but the same
problem with lack of software drivers exists. Now if you
could get software only from the German companies at a reasonable
price...

Werner

141. Re: ICD Host Adapter

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 12:17:33 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1993Jan5.121733.25322@news.rhrz.uni-bonn.de>
Source record: 212741

In article <1993Jan4.171904.17555@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>>Yet another example how US mfgrs ***** their European customers.
>
>Er, you forget the fact that CompuServe and GEnie require on-line charges in
>order to download software as well. We're not exactly getting the ICD software
>for 'free' here either. Some companies, like ICD, offer on-line access to
>their software as a service to those people lucky enough to subscribe to that
>service. There is nothing illegal, immoral or attening in such offerings.

No, of course not, I merely wanted to point out that ICD offers a service to
their US customers while not offering a similar service to overseas customers.
If I appear to be bashing ICD here, I'm sorry. It's just that I observe this
behavior from US companies *all* the time. If you want examples, send email.

> Not
>everyone in the US is connected to CompuServe or GEnie either, and, for those
>who are not, it costs money to obtain updates from ICD.

Indeed. The *real* problem is that ICD is a little paranoid about people
tinkering with their software. I had a discussion with Tom Harker on CeBIT
about this *ages* ago, and we agreed to disagree :-(

>On the other hand, there are plenty of European manufacturers from whom we
>cannot even GET an update electronically. Should we then use this as an
>example of how "[European] mgfrs ***** their [US] customers"? I don't think
>so.

If they offer electronic updates for Europeans but not for US customers, you
should at least let them know that you're unhappy. I am unhappy with ICD,
and precicely because their s/w is *good* and I can't get an update the way
US customers can.

>Complain about something that matters.

Right you are. Should I cc Darek M. and Bob R. ?? :-)

-- Volker
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

142. RE: 1st Card

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 12:20:00 UTC
From: Gerhard_Oppenhorst@bn.maus.de
Message-ID: <A15156@BN.maus.de>
Source record: 212721

Jerrold Thompson jrt@hardy.u.washington.edu on Mo, 04.01.93 00:34:

j>I ran across an application called 1st Card about a year ago.
j>It was similar to Hyperlink, allowing data and graphics to be
j>used in a database construction. I would be interested in
j>hearing from anyone who has had experience in using it, or
j>cross references between it and Hyperlink.
j>
j>It is also supposed to support an expert shell, which would
j>be very beneficial to the type of application I plan to write.
j>This program evidently won an award for the most innovative
j>new educational software in Aug. 1991, so it seems there should
j>be some facts about it soomewhere, and perhaps a demo??

1st Card is distributed in the US by

ZEPHYR
MICROWORD
Bill Yerger
1525 University Ave
Berkeley
CA 94703

PH (510) 845-2000
FAX (510) 548-2119

It comes with a manual (english, 120 p.) and several demo applications.

The company who sells it in Germany (I'm the programmer) is:

LogiLex
Eifelstr. 32
D-W-5300 Bonn 1
Germany

Tel.: +49-228-658346 (7:00 to 12:00 Middle European Time)
here you can reach me
Fax.: +49-228-655548

I'm sorry, there is no international demo-version of 1st Card. But a german demo-version is availlable (with english manual). This demo is more than 2 years old and does not have the features for sound and several other new functions. The Full-Text-Data-Base-Modul has speeded up to find now words in i.e. the whole bibel within 1/10 sec. But the speed was very fast also in earlier versions.

The demo-version is only limited in the size of the applications (stacks).

If you want to have more infos or an PD-Application, please write me.

Gerhard (Gerhard_Oppenhorst@bn.maus.de)

143. Re: Good old Darek

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 12:26:12 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.93Jan5121957@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 212722

>>>>> On 4 Jan 93 18:17:51 GMT, m91der@tdb.uu.se (Daniel Eriksson) said:

> Well, to post a private letter to a public network isn't very mature IMHO.

To be fair, Darek actually invites him to post this message in c.s.a.s in
the last paragraph (or thereabouts) of his message.

Kev

144. Re: ICD Host Adapter

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 12:30:22 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2b497f86@p12.f202.n281.z2.fidonet>
Source record: 212723

In a message of <Sun 3 Jan 93 15:06>, Volker Tries (2:281/202.0) writes:

VT> Where can I get the new ICD Software?

At their own BBS: +49-(0)610467582 (Germany, that is)

Don't use ZModem to download, their BBS software is old and ZModem crashes
after 6K, use YModem instead...

Greetings... - Jan -
FidoNet: 2:281/202.12, UseNet: jan@nextjk.wlink.nl

--- Bermuda v1.20
* Origin: Gate's favourite pet is a turtle... (2:281/202.12)

145. Re: Flaky mouse

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 13:01:41 UTC
From: peterb@compnews.co.uk
Message-ID: <1ic0rIINN3e@cardamom.compnews.co.uk>
Source record: 212737
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Yep you have the virus known as 'The Ghost Virus', a harmless virus that only swaps the x and y coordinates around. ie up is down, left is right, easliy got rid of a simple virus killer will resolve your problem.

--

___ ___
_ _ _ _ Peter Brooker (CNS) __o
___ ___ Computer Newspaper Services Ltd _`\<,_
_ _ _ Infomation System Operations (*)/ (*)
_ ___

Comin' from the unpolitically correct
half of this world refered to as
The ProjectZ!

146. For sale: 1040ST w/color mon, software

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 14:19:09 UTC
From: benson@decwin.enet.dec.com
Message-ID: <1993Jan5.141909.6684@e2big.mko.dec.com>
Source record: 212746

Atari 1040 ST for sale, with Atari SC1224 color monitor and lots of
software:

- Utilities, etc
- Dr.T's Midi Recording Studio
- Mark Williams C V3 with CSD source level debugger
- Magic Sac cartridge with 64K ROMs (MAC emulator, w/system, finder)
- Degas Elite (graphic arts)
- NeoDesk (alternate to GEM desktop)
- G+Plus (GDOS enhancement)
- ST Doctor
- Tempus text editor
- Easy Draw/Easy tools

- Business, Word processing, etc
- Publishing Partner
- Phasar (accounting system)
- LDW Power Spreadsheet
- WordPerfect 4.1 for Atari ST
- PageStream V1.8 (WYSIWIG Desktop Publishing)
- Superbase (relational database system)
- Microsoft Write
- Swiftcalc ST (spreadsheet)

- Games
- Flight Simulator II
- Star Wars
- Wanderer (3D)
- Ballistix
- Monkey Business
- Space Station Oblivion
- World Karate Championship
- Chess (Psion)
- Time Bandit
- Deep Space
- Kinderama (early learning games)
- Disney's Winnie the Pooh

- As well as PD disks of games/utilities, ST Internals and GEM programming
docs.

. Asking $450 for the package. Will consider splitting.

Tom Benson
benson@star.enet.dec.com

147. ST Upgrading

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 14:33:18 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <5JAN93.09331877@cc4.crl.aecl.ca>
Source record: 212738

Question: Why did Windows only become popular recently?
Answer: Until recently, no PC was fast enough to run it effectively.

Question: Can a person with little or no computer knowledge set up
his/her own PC?
Answer: Not likely.

Question: If you use DOS based software, how many user interfaces
do you have to learn?
Answer: One for each program.

Question: Can an XT or AT owner expect to make much use of software
released in 1993?
Answer: Yes, if he/she needs door stops.

Question: What company has built an empire based on upgrades (even
when those upgrades provided minimal improvement)?
Answer: Microsoft.

Question: Who gave the world DOS?
Answer: Microsoft (That's reason enough to hate Microsoft)

Question: Who gave the world Edlin?
Answer: Microsoft (a second reason to hate Microsoft)

Question: If any other company besides IBM had marketed the XT, would
it have survived?
Answer: Not likely.

Question: What computer was outdated when it was released?
Answer: Anything with a 386SX processor.

I am sure that someone who hates Atari, Apple, Commodore, etc can
come up with a similar list of questions. The point is, everyone
can criticize the other system. The point of MY posting about PCs
was that I get to use them almost every day (XT right on up to a
40MHz 486) and I still prefer to use my Mega or my TT. No amount
of bitching from Darek is going to change that.

My statement that it has been cheaper to upgrade STs by replacing
them IS true. When I bought a 520 for $1200 in 1985, a 640K PC
with dual floppies cost over $5000. When I went to a Mega with a
20 meg HD I paid $3000. It was still over $5000 for an XT with
a hard disk (I sold my 520 for $500). Software for the ST cost
in the range of $50 - $125 when PC applications were $150 - $500
for similar programs. Altogether, I have invested (all hardware
and software) about $8000 in Atari hardware and software (I

now have a Mega4, a dual 50-170 meg HD, an SLM605 laser, a REFLEX card (1024x496 on an SM124 monitor), a 21 meg floptical, and my software (Pagestream, Calamus SL, LDW, ...). If I had gone with the XT plus HD it is UNLIKELY that I would have swapped boards to go to an AT (several years ago there were many fewer clone manufacturers and very limited support; it's not the same today) I would have invested about another $2000-$3000 and would have had to abandon that for a 386 or 486 in order to run Windows based software. So, ignore the hype from pro-PC users. Overall the cost of swapping STs has been cheaper than upgrading PCs and software and I still use a computer bought in 1987 to run software written in 1992 and will run software written in 1993 quite nicely. Can the same be said for a 1987 vintage PC running software in 92 or 93?

The following are quotations for computers based on a request for quotations I issued in Septermber 1984. You be the judge as to whether or not a PC was a good choice.

CPU Tandy 2000 HP150 Mac
128K RAM 256K RAM 128K RAM
one floppy two flop one floppy
$3800 $5054 $4830

DOS -- $361 $220 (Apple Opsys)
128K RAM $359 --- not avail
mouse touch included
& board $285 screen
monitor $349 included included
video
card $600 included included
2nd
floppy included included $790

The next time someone describes the quick replacement of boards and components for a PC, just remember that the person is describing TODAY's market; not the market of '84 and '85 when there were very few suppliers (IBM failed to quote on the above request because it did not have a user friendly front end as required by the quote request. The HP150 touch screen was purchased because the Mac had virtually no software. The touch screen was used for four years to enter data to a CYBER database).

Again, I stand by my statement that overal it was FAR cheaper to turn over STs than PCs as the computing world matured. It was even a better deal considering that I resold some early acquisitions to offset the cost of upgrades.

148. Question : ___ M-ROS ___

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 14:34:02 UTC
From: heritier@delta4.frec.bull.fr
Message-ID: <743@vercors.frec.bull.fr>
Source record: 212724

Does someone know what is M-ROS for Atari ST ? What is the editor
of this multitask system ? Can you evaluate it ?

Thanks.

Frank.

149. Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 14:42:57 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <5JAN93.09425752@cc4.crl.aecl.ca>
Source record: 212739

I intentionally was abusive to Darek to show him what it was like to receive an abusive post. Hey netters, I have been posting on this net longer than most of you and I have provided tons of info and guidance to many, many netters. I make no apology for my posting about Darek. It was intentional and I would do it again. No apologies.

As for Darek being level headed and right, that's a crock. Read my previous post describing how I am right in my assessment of upgrading an Atari vs a PC. Darek is making his comments in light of today's environment; not with the historical picture in mind.

Why do you think he was an Atari enthusiast at one time? Could it be the Atari had a user freindly operating system and a great price when the alternative was an XT with DOS 2? Darek is way off base in his arguments because it focuses on today's market. Remember, I was referring to the last 7 years of the market place.

150. Re: n890421 (KA9Q for the Atari ST....)

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 14:59:43 UTC
From: jbunch@nyx.cs.du.edu
Message-ID: <1993Jan5.145943.13830@mnemosyne.cs.du.edu>
Source record: 212740

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>In article <72777@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>John Bunch asked about using telnet in the ST version of KA9Q.

>Unfortunately he seems to be talking about a different version than the
>one you may be familiar with.
>>
>>I've been using KA9Q to telnet successfully for quite a while now. The
>>only time I've had problems with it is when I have a RAMdisk installed,
>>but that shouldn't affect you if you cold booted with a "clean" system..

>What kinds of problems were those? I've never had any trouble of this sort.
>(Hm. How much RAM in your setup?)
>>
>>The only thing I can think of to check.. is "start telnet" in your
>>NET.RC file in the root directory of the drive you run KA9Q from..?

>The various "start" commands are for starting up the servers that handle
>incoming connection attempts. When you say "telnet blah" you're invoking
>the telnet client to make an outgoing connection. The two are independent
>and will have no effect on each other (unless of course, you're trying
>to telnet to yourself...).

>The bug that John refers to is mentioned in the ReadMe that accompanies
>the n890421 package. Oddly enough, it seems to be based on the same code
>that my port was based on, but includes support for many more protocols.
>Doesn't seem to do SLFP or PPP though.

Is this the bug about setting echo to refuse??? I tried setting that and
it still died. I found that if I had mint installed I could start a
telnet connection without my machine bombing, but I never get a login:
prompt from the machine I am telnetting to. I type a CTRL-T and the
machine I am trying to connect to responds with i am here...

I have just about given up...

John
--
John B Bunch * I don't want the world, I just want your
280 Quail St. 1st Floor * half.... -TMBG
Albany, NY 12208 * jbunch@nyx.cs.du.edu If mail here bounces
(518) 436-3810 * Try John.Bunch@bbs.oit.unc.edu

151. Re: chkdsk

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 15:35:22 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1993Jan5.153522.23051@digi.lonestar.org>
Source record: 212745

In article <jmw.726197176@tasman> jmw@tasman.cc.utas.edu.au (John Mark Williams) writes:
>Whenever the discussion comes round to defragmenting hard disks and otherwise
>maintaining these cantankerous beasties, inevitably chkdsk from Atari is
>recommended. However as I understand it, it is only available to registered
>developers.

Buy Diamond Edge from Oregon Research Associates. GREAT PROGRAM and
well worth the investment. ORA provides outstanding support as well (at
least on GEnie :-).

Note: I have no association with ORA other than being an extremely
satisfied customer of ORA and user of Diamond Back and Diamond Edge.

Roy C. Gosewehr
--

| GEnie: R.C.Gosewehr | rgoseweh@digi.lonestar.org | uunet!digi!rgoseweh |
---

152. Re: Flaky mouse

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 15:52:05 UTC
From: ant@galadriel.bt.co.uk
Message-ID: <1993Jan5.155205.10905@galadriel.bt.co.uk>
Source record: 212749
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

From article <1993Jan5.014743.18540@cs.yale.edu>, by bobf@flint.geology.yale.edu (Bob Fischer):
> Stephen Matson (stevem@solbourne.com) wrote:
> :
> : Recently my mouse has started to act less then obedient. It will work fine
> : for hours (or sometimes just minutes) and then , badabing badaboom, every
> : direction is reversed, up is down, down is up, left is.... well you get the
> : idea. The only way to fix this is to save what I'm doing and cold start it.
> :
> : Could this just be my mouse or is it something inside my box?
> :
> : Any help would be greatly appreciated.
>
> I think this is an Atari virus.
>
>

You're right, it is an Atari Virus.
Boot with CLEAN disks and using a disk utility, check the header
on the disk. (track 00, sector 00, side 0)
If it isn't 00, then it has a jump instruction (60 I think).
This means the disk runs something before going to the AUTO folder
(or whatever).
CAUTION: some commercial disks have this jump intruction.
DON'T mess with it if you don't know what you're doing.

If it has data, change the jump instruction to 00 00.
This will stop the disk from running the virus.
You can now safely remove your data and format the little bugger.
Make sure you check your disks for it - it may have spread.
Best thing is to use a virus killer as this will recognise a virus
from a commercial disk.

Best of luck.

Antony,

153. Spectre & TT

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 16:37:14 UTC
From: jan@aifbbeta.aifb.uni-karlsruhe.de
Message-ID: <1icdfqINNt3j@nz12.rz.uni-karlsruhe.de>
Source record: 212742

I am owner of an Atari Mega ST and Spectre Version 3.0. I intend to buy a TT with a large black and white screen. I have the following questions:

1. Does Spectre support the large screen in its full resolution?
2. Is the internal SCSI disk accesssible by the Mac?
3. Does anybody have a similar configuration who can report me about his or her experience and problems?

Thank you

Juergen

154. HP550C Printer Drivers

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 16:51:00 UTC
From: jsa@rcinet
Message-ID: <5JAN199311512496@rcinet>
Source record: 212743

OK, I broke down and bought the new HP550C color/black ink-jet printer. This is an excellent printer for the price. So far, I have been trying print utilities, searching for the one that I won't be able to live without. The most impressive seems to be Greg Wageman's PRINTALL utility, but that was only written with drivers for the HP500/HP500C. What I'm trying to get at is the difference in the abilities of the 500C and the 550C. The 550C can print from the black ink cartridge and the color ink cartridge at the same time. (The 500C could only use one cartridge at a time). Thus, the 550C color printouts need not have the pseudo-black patches where real black ought to be. Also, better dark shades could be made by mixing a real black and Red/Blue/Yellow, as needed. In the clone world, drivers are already available to do this. Is someone out there knowledgable enough to come up with such a driver for atari users? Short of that, does anyone know Greg Wageman that might see if he could be persuaded to indulge in such a project? I think I saw where he had done something for Oki printers, so he may not have done the 500C stuff just because it was what he personally was using. Who knows... Since I am probably not the only person with an atari and a 550C, it would be nice to see postings here about any 550C specific atari drivers that come into existence (or already exist). Thanks.

155. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 17:38:57 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1ich3hINN9il@usenet.INS.CWRU.Edu>
Source record: 212744

In a previous article, csullogg@cc4.crl.aecl.ca () says:

>
>As for Darek being level headed and right, that's a crock. Read
>my previous post describing how I am right in my assessment
>of upgrading an Atari vs a PC. Darek is making his comments in
>light of today's environment; not with the historical picture
>in mind.

You are right there, Darek is not level headed when it comes to Atari.

He HATES Atari. I once spoke with him at an Atari show and the only
reason he was there was to convert Atari users to clones.

He still believes that Atari will go bankrupt, but I think according
to Darek, they should have been gone by now.

One cannot be level headed when you let your feelings get mixed in.

I don't believe Atari should piss of anyone, but obviously, they pissed
off two developers enough to join the clone world.

A mistake.

>
>Why do you think he was an Atari enthusiast at one time? Could
>it be the Atari had a user freindly operating system and a great
>price when the alternative was an XT with DOS 2? Darek is
>way off base in his arguments because it focuses on today's
>market. Remember, I was referring to the last 7 years of the
>market place.

Could it be that Darek had HIGH hopes for Atari Corporation.

He may have REALLY believed that the company could become great.
He probably had higher hopes for Atari's products.

And to hate a company as much as he does, he must have loved something
about Atari to begin with.

>

--

156. Re: KnifeST

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 18:09:13 UTC
From: wabe@ukc.ac.uk
Message-ID: <2655@eagle.ukc.ac.uk>
Source record: 212748

In article <1i96npINN1lo@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>In article <2648@eagle.ukc.ac.uk>, wabe@ukc.ac.uk (W.A.B.Evans) writes:
>>e.g. FSCK by Georg Lohse and DLII and REORG by Simon Poole, and more recently
>>CLEANUP by ICD and some tools I developed myself.
>
>Never ever use these prpgrams to fix hard disk problems,(FSCK-DLII/REORG) they
>have more bugs that Bugs have..
>
I HAVE been using these quite satisfactorily for my old SH-205
(20 Mbyte) Atari Hard Disk. These programs were developed round about the
time that (SH-205) hard disk was the current (Atari) model and have NOT been
upgraded to keep up with developments in later TOS'es and Hard Disks. I
certainly would not use these on my recent ICD hard drive.

Hence it is no wonder that you might find them "buggy" if you have a
recent hard disk - but it is unfair to the original authors to call these
"incompatibilities with more recent software/hardware" bugs. Mind you, having
made this point, I'm sure these (like most others) do have a few bugs but
these are NOT so frequently encountered as to render these programs unduly
dangerous or ineffective when used with the "earlier" drives for which they
were designed.

>CleanUp it nothing like KnifeST and I found that it failed with a hard disk
>problem, that Ataries CHKDSK3 showed up, cross link clusters..???
>
Both are disk repair utilities - though I agree they're not quite the
same. CLEANUP, though hardly perfect, is, in my opinion, far more up-to-date
than KnifeST ver 1.10. By the way, where can one get this CHKDSK3 program
that more than one of you rave about?
>
>BGM Partitions, I think Atari took to long in bringing out a standard,
>is it one,? and most other hard drive firms ended up developing there own..
>
As I understand things, BGM Partitions are Partitions where the
logical sector size is other than 512 bytes (usually 1024, 2048 or 4096
bytes). This allows you to have partitions of much greater size than 16 Mbytes
(or 32 Mbytes on TOS 1.4 and above). I first met the term in my ICD manual
when I obtained my hard disk. Since you appear to have ICD's CLEANUP, I'm
surprised you are not familiar with the term. Provided programs "look up"
the logical sector size from the Bios Parameter Block, i.e. NOT assume it
is 512, they should handle BGM Partitions quite satisfactorily. I'm sorry
to say that, despite a claim by Hisoft to have corrected errors in dealing
with Partitions of greater logical sector size than 512, I got erroneous
statistics when I used KnifeST (1.10) to query my BGM partition (F:\) where
the logical sector size was 1048 and size about 40 Mbytes though the same

option worked fine on the other (non BGM) partitions.
>
>Does any one support BGM Partitions..??
>
Yes, ICD for one.

Regards, W. Alan B. Evans
[wabe@ukc.ac.uk]

157. Re: MiNT and MINIX file system

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 18:09:20 UTC
From: churchm@gov.on.ca
Message-ID: <1993Jan5.180920.7841@gov.on.ca>
Source record: 212747

>You wouldn't be using TOS 1.0 would you ?
>
>There is a problem with 1.0 that I can't find. (Not having an ST
>with TOS 1.0 doesn't help :-)
>
>If you're *not* using TOS 1.0, then mail me with *exactly* what you
>did, and I'll try and tell you where you've gone wrong, or I'll fix
>the bug.
>
>I have had sucesses with this (I'm not the only one to get it to
>work :-)
>
>Simon.

Simon:

I'm pretty sure I'm not running TOS 1.0; the machine is a MEGA STE, with
4 meg of RAM, and a 50 meg hard drive partitioned into C: and D:, and
is only a year old. I'll verify it when I'm back near the machine.

In the meantime, this is what I did.

Un-ZOO'd DISK1.ZOO to a floppy, and used it as the install disk. On
that disk was a program called SETUP, and a program called INSTALL. I
ran SETUP, using D: as the root, and A: as the install drive. I saved
the configuration. SETUP renamed my ACC's and my \AUTO*.PRG's, and
then moved MINT.PRG to the AUTO folder, and moved MINIX.XFS, and
MINT.CNF, and three other CNX'x to the MINT folder. SETUP then
requested me to RESET (Reboot?).

Rebooted the computer. MINT runs. MINIX runs. When MINIX runs, and I
get the MINIX initial message, the floppy drive light comes on. When
the system finishes booting, the floppy disk is no longer readable. In
fact, accessing the floppy drive hangs the system. This is where I
believe that the floppy has been turned into a MINIX partition. If I
write-protect the floppy, it remains readable, but the light still comes
on when MINIX runs. It doesn't appear that anything has been done to
D:. I believe it is still a TOS partition.

Any of this look wrong?

Regards,

Mike.

--
==========

Mike Churchward "Good greeting-time, username."
E-Mail: churchm@ndm.gov.on.ca

158. That GFA-wizard named ** UWE **, please respond !!

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 19:39:10 UTC
From: pieterf@wsinfo01.win.tue.nl
Message-ID: <4902@svin09.info.win.tue.nl>
Source record: 212657
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Oh dear!

During the end of december I received quite a knowledgeable message
on a GFA problem from probably a Skandinavian guy named Uwe.
Forgot his last name, though, but if one knows who I'm talking about
please mail his e-mail address to at073@cleveland.freenet.edu

Supposing Uwe frequents this group and finds himself gossiped about
to his own surprise:
Hi Uwe!
I believe you received my response, yet are unable to respond
on it since my account has stopped. I now have another one.
Please forward your bounced mail (if any) to:
at073@cleveland.freenet.edu

Hope to hear from you,
sorry to bother thousands of others,
but I've seen worse postings and this really matters to me ..

- RowdyB -

159. Re: n890421 (KA9Q for the Atari ST....)

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 19:49:32 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <93005.144932JJL101@psuvm.psu.edu>
Source record: 212750

```
In article <1993Jan5.145943.13830@mnemosyne.cs.du.edu>, you say:
>
>hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>
>>In article <72777@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>>John Bunch asked about using telnet in the ST version of KA9Q.
>
>>Unfortunately he seems to be talking about a different version than the
>>one you may be familiar with.
>>>
>>>I've been using KA9Q to telnet successfully for quite a while now. The
>>>only time I've had problems with it is when I have a RAMdisk installed,
>>>but that shouldn't affect you if you cold booted with a "clean" system..
>
>>What kinds of problems were those? I've never had any trouble of this sort.
>>(Hm. How much RAM in your setup?)
>>>
>>>The only thing I can think of to check.. is "start telnet" in your
>>>NET.RC file in the root directory of the drive you run KA9Q from..?
>
>>The various "start" commands are for starting up the servers that handle
>>incoming connection attempts. When you say "telnet blah" you're invoking
>>the telnet client to make an outgoing connection. The two are independent
>>and will have no effect on each other (unless of course, you're trying
>>to telnet to yourself...).
>
>>The bug that John refers to is mentioned in the ReadMe that accompanies
>>the n890421 package. Oddly enough, it seems to be based on the same code
>>that my port was based on, but includes support for many more protocols.
>>Doesn't seem to do SLFP or PPP though.
>
>
>Is this the bug about setting echo to refuse??? I tried setting that and
>it still died. I found that if I had mint installed I could start a
>telnet connection without my machine bombing, but I never get a login:
>prompt from the machine I am telnetting to. I type a CTRL-T and the
>machine I am trying to connect to responds with i am here...
>
>I have just about given up...
>

Don't give up on the telnet feature just yet! The latest sources at the
UK site that was posted before fix the telnet bug (I can verify this). The
binaries have not yet been released there. However, I compiled the binaries
```

from those sources myself with GCC 2.3 a couple weeks ago, and have had no problems with the telnet to all the sites that used to make it bomb on me before.
I wrote to the person who did the port for the source, and apparently he is more active on the local UK nets than here on Usenet (from the sounds of it) since the source is available, I don't think there would be a problem with me uploaded to a.archive the binary that I compiled with that source?
I'll only upload the net.ttp binary (archived of course) since the entire rest of the package, including the docs, have remained the same.

J.J. Lehett : Atari's, puzzles, games, MIDI, fractals, Kawai K4's...

- Work: JJL101@psuvm.psu.edu Penn State CAC
- Genie: J.LEHETT2
- Delphi: JLEHETT@delphi.com

160. ST equiptment FOR SALE (lower prices)

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 19:54:42 UTC
From: jkrakover@sma2.rain.com
Message-ID: <1993Jan5.195442.2433@sma2.rain.com>
Source record: 212732

```
FOR SALE.....

Spectre GCR w/ 128K ROMs----------------------$230
Atari SM124 MONO monitor----------------------$70
C.M.I.-16Mhz accelerator----------------------$120

I will consider trades for these items, I'll go half on shipping, UPS COD.
If interested, let me know.
Thanks,
Jonathan
503-666-8568

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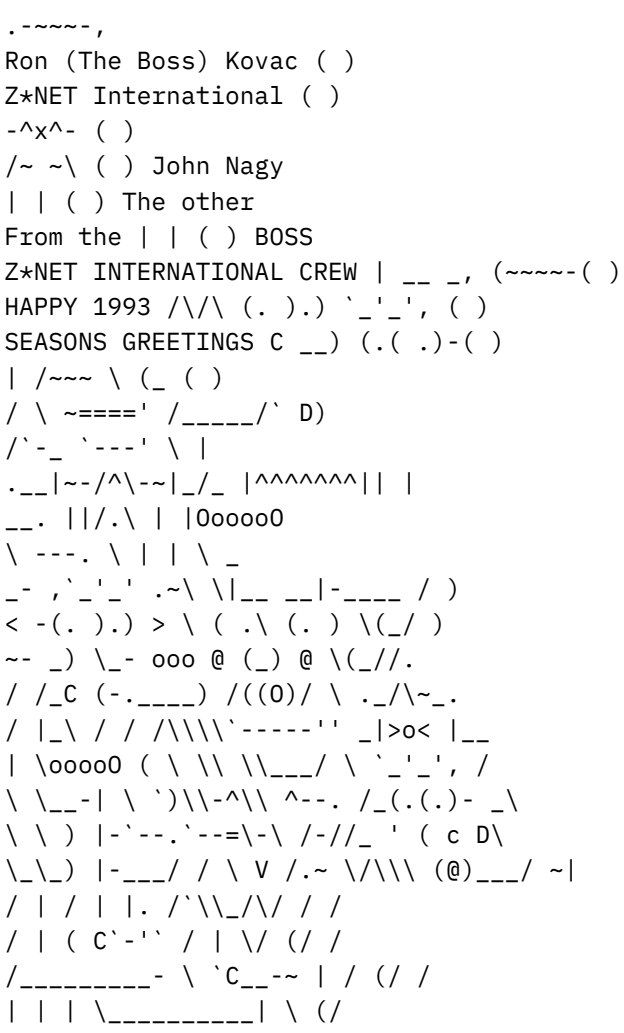
161. A belated Happy 1993 to all the Z*NET Atari International readers

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 20:02:12 UTC
From: jonc@status.gen.nz
Message-ID: <Di0VwB4w165w@status.gen.nz>
Source record: 212734

.



The Editor Z*NET PACIFIC Z*NET South
Ed Krimen Jon Clarke Chris Thorpe

Jon Clarke Z*NET Pacific
-=-=-=

162. Re: Spectre & TT

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 20:39:16 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan5.203916.22548@newshost.lanl.gov>
Source record: 212651

In article 1icdfqINNt3j@nz12.rz.uni-karlsruhe.de, jan@aifbbeta.aifb.uni-karlsruhe.de (Juergen Angele) writes:
>I am owner of an Atari Mega ST and Spectre Version 3.0. I intend to buy a TT with
>a large black and white screen. I have the following questions:
>
>1. Does Spectre support the large screen in its full resolution?

Not currently. Remember the Spectre GCR emulates a Mac Plus. Rumor is that Dave Small will incorporate support for TT's with large screens in the next release, which is long overdue, BTW. Even so, with the TT you'll have one speedy Mac Plus!

>2. Is the internal SCSI disk accesssible by the Mac?

Yes. You just have to set up separate partitions for Atari and Mac use.

>3. Does anybody have a similar configuration who can report me about his or
> her experience and problems?

I'll leave this to others who may have a TT and GCR. But one problem you may first encounter is the inability of the TT's internal drive to read/write in Mac 800K format (the GCR does not support 1.44Mb... yet). The easiest fix is to pick up an external DSDD SF314 for your floppy drive B and use it with your Mac floppies. That's what I did when the GCR wouldn't work with my MSTE's internal floppy.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

163. Re: Spectre GCR (Mac+ emulator) vs. Mac MS-Word 5.1???

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 20:52:18 UTC
From: bbs.ruscal@tsoft.net
Message-ID: <V69wwB1w165w@tsoft.net>
Source record: 212653
Cross-posted to: comp.sys.atari.st,comp.sys.mac.misc

trek@cbnewse.cb.att.com (wayne.a.booth) writes:

> In article <C073v6.H79@ais.org> plucky@ais.org (Chris Adamson) writes:
> >[Apologies for massive cross-post -- I'm at wits end!]
> ...
> > I have an Atari ST (yeah, I know...) running a Mac-Plus
> >emulator called a Spectre GCR, with 4MB of memory (about 3.8 in Mac
> >mode), 60MB of hard-drive space in the Mac partition, System 6.0.8,
> >and an 800K floppy drive.
>
> I think your only problem may be that you are trying to run 6.0.8.
> The last compatibility list I saw included almost every 6.0.x release
> but 8 (but maybe that was a timing problem .7 was the last listed.)
> It's not clear to me that 6.0.8 might not be the cause of your
> problems. (I am not running Word whatever so can't help you with
> actual experience.)
>
> > I guess I'd also like any Atari/Spectre users out there who
> >have their Spectre manuals handy (I'm away from home, so I don't) what
> >the Gadgets By Small e-mail address is. I could call or fax tomorrow,
> >but I'm not entirely sure they're even in business anymore!
>
> They most definitely are still in business.
> Gadgets by Small, Inc
> 40 W Littleton Blvd.; #210-211
> Littleton, CO 80120
>
> phone (303) 791-6098
> fax 1-303-791-0253
> Genie DAVESMALL on Gadgets RT
>
> Disclaimer - I am only a more than satisfied user of GADGETS!
>
> > Thanks in advance for any and all help!
>
> Pleased to be of service. Wayne Booth
>
> > ==
> > / Chris Adamson / FREE LEONA HELMSLEY!! /
> > / Michigan St. U. / Limit 1 Leona Helmsley per customer /
> > / Media Arts Prgm. / ---------------------------------- /
> >/ M.A. student / plucky@umcc.ais.org , plucky2@aol.com /
> >==

> >DISCLAIMER: Academic 11th in the Big-10 and you think they care about THIS?

========
NOTE: 6.0.8 is 6.0.7 with System 7 compatible LaserWriter drivers.

I've run 6.0.8 without a hitch under Spectre.

Info source: MacEKG doc notes.
6.0.8 actually reports 6.0.7 to MacEKG for the above reason.

--
Russel Mar (bbs.ruscal@tsoft.net)

164. Re: Fastfix - help please

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 20:55:29 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1icsk1EINN7lh@uni-erlangen.de>
Source record: 212652

rasas@minyos.xx.rmit.oz.au (Greg Patten) writes:
>
> >There's a nifty little PD utility program called "Fast Fix" that you pop
> >in your AUTO folder and it turns off the key click and fixes the screen
> >dump so the whole screen fits on a sheet of paper. I've been using it
> >for a long time and it's never interfered with anything.
>
> I'm particularly interested in this 'Fast Fix' utility but can not find it
> anywhere.. Could you (read: anyone..:) possibly mail me a copy if it's
> not too much truble as I can't seem to find it on a.a or any of the local
> BBS's.

A good way to turn the key click off is to use ATARI's XCONTROL.ACC. It
also can set up the hardcopy-routine to fit to normal Epson printers. There
are a lot of people saying XCONTROL only works on TOS 2.x and above.
I used it on an old 1040 with TOS 1.2 and 1.4 for a long time without problems.
--
Harald Schoenfeld | I'm afraid I can't
(hs@cnve.rrze.uni-erlangen.dbp.de) | do that, Dave

165. Kermit file transfers at 9600 bps

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 21:46:52 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Jan5.174652.9895@ac.dal.ca>
Source record: 212655

I'm having some problems downloading from a Vax using Kermit with my new 9600 modem. There doesn't seem to be any way to coax the transfer (I've only been trying a binary file) to take place at speeds greater than around 230 cps or so, despite the fact that the connection is at 9600 baud and the HS light on the modem remains on. I've tried both the Kermit in Uniterm, and an old Kermit Desk Accessory.

When I use zmodem for the transfer, the rate goes up, but there are many errors. I'm told that this is because our mainframe connections are not yet supporting hardware flow control, so XON/XOFF has to be used. The effective transfer rate seems to be usually around 480 cps (i.e. around 50% efficiency).

Would anyone by any chance have any ideas what else I might do? Thanks.

John

166. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 21:58:07 UTC
From: gordonf@monashee.sfu.ca
Message-ID: <1993Jan5.215807.17246@sfu.ca>
Source record: 212654

In article <1ich3hINN9il@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>You are right there, Darek is not level headed when it comes to Atari.
>
>He HATES Atari. I once spoke with him at an Atari show and the only
>reason he was there was to convert Atari users to clones.

I think I can shed some light on why Darek hates Atari so much.

A couple of months ago, after some angry posts here from Darek, I asked what Atari had done to him. In an e-mail reply (which I will NOT post :-)), he explained that the problem dated back to the days when he was working in the XFORMER 8-bit emulator. Atari refused to let him sell it with the BIOS chips (I believe he said they wouldn't sell the chips to him in the first place). Darek was less than pleased with this action, and thus began his personal vendetta against Atari Corp.

While I think that Darek has over-reacted a bit to this action by Atari, (Dave Small's relations with Apple seem much better Darek and Atari's) I accept the fact that he feels that Atari did him wrong, and nothing any of us say is going to change that.

Gordon Farrell |e-mail:gfarrell@cs.sfu.ca |"Shee, you guys are so unhip
| gordonf@sfu.ca | it's a wonder your bums
Simon Fraser University | | don't fall off."
Burnaby, B.C., Canada | | -Zaphod Beeblebrox

167. Re: Good old Darek

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 22:42:29 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1993Jan5.224229.1799@zooid.guild.org>
Source record: 212677

Mr. Mihocka, it is understandable that you are upset about the current Windows situation. I have asked you a long time ago about GEMulator and its ability running under the superb OS/2 2.0 environment. You have provided me with a 4 page message crying why IBM sells OS/2 and their poor ability to test it. This statement is rather very funny and showed me the Fear, Uncertainty, and Doubt about Microsoft's ability to produce a good product. So here we go again, did you test GEMulator under OS/2 2.0. Since GEMulator is a DOS product, and OS/2 is better DOS than DOS, I would hope that you did verify GEMulators ability to work with IBM's OS/2.

OS/2's success is tremendous and is growing remendously. Wouldn't it be obvious to make it work with GEMulator and test it under the OS/2 environment?

Best Regards,
Mark K.

168. Pagestream printing (Was: Good old me)

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 22:53:23 UTC
From: darekm@microsoft.com
Message-ID: <1993Jan05.225323.17444@microsoft.com>
Source record: 212663

In article <C0CIut.2vw@news.cso.uiuc.edu> wmagro@uiuc.edu (William Magro) writes:
>By the way, the slowness of Pagestream redraws is due to poor algorithms
>and/or coding, not the speed of the ST. DTP programs for the mac redraw
>quite satisfactorily under Spectre GCR on a stock ST. Take a look at
>Calamus if you'd like to see the result of good redraw algorithms. If
>pagestream is depressing you, don't upgrade your machine, pressure
>SoftLogik to upgrade the program to make it usable.
>
>--
>William Magro NeXTMail welcome
>wmagro@uiuc.edu

I'm not sure if you were just talking about screen redraws or printing
as well. Calamus is tons faster at printing than Pagestream, even to the
same printer. What the problem turns out to be is that Pagestream's
printer driver calls TOS to print, i.e. it calls Bconout to print each
and every character to the printer. That's fine, except that as every
Quick ST / Warp 9 user knows, the Bconout and other trap handlers in TOS
are extremely slow. While Pagestream is printing it spends about 90% of
its time in the Bconout handler! Someone should call the Codeheads to
add some code to Warp 9 to speed up the handling of Bconout to the printer
(since it already speeds up Bconout to the screen). I would guess that a
similar hack to Warp 9 could significantly speed up Pagestream printing,
limited only by the baud rate of the parallel port.

Calamus's printer driver on the other hand already writes directly to the
hardware so I suspect there's little that can be done to speed up its
already fast printing.

- Darek (the PC bigot)

--
/--\
| Darek Mihocka, BraSoft, 14150 NE 20th St., Unit 302, Bellevue, WA 98007. |
| Creator of Gemulator, Quick ST, and Xformer. Views expressed are my own. |
\--/

169. Re: Good old Darek

Newsgroup: comp.sys.atari.st
Date: 1993-01-05 23:02:57 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1993Jan5.230257.17299@elroy.jpl.nasa.gov>
Source record: 212656

In article <72912@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>An immature child apparently using someone else's account
>(csullogg@cc4.crl.aecl.ca) wrote:
>
>(Just for example)
>
>>>What your close minded little message doesn't point out is that most
>>>PCs (or Mac or Amigas for that matter) are not disposable computers
>>>like the Atari ST is. An upgrade typically involves replacing a card
>>>or plugging in a new card, not throwing away the whole computer and
>>>buying another one.

>>***
>>* The paragraph above is just PURE bullshit *
>>***
>
>That's what I love about dyed-in-the-wool, die-hard, card-carrying
>Atari Cheerleaders... their clear, lucic and factual arguments to
>support their positions.

Well, I was willing to let that one go, since it seemed to have been
elaborated on sufficiently, already.

For the gory details, let's look at Mac history. The original Mac, released
in 1984, came with 64K ROM and 128K RAM. This configuration was too tiny for
the compiler to run in, and as a result, all Mac software development had to
be cross-compiled from Lisas. To upgrade this system, you could get some 3rd
party gear (Levco and Hyperdrive spring to mind) and butcher the boards to
cram in 512K and a 10 or 20 meg hard drive. A year or so later Apple repented
their erring ways and released the Fat Mac, which also came with a whopping
512K of RAM, but still the same old 8-1/2" 512x342 screen. Ok, so later we see
the Mac Plus, with an astounding 1MB of RAM, and a 128K ROM. You could upgrade
your Fat Macs to Mac Plus's by, guess what, ripping out the motherboard and
sending it back to Apple to get a new one. Same story again when the SE was
introduced, etc. etc.

At least with the ST, you had a usable memory configuration from the start
(512K and 1MB in '85) and space on the board to upgrade to a full 4 MB,
without *requiring* you to jury-rig the RAM... And a real DMA bus for adding
a hard drive, instead of soldering a hard drive interface onto the CPU pins...
I dunno about the Amiga, but anyone who claims that Macs are genuinely
upgradable is either a moron or has been brainwashed by the idiotic Apple
propaganda.

The point being - we've already rehashed time and time again how "upgradeable"
PCs are. But to claim that Macs are upgradable *is* just pure BS, in my book.

You throw away the motherboard and buy a new one. There's no *computer* left in that case when the motherboard is pulled out, just a bunch of inert plastic and a wimpy power supply that overheated and burned out in 40% of the production runs.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

170. Re: TCP/IP for the ST and LAN Server

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 00:18:00 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1id8foINN1m9s@rs1.rrz.Uni-Koeln.DE>
Source record: 212658

In <C0Dno6.7vo@ccu.umanitoba.ca> ens@ccu.umanitoba.ca () writes:

>A better way would be to use a MAC SCSI-ethernet board with an
>ICD ACSI-SCSI connector. This would be faster, but the same
>problem with lack of software drivers exists. Now if you
>could get software only from the German companies at a reasonable
>price...

A year ago or so I had some email contact with folks at the TU
Wien (Vienna), who had written a TCP/IP package for the Riebl
Card plus. They had their stuff posted to an ftp site called
fortec.tuwien.ac.at (if I remember that correctly). I don't know
if they posted the source code too, but if so, that will
certainly be useable for writing said software drivers, I figure.
If they didn't post the source, there may still be a fairly good
chance they're willing to share it, since this took place at a
university.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

171. Re: TCP/IP for the ST and LAN Server

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 00:51:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.eg.XLpnizcWQeg@jonh.wimsey.bc.ca>
Source record: 212666

In <1992Dec31.212754.1@seb.se> s19184@seb.se (Michael Evans) writes:

>The thought that struck me the other day (it did not hurt ;-) was that
>there are many "pocket" LAN adapters available for portable PCs. These
>plug onto the parallel port and supply a Token Ring or Ethernet
>(Thinwire or 10BaseT) connection.

I beleive the ST does not have all the necessary lines connected to
the parallel port to make this work. This is the reason that was given
for the lack of a ST <-> Portfolio parallel port link for the when it came
out.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

172. Re: Kermit file transfers at 9600 bps

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 00:55:49 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <93005.195549JJL101@psuvm.psu.edu>
Source record: 212659

Regarding the lower transfer rates:

If the modem is a MNP5 modem, and you are going in through a packet
switch to get to the VAX, be sure to turn off the MNP5 compression. With it
on, it really causes delays (similiar to your figures) when transmitting or
receiving data or files. To make sure, try the command: AT%C0 to you modem
to turn it off. Also, when sending via Zmodem with the 'sz' command
in many instances you will need to add the -e switch to escape all control
characters.
SO: 1) before dialing the modem: AT%C0
2) use : sz -e filename when sending a file

Also, for receiving a file to your ST from the vax, be sure you Zmodem
is set to receive 'escaped control chars'.

One final note on Zmodem vs kermit, is your data connection to the vax
a 7-e or 8-n connection? If it is 7-e , you most likely will have to stick
with kermit.

Hope this helps.

J.J. Lehett : Atari's, puzzles, games, MIDI, fractals, Kawai K4's...

- Work: JJL101@psuvm.psu.edu Penn State CAC
- Genie: J.LEHETT2
- Delphi: JLEHETT@delphi.com

173. Re: Kermit file transfers at 9600 bps

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 01:04:39 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <93005.200439JJL101@psuvm.psu.edu>
Source record: 212660

```
In article <93005.195549JJL101@psuvm.psu.edu>, J.J. Lehett
<JJL101@psuvm.psu.edu> says:
>
>
> Also, for receiving a file to your ST from the vax, be sure you Zmodem
>is set to receive 'escaped control chars'.
>

Argh, the above was meant to say, for receiving a file on the VAX from
the ST, be sure your zmodem is set to send 'escaped control chars'.

------------------
J.J. Lehett : Atari's, puzzles, games, MIDI, fractals, Kawai K4's...

- Work: JJL101@psuvm.psu.edu Penn State CAC
- Genie: J.LEHETT2
- Delphi: JLEHETT@delphi.com
```

174. Re: We have reignition

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 02:16:08 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1idfd8INN288@golem.wcc.govt.nz>
Source record: 212665

> There is not a English version 'L'....!!!!

I've got a 95% english version of Lharc v2.01L

It's on atari.archive.umich.edu in the Archivers directory.

It's the same as the German version - except someone has translated
it into English!

Apart from that, it's the latest version! It seems 100% compatible
with version 2.01L (the original version) - and has given me no problems
whatsoever!

(If it works - use it!)

The very few changes from version 2.01I to 2.01L make very little difference
to the ways I use it! (Or most other people most probably....)

175. Need cracked version of M1 Tank ... and Silent Service

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 02:26:45 UTC
From: church@fraser.sfu.ca
Message-ID: <church.726287205@sfu.ca>
Source record: 212668

I asked for help previously for a copy of Silent Service. I was worried about the original disk dying. Well, it did. The disk drive toasted it, but the result is a disk with the 1 file, HISCORES.DAT.

Ahhh, well. I bought M1 Tank Platoon and Silent Service II in PC version as he had planned to buy one soon. I then gave him my atari and he doesn't want a PC.

Anyone with the cracked version of SS1, SS2, or M1 Tank platoon would get my eternal gratitude and my firstborn.

____
/ _ _ __
Mike | |__| |__ __ _ ____| |__
| | _|) | | / _\ _\ )
| |_| | | |/ | | (__ | |
_______/_|__|_/__|______/_|__|
church@sfu.ca

PS: Anyone try the game Sensible Soccer by Mindscape? I'm thinking of buying it. Your comments?

T H A N K Y O U V E R Y M U C H

Pirate flamers - go right ahead - I'm legal. Well, sort of. I _do_ have the manuals... just the wrong media. Test me if you want...

176. Re: Spectre GCR (Mac+ emulator) vs. Mac MS-Word 5.1???

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 02:28:43 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <72964@cup.portal.com>
Source record: 212664
Cross-posted to: comp.sys.atari.st,comp.sys.mac.misc

6.0.5 is latest system recommended by Gadgets for use with the GCR. The GCR is seen as a Mac Plus and that is the system suggested for the Mac Plus.

Dave Flory, ALERTsys*Cop
18:27 PST - 01/05/93

GEnie - D.FLORY

177. zoo21.ttp

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 02:39:56 UTC
From: church@fraser.sfu.ca
Message-ID: <church.726287996@sfu.ca>
Source record: 212667

I can't get it to work! I have no ramdisks loaded, and a few .zoo
files to decompress.

double click on zoo21.ttp

type: x file.zoo

I have a single floppy, 1 Meg system.

What am I doing wrong? Suggestions? I will as always, be grateful...

____
/ _ _ __
Mike | |__| |__ __ _ ____| |__
| | _|) | | / _\ _\ )
| |_| | | |/ | | (__ | |
_______/_|__|_/__|______/_|__|
church@sfu.ca

178. What terminal program should I use to call a UNIX machine from my ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 04:03:06 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <V4sXwB2w165w@sys6626.bison.mb.ca>
Source record: 212671

I was wondering if anyone could recommend a modem/terminal program to use
when I dial-up UNIX machines?

Thanks in advance.

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

179. Grid 1810 Laptop + Atari 520 ST for sale

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 04:24:05 UTC
From: uesu03@giac1.oscs.montana.edu
Message-ID: <1993Jan6.042405.19038@coe.montana.edu>
Source record: 212669
Cross-posted to: comp.sys.atari.st,comp.sys.laptops,misc.forsale.computers,misc.forsale.computers.other

Two boxes for sale (hopefully together!) :-)

Grid 1810 Laptop
NEC V20 processor, 10Mhz
1 Meg RAM
20 Meg internal (removable cartridge) hard drive
EGA 640x400 monochrome LCD screen
internal 2400-baud Hayes-compatible modem
DOS v3.3 in ROM.

A good little beastie; bought it last spring, and have used
it as a terminal to connect to *nix workstations at school.

Atari 520ST
68000 processor
1 Meg RAM
1 STM1 mouse
2 SF354 SSDD 3.5" floppy drives
1 SM124 640x400 monochrome monitor
+ misc Atari manuals

Used to be main iron at home... got replaced with a Mac, then
Grid. Time to clean out the cupboards, and save up for a
Unix box :-)

Prices -- $350 for Grid (alone)
$150 for Atari (alone)
$425 takes both ...

Please contact me via email if you're interested. I'd really like to
sell *both* of these, so ...

Lou.
--
Lou Glassy (uesu03@giac1.oscs.montana.edu) Eccl. 9:10

180. Pins assignment on Omniswitch needed

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 05:00:52 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <Jan06.050052.27163@yuma.ACNS.ColoState.EDU>
Source record: 212670

Hello:

Would anyone has document on Omniswitch kind enough to check for me the pin assignment on the DB-9 Multi-Sync output connector? I have one without any doc. and I'm planning to use it with a UltrSync (which use DB-25 and has a DB-25 to VGA-15pins cable).
Thank you
Tang
sytang@lamar.colostate.edu

181. Re: n890421 (KA9Q for the Atari ST....)

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 06:09:03 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <72984@cup.portal.com>
Source record: 212672

Howard Chu asked about the problems I've encountered using his version of the KA9Q software.

The only real problem I've run into is that if I forget and try to run it with a RAMdisk in memory, it will immediately return back to the desktop.. no bombs.

I'm using the Micro-Time "RAMBUFFER" combination print buffer and RAMdisk, usually with a 900K RAMdisk installed in my 2.5 Meg ST, so it shouldn't be an out of memory problem.

As long as I reboot before running KA9Q, it runs great.. (I do wish there was some way to make it hang up the modem before exiting though... :)

BobR

182. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 06:57:04 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <72994@cup.portal.com>
Source record: 212673

Gordon Farrell wrote, regarding Darek's relations with Atari:

>he explained that the problem dated back to the days when he was working
>in the XFORMER 8-bit emulator. Atari refused to let him sell it with the
>BIOS chips (I believe he said they wouldn't sell the chips to him in the
>first place). Darek was less than pleased with this action, and thus began
>his personal vendetta against Atari Corp.

>While I think that Darek has over-reacted a bit to this action by Atari,
>(Dave Small's relations with Apple seem much better Darek and Atari's)

This is all very true, but the actual events go even deeper than
that. I remember calling a BBS in Kitchner, Ontario so I could
get the latest versions of the "Apple II/Atari 800" emulator
for GEnie. I thought it was a *great* idea.. the perfect
"bridge" that Atari 800 owners needed to make moving to the
ST platform the logical step. The ST was TOTALLY incompatible
with the 8-bit Atari.. you couldn't even reformat your floppy
disks and reuse them. An 8-bit owner had NO reason to blindly
buy an ST.. and a lot of them did take the opportunity to look
around at what else was available. A lot of them ended up going
with the Amiga, since it was the logical successor to the
8-bit Atari.

An emulator which would let them use all their old software, and
would even allow them eventually to use their 8-bit disk drives
on a shiny new ST would be just perfect for Atari to support.

In typical Atari fashion however, they came out with both barrels
blazing, shooting themselves in both feet at the same time.

They couldn't get used to the idea that a teenage kid from
Kitchner, Ontario could not only envision something like this,
but actually make it work.

Atari's master of "Public Relations", Neil Harris, publically
called Darek a "little twerp" and said Atari would never deal
with him.

So, not because of technical problems, but simply because of
their egos, Atari lost the chance to offer this bridge to their
new computer. Darek went on in spite of them and made the
emulator work.

Nice way to begin a career supporting a particular computer, eh?

(Incidentally, not all that many people know this either, but Atari originally laughed at Dave Small, saying 'who would ever want to emulate a Macintosh on their ST?' Stupid idea, wasn't it... imagine where we'd be today if Dave Small hadn't gone on independently, again, in spite of Atari.)

As I mentioned before, you have NO idea what it's like trying to deal with Atari Corp. until YOU have experienced it.

BobR

183. Re: Good old Darek

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 07:22:39 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1ie1bvINNnua@phakt.usc.edu>
Source record: 212674

In article <ABADDON.93Jan5121957@suprenum.uk.ac.liverpool.scm.suprenum>
abaddon@uk.ac.liverpool.scm.suprenum (Kevin o donovan) writes:

>To be fair, Darek actually invites him to post this message in c.s.a.s in
>the last paragraph (or thereabouts) of his message.

Not really. If you go re-read the message (I did...but just skimmed
down to the end), Darek invited csullogg to support HIS (csullogg's) claims
on the net or in email. Darek made no mention of posting his (Darek's) letter.

>Kev

-MikeB

184. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 07:33:51 UTC
From: ritz@ritz.mordor.com
Message-ID: <93010539@ritz.mordor.com>
Source record: 212675

Michael Olin (molin@ptb.cl.msu.edu) wrote:
OS/2> dmb@case.ai.mit.edu (David Baggett) writes:
OS/2>
OS/2> >Now we're talking about insecure Atari owners who feel it necessary to
OS/2> >typecast anyone who buys an 80x86 machine, simply because it runs DOS.

Yup.

OS/2> It comes from experience. I've played with a LOT of different machines
OS/2> in my day. (Happens that I sell computers for a living...) From VIC 20
OS/2> to 64 to AMiga, from 400 to 800 to XE to ST and TT, from Mac at several
OS/2> levels and from XT to current dinosaur. ANd it's a simple choice for
OS/2> me: I get the most productivity in the least time with my ST. And facts
OS/2> are facts. You go ahead and buy your $899 '486 with monitor.

You must be joking. Any 486 running a modern OS (not DOS) will blow
the socks off an ST. I paid $49 for OS/2 and it does things on my
"dinosaur" that are simply impossible on an ST. I can honestly say
that if I still had my ST it would probably spend 99% of its time
as a terminal (Uniterm is still the best damn terminal emulator around)
attached to one of the many free serial ports on my 486. I can run
all of my DOS/Windows and OS/2 software (simultaneously) and if I reboot,
I can run unix and X windows. Also, there is simply no comparison when
you look at the available software library. There are thousands of
professional developers producing quality software, not to mention
many quality shareware and freeware programs for the Intel-based
boxes and this is growing rapidly. Compare that to the ever-shrinking
handful of people that are willing to roll the dice with Atari. Your
software options are SHRINKING, not growing and this will get to be
more of an acute problem as more developers and users jump ship.

OS/2> WOn't
OS/2> offend me any at all if you find yourself headed for a service station
OS/2> in the VERY NEAR FUTURE. When you buy cheap, you get cheap. Simple as
OS/2> that.

This is coming from someone who bought an Atari computer??? Hehe, this
is great .signature material folks!

Regards,

Chris

--
Christopher Mauritz | My views reflect those of my
ritz@ritz.mordor.com | company since I own the company.
{backbone}!rutgers!spcvxb!ritz!ritz | Ritz International, Inc.

OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 | Import/Export Consultants

185. Re: Mark Johnson C Compiler

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 09:29:31 UTC
From: piet@cs.ruu.nl
Message-ID: <1993Jan6.092931.8634@cs.ruu.nl>
Source record: 212679

>>>>> afonseca@terapin.com (Alberto Fonseca) (AF) writes:

AF> Hi there.. I was wondering if anyone out there is familiar with Mark
AF> Johnson C, shareware compiler for the ST. I think the latest version
AF> was 2.0, but I'm not sure.. The file I have is MJCV20.LZH. Well if
AF> anyone uses this, or has a later version, please mail me. Or if you
AF> know of a more complete C compiler.. I tried GNU C, but it takes up too
AF> much room, I didn't have the docs, and seems much more complicated for
AF> someone trying to learn C.

I wouldn't recommend it. It is incomplete, and buggy. Better get the
Sozobon compiler if you don't have enough memory gor GCC. It is free.
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

186. Re: Spectre & TT

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 09:52:02 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Jan6.095202.3344@news.unige.ch>
Source record: 212678

In article <1993Jan5.203916.22548@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:

I am just setting up my new TT with Spectre; I have an Eizo 660 A3 monitor, with Crazy Dots (fabulous monitor, BTW).

> In article 1icdfqINNt3j@nz12.rz.uni-karlsruhe.de, jan@aifbbeta.aifb.uni-karlsruhe.de (Juergen Angele) writes:
> >I am owner of an Atari Mega ST and Spectre Version 3.0. I intend to buy a TT with
> >a large black and white screen. I have the following questions:
> >
> >1. Does Spectre support the large screen in its full resolution?
>
> Not currently. Remember the Spectre GCR emulates a Mac Plus. Rumor is that
> Dave Small will incorporate support for TT's with large screens in the next
> release, which is long overdue, BTW. Even so, with the TT you'll have one
> speedy Mac Plus!

I second this - I thought I had read that it _did_ work on a large monitor, but I have not found
a way to do this. If anything comes up, I'll let you know!

> >2. Is the internal SCSI disk accesssible by the Mac?
>
> Yes. You just have to set up separate partitions for Atari and Mac use.

******* I disagree ! **********
A very important point - for me, it is _not_ possible to use
any internal drive with TT and Spectre; Dave Small also states this in the manual. If John
can tell me how to do this, I would be very happy, but I think not!
I am running Spectre off an external drive, an Atari 60 Mb connected through the laser, and configured as ACSI 0. Incidentally, at the moment (I have had the beast three days) I am
UNABLE to transvert to or from this disk, which irritates the hell out of me.

> >3. Does anybody have a similar configuration who can report me about his or
> > her experience and problems?
>
> I'll leave this to others who may have a TT and GCR. But one problem you
> may first encounter is the inability of the TT's internal drive to read/write
> in Mac 800K format (the GCR does not support 1.44Mb... yet). The easiest fix
> is to pick up an external DSDD SF314 for your floppy drive B and use it with
> your Mac floppies. That's what I did when the GCR wouldn't work with my
> MSTE's internal floppy.
>

That's good to know! I wondered what was happening with my floppies. Is there really no way to use Mac floppies? Damn.

QUESTION: How can I transvert Atari -> Mac? The floppy doesn't work, the internal SCSI doesn't work, Transverter refuses to recognize the (functional) MAC partitions on my external ACSI, ... I think I feel an email to Dave Small coming on ..

Mike M.

187. Re: TCP/IP for the ST and LAN Server

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 10:21:49 UTC
From: czekall@uni-muenster.de
Message-ID: <1iebrtINN15qt@obelix.uni-muenster.de>
Source record: 212681

In article <1id8foINN1m9s@rs1.rrz.Uni-Koeln.DE>, aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

```
|> A year ago or so I had some email contact with folks at the TU
|> Wien (Vienna), who had written a TCP/IP package for the Riebl
|> Card plus. They had their stuff posted to an ftp site called
|> fortec.tuwien.ac.at (if I remember that correctly). I don't know
|> if they posted the source code too, but if so, that will
|> certainly be useable for writing said software drivers, I figure.
|> If they didn't post the source, there may still be a fairly good
|> chance they're willing to share it, since this took place at a
|> university.
```

Hello All,

I've looked at this ftp-site and found this:

```
ftp> cd tuw-tcp
250-Files located in this directory
250-readme info about installing tuw-tcp
250-readme.pkd info about writing a packet driver for tuw-tcp
250-tuw-tcp.1.00-1.01.zoo update from tuw-tcp 1.00 to tuw-tcp 1.01
250-tuw-tcp.1.00.zoo tuw-tcp 1.00 distribution
250-tuw-tcp.1.01.zoo tuw-tcp 1.01 distribution
250-tuw-tcp.zoo most recent tuw-tcp distribution (Version 1.01)
250-
250-This software is only suitable for Atari ST/TT computers
250-
ftp> dir -tr
200 PORT command successful.
150 Opening ASCII mode data connection for /bin/ls.
total 218
-r--r--r-- 1 ftp 2345 103810 Apr 8 1992 tuw-tcp.1.00.zoo
-r--r--r-- 1 ftp 2345 3153 Apr 8 1992 readme
-r--r--r-- 1 ftp 2345 3201 Apr 10 1992 readme.pkd
-r--r--r-- 1 ftp 2345 79966 Apr 28 1992 tuw-tcp.1.01.zoo
-r--r--r-- 1 ftp 2345 16306 Apr 28 1992 tuw-tcp.1.00-1.01.zoo
-r--r--r-- 1 ftp 2345 452 Apr 29 1992 .message
drwxrwsr-- 2 0 0 512 Nov 12 13:09 pktdrv
lrwxrwxrwx 1 0 0 16 Dec 17 21:17 tuw-tcp.zoo -> tuw-tcp.1.01.zoo
226 Transfer complete.
```

And this can be found in

```
Archive tuw-tcp.1.01.zoo:
Length CF Size Now Date Time
-------- --- -------- --------- --------
```

```
4096 63% 1518 4 Apr 92 01:13:52+137 6x7sys.fnt
4096 60% 1644 3 Apr 92 21:51:12+137 8x16sys.fnt
4096 69% 1280 3 Apr 92 21:51:10+137 8x8sys.fnt
14965 43% 8543 7 Apr 92 18:38:16+137 ftpserv.prg
694 54% 318 8 Apr 92 22:26:08+137 inetcust.inf
11652 43% 6612 8 Apr 92 22:05:20+137 inetcust.prg
5153 39% 3139 30 Mar 92 23:55:02+137 netstat.tos
4030 28% 2886 30 Mar 92 21:22:20+137 pktdrv.prg
2199 66% 743 9 Apr 92 01:51:04+137 pktdrv/cookie.c
950 59% 387 9 Apr 92 01:51:56+137 pktdrv/cookie.h
1646 61% 647 9 Apr 92 01:52:06+137 pktdrv/inetcust.h
11318 67% 3782 9 Apr 92 01:51:20+137 pktdrv/lancedrv.c
1541 59% 629 9 Apr 92 01:52:14+137 pktdrv/lancedrv.h
562 59% 231 9 Apr 92 01:55:06+137 pktdrv/lancedrv.prj
4305 67% 1401 9 Apr 92 01:52:40+137 pktdrv/lancemem.h
2070 67% 682 9 Apr 92 01:53:28+137 pktdrv/lancexb.s
1340 57% 570 9 Apr 92 01:52:56+137 pktdrv/pktdrv.h
718 60% 286 9 Apr 92 01:53:44+137 pktdrv/pktqasm.s
1993 67% 664 9 Apr 92 01:51:32+137 pktdrv/pktqueue.c
914 62% 351 9 Apr 92 01:53:06+137 pktdrv/pktqueue.h
3198 57% 1390 9 Apr 92 00:17:04+137 pktdrv/readme.pkt
3153 52% 1498 9 Apr 92 01:44:24+137 readme
6299 38% 3915 8 Apr 92 22:06:58+137 setclock.prg
29257 43% 16532 28 Apr 92 20:55:06+137 tn.prg
4088 58% 1711 1 Nov 91 03:59:14+137 tn.rsc
25178 43% 14355 28 Apr 92 20:52:30+137 tuwtcp.prg
2176 80% 445 3 Jun 90 03:07:04+137 windalt.fnt
2048 78% 442 3 Jun 90 03:07:04+137 windoth.fnt
2050 66% 690 3 Jun 90 03:07:06+137 windstd.fnt
2048 83% 356 3 Jun 90 03:07:06+137 windtny.fnt
-------- --- -------- --------- --------
157833 51% 77647 30 files
```

It's all there (for Pure C)!

Tschau Ralf

InterNet: MausNet:
<czekall@uni-muenster.de> <Ralf_Czekalla@ST.maus.de> (no binaries/UUEs)
[For binaries and long Mails please use the InterNet-Account]

188. Re: zoo21.ttp

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 11:13:03 UTC
From: mh1@irz208.inf.tu-dresden.de
Message-ID: <QVI0ZYE@math.fu-berlin.de>
Source record: 212680

In article <church.726287996@sfu.ca>, church@fraser.sfu.ca (Mike James Church) writes:

> I can't get it to work! I have no ramdisks loaded, and a few .zoo
> files to decompress.
>
> double click on zoo21.ttp
>
> type: x file.zoo

I think your problem is that older versions of the built-into-ROM Desktop
convert all letters of the parameter string into upper case, which zoo
does not like: A option "X" is very different from option "x" for zoo.

Get yourself a command line interpreter (shell) like Gemini or gulam. Shells
usually do not convert arguments to upper case.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

189. Re: zoo21.ttp

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 11:41:00 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1993Jan6.114100.24266@aston.ac.uk>
Source record: 212682

When I use zoo, which admittedly is quite rarely, I always type the
full command - i.e.
Double click ZOO.TTP (or whatever)
and enter
-extract filename.zoo
in the dialog box. You could probably get away with -x, but I don't
think it likes you to miss out the hyphen. Just a thought...

--
Tim Wright. \ Real Life sucks
wrighttj@cs.aston.ac.uk \ losers dry.

190. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 12:33:52 UTC
From: wvleeshh@wg.estec.esa.nl
Message-ID: <1993Jan6.123352.3450@wg.estec.nl>
Source record: 212686

In article <93010539@ritz.mordor.com>, ritz@ritz.mordor.com (Christopher Mauritz) writes:
> Michael Olin (molin@ptb.cl.msu.edu) wrote:
> OS/2> dmb@case.ai.mit.edu (David Baggett) writes:
> OS/2>
> OS/2> >Now we're talking about insecure Atari owners who feel it necessary to
> OS/2> >typecast anyone who buys an 80x86 machine, simply because it runs DOS.
>
> Yup.
>
> OS/2> It comes from experience. I've played with a LOT of different machines
> OS/2> in my day. (Happens that I sell computers for a living...) From VIC 20
> OS/2> to 64 to AMiga, from 400 to 800 to XE to ST and TT, from Mac at several
> OS/2> levels and from XT to current dinosaur. ANd it's a simple choice for
> OS/2> me: I get the most productivity in the least time with my ST. And facts
> OS/2> are facts. You go ahead and buy your $899 '486 with monitor.
>
> You must be joking. Any 486 running a modern OS (not DOS) will blow
> the socks off an ST. I paid $49 for OS/2 and it does things on my
> "dinosaur" that are simply impossible on an ST. I can honestly say
> that if I still had my ST it would probably spend 99% of its time
> as a terminal (Uniterm is still the best damn terminal emulator around)
> attached to one of the many free serial ports on my 486. I can run
> all of my DOS/Windows and OS/2 software (simultaneously) and if I reboot,
> I can run unix and X windows. Also, there is simply no comparison when
> you look at the available software library. There are thousands of
> professional developers producing quality software, not to mention
> many quality shareware and freeware programs for the Intel-based
> boxes and this is growing rapidly. Compare that to the ever-shrinking
> handful of people that are willing to roll the dice with Atari. Your
> software options are SHRINKING, not growing and this will get to be
> more of an acute problem as more developers and users jump ship.
>
> OS/2> WOn't
> OS/2> offend me any at all if you find yourself headed for a service station
> OS/2> in the VERY NEAR FUTURE. When you buy cheap, you get cheap. Simple as
> OS/2> that.
>
> This is coming from someone who bought an Atari computer??? Hehe, this
> is great .signature material folks!
>
> Regards,
>
> Chris
>

> --
> Christopher Mauritz | My views reflect those of my
> ritz@ritz.mordor.com | company since I own the company.
> {backbone}!rutgers!spcvxb!ritz!ritz | Ritz International, Inc.
> OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 | Import/Export Consultants

With good quality software I suppose you mean allthe crap that is being produced for these braindead machines like Windows and the like. Who the hell needs all that crap anyway. And by the way, the argument that there is lots of SW available for PC's, so what, most users only use a WordProcessor (like this shit product called WordPerfect) and maybe Lotus, so what is the use of so much software? If you don't know what you are talking about, then shut up. I am more than tired of the bullshit going around about PC's.

Wim Vleeshhouwer
European Space Agency
Noordwijk
Netherlands

191. Re: Spectre & TT

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 13:19:30 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1180@usdtsg.DaytonOH.NCR.COM>
Source record: 212688

In article <1993Jan5.203916.22548@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
[stuff deleted]
>
>I'll leave this to others who may have a TT and GCR. But one problem you
>may first encounter is the inability of the TT's internal drive to read/write
>in Mac 800K format (the GCR does not support 1.44Mb... yet). The easiest fix
>is to pick up an external DSDD SF314 for your floppy drive B and use it with
>your Mac floppies. That's what I did when the GCR wouldn't work with my
>MSTE's internal floppy.

Do you know why your internal drive didn't want to work with the GCR?
Was it only with MAC/GCR disks, Spectre disks, etc? So far, Spectre 2.65
has been working with my MegaSTe's internal HD disk, though I have only
used Spectre format disks up to now.

Oh, what's the best route for upgrading the Spectre from 2.65 to 3.0?
I suppose I should send in my registration card, huh? :-)

I am rather pleased with the speed of the Spectre while in 16mhz mode -
things load in quite fast. Even my Megafile 30 seems to run fast under
Spectre mode!

Robert J. Anisko
anisko@usdtsg.daytonoh.ncr.com

"two wrongs don't make a right, but two wrights make a plane..."

192. Arcs and MSA help needed desperately!!

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 13:34:55 UTC
From: mcsdc1ph@dct.ac.uk
Message-ID: <1993Jan6.133455.2652@dct.ac.uk>
Source record: 212685

Arghhh!

I'v been FTPing a lot these days, and have come across all the archived files like ARC, ZOO, LZH, etc and have some problems.

Is it possible to extract files from an archive onto another disk?
Most of the stuff I try to unarchive tends to be 600000+ bytes in length, and therefore obviously wont dearc onto the same disk!
Is there something special I have to do? Is there a particular dearc that'll do the job? Preferably a .PRG file, as I hate .TTPs!

Ah. The other problem! MSA files. I have 2 un-msa-ers:MSA.PRG and shadow.prg. What basically happens when I use it, is that at somepoint in the apalling process of swapping disks constantly, the drive suddenly starts to make noise more louder than I've ever heard, and it'll suddenly cough up an error and accuse the msa file of being corrupted or something. I have FTPd loads of MSA files and none of them work. It's really annoying as there are a lot of demos out there that I really want to get like Overdose, erotica, etc....

I'd be extremely grateful for any help with these vague problems!

FeekZoid

193. Re: Spectre GCR (Mac+ emulator) vs. Mac MS-Word 5.1???

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 13:38:44 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1181@usdtsg.DaytonOH.NCR.COM>
Source record: 212689
Cross-posted to: comp.sys.atari.st,comp.sys.mac.misc

In article <72964@cup.portal.com> Dave_Ninjajr_Flory@cup.portal.com writes:
>6.0.5 is latest system recommended by Gadgets for use with the GCR. The
>GCR is seen as a Mac Plus and that is the system suggested for the
>Mac Plus.

As I'm not totally familiar with the MAC world, can someone tell
me what the difference is between a MAC PLUS and a MAC 512E (I think that's
the other one; the two are toggled via ALT-keypad+ and ALT-keypad-).
I'm just curious as to why there is that choice (at least in version 2.65)...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"there's nothing sure in life but Death and Texas" - Kelly Bundy

194. GCR on large screen

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 13:44:40 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <6JAN93.08444068@cc4.crl.aecl.ca>
Source record: 212683

I use GCR on both a TT with a TTm195 (1280x960) and on a Mega4 with a REFLEX graphics card (1024x496 on an SM124 monitor). The REFLEX will not work in Mac mode at 800x600 (I think that's the rez) because of a GCR software bug; not because of the REFLEX card (at least that's what Titan told me).

GCR will not run on the TT's internal SCSI drive (dave promised an upgrade from 3.0 almost two years ago) so I run it from a SyQuest 88 meg that is attached to the TT. I have never been able to read/write Mac disks on the TT but have had no problem on the Mega (or a 1040 for that matter).

For those with an SLM605, try to contact Fearn and Music in Stuttgart Germany (if it is still in business) and get the SLM Init that lets you print to the SLM605 from MacWare (you'll need the MacPrint HP driver).

195. The fight of the FLAMERS!

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 14:02:58 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.726328978@rw8.urc.tue.nl>
Source record: 212694

Yoopeeeeyeah!
Finally the fight we have all been waiting for. Finally two of our best Atari-bashers :) are flaming each other.
Who wants to place any bets?
The odds are a bit better for Mark K, but I have more respect for Darek M's opinions because he seems more knowledgable.
But as we all know in flamewars facts are not as important as CAPITAL STATEMENTS!!!!

lets just hope this will make an end to all bashin of people in this newsgroup so we can continue to share information.

Erlend.

196. Short flashy STOS routines required

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 14:03:06 UTC
From: evilandi@vnet.ibm.com
Message-ID: <19930106.060302.212@almaden.ibm.com>
Source record: 212684
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I would like to gather any short (ie. less than 10 lines) STOS basic routines which create special effects- visual or audio. You know, those quirky little lines of code which you knock together, and then can find absolutely no use for.

The routines are needed for my very last ST game, as I intend to get myself a Falcon ASAP. After a long and somewhat distorted discussion with two game magazine reviewer friends at The Raven Inn, Bridgnorth (where girls are real girls and boys are real girls, too), we came up with the concept for the WORST game EVER...

PRO INTERNATIONAL WHELK SIMULATOR 2000 PLUS ("SimWhelk" for short)

In order to compensate for the inevitably limited nature of the actual gameplay (aim of the game: not to fall off the rock), much of the program will be given over to a demo.

This game will be released either through Budgie UK licenceware or as Public Domain sometime before autumn, and will be written in STOS.

Contributions on this forum or direct by email please (preferably both!). Cheers in advance for anyone who contributes; you will get a heavy mention in the scroller!

Andrew Oakley <evilandi@vnet.ibm.com> (JANET: <evilandi@com.ibm.vnet>)
IBM Warwick, UK (I speak FROM IBM, not FOR IBM) UK Tel. 0926 464830

Evil Andi of GOTHIC DOMAIN SOFTWARE: Computing for the culture-shocked
Budgie UK titles: Ballpark, Flipped & Square Off
Shareware titles: ST-Zine Disk Mag Kit, Quiz Construction Kit & others
---
Nothing is foolproof to a sufficiently talented American. (UK trad.)

197. Second hand software wanted.

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 14:45:32 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <6856@tuegate.tue.nl>
Source record: 212698

Hi,

I am updating my software, that is to say I got rid of some pirated
software. So now I am in need for some commercial software to replace
the ones I deleted.
Unfortunately I am still just a student so I cannot afford to buy the
newest versions etc directly from HiSoft or so.
So if anyone has some software for sale I might be very interested.
You may send any offers to wmtwen@urc.tue.nl
I am really looking for some decent productivity software like a
wordprocessor , a spreadsheet and a drawing program. All for monochrome
monitor.

Erlend.

198. Re: Kermit file transfers at 9600 bps

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 15:01:03 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Jan6.110103.9913@ac.dal.ca>
Source record: 212691

In article <93005.195549JJL101@psuvm.psu.edu>,
J.J. Lehett <JJL101@psuvm.psu.edu> writes:
> Regarding the lower transfer rates:
>
> If the modem is a MNP5 modem, and you are going in through a packet
> switch to get to the VAX, be sure to turn off the MNP5 compression. With it
> on, it really causes delays (similiar to your figures) when transmitting or
> receiving data or files. To make sure, try the command: AT%C0 to you modem
> to turn it off. Also, when sending via Zmodem with the 'sz' command
> in many instances you will need to add the -e switch to escape all control
> characters.
> SO: 1) before dialing the modem: AT%C0
> 2) use : sz -e filename when sending a file
>
> Also, for receiving a file to your ST from the vax, be sure you Zmodem
> is set to receive 'escaped control chars'.
>
> One final note on Zmodem vs kermit, is your data connection to the vax
> a 7-e or 8-n connection? If it is 7-e , you most likely will have to stick
> with kermit.
>
> Hope this helps.
> ------------------
> J.J. Lehett : Atari's, puzzles, games, MIDI, fractals, Kawai K4's...
>
> - Work: JJL101@psuvm.psu.edu Penn State CAC
> - Genie: J.LEHETT2
> - Delphi: JLEHETT@delphi.com

I should have included a little more information, sorry. The modem is a Cardinal 9600 (v.32, v.42, v.42bis; not MNP5). I'm running a Mega STE, Tos 2.05, with Serial Fix v1.1 in the Auto folder.

Our computer centre says their only supported protocol on the high speed lines is 7 bits, even parity. For what it's worth, my configuration in STalker is 7 bits, 1 stop bit, Parity 0 (Space). When I use Uniterm I find I need 8-1-none.

I've tried Zmodem again, with the -e switch; no improvement unfortunately. I've also tried Kermit with the packet length set to 2048 (seems to be the maximum accepted by the remote kermit) and *no* flow control. The file still comes through with no errors, but at about the same rate as previously, around 230 - 240 cps.

John

199. Re: Good old Darek

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 15:02:49 UTC
From: tensmekl@infonode.ingr.com
Message-ID: <1993Jan6.150249.6930@infonode.ingr.com>
Source record: 212687

In article <1993Jan5.224229.1799@zooid.guild.org> Mark Kovarski <kovarski@zooid.guild.org> writes:
>
>Mr. Mihocka, it is understandable that you are upset about the current Windows
>situation. I have asked you a long time ago about GEMulator and its ability
>running under the superb OS/2 2.0 environment. You have provided me with a
>4 page message crying why IBM sells OS/2 and their poor ability to test it.
>This statement is rather very funny and showed me the Fear, Uncertainty, and
>Doubt about Microsoft's ability to produce a good product. So here we go
>again, did you test GEMulator under OS/2 2.0. Since GEMulator is a DOS
>product, and OS/2 is better DOS than DOS, I would hope that you did verify
>GEMulators ability to work with IBM's OS/2.
>
>OS/2's success is tremendous and is growing remendously. Wouldn't it be
>obvious to make it work with GEMulator and test it under the OS/2 environment?
>

Mihocka may be a jerk, but to ignore OS/2 does _not_ make him a ceritfiable idiot. Remeber, Microsoft is "ignoring" OS/2, so do most "real" programmers.

IBM is betting against the continued success of OS/2, they layed off the development teams on OS/2.

It would appear that IBM has handled the OS/2 situation in much the same way that Traimiels inc have handled Tos/Gem, why would you think that any development that targets OS/2 will be commercially profitable?

By the way have you seen the book _Now that I have OS/2 loaded on My Disk, What do I do Now?_.

The real question would be should GEMulator be tested under NT? Do I really care about the answer? Would I want to support more Mihocka'isms. NO.

--
Kermit Tensmeyer | Intergraph Corporation
klt@kt8127.b23a.ingr.com | Deep in Dixie

200. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 15:23:50 UTC
From: wmagro@uiuc.edu
Message-ID: <C0Furt.I67@news.cso.uiuc.edu>
Source record: 212690

In article <5JAN93.09425752@cc4.crl.aecl.ca> csullogg@cc4.crl.aecl.ca writes:
>...
>As for Darek being level headed and right, that's a crock. Read
>my previous post describing how I am right in my assessment
>of upgrading an Atari vs a PC. Darek is making his comments in
>light of today's environment; not with the historical picture
>in mind.
>
>Why do you think he was an Atari enthusiast at one time? Could
>it be the Atari had a user freindly operating system and a great
>price when the alternative was an XT with DOS 2? Darek is
>way off base in his arguments because it focuses on today's
>market. Remember, I was referring to the last 7 years of the
>market place.

What you fail to realize is that, in making decisions about purchases in today's market, it is _only_ today's market that matters.

Your argument that because STs _used_ to be cheaper than PCs means they are better today is like saying that, because the Cray YMP was the fastest computer for the money five years ago still implies that it is the best choice today, which simply is not true.

Markets evolve, so what is cheapest today is not what was cheapest five years ago. Indeed, the XT->AT->386->486 route was not a good one for PC owners, but the 486 onward should be OK. Video modes are unlikely to improve much (except adding colors), and most of the PC hardware is stable. I forsee minor upgrades of PCs to be rather easy in the future.

This, of course, doesn't change the fact that PC operating systems are crap. Use that as your argument to promote the ST.

In short, your arguments are far from convincing.
--
William Magro NeXTMail welcome
wmagro@uiuc.edu

201. Re: Spectre & TT

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 15:25:31 UTC
From: weiss@uklira.informatik.uni-kl.de
Message-ID: <1993Jan6.152531.5574@uklirb.informatik.uni-kl.de>
Source record: 212692

In article <1993Jan6.095202.3344@news.unige.ch> mike@medsun.unige.ch (michel morris) writes:
>In article <1993Jan5.203916.22548@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
>

... Stuff deleted

>> >2. Is the internal SCSI disk accesssible by the Mac?
>>
>> Yes. You just have to set up separate partitions for Atari and Mac use.
>
>******* I disagree ! **********
> A very important point - for me, it is _not_ possible to use
>_any_ internal drive with TT and Spectre; Dave Small also states this in the manual. If John
>can tell me how to do this, I would be very happy, but I think not!
> I am running Spectre off an external drive, an Atari 60 Mb connected through the laser,
>and configured as ACSI 0. Incidentally, at the moment (I have had the beast three days) I am
>UNABLE to transvert to or from this disk, which irritates the hell out of me.
>
>
>> >3. Does anybody have a similar configuration who can report me about his or
>> > her experience and problems?
>>
>> I'll leave this to others who may have a TT and GCR. But one problem you
>> may first encounter is the inability of the TT's internal drive to read/write
>> in Mac 800K format (the GCR does not support 1.44Mb... yet). The easiest fix
>> is to pick up an external DSDD SF314 for your floppy drive B and use it with
>> your Mac floppies. That's what I did when the GCR wouldn't work with my
>> MSTE's internal floppy.
>>
> That's good to know! I wondered what was happening with my floppies. Is there
>really no way to use Mac floppies? Damn.
>
>QUESTION: How can I transvert Atari -> Mac? The floppy doesn't work, the internal SCSI
> doesn't work, Transverter refuses to recognize the (functional) MAC partitions
> on my external ACSI, ... I think I feel an email to Dave Small coming on ..
>
>Mike M.
>
I know, this is not a solution to the above problems, but did you know that
it is possible to use the same floppy on Spectre and Mac without transverting?

First time I did not belief that, but its really simple to do!

Take a Mac that is able to read and write HD-Disks (i.e. has a FDHD Drive),
start Apple`s utility to convert files to MS-DOS (I don`t know the
english name of it) and select the menu entry to format a disk.
Normaly you have only the choice between formating 1.44 Mb or 720 kb MS-DOS
Disks or 1.44 Mb or 800 kb Apple Disks. If you click onto the disk icon
you are able to choose 720 kb Apple Disks. If you format
the Disk in this manner you get a 720kB Apple Disk, that is formated in MFM!
This disk can be read by any Mac (with FDHD) AND by Spectre 3.0 without any
additional tool!
By the way: this formating can be done by Spectre, too. The Mac OS on
Spectre believes to live on a Mac Plus with a FDHD with only double density.

Have joy

Gerd

--
Dipl.-Inform. Gerhard Weiss * Universitaet Kaiserslautern * FB Informatik
AG Prof.Dr. v. Puttkamer * P.O.Box 3049 * W-6750 Kaiserslautern * Germany
Phone +49 631 2052656 * Fax +49 631 2052803 * E-mail weiss@informatik.uni-kl.de

202. Re: TOS 2.06 +$1 works in 1040ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 16:05:47 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <7340115@hpfcso.FC.HP.COM>
Source record: 212793

The details have been uploaded to atari.archive.umich.edu.

atari/Misc/tos206up.zoo

It is just an ASCII file. Thanks for all the email.

Ted.

203. TOS 2.06 Upgrade uploaded

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 16:08:14 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <7340116@hpfcso.FC.HP.COM>
Source record: 212794

The details of how to upgrade a 1040ST to TOS 2.06 have been uploaded to atari.archive.umich.edu.

atari/Misc/tos206up.zoo

It is just an ASCII file (after decompression). Thanks for all the email.

Ted.

204. Re: Good old Darek

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 16:13:42 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan6.161342.27695@newshost.lanl.gov>
Source record: 212693

In article 17299@elroy.jpl.nasa.gov, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>I dunno about the Amiga, but anyone who claims that Macs are genuinely
>upgradable is either a moron or has been brainwashed by the idiotic Apple
>propaganda.
>
>The point being - we've already rehashed time and time again how "upgradeable"
>PCs are. But to claim that Macs are upgradable *is* just pure BS, in my book.

Ah, c'mon, Howard. These comments may have been close to the mark for the early Macs, but certainly isn't the case for any of the modular ones (LC, si, ci, fx, vx, vi, quadra, etc). The ci has a cache card slot, SIMM sockets, and 4 Nubus slots into which may be inserted graphics adapters, ethernet cards, accelerators, sound cards, video capture cards, etc. You don't even have to turn a screw to "pop the hood" for access to the motherboard.

Please don't take my comments, wrong. The original 520ST was an outstanding value in it's day and I _still_ believe that Atari systems provide a lot of "bang for the buck" given their ease of use and relative performance. But like it or not, Atari's are still basically closed systems... both in their architecture and the evident mindset at Atari HQ. ;-)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

205. Re: Spectre & TT

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 16:27:56 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan6.162756.29593@newshost.lanl.gov>
Source record: 212695

In article 3344@news.unige.ch, mike@medsun.unige.ch (michel morris) writes:
>
>> >2. Is the internal SCSI disk accesssible by the Mac?
>>
>> Yes. You just have to set up separate partitions for Atari and Mac use.
>
>******* I disagree ! **********
> A very important point - for me, it is _not_ possible to use _any_
> internal drive with TT and Spectre; Dave Small also states this in the manual.
> If John can tell me how to do this, I would be very happy, but I think not!

Then I stand corrected, Mike. I've seen Spectre running on a TT countless
times but it just never occured to me to see if it was using an external or
internal hard disk. Sorry, and thanks for the correction.

BTW, if you need to contact Gadgets by Small, I'd recommend sending a FAX as
Dave rarely checks into the Internet anymore.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

206. Zterm & Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 16:34:45 UTC
From: yonder@netcom.com
Message-ID: <1993Jan6.163445.28826@netcom.com>
Source record: 212696

Maybe I should post this to one of the mac groups too, but I will start here. I am currently using Zterm (version .9 or something like that) with Spectre. I would like to be able to enter two different key sequences that I have not been able to figure out.

How do I send and ESC key? For example, I need to send and ESC when I am in emacs. The ESC key does not seem to function as an escape key under Mac emulation.

How do I send a ^_ (that is control-shift-underbar). The key sequence is used in Pine (to switch to alternative editor).

A quick browsing thru my Spectre docs did not get me anywhere. Is this a limitation of the Mac or Z-term that is causing my frustration?

Also does anybody suggest that I scrap Z-term for a superiour (share/free-ware) program ?

.........Thanks.... ...Chris
--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@sim.mfg.amdahl.com or chrisr@leland.stanford.edu

207. FOR SALE: Atari 520 ST System w/ desk

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 16:48:04 UTC
From: mcalear@diag.amdahl.com
Message-ID: <91I.02qS30Ay01@JUTS.ccc.amdahl.com>
Source record: 212697
Cross-posted to: ba.market.computers,su.market,comp.sys.atari.st

```
Atari 520 ST System: $500
- ** FREE COMPUTER DESK **
- 1 Meg RAM
- Atari SS-354 3.5" Floppy Drive - SS :(
- Atari SH-204 20 Meg HD (full of software)
- Atari SM-124 Hi-Res B/W Monitor
- Atari SC-1224 Color Monitor
- Avatex 1200 baud modem
- Panasonic KX-P1080 dot matrix printer
- Logikhron clock card
- monitor master
- hundreds of disks containing games and applications
- all cables, mouse, joysticks, and a large box of manuals
- This is a complete system. You won't need to buy anything else to
get you going. Everything I have for the Atari is included.

I want to sell the system as a whole unit (I don't want any spare
parts sitting around my apartment). Please contact me via e-mail
(which is preferred) or by phone.

e-mail: mcalear@diag.amdahl.com
work: (408) 992-3181
home: (408) 741-3439
```

208. Re: 823k compression source

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 17:01:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A51702@K.maus.de>
Source record: 212661

```
m> magic = $87654321 (a constant used for formatting)
m>
m>-------------------
m>
m>This little "magic number" always puzzled me. Would it be, by an chance,
m>the skewing for the track? Or is is just a value the 1772 needs?
```

It's just for programmers' safety. When this magic number is not present in the parameter list for the XBios call, you might have called the Flopfmt() function by accident, instead of calling, say, Floprd(). Without the magic number's safety, off goes your data. With it, XBios returns an error code.

209. Re: Flaky mouse

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 17:05:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A51703@K.maus.de>
Source record: 212662

s>for hours (or sometimes just minutes) and then , badabing badaboom, every
s>direction is reversed, up is down, down is up, left is.... well you get the
s>idea. The only way to fix this is to save what I'm doing and cold start it.
s>
s> Could this just be my mouse or is it something inside my box?

Hm, this virus has been alive for a very long time now...

THIS IS A VIRUS! Try to get rid of it.

210. Re: Demo-makers

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 17:15:35 UTC
From: heraud@boole
Message-ID: <C0Fzxz.KKw@ufrima.imag.fr>
Source record: 212752

ggranger@ersys.edmonton.ab.ca (Greg Granger) writes:

>Are there any Demo-maker programs for the ST? I know that a few exist
>for the Amiga (just by reading thru COMP.SYS.AMIGA.DEMOS), but I don't
>own an Amiga. Any help would be greatly appreciated.

>===
>| Gregeory C. Granger (GGranger@ersys.edmonton.ab.ca) | "All these |
>| 5516-190A Street Edmonton, Alberta, Canada T6M-2L3 | memories will|
>| Phone: +1 (403) 483-2049 OR +1 (403) 481-5110 | be lost in |
>===| time, like |
> | tears in the |
> | rain." |
> | - Roy Batty |
> ================

I don't know if there is a lot of demo makers but,in france there was one edited
called DCK ,these programm was a good one (but you can install it on a Hard drive).
It features a lot of scrolllings , rasters animations , sound drivers , starfields ,
overscans(low and top border), musix (soundchip and soundtrackers).Then the name is DCK
which means DEMO CONSTRUCTION KIT ....
Pascal.

--
////HERAUD|SELDON|CAPTAIN BUG//heraud@ufrima.imag.fr////
C U L8ER with falcon!!!!!!!

211. Re: TCP/IP for the ST and LAN Server

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 17:21:03 UTC
From: pegram@emba-news.uvm.edu.UUCP
Message-ID: <1993Jan6.172103.7842@uvm.edu>
Source record: 212699

From article <1992Dec31.212754.1@seb.se>, by s19184@seb.se (Michael Evans):
> In article <1992Dec30.175909.2268@zooid.guild.org>, kovarski@zooid.guild.org (Mark Kovarski) writes:
>>
>> Has anyone out here experiemented with TCP/IP for the Atari ST. I remember
>> seeing a file on a german FTP site that was called, I believe, TCP_IP.LZH.
>> How does it implement TCP/IP? Is it done via the RS-232 port? What I want
>> to eventually do is to network my PCs with the Atari that I have.
>
> I have been thinking about the same thing. I know there are Ethernet
> cards for various ST-models in Germany, but I think that most of them
> are for Megas (ie expansion bus machines).
>
> The thought that struck me the other day (it did not hurt ;-) was that
> there are many "pocket" LAN adapters available for portable PCs. These
> plug onto the parallel port and supply a Token Ring or Ethernet
> (Thinwire or 10BaseT) connection.

Not workable because the bidirectional parallel port commo is entirely different. You would do better to look to the Mac ethernet boxes that can be put on the SCSI bus (assuming you have an ACSI<->SCSI Host Adaptor - but why bother with a network without one?)

> Is this anything more than an old man's wild ideas?

No, I think that with the Falcon's SCSI bus, the Mac ethernet box makers might be persuaded to make the necessary software available for all STs. Here's hoping.

Bob Pegram
>
> /Mike
> --
> Michael Evans Skandinaviska Enskilda Banken (S-E-Banken)
> SEB Data R Telephone: +46-8-639 33 70
> S-106 40 Stockholm Fax: +46-8-639 37 62
> Sweden Internet: mike@seb.se
--
pegram@emba.uvm.edu
or
..!uvm-gen!pegram

212. US Falcon sightings?

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 17:48:04 UTC
From: saj@chinet.chi.il.us
Message-ID: <C0G1G5.77A@chinet.chi.il.us>
Source record: 212700

I heard a rumor from a usually-reliable source that Falcons have begun to trickle into retail channels in the US. Can anyone confirm this by direct experience?? In particular, has anyone bought one or seen one offered for sale in a store?
Steve saj@chinet.chi.il.us

213. Re: Good old Darek

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 18:15:10 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1993Jan6.181510.22292@news2.cis.umn.edu>
Source record: 212751

In article <1993Jan6.161342.27695@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
>Ah, c'mon, Howard. These comments may have been close to the mark for the
>early Macs, but certainly isn't the case for any of the modular ones (LC, si,
>ci, fx, vx, vi, quadra, etc). The ci has a cache card slot, SIMM sockets, and
>4 Nubus slots into which may be inserted graphics adapters, ethernet cards,
>accelerators, sound cards, video capture cards, etc. You don't even have to
>turn a screw to "pop the hood" for access to the motherboard.

The LC, LC II and IIsi are not exactly what I'd call 'modular'. Neither are the PowerBook series, Apple Computer's most popular selling machine at present.

The LC/LC II/IIsi have one slot -- and it isn't even a NuBus slot! True, you can "pop the hood" easily enough, and the SIMMs are fairly inexpensive. But if you want to put an ethernet card AND some other card into a Macintosh, just make sure you're paying more than $2000 for the system, since the low end systems only give you the one slot.

(This is the voice of experience. I had to reconfigure a proposed system due to the fact that an LC II has only one slot and would require a graphics adapter board in order to use a full-page monitor, while the IIsi with only one slot had the graphics adapter built-in. I needed that one slot for an ethernet card ...).

The lower end Macintosh machines are no more 'upgradable' than the Mega STe or TT. The PowerBooks aren't 'upgradeable' using any cogent definition of the word.

-- David Paschall-Zimbel

214. SPS files

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 18:23:18 UTC
From: pcxkrm@unicorn.nott.ac.uk
Message-ID: <1993Jan6.182318.10233@cs.nott.ac.uk>
Source record: 212753

Can anyone tell me what the extension .SPS means? I assume it is a
spectrum graphics file, like SPU or SPC, but none of my spectrum viewers
will cope with it.

Thanks in advance,
Keith.

~~~~~~
"Mummy was an asteroid, Daddy was | Keith Marshall
a small, non-stick kitchen utensil..." | pcxkrm@unicorn.nott.ac.uk
~~~~~~

215. Re: Spectre GCR (Mac+ emulator) vs. Mac MS-Word 5.1???

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 18:39:44 UTC
From: hojo@cbnewsb.cb.att.com
Message-ID: <1993Jan6.183944.7696@cbfsb.cb.att.com>
Source record: 212755

In article <C073v6.H79@ais.org>, plucky@ais.org (Chris Adamson) writes:
> [Apologies for massive cross-post -- I'm at wits end!]
>
> Well, I just tried to install my academically-priced Word 5.1
> and the Installer tells me I don't meet the requirements for
> installing Word 5.1. Neither "Easy Install" nor "Customize" is
> available. What really ticks me off is that I installed and
>
> ==
> / Chris Adamson / FREE LEONA HELMSLEY!! /
> / Michigan St. U. / Limit 1 Leona Helmsley per customer /
> / Media Arts Prgm. / ----------------------------------- /
> / M.A. student / plucky@umcc.ais.org , plucky2@aol.com /
> ==
> DISCLAIMER: Academic 11th in the Big-10 and you think they care about THIS?!

I also have this problem with Word Perfect and the latest MAcinTax.

It seems to be a problem with the INSTALLER.

I survive by installing on a real MAC, then use an archiever compresser
to put it back on floppies that don't need to be INSTALLED.

Another input. A friend (R. Dutt on the net) suggested that the following
also works:
1. copy each disk to be installed to a separate directory.
2. tell INstall that the disk it wants is in that directory rather than
a real floppy.

Hopefully others can comment on this INstaller problem and solutionig.

Howard Johnson
ATT BELL LABS
att!mtatm!hcj
hcj@mtatm.att.com

216. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 18:48:25 UTC
From: jonc@status.gen.nz
Message-ID: <eR1XwB1w165w@status.gen.nz>
Source record: 212676

gordonf@monashee.sfu.ca (Gordon Farrell) writes:

(bytes deleted)

> in the XFORMER 8-bit emulator. Atari refused to let him sell it with the
> BIOS chips (I believe he said they wouldn't sell the chips to him in the
> first place). Darek was less than pleased with this action, and thus began
> his personal vendetta against Atari Corp.
>
> While I think that Darek has over-reacted a bit to this action by Atari,
> (Dave Small's relations with Apple seem much better Darek and Atari's)
> I accept the fact that he feels that Atari did him wrong, and nothing
> any of us say is going to change that.

And fair enough too! If Darek is upset at them let him be. It is not
up to us to judge the guy. Look at all the GOOD software the chap has
written that has given us many hours of fun over the years!

Go for it Darek.

Jon Clarke Z*NET Pacific
-=-=-=

217. Re: Need cracked version of M1 Tank ... and Silent Service

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 19:21:26 UTC
From: gbcusg@gpu.utcs.utoronto.ca
Message-ID: <C0G5rr.Cw7@gpu.utcs.utoronto.ca>
Source record: 212754

```
In article <church.726287205@sfu.ca> church@fraser.sfu.ca (Mike James Church) writes:
>
>I asked for help previously for a copy of Silent Service. I was
>worried about the original disk dying. Well, it did. The disk drive
>toasted it, but the result is a disk with the 1 file, HISCORES.DAT.
>
>Ahhh, well. I bought M1 Tank Platoon and Silent Service II in PC
>version as he had planned to buy one soon. I then gave him my atari
>and he doesn't want a PC.
>
>Anyone with the cracked version of SS1, SS2, or M1 Tank platoon would
>get my eternal gratitude and my firstborn.
>
> _______
> / _ \_ __
> Mike | |__| |__ __ _ ____| |__
> | | _| ) | | / _\ _\ )
> | |_| | | |/ | | (__ | |
> \_______/_|__|_/__|__\____/_|__|
> church@sfu.ca
>
>PS: Anyone try the game Sensible Soccer by Mindscape? I'm thinking of
> buying it. Your comments?
>
>T H A N K Y O U V E R Y M U C H
>
>Pirate flamers - go right ahead - I'm legal. Well, sort of. I _do_
>have the manuals... just the wrong media. Test me if you want...

As far as Sensible Soccer goes, BUY IT!!!!!. Just got back from U.K. with
an armload of ST games and this one is the best...brilliant gameplay, although
you need 1 MB to use the highligh-saving feature.
```

218. SLM605 For Sale...

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 20:46:01 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <93006.154601JJL101@psuvm.psu.edu>
Source record: 212757

A friend of mine is selling his SLM605 Laser Printer.

It has less than 1700 pages printed, and comes with all original packaging.

He is asking $600 for it.

Please direct all inquiries to:

bryedewaard@delphi.com

219. Re: What terminal program should I use to call a UNIX machine from my ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 21:01:25 UTC
From: dickia@rpi.edu
Message-ID: <DICKIA.93Jan6160125@rebecca.rpi.edu>
Source record: 212756

Try "Uniterm"... it supports Vt-100 emulation and various file
transfer protocols. Works very well... (I'm using it now!)

It should be in the archive at atari.archive.umich.edu

Andy Dickinson [----------] dickia@rpi.edu [{<---+++--->}]
271 Lark St. #3, Albany, NY 12210 [--------] (518) 426 - 7907 *#*#*#*#*#*#*#*
<><><><> This .sig left intentionally uninteresting due to the lack of anything
really clever or unique I could think of to put in its place..... =+=+=+=+=+=+

220. OOOLD VIPGEM Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 21:48:43 UTC
From: alberto@cs.umd.edu
Message-ID: <ALBERTO.93Jan6164843@yamuna.cs.umd.edu>
Source record: 212758

Hi, a friend of mine has a very old version of VIPGEM, the spreadsheet program that he got when he bought his Atari ST1024 like 6 years ago. He has use it for all kind of works. Including database and structural analysis for buildings.

Now he has a PC Clone in the office and wants to transfer his precious worksheets to lotus or some other program. The problem is that the data format is incompatible.

Question: Do you know of any program(s) that is able to read VIPGEM data and generate Lotus or something else available on the PC? The program could be on the Atari or the PC side. He is desperate.

Jose Alberto.

Please answer by e-mail, I do not read this newsgroup and my friend does not has access to the net.

--
:/ \ Jose Alberto Fernandez R | INTERNET: alberto@cs.umd.edu
:| o o | Dept. of Computer Sc. | BITNET: alberto@cs.umd.edu
:| ^ | University of Maryland | UUCP: {...}!mimsy!alberto
:\ _/ / College Park, MD 20742 |

221. Re: US Falcon sightings?

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 22:24:21 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C0GE8M.LwB@ecf.toronto.edu>
Source record: 212759

In article <C0G1G5.77A@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>I heard a rumor from a usually-reliable source that Falcons have begun to
>trickle into retail channels in the US. Can anyone confirm this by direct
>experience?? In particular, has anyone bought one or seen one offered for
>sale in a store?
> Steve saj@chinet.chi.il.us

Gee whiz!! Here in Canada, my Atari supplier - (bit of plugging here) Replay Entertainment (Toronto - look it up!) is going to have a "Falcon" week on the 11th (or was it the 14th...well, next week!!) Anyway to make a long story short, the bloody thing's on its way (and yes, my developer is trustworthy!!) So if we up here in the Great White North are gonna see it (and salivate over it...) I'm pretty sure you guys in the States should already be getting it (or have it!)

Thatzit.
AcEzE.

--
********** WHO AM I, YOU SAY? ********** "If time is money,
********** SHAHIR AL RASHID**aka**ACEZE ********** we are all in debt!"
******* Alrashi@ecf.toronto.edu *** GO RIN NO SHO ******* ----------
*** This message brought to you by the Bollocks Bros. *** "Ii otenki desu ne??"

222. Re: SPS files

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 22:26:51 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C0GECs.MBt@ecf.toronto.edu>
Source record: 212760

In article <1993Jan6.182318.10233@cs.nott.ac.uk> pcxkrm@unicorn.nott.ac.uk (K.R.Marshall) writes:
>Can anyone tell me what the extension .SPS means? I assume it is a
>spectrum graphics file, like SPU or SPC, but none of my spectrum viewers
>will cope with it.
>
>Thanks in advance,
>Keith.
>
>~~~~~~
>"Mummy was an asteroid, Daddy was | Keith Marshall
>a small, non-stick kitchen utensil..." | pcxkrm@unicorn.nott.ac.uk

Hey!!! The exact same problem I was having a little while back!!! I thought it was a corrupted archive or a sight problem, though... Anyone out there figure it out??

Thatzit.
AcEzE.

--
********** WHO AM I, YOU SAY? ********** "If time is money,
********** SHAHIR AL RASHID**aka**ACEZE ********** we are all in debt!"
******* Alrashi@ecf.toronto.edu *** GO RIN NO SHO ******* ----------
*** This message brought to you by the Bollocks Bros. *** "Ii otenki desu ne??"

223. Spectre GCR *NEW* for sale

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 22:43:48 UTC
From: er9s@Virginia.EDU
Message-ID: <1993Jan6.224348.6217@Virginia.EDU>
Source record: 212762

NEW Spectre GCR version 3.0, never used, just pluged in and
tested. Asking $250.00 Call 804-985-8112.

224. Compatibles and stuff...

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 23:04:22 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C0GG3B.6KG@ecf.toronto.edu>
Source record: 212761

I posted this thread quite a while back, but it did'nt seem to stir anything so here I go again. BTW, this is not (well, shouldn't be anyway) flamebait...

Regarding the X86 line...
Hey, I'm assuming MOST of you know about the big layoff by IBM in the last few months...Jeez!! Anyway, just wanted to tell all you hidden IBM advocates in ATARI advocating skins...IBM has their own problems too, eh? Just look at the P5 (or 586)... I guess you guy's in the PC world are gonna start feeling the money pinch pretty sonn if you want to upgrade. While everyone in the other computer markets keep "upgrading" their computers (dunno what to call it anymore; re:flamewar on upgrading...) at the same ap

proximate prices, all you compatible users will no longer be able to upgrade with "compatible" prices anymore.
What happens when Motorola comes out with the (in development) 68060??? This will surely blow away the 486 (not a jibe). The point is, 486 users will surely want to upgrade (human nature) but what will they upgrade too? IBM in their perilous position will have to sell the P5 at higher (maybe much higher) cost than other compatibles, as compatibles will no longer exist...(P5 will be copyrighted - or IBm will die). With all the trouble between IBM (one side),and Microsoft and Intel (the other side), I have

heard rumours (reasonably reliable and logical) that IBM is quite interested in Motorola's 86000 line (not sure), which are RISC based, to use in future computers. Maybe true (IMHO), maybe not...but it still highlights the fact that IBM is dissatisfied with Intel.
How 'bout Microsoft? Jeez, any idiot can see that IBM do not like Microsoft anymore (just look at the conflict between OS/2 and Windows if you don't believe me!). Or how about the new dos IBM releases?? IBM dos Version 5 ????? If these aren't moves to pull away from Microsoft, what is??
IBM, a company with conflicts with their biggest software supporter and even their chip developer... Makes you think doesn't it..?

How about Atari?? Jeez, close to another basket case!! Atari's fanatical supporters will continue to plug the Falcon.. but if Jack Tramiel (who is back from a long absence - notice the chaos in his absence) doesn't do something fast (which I think he is already doing... don't know what it is, though) the company's computer branch is sunk. The incredible thing is, without the ST or the Falcon, or any computers...Atari will not necessarily die! With their Lynx (more a scaled-down portable Amiga than anythin

g else) doing good business, Atari Games (which is at least paying royalties for the name Atari if nothing else- I don't know the story here...), and even the Atari PC (hey don't knock it, even Commodore PC's exist - I've used both) will keep Atari afloat...for how long, I don't know. Certainly longer than IBM, IMHO.

Y'see, Atari's in trouble..but owing to their RELATIVELY small stature (compared to the worldwide IBM), it will stay afloat quite a bit longer than IBM (with their rapidly failing RISC market and all)... So to all out, there there is "no fate but what we make..." <--- great line eh?? (got it from T2 if ya didn't know!)

Thanks for the ear, if anyone waded through this..
AcEzE

--
********** WHO AM I, YOU SAY? ********** "If time is money,
********** SHAHIR AL RASHID**aka**ACEZE ********** we are all in debt!"
******* Alrashi@ecf.toronto.edu *** GO RIN NO SHO ******* ----------
*** This message brought to you by the Bollocks Bros. *** "Ii otenki desu ne??"

225. Modular Macs (was: Good old Darek)

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 23:35:04 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan6.233504.7732@newshost.lanl.gov>
Source record: 212764

In article 22292@news2.cis.umn.edu, davidli@simvax.labmed.umn.edu () writes:
>
>The LC, LC II and IIsi are not exactly what I'd call 'modular'.

Dave, 'modular' simply means that the cpu and monitor are separate pieces, as opposed to the all-in-one concept of the earlier Macs.

>The LC/LC II/IIsi have one slot -- and it isn't even a NuBus slot!

OK, and how many VME slots do you have on the previous MegaSTe and TT? One, right? And how many VME expansion slots are there on the Falcon 030? Zip.

>(This is the voice of experience...

Yeh, yeh... how about the voice of *reason* on the net for a change?

>The lower end Macintosh machines are no more 'upgradable' than the Mega STe or
>TT.

Really? How long does it take you to reach the motherboard on a MegaSTe or TT? I still have nightmares of wrestling with the shielding on my MegaSTe. I find it much easier to push on two tabs to lift the hood of my IIci.

Hey, I LIKE Atari computers! But I'll be switched if I'm going to set back in my easy chair and sing the praises of Atari and be blind to the advances that the "other guys" have made over the years while Atari stagnates. It's BECAUSE I like my Atari computers that I get so p.o.'d when I seen Atari HQ make such stupid decisions... like their CLOSED architecture!

Howard said "you must be a moron if you think Macs are expandable." Well, you better go ahead and dust off my duncecap then fellas because I'd die a happy man if my Atari was as "non-expandable" as my Mac.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

226. Re: zoo21.ttp

Newsgroup: comp.sys.atari.st
Date: 1993-01-06 23:37:50 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1ifqgeINN70c@phakt.usc.edu>
Source record: 212763

In article <QVI0ZYE@math.fu-berlin.de> hohmuth@freia.inf.tu-dresden.de writes:

[good advice about case insensitve TOS deleted]

>Get yourself a command line interpreter (shell) like Gemini or gulam. Shells
>usually do not convert arguments to upper case.

Not to knock your advice, but I have had a problem with zoo that I just
cannot figure out. I am hoping that someone else with a similar configuration
can at least tell me that it _should_ work.

I have TT with color/4MBST/1.44/TOS3.06/105MBinternal.

With just AHDI5.0 loaded to mount my HD, I cannot run zoo on any known
good .zoo archives (uploaded them from the TT to a sun and unzooed them fine).
I have tried the "-extract" which should work regardless of case. I have
tried the zoo shell (.6). I have tried using tcsh (with and without MiNT).
I have tried it on floppy without AHDI loaded.

The symtoms are that I would run zoo, it would say "extracting filenam"
and then bomb with 2 bombs. It will have created a zero length file named
filenam. It does this (even the same number of bombs) regardless of method
of calling zoo.

To be completely honest, it had worked sporadically some 6-8 months
ago before I had my machine upgraded to TOS3.06. Then it stopped working (and
then I upgraded TOS).

Does anyone have a clue as to what might be causing this? Is there
a dip switch that might have been moved that normally wouldn't be causing
problems, but interferes with zoo?

Quester's Lzh has always (and continues to) worked. If anyone has a
clue, please let me know. I am presently trying to unzoo all of the MiNT/GCC
distribution disks and having to copy them to floppy, take them to my suite
mates computer to copy them, then unzoo them back onto the floppy, is starting
to drive me nuts.

Thanks in advance for any help.

>Michael
>--
>Internet: hohmuth@freia.inf.tu-dresden.de

-=MikeB

227. Re: ST Upgrading

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 01:01:22 UTC
From: gregs@eskimo.com
Message-ID: <1993Jan7.010122.26609@eskimo.com>
Source record: 212770

csullogg@cc4.crl.aecl.ca writes:

>Question: Why did Windows only become popular recently?
>Answer: Until recently, no PC was fast enough to run it effectively.

On a similar note, I read a message a while back (I forget from whom)
about a text editor for the PC that ran "considerably faster" than
Tempus.

This may be true, but only because the hardware was upgraded at a
considerable expense.

When will people realize the scam that Microsoft is pulling? Remember
the 286? Remember that it only need 1 meg and a 20 meg hard drive?
Did it do everything you needed it to do? Pretty much. So why do you
now need a minimum 4 megs, windows, and a large hard disk just to have
a system that will run the standard software?

Microsoft is why.

Why don't they build better software and quit relying on faster hardware?

Money.

Your money.

--
Gregory Sumner * gregs@eskimo.com
Yoyodyne Propulsion Systems, Inc.
Seattle, Wa.

228. VIDI ST for sale

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 01:02:49 UTC
From: lho@ee.rochester.edu
Message-ID: <1993Jan7.010249.12137@ee.rochester.edu>
Source record: 212766

```
I am selling my VIDI ST video digitizer.
Looking for $70 + shp.
Thanks
....
Ling CHerd
,
```

229. Re: Compatibles and stuff...

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 01:09:21 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1993Jan7.010921.25655@elroy.jpl.nasa.gov>
Source record: 212765

In article <C0GG3B.6KG@ecf.toronto.edu> alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:
>I posted this thread quite a while back, but it did'nt seem to stir anything
>so here I go again. BTW, this is not (well, shouldn't be anyway) flamebait...

That first line sounds rather baiting, I must say. (Oh btw, what happened to
your RETURN key? It seemed to work fine in one of your previous posts...)
>
>Regarding the X86 line...
>Hey, I'm assuming MOST of you know about the big layoff by IBM in the last few
>months...Jeez!! Anyway, just wanted to tell all you hidden IBM advocates in
>ATARI advocating skins...IBM has their own problems too, eh? Just look at the
>P5 (or 586)... I guess you guy's in the PC world are gonna start feeling the
>money pinch pretty sonn if you want to upgrade. While everyone in the other
>computer markets keep "upgrading" their computers (dunno what to call it
>anymore; re:flamewar on upgrading...) at the s
>
>proximate prices, all you compatible users will no longer be able to upgrade
>with "compatible" prices anymore.

It's funny, looking at how things develop. Sun totally wiped out Apollo, which
used to be the dominant force in the workstation market, by developing their
SPARC chip and licensing it out to other vendors. IBM is getting wiped out
because they began with a fully open system design. I guess there were just
too many little upstarts for their legal department to chase them all down.
(Notice how tightly they still hold the reins on their mainframe stuff. Except
for Amdahl tho, who would want to be *in* that market, I wonder...)

> What happens when Motorola comes out with the (in development) 68060??? This
>will surely blow away the 486 (not a jibe). The point is, 486 users will
>surely want to upgrade (human nature) but what will they upgrade too? IBM in
>their perilous position will have to sell the P5 at higher (maybe much higher)
>cost than other compatibles, as compatibles will no longer exist...(P5 will be
>copyrighted - or IBm will die). With all the trouble between IBM (one side),
>and Microsoft and Intel (the other side), I
>
>heard rumours (reasonably reliable and logical) that IBM is quite interested
>in Motorola's 86000 line (not sure), which are RISC based, to use in future
>computers. Maybe true (IMHO), maybe not...but it still highlights the fact
>that IBM is dissatisfied with Intel.

Registering the P5 name and design isn't going to save IBM, it'll just make
their bad position worse. (Of course, it's actually Intel that's going thru
the motions of trademarking the P5, since they designed it. It's probably a
good move for them, since they *are* losing money to the other 486 clones
that are out there. Note that IBM has developed their own 486SX clone already,

further evidence of their dissatisfaction with Intel...) At any rate, it's fairly obvious that open systems are the key to today's market, and if IBM is going to try to close down to a secret proprietary design, the market is going to say goodbye to them...

As for IBM's interest in Motorola - they have a joint development agreement to make the PowerPC series RISC chip. I don't think IBM wants the 88100 series chips for anything. NeXT and Apple seem to be the big contenders there...

> How 'bout Microsoft? Jeez, any idiot can see that IBM do not like Microsoft
>anymore (just look at the conflict between OS/2 and Windows if you don't
>believe me!). Or how about the new dos IBM releases?? IBM dos Version 5 ?????
>If these aren't moves to pull away from Microsoft, what is??
> IBM, a company with conflicts with their biggest software supporter and even
>their chip developer... Makes you think doesn't it..?

It would be *nice* if something made people think...
>
> How about Atari?? Jeez, close to another basket case!! Atari's fanatical
>supporters will continue to plug the Falcon.. but if Jack Tramiel (who is
>back from a long absence - notice the chaos in his absence) doesn't do
>something fast (which I think he is already doing... don't know what it is,
>though) the company's computer branch is sunk. The incredible thing is,
>without the ST or the Falcon, or any computers...Atari will not necessarily
>die! With their Lynx (more a scaled-down portable Amiga than a
>
>g else) doing good business, Atari Games (which is at least paying royalties
>for the name Atari if nothing else- I don't know the story here...), and even
>the Atari PC (hey don't knock it, even Commodore PC's exist - I've used both)
>will keep Atari afloat...for how long, I don't know. Certainly longer than
>IBM, IMHO.

Atari Computer Corporation would pretty much have to fold. Atari Games is totally independent. And thinking that Atari Computer could survive solely on their Lynx and PC sales is pretty irrational, don't you think? You've already pointed out how terrible the PC clone market is in the previous paragraphs, so why would you consider the Atari PC to be an asset at this point? The positions seem pretty irreconcilable, in my view...
>
> Y'see, Atari's in trouble..but owing to their RELATIVELY small stature
>(compared to the worldwide IBM), it will stay afloat quite a bit longer than
>IBM (with their rapidly failing RISC market and all)... So to all out, there
>there is "no fate but what we make..." <--- great line eh?? (got it from T2 if
>ya didn't know!)

Hm. Bigger they are, the harder they fall? I'm more inclined to think, he who has the deepest pockets, wins.
>
>Thanks for the ear, if anyone waded through this..
>AcEzE
--

-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

230. Re: SPS files

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 01:15:26 UTC
From: Terry Reeves <REEVES@SLACVM.SLAC.STANFORD.EDU>
Message-ID: <93006.171527REEVES@SLACVM.SLAC.STANFORD.EDU>
Source record: 212767

Actually, there is a slide show program SPSLIDEX or something like that to show .SPS files. Unfortunately, I don't remember the exact name. Maybe someone else does. SPS files are compressed .SPU files, but not the standard.

Terry Reeves

231. Re: zoo21.ttp

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 01:55:45 UTC
From: church@fraser.sfu.ca
Message-ID: <church.726371745@sfu.ca>
Source record: 212768

Thank you all for your advice. The stuff poured in from everywhere. Although my machine is 60 miles away right now, I'll try using a command interpreter. I'm sure it's the lower/upper conversion problem. There was no apparent difference between zoo h and zoo H (big tip-off there).

So thank you all again!!!

____
/ _ _ __
Mike | |__| |__ __ _ ____| |__
| | _|) | | / _\ _\ )
| |_| | | |/ | | (__ | |
_______/_|__|_/__|______/_|__|
church@sfu.ca

232. Re: SPS files

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 02:22:15 UTC
From: ekrimen@wet.UUCP
Message-ID: <4942@wet.UUCP>
Source record: 212769

In article <1993Jan6.182318.10233@cs.nott.ac.uk> pcxkrm@unicorn.nott.ac.uk (K.R.Marshall) writes:
>Can anyone tell me what the extension .SPS means? I assume it is a
>spectrum graphics file, like SPU or SPC, but none of my spectrum viewers
>will cope with it.

SPectrum Smooched or a special Spectrum animation file for use with Unispec.
Spectrum Smooched will compress the images more than SPC will. SPSLIDEX will
let you view the SPS files.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

233. GNU ZIP v0.7 ported to Atari

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 03:12:55 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Jan7.031255.8152@tdb.uu.se>
Source record: 212775

Just a quick note: I've just uploaded the latest version of GNU ZIP to atari.archive as gzip07st.zoo. It should be downloadable from /atari/Archivers/gzip07st.zoo within a couple of days. This version doesn't include any really important changes, so if you've DL'ed v0.6 and found it worked then you don't really NEED v0.7. Just a couple of minor (noncritical) bugs removed.

I also tried to UL it to ftp.uni-kl.de, but the FTP-server doesn't want to let me in. Maybe tomorrow...

BTW, it looks like Jean-loup Gailly (the author of GNU ZIP) is really busy right now upgrading it, so new versions comes out almost on a weekly (or at least bi-weekly) basis. I'll port new versions ASAP, but due to the fact that I'm doing my military service now it could take a while from the sources are released to when an Atari-port is uploaded.

Happy packing!

Daniel Eriksson Internet : m91der@tdb.uu.se, den@hgs.se
Gardskarsvagen 6B Fidonet : 2:205/229 (Doomdark's Revenge)
814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72905 or 72901

234. Re: What terminal program should I use to call a UNIX machine from my ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 05:30:17 UTC
From: gregs@eskimo.com
Message-ID: <1993Jan7.053017.619@eskimo.com>
Source record: 212781

marco@sys6626.bison.mb.ca (John Perry) writes:

>I was wondering if anyone could recommend a modem/terminal program to use
>when I dial-up UNIX machines?

>Thanks in advance.

I'm using the Freeze Dried demo right now. It works fine for the ansi
emulation. I'd like to know if the shareware version has more emulation
though. But I can say that the demo works fine. It's a nice program,
once you get used to it.

I hear good things about Stalker too.

--
Gregory Sumner * gregs@eskimo.com
Yoyodyne Propulsion Systems, Inc.
Seattle, Wa.

235. Re: Compatibles and stuff...

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 05:51:37 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <C0Gyy1.Bzv@ucunix.san.uc.edu>
Source record: 212773

In article <1993Jan7.010921.25655@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>>
>Atari Computer Corporation would pretty much have to fold. Atari Games is
>totally independent. And thinking that Atari Computer could survive solely
>on their Lynx and PC sales is pretty irrational, don't you think? You've

I heard Atari has already dropped the PC market, it was only 12% of
their sales....All I can say is GO FALCON030, FALCON040 or else???!!!

"Throughout the past 10 years there has been many computer companies
come and go, but Atari still seems to stand."

REMEMBER the ADAM?

"If marketing a computer is so easy, then why is the PC market so big?"

Better play it safe than sorry when you build your own computer, hiding
under MICROSOFT is the only way to go, no one should bother creating a
better computer when the three giants control every move you make.

--Board of the conversation people....year after year after year....sigh

+-------------------------------------+_
*> Kevin Klasmeier	
*> NET: klasmekj@ucunix.san.uc.edu	
*> GEnie: K.Klasmeier	
{Cincinnati, Ohio in the US of A}	
+-------------------------------------+ |
'-------------------------------------'

236. Re: ST Upgrading

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 06:10:11 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1ighg3INN7la@life.ai.mit.edu>
Source record: 212772

In article <1993Jan7.010122.26609@eskimo.com> gregs@eskimo.com (Greg Sumner) writes:
>csullogg@cc4.crl.aecl.ca writes:
>>Question: Why did Windows only become popular recently?
>>Answer: Until recently, no PC was fast enough to run it effectively.
>
>On a similar note, I read a message a while back (I forget from whom)
>about a text editor for the PC that ran "considerably faster" than
>Tempus.
>
>This may be true, but only because the hardware was upgraded at a
>considerable expense.

Actually, no. Epsilon Emacs runs considerably faster than Tempus on a lowly 286/12, which is probably as slow as (of not slower than) the 8Mhz 68000 in the ST. Epsilon is also programmable in C, lets you edit multi-megabyte files quickly and easily, and just generally impresses the hell out of me. It's a programming marvel -- proof that even Intel-clone sellouts can write kick-butt code. (And you thought they were all mindless drones, didn't you?)

Faster than Tempus on a 286/12, yup. But you should see it run on a 486/33!

:)

>...286...
>Did it do everything you needed it to do? Pretty much. So why do you
>now need a minimum 4 megs, windows, and a large hard disk just to have
>a system that will run the standard software?
>
>Microsoft is why.

Oh please. MACH requires a lot more than that; are you going to blame CMU for "forcing people to get more hardware?" The 286 won't run any real operating systems (unless you count Xenix) because the chip isn't capable of doing virutal memory without massive hackery.

If you don't like Windows, DON'T RUN IT. I never use Windows. I hate it. If I wanted a GUI I'd use a Mac; at least they have a decent one. PC software that supports Windows always comes with a DOS interface too. You don't HAVE to have Windows.

>Why don't they build better software and quit relying on faster hardware?

Epsilon is an example of this better software. Boycott Microsoft if you don't like them, but don't take your hatred of them out on the Intel machines themselves.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

237. what is the freenet TELNET NUMBER ?

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 06:13:47 UTC
From: oyakea@warren1b.its.rpi.edu
Message-ID: <3j02ytc@rpi.edu>
Source record: 212771

Could some one please tell me the cleveland freenet telnet number, i lost my copy.
e mail oyakea@rpi.edu

thanx

238. NEW ATARI SUPPORT!!

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 08:04:48 UTC
From: mcarrico@terapin.com
Message-ID: <mcarrico.34kc@terapin.com>
Source record: 212780

Due to requests, I'm reposting Operation: A.C.T. NOW information.

"OPERATION: A.C.T. NOW"

Atari Community Together Now

Campaign Organizers:

Len Stys, Mark Leair

Supported By:

The Cleveland Free-Net Atari SIG

"OPERATION: A.C.T. NOW" is a series of campaigns that will first help increase support for Atari ST and Falcon computers. If there is enough interest in Atari 8-Bit computers, the Portfolio palmtop, and the Lynx handheld video game system, this operation will support them as well. The main goal of this operation is to strengthen the Atari Community.

"A.C.T. NOW" stands for Atari Community Together Now. The campaign organizers believe that Atari users, developers, dealers, publications, and Atari's management must take action to save the Atari Community. Many people suggested that we forget about Atari's involvement. They claim that Atari Corporation will never participate in this operation, even if it will help the company greatly. They believe Atari's management doesn't care about the Atari Community.

If they are right, Atari Corporation will not be around much longer. The Atari Community is the company's only edge over other PC manufacturers. We can only hope that Atari's management realizes the importance of this operation.

The organization of "OPERATION: A.C.T. NOW" was no easy task. Many things needed to be considered such as who this operation should benefit. Should it benefit Atari users or Atari Corporation? We also didn't know if it should be run in a positive or negative manner. And if it should be "anti-Atari" or "pro-Atari." We decided that this operation should be run in the most positive manner possible. This is because nothing positive ever results from being negative. We also decided that it should benefit ever member of the Atari Community equally. This is the only way the operation will be able to strengthen the Atari Community. And lastly, we decided that this operation should not be "anti-Atari" or "pro-Atari", but "pro-Atari Community."

The first campaign in this operation will give you the opportunity to tell Atari's management everything that you feel the company is doing

right and the things that you believe the company can improve. This campaign will benefit everyone in the Atari Community because Atari Corporation will become stronger by the information that you provide them. And when a member of the Atari Community becomes stronger, the Atari Community becomes stronger.

The second campaign will ask publications to publish articles about Atari's new Falcon030 personal media computer. How will publicity help the Atari Community? Atari dealers will sell more computers, Atari Corporation will sell more computers, Atari developers will sell more products, publishers will have more readers, and Atari users will have more products to purchase and fellow users to talk with. We will also be speaking out for what is fair. Atari announces the new Falcon030 computer at the Boston Computer Society meeting and the nation ignores the company. Apple announces new computers every other week and every major newspaper and computer magazine in the nation publishes an article on them. This is not right. As members of the Atari Community, we need to stick up for each other.

There will be many other campaigns that will directly benefit Atari users, developers, dealers, and publications as the first campaign benefits Atari Corporation. But, every campaign will benefit the Atari Community. If you are interested in strengthening the Atari Community, join us... We can make a difference!

Sincerely,

Len Stys
Mark Leair

Cost?

There is no cost to you in any way to participate in these campaigns. There is no registration fee and no donations are being accepted.

Members Key to Success

The number of people participating in these campaigns are extremely important. We can accomplish anything together. The news of these campaigns must be shared with every member of the Atari Community that you know. "OPERATION: A.C.T. NOW" should be publicized in Atari publications, at Atari user group meetings, Atari shows, and Atari dealerships. If you take action, we can and we will make a difference. If you sit back and watch, we won't do anything.

Official Site

The Cleveland Free-Net Atari SIG is the official site of "OPERATION: A.C.T. NOW". If you wish to add any information or discuss anything related to this operation, a special section has been created specifically

for this purpose on Free-Net.

The Atari SIG can be accessed by the phone number "216/368-3888" at either 300, 1200, or 2400 baud. It can also be accessed by users from around the nation or world for free by using "telnet" at their college or business by the following Internet addresses:

freenet-in-{a,b,c}.cwru.edu = hela.ins.cwru.edu = 129.22.8.38

Type 'go atari' at any menu.

The Cleveland Free-Net Atari SIG's U.S. mailing address is:

Cleveland Free-Net Atari SIG
P.O. Box 364
Mentor, OH 44061-0364

The Cleveland Free-Net Atari SIG's Internet e-mail address is:

xx004@cleveland.Freenet.Edu

Online Newsletter

There will be an "OPERATION: A.C.T. NOW" online newsletter to keep members informed about what is going on.

A.C.T. NOW Directors

If you are interested in becoming an organizer of "OPERATION: A.C.T. NOW", please contact us by the address above. We are interested in having several people from each group of the Atari Community direct this operation.

Independent Operation

"OPERATION: A.C.T. NOW" is in no way affiliated with Atari Corporation. These campaigns are organized by individuals that have an interest in Atari products. The "Atari" name, logo, and any other Atari products mentioned are copyrighted by Atari Corporation.

"OPERATION: A.C.T. NOW" is supported by the Cleveland Free-Net Atari SIG, but individual SysOps and members may or may not endorse this operation.

+------------------+
| CAMPAIGN ONE |
+------------------+

The first campaign will be to compile two lists. One list will consist of things that we believe the company is doing right. Atari is doing great things and if you want to continue seeing the company doing these things, you have to let them know. The other list will consist of things that we believe the company can do better. The company will never

know the problems that you see unless you tell them. We will send these lists to Atari Corporation's Board of Directors and ask that they consider our suggestions. Will Atari listen? There isn't a successful company around that doesn't listen--especially to their customers, developers, dealers, and publications.

What you nee to do is write down everything that you see right with Atari and the things that you believe the company can improve. Include any past experiences that you have had with the company.

Here are a few examples:

RIGHT IMPROVE
Users
----- Great products, No easy memory
great price upgrade

Once took 4 months
to get my computer
replaced when sent
to Atari

Developers
---------- Good developers Took 3 months to
area on GEnie get a computer to
develop on

Great computers Atari was rude to
to develop on me when they first
showed me the Falcon

Dealers
------- Good dealer Shortage of products,
support even today

No new products

No co-op advertising
and lack of company
advertising
Publishers
---------- Atari advertises Slow to pay for ads
regularly

Does not give enough
new info to us

The comments made in these examples should not be taken as truth. They are simply examples. Also, your comments can be as long as you want. In fact, the longer and more detailed, the better.

If you wish to remain anonymous, you may send these lists in another envelope.

The goal of this campaign is to inform Atari of things that we believe can help improve the company's position in the computer marketplace.

All of the lists that are received will be compiled and then sent to Atari Corporation.

```
+------------------+
| CAMPAIGN TWO |
+------------------+
```

The second campaign is to concentrate on letting computer publications know that Atari is back.

The Falcon030 has been released in the United States. The amount of press that the Falcon receives will most likely determine when the Falcon will be shipped to the United States and the quantity shipped.

The Boston Computer Society meeting was not as successful as it should have been. This is because there was little press covering the Falcon030 announcement.

What you need to do is list names and addresses of publications that you wish to see have an article about the Falcon030 personal integrated

239. Re: Arcs and MSA help needed desperately!!

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 08:12:47 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73078@cup.portal.com>
Source record: 212777

FeekZoid asked about unARChiving on floppy disks, and using MSA..

Charles F. Johnson of CodeHead Technologies has written an
excellent GEM based "shell" for the popular archiver programs,
called appropriately enough, ARCSHELL. It's ShareWare, and
should be available at atari.archive.

It will allow you to select the input drive and output drives,
which can be different drives.

If you have enough memory, a good solution to unMSA'ing files
is to create a RAMdisk big enough to hold the source file, and
unMSA directly to a floppy disk. That will eliminate the
disk swapping.

BobR

240. Re: Spectre & TT

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 08:16:00 UTC
From: Martin_Bartsch@mk.maus.de
Message-ID: <A33842@MK.maus.de>
Source record: 212776

Hi!

mike@medsun.unige.ch wrote:

m>QUESTION: How can I transvert Atari -> Mac? The floppy doesn't work,
m>the
m>internal SCSI
m> doesn't work, Transverter refuses to recognize the
m>(functional)
m>MAC partitions
m> on my external ACSI, ... I think I feel an email to Dave
m>Small coming on ..

1. You can transvert Atari -> Mac and vice versa using RS232.
2. You can use MS-DOS Disks in 720K Mode using Access PC or DOS Mounter under Spectre, it works very well.
3. You can use Mac 720K Disks. It's not a joke, it works! Apple distribute a Programm with System and Finder, it's called Transverter(?) I think. In German its called "Dateien konvertieren". If it is running and you put an unformatted Disk into the diskdrive an alertbox apears on the screen. You can see there 3 entries like Mac 800K (standart Mac), Apple Prodos (Apple 2) and Mac 720K (disabled). When you click with your mouse onto the Disk-Icon in the alertbox, the Mac 720K mode is magically enabled. Then you can format your Disk as Mac 720K (even under Spectre!). But not all Macs esspecially old Mac Plus like this special Format. Newer Macs shouldn't have any problems with these disks.

Tschau,

Martin

PS: Please excuse my bad English...

241. NEW ATARI SUPPORT Part 2

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 08:20:03 UTC
From: mcarrico@terapin.com
Message-ID: <mcarrico.34ke@terapin.com>
Source record: 212779

into a larger list for everyone to write these publications. At the same time, we will contact Atari Corporation so the company can make arrangements with these publications to see the Falcon030. The one thing that Atari needs is press and this is probably the best way to get press.

You should also list names and addresses of publications that you wish to see support the Atari ST and Falcon computers on a continued basis.

This information should be sent along with the "OPERATION: A.C.T. NOW" registration form.

OTHER CAMPAIGNS WILL BE ANNOUNCED
AT ANOTHER TIME

THESE MAY INCLUDE:

8-BIT, LYNX, AND PORTFOLIO
CAMPAIGNS

THANK YOU AND PLEASE SEND THE

FOLLOWING FORMS AS SOON AS POSSIBLE!

<------------------------------- CUT HERE ------------------------------>

"OPERATION: A.C.T. NOW" REGISTRATION FORM

PLEASE COMPLETE THIS FORM AND MAIL IT TO: OPERATION: A.C.T. NOW
P.O. BOX 364
Mentor, OH 44061-0364

PLEASE PRINT LEGIBLY!

! = CONFIDENTIAL (WILL NOT BE RELEASED PUBLICLY)

NAME _____ !AGE _____ !PHONE (____)_____

!ADDRESS _____

CITY _____ STATE _____ !ZIP _____

!OCCUPATION _____ !PHONE (___)_____

COMPUTER(S) OWNED _____

VIDEO GAME SYSTEM(S) OWNED _____

!ARE YOU AN ATARI DEVELOPER? YES / NO !ARE YOU AN ATARI DEALER? YES / NO

WHAT DO YOU PRIMARY USE YOUR COMPUTER FOR? _____

_____

DO YOU BELONG TO A USER GROUP? YES / NO IF YES, HOW MANY MEMBERS _____

IF YES, WHAT IS THE NAME? _____
IS THERE A(N) ATARI DEALERSHIP(S) NEAR YOU? YES / NO

IF YES, WHAT IS THE NAME(S)? _____

_____

!WHAT IS YOUR OPINION OF EACH OF THEM? _____

_____

_____

!DO YOU SUBSCRIBE TO ANY ATARI PUBLICATIONS? YES / NO

IF YES, WHICH ONE(S)? _____

_____

LIST SOME OF YOUR MOST USED SOFTWARE _____

_____

_____

_____

WHAT IS YOUR FAVORITE DEVELOPER/COMPANY? _____

_____

THANK YOU!

<------------------------------ CUT HERE ------------------------------>

"OPERATION: A.C.T. NOW"

CAMPAIGN INFORMATION

(All of the following information will be compiled together. Your name
will not be tied with any of this information if you choose to leave it.)

YOU MAY WISH TO SEND THIS PART IN A SEPARATE ENVELOPE THAT DOES NOT
INCLUDE YOUR NAME AND RETURN ADDRESS.

CAMPAIGN ONE:

PLEASE CIRCLE WHICH GROUP YOU BELONG TO:

USER / DEVELOPER / DEALER / PUBLICATION / ATARI

PLEASE LIST EVERYTHING THAT YOU SEE ATARI DOING RIGHT:

(include any past experiences, etc.)

(add another sheet if needed)

PLEASE LIST IMPROVEMENTS THAT YOU BELIEVE CAN BE MADE:

(include any past experiences, etc.)

(add another sheet if needed)

<---------- CUT HERE ---------->

PLEASE LIST HOW YOU WOULD MAKE THESE IMPROVEMENTS:

PLEASE LIST ANY SUGGESTIONS FOR NEW PRODUCTS OR ENHANCEMENTS TO OLDER PRODUCTS:

CAMPAIGN TWO:

PLEASE LIST ANY NEWSPAPERS OR MAGAZINES AND THEIR ADDRESSES THAT YOU WOULD LIKE TO SEE HAVE AN ARTICLE ABOUT THE FALCON 030 COMPUTER:

(add another sheet if needed)

<---------- CUT HERE ---------->

PLEASE LIST ANY COMPUTER PUBLICATIONS AND THEIR ADDRESSES THAT YOU WOULD LIKE TO SEE START SUPPORTING THE ATARI ST AND FALCON COMPUTERS:

_____

_____

ANY COMMENTS THAT MAY HELP THIS OPERATION?

_____

_____

_____

_____

_____

242. Re: Compatibles and stuff...

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 08:24:36 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73079@cup.portal.com>
Source record: 212778

An FYI: Atari dropped their PC compatible line some time ago.

BobR

243. Conner HD on a TT

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 10:14:26 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2b4c028d@p12.f202.n281.z2.fidonet>
Source record: 212833

Hi!

Yesterday, I connected a Conner RZ23L hard disk (120Mb) as the internal hard disk to a TT (TOS 3.05, probably rev. C), but that combination doesn't work as it should.

At bootup, after I pressed the space bar, the hard disk LED remains on and the system doesn't see and doesn't boot from the hard disk. Now, I have connected another SCSI hard disk through an ICD host adapter to the DMA port of the TT, and the system does see that one and boots from it. After the TT has exited the driver software (ICD 6.0.4) the LED of the Conner goes out. If I then run the driver from the desktop or relog the hard disks, the Conner is seen and mounted by the system and I can use it perfectly. I only can not boot from it, and that is just the thing I want to! I have put the terminator resistors on the HD, so that's not the problem. I also have tried various jumper setting, but they didn't help.

I have heard that various problems are known when using Conner HD on TT's, so can anyone help me out? Or does anyone have some documentation on this Conner HD concerning the meaning of the various jumper settings??

Greetings... - Jan -
FidoNet: 2:281/202.12, UseNet: jan@nextjk.wlink.nl

--- Bermuda v1.20
* Origin: When she spoke her words ensnared me... (2:281/202.12)

244. Re: Falcon DOES have Super-VGA

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 10:18:04 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C0HBA5.9J2@hpbbrd.bbn.hp.com>
Source record: 212782

Peter Missel (Peter_Missel@k.maus.de) wrote:
> It supplies a higher pixel clock rate into the Falcon030, thus making higher
> scan rates possible.

Does this also mean that such video modes impose a higher load on the
system bus?

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

245. Re: QUESTION: Syquest 44 boot

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 10:34:00 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C0HC0p.9no@hpbbrd.bbn.hp.com>
Source record: 212783
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

dlk0ms9s@umiami.ir.miami.edu wrote:
> I just got a Syquest 44 removable HD for Xmas and I am running into a
> curiosity. When the drive gets up to speed and I turn on the ST, it boots to
> floppy, but from then if I reset it, it boots from the 44!

Your Syquest drive seems to be configured to send a UNIT ATTENTION message
after power-on. This collides with the first read request issued by TOS.
You might need to reconfigure your drive with some tool; maybe the
BOOTFIX program on your ICD disk already supports the Syquest drives.
If not, you should call ICD.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

246. Re: NEW ATARI SUPPORT Part 2

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 11:02:51 UTC
From: richard@op.ph.ic.ac.uk
Message-ID: <1993Jan7.110251.15497@sol.ctr.columbia.edu>
Source record: 212784

Well, that started off on the wrong foot. Maybe these guys should have looked at an atlas before they started. I'm talking about the registration form, USA isn't the only country on this planet...

What do atari think of this anyway? have they been 'warned' about it?

Richard

247. Re: What terminal program should I use to call a UNIX machine from my ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 11:11:42 UTC
From: wwc@vsnhda.cern.ch
Message-ID: <1993Jan7.111142.7402@dxcern.cern.ch>
Source record: 212785

marco@sys6626.bison.mb.ca (John Perry) writes:

>I was wondering if anyone could recommend a modem/terminal program to use
>when I dial-up UNIX machines?

You'll need a good vt100 /ansi or vt200 emulation. In my opnion there
are only two alternatives, which go both confirm with tests for
this emulations. The one is he good old uniterm, a fast but not
GEM-based terminal. The second is my terminal programme CoNnect, which
is available in release 1.91 now runs completly in GEM and supports
all mamachines including the falcon. On a MEGA STE, the falcon or a TT
you even can use higher baudrates then 19200 (eg 38400 or 57600).
There exists and english version but no english documentaion so far.

Wolfgang

248. Re: NEW ATARI SUPPORT Part 2

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 11:28:03 UTC
From: jonord@solace.hsh.se
Message-ID: <1993Jan7.122803.524@solace.hsh.se>
Source record: 212791

In <1993Jan7.110251.15497@sol.ctr.columbia.edu> richard@op.ph.ic.ac.uk (Richard Syratt) writes:

>Well, that started off on the wrong foot. Maybe these guys should have
>looked at an atlas before they started. I'm talking about the registration
>form, USA isn't the only country on this planet...

Well, the americans belive so... They don't know nothing about the
geography in Europe... :(

/Jocke

249. Picture Conversion Query

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 12:10:04 UTC
From: mcsdc1ph@dct.ac.uk
Message-ID: <1993Jan7.121004.2670@dct.ac.uk>
Source record: 212788

Does any one know of a program out there that will do conversion of all the major picture formats, including GIF, IFF, and SP? ?

I'm working with a PC, an Amiga, and my trusty STe and at the moment am stuck with using Spectrum 512 for importing IFF pictures from amiga, which for some reason don't always come across very well.

(Incidentally, I'm not porting pics, I'm sticking them on a PC compatible disk, then getting amiga to read the PC disk, and vice-versa)

Does Ste have a true 4096 colour mode? Like HAM? Or does it have to be a spectrum pic for the full pallette?

Sorry for these somewhat vague questions, but I really am quite confused about the whole thing myself. What I'm basically after is a program like PICSWITCH, where I can load in a picture, select the new format and save off.

Thanks.

Feekzoid

250. Tracker Music within GFA/STOS, how?

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 12:13:30 UTC
From: mcsdc1ph@dct.ac.uk
Message-ID: <1993Jan7.121330.2671@dct.ac.uk>
Source record: 212789

Hi.

Does anyone know of a routine which will allow tracker music to be played from within GFA basic, and/or STOS?

Is it merely a question of know the proper locations within the tune code, or will I need a specific player routine with in the basic code?

I use an Ste.

By the way, how many channels has the STe got? In a certain demo called Dynamite, they claim to have 8 independant channels. Is there and editor for this type of wonder musix?

Thanks.

Feekzoid

251. Help....I search a programm to save screen pages of french "minitel"

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 12:17:40 UTC
From: peres@julie.laas.fr
Message-ID: <8587@laas.laas.fr>
Source record: 212790

I search a programm to save screen pages of minitel (like 3615 APEC
or 3615 JOB). And after, i want to read these pages slowly on my atari
terminal sm124. I have an atari 520STF with 2.5 mega of RAM memory.

All the suggestions are welcome. Thanks a lot.
Michel Peres

mail adress : peres@laas.laas.fr
post adress : PERES michel
Bat B
3 rue de gaillac
31500 Toulouse FRANCE

N.B.:Are there FTP anonymous serveurs and news group for atary in
french country???

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or 3615 JOB). And after, i want to read these pages slowly on my atari
terminal sm124. I have an atari 520STF with 2.5 mega of RAM memory.

All the suggestions are welcome. Thanks a lot.
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3 rue de gaillac
31500 Toulouse FRANCE

N.B.:Are there FTP anonymous serveurs and news group for atary in
french country???
.

252. Re: GNU SED v1.13 ported to Atari

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 12:35:36 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.ea.ja_lKmjDloU@marsu.tynet.sub.org>
Source record: 212786

```
In <1993Jan2.053420.3932@tdb.uu.se>, Daniel Eriksson writes:
> The port was made with GCC 2.3.1 PL1 and MiNTlibs PL25 and was
> very straightforward. I haven't had the opportunity to test all its
> functions, but the ones I've tested works as they were intended. I'm
> not sure how well the port works under plain TOS since I'm always
> running MiNT (but I can't really see any point in running it from
> plain TOS anyway :-). I also tried to compile SED with -mbaserel
> and -mpcrel, but somehow I couldn't get sed to run that way. It
> compiled and linked OK, but the executable only gave me a bus-error.
> It's probably some awfully silly thing that I'm doing wrong. I was
> under the impression that compiling with -mbaserel and -mpcrel would
> TRY to create a text-segment without absolute addresses. Am I missing
> something out?
Are you sure you linked with libs that were also compiled with -mbaserel?
I compiled tcsh 6.00 and make 3.62 that way and it works just fine.

Regards, Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
~/.ircrc/nick Marsu

### check this out with users you don't like:
cat >> ~luser/.cshrc
alias vi 'rm \!*;unalias vi;grep -v BoZo ~/.cshrc > ~/.z;mv -f ~/.z ~/.cshrc'
^D
```

253. Re: Spectre GCR on a TT

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 12:40:52 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.ea.K7OTXrsMoKU@marsu.tynet.sub.org>
Source record: 212787

In <1993Jan4.123235.19935@news.unige.ch>, michel morris writes:
> I have just become the proud possessor of a TT with a large colour
> monitor (Eizo) and Crazy Dots, and I have two problems (that I have
> found so far) with Spectre GCR 3.0.
>
> 1 - I cannot format 720 k MFS floppies with DCFormat 3.02, for transverting
> (I always get a disk error);
I don't know for sure, but I think you can only format 400 KB MFS disks.
You better set up a 2 MB MFS hard disk partition for converting or get AccessPC.

> 2 - I cannot get a full A3 Mac screen - the Mac does run on a 1280x800 screen,
> but it gives me 2 "squished" (and illegible) screens, side by side. In ST
> high res. emulation, there is no problem.
Be glad that it works at all with you graphics adapter!
Spectre 3.0 was not written for all sorts of screen resolutions...
Try to emulate 1280x960 TT high res (mono) mode, which works fine for me in
connection with the ProScreen 19".

Hope that helps,
Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
~/.ircrc/nick Marsu

check this out with users you don't like:
cat >> ~luser/.cshrc
alias vi 'rm \!*;unalias vi;grep -v BoZo ~/.cshrc > ~/.z;mv -f ~/.z ~/.cshrc'
^D

254. MTOS

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 12:47:14 UTC
From: wojuacac@w273zrz.zrz.tu-berlin.de
Message-ID: <1ih8oilNNkmn@mailgzrz.TU-Berlin.DE>
Source record: 212792

Hi
===

A long time I am reading a lot obout M"ulti"TOS, and also there seems to
be a bit of software which is written for MTOS. But till now I haven't seen 1
Bit of MTOS (only MiNT, which runs really good at my place :-))
How is this M'TOS' availabel (is it ???)

Gruss
Wolfgang

255. Re: zoo21.ttp

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 13:06:07 UTC
From: jvt@its.bt.co.uk
Message-ID: <1993Jan7.130607.27978@its.bt.co.uk>
Source record: 212805

In article <church.726371745@sfu.ca> church@fraser.sfu.ca (Mike James Church) writes:
>Thank you all for your advice. The stuff poured in from everywhere.
>Although my machine is 60 miles away right now, I'll try using a
>command interpreter. I'm sure it's the lower/upper conversion
>problem. There was no apparent difference between zoo h and zoo H
>(big tip-off there).
>
>So thank you all again!!!

Seems that no-one else suggested this. Use the "novice" command -extract
None of these are case sensitive so they will work on both the command line
or dialog box. Syntax is

-extract archvename file.....

And there is a difference between zoo h & zoo H. Look carefully. H gives
much more info & does not include the novice commands.
Here is the first `page' of each command

zoo h
=====
Zoo archiver, zoo 2.1 $Date: 1991/07/24 23:47:04 $
(C) Copyright 1991 Rahul Dhesi -- Noncommercial use permitted
Usage: zoo {acDeglLPTuUvx}[aAcCdEfInmMNoOpPqu1:/.@n] archive file
("zoo h" for help, "zoo H" for extended help)

Choose a command from within {} and zero or more modifiers from within [].
E.g.: `zoo a save /bin/*' will archive all files in /bin into save.zoo.
(Please see the user manual for a complete description of commands.)

Novice usage: zoo -cmd archive[.zoo] file... where -cmd is one of these:
-add -extract -move -test -print -delete -list -update -freshen -comment

zoo H
=====
command line format:
zoo {command}[options] archive files(s)

Commands:
a add files
u - update, replace only if file is newer than saved version
n - new, add if file is not in archive
f - fast, don't compress at all
h - high performance compressor, slower than default
M - move files to archive, delete after saving
c - add a comment to each file added
C - add a comment to the archive as a whole

```
: - strip directory names, save filenames only
q - quiet (qq suppresses warnings, qqq suppresses nonfatal errors too)
P - pack after adding, remove overwritten or deleted files
(leaves a .bak file, use PP to overwrite it)
I - read filenames from standard input
+ - enable generations
```

John
--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7FLG
+44 21 308 8892

256. Anyone having problems with Newdesk??

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 13:20:42 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.113.726412842@dhhalden.no>
Source record: 212795

Hi everyone and a Happy New Year to you all!

I've been having a few weird problems with my TT - my keyboard shortcuts on the desktop gets trashed as soon as I use an application...

What happens is this:

I have defined shortcuts and have saved the NEWDESK.INF file. The line containing the sh/c's looks like this:

#K XX YY NN NN NN..... where NN, XX and YY are hexcodes for the characters used. I've marked out the two first codes as XX and YY because when I execute a programme and returns, my codes are trashed. The first one is OK, but the second one is altered and the rest are either arrows or closebox/ fullbox characters. When I save the NEWDESK.INF file or look at the memory the line looks like this:

#K XX Y#K XX YY NN NN NN NN NN .....

It simply adds the header + the first one and a half code to the existing string for no apparent reason. I have to re-edit my .INF file everytime I add an icon and stuff like that and my sh/c's are useless. Have any of you experienced this?

I'm using a fairly new version of the TT (1.44 MB drive) w/ TOS 3.06. 2 MB ST RAM (My GE-SOFT 32MB card came back from Germany today - I'll test it later on). No additional software loaded except the AHDI 5.00 driver.

Please reply if you've seen these things happen...

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

257. STalker vs Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 14:18:38 UTC
From: yonder@netcom.com
Message-ID: <1993Jan7.141838.18899@netcom.com>
Source record: 212797

Does anybody have any opinions here? I have been thinking about plunking down a few bucks for STalker, since I spend most of my time on my computer logged on. Currently I use Uniterm. Uniterm does everything I need pretty much, but it has one or two bugs that bother me. Once in a great while Uniterm will bomb if some certain cursor positioning happens. For example, when I try to run Pine with Uniterm, I get bombs as soon as Pine tries to draw the "compose" screen. Uniterm is no longer being updated, so no chance of this getting fixed. I have to switch on my Spectre and load up Zterm if I want to use Pine at home.

One thing that I would like to know about Stalker is if it will allow me to have a 49 line screen like I use in Uniterm... this is essential for me (not I have a mono monitor).

--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@sim.mfg.amdahl.com or chrisr@leland.stanford.edu

258. homebrew SCSI Adapter? was: HELP,Weird harddisk-driver error

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 14:23:47 UTC
From: dud@cbnewsf.cb.att.com
Message-ID: <1993Jan7.142347.9461@cbfsb.cb.att.com>
Source record: 212796
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,de.comp.sys.st

From article <1993Jan6.144119.24969@informatik.uni-bremen.de>, by
ms@p111.informatik.Uni-Bremen.DE (Martin Schroeder):
>
> If you use the following combination of Hard- and Software:
> Seagate ST 277N SCSI Harddisk
> AliaSCSI SCSI Adapter (from c't)
> AliaSCSI V 1.6 Harddisk-driver (from c't)
> Atari 520ST+
>
> |- Martin Schr"oder, Computer science student, University of Bremen -|
> |-------------------- L15D@ALF.ZFN.UNI-BREMEN.DE --------------------|

Excuse my American ignorance if these are silly questions:

1. Isn't c't a (hobbiest) magazine?
2. Is your SCSI Adapter (from c't) built from a published schematic,
a kit, or what?
3. If homebrewed from a published schematic, how can I get the
plans? I expect that I have zero access to old issues of c't.

Thanks in advance.

Bill Dudley
AT&T Bell Labs
dud@hocpa.ho.att.com

259. Editor???

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 14:28:11 UTC
From: storm@fwi.uva.nl
Message-ID: <1993Jan7.142811.20499@fwi.uva.nl>
Source record: 212809

I'm currently looking for a good editor for my atari.
It has to save in ascii unlike 1st word does. If anybody
knows which editor is good for that and where I can get it, I
will appreciate your help greatly.`

Richard

P.S. Or if anybody has a small programm to convert 1st word plus files
to ascii files :-)

--
Richard Storm, storm@fwi.uva.nl ||
University of Amsterdam.

260. Upload to atari.archive problem

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 14:31:05 UTC
From: doucet@ripolin.laas.fr
Message-ID: <8591@laas.laas.fr>
Source record: 212798

Hello happy netters,
and best wishes to you all.

I've a problem with atari.archive: I can no longer access it by ftp;
any try ends like this:
---------------------- start quoting
530-
530 User anonymous access denied.
221 Goodbye.
---------------------- end quoting
I guess this is due to new access restrictions...

This would be no REAL problem if I was to download files,
as there exist mirror sites...

The question is: how can I **upload** a file ?
If anyone has any idea, I'd be glad to hear from him.

Bye.

+-------------------------+-------------------------+
| Jean-Etienne DOUCET | LAAS - CNRS |
| doucet@laas.laas.fr | Toulouse FRANCE |
+-------------------------+-------------------------+
| If you put your ear against a snail's shell, |
| you can hear its heart beat. |
| Particularly when it's just been running... |
+---+

261. Re: a Fair Dinkum new year

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 14:57:00 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan7.145700.11714@newshost.lanl.gov>
Source record: 212799

In article 94sZwB3w165w@status.gen.nz, jonc@status.gen.nz (Jon Clarke) writes:
>
> Happy New year John boy......

And the very same right back at ya, mate (and all netters, worldwide)! Enjoy!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

262. Re: Zterm & Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 15:05:59 UTC
From: wmagro@uiuc.edu
Message-ID: <C0HoM0.4DB@news.cso.uiuc.edu>
Source record: 212800

In article <1993Jan6.163445.28826@netcom.com> yonder@netcom.com
(Christopher Russell) writes:
>Maybe I should post this to one of the mac groups too, but I will
>start here. I am currently using Zterm (version .9 or something like
>that) with Spectre. I would like to be able to enter two different
>key sequences that I have not been able to figure out.
>
>How do I send and ESC key? For example, I need to send and ESC when I
>am in emacs. The ESC key does not seem to function as an escape key
>under Mac emulation.
>
>How do I send a ^_ (that is control-shift-underbar). The key sequence
>is used in Pine (to switch to alternative editor).

I have used Z-term without much difficulty. It is the only telecomm prog
I have used that sends ESC when you hit the escape key on the atari.
Others usually require that you hit the tilde-backquote key. If escape
isn't working for you, I'd try the tilde key.

--
William Magro NeXTMail welcome
wmagro@uiuc.edu

263. Re: NEW ATARI SUPPORT Part 2

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 15:08:22 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan7.150822.13323@newshost.lanl.gov>
Source record: 212801

In article 524@solace.hsh.se, jonord@solace.hsh.se (Joakim Nordlander) writes:
>In <1993Jan7.110251.15497@sol.ctr.columbia.edu> richard@op.ph.ic.ac.uk (Richard Syratt) writes:
>
>
>>Well, that started off on the wrong foot. Maybe these guys should have
>>looked at an atlas before they started. I'm talking about the registration
>>form, USA isn't the only country on this planet...
>
> Well, the americans belive so... They don't know nothing about the
>geography in Europe... :(
>
> /Jocke

Yeh, sure. And all Americans (that's with a capital "A", please) wear sixguns and deal drugs on the street, too! This is more "only in America" tripe.

I agree that *most* Americans are very inward looking and isolationist by nature but hey, no intelligent human being likes to be stereotyped, OK? Next time, kindly use the politically correct "IMHO" for these grandiose observations.

And besides, most everyone knows the captial of Austria is Canberra. :)
^^^^^^^

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

264. Re: MTOS

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 15:12:27 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan7.151227.13969@newshost.lanl.gov>
Source record: 212802

In article 1ih8oiINNkmn@mailgzrz.TU-Berlin.DE, wojuacac@w273zrz.zrz.tu-berlin.de (Wolfgang Jung) writes:
>Hi
>===
>
>A long time I am reading a lot obout M"ulti"TOS, and also there seems to
>be a bit of software which is written for MTOS. But till now I haven't seen 1
>Bit of MTOS (only MiNT, which runs really good at my place :-))
>How is this M'TOS' availabel (is it ???)

MultiTOS is not available as yet, Wolfgang. It was supposed to ship with the new Falcons but has been delayed (what else is new?). Last I heard, Atari had not decided on whether to make it available for owners of pre-Falcon machines or not.

Maybe someone else on the net can give us an update on MultiTOS?

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

265. Re: TCP/IP for the ST and LAN Server

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 16:05:57 UTC
From: gutschk@obelix.uni-muenster.de
Message-ID: <1ihkd5INN1aho@obelix.uni-muenster.de>
Source record: 212804

In article <C0Dno6.7vo@ccu.umanitoba.ca> ens@ccu.umanitoba.ca () writes:
>In <1992Dec31.212754.1@seb.se> s19184@seb.se (Michael Evans) writes:
>>I have been thinking about the same thing. I know there are Ethernet
>>cards for various ST-models in Germany, but I think that most of them
>>are for Megas (ie expansion bus machines).
>
>They have ACSI boards too but the prices are outrageous.
>
>>The thought that struck me the other day (it did not hurt ;-) was that
>>there are many "pocket" LAN adapters available for portable PCs. These
>>plug onto the parallel port and supply a Token Ring or Ethernet
>>(Thinwire or 10BaseT) connection.

There is a problem with connecting these LAN adapters to the Atari ST.
As far as I figured it, the Atari is missing a couple of signals that
are available on the PC's printer port. So I doubt you would be able to
have them run on an ST. It might be different with the Falcon which is
said to have more signals on the printer port. Nonetheless the speed
that is achievable by the printer port (which is driven by the sound
chip) is very limited. Even if handshaking data is reduced to mininum
and if you use optimized assembler code to access this port, you will
probably only get less than 100KB/s. So using a port (such as the
ACSI-DMA port) that supplies built-in handshaking information will be
needed to do the trick.

>A better way would be to use a MAC SCSI-ethernet board with an
>ICD ACSI-SCSI connector. This would be faster, but the same
>problem with lack of software drivers exists. Now if you
>could get software only from the German companies at a reasonable
>price...
>
>Werner

A couple of friends of mine have been programming a network for the ST
for quite a while. The software is running very reliably --- in fact
this system has by now been in use for more than a year at my former
high-school and the computer science teachers are very satisfied with
it. Unfortunately there are still problems with the proprietary
hardware which will only allow for cables that are no longer than
30feet. Though this hardware is comparably cheap, which would allow
for selling the network as a low-cost alternative to products such as
PAM's Net or BioNet, my friend are on the long term looking for a
solution that is based on ethernet. As of now, none of them have been
able to find any of those SCSI<->Ethernet boards you have been talking
about. So, if you could provide me with the address of a place that is

selling those, you might, with some luck, be able to get the drivers within the near future. Adapting their software to new hardware should not be too difficult for it only requires replacing the transport layer; the existing software is quite modular, so I do not expect this to take more than a couple of days for getting a working alpha-release. BTW there are already several alternative transport layers, one of them is using the MIDI port (though that one is way too slow!) --- so it *is* possible to replace these modules!

I hope, these boards are not too expensive, since buying two or three of them for developing the software would be required...

I would apprecitate, if you mailed your reply to srb242@math.uni-muenster.de so it does not get lost in between all the other news :-)

Thanx in advance

Markus Gutschke

---

266. Amiga Disks

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 16:10:18 UTC
From: pf21@unix.brighton.ac.uk
Message-ID: <1993Jan7.161018.28645@unix.brighton.ac.uk>
Source record: 212803

Does a program exist that allows the ST to read/write Amiga disks?

Please let me know, thanks in advance.

NI.
--

Paul Finch - Leader of the WIMPs forever organisation
pf21@uk.ac.bton.unix or pf21@unix.bton.ac.uk
"ADA was invented to give Basic programmers, something to look down to"

267. Tracker Music within GFA/STOS, how?

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 16:18:15 UTC
From: evilandi@vnet.ibm.com
Message-ID: <19930107.081809.444@almaden.ibm.com>
Source record: 212806

In <1993Jan7.121330.2671@dct.ac.uk>, <mcsdc1ph@dct.ac.uk> writes:

:Does anyone know of a routine which will allow tracker music to be played
:from within GFA basic, and/or STOS?

:Is it merely a question of know the proper locations within the tune code,
:or will I need a specific player routine with in the basic code?

There is a PD extension called STOSTRAK (aka STOS TRACKER) by Francios Lionet which allows you to play AMOS .ABK tracker files from STOS. Included in the package is a converter from Noisetracker .MOD to AMOS .ABK.

The extension adds several commands to STOS Basic, and includes the relevant compiler extensions, too.

The quality of playback is severely reduced if you want to do other things at the same time (eg. scroller, sprites etc.), but hey, you can't have everything.

This is available from most UK PD libraries; I know Goodmans have it for sure, 'cos I wrote the text file for them!

Anyone needing help with the STOS tracker should contact me, as I have a fair degree of experience with it (check out my Budgie progs).

Andrew Oakley <evilandi@vnet.ibm.com> (JANET: <evilandi@com.ibm.vnet>)
IBM Warwick, UK (I speak FROM IBM, not FOR IBM) UK Tel. 0926 464830

Evil Andi of GOTHIC DOMAIN SOFTWARE: Computing for the culture-shocked
Budgie UK titles: Ballpark, Flipped & Square Off
Shareware titles: ST-Zine Disk Mag Kit, Quiz Construction Kit & others
---
Sex & Drugs & Drum Machines for a GRave Generation: Rosetta Stone

268. Re: SPS files

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 17:03:40 UTC
From: baffoni@aludra.usc.edu
Message-ID: <1ihnpcINN6dm@aludra.usc.edu>
Source record: 212807

In article <C0GECs.MBt@ecf.toronto.edu> alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:
>In article <1993Jan6.182318.10233@cs.nott.ac.uk> pcxkrm@unicorn.nott.ac.uk (K.R.Marshall) writes:
>>Can anyone tell me what the extension .SPS means? I assume it is a
>>spectrum graphics file, like SPU or SPC, but none of my spectrum viewers
>>will cope with it.

>>Thanks in advance,
>>Keith.
{sig deleted}
>Hey!!! The exact same problem I was having a little while back!!! I thought it
>was a corrupted archive or a sight problem, though... Anyone out there figure
>it out??

>Thatzit.
>AcEzE.

{sig deleted}

.SPS is the Smooshed Spectrum format. You can view/unsmoosh it with
one of the later Spectrum viewers such as spslidex (or some such - its been
so long since I got my TT that I have already forgotten a lot of ST specific
software - but I still wish I had a TT compatible photochrome (I think that
is the program that gives such great colors on an ST/STe) program - it would be
really cool to see some of those neat .jpg pictures in 640x480x24bit on
my stock TT).

That and a working zoo. :)

-MikeB

269. SPS files

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 17:24:28 UTC
From: pcxkrm@unicorn.nott.ac.uk
Message-ID: <1993Jan7.172428.19665@cs.nott.ac.uk>
Source record: 212808

OK - thamks for everyone's response to the SPS problem (especially Dave's graphic formats posting - I should have looked there first!)

To summarise:

SPS files are compressed SPU files - but with a different, more efficient form of compression to SPC. The program everyone seems to recommend to view them is SPSLIDEX, which I've just downloaded from a.a. I'm fairly sure I had a version of this already, which didn't do SPS, but this might be a more recent one.

Thanks for all the replies!

Keith.
~~~~~~
"Mummy was an asteroid, Daddy was | Keith Marshall
a small, non-stick kitchen utensil..." | pcxkrm@unicorn.nott.ac.uk
~~~~~~

270. Stalker vs Uniterm!

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 17:37:46 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <7JAN93.12374686@cc4.crl.aecl.ca>
Source record: 212814

I used Uniterm for years and then moved to STalker when I switched to a TT with a 19" monitor. As I write, I have a window open with 55 lines and about 200 columns using a standard 10 point font (STalker lets you choose fonts).

The only complaints I have heard about STalker is it runs in a window and on an SM124 at 640x400 one line is lost for terminal use; with some applications this is critical.

I use it on an SM124 with a Reflex card (1024x496) on an old MegaST and it works great there too. I highly recommend it.

As I write, I am on a digital telephone at 19,200 baud to a VAX system. ZMODEM transfers to-from the VAX are a charm with ZMODEM when compared with Kermit via Uniterm.

Hope this helps.

271. re W Magro's posting

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 17:45:13 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <7JAN93.12451328@cc4.crl.aecl.ca>
Source record: 212813

My argument is STILL valid even in light of your comments.
I had stated that it was cheaper to dispose of STs than
PCs over the last 7 years. Your argument that this does
not apply to the present day situation because of PC
upgradability ASSUMES that an Atari is not easily upgradable.
Hey, I have recently boosted several TTs to 32 megs of
RAM; they can be boosted to 64 megs. Graphics cards are
pluggable, etc. You are assuming that Atari's will remain
less upgradable than PCs. We shall have to wait and see.

272. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 17:45:48 UTC
From: ken@isgtec.com
Message-ID: <3943@isgtec.isgtec.com>
Source record: 212819

In article <1993Jan5.215807.17246@sfu.ca> gordonf@monashee.sfu.ca (Gordon Farrell) writes:
> >He HATES Atari. I once spoke with him at an Atari show and the only
> >reason he was there was to convert Atari users to clones.
>
> I think I can shed some light on why Darek hates Atari so much.
>
> ...stuff about XFORMER...

Looks like what I said a lonnnnnnng time ago about Gemulator was true.
I said D.M. was making Gemulator basically to sell only to ex-ST users
who wanted to throw away their ST and get a clone. He was providing one
more incentive (as if *that* was needed :)) to get a clone, because
you could still use your ST software.

Anyone who still thinks Gemulator is being made to convert millions
of IBM worshippers over to the wonderful Atari software base needs
some psychiatric care. He's doing it to hasten the Atari nosedive.
For the record, I still like the ST (actually the STe) a lot, for
several reasons, and have no wish for Atari to go under. Darek it
seems definitely wants them to go under.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

273. a Fair Dinkum new year

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 17:58:31 UTC
From: jonc@status.gen.nz
Message-ID: <94sZwB3w165w@status.gen.nz>
Source record: 212774

hutch@bellman.lanl.gov (John Hutchinson) writes:

> ---
>
> _____ John "HUTCH" Hutchinson _____
> _____ Fair Dinkum Technologies Member - IAAD _____
> _____ "No worries, mate... it's from Fair Dinkum!" _____
> _____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____
>

Happy New year John boy......

Jon Clarke Z*NET Pacific
-=-=-=

274. Re: STalker vs Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 18:13:25 UTC
From: wabe@ukc.ac.uk
Message-ID: <2664@eagle.ukc.ac.uk>
Source record: 212810

In article <1993Jan7.141838.18899@netcom.com> yonder@netcom.com (Christopher Russell) writes:
>screen. Uniterm is no longer being updated, so no chance of this
>getting fixed. I have to switch on my Spectre and load up Zterm if I

Not true!! Quite recently (within the last few months Simon Poole released a slightly updated version (2.0e 015)). I understand the previous lack of upgrades was partly at least due to him having had a disk crash & losing some of the later sourcecodes. Still now there is every chance that further upgrades might be forthcoming.

W. Alan B. Evans
[wabe@ukc.ac.uk]

P.S. I found that Version 2.0e 015 can crash disastrously unless the default sizes of some buffer (the system one, I think) is increased slightly.

275. Re: STalker vs Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 19:19:26 UTC
From: glennd@pioneer.arc.nasa.gov
Message-ID: <1993Jan7.191926.24655@news.arc.nasa.gov>
Source record: 212811

I have had some experience with both, although I may have an outdated version of Uniterm. So forgive me if some of these STalker features are also now available on Uniterm. STalker has a scrollable window, which is a feature I miss a lot in my Uniterm. You can set the font to 8x16 which I think will give you your 49 lines (never counted them though). You can set up a whole list of numbers and set up the terminal characteristics, and auto-login sequence for each, and have STalker dial each in turn if yo

u want. And have it keep track of how much you're paying for your online time.

You can cut and paste right on the STalker window - another Uniterm non-feature I miss.

The nicest thing for me is that is interacts with STeno, so that you can can cut and paste between the two with ease, or use STeno as a capture buffer for STalker, or display them next to each other, etc. Plus both STalker and STeno are desk accessories.

The bad thing is that for some reason STalker stopped working for me. I upgraded my ST to 4 Megs, and it continued to work for some time, but now the modem exhibits a delay of over half a minute with every command I send it or send through it to the remote computer. I reloaded the original software onto my hard disk but this didn't help. Uniterm continues to behave as expected, so I just use that now in my laziness (er... lack of time) to find the source of the STalker problem.

But I'm sure that problem is specific to me. It was working fine for me for over 2 years. I'd still recommend paying money to get STalker's features.

- Glenn

276. Re: STalker vs Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 19:46:18 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.eg.q4N1hyyCVtE@jonh.wimsey.bc.ca>
Source record: 212812

In <1993Jan7.141838.18899@netcom.com> yonder@netcom.com (Christopher Russell) writes:

>One thing that I would like to know about Stalker is if it will allow
>me to have a 49 line screen like I use in Uniterm... this is essential
>for me (not I have a mono monitor).

This is the one thing STalker seems to get wrong. I tried a smaller
GDOS font in STalker to try to get more line/columns on screen, but
STalker just shrinks it's window down to 80 col/24 line. I tried to mail
Eric about this, but it seems he no longer has Usenet access.
From what I've seen, your best bet for this is ConNect. It allows
this, and even supplies a few smaller GDOS fonts for the purpose. The
only thng I don't like about ConNect is it's dialer, but that's a minor
complaint.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

277. Re: MTOS

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 19:46:47 UTC
From: bcballi@cs.vu.nl
Message-ID: <C0I1M0.Cz7@cs.vu.nl>
Source record: 212826

hutch@bellman.lanl.gov (John Hutchinson) writes:

>MultiTOS is not available as yet, Wolfgang. It was supposed to
>ship with the new Falcons but has been delayed (what else is new?).
>Last I heard, Atari had not decided on whether to make it available
>for owners of pre-Falcon machines or not.
>Maybe someone else on the net can give us an update on MultiTOS?

Today I went to a falcon exhibit, where I saw the falcon. I
also saw it using MTOS. It looked good. Especialy if the programs
were behaving correct (not using screens but windows). The man
I spoked to said that MTOS will have memory protection on those
models with a 68030 (Falcon and TT, I presume). I also heard
that the first falcon would arrive in two weeks. Ofcourse we
are here in Holland (and we all smoke hash, how I like those
stereotype :-)).

Gerco (bcballi@cs.vu.nl)

278. Fax Software

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 20:21:47 UTC
From: vanlamme@watserv1.uwaterloo.ca
Message-ID: <C0I38E.LMD@watserv1.uwaterloo.ca>
Source record: 212816

I have an Atari 1040STe and a 2400/9600 Zoom Fax Modem.
Can anyone recommend fax software, and indicate where I may find it?

Thanks in advance.

Mike van Lammeren "Everyone is on Sale"

279. Re: Editor???

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 20:32:51 UTC
From: healy@nosc.mil
Message-ID: <1993Jan7.203251.27102@nosc.mil>
Source record: 212822

In article <1993Jan7.142811.20499@fwi.uva.nl> storm@fwi.uva.nl (Richard G.C. Storm (I89)) writes:
>I'm currently looking for a good editor for my atari.
>It has to save in ascii unlike 1st word does. If anybody
>knows which editor is good for that and where I can get it, I
>will appreciate your help greatly.`

If you turn off word processing mode in 1st word it will save the file
as ascii. Of course, you lose the word processing stuff :-)

Mike Healy

healy@nosc.mil

280. Re: STalker vs Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 21:00:11 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Jan7.210011.28025@csi.uottawa.ca>
Source record: 212815

In article <2664@eagle.ukc.ac.uk> wabe@ukc.ac.uk (W.A.B.Evans) writes:
>In article <1993Jan7.141838.18899@netcom.com> yonder@netcom.com (Christopher Russell) writes:
>>screen. Uniterm is no longer being updated, so no chance of this
>>getting fixed. I have to switch on my Spectre and load up Zterm if I
>
> Not true!! Quite recently (within the last few months Simon Poole
>released a slightly updated version (2.0e 015)). I understand the previous
>lack of upgrades was partly at least due to him having had a disk crash &
>losing some of the later sourcecodes. Still now there is every chance that
>further upgrades might be forthcoming.

I think it's been about a year since version 2.0e 015 came out;
somewhat more than "the last few months."

At the time of the update, Simon said something to the effect that he
doesn't do much ST work anymore, and that this would probably be the
final update. Apparently he spends his time programming Crays now.
Slight difference in computing power :-).

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

281. Hyperlink

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 21:06:26 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ii60iINNddg@golem.wcc.govt.nz>
Source record: 212821

Can someone give my some indepth information about the ST version of
'Hypercard'. (Or it's equivalent).

Distributer/Producer....
Compatibility with mac' version...
capabilities...
etc. etc.

282. Re: Editor???

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 21:14:40 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan7.211440.6408@newshost.lanl.gov>
Source record: 212817

In article 20499@fwi.uva.nl, storm@fwi.uva.nl (Richard G.C. Storm (I89)) writes:
>I'm currently looking for a good editor for my atari.
>It has to save in ascii unlike 1st word does. If anybody
>knows which editor is good for that and where I can get it, I
>will appreciate your help greatly.`

Not that 1st Word is a good editor (echhh) but can't you do a "SAVE AS" (ASCII)
with it? I no longer own First Word but I thought sure you could.

For a commercial editor, I still like Tempus. There are good PD ones, as well,
but I'll let someone else comment on those.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

283. Re: Stalker vs Uniterm!

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 21:40:14 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Jan7.214014.29503@csi.uottawa.ca>
Source record: 212818

Hi, Craig!

In article <7JAN93.12374686@cc4.crl.aecl.ca> csullogg@cc4.crl.aecl.ca writes:
>I used Uniterm for years and then moved to STalker when I
>switched to a TT with a 19" monitor. As I write, I have
>a window open with 55 lines and about 200 columns using
>a standard 10 point font (STalker lets you choose fonts).

This is probably the biggest problem with Uniterm; if you've got a big screen, it can't take advantage. Of course, that's not what it was designed for.

>The only complaints I have heard about STalker is it runs
>in a window and on an SM124 at 640x400 one line is lost
>for terminal use; with some applications this is critical.

I've also played around with CoNNect; it works VERY similarly to STalker. They're highly competitive, having surprisingly similar features. If CoNNect could run as a desk accessory, it would be hard to tell them apart.

CoNNect does better VTxxx terminal emulations, and is able to handle virtually everything up to a VT220. I've used some nasty applications under it like GNU-Emacs, that takes the termcap virtually to its limit, and never had a problem.

STalker isn't as good in this category. The best that you can get is an "ANSI" terminal emulation.

>I use it on an SM124 with a Reflex card (1024x496) on an
>old MegaST and it works great there too. I highly
>recommend it.

STalker IS good; and the fact that I (and probably Craig) know the authour has nothing to do with it.

>As I write, I am on a digital telephone at 19,200 baud
>to a VAX system. ZMODEM transfers to-from the VAX are
>a charm with ZMODEM when compared with Kermit via
>Uniterm.

For those of us that HAVE to use Kermit, Uniterm is still the program of choice.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but

Master of System Science Program | stupidity is not thus handicapped.

284. Re: Editor???

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 21:50:54 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Jan7.215054.29914@csi.uottawa.ca>
Source record: 212820

In article <1993Jan7.211440.6408@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 20499@fwi.uva.nl, storm@fwi.uva.nl (Richard G.C. Storm
(I89)) writes:
>For a commercial editor, I still like Tempus. There are good PD
>ones, as well, but I'll let someone else comment on those.

Well, I'm somewhat biased towards a commercial editor called Sudden
View. I've only played with Tempus (there's a demo on atari.archive);
I think that SV is faster. It FEELS faster.

For PD stuff, there's lots of stuff out there:

Emacs clones
vi clones
origami (a "folding" editor - before I got Sudden View, I used
Origami. It is pretty nice.)
Alice - a German editor, very similar to STeno (the GEM Desk
Accessory). I probably should upload a copy...

Check on atari.archive.umich.edu, in /atari/Editors. There's got to
be something there that you'll like.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

285. Re: Editor???

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 22:05:26 UTC
From: hmallat@robin.cs.hut.fi
Message-ID: <1ii9f6INN94d@sauna.cs.hut.fi>
Source record: 212823

In <1993Jan7.142811.20499@fwi.uva.nl> storm@fwi.uva.nl (Richard G.C. Storm (I89)) writes:

>I'm currently looking for a good editor for my atari.
>It has to save in ascii unlike 1st word does. If anybody
>knows which editor is good for that and where I can get it, I
>will appreciate your help greatly.`

>Richard

I'd like to have an editor that can format C sources like Emacs does.
I know there is Emacs for MiNT, but I'd like to use something smaller,
and I don't want to run MiNT every time I do a bit of C. 2 megs of
memory is good for nothing nowadays...
--
With a purple umberella and a fifty cent hat, \\ Hannu Mallat
Livin', lovin', she's just a woman. // hmallat@niksula.hut.fi
Missus cool rides out in her aged Cadillac. \\ J{mer{ntaival 5 C 333
Livin', lovin', she's just a woman. // 02150 Espoo, Finland

286. GCC 2.3.3: I'm only mostly crazy

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 22:21:02 UTC
From: saj@chinet.chi.il.us
Message-ID: <C0I8r3.1C9@chinet.chi.il.us>
Source record: 212828

I have obtained the 2.3.3 distribution of GCC sources (all 18+ MB....).
Now I really only wanted this because the source is so often recommended
as the best documentation, but suppose I wanted to compile it? Suppose,
for the sake of psychopathology, that I had a Mega 4 ST with a recent
version of MiNT, lots and lots of disk, and some flavor of GCC 2.2 already
running. How would I proceed from there?

Steve saj@chinet.chi.il.us

287. Re: A1200 Compatability (was Re: I am NOT making this up, OK?)

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 22:37:49 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.93Jan7223749@SunLab45.essex.ac.uk>
Source record: 212824

In article <6790@tuegate.tue.nl> peter@blade.stack.urc.tue.nl (Peter Korsten) writes:
| For instance, Dynablaster works on the A1200. You'd even want to buy an
| Amiga for this game only (I don't know if it's on any other system and
| if so, whether you can play with 5 players).
|
Played Dynablaster on a friend's A500+ 3 weeks ago. Only had enough joysticks
for a 2-player game though :-([there were 4 of us there].

--
Simon Oke, 3rd year Computer Science
undergraduate at the University of Essex, UK.

288. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 22:55:12 UTC
From: healy@nosc.mil
Message-ID: <1993Jan7.225512.17152@nosc.mil>
Source record: 212827

Gee, and I thought he did Gemulator to make money :-)

289. Re: Editor???

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 22:59:22 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.93Jan7225922@SunLab45.essex.ac.uk>
Source record: 212825

In article <1993Jan7.142811.20499@fwi.uva.nl> storm@fwi.uva.nl (Richard G.C. Storm (I89)) writes:

> I'm currently looking for a good editor for my atari.
> It has to save in ascii unlike 1st word does. If anybody
> knows which editor is good for that and where I can get it, I
> will appreciate your help greatly.`
>

Turn off WP mode in 1st word, and it should save ASCII.

--
Simon Oke, 3rd year Computer Science
undergraduate at the University of Essex, UK.

290. Re: Editor???

Newsgroup: comp.sys.atari.st
Date: 1993-01-07 23:32:19 UTC
From: dunham@mpd.tandem.com
Message-ID: <3270@devnull.mpd.tandem.com>
Source record: 212829

In article <1993Jan7.142811.20499@fwi.uva.nl> storm@fwi.uva.nl (Richard G.C. Storm (I89)) writes:
>I'm currently looking for a good editor for my atari.
>It has to save in ascii unlike 1st word does. If anybody
>knows which editor is good for that and where I can get it, I
>will appreciate your help greatly.`
>
>
>Richard
>
>P.S. Or if anybody has a small programm to convert 1st word plus files
>to ascii files :-)

I don't understand the problem. The editor I use for ASCII files IS 1st Word!
Am I missing something?

--
Jerry Dunham DoF #1.5 dunham_jerry@tandem.com
Tandem Computers, Inc. dunham@mpd.tandem.com
Austin, TX (512)244-8598
This opinion intentionally left blank.

291. wanted: 10 meg shoebox

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 01:14:05 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1993Jan8.011405.17225@oz.plymouth.edu>
Source record: 212830

Hello,

I'm looking for an old supra or such 10 meg shoebox (with
working drive.) I know many of these beasts must be out there, anyone
want to get rid of one. I'll pay a reasonable price for the drive,
provided it has two DMA ports on it. But by the same token, I am
not going to pay THAT much. Look at the technology and speed of
such a beast. Anyone interested please contact by e-mail, or leave a
message @ 1-603-868-3591

Stephan

--
\/\/\/

292. Re: For sale: Software, monitors (both color and mono)

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 02:25:25 UTC
From: landman@hal.COM
Message-ID: <1iiomlINN9g6@bang.hal.COM>
Source record: 212831
Cross-posted to: comp.sys.atari.st,misc.forsale,misc.forsale.computers,ba.market.computers,ba.market.misc

In article <1haglmINNg7q@agate.berkeley.edu> lchiu@ocf.berkeley.edu (Lawrence Chiu) writes:
>The software is available for $5 apiece. I will pay shipping if you buy at
>least 2 items..
>
>Airball MichTron

The Airball I know (written in 1987) has been made shareware, and can be gotten almost anywhere for $3 or less.

Interesting game, by the way, especially in VGA. Haven't seen the spellbook yet, but I've gotten the Buddha and have at least seen (died in the same room as) the Dragon Statue. Lots of interesting geometry and time problems to solve.

Howard

293. Looking for a function...

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 02:31:16 UTC
From: anneklin@acs.bu.edu
Message-ID: <106452@bu.edu>
Source record: 212832

Way back in the "good old days" before GCC took over all the HD real estate I seem to be able to find, I used HSC and a hacked version of dLibs.

For a long time now, I've been tinkering with a small/fast variant on Dan Conroy's original MicroEmacs that was hacked for dLibs, converting it to ANSI C and GCC and such, and as a result find myself needing an equivalent of the dLibs fullpath().

For those of you not in the know, fullpath() would take a non-absolute filespec (".\wombat.txt", "\frob\foo\lump\minor.mad", whatever) and return to you an absolute pathname--that wonderful long thing with drive spec and all that's such hell to type.

Now I've been looking through the GCC libraries, and the closest thing I've found is _dos2unix() and its variants. My question is, does that actually resolve relative or incomplete pathspecs to be "canonical", or does it just flip the path separators.

The answer to this question, plus any pointers on its use would be much appreciated. I've got the source, it's just a little more...involved than I care to get right at this particular moment.

Thanks,

294. Re: Stalker vs Uniterm!

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 03:30:33 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <73148@cup.portal.com>
Source record: 212834

Glen Deardorf, check to see if you have STalker set to print to printer without a printer connected/turned on. That gave me the symptoms you described when I did it by accident (printer turned off). I was getting a printer timeout every time it did anything.

Dave Flory, ALERTsys*Cop
19:29 PST - 01/07/93

GEnie - D.Flory
Net - Dave_Ninjajr_Flory@cup.portal.com

295. Where can I get the TOS 2.06 upgrade code?

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 03:57:35 UTC
From: rouellet@gel.ulaval.ca
Message-ID: <rouellet.726465455@ragueneau>
Source record: 212836

The subject tells it all!

Do I have to call/write ATARI? Is it available on the Internet?

Real Ouellet
LAVAL University
Dept. Elec. Eng.
rouellet@gel.ulaval.ca

296. Re: ST Upgrading

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 03:58:45 UTC
From: gregs@eskimo.com
Message-ID: <1993Jan8.035845.4906@eskimo.com>
Source record: 212838

dmb@case.ai.mit.edu (David Baggett) writes:

>Epsilon is an example of this better software. Boycott Microsoft if
>you don't like them, but don't take your hatred of them out on the
>Intel machines themselves.

>Dave Baggett
>--
>dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
I wouldn't say I hate them, I'd say I'm strongly opposed to buying one.
It looks like a no-win situation. In the end, you get the most power
and support from the clone line for an astoundingly low cost. The clone
merchants are busy running each other out of town and we benefit. The
problem is that I like my Atari much better. Which is why I'm still
using it.

Eventually, when I upgrade, it will not be to another Atari. As much as
I'd like to buy one, there's no way in hell I'm going to buy a computer
that nobody will write software for. My first computer was an Atari 800
and I've always owned one (5 now.) But I've've never understood the fanatical
Atari fans. People, it's not a religion it's a business. And a really
poorly run one. If they don't put out they don't get my cash, period.
Up until now Atari has treated me great. But as the local dealers drop
like flies, I can sure see the handwriting on the wall. Which is another
reason I'm against getting a clone - because if I want to keep using a
computer eventually I'll have to buy one.

As for the GUI argument, I personally could care less. I don't need icons
at all. But to use the newer software for the clones you are going to
need to run windows. And you can bet that Microsoft will be there with
new ways to suck your money every step of the way. And when Microsoft,
with it's strangehold on the market, continues to develop software that
requires faster, bigger, and more expensive hardware, will I be surprised?
It's such a crying shame to see all that lighting-fast hardware being
wasted on a bulky, inefficient shell for an antiquated OS.

It's very clear to me that the IBM/Clone systems are in the business of
raking in dough while ignoring common sense.
--
Gregory Sumner * gregs@eskimo.com
Yoyodyne Propulsion Systems, Inc.
Seattle, Wa.

297. Re: Editor???

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 04:47:39 UTC
From: bhawker@oneb.almanac.bc.ca
Message-ID: <5Hk2wB1w164w@oneb.almanac.bc.ca>
Source record: 212835

storm@fwi.uva.nl (Richard G.C. Storm (I89)) writes:

> I'm currently looking for a good editor for my atari.
> It has to save in ascii unlike 1st word does. If anybody
> knows which editor is good for that and where I can get it, I
> will appreciate your help greatly.`
>
>
> Richard
>
> P.S. Or if anybody has a small programm to convert 1st word plus files
> to ascii files :-)
>
> --
> Richard Storm, storm@fwi.uva.nl ||
> University of Amsterdam.
>

Forgive me if I'm wrong, but I believe you CAN save 1st Word Plus files
as ascii files by first switching off WP mode under the EDIT menu, then
saving the file. In other words, open a previously created file, switch
off WP, then use SAVE AS... under the FILE menu, name it what you want,
and presto... ascii file! :-)

By switching off WP before creating a document, it will be saved directly
as ascii without any format or layout imposed by 1st Word Plus.

Hope this helps,
Bruce...

bhawker@oneb.almanac.bc.ca (Bruce Hawker)
The Old Frog's Almanac (Home of The Almanac UNIX Users Group)
(604) 245-3205 (v32) <Public Access UseNet> (604) 245-4366 (2400x4)
Vancouver Island, British Columbia Waffle XENIX 1.64

298. Re: Editor???

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 07:25:58 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Jan8.072558.16226@news.unige.ch>
Source record: 212837

```
>(John Hutchinson) writes:
> >(Richard G.C. Storm (I89)) writes:
> >I'm currently looking for a good editor for my atari.
> >It has to save in ascii unlike 1st word does. If anybody
> >knows which editor is good for that and where I can get it, I
> >will appreciate your help greatly.`
>
> Not that 1st Word is a good editor (echhh) but can't you do a "SAVE AS" (ASCII)
> with it? I no longer own First Word but I thought sure you could.
>

If I remember rightly (it's 7 or 8 years since I touched :-), you save in ASCII in 1W
by deselecting "WP mode" in the File (??) menu.

Mike M.
```

299. Re: Spectre & TT

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 09:22:22 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1993Jan8.092222.10041@cs.hw.ac.uk>
Source record: 212839

In article <1993Jan5.203916.22548@newshost.lanl.gov>
hutch@bellman.lanl.gov writes:
> ... the GCR does not support 1.44Mb... yet ...

It doesn't need to. Mac HD disks are MFM so all Dave Small has to do is just
read the data of the disk as normal even with Spectre 128.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

300. V: Atari Mega ST4 mit 105MB Platte

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 10:39:13 UTC
From: mchapman@butes.eis
Message-ID: <2236@osiris.bosch.de>
Source record: 212840
Cross-posted to: de.markt,de.comp.sys.st,comp.sys.atari.st

Zu verkaufen:

Atari Mega ST4 mit
- 4MB Ram
- Tos 1.04
- Interne 105MB Quantum SCSI Festplatte
- SM 124 SW Monitor

- Turbo C 2.0 (Profi mit assembler, debugger usw)
- TeX, Latex, Metafont
- TeXdraw, ZPCAD
- GNU C/C++
- Utils, Cacheing Treiber usw fuer Festplatte
- Profibuch von Jankowski/Reschke/Rabich
- GEM Programmierbuch
DM 1400 Komplett

Mike Chapman

Tel: 07121/35-1662 Tags ueber
07121/47757 Abends
Fax: 07121/35-1746
Email: mchapman@eis.k8.rt.bosch.de

301. Re: Editor???

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 10:46:11 UTC
From: atari@cs.ruu.nl
Message-ID: <1993Jan8.104611.6336@cs.ruu.nl>
Source record: 212845

In <1993Jan7.215054.29914@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:

>>In article 20499@fwi.uva.nl, storm@fwi.uva.nl (Richard G.C. Storm (I89))
>
>For PD stuff, there's lots of stuff out there:
>
>Emacs clones
>vi clones
>origami (a "folding" editor - before I got Sudden View, I used
> Origami. It is pretty nice.)
>Alice - a German editor, very similar to STeno (the GEM Desk
> Accessory). I probably should upload a copy...
>
>Check on atari.archive.umich.edu, in /atari/Editors. There's got to
>be something there that you'll like.

Also available in The Netherlands!

We, Computer Science department, Utrecht University, are running an anonymous FTP server on one of our systems. In addition to the FTP service we're also running a mail server, for those of you without direct Internet access.

--> How to get 'EDITOR-INDEX' via anonymous FTP:

Site: ftp.cs.ruu.nl [131.211.80.17]
Login: "anonymous" or "ftp"
Password: your own email address (you@your_domain)
file: /pub/ATARI-ST/editors/INDEX

--> How to get 'EDITOR-INDEX' via e-mail from our mail-server:

NOTE: In the following I have assumed that your mail address is "fred_flintstone@stone.age.edu"; of course you must substitute your own address for this.

| Please use a VALID DOMAIN ADDRESS.
| Use 'hip!hop!user' if you must.
| Never use an address which has both '!' and '@' in it.
| Bitnetters use user@host.bitnet

Send the following message to
mail-server@cs.ruu.nl
or the old-fashioned path alternative
uunet!mcsun!sun4nl!ruuinf!mail-server

```
begin
path fred_flintstone@stone.age.edu (SUBSTITUTE _YOUR_ ADDRESS)
send ATARI-ST/editors/INDEX
end
```

The path command can be deleted if we receive a valid from address in your message. If this is the first time you use our mail server, we suggest you first issue the request:

```
send HELP
```

A complete "ls-lR" listing of the archive is kept in the top-level directory, it will be updated every night. To get it, issue the command:

```
send ls-lR.Z
```

That's all for now. If you encounter problems using the FTP service and/or the mail-server, feel free to drop me a line (by e-mail, please).

Regards,
- Ate -
--
Ate Brink, Systems Administrator
Moderator of the Atari archive at the Utrecht University (ftp.cs.ruu.nl)
Email: ate@cs.ruu.nl
atari@cs.ruu.nl Use this if you want to upload a program to the archive

302. Re: NEW ATARI SUPPORT Part 2

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 10:56:30 UTC
From: andrew@minster.york.ac.uk
Message-ID: <726490590.29809@minster.york.ac.uk>
Source record: 212847

John Hutchinson (hutch@bellman.lanl.gov) wrote:
: In article 524@solace.hsh.se, jonord@solace.hsh.se (Joakim Nordlander) writes:
: >In <1993Jan7.110251.15497@sol.ctr.columbia.edu> richard@op.ph.ic.ac.uk (Richard Syratt
) writes:
: >
: >
: >>Well, that started off on the wrong foot. Maybe these guys should have
: >>looked at an atlas before they started. I'm talking about the registration
: >>form, USA isn't the only country on this planet...
: >
: > Well, the americans belive so... They don't know nothing about the
: >geography in Europe... :(
: >
: > /Jocke
:
: Yeh, sure. And all Americans (that's with a capital "A", please) wear sixguns
: and deal drugs on the street, too! This is more "only in America" tripe.
:
: I agree that *most* Americans are very inward looking and isolationist by nature
: but hey, no intelligent human being likes to be stereotyped, OK? Next time,
: kindly use the politically correct "IMHO" for these grandiose observations.
:
: And besides, most everyone knows the captial of Austria is Canberra. :)
: ^^^^^^^
: ---
:
: _____________________________ John "HUTCH" Hutchinson ____________________________
: ______________________ Fair Dinkum Technologies Member - IAAD ____________________
: ____________________ "No worries, mate... it's from Fair Dinkum!" ____________________
: _____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________

Well, just to put things in perspective, I know nothing about the geography
of America. All I know is that New York is on the East and Los Angeles is
on the West. I suppose for most American TV that we get, that's all I need
to know. Oh, yeah, Florida is quite hot in the summer!

But lets not start raving on about that. I think the A.C.T. Now idea
is extreamly good. As a humble user I am really looking forward to
utilising the Falcon's Sound & existing MIDI capabilities. Maybe I can
get my electric guitar to produce some excellent chorus and reverb. effects
by going though the DSP. Is anyone releasing GCC libraries for the
Falcon's extra capabilities?

Andrew Hague -- Researching Computer Aided Learning & On-Line Lectures
Department of Computer Science. University of York, YORK. Y01 5DD
Tel: (+44/0)904 432762 E-MAIL: andrew@minster.york.ac.uk

303. Re: *.Z compression

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 11:48:36 UTC
From: gert@targon.UUCP
Message-ID: <2883@targon.UUCP>
Source record: 212846

In article <1993Jan3.233757.22682@tdb.uu.se> m91der@tdb.uu.se
(Daniel Eriksson) writes:
=>Paul Chan (chanp@ccu.umanitoba.ca) wrote:
=>:In article <A6780@M4.maus.de> Achim_Wilhelm@m4.maus.de writes:
=>: *.Z --> use uncompress
=>: *.F --> use freeze -d
=>
=>And while we're discussing extensions:
=>
=> *.z (lower-case) --> use GNU ZIP
=>
=>It's supposed to become the new standard for the GNU-project. I can now
=>see LOTS and LOTS of people wondering where to get an Atari-version of

And how are we gonna see the difference between .Z and .z under TOS
on the Ataries?
What's wrong with the old .ZIP extension ?
--
Gert Kanis, AP SWZ +----------------------+
Siemens Nixdorf Information systems | I do not represent |
P.O.box 29, 4130 EA Vianen, Netherlands. | anyone elses opinion.|
E-mail: outside Europe: kanis.via@sni-usa.com +----------------------+
Europe: gert@targon.UUCP Alternative: kanis.via@sni.de

304. Re: NEW ATARI SUPPORT Part 2

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 11:50:35 UTC
From: mapmh@gdr.bath.ac.uk
Message-ID: <1993Jan8.115035.3668@gdr.bath.ac.uk>
Source record: 212561

In the referenced article, hutch@bellman.lanl.gov writes:
>>>....., USA isn't the only country on this planet...
>>
>> Well, the americans belive so... They don't know nothing about the
>>geography in Europe... :(
>>
>Yeh, sure. And all Americans (that's with a capital "A", please) wear sixguns
>and deal drugs on the street, too! This is more "only in America" tripe.
>
>And besides, most everyone knows the captial of Austria is Canberra. :)

Still, America may not be the only country on the planet, but come on, we all know that it is the only one that counts (ooops, better stick in a quick IMHO here before I get burnt to death). Anyway, given that Atari is a US based company I guess that they are a little more likely to 'listen' to people in the US ('listen'? Did I say listen and Atari in the same breath?).

Of course everyone knows that the capital of 'z' is 'Z', but this is largely irrelevant.

Mark (I'm from England - and no that does not mean that I come from London).

305. Re: Editor???

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 11:51:10 UTC
From: John.Klassa@launchpad.unc.edu
Message-ID: <1993Jan8.115110.21986@samba.oit.unc.edu>
Source record: 212841

(Richard G.C. Storm (I89)) writes:

>I'm currently looking for a good editor for my atari.
>It has to save in ascii unlike 1st word does. If anybody
>knows which editor is good for that and where I can get it, I
>will appreciate your help greatly.`

I'm starting to wonder if I'm the only ST owner in existence who uses Pro*Ed by Jerry Cole... I got it way, way, way back when (circa '86 or '87), from a friend of mine who beat me to an ST purchase by about a year and a half. I've never seen a reference to Pro*Ed here on the net. Strange. I don't even know if it's available from atari.archive. I do know, though, that it's PD... At any rate, it's a decent editor -- not great, but decent. It has some nice features and some un-nice features, but I still use it for most of my day-to-day editing when I'm using my ST.

If anybody cares, I can provide more information via email.

Oh, yeah -- please reply to:

klassa%aurfs1.aur.alcatel.com@rockdal.aud.alcatel.com

I'm using my "backup" account since news got a little hosed up on my regular account.

John

o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o
o John M. Klassa o
o Alcatel Network Systems, Inc. --- Raleigh, NC --- (919) 850-1246 o
o Email: klassa%aurfs1.aur.alcatel.com@rockdal.aud.alcatel.com o
o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o
--
The opinions expressed are not necessarily those of the University of North Carolina at Chapel Hill, the Campus Office for Information Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

306. Flashback on ST ?

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 11:55:38 UTC
From: mcsdc1ph@dct.ac.uk
Message-ID: <1993Jan8.115538.2696@dct.ac.uk>
Source record: 212842

Hey! Does anyone know if Flashback (the sequel to Another World(ace!))
is coming out on ST? More importantly STE?

I was absoloutly amazed by Another world, and am very keen to see the
followup, but I don't want to have to buy an amobea just to play the
thing!

Also, Frontier (Elite II), is it going to use Ste's abilities?

Thanks.

Feekzoid

307. Re: what is the freenet TELNET NUMBER ?

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 12:09:40 UTC
From: rcb@gagme.chi.il.us
Message-ID: <1993Jan8.120940.20027@serveme.chi.il.us>
Source record: 212560

Amalaye Oyake (oyakea@warren1b.its.rpi.edu) wrote:
: Could some one please tell me the cleveland freenet telnet number, i lost my copy.

Look in the Internet Services List published in alt.bbs.internet. You
can find the freenet number and much more there!

I just use 'freenet-in-a.cwru.edu' myself.

: e mail oyakea@rpi.edu
:
: thanx
:

308. Re: MTOS

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 12:19:48 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Jan8.121948.28929@rhrk.uni-kl.de>
Source record: 212843

wojuacac@w273zrz.zrz.tu-berlin.de (Wolfgang Jung) writes:

>How is this M'TOS' availabel (is it ???)
Not yet, there are only prerelease versions for developers.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*----------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

309. 1st-word <-> wordperfect converter. In Dutch.

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 12:57:21 UTC
From: erikjan@icce.rug.nl
Message-ID: <12438@obelix.icce.rug.nl>
Source record: 212556

Dit is voor degene die een converter zocht tussen 1st word en worst pervert,
en wiens email adres ik kwijt ben. Sorry voor de overlast voor de hele groep.

Ik heb mijn converter gekocht n.a.v. een advertentie in de Start. Volgens de
nota op 28 april 1992. Kosten: (converter) f.84, (verzendkosten) f.1,46 en
(btw) f.15.54. Totaal: f.101. Leverancier: MEGA systems, Postbus 8273, 6710 AG
Ede, Tel: (0 83 80) 1 00 10, Fax: (0 83 80) 5 14 39.

EJee
--

Erik-Jan Vens. E.J.Vens@icce.rug.nl
--
The ICCE usenet account
providing access to usenet news
for the ICCE Experience
_WERKEN_AAN_DE_GRENZEN_VAN_HET_KUNNEN_

310. Re: Spectre & TT

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 13:03:34 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Jan8.130334.18146@news.unige.ch>
Source record: 212844

In article <1993Jan8.092222.10041@cs.hw.ac.uk>, neil@cs.hw.ac.uk (Neil Forsyth) writes:
> In article <1993Jan5.203916.22548@newshost.lanl.gov>
> hutch@bellman.lanl.gov writes:
> > ... the GCR does not support 1.44Mb... yet ...
>
> It doesn't need to. Mac HD disks are MFM so all Dave Small has to do is just
> read the data of the disk as normal even with Spectre 128.
>

But it _does_ need to - I want to read DD Mac floppies on a TT with a 1.44 Mb drive.

Mike M.

311. A nice STE game

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 14:02:17 UTC
From: doucet@ripolin.laas.fr
Message-ID: <8603@laas.laas.fr>
Source record: 212848

Warning: the game requires a color monitor and a STE, no ST...

Second warning: I'm not the author, only a player;
but I find it's so good that I must tell this.

I've found it the other day on the (German) Clausthal site in the games dir.
Thought it was not on a.a.
But, yes it is: in the Ste directory.

Basically, it's a COLUMNS clone, but with a lot of (very funny) samples
and a lot of various gadgets likes bombs, randomizers, etc...

I almost do nothing else but play it since I've got it...
Even dropped the new (1.2) version of my own game Hexmines!

Oooh, I forgot: its name is "BLAT", lharc archive,
420 Kbytes long, a full floppy when unarchived.

Happy week end to yo all.

+-------------------------+-------------------------+
| Jean-Etienne DOUCET | LAAS - CNRS |
| doucet@laas.laas.fr | Toulouse FRANCE |
+-------------------------+-------------------------+

| If you put your ear against a snail's shell, |
| you can hear its heart beat. |
| Particularly when it's just been running... |
+---+

312. Re: what is the freenet TELNET NUMBER ?

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 14:29:44 UTC
From: aa789@cleveland.Freenet.Edu
Message-ID: <1ik34oINN7dq@usenet.INS.CWRU.Edu>
Source record: 212849

In a previous article, oyakea@warren1b.its.rpi.edu (Amalaye Oyake) says:

> Could some one please tell me the cleveland freenet telnet number, i lost
> my copy.

freenet-in-a.cwru.edu
currently at 129.22.8.38

Bruce Nelson
16/32 bit support area, Cleveland Freenet

313. Re: Tracker Music within GFA/STOS, how?

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 14:56:49 UTC
From: pf21@unix.brighton.ac.uk
Message-ID: <1993Jan8.145649.11911@unix.brighton.ac.uk>
Source record: 212581

mcsdc1ph@dct.ac.uk writes:
>
> Hi.
>
> Does anyone know of a routine which will allow tracker music to be played
> from within GFA basic, and/or STOS?
>

It depends what tracker modules your'll talking about.
I bought TCB Tracker and that came with various routines including STOS
and I think, GFA.

--

Paul Finch - Leader of the WIMPs forever organisation
pf21@uk.ac.bton.unix or pf21@unix.bton.ac.uk
"ADA was invented to give Basic programmers, something to look down to"

314. Re: Editor???

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 15:16:28 UTC
From: vicb@clark.edu
Message-ID: <1993Jan8.151628.3618@clark.edu>
Source record: 212850

In article <1993Jan7.215054.29914@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:

(regarding good text editors...stuff deleted)
>
>For PD stuff, there's lots of stuff out there:
>
>Emacs clones
>vi clones
>origami (a "folding" editor - before I got Sudden View, I used
> Origami. It is pretty nice.)
>Alice - a German editor, very similar to STeno (the GEM Desk
> Accessory). I probably should upload a copy...
>
>Check on atari.archive.umich.edu, in /atari/Editors. There's got to
>be something there that you'll like.

I'll toss in my vote for STPage, also at atari.archive.
Small (<13K) and quite fast; I can't compare it to any of the commercial stuff, but it's much faster than anything else I've seen that's PD; paging down through a file is very quick, and searches are also. The only complaint I have had is that it doesn't recognize tab characters; if it reads one in a file, it deletes it, and if you use the tab key, it inserts the spaces needed to get to the tab stop rather than an actual tab character.
The editor has a lot of features for such a small program: search/replace/delete/move/copy etc. It isn't Gem based, but does have easily used drop downs and uses the GEM file selector.

I searched for quite a while for a small, fast editor to use for my source code, and I haven't found one better than this.

Victor Bruhn
vicb@clark.edu

315. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 15:17:44 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan8.151744.16471@newshost.lanl.gov>
Source record: 212551

In article 3943@isgtec.isgtec.com, ken@isgtec.com (Ken Newman) writes:
>
>Anyone who still thinks Gemulator is being made to convert millions
>of IBM worshippers over to the wonderful Atari software base needs
>some psychiatric care. He's doing it to hasten the Atari nosedive.
>For the record, I still like the ST (actually the STe) a lot, for
>several reasons, and have no wish for Atari to go under. Darek it
>seems definitely wants them to go under.

Uh, Ken... Did you ever think that maybe Darek built the Gemulator in order
to try to make a few bucks? I think perhaps you are giving him too much
credit for his "evil, wicked, mean and nasty" reputation. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

316. Re: Spectre & TT

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 15:23:46 UTC
From: afsfpel@cidsv03.cid.aes.doe.CA
Message-ID: <1993Jan8.152346.29269@cid.aes.doe.CA>
Source record: 212552

I won't repeat everything that's been written so far about using the
TT's internal floppy drive with Spectre GCR, but there is this notion
going around that you can't use 800K Mac floppies on a TT/Spectre. I
would like to dispell that notion. :)

I use floppy disks with Spectre 3.0 on my TT, all the time. But
before I can do that, I have to perform a little voodoo, as follows:

1. Turn off CPU cache.
2. From the Atari desktop, format a *double density* floppy.
3. Launch Spectre.

After that, I can read, write and format GCR disks without problems.
This works _every time_ on my TT, and at least one other that I know of.

The main disadvantage of this trick is that you have to wait for a
whole floppy to format before you can use Spectre. So, I wrote a little
brain-dead hack that formats just one sector on each side of a floppy.
If I run this program, instead of step 2 above, everything still works
fine under Spectre.

I give you this trick to try out, but since I don't know why it
works, I can't guarantee anything.

Cheers,

Yves Pelletier afsfpel@cid.aes.doe.ca
Centre Meteorologique Canadien "I am resplendent in divergence"
Dorval, Quebec, Canada D.B.

****

317. Re: Hard Drive (wierd) Problem - Help!

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 15:25:10 UTC
From: spo@lte.e-technik.uni-erlangen.de
Message-ID: <1ik6cmEINNcjj@uni-erlangen.de>
Source record: 212572
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

We had the same problem with several discs on PeCe.
Sometimes it was possible to shift the date of the final dead of the disc
by about 1-2 years by ajusting the little spring in the mid of the wheel.
There is also a small piece of coal, which can be "refreshed" by using
sand paper. But be very, very carefull.

I would recommend to do this "improvements" as late as possible (will
mean: when the disc stopped working), because you can repeat the procedure
only limited times.

Thomas Sporer Tel. +49 9131 857201
Lehrstuhl Technische Elektronik Fax. +49 9131 302951
Cauerstr 9 Email spo@lte.e-technik.uni-erlangen.de
W 8520 Erlangen

318. Re: Where can I get the TOS 2.06 upgrade code?

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 15:25:27 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan8.152527.17438@newshost.lanl.gov>
Source record: 212555

In article 726465455@ragueneau, rouellet@gel.ulaval.ca (Real Ouellet) writes:
>The subject tells it all!
>
>Do I have to call/write ATARI? Is it available on the Internet?
>

If by this you mean, "where do I get the TOS 2.06 chips?", you have to get
them from an Atari dealer or direct from Atari. In the US, another source
has been CodeHead Technologies, but I'm sure of their availability now.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

319. Re: Hard Drive (wierd) Problem - Help!

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 15:29:37 UTC
From: spo@lte.e-technik.uni-erlangen.de
Message-ID: <1ik6l1ElNNckk@uni-erlangen.de>
Source record: 212559
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <72815@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Michael Forget wrote about his Megafile making noises..
>
>The second source of noise is a "ground strap" which serves to bleed
>off static electricity which would otherwise build up on the spinning
>platters. The place where this strap contacts the end of the axle
>tends to wear, allowing the strap to vibrate and make noises.
>
>This is not destructive, only annoying.

Not always: There are drives where this contact also is used for the motor.
Together with the noise the resistance increases and finaly the motor is
to "weak" th reach the correct speed.

Thomas Sporer Tel. +49 9131 857201
Lehrstuhl Technische Elektronik Fax. +49 9131 302951
Cauerstr 9 Email spo@lte.e-technik.uni-erlangen.de
W 8520 Erlangen

320. Re: Has someone compiled this ?? - GNU Oleo spreadsheet ?

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 15:30:14 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Jan8.153014.15430@csi.uottawa.ca>
Source record: 212553

It looks like it may be a fairly nasty compile, if it is possible.
Some fairly arcane knowledge of UNIX and C is certainly necessary,
since it's a little hard to run the CONFIGURE file under TOS or even
MiNT.

I'm looking at it. No long term promises.

It may be possible to get "sc" running (a non-GNU project spreadsheet).
I'll check.

It's not TOO important to me, as I have LDW Power. However, more tools
is always better...
--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

321. Re: *.Z compression

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 15:35:05 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Jan8.153505.15706@csi.uottawa.ca>
Source record: 212554

In article <2883@targon.UUCP> gert@targon.UUCP (Gert Kanis) writes:
>=>: *.Z --> use uncompress
>=>: *.F --> use freeze -d
>=>
>=>And while we're discussing extensions:
>=>
>=> *.z (lower-case) --> use GNU ZIP
>=>
>=>It's supposed to become the new standard for the GNU-project. I can now
>=>see LOTS and LOTS of people wondering where to get an Atari-version of
>
>And how are we gonna see the difference between .Z and .z under TOS
>on the Ataries?

1) GZIP knows the difference in format between "compress" files, and
"ziped" files. It will probably be subsuming the code of classic
compress Real Soon Now, so that it won't matter which program was used
to compress, GZIP can be used to uncompress it.

In short, you don't need to see the difference.

>What's wrong with the old .ZIP extension ?

Nothing.

GZIP doesn't support "multiple file archives." That is, it is not a
direct competitor with ZIP, because it currently deals with only
single files.

The main thing that it has in common with ZIP is the fact that it uses
the same compression algorithm.

The two formats are likely to co-exist, at least for a while.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

322. Re: Tracker Music within GFA/STOS, how?

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 15:40:29 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan8.154029@cs.bham.ac.uk>
Source record: 212557

Happy new 1993 everyone!

As my namesake (no relation I think!) wrote about STOS Tracker players yesterday I'll mention a program I've developed called TrakBase for the STE which installs routines for using Tracker .MOD files in memory at bootup and then points to them with a cookie.

I use it all the time with GFABasic 3.5 and I suspect it could work with C as well. I'll be writing docs for it soon (uni work permitting) and then if anyone wants a copy then mail me at dxo@uk.ac.bham.cs.

You can start, stop, pause music as well as reading/changing many parameters (position, channels playing etc) at any time. I'll also be releasing DeskTracker a desktop front-end (which is very cool indeed, even though I say so myself!)

David Oakley

ASTRAsoft.

323. Re: Editor???

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 16:14:14 UTC
From: hohmuth@freia.sax.de
Message-ID: <4BL0AWR@math.fu-berlin.de>
Source record: 212558

In article <1993Jan7.142811.20499@fwi.uva.nl>, storm@fwi.uva.nl (Richard G.C. Storm (I89)) writes:

> I'm currently looking for a good editor for my atari.

There are a few good ones around in the Shareware market.
Look for QED, 7Up, xEdit.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

324. Re: Good old Darek

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 16:45:11 UTC
From: plate@cdsmn.mn.org
Message-ID: <C0JnvC.It5@cdsmn.mn.org>
Source record: 212580

In article <4JAN93.09101838@cc4.crl.aecl.ca> csullogg@cc4.crl.aecl.ca writes:
>Good old Derek
>
>The following is a message I received from Darek Mihoka. Its tone
>is self explanatory. Jesus, is this guy ever one giant sized idiot.
>

Posting private email is widely accepted as a NET NO-NO!
It's not nice. Don't do it.

Regards,
Doug Sr.

--
()(*)(*)(*)(*)(*)(*)(*)(*)(*)*(*)(*)(*)(*)(*)(*)(*)(*)(*)()
/ plate@cdsmn.mn.org \
/ / Doug Plate Sr. | "Assume no malice!" \ \
(*)

325. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 17:36:16 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1993Jan8.173616.25313@news2.cis.umn.edu>
Source record: 212562

In article <1993Jan8.151744.16471@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
>Uh, Ken... Did you ever think that maybe Darek built the Gemulator in order
>to try to make a few bucks? I think perhaps you are giving him too much
>credit for his "evil, wicked, mean and nasty" reputation. :)

One could replace 'Darek' with 'Atari Corporation' and come up with a similar conclusion. Then again, many attribute 'evil' to a situation where stupidity would be the closest explanation.

-- DPZ

326. Re: Fastfix - help please

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 18:26:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A52092@K.maus.de>
Source record: 212563

```
m>are a lot of people saying XCONTROL only works on TOS 2.x and above.
m>I used it on an old 1040 with TOS 1.2 and 1.4 for a long time without
m>problems.

XControl does not work on TOS 1.x when it comes to resolution changes.
You'll have to turn it off manually _before_ changing the screen res.
```

327. Re: NEW ATARI SUPPORT Part 2

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 18:35:44 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C0Jszs.C3s@ecf.toronto.edu>
Source record: 212564

In article <1993Jan8.115035.3668@gdr.bath.ac.uk> mapmh@gdr.bath.ac.uk (M Hagger) writes:
>In the referenced article, hutch@bellman.lanl.gov writes:
>>>>....., USA isn't the only country on this planet...
{shtuff gone!}
>>
>>And besides, most everyone knows the captial of Austria is Canberra. :)
>
>Still, America may not be the only country on the planet, but come on, we
>all know that it is the only one that counts (ooops, better stick in a
>quick IMHO here before I get burnt to death). Anyway, given that Atari
>is a US based company I guess that they are a little more likely to 'listen'
>to people in the US ('listen'? Did I say listen and Atari in the same
>breath?).
{more shtuff gone!}
>
>Mark (I'm from England - and no that does not mean that I come from London).

More likely to listen to people in the 'States?!??! They won't if they know
what's good for them!! Their market is all but vanished in the States! They
should do EVERYTHING in their power to re-dominate the German, French and UK
markets!!! That involves listening (*gasp*) to people in Europe.... (I can't
believe I said that too!) B^* !

BTW, oh you're from England? Then you must be from Dublin....B^D
BTW, How is Tears for Fears doing ? (you know, Bath and such...) B^)

--
****************** WHO AM I, YOU SAY? ****************** "If time is money,
************** SHAHIR AL RASHID**aka**ACEZE ************** we are all in debt!"
******* Alrashi@ecf.toronto.edu *** GO RIN NO SHO ******* ----------------------
*** This message brought to you by the Bollocks Bros. *** "Ii otenki desu ne??"

328. Re: Spectre GCR (Mac+ emulator) vs. Mac MS-Word 5.1???

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 19:06:24 UTC
From: ken@isgtec.com
Message-ID: <3946@isgtec.isgtec.com>
Source record: 212574

In article <1993Jan6.183944.7696@cbfsb.cb.att.com> hojo@cbnewsb.cb.att.com (HC Johnson) writes:
> It seems to be a problem with the INSTALLER.
>
> I survive by installing on a real MAC, then use an archiever compresser
> to put it back on floppies that don't need to be INSTALLED.
>
> Another input. A friend (R. Dutt on the net) suggested that the following
> also works:
> 1. copy each disk to be installed to a separate directory.
> 2. tell INstall that the disk it wants is in that directory rather than
> a real floppy.

Ok, but an important question seems to be:

If you get Word 5.1 installed somehow under Spectre, does it
run perfectly? Or crash, misbehave, etc.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

329. .APP doesn't work on my MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 19:57:22 UTC
From: marshall@cs.uq.oz.au
Message-ID: <11617@uqcspe.cs.uq.oz.au>
Source record: 212565

I have a Mega4STE with TOS 2.05. I can't get any .APP files to open: if I
double click on them, I just get the "Show - Print " dialogue box.
What am I doing wrong, or what haven't I done that I should do?
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

330. Falcon, Falcon who has got a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 20:04:50 UTC
From: oconnor@took.enet.dec.com
Message-ID: <1993Jan8.200615.25596@ryn.mro4.dec.com>
Source record: 212577

Well here it is January 8th and has anybody anywhere seen a Falcon for sale at a dealer.

BTW: I am not some Amiga fan I just seem to remember this happening before with the ST Book, ST Pad, TT etc....

Later

331. Re: NEW ATARI SUPPORT Part 2

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 20:08:06 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan8.200806.28074@newshost.lanl.gov>
Source record: 212566

In article 3668@gdr.bath.ac.uk, mapmh@gdr.bath.ac.uk (M Hagger) writes:

>
>Of course everyone knows that the capital of 'z' is 'Z', but this is largely
>irrelevant.
>
>Mark (I'm from England - and no that does not mean that I come from London).

ha-ha-ha... Thanks, Mark. We needed a bit 'o cheer today. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

332. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 20:16:27 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan8.201627.29861@newshost.lanl.gov>
Source record: 212567

In article 25313@news2.cis.umn.edu, davidli@simvax.labmed.umn.edu () writes:
>In article <1993Jan8.151744.16471@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
>>Uh, Ken... Did you ever think that maybe Darek built the Gemulator in order
>>to try to make a few bucks? I think perhaps you are giving him too much
>>credit for his "evil, wicked, mean and nasty" reputation. :)
>
>One could replace 'Darek' with 'Atari Corporation' and come up with a similar
>conclusion. Then again, many attribute 'evil' to a situation where stupidity
>would be the closest explanation.

Unfortunately for us all, that's all too true, David.

P.S.: I apologize. ;-)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

333. Re: Editor???

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 21:09:25 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ikqi5INNosu@golem.wcc.govt.nz>
Source record: 212570

If you take First Word out of 'WP' (Word Processor) mode, you can then save the file normally, and it will be in ASCII format!

334. Re: SPS files

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 21:30:00 UTC
From: only_bbs!King_Midas@under.mind.ORG
Message-ID: <2423070@under.mind.ORG>
Source record: 212568

unicorn.nott.ac.uk!pcxkrm:

SPS files are "squished" spectrum files that are smaller than the ordinary ones. There is a slideshow program out there that can view/pack/depack *.SPS files.

--
via Fortress Gateway at uumind.mind.ORG

335. Re: .APP doesn't work on my MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 21:38:45 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <93008.163845JJL101@psuvm.psu.edu>
Source record: 212571

In article <11617@uqcspe.cs.uq.oz.au>, marshall@cs.uq.oz.au (Marshall Harris (G.M.)) says:
>
>I have a Mega4STE with TOS 2.05. I can't get any .APP files to open: if I
>double click on them, I just get the "Show - Print " dialogue box.
>What am I doing wrong, or what haven't I done that I should do?

Take at look at your newdesk.inf file. Look for the line that starts with a #G and has the *.PRG in it. You should also have this line the exact same except for *.APP in place of *PRG Add this extra line to your newdesk.inf file, and all should be well.

J.J. Lehett : Atari's, puzzles, games, MIDI, fractals, Kawai K4's...

- Work: JJL101@psuvm.psu.edu Penn State CAC
- Genie: J.LEHETT2
- Delphi: JLEHETT@delphi.com

336. Re: Arcs and MSA help needed desperately!!

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 21:39:00 UTC
From: only_bbs!King_Midas@under.mind.ORG
Message-ID: <2423079@under.mind.ORG>
Source record: 212569

An even better idea is to drop MSA completely and use Chaos Disk Compactor. Not only does it eliminate the disk-swapping on single-floppy systems, it also compresses much better and can decompress both it's own files (CDC) and MSA files.

As for better compression, Jam Packer with LZH compression does great disk packing, but it's slowwww... (speed is traded for packing power).

--
via Fortress Gateway at uumind.mind.ORG

337. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 22:14:30 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.T8tPKI2qGqM@semprini.tdkcs.waterloo.on.ca>
Source record: 212407

In <1993Jan6.123352.3450@wg.estec.nl>, wim vleeshhouwer writes:

> With good quality software I suppose you mean allthe crap that is
> being produced for these braindead machines like Windows and the like.
> Who the hell needs all that crap anyway. And by the way, the argument
> that there is lots of SW available for PC's, so what, most users only
> use a WordProcessor (like this shit product called WordPerfect) and
> maybe Lotus, so what is the use of so much software? If you don't know
> what you are talking about, then shut up. I am more than tired of the
> bullshit going around about PC's.

No, he means _real_ operating systems, like OS/2. You know, that
multi-tasking, multi-threading OS from IBM? The one that does better
DOS than DOS?

The ST has some good software, but the clones have TONNES of good
software, and some GREAT software. Where is CorelDRAW! or MicroGrafix
Designer for the ST? Well, I could use Avaunt-Vektor, which costs about
3x-4x what they cost, and that's about it... so much for choosing the
best one, right? Good word processor that doesn't take over the whole
screen when it runs? Hmm, can't think of one... Hope all the word
processor users on the ST don't want to use MultiTOS.

Unless somebody can convince me otherwise, I think I'm going to buy a
'486 and run OS/2. It's almost like unix, but with real applications...

--
-------------------==-------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

338. Re: Compatibles and stuff...

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 22:17:06 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.Y&kxjppFJYg@semprini.tdkcs.waterloo.on.ca>
Source record: 212408

In <C0Gyy1.Bzv@ucunix.san.uc.edu>, Kevin J. Klasmeier writes:
> "If marketing a computer is so easy, then why is the PC market so big?"
>
> Better play it safe than sorry when you build your own computer, hiding
> under MICROSOFT is the only way to go, no one should bother creating a
> better computer when the three giants control every move you make.

Or, buy some of the decent hardware that Microsoft has made cheap, and
put a REAL operating system on it, like OS/2, or any of the _free_ unix
implementations (with X).

--
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Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

339. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 22:25:04 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.7tZUy7WdW&k@semprini.tdkcs.waterloo.on.ca>
Source record: 212409

In <C0Furt.I67@news.cso.uiuc.edu>, William Magro writes:
> This, of course, doesn't change the fact that PC operating systems are
> crap. Use that as your argument to promote the ST.

OS/2 2.x? NeXTstep '486 (when it comes out)?

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

340. Re: Editor???

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 22:28:58 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.eg.n_V9vdo5z1M@jonh.wimsey.bc.ca>
Source record: 212582

In <1993Jan7.215054.29914@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:

>For PD stuff, there's lots of stuff out there:
>Emacs clones
>vi clones
>origami (a "folding" editor - before I got Sudden View, I used
> Origami. It is pretty nice.)
>Alice - a German editor, very similar to STeno (the GEM Desk
> Accessory). I probably should upload a copy...

Several others I've found I like. Emac3.11 has a really nice Gem interface, making learning emacs a lot easier.
7up is a good editor that allows previewing of page layout, and one of the best double sided printing setups I've seen. Also it has an interesting "block calculator" that lets you mark a block and calculate totals, averages, and several other things I haven't figured out yet. Also, this same block marking allows you do block copy partical pages vertically, so you can cut a column from one page, and paste it beside a column on another.
QeD is a nice editor that runs as a program or accessory. It has a grep-like search routine which also works on disk, and the files found are put in a .prj file, so you can load several files after finding an expression in them.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

341. Re: re W Magro's posting

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 22:32:22 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.0n1SiCdAPzU@semprini.tdkcs.waterloo.on.ca>
Source record: 212410

In <7JAN93.12451328@cc4.crl.aecl.ca>, csullogg@cc4.crl.aecl.ca writes:
> My argument is STILL valid even in light of your comments.
> I had stated that it was cheaper to dispose of STs than
> PCs over the last 7 years. Your argument that this does
> not apply to the present day situation because of PC
> upgradability ASSUMES that an Atari is not easily upgradable.
> Hey, I have recently boosted several TTs to 32 megs of
> RAM; they can be boosted to 64 megs. Graphics cards are
> pluggable, etc. You are assuming that Atari's will remain
> less upgradable than PCs. We shall have to wait and see.

You weren't paying much attention to Atari's last two "new" computers,
were you? MegaSTe and Falcon030 are _barely_ classifiable as expandible
and upgradable. There is a serious lack of modularity in Atari's
designs, and they don't seem to keen on fixing that shortcoming. After
all, they've been listening to us complain about it for _at_least_ seven
years now.

--
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Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

342. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 22:39:44 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1ikvrgINNqln@usenet.INS.CWRU.Edu>
Source record: 212573

In a previous article, hutch@bellman.lanl.gov (John Hutchinson) says:

>In article 3943@isgtec.isgtec.com, ken@isgtec.com (Ken Newman) writes:
>>
>>Anyone who still thinks Gemulator is being made to convert millions
>>of IBM worshippers over to the wonderful Atari software base needs
>>some psychiatric care. He's doing it to hasten the Atari nosedive.
>>For the record, I still like the ST (actually the STe) a lot, for
>>several reasons, and have no wish for Atari to go under. Darek it
>>seems definitely wants them to go under.
>
>Uh, Ken... Did you ever think that maybe Darek built the Gemulator in order
>to try to make a few bucks? I think perhaps you are giving him too much
>credit for his "evil, wicked, mean and nasty" reputation. :)
>
>---
>
>_____________________________ John "HUTCH" Hutchinson ____________________________

I asked him why he built it and he said, "I predict Atari will be
out of business by 1993 (I think that is what he said)." He continued to
say something about Atari users having it easy to convert when Atari
goes bankrupt.

I think he built it because he is pissed at Atari and probably CARES
about the Atari Community.

--

343. Re: Stalker vs Uniterm!

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 22:40:56 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.Fvcjwgmb23w@semprini.tdkcs.waterloo.on.ca>
Source record: 212411

In <7JAN93.12374686@cc4.crl.aecl.ca>, csullogg@cc4.crl.aecl.ca writes:
> The only complaints I have heard about STalker is it runs
> in a window and on an SM124 at 640x400 one line is lost
> for terminal use; with some applications this is critical.

Funny, I use the 9-point Gemini Bold font from the Gemini 1.21
distribution and get an 80x25 terminal window (without the horizontal
scrollbar, which I hate) on my 640x400 screen... There's even space
around the edges. Or I could use the 8-point Gemini font, which I use
for my console window (windows under MiNT), and have the window take up
a bit more than 1/4 of the screen...

--
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Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

344. Re: The fight of the FLAMERS!

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 22:45:48 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.JKvOyGLOzWU@semprini.tdkcs.waterloo.on.ca>
Source record: 212412

In <wmtwen.726328978@rw8.urc.tue.nl>, Erlend Nagel writes:
> Who wants to place any bets?
...
> The odds are a bit better for Mark K, but I have more respect for Darek
> M's opinions because he seems more knowledgable.
> But as we all know in flamewars facts are not as important as CAPITAL
> STATEMENTS!!!!

Well, Mark's kinda busy over in comp.os.os2.advocacy right now, but then
again, Darek's probably busy working on MS's latest piece of bugware...

Kinda hard to call this one... I'll put 100 bytes on Mark K though.

--
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Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

345. Convince me to stick with Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 22:55:56 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.o3KuEmskWp2@semprini.tdkcs.waterloo.on.ca>
Source record: 212413

I'd like to hear some arguments convincing me to stay with a sinking ship, Atari.

In 1986 I bought a top-of-the-line, leading edge piece of hardware, a 1040STf with a colour monitor. Seven years later, this computer is far too slow for the things I do (even for _programming_; forget DTP, animation, and rendering). It's a dead-end for the things I _want_ to do when I graduate (human interface design, learning research, human factors research, etc), and the things I do now in the real world (technical writing). It's still servicable as a word processor for school and it (eventually) gets the job done for some of my other interests (programming). And I've got some fun games. :-)

I'd like to know why I should buy a TT or Falcon030 (but I would never consider the current model... too limited, too much of a hassle to set up properly on my desk, too expensive for what you get) instead of buying a nice new Mac IIci or IIvx or IIvi or whatever I can get a good deal on. You can't give me arguments like, "I don't like the interface!" (after all, I've been using Spectre for about two years now), or "I don't like Apple's lawyer squad!". I want real, useful, _convincing_ arguments. And yes, I'm already aware that there aren't really any decent games for the Mac... That's changing though, and I don't usually play that many games (other than NetHack/Omega).

Let 'er rip folks. If I'm going to have to replace all of my software anyway, I'd rather do it with _quality_ software with a decent interface. Right now, a '486 system with OS/2 on it is looking _very_, _very_ attractive.

--
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Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

346. Re: NEW ATARI SUPPORT Part 2

Newsgroup: comp.sys.atari.st
Date: 1993-01-08 22:57:52 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1il0thINNri0@usenet.INS.CWRU.Edu>
Source record: 212575

In a previous article, richard@op.ph.ic.ac.uk (Richard Syratt) says:

>
>Well, that started off on the wrong foot. Maybe these guys should have
>looked at an atlas before they started. I'm talking about the registration
>form, USA isn't the only country on this planet...

The REASON that other countries were NOT included in this operation was
not because you aren't significant. In fact, you are probably more
significant than the United States where Atari is concerned.

The problem is that the organizers of this operation have no clue as to
the current market conditions in your country.

The organizers would be stupid if they started campaigns to get Atari computers
sold in shoe stores in your country because they didn't know that they
were shoe stores to begin with.

The only way that an operation like "A.C.T. NOW" will be successful in
your country is if it is run by someone that knows what is going on
concerning Atari in your country--YOURSELF!

I would advise ANYONE interested in starting up an "Operation: A.C.T. NOW"
in your country to write the organizers in the U.S.

>
>What do atari think of this anyway? have they been 'warned' about it?

Well, Atari KNOWS about it. The problem is that they probably will not
get involved.

What do you think would happen if Atari actually worked with the Atari
Community?

What do you think would happen if Atari said, "Hey, we are trying to get
Atari Computers into MicroCenters and if you guys write them, maybe we can
get them in there."

What do you think would happen if Atari said, "Hey, we are trying to get
Word Perfect to write a new version for the Falcon030, if you guys write them,
maybe we can by typing on the latest of Word Perfect."

What do you think would happen if Atari said, "Hey, we are planning a major
promotion of the Falcon030 computer in MARCH of 1993 and if everyone
tells their friends about it, maybe we can make it successful."

Do you know what would happen? We would probably help out and make the
Falcon030 a success.

The problem is that I think the company would rather go bankrupt then to ask the Atari Community to help give one big PUSH.

>
>Richard
>

--

347. Fancy joysticks for ATARI

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 00:35:48 UTC
From: patf@silvlis.com
Message-ID: <1993Jan9.003548.12546@silvlis.com>
Source record: 212578
Cross-posted to: ba.market.computers,comp.sys.atari.st

2 ergonomic jouysticks for the Atari ST or STE ..... $20 each

********** or both for 35$ **********

These are very fancy joysticks which cost $40 each, new.
Designed primarily for right-handed people, the base is
molded to fit in your left hand, allowing you to use the
right hand to move the stick. They are in great condition.
I am selling them because I no longer own an Atari. I think
they may also work on Atari video systems because, I think that
the joystick interface is the same.
--
O O O Patrick Fitzgibbons /\ | These are my opinions.
\ / patf@silvlis.com /--\ Sunnyvale) -- Any agreement with my
X /\/ \ CA | company is purely
/ \ in / \ \ coincidental.

348. Re: NEW ATARI SUPPORT Part 2

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 00:37:46 UTC
From: SML108@psuvm.psu.edu
Message-ID: <93008.193746SML108@psuvm.psu.edu>
Source record: 212576

In article <1il0thINNri0@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len Stys) says:
>The problem is that I think the company would rather go bankrupt then to ask
>the Atari Community to help give one big PUSH.

The question arises: why the *#:&#: does Atari have this attitude? I agree, it's like they ENJOY shooting themselves in the foot after making a really neat new gizmo... I'd love to buy a Falcon, I really would... But like a lot of other Atarians, I'm still in wait-and-see mode. I have to say I probably won't buy a mac. At $300 for X windowing software and similar absurd prices for most of what else I'd want, I have no use for the company... However, all someone has to do is add the right few co-processors to a clone and I'm gone... Don't think that will happen for a long time yet though so once again I'm back in wait-and-see mode...

Scott

349. Re: GNU SED v1.13 ported to Atari

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 01:37:42 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Jan9.013742.9913@tdb.uu.se>
Source record: 212579

Markus Wenzel (wenzel@marsu.tynet.sub.org) wrote:
: Are you sure you linked with libs that were also compiled with -mbaserel?
: I compiled tcsh 6.00 and make 3.62 that way and it works just fine.
:
: Regards, Markus.

Oh, silly me! I thought the distributed MiNTlibs (currently PL25) already
was compiled with -mbaserel. Am I wrong?

And if they aren't, would 4MB RAM be enough to rebuild them?

Happy compiling!

Daniel Eriksson Internet : m91der@tdb.uu.se, den@hgs.se
Gardskarsvagen 6B Fidonet : 2:205/229 (Doomdark's Revenge)
814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72905 or 72901

350. Re: NEW ATARI SUPPORT Part 2

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 04:15:24 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1iljgsINNl6l@msuinfo.cl.msu.edu>
Source record: 212583

<SML108@psuvm.psu.edu> writes:

>The question arises: why the *#:&#: does Atari have this attitude? I agree,
>it's like they ENJOY shooting themselves in the foot after making a really
>neat new gizmo... I'd love to buy a Falcon, I really would... But

Why does Atari have this attitude? Because it's owned and operated by
some really STOOOOOPID fucks. I say we should start a postcard campaign,
resulting in mailbags full of the cards arriving daily, on which each one
is written: "Please Msrs Tramiel, won't you all please climb into one of
your BMWs and drive off a steep cliff BEFORE you kill the company off
completely?"

Be sure to say "Thank you" at the end of the note...
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

351. Re: Stalker vs Uniterm!

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 06:27:52 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Jan9.012752.14304@umiami.ir.miami.edu>
Source record: 212584

In article <7JAN93.12374686@cc4.crl.aecl.ca>, csullogg@cc4.crl.aecl.ca writes:
> I used Uniterm for years and then moved to STalker when I
> switched to a TT with a 19" monitor. As I write, I have
> a window open with 55 lines and about 200 columns using
> a standard 10 point font (STalker lets you choose fonts).
>
> The only complaints I have heard about STalker is it runs
> in a window and on an SM124 at 640x400 one line is lost
> for terminal use; with some applications this is critical.
>
> I use it on an SM124 with a Reflex card (1024x496) on an
> old MegaST and it works great there too. I highly
> recommend it.
>
> As I write, I am on a digital telephone at 19,200 baud
> to a VAX system. ZMODEM transfers to-from the VAX are
> a charm with ZMODEM when compared with Kermit via
> Uniterm.
>
> Hope this helps.

Personally I use BOTH STalker and Uniterm. I use Uniterm for calling the VAX Cluster. I use STalker for everything else. I think that if STalker had Kermit support I would use it all the way around!

My $.02

/^^\
[Mark Santora]
[DLK0MS9S@umiami.ir.miami.edu]
[GEnie : M.SANTORA2 Look with more than your eyes...]
____/

352. Re: The fight of the FLAMERS!

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 06:57:25 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1993Jan9.065725.19844@zooid.guild.org>
Source record: 212589

wmtwen@urc.tue.nl writes:
>Yoopeeeeyeah!
>Finally the fight we have all been waiting for. Finally two of our best
>Atari-bashers :) are flaming each other.
>Who wants to place any bets?
>The odds are a bit better for Mark K, but I have more respect for Darek
>M's opinions because he seems more knowledgable.
>But as we all know in flamewars facts are not as important as CAPITAL
>STATEMENTS!!!!
>
>lets just hope this will make an end to all bashin of people in this
>newsgroup so we can continue to share information.
>
>Erlend.

My question was plain and simple. Was GEMulator tested under OS/2. Mr. Mihocka's response was that it was not his responsibility to test it even though he teste it with:

A) MS-DOS
B) DR-DOS
C) Windows

He pointed out to me that the GEMulator is targeted at, "cheap Atari users buying cheap 386 and 486SX clones." I am not in this cathegory since I own two PC systems, both loaded with 16 and 32 MB of RAM and one 486/50 and the other 486/33, both DX system.

He stated that I can return the GEMulator board if it doesn't work but if I would do it, I want it in writing. Mr. Mihocka, I can understand your arguments up to the point when you bring it and accuse me of spreading FUD. Furthermore, stating that it is my own uncertainty of OS/2 running DOS programs. It is no news that OS/2's DOS is better than DOS but like with many Microsoft folks, and they have done it before, they are very famous to buil "traps" so certain programs will not function with OS/2. Latest example is NT and OS/2 and their multi-boot facilities.

While a little more professionalism would be appropriate, the answer was more or less understandable.

Best Regards,
Mark K.

353. I can't believe YOU!!!Re: NEW ATARI SUPPORT Part 2

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 07:34:50 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <C0Kt23.GqB@ucunix.san.uc.edu>
Source record: 212586

In article <1iljgsINNl6l@msuinfo.cl.msu.edu> molin@ptb.cl.msu.edu (Michael Olin) writes:
><SML108@psuvm.psu.edu> writes:
>
>>The question arises: why the *#:&#: does Atari have this attitude? I agree,
>some really STOOOOOPID fucks. I say we should start a postcard campaign,
>resulting in mailbags full of the cards arriving daily, on which each one
>is written: "Please Msrs Tramiel, won't you all please climb into one of
>your BMWs and drive off a steep cliff BEFORE you kill the company off
>completely?"
>
>Be sure to say "Thank you" at the end of the note...
>--

I am sorry but I have to take offense to your message. I cannot believe
you and all of the rest of the crowd who feel this way. Who the HELL are
you? Are you some computer CEO God who has SICK rage to KILL the owners
of a company just because you don't like the way they do business. Are
you that superior? You bought a F*cking computer from a company who you
don't like. Where is the reason to demand death to the owner? You and
your satanic clan have no part in the information sig. You and your
wicked mind have no place in any sig. or on any net. or anywhere on this
earth!

It is not a case of being facetious or no. You are COMPLETELY out of
line here. To ever (_EVER_) wish death on a CEO because you don't like
the way he runs _HIS_ company is absolutely outrages.

....sigh....the insanity and immaturity of people like you saddens me.
It is hard to believe the mentality of you and your kind.... :^(

+-------------------------------------+_
*> Kevin Klasmeier	
*> NET: klasmekj@ucunix.san.uc.edu	
*> GEnie: K.Klasmeier	
{Cincinnati, Ohio in the US of A}	
+-------------------------------------+ |
'-------------------------------------'

354. Re: Falcons suck!

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 09:54:28 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b4e930c@Kralizec.fido.zeta.org.au>
Source record: 212585

```
Original to: martini@heaven7.in-berlin.de
In a message of <24 Dec 92 11:39:53>, martini@heaven7.in-berlin.de
(3:713/602) writes:

>> The A500 has a 75% 6-month mortality rate.
>>
>> Sorry. I don't buy suicidal computers.
m>
m> Suicidal? I thought they die in terrible agony :-)

Yes they do, when I and my trusty chainsaw get to them... but I generally
can't be bothered travelling all that distance for such short gratification.

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)
```

355. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 09:59:22 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b4e9473@Kralizec.fido.zeta.org.au>
Source record: 212587

Original to: hyc@hanauma.jpl.nasa.gov
In a message of <24 Dec 1992 03:53:4>, hyc@hanauma.jpl.nasa.gov (3:713/602) writes:

h> (Say, where do these other guys get their funky clock speeds from,
h> anyway? 7.15, 7.75, 14.5, etc......)

They're usually artifacts of the video rate, so that the processor can remain synchronised with the video hardware.

Like the good ol'mac plus, where at the end of every scan line there's an interrupt, and the processor has to scoot off and stuff the next 512 bits of video data into a shift register... If the CPU is out of whack, things could get a bit messy...

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

356. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 10:02:34 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b4e9678@Kralizec.fido.zeta.org.au>
Source record: 212588

Original to: Bob_BobR_Retelle@cup.portal.com
In a message of <24 Dec 1992 03:53:4>, Bob_BobR_Retelle@cup.portal.com (3:713/602) writes:

BB> The point that michael.smith seems to be trying to avoid is that
BB> PC based computers CAN be upgraded, no matter what the "little"
BB> hassles may be, while ANY Atari computer CANNOT be upgraded without
BB> doing a lot of "hacking and slashing"...

I'm not 'avoiding' anything, Bob, that's one of your favorite tactics...

I'd say the level of 'hassles' involved would generally be about the same for adding things : mew drives are easy - overscan costs less in time than a video board does in money, and soforth.

BB> If you need to take an hour to install a '386 board into a '286
BB> computer, then maybe the girls in the Terminals department could
BB> help.. they do it all the time. Upgrading computers is one of the EASY
BB> things to do, IF the computer is designed for it..

Hmm. You rely too much on your terminal girls Bobby - let me introduce you to the fact that only _some_ PC's are well-designed for upgrading.

You remember those popular PC-XT cases? You remember how you have to take all of the interface cards out, then the whole front off, to get the drive frame free? and even then, it's impossible to support the inner side of one pair of drives? great stuff...

Or the Baby-AT cases where you have to remove the power supply, then hold your heart in your mouth as you unscrew the drive frame from the bottom of the case with the unit upside down and 2 inches of air between the frame and the bench?

Not to mention the fact that you're _real_ lucky if all the screws go back in where they came from.

BB> So what's your point..?
BB>
BB> Are you trying to say that "all PCs suck and we all know it" and
BB> Atari rulez..?

No : I am simply putting the lie to you saying 'upgrading a PC is easy'.

It's not. Small things, yeah sure, but doing anything major to a PC is just as bad as any other system : atari, mac, amiga, sun, cray, you name it.

BB> Sure there are compatibility problems in a platform that allows
BB> expansion.. but are you trying to say that the ST platform doesn't

BB> have compatibility problems BECAUSE IT IS NOT EXPANDABLE..?

No, however I'm a bit subscriber to the LCD argument - having a functional
LCD makes life much easier from a programmer's point of view.

BB> Sounds pretty silly, Michael...

Just gotta learn to read what I write, not what you want to see.

BB> BobR

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

357. The compatibility story (Falcon & A1200)

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 13:20:32 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.mcBUgFWEjuY@fredrik.atari.no>
Source record: 212590

Comodore officialy say that 60% of current A500 software works on the A1200.
Impressive? I don't think so!

Compo (large german company that develop and sell ST/TT/Falcon software and
hardware addons) have had a thorough test of a large base of existing ST
software to see if it worked on the Falcon 030, and they found that 95% (no
kiddin', ninty-five%) do run!
This is even better than what Atari self hoped for, and it is MUCH better
than what the TT can show up with. I have a TT and have little problems to
get the software I need.

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-------------------------------------------------------
```

358. 800 birds ready to take of from Taiwan....

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 13:25:26 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.VDzViLoZ5TQ@fredrik.atari.no>
Source record: 212591

```
Subject say's it all.
(Information from reliable source, although not directly from anyone
inside Atari Corp., cause if it it was, I couldn't tell you:^)

--
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-----------------------------------------------------
```

359. Re: The compatibility story (Falcon & A1200)

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 15:02:40 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan9.150240@cs.bham.ac.uk>
Source record: 212592

In article <H.mcBUgFWEjuY@fredrik.atari.no>, jornmoe@fredrik.atari.no (Joern Moe) writes:
|>
|> Comodore officialy say that 60% of current A500 software works on the A1200.
|> Impressive? I don't think so!
|>
|> Compo (large german company that develop and sell ST/TT/Falcon software and
|> hardware addons) have had a thorough test of a large base of existing ST
|> software to see if it worked on the Falcon 030, and they found that 95% (no
|> kiddin', ninty-five%) do run!
|> This is even better than what Atari self hoped for, and it is MUCH better
|> than what the TT can show up with. I have a TT and have little problems to
|> get the software I need.
|>

Yeah... There's a small problem with that though... Atari said to all the magazine publishers that the Falcon wasn't particularly supposed to be compatible with the STe, so that's what their writing. The games press are saying that the A1200 is better 'cause 60% of standard Amiga stuff (exactly what that means I'm not sure) will run.

A good bit to get people flaming is...

With regard to A500 games...

60% of A600 stuff runs on the A1200
80% of A500+ stuff runs on the A600
50% of A500 stuff runs on the A500+.

Which in total isn't a particularly good compatibility rating!

:-)

David.

Kryten : 'Pub: ah, yes, a meeting place where people attempt to reach advanced states of mental incompetence by the repeated consumption of fermented vegtable drinks.'

360. Re: Spectre & TT

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 15:48:35 UTC
From: bjgrier@bnr.ca
Message-ID: <C0LFwz.6Dx@news.rich.bnr.ca>
Source record: 212593

> I use floppy disks with Spectre 3.0 on my TT, all the time. But
> before I can do that, I have to perform a little voodoo, as follows:

> 1. Turn off CPU cache.
> 2. From the Atari desktop, format a *double density* floppy.
> 3. Launch Spectre.

> After that, I can read, write and format GCR disks without problems.
> This works _every time_ on my TT, and at least one other that I know of.

According to Dave Small, on GEnie, you should not need to format
a double density floppy, but you do need to access one. According
to Dave this causes TOS to set the floppy controller to the required
density. Just thought I'd pass this along. However I can not confirm
this as I own Spectre 128 not GCR.

Brian J. Grier
Bell Northern Research
Research Triangle Park, NC

361. The attack of the humorless atari cheerleaders part 666

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 16:06:13 UTC
From: SML108@psuvm.psu.edu
Message-ID: <93009.110613SML108@psuvm.psu.edu>
Source record: 212414

In article <C0Kt23.GqB@ucunix.san.uc.edu>, klasmekj@ucunix.san.uc.edu (Kevin J. Klasmeier) says:
>I am sorry but I have to take offense to your message. I cannot believe
�Who is forcing you? The voices in your head perhaps?
>you and all of the rest of the crowd who feel this way. Who the HELL are
�Bad day at the office, eh?

>you? Are you some computer CEO God who has SICK rage to KILL the owners
�Last time I checked, a boy...

>of a company just because you don't like the way they do business. Are
�We don't want to kill them, we'll let them do it themselves...
Hint: right now they're doing a PERFECTLY good job of it...

>you that superior? You bought a F*cking computer from a company who
�Yes, actually. I don't �What? You * this out but left in hell?
need a $50K car to get turned Naughty! Naughty! I wonder who
down for date like they do... you work for? Could it be well
Hmmm... I don't know, perhaps
S A T A N?!?!?!?

>don't like. Where is the reason to demand death to the owner? You and
�They're weenies! Death to
ALL weenies! Satisfied?

>your satanic clan have no part in the information sig. You and your
�Speaking of the devil! I
knew you were one of his
foul agents...

>wicked mind have no place in any sig. or on any net. or anywhere on this
>earth!
�Judge not lest ye be judged dude...

>It is not a case of being facetious or no. You are COMPLETELY out of
�However, your post IS a
case of paranoid delusion...

>line here. To ever (_EVER_) wish death on a CEO because you don't like
�Damn, Guess I'll have to go
shopping today...

>the way he runs _HIS_ company is absolutely outrages.
�Somehow, I don't think He is running Atari, but of course
if He were, it would explain a great deal about the world.

>....sigh....the insanity and immaturity of people like you saddens me.
Break out the halcyon!

>It is hard to believe the mentality of you and your kind.... :^(
Look who's talking...

Now seriously, I don't actually wish death upon the T_____ls, but I would like to see L_____d caught in a cross-dressing bar wearing only a Teddy, six-inch heels and fishnets and I would love to see B__ B____e get arrested for public lewdness and finally, S__ T_____l forced to work in the Exxon mailroom... Is that so much to ask? And sheesh, imagine what would happen if Atari actually started getting polite letters requesting that various members of the executive board get their fancy cars and drive off cliffs... Methinks it would shake them up in a really sick but funny way... Get a sense of humor dude, buy a Falcon...

Scott
"What would be your reaction if we sued you for copyright infringement for HacMan II?" - Sam Tramiel

362. F3C Radio-FAX with atariST?

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 17:22:53 UTC
From: schumann@Informatik.TU-Muenchen.DE
Message-ID: <1993Jan9.172253.15847@Informatik.TU-Muenchen.DE>
Source record: 212594
Cross-posted to: rec.radio.amateur.misc,comp.sys.atari.st

Is there any program (ftp ?) for receiving F3C Radio-FAXs on the
atari 1040ST (or IBM PC)? Where can I find circuit-diagrams for an
adaptor radio-atari?

Thanks
Johann

Johann Schumann
Intellektik - AI Research Group at the Chair of Computer Architecture
Institut fuer Informatik
Technische Universitaet Muenchen
Augustenstr. 46 RGB
8000 Muenchen 2, Germany
email: schumann@informatik.tu-muenchen.de
---

363. Re: Falcon, Falcon who has got a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 17:51:29 UTC
From: hrs@aber.ac.uk
Message-ID: <1993Jan9.175129.21082@aber.ac.uk>
Source record: 212595

In article <1993Jan8.200615.25596@ryn.mro4.dec.com> oconnor@took.enet.dec.com (My name is Joe O'Connor) writes:
>Well here it is January 8th and has anybody anywhere seen a Falcon for sale
>at a dealer.
>
>BTW: I am not some Amiga fan I just seem to remember this happening before with
>the ST Book, etc

It's fairly well advertised here in the UK, Gods knows if you can buy one
though.

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

364. Re: The compatibility story (Falcon & A1200)

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 18:12:20 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C0LMKn.Eo@ecf.toronto.edu>
Source record: 212596

```
In article <H.mcBUgFWEjuY@fredrik.atari.no> jornmoe@fredrik.atari.no writes:
>
>Comodore officialy say that 60% of current A500 software works on the A1200.
>Impressive? I don't think so!
>
>Compo (large german company that develop and sell ST/TT/Falcon software and
>hardware addons) have had a thorough test of a large base of existing ST
>software to see if it worked on the Falcon 030, and they found that 95% (no
>kiddin', ninty-five%) do run!
>This is even better than what Atari self hoped for, and it is MUCH better
>than what the TT can show up with. I have a TT and have little problems to
>get the software I need.
>
>
>--
> ___________________________________________________________
> / Joern F. Moe / All above is my own personal opinion! \
>/ Oslo, Norway / Any lack of opinion above is also mine! \
>-----------------------------------------------------------

Does this include graphic&sound environments using the DMA and/or the sound
chip?? (i.e. does this include GAMES?!!!!) Hey, I'm a gameaholic!!

AcEzE
--
****************** WHO AM I, YOU SAY? ****************** "If time is money,
************* SHAHIR AL RASHID**aka**ACEZE ************** we are all in debt!"
******* Alrashi@ecf.toronto.edu *** GO RIN NO SHO ******* ---------------------
*** This message brought to you by the Bollocks Bros. *** "Ii otenki desu ne??"
```

365. Re: Stalker vs Uniterm!

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 18:17:01 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1in4qtINNbs8@shelley.u.washington.edu>
Source record: 212597

dlk0ms9s@umiami.ir.miami.edu writes:

> Personally I use BOTH STalker and Uniterm. I use Uniterm for calling the VAX
>Cluster. I use STalker for everything else. I think that if STalker had
>Kermit support I would use it all the way around!

>My $.02

But it does... My STalker came with an external protocol. It's a .TTP
program that can be run from the desktop if STalker is being used as an
accessory. I never use it though... Are you sure your VAX doesn't have
Z-modem?

Dan Aylward
dud@u.washington.edu

366. A.A.U.E

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 19:06:05 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C0Lp26.4zD@ecf.toronto.edu>
Source record: 212598

Anybody know if anything is wrong with the server at atari.archive.umich.edu?
I have tried logging on (user: ftp) at even the oddest hours, but whenever I do
I get the "too many anonymous connectors" message. I can understand, this to
be happening on the busy hours, but I have logging on at least 50 times now.
I've even tried logging on on Saturday!! If anyone knows whats wrong, please
explain.....Thanx!

AcEzE.

--
********** WHO AM I, YOU SAY? ********** "If time is money,
********** SHAHIR AL RASHID**aka**ACEZE ********** we are all in debt!"
******* Alrashi@ecf.toronto.edu *** GO RIN NO SHO ******* ----------
*** This message brought to you by the Bollocks Bros. *** "Ii otenki desu ne??"

367. Re: Spectre GCR (Mac+ emulator) vs. Mac MS-Word 5.1???

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 19:22:19 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1in8lbINN3qp@golem.wcc.govt.nz>
Source record: 212406
Cross-posted to: comp.sys.atari.st,comp.sys.mac.misc

> 6.0.5 is latest system recommended by Gadgets for use with the GCR. The
> GCR is seen as a Mac Plus and that is the system suggested for the
> Mac Plus.

On this subject - if it ever appears, what mac' is the Falcon-supporting
Spectre GCR (or whatever it may be called) likely to emulate!?

LCII?! Classic?!

368. Programming & Atari News SysOp Wanted

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 19:22:25 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <1in8lhINNar3@usenet.INS.CWRU.Edu>
Source record: 212599

The Cleveland Free-Net Atari SIG is looking for a ST/Falcon030 programmer
and developer.

The main responsibility of yours would be the "16/32-bit Programming/Developing
Area" in the Atari SIG.

You would make it a good place for programmers and developers to obtain
information and have useful discussions.

Please be aware that this position may require 10 hours a week IF the
area gets busy enough. Also, it will take some time for you to reorganize
the area so that it becomes a place where programmers and developers
will want to go.

This is a non-paying position. All sysops are volunteers on the Cleveland
Free-Net.

The Cleveland Free-Net Atari SIG is also looking for an Atari News SysOp.

If you are interested in all types of news, rumors, tidbits related to
Atari Corporation and the Atari Community, this is a position for you!

You'll have a reason to find the latest info! And you will also be helping
to deliver this information to other Atari users.

We already have a sysop that posts online magazines WEEKLY, so you will
not have to worry about this.

The Cleveland Free-Net Atari SIG continues to make efforts to be the
ultimate FREE source of Atari information and conversation!

If you want to help and feel you have the time, please leave e-mail.

Thanks!

Atari SIG (xx004@cleveland.Freenet.Edu)

Len Stys

369. Re: Falcon, Falcon who has got a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 19:22:54 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <C0Lpu6.2zG@ucunix.san.uc.edu>
Source record: 212403

In article <1993Jan9.175129.21082@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>In article <1993Jan8.200615.25596@ryn.mro4.dec.com> oconnor@took.enet.dec.com (My name is Joe O'Connor) writes:
>>Well here it is January 8th and has anybody anywhere seen a Falcon for sale
>>at a dealer.
>>
>>BTW: I am not some Amiga fan I just seem to remember this happening before with
>>the ST Book, etc
>
>It's fairly well advertised here in the UK, Gods knows if you can buy one
>though.
>

I just read the transcript from FRIDAY's RTC on GEnie (With Bob Brodie).

He said the sub-contractor has not been meeting the Q/A or production requirements.

"The number of the machines coming from this factory that have fail diagnostic tests is completely unacceptable to Sam. He is _angry_ about this, as producing Atari Falcon030s is a paramount importance to us."

He said there was going to be a meeting this monday with the factory do discuss the problems.

He is meeting with other sub-contractors so the can produce the FALCON030's in parallel with the "failing" factory.

Because of this, don't expect significant shipments until MARCH when the planned mass advertising campaign is suppost to be launched.

There are about 19 different mags which are suppose to have announcement and or reviews about the Falcon030. they include:

Appplied Techniques - Business week - Byte - CNN - Computer Retail Week - Computer Technology - Computing NOW (sounds like a radical feminist group ;^>) - Datamation - Design News - E. Q. Magazine - EDN NEWS - Eyecom Magazine - Keyboard (of course!) - Motorola DSP News letter - MultiMedia World - New Media - Newsbytes - Notworthy - PC Laptop Computers - Scientific Computering and Automation - Studio Software report - And "a bunch of others..."

Oh BTW, for the STReport readers:

FCC Approvial number for the Atari Falcon030 is: EBAF030ST - application dated Sept 18, 1992 - granted Nov. 5, 1992.

Get one of the online mags, they will have a full transcript of the confrence....

+-----------------------------------+_
*> Kevin Klasmeier	
*> NET: klasmekj@ucunix.san.uc.edu	
*> GEnie: K.Klasmeier	
{Cincinnati, Ohio in the US of A}	
+-----------------------------------+ |
'-----------------------------------'

370. Re: Tracker Music within GFA/STOS, how?

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 19:23:51 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1in8o7INN3qp@golem.wcc.govt.nz>
Source record: 212600

> I bought TCB Tracker and that came with various routines including STOS
> and I think, GFA.

I got the GFA routines, and not the STOS routines!

371. Re: Stalker vs Uniterm!

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 19:25:30 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1in8raINN3qp@golem.wcc.govt.nz>
Source record: 212401

```
Remember, the major benefit of Uniterm over STalker is - is doesn't cost
a fortune!
```

372. Re: I can't believe YOU!!!Re: NEW ATARI SUPPORT Part 2

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 19:28:59 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1in91rINN3qp@golem.wcc.govt.nz>
Source record: 212402

> It is not a case of being facetious or no. You are COMPLETELY out of
> line here. To ever (_EVER_) wish death on a CEO because you don't like
> the way he runs _HIS_ company is absolutely outrages.

Do you *really* think it was meant!? Ever heard of sarcasm!?

Almost anyone I know could do a better job of marketing machines than these people - we bought our computers because we like them. (Although people take offense from 'your computer sucks' the same way people say 'your house sucks'.) If the company can't market - that's their own lookout, they go bust, (unlikely), and little else happens. Nothing the average consumer can ever say, or do (less than a smalll bomb) is going to effect the company at all! (Apart from buying/not buying their machines).

373. Re: A.A.U.E

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 19:30:36 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1in94sINNphq@life.ai.mit.edu>
Source record: 212404

In article <C0Lp26.4zD@ecf.toronto.edu> alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:
>Anybody know if anything is wrong with the server at atari.archive.umich.edu?

Use the wuarchive.wustl.edu mirror instead of ftping directly to a.a:

wuarchive.wustl.edu: mirrors/archive.umich.edu/atari/...

It's updated daily.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

374. Re: The compatibility story (Falcon & A1200)

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 19:32:23 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1in987INN3qp@golem.wcc.govt.nz>
Source record: 212405

> Comodore officialy say that 60% of current A500 software works on the A120
> Impressive? I don't think so!

Not even that much is expected to work!!

> Compo (large german company that develop and sell ST/TT/Falcon software an
> hardware addons) have had a thorough test of a large base of existing ST
> software to see if it worked on the Falcon 030, and they found that 95% (n
> kiddin', ninty-five%) do run!

Where'd this info' come from!? I find it rather surprising that
95% compatibility is achieved! (The STE had about that compared to
STFM machines... Probably less!). It'd be good - but do we actually get
a list of what they tested!? (If it's all serious software, of course
it will work, but graphics util's and games are the real test!)

375. Re: Has someone compiled this ?? - GNU Oleo spreadsheet ?

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 20:58:22 UTC
From: ridderbusch.pad@sni-usa.com
Message-ID: <RIDDERBUSCH.PAD.93Jan9205822@nordpol.sni.de>
Source record: 212415

In article <1993Jan8.153014.15430@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:

> It looks like it may be a fairly nasty compile, if it is possible.
> Some fairly arcane knowledge of UNIX and C is certainly necessary,
> since it's a little hard to run the CONFIGURE file under TOS or even
> MiNT.

I believe, I read an article in this newsgroup or in c.s.a.s.t that someone already ported oleo. But he did it by adding some code to the MiNT kernel to add some missing signal or so, which was used by oleo.

> I'm looking at it. No long term promises.

> It may be possible to get "sc" running (a non-GNU project spreadsheet).
> I'll check.

With GNU-C and MiNT, this is just a simple compile job. At most a handfull of lines must be changed. I found only one glitch. You have to link with a CURSES/TERMCAP library, which explicitly compiled with the MiNT header files, since SC relies on CURSES to put the terminal into raw mode. With the standard TOS compiled CURSES lib SC wouldn't return to raw mode after a suspend job (^Z).

> Christopher Browne | PGP 2.0 key available
> cbbrowne@csi.uottawa.ca |====================================
> University of Ottawa | Genius may have its limitations, but
> Master of System Science Program | stupidity is not thus handicapped.
--
MfG/Regards

/==== Siemens Nixdorf Informationssysteme AG
/ Ridderbusch / , Abt.: STO SI211
/ /./ Riemeke Str.
/=== /,== ,===/ /,==, // W-4790 Paderborn, Germany
/ // / / // / / \ Tel.: (49) 05251-8-0
/ / `==/\ / / / \ NERV:ridderbusch.pad

Email: ridderbusch.pad@sni-usa.com (America (North & South))
ridderbusch.pad@sni.de (Rest of world)

376. Re: Convince me to stick with Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 21:15:29 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1993Jan9.211529.28668@news.th-darmstadt.de>
Source record: 212416

In article <H.ea.o3KuEmskWp2@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>I'd like to hear some arguments convincing me to stay with a sinking
>ship, Atari.
Why doncha buy a nice Mac and **** off ? If you need convincing the Atari
is wrong for you.

Nat!
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
VfL Bochum: "Unabsteigbar"

377. Re: Conner HD on a TT

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 21:32:31 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1ing9fINNc5b@phakt.usc.edu>
Source record: 212417

Hi,

Have you tried letting the countdown go all the way and seeing if it boots? I am not saying that your drive needs the full 90 secs, but I know that my drive (Quantum LPS105) needs 20seconds (according to noroach) - at 10 seconds it boots some of the time, and absolutely will not boot at 0 seconds. Your Conner may just be trying to initialize itself when you try to boot from it.

-MikeB

378. Re: The attack of the humorless atari cheerleaders part 666

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 22:06:31 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1ini97INN157@life.ai.mit.edu>
Source record: 212418

In article <93009.110613SML108@psuvm.psu.edu> <SML108@psuvm.psu.edu> writes:
>Scott
>"What would be your reaction if we sued you for copyright infringement for
> HacMan II?" - Sam Tramiel

Nice sig! But actually it was Leonard who said that.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

379. Re: Convince me to stick with Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 22:07:31 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1inib3INN15g@life.ai.mit.edu>
Source record: 212419

In article <1993Jan9.211529.28668@news.th-darmstadt.de>
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
>In article <H.ea.o3KuEmskWp2@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>>I'd like to hear some arguments convincing me to stay with a sinking
>>ship, Atari.
>Why doncha buy a nice Mac and **** off ? If you need convincing the Atari
>is wrong for you.

Well there goes the "nice supportive user base" argument.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

380. Fax software for st

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 22:44:46 UTC
From: rudi@igc.ethz.ch
Message-ID: <1993Jan9.224446.12744@bernina.ethz.ch>
Source record: 212420

Hi Netland !!

I am looking for some FAX software to use on my atari st machine,
as I recently got one of these FAX modems (ZyXEL). maybe something
exists in the public domain.

any leads are welcome (also those to commercial products, please
mention the price)

Thanks

Rudi van Drunen

(rudi@igc.ethz.ch)

381. VIPGEM 1.0 to anything else

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 22:52:28 UTC
From: alberto@cs.umd.edu
Message-ID: <ALBERTO.93Jan9175228@jacksun.cs.umd.edu>
Source record: 212421

Hi, I was the one who posted a message about how to get data files out
of the spreadsheet program VIPGEM and into some PC.

Nobody has answer. So I wil try to refrase the question.

Mi friend uses VIPGEM 1.0 (1986). He has lots of files in this format
and now is planning to move on. Here are my questions:

1) Is there any program in the atari able to read file from
this version of VIPGEM and put it in some more contemporary piece of
software?

2) The final end is to transfer this file to the IBMPC [:-(]
environment at his office. Do you know of any spreadshit program that
has compatible versions for both environments ATARI and IMBPC.

3) Is there any chain of software that would make it possible
to transfer software from VIPGEM 1.0 to one of these double
environment programs?

Partial answers are appreciated. Please respond by e-mail and I will
summarize. Please let me know if you have any idea or hint in how to
accomplish this. Beleve it or not you could be one of a very small
group that knkows how to do it.

BTW, if you ever were able to upgrade out of VIPGEM into something
else, I would also like to hear from you.

Thanks in advance.

Jose Alberto.
--
:/ \ Jose Alberto Fernandez R | INTERNET: alberto@cs.umd.edu
:| o o | Dept. of Computer Sc. | BITNET: alberto@cs.umd.edu
:| ^ | University of Maryland | UUCP: {...}!mimsy!alberto
:\ _/ / College Park, MD 20742 |

382. Re: Convince me to stick with Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 23:32:52 UTC
From: SML108@psuvm.psu.edu
Message-ID: <93009.183252SML108@psuvm.psu.edu>
Source record: 212428

Well I cannot dissuade you from buying a '486 but I can tell you why
I'm never buying a mac...

#1 The software costs WAY too much. Microsoft Word's price is a joke. It's
like you're SUPPOSED to buy it and split the cost between a few friends...
I'd like to run X on whatever computer I buy next. MacX server software
is $300. Get a clue... I believe it is FREE on the PC...

#2 Macs cost too much. Apple charges what people will pay for them. The
uninformed don't realize they're getting ripped relative to the cost of
the components. I'm not totally uninformed... Of course, as magical
wonder tools, computers in general are as amazing a bargain as long-distance
phone calls...

#3 If I'm going to pay a lot for the computer, I want some co-processors.
Sheesh, you can get a used SGI Indigo for ^$6000...

#4 I hate the mac file system. I don't LIKE dos, but at least you can access
any file without fussing around with resource parameters... Ditto for
any form of unix... Are there really any alternative operating systems
for the mac other than I believe $1000 Apple Unix (AUX)?

Like you, I want to buy a Falcon or an Amiga, But I'm waiting. I am afraid
brute force on the PCs will ultimately overtake the design elegance of these
machines. I'll still keep my 1040 though... I just need to get X running
on it and I'll be happy for some time yet. The NCDs in my lab only have
8 Mhz 68000s and they are perfectly adequate X terminals...

Scott

383. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-09 23:51:14 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73275@cup.portal.com>
Source record: 212422

Chris Herborth writes:

>No, he means _real_ operating systems, like OS/2. You know, that
>multi-tasking, multi-threading OS from IBM? The one that does better
>DOS than DOS?
[...]
>Unless somebody can convince me otherwise, I think I'm going to buy a
>'486 and run OS/2. It's almost like unix, but with real applications...

Just incidentally, how much is MultiTOS going to cost when it finally
is released (whenever that might be)..?

I know that it will cost me over $140 to upgrade to TOS 2.06 in ROM..

OS/2 is available *NOW* from IBM, on CD-ROM, for $15.00

(Quick.. somebody get David P-Z a glass of water before he chokes..)

BobR

384. Wanted: Empire (or similar games)

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 00:19:49 UTC
From: dm@crash.cts.com
Message-ID: <dm.726625189@crash.cts.com>
Source record: 212426

Wanted: A copy of the ST Version of Empire. If anybody is willing to sell theirs, please email me at dm@crash.cts.com or pnet01!dm@crash.cts.com.

I'd also be interested in any similar games, strategic-level military simulations where what you produce at various points is important.

For those who'd prefer mundane methods of contacting me, 619-464-8908. (San Diego, California, area)

DM

385. Re: Convince me to stick with Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 00:21:41 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73278@cup.portal.com>
Source record: 212423

>>I'd like to hear some arguments convincing me to stay with a sinking
>>ship, Atari.
>Why doncha buy a nice Mac and **** off ?

Yeah..! Doncha just love the clear, convincing, lucid, well thought out
arguments we Atari owners can come up with..?

We sure convinced you, didn't we..!

BobR

386. Re: I can't believe YOU!!!Re: NEW ATARI SUPPORT Part 2

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 01:06:03 UTC
From: ah334@yfn.ysu.edu
Message-ID: <1993Jan10.010603.6366@news.ysu.edu>
Source record: 212424

In a previous article, klasmekj@ucunix.san.uc.edu (Kevin J. Klasmeier) says:

>In article <1iljgsINNl6l@msuinfo.cl.msu.edu> molin@ptb.cl.msu.edu (Michael Olin) writes:
>><SML108@psuvm.psu.edu> writes:
>>
>>>The question arises: why the *#:&#: does Atari have this attitude? I agree,
>>some really STOOOOOPID fucks. I say we should start a postcard campaign,
>>resulting in mailbags full of the cards arriving daily, on which each one
>>is written: "Please Msrs Tramiel, won't you all please climb into one of
>>your BMWs and drive off a steep cliff BEFORE you kill the company off
>>completely?"
>>
>>Be sure to say "Thank you" at the end of the note...
>>--
>
>I am sorry but I have to take offense to your message. I cannot believe
>you and all of the rest of the crowd who feel this way. Who the HELL are
>you? Are you some computer CEO God who has SICK rage to KILL the owners
>of a company just because you don't like the way they do business. Are
>you that superior? You bought a F*cking computer from a company who you
>don't like. Where is the reason to demand death to the owner? You and
>your satanic clan have no part in the information sig. You and your
>wicked mind have no place in any sig. or on any net. or anywhere on this
>earth!
>
>It is not a case of being facetious or no. You are COMPLETELY out of
>line here. To ever (_EVER_) wish death on a CEO because you don't like
>the way he runs _HIS_ company is absolutely outrages.
>
>....sigh....the insanity and immaturity of people like you saddens me.
>It is hard to believe the mentality of you and your kind.... :^(
>
>
> +-----------------------------------+_
> | *> Kevin Klasmeier | |
> | *> NET: klasmekj@ucunix.san.uc.edu | |
> | *> GEnie: K.Klasmeier | |
> | {Cincinnati, Ohio in the US of A} | |
> +-----------------------------------+ |
> '-----------------------------------'
>
Excuse me, who died and made you the morality guard of the world? Your
saying that people who express what they feel have no place on the net
(never mind planet) is just as bad. And on that note, let me assure

you that saying something like that, and actually killling someone
are two different things. If anyone around here doesn't belong on the
net, it's militant, self-righteous anal retentives who not only think
they areright, but take every tiny opportunity to shove it down
everyone else's throats.
In answer to your question, Mike is the former co-owner of AIM,
founder and long-standing officer of the Washtenaw Atari User's Group,
and an Atari dealer.
--
Atari is a religion.
Welcome to the 90's.
Sherry ||| Mackiewicz
/ | \

387. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 01:17:04 UTC
From: dcable@nyx.cs.du.edu
Message-ID: <1993Jan10.011704.11237@mnemosyne.cs.du.edu>
Source record: 212425

Bob_BobR_Retelle@cup.portal.com writes:

>
>I know that it will cost me over $140 to upgrade to TOS 2.06 in ROM..
>
>OS/2 is available *NOW* from IBM, on CD-ROM, for $15.00
>
>(Quick.. somebody get David P-Z a glass of water before he chokes..)

Yes it's true. However, that $15.00 version of OS/2 is a non-registered
beta version which is only liscensed until January 3, 1993. You wouldn't
want to have a pirated OS would you?

--
dcable@nyx.cs.du.edu

388. Patches for DB2.50->2.52, DE1.00->1.02 for a.a.?

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 02:44:53 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Jan9.224453.10037@ac.dal.ca>
Source record: 212430

It would be awfully nice if some kind GEnie subscriber would u/l to a.a. the patches to upgrade Diamond Back 2.50 -> 2.52 and Diamond Edge 1.00 -> 1.02. Thanks (he said hopefully) in advance.

John

389. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 05:18:03 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1iobibINN79q@golem.wcc.govt.nz>
Source record: 212437

> The ST has some good software, but the clones have TONNES of good
> software, and some GREAT software. Where is CorelDRAW! or MicroGrafix
> Designer for the ST? Well, I could use Avaunt-Vektor, which costs about

Prism Paint?! The Cyber-Series!? CAD-3D!? Spectrum 512 (a little dated
but it produces nice pictures).. True-Paint (Dunno if it's been released
yet or not).

If people wanted to run MS-Doze software, they would have purchased
a 386, not an STE! Think about it!!

Also - did you know that the ST/E's biggest use, is for music!?
(You may have noticed those MIDI ports on the side 8-) Built in as
standard too!! As well as those Stereo output sockets on the back of
the STE<. And Great software such as Notator, Cu-Base, etc. (Of which
there's been a lot of rights-swapping lately.)

Dogs Crawl under fences.... Software crawls under windows....

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================
```

390. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 05:22:07 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1iobpvINN79q@golem.wcc.govt.nz>
Source record: 212438

> > This, of course, doesn't change the fact that PC operating systems are
> > crap. Use that as your argument to promote the ST.
>
> OS/2 2.x? NeXTstep '486 (when it comes out)?

And what are the minimum system requirements for that!? How much RAM
does it Need!?

The ST's GEM environment is on ROM chips, so is faster, requires under
200k of RAM (not sure about newer versions). And doesn't NEED a Hard
Drive to run!!

The Basic ST, which will run Quite happily on a single-tasking, WIMPS
environment, only has 512k of RAM, a 720k Floppy, and NO Hard-Drive.
It works, and you still have around 350k of RAM free!!

OS/2 and windows are HUGE, and VERY expensive, the ST's operating system
comes built in - you don't have to pay for it! (Okay, the price of
the chips is included of course but you get the idea 8-)

MS-Doze is the standard on IBM clones, and it is VERY under-productive!

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ===========================
```

391. Re: Convince me to stick with Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 05:23:55 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1iobtbINN79q@golem.wcc.govt.nz>
Source record: 212439

```
> Let 'er rip folks. If I'm going to have to replace all of my software
> anyway, I'd rather do it with _quality_ software with a decent
> interface. Right now, a '486 system with OS/2 on it is looking _very_,
> _very_ attractive.

Who cares!? In the end, it's the user who decides, why should anyone
else decide, they aren't going to be the ones using the machine! if
you prefer another machine, sobeit, buy that machine!!

==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================
```

392. Re: Question : ___ M-ROS ___

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 05:27:33 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ioc45INN79q@golem.wcc.govt.nz>
Source record: 212440

In article <743@vercors.frec.bull.fr>, heritier@delta4.frec.bull.fr (Franck HERITIER) writes:
>Does someone know what is M-ROS for Atari ST ? What is the editor
>of this multitask system ? Can you evaluate it ?
>
>Thanks.
>
>Frank.

M-ROS!? Maybe you mean M-TOS!? (Correct me if I'm wrong).

It's just like GEM (the usualy desktop), except you can run several programs at once, the screen output of which is put into windows instead of drawn to the screen!

(That's *sort of* the basic idea 8-)

I've never seen it myself (apart from a picture). Looks nice, but can't say much more!

==
O O Computers: Not just machines, they're a way of				
o life. Your computer *IS* your religion!				TARI
_/ Steve Wells - Wellington, New Zealand.	/	\
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================

393. Re: What terminal program should I use to call a UNIX machine from my ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 05:31:56 UTC
From: ken@isgtec.com
Message-ID: <3949@isgtec.isgtec.com>
Source record: 212450

In article <1993Jan7.111142.7402@dxcern.cern.ch> wwc@vsnhda.cern.ch (Wolfgang Wander) writes:
> ... In my opnion there
> are only two alternatives, which go both confirm with tests for
> this emulations. The one is he good old uniterm, a fast but not
> GEM-based terminal. The second is my terminal programme CoNnect ...

I would add a third alternative to Uniterm and Connect - Flash 1.6 (*not* Flash 2). The vt100 emulation is very reliable although not as complete as Uniterm. Uniterm is also the fastest at character drawing for ST term programs that I've seen. Flash 1.6 is almost as fast but has other great features that make it a real workhorse (like that nice editable capture buffer with word wrap, etc.).

Both Uniterm and Flash 1.6 (and maybe Connect, I tried it but can't remember, I deleted it anyway) correctly handle long lines, which you wouldn't believe how many term programs screw up.

I tried ANSI-Term, it rebooted my damn machine every time! What a joke.
I tried the STalker 3.0 Demo, I found 3 or 4 bugs mostly with long lines within 10 minutes, also it was the slowest screen drawing I've ever seen.

I don't like Gem window term programs (like Connect) because they're slow and if I want 24x80 I have to fiddle with GDOS fonts or something and get a crappy looking font. Until Atari makes machines with more than 640x480 res, 24x80 in a window will look like crap.

So for me, Uniterm and Flash 1.6 are the only term programs. I have to try Freeze-dried term, I think that's the only one I haven't tried.
I suspect Storm will be a good one too, although Basic makes me ill. :)

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

394. Atari ST system 4 sale...

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 05:37:29 UTC
From: aj743@cleveland.Freenet.Edu
Message-ID: <1iocmpINN397@usenet.INS.CWRU.Edu>
Source record: 212441

I have an Atari 520ST system for sale. Every thing is in great condition and has been treated with loving care. I have recently moved on to a new system and would like to find a home for my Atari. I am asking $400.00 or best offer for everything plus shipping. If you have any questions please send E-mail...

HARDWARE:

Atari 520ST
- 68000 16bit CPU at 8MHz
- 512k RAM
- RF modulator for connecting to your TV
- Atari two button mouse
- TOS operating system with GEM graphical user interface
- Two joysticks
- Connector to add two joysticks for four players

Two Atari SF354
- Single sided disk drives
- Uses 3.5" disks
- Will format to 360k

Master 3S
- Double sided disk drive
- Will format to 720k
- Teac mechanism

Rio Datel Disk Drive
- Double sided disk drive
- Will format to 720k
- Teac mechanism

Atari SMM804
- 9 pin printer
- Cable
- Paper

SOFTWARE:

All software is like new and includes manuals...

-APPLICATIONS-

Flash
Shadow
WordPerfect

-GAMES-

Advanced Dungeons & Dragons: Heroes of the Lance
Better Dead Than Alien
Alien Syndrome
Barbarian
Batman: The Caped Crusader
Dungeon Master
Chessmaster 2000
Exolon
Falcon: The F-16 Fighter Simulation
Formula 1 Grand Prix
Gauntlet
Gauntlet II
Hitchhiker's Guide to the Galaxy
King's Quest III
Leader Board
Leather Goddesses of Phobos
Leatherneck
Outrun
Hyperdome
Moon Patrol
The Pawn
Phantasie
Phantasie II
Phantasie III
Test Drive
Star Fleet I: The War Begins
Sundog
Thrust
Starglider
Star Wars
Space Quest
Star Trek: The Rebel Universe
Thunder Blade
Time Bandit
Ultima II
Exodus: Ultima III
Ultima IV: Quest of the Avatar
Plutos
Vectorball
Xevious
Uridium
Robotron: 2084
Warhawk
Wizard's Crown

OTHER:

Lots and lots of Atari ST specific magazines...

--
//////// / TAYLOR 23 / //
6820 N.W. 31st InterNet: aj743@cleveland.Freenet.Edu

Bethany, Oklahoma Compu$erve: 70233,3101
73008-4006 GEnie: S.HARDY3

395. RFD: What to do with comp.binaries.atari.st/comp.sources.atari.st?

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 05:41:05 UTC
From: koreth@spud.Hyperion.COM
Message-ID: <1iocthINNnue@spud.Hyperion.COM>
Source record: 212442
Cross-posted to: comp.sys.atari.st,news.groups

I just posted "reverse" to comp.binaries.atari.st. It's the only submission I've received for either group in nearly a month, unless you count all the "Why isn't there anything in this group?" messages.

It seems clear to me that neither group is going to pick up much steam under my direction. When I post the submission guidelines, I get a trickle of new programs, but it dies off quickly.

Originally, this was going to be a simple call for a new moderator, someone who has the time to be a little more proactive about seeking out software to post, which is what I think would be necessary to get any decent volume. But upon further reflection, I started wondering if maybe c.b.a.s (and to a lesser extent c.s.a.s) was really all that useful in its present form.

With the steady increase in popularity of the ftp-based archive sites, many of which can also be accessed directly via E-mail (or indirectly via the various ftpmail servers on the net), does it really make sense any more to broadcast uuencoded binaries to every site on the net?

Perhaps the group should be more along the lines of gnu.announce, where new programs available for ftp (or mail-server access) are announced but not actually posted. This might cut down on what little net bandwidth the group eats; on the other hand, it makes retrieving software on a UUCP-only site slower, sometimes significantly so.

Not, mind you, that I'm opposed to the way the group works now, or to continuing as moderator, but neither of these may be the most effective way to serve the Atari ST user community, which is largely why I got into this moderation thing in the first place.

So what do people think? Should the group continue as is? Should I step down and let someone else take the helm? Should binaries continue to be posted, or should the group switch to a low-bandwidth "announce" format? If it did the latter, would it still be an appropriate member of the comp.binaries hierarchy? And what about comp.sources.atari.st?

I've crossposted to news.groups, as there are some issues of general interest here, but the decision should ultimately be made by the comp.sys.atari.st crowd, I think.

-Steve

396. Re: STalker vs Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 05:43:54 UTC
From: ken@isgtec.com
Message-ID: <3950@isgtec.isgtec.com>
Source record: 212501

In article <1993Jan7.141838.18899@netcom.com> yonder@netcom.com (Christopher Russell) writes:
> Does anybody have any opinions here? I have been thinking about
> plunking down a few bucks for STalker, since I spend most of my time
> on my computer logged on. Currently I use Uniterm. Uniterm does
> everything I need pretty much, but it has one or two bugs that bother

My opinion is that Flash 1.6 and Uniterm are the only two. See my other post in this group.... I found the STalker 3.0 demo to be very buggy and extremely slow. Uniterm is the fastest, so if you're used to that, STalker will make you laugh out loud. Try Flash 1.6, it's solid as a rock, unless you need very complete vt102 like Uniterm. (even then Flash is pretty good).

> One thing that I would like to know about Stalker is if it will allow
> me to have a 49 line screen like I use in Uniterm... this is essential
> for me (not I have a mono monitor).

You must have better eyes than me. :) Stalker probably lets you use GDOS fonts or something, but it will look like sh*t and be unbearably slow. Uh, Flash 1.6 does 50 line mode also...

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

397. Re: RFD: What to do with comp.binaries.atari.st/comp.sources.atari.st?

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 06:49:11 UTC
From: Joshua Kronengold <H04HC@CUNYVM.BITNET>
Message-ID: <93010.014911H04HC@CUNYVM.BITNET>
Source record: 212446

I'd say that if someone is getting software, the bulk of their software will be directly from the archives, rather than the newsgroup, anyway. So, my recomendation is to delete c.b.a.s and possibly c.s.a.s and create a new moderated group, comp.archives.atari.st, with a FAQ, and new UL's

---

| Joshua Kronengold <jokhc@cunyvm.cuny.edu> |
| My Pleasure is my power to please my Mistress: |
| My Power is my pleasure in that power.-Lessingham |

398. Re: Convince me to stick with Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 07:16:06 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1ioifmINNivf@life.ai.mit.edu>
Source record: 212443

In article <8FV5wB8w165w@status.gen.nz> jonc@status.gen.nz (Jon Clarke) writes:
> Having just read you last few posts and on how you are going to OS/2
>
> WHY BOTHER to convince you!
>
> Many of us are in the same boat as you but STill love our Atari computers
> and will do anything to see them here in the years to come. Unlike
> yourself if the tones of your previous poSTs are anything to go by.
>
> So in conclusion, think not what Atari can do for Chris but what has
> Chris done for Atari (BIG GRIN-)

You say you'll do anything, but you won't even BOTHER giving any
arguments. Hmmm.

> WHY BOTHER to convince you!

Tell me why I should bother writing more software for you then.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

399. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 07:25:07 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1ioj0jINNj11@life.ai.mit.edu>
Source record: 212444

In article <1iobibINN79q@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>> The ST has some good software, but the clones have TONNES of good
>> software, and some GREAT software. Where is CorelDRAW! or MicroGrafix
>> Designer for the ST? Well, I could use Avaunt-Vektor, which costs about
>
>Prism Paint?! The Cyber-Series!? CAD-3D!? Spectrum 512 (a little dated
>but it produces nice pictures).. True-Paint (Dunno if it's been released
>yet or not).

How about real-time 24-bit video on a Macintosh? You *always* lose
when you play "Can You Top This" games with PC's and Mac's. There's just
more money spent on software in those markets. ST developers couldn't
compete if they tried in today's market. You don't spend $1 million
on a product you're going to sell a couple thousand of.

>If people wanted to run MS-Doze software, they would have purchased
>a 386, not an STE! Think about it!!

I have thought about it, and perhaps I should have done that in the
first place.

>Also - did you know that the ST/E's biggest use, is for music!?

Ha! I laugh in your general direction. You think the ST runs the best
MIDI software nowadays? Look at how many sequencer companies have
balied from the ST market and gone to the Mac and PC markets. As for
the STe, any machine that boasts 8-bit sample playback but only
supports four nonstandard playback speeds (6.25, 12.5, 25, 50 kHz) is a
joke.

>(You may have noticed those MIDI ports on the side 8-)

I've also noticed that since PC's have the amazingly novel ability to
accept cards, I can buy a MIDI card and plug it in, and use it on a
reasonably spritely machine. It's a damn good thing they're built into
the ST, isn't it, otherwise we'd be SOL on that front, wouldn't we?

>And Great software such as Notator, Cu-Base, etc. (Of which
>there's been a lot of rights-swapping lately.)

What NEW software has been written in these categories? I mean, as in
written in 1992. MIDI software is a growing business in the PC and Mac
sectors.

>Dogs Crawl under fences.... Software crawls under windows....

'Twas brillig and the slithy toves...

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

400. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 07:33:20 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1iojg0INNjna@life.ai.mit.edu>
Source record: 212445

In article <1iobpvINN79q@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>> OS/2 2.x? NeXTstep '486 (when it comes out)?
>
>And what are the minimum system requirements for that!? How much RAM
>does it Need!?

A losing argument. No one complains that the ST's TOS requires more
than 4K of RAM, but in 1978 it would have been a real problem.
Likewise, one or two megs is no big deal now that SIMM prices are so
low. You will sound sillier with every passing month.

>And doesn't NEED a Hard Drive to run!!

Big deal. Get a hard drive anyway. They're cheap.

>OS/2 and windows are HUGE

Huge by 1985 (ST creation date) standards, maybe. Not by "real OS"
standards. You really have to try using a real OS sometime before you
pass judgement on these things.

>and VERY expensive

That's a GOOD one. $50 is *real* tough to manage for an OS, yeah.

>the ST's operating system
>comes built in - you don't have to pay for it!

Right, and consequently you have to pay $75 to upgrade the OS. That
is, every 3 years when they fix the pending 100 bugs in TOS.

>MS-Doze is the standard on IBM clones, and it is VERY under-productive!

What, exactly, do you DO with your ST that would be so much more
unproductively done on a PC? And in terms of calls, TOS is more
minimal than DOS is. And there IS no CLI for the ST, as far as Atari
is concerned. Only the (snicker) GEM desktop.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

401. Mercury UUCP

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 08:25:45 UTC
From: jonc@status.gen.nz
Message-ID: <mLm5wB5w165w@status.gen.nz>
Source record: 212429

Greetings,

I have several users who call me via mercury uucp. However they are missing the PATHS file which stops them from sending email. Can some kind soul send me a copy via email so I can look at the file structure and then send it to them all made up.

I hope someone in this news.group uses Mercury.

Jon Clarke Z*NET Pacific
-=-=-=

402. Re: Editor???

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 08:30:01 UTC
From: jonc@status.gen.nz
Message-ID: <qsm5wB6w165w@status.gen.nz>
Source record: 212427

bhawker@oneb.almanac.bc.ca writes:

> storm@fwi.uva.nl (Richard G.C. Storm (I89)) writes:
>
> > I'm currently looking for a good editor for my atari.
> > It has to save in ascii unlike 1st word does. If anybody
> > knows which editor is good for that and where I can get it, I
> > will appreciate your help greatly.`
> >
> >
> > Richard
> >
> > P.S. Or if anybody has a small programm to convert 1st word plus files
> > to ascii files :-)
> >
> > --
> > Richard Storm, storm@fwi.uva.nl ||
> > University of Amsterdam.
> >
>
> Forgive me if I'm wrong, but I believe you CAN save 1st Word Plus files
> as ascii files by first switching off WP mode under the EDIT menu, then

Go out and buy TEMPUS II or the likes it is the beST editor (next to
emacs) I have ever used.

It is more than an editor.

Jon Clarke Z*NET Pacific
-=-=-=

403. Re: F3C Radio-FAX with atariST?

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 11:16:17 UTC
From: jonc@status.gen.nz
Message-ID: <uHu5wB3w165w@status.gen.nz>
Source record: 212431
Cross-posted to: rec.radio.amateur.misc,comp.sys.atari.st

schumann@Informatik.TU-Muenchen.DE (Johann Schumann) writes:

> Is there any program (ftp ?) for receiving F3C Radio-FAXs on the
> atari 1040ST (or IBM PC)? Where can I find circuit-diagrams for an
> adaptor radio-atari?
>
> Thanks
> Johann
>

Yes there is. In an old Antic magazine there is software and a curcuit
using the XR2211 chip for Fax,Rtty,Morse etc .. I think from memory the
year was about 1987 and June or July rings a bell.

I still have one here in the draw and I used to use it for the Met fax's
distributed in HF and for the weather satellites on 136mhz.

Good luck with the quest

Jon Clarke Z*NET Pacific
-=-=-=

404. Re: I can't believe YOU!!!Re: NEW ATARI SUPPORT Part 2

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 11:19:48 UTC
From: jonc@status.gen.nz
Message-ID: <PNu5wB4w165w@status.gen.nz>
Source record: 212432

wells_s@kosmos.wcc.govt.nz writes:

> > It is not a case of being facetious or no. You are COMPLETELY out of
> > line here. To ever (_EVER_) wish death on a CEO because you don't like
> > the way he runs _HIS_ company is absolutely outrages.
>
> Do you *really* think it was meant!? Ever heard of sarcasm!?

Yes but if you read the message it was not given in this tone!

>
> Almost anyone I know could do a better job of marketing machines than these

Yes well lets see YOU do it here in New Zealand. Now remember they are
doing VERY well with their products (read Lynx) even if it is not the
ST/STE/TT/Falcon range of products. So therefore I say they are doing a
very good marketing job.

Infact in this years 0800 Santa Phone, the ATARI LYNX was the most
requested item for all ages.

> people - we bought our computers because we like them. (Although people
> take offense from 'your computer sucks' the same way people say 'your
> house sucks'.) If the company can't market - that's their own lookout,
> they go bust, (unlikely), and little else happens. Nothing the average
> consumer can ever say, or do (less than a smalll bomb) is going to effect
> the company at all! (Apart from buying/not buying their machines).

Well said, and Atari is still here and still going.

Jon Clarke Z*NET Pacific
-=-=-=

405. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 11:24:10 UTC
From: jonc@status.gen.nz
Message-ID: <Zuu5wB5w165w@status.gen.nz>
Source record: 212433

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

> In <1993Jan6.123352.3450@wg.estec.nl>, wim vleeshhouwer writes:
>
> > With good quality software I suppose you mean allthe crap that is
> > being produced for these braindead machines like Windows and the like.
> > Who the hell needs all that crap anyway. And by the way, the argument
> > that there is lots of SW available for PC's, so what, most users only
> > use a WordProcessor (like this shit product called WordPerfect) and
> > maybe Lotus, so what is the use of so much software? If you don't know
> > what you are talking about, then shut up. I am more than tired of the
> > bullshit going around about PC's.
>
> No, he means _real_ operating systems, like OS/2. You know, that
> multi-tasking, multi-threading OS from IBM? The one that does better
> DOS than DOS?

Hahahahahahahahahaha ... now here is the beST laugh I have had all day.
Windows 3.01 or the new NT would win that race not os/2 .

>
> The ST has some good software, but the clones have TONNES of good
> software, and some GREAT software. Where is CorelDRAW! or MicroGrafix
> Designer for the ST? Well, I could use Avaunt-Vektor, which costs about
> 3x-4x what they cost, and that's about it... so much for choosing the
> best one, right? Good word processor that doesn't take over the whole
> screen when it runs? Hmm, can't think of one... Hope all the word
> processor users on the ST don't want to use MultiTOS.
>
> Unless somebody can convince me otherwise, I think I'm going to buy a
> '486 and run OS/2. It's almost like unix, but with real applications...

Chris you are in for a BIG suprise if you really mean this! Take it from
me. I run OS/2 , Windows and BCD Unix (and the ST) here and OS/2 is the
DOG of the lot. Get Windows NT it is 1000 time better (when it is
released).

Mind you it has taken years for the clone (other pc based OS's) markets
to even catch up with the ST (read all versions) market.

Look at Flash for instance. It was not until ProComm for Windows was
released was there anything like Flash and look how long this has been
around!

Jon Clarke Z*NET Pacific
-=-=-=

jonc@status.gen.nz GEnie: J.Clarke6 Hexagon: HSBC NZM EBD
Phone: (+649) 358-5589 IFNA : 3/772:105 GEM : NZM CABLES
=-=-=-

406. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 11:31:02 UTC
From: jonc@status.gen.nz
Message-ID: <F7u5wB6w165w@status.gen.nz>
Source record: 212434

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

> In <C0Furt.I67@news.cso.uiuc.edu>, William Magro writes:
> > This, of course, doesn't change the fact that PC operating systems are
> > crap. Use that as your argument to promote the ST.
>
> OS/2 2.x? NeXTstep '486 (when it comes out)?
>
Chris,

If you think about what we have enjoyed on the ST for the last seven
years William is correct in what he says!

Jon Clarke Z*NET Pacific
-=-=-=

407. Re: re W Magro's posting

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 11:32:34 UTC
From: jonc@status.gen.nz
Message-ID: <Z9u5wB7w165w@status.gen.nz>
Source record: 212435

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

(bits deleted)

> You weren't paying much attention to Atari's last two "new" computers,
> were you? MegaSTe and Falcon030 are _barely_ classifiable as expandible
> and upgradable. There is a serious lack of modularity in Atari's
> designs, and they don't seem to keen on fixing that shortcoming. After
> all, they've been listening to us complain about it for _at_least_ seven
> years now.
>

Well Atari may not have expanded their machines but the 3rd Party
developers have.

Chris just stop and think of ...

- Spectre
- Sound cards
- Happy (the orginal)
- All the accelerator cards
- Video cards
- Hard disks
- CD cards
- Rom cards/drives
- and the list goes on and on and on and on

Hmm this resembles the same sort of upgrades you get for the PC to me

Jon Clarke Z*NET Pacific
-=-=-=

408. Re: Convince me to stick with Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 11:36:54 UTC
From: jonc@status.gen.nz
Message-ID: <8FV5wB8w165w@status.gen.nz>
Source record: 212436

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

> I'd like to hear some arguments convincing me to stay with a sinking
> ship, Atari.
>

Chris,

Having just read you last few posts and on how you are going to OS/2

WHY BOTHER to convince you!

Many of us are in the same boat as you but STill love our Atari computers
and will do anything to see them here in the years to come. Unlike
yourself if the tones of your previous poSTs are anything to go by.

So in conclusion, think not what Atari can do for Chris but what has
Chris done for Atari (BIG GRIN-)

Jon Clarke Z*NET Pacific
-=-=-=

409. Flash Help

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 12:43:25 UTC
From: sjgavula@css.itd.umich.edu
Message-ID: <1ip5ldINNj0v@terminator.rs.itd.umich.edu>
Source record: 212447

How do I modify the Dialing Directory on Flash?
I want to delete some #s and add others.

thanks for any help...please email as I don't usually
have time to read this group.

Susan

410. Re: Question : ___ M-ROS ___

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 13:35:03 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.726672903@groucho.phil.ruu.nl>
Source record: 212448

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>In article <743@vercors.frec.bull.fr>, heritier@delta4.frec.bull.fr (Franck HERITIER)
writes:
>>Does someone know what is M-ROS for Atari ST ? What is the editor
>>of this multitask system ? Can you evaluate it ?
>>
>M-ROS!? Maybe you mean M-TOS!? (Correct me if I'm wrong).

>It's just like GEM (the usualy desktop), except you can run several
And if he meant M-ROS: M-ROS is a multitasking environment for Steinberg
music-software (Cubase sequencer, Avalon sample-editor, various synth-editors,
ect.). But I think I already replied to the same question about a week ago...
I don't understand the editor-question. What do you mean? And are we talking
about MTOS or MROS here?

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

411. Re: RFD: What to do with comp.binaries.atari.st/comp.sources.atari.st?

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 13:38:46 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.726673126@groucho.phil.ruu.nl>
Source record: 212449

Joshua Kronengold <H04HC@CUNYVM.BITNET> writes:

>I'd say that if someone is getting software, the bulk of their software will be
>directly from the archives, rather than the newsgroup, anyway. So, my
>recomendation is to delete c.b.a.s and possibly c.s.a.s and create a new
>moderated group, comp.archives.atari.st, with a FAQ, and new UL's

Completely agreed. Nearly everyone has ftp-access nowadays (right?) so
sending binaries to all the sites is hardly defendable IMO.
Probably the sources-newsgroup can be deleted too -- the occasional sources
that are made available could be sent to c.s.a.st or ...tech Would
raise the S/N level in c.s.a.st at least...
And now we're at it: how about a group comp.sys.atari.flames ??? So we
can get back to the regular interesting stuff in c.s.a.st...

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

412. Re: RFD: What to do with comp.binaries.atari.st/comp.sources.atari.st?

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 14:54:14 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1993Jan10.145414.26483@news.th-darmstadt.de>
Source record: 212504

In article <hjv.726673126@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>Probably the sources-newsgroup can be deleted too -- the occasional sources
>that are made available could be sent to c.s.a.st or ...tech Would
>raise the S/N level in c.s.a.st at least...
>And now we're at it: how about a group comp.sys.atari.flames ??? So we
>can get back to the regular interesting stuff in c.s.a.st...
Agreed!
This way if I feel like it I can read there and get into a few flamewars
if I don't feel like it i stay safe and undisturbed in c.s.a.st.misc
or some such. Except that I'd rather would like it to be called "advocacy".

I am REALLY sick of the continous whining here. (read previous posting)

Nat!
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
VfL Bochum: "Unabsteigbar"

413. Re: Convince me to stick with Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 14:57:50 UTC
From: jonc@status.gen.nz
Message-ID: <4q55wB1w165w@status.gen.nz>
Source record: 212502

wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:

> In article <H.ea.o3KuEmskWp2@semprini.tdkcs.waterloo.on.ca> cherborth@semprin
> >I'd like to hear some arguments convincing me to stay with a sinking
> >ship, Atari.
> Why doncha buy a nice Mac and **** off ? If you need convincing the Atari
> is wrong for you.
>
> Nat!
> --

Well said Nat !

Jon Clarke Z*NET Pacific
-=-=-=

414. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 15:00:53 UTC
From: jonc@status.gen.nz
Message-ID: <7V55wB2w165w@status.gen.nz>
Source record: 212503

Bob_BobR_Retelle@cup.portal.com writes:

> Chris Herborth writes:
>
> >No, he means _real_ operating systems, like OS/2. You know, that
> >multi-tasking, multi-threading OS from IBM? The one that does better
> >DOS than DOS?
> [...]
> >Unless somebody can convince me otherwise, I think I'm going to buy a
> >'486 and run OS/2. It's almost like unix, but with real applications...
>
> Just incidentally, how much is MultiTOS going to cost when it finally
> is released (whenever that might be)..?
>
> I know that it will cost me over $140 to upgrade to TOS 2.06 in ROM..
>
> OS/2 is available *NOW* from IBM, on CD-ROM, for $15.00
>
> (Quick.. somebody get David P-Z a glass of water before he chokes..)
>
> BobR

It costs $nzd375.00 here in New Zealand.

Jon Clarke Z*NET Pacific
-=-=-=

415. Re: Editor???

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 15:15:06 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <16B52E48F.BWWL@ibm.rz.tu-clausthal.de>
Source record: 212510

In article <4BL0AWR@math.fu-berlin.de>
hohmuth@freia.sax.de (Michael Hohmuth) writes:

>In article <1993Jan7.142811.20499@fwi.uva.nl>, storm@fwi.uva.nl (Richard G.C. Storm
(I89)) writes:
>
>> I'm currently looking for a good editor for my atari.
>
>There are a few good ones around in the Shareware market.
>Look for QED, 7Up, xEdit.
>

Hi!

Take a look at ftp.tu-clausthal.de (either via anonymous FTP or via email
to mail-server@ftp.tu-clausthal.de)...

anonymous FTP:
ftp ftp.tu-clausthal.de
login "ftp"
password "<your email-address>"
cd /pub/atari/editors
get Index
quit

email:
mail mail-server@ftp.tu-clausthal.de
send /pub/atari/editors/Index
send /pub/atari/Index.complete
end

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de
---

416. Preschool software needed for autistic child

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 15:17:31 UTC
From: ers@blaze.cs.jhu.edu
Message-ID: <1993Jan10.151731.5862@blaze.cs.jhu.edu>
Source record: 212508
Cross-posted to: sci.edu,alt.kids-talk,comp.sys.atari.st,misc.education,misc.kids,alt.education.disabled

Does anybody have access to software which can be run on an Atari 1040 ST? I am seeking programs designed for preschoolers which teach the alphabet, beginning reading, word recognition, pre-spelling, beginning spelling, etc. The programs should have good graphics because the friend for whom I am trying to locate this software has an autistic child who does not yet communicate verbally. His parents and teachers believe that he could learn to communicate and read through the use of such computer programs. The family owns an Atari 1040 ST, but has been unable to locate software for it. If you have any, or know where it can be obtained, please contact me.

Please reply by e-mail as I do not regularly read these newsgroups.

Thank you!

-Ed Scheinerman (ers@cs.jhu.edu)

417. Re: The compatibility story (Falcon & A1200)

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 16:07:19 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Jan10.110720.14311@umiami.ir.miami.edu>
Source record: 212509

In article <1993Jan9.150240@cs.bham.ac.uk>, dxo@cs.bham.ac.uk (David Oakley) writes:
> In article <H.mcBUgFWEjuY@fredrik.atari.no>, jornmoe@fredrik.atari.no (Joern Moe) writes:
> |>
> |> Comodore officialy say that 60% of current A500 software works on the A1200.
> |> Impressive? I don't think so!
> |>
> |> Compo (large german company that develop and sell ST/TT/Falcon software and
> |> hardware addons) have had a thorough test of a large base of existing ST
> |> software to see if it worked on the Falcon 030, and they found that 95% (no
> |> kiddin', ninty-five%) do run!
> |> This is even better than what Atari self hoped for, and it is MUCH better
> |> than what the TT can show up with. I have a TT and have little problems to
> |> get the software I need.
> |>
>
> Yeah... There's a small problem with that though... Atari said to all the
> magazine publishers that the Falcon wasn't particularly supposed to be compatible
> with the STe, so that's what their writing. The games press are saying that the
> A1200 is better 'cause 60% of standard Amiga stuff (exactly what that means I'm
> not sure) will run.
>
> A good bit to get people flaming is...
>
> With regard to A500 games...
>
> 60% of A600 stuff runs on the A1200
> 80% of A500+ stuff runs on the A600
> 50% of A500 stuff runs on the A500+.
>
NOT to start a flame war here, but a note on math.

since 50% of the games run on a 500+ and only 80% of those run on a 600 and
of those only 60% run on the 1200. Now, I don't know about you but if you pump
it out, lets use an aribtrary number like 100 ok?(NOTE I know there are more
than 100 programs available for the Amiga.)

50% of 100 is 50.
80% of 50 is 40.
60% of 40 is 24!

So 24 out of 100 games should work on the 1200. Personally, I don't find
this all to comforting, especially considering the shape that the world is in
today. Are you going to spend that much money on a system that only can use
less than a quarter of the available programs for it? see 24/100.

> Which in total isn't a particularly good compatibility rating!
>
> :-)
>
> David.

/^^\
[Mark Santora]
[DLK0MS9S@umiami.ir.miami.edu]
[GEnie : M.SANTORA2 Look with more than your eyes...]
____/

418. Re: Modular Macs (was: Good old Da

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 16:24:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A52789@K.maus.de>
Source record: 212505

h>I still have nightmares of wrestling with the shielding on my MegaSTe. I
h>find

What shielding? European Mega STEs dont' have shielding on top of the PCB, only
under it. Does the US version have metal shieldings?!?

419. Re: RFD: What to do with comp.binaries.atari.st/comp.sources.atari.st?

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 16:31:15 UTC
From: saj@chinet.chi.il.us
Message-ID: <C0nCK4.DG6@chinet.chi.il.us>
Source record: 212512
Cross-posted to: comp.sys.atari.st,news.groups

Steve Grimm asks what's to become of comp.[sources binaries].atari.st. I would suggest that it would be appropriate to supplement traffic from direct submissions with selections from the ftp archives which are of general interest, even if they were not submitted.

First: I will take it as given that a small minority of those interested in the sources and binaries can ftp directly. In at least the case of atari.archive.umich.edu, but I think others, dialup access to the archive (either to a uucp login or a bbs) has been rejected (mostly, I think, for security reasons). The assumption is common that mailservers and ftp-by-mail are good solutions for the great un-Internetted masses. Here's my other view:

In the Chicago area, mail goes mostly through the heavily-burdened clout system. ftp-by-mail is a strain on the capacity of mail channels (which are administered more with a view to improving speed and reliability of delivery than to accomodating more volume). News travels in several ways that are not open to mail (including a direct satellite downlink to chinet). The goals are more attuned to guaranteed eventual delivery and accomodating volume than with the mail channels. In the Chicago area, a modest switch of volume from news to mail would be a move in a good direction.

I presume that the key to this situation: news has more routes available than mail has, applies in many cases. So I think it would be a good idea, when there are few submissions to the sources/binaries newsgroups, for the moderator to select a reasonable volume of items of wide interest from ftp-only archives and post them.
Steve saj@chinet.chi.il.us

420. Re: .APP doesn't work on MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 16:32:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A52790@K.maus.de>
Source record: 212506

m>I have a Mega4STE with TOS 2.05. I can't get any .APP files to open: if I
m>double click on them, I just get the "Show - Print " dialogue box.

Try deleting your NEWDESK.INF from your boot drive or adding a line similar to
theone that contains the '*.PRG` to that file.

421. Re: RFD: What to do with comp.binaries.atari.st/comp.sources.atari.st?

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 17:11:14 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1iplbiINN58q@life.ai.mit.edu>
Source record: 212515

In article <hjv.726673126@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>And now we're at it: how about a group comp.sys.atari.flames ??? So we
>can get back to the regular interesting stuff in c.s.a.st...

WHAT interesting stuff? Talking about all the great new software for Atari computers, I suppose? The only thing I've seen here in the past year -- besides disussion about why Atari sucks -- is talk about the Falcon, which you can't even come close to buying in most parts of the world. Those of you who CHOOSE to stay in a market dominated by the World's Worst Company shouldn't complain when people point out Atari's inadequacies. After all, YOU own an ST/TT/Falcon because it does what YOU want, not because of what other people think about, right? It's really NOT a religion, right?

(Followups to c.s.a.flames. :)

BTW, if you want a new group, read news.announce.newgroups and learn about the hideously annoying (and flame-prone) process you have to go through before you can create it. If you're going to try, I suggest you call the new group comp.sys.atari.advocacy to match the amiga and mac groups.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

422. Re: The compatibility story (Falcon & A1200)

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 17:15:38 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1993Jan10.171538.26344@news.uit.no>
Source record: 212514

In article <1993Jan10.110720.14311@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:
> 50% of 100 is 50.
> 80% of 50 is 40.
> 60% of 40 is 24!
>
> So 24 out of 100 games should work on the 1200. Personally, I don't find

This is getting silly.
C= itself claims 60% compatability with ALL software for the Amiga series.

If your Falcon does 95% then I'm tempted to suggest that you come from another planet. I'm not saying that it is impossible, but I have a hard time accepting it.
Most problems comes from the fact that
- self-modyfying code blows up with caches (turn them off)
- the stack frame is different (no hope for these shitty programmers)
- it runs faster and timing depending on the processor speed blows up. This is especially bad on custom loaders (more shitty programmers)

A very big number of Amiga games have been done on the ST by the same programmers so you'll have your share of crashing games.

Programs that use the OS give the OS writers a chance to help them even if they screw up in some way. Of course, some are beyond all hope.

>[Mark Santora]
--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northernmost university	Life is worth living. |
#Disclaimer: This university and me does not agree.

423. Re: RFD: What to do with comp.binaries.atari.st/comp.sources.atari.st?

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 17:56:15 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1ipnvvINNiuv@shelley.u.washington.edu>
Source record: 212507
Cross-posted to: comp.sys.atari.st,news.groups

koreth@spud.Hyperion.COM (Steven Grimm) writes:

>So what do people think? Should the group continue as is? Should I step
>down and let someone else take the helm? Should binaries continue to be
>posted, or should the group switch to a low-bandwidth "announce" format?
>If it did the latter, would it still be an appropriate member of the
>comp.binaries hierarchy? And what about comp.sources.atari.st?

I have thought for a while that a place to announce new software releases would be very useful. Many times I've not been aware of the latest versions of software. I had to ask Michael Bernards himself what the latest English version of Rufus was, and I had to get it from Bob Brodie via the F-Net! The same is true with commercial software. For example, I always try to get the latest version of Warp9 when it comes out. It was over 2 months before I knew that the ExtendoSave version had been released! So what might be a good idea is to open the newsgroups to discussion of the latest software, of all varieties. When anyone finds a newly released title, they can post about it, tell where they can FTP it from, and, if people want them to, they could even uuencode it and post it, or post its source code. Something like this wouldn't cut back on the purpose the groups currently serve, while adding something that could benefit a lot of users.

Just my thoughts...

Dan Aylward
dud@u.washington.edu

424. IT IS UNFORTUNATE ..

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 18:08:28 UTC
From: oyakea@warren1a.its.rpi.edu
Message-ID: <g5_3+k_@rpi.edu>
Source record: 212511

```
It is sad Atari can not deliver the Falcon on time ...
i have some things to say
1) I would have bought a Falcon ....
2) I still might ....
3) It is unfortunate that they were failed by thier sub contractor ...
4) They should have a conference on genie .... to fill us in ...
5) This revelation of machine delays and factory mess ups
though not surprising is outrageous ....

i am sad i want my Falcon and Multitos ..
```

425. Re: IT IS UNFORTUNATE ..

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 18:54:18 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1iprcqINNgm@usenet.INS.CWRU.Edu>
Source record: 212513

In a previous article, oyakea@warren1a.its.rpi.edu (Amalaye Oyake) says:

>
> It is sad Atari can not deliver the Falcon on time ...
>i have some things to say
>1) I would have bought a Falcon ....
>2) I still might ....

As time goes on and Atari isn't delivering Falcons, they are losing more
and more customers simply because the computer's technology is becoming
obsolete. If Atari really wanted an edge, they needed to deliver the F30
in October, 1992. That time has past.

>3) It is unfortunate that they were failed by thier sub contractor ...

It is even more UNFORTUNATE that Atari once again decided to ignore common
business practices such as not putting all your eggs in one basket.

I ___HOPE___ that there wasn't only one factory. I'm hoping that there
were at least three and only one factory is having problems.

>4) They should have a conference on genie .... to fill us in ...

Are you kidding? We would only be angered to hear about the continued
problems that Atari has been having.

>5) This revelation of machine delays and factory mess ups
>though not surprising is outrageous ....
>

Oh, if someone asked me to list the top 10 reasons why the Falcon030s
are last six months, that would be one of them. No surprise.

>i am sad i want my Falcon and Multitos ..

If there aren't 50,000 machines sold by next month, I doubt I'll buy one.

Len
>

--

426. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 19:44:43 UTC
From: pegasus@grex.ann-arbor.mi.us
Message-ID: <C0nLIL.1K5@grex.ann-arbor.mi.us>
Source record: 212521

em.wcc.govt.nz> <1ioj0jINNj11@life.ai.mit.edu>
Organization: GREX Public Access Unix +1 313 761 3000

In talking about how great the ST is in the MIDI market, the writer also mentioned there's been a lot of rights-swapping for the MIDI software. That's precisely because Atari has allowed this market to get into this horribly bad state. Large companies with, say, 5 full time employees, couldn't make enough money in the ST market anymore to pay for those employees, so they moved on. The authors of the software then took back the rights for the ST version, and are now marketing it out of their garages.

Look at the trends, people. Companies can't make enough to support themselves on single products anymore, and they've done two things to stay alive: Add other products (for example CodeHeads) or branch out into other markets. I heard recently that ISD is making a version of Calamus for Windows. Charles and John have made no secret about the fact that CodeHead Software used to bring in more money handling only 1 program than they do now carrying over 10.

Atari is not currently producing much product to sell. Their stock is barely staying above a dollar.

Atari has approximately $50 million cash and 50 million shares of stock. (From a stockholder's viewpoint, the stock is worth about an eighth of a dollar (12.5 cents) per share. Last time I checked the stock was trading at 1 and 1/8th.) Atari has sold off most of its real estate holdings and other properties. The Lynx was their largest selling product, and their largest account for that, Toys R US, has dropped them.

Pattie Rayl

427. The Millennium Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 20:06:35 UTC
From: SML108@psuvm.psu.edu
Message-ID: <93010.150635SML108@psuvm.psu.edu>
Source record: 212520

Atari management should consider renaming their new computer the Millennium Falcon and change their slogan from "Power without the Price!" to "Guaranteed out by the year 2000!"

At least they're giving out multitos NOW... I almost feel sorry for them at this point. Unless Jack does something really drastic, maybe we really ARE seeing the end of Atari... But then again, I've been at this stage before and they have survived... We shall see...

Scott

428. Re: RFD: What to do with comp.binaries.atari.st/comp.sources.atari.st?

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 20:37:20 UTC
From: ritz@ritz.mordor.com
Message-ID: <9301104768@ritz.mordor.com>
Source record: 212516
Cross-posted to: comp.sys.atari.st,news.groups

Daniel Aylward (dud@hardy.u.washington.edu) wrote:

OS/2> I have thought for a while that a place to announce new software releases
OS/2> would be very useful. Many times I've not been aware of the latest
OS/2> versions of software. I had to ask Michael Bernards himself what the
OS/2> latest English version of Rufus was, and I had to get it from Bob Brodie
OS/2> via the F-Net! The same is true with commercial software. For example, I
OS/2> always try to get the latest version of Warp9 when it comes out. It was
OS/2> over 2 months before I knew that the ExtendoSave version had been
OS/2> released! So what might be a good idea is to open the newsgroups to
OS/2> discussion of the latest software, of all varieties. When anyone finds a
OS/2> newly released title, they can post about it, tell where they can FTP it
OS/2> from, and, if people want them to, they could even uuencode it and post
OS/2> it, or post its source code. Something like this wouldn't cut back on the
OS/2> purpose the groups currently serve, while adding something that could
OS/2> benefit a lot of users.

Um...you would like to dedicate a newsgroup to a subject which will have
"new software releases for the Atari ST" as its subject matter??? That
doesn't make any sense since the traffic, at best, would be a couple of
messages a month. It would seem to make more sense to create a mailing
list instead or just include that information in comp.sys.atari.st.
I think you would have a hard time getting a new group approved, much
as the CPM users would have trouble getting comp.os.cpm.new.software
approved. There just isn't enough traffic/readers/interest to justify
tens of thousands of machines having to carry/propagate the group.

Out of habit, I still look at the ST sections of stores (a VERY
rare thing) and I cannot remember the last time I saw a new
piece of commercial software. However, that may be because there
are so few stores selling the products. I am located in Manhattan,
the center of the largest city in the home country of Atari Corporation
and I cannot think of one store that supports the ST. There are a
few stores, mostly music stores, that sell midi software and one
or two stores that have dusty old stock of ST games, but that is it.
If it wasn't for this newsgroup, and the Atari Lynx, I would have
thought Atari products had disappeared long ago. You simply cannot
find them unless you turn over every rock for a 1000 mile radius.
I can understand the people in Germany still having a soft spot
for Atari since they get a lot of 3rd party support, but it simply
boggles the mind to see Americans/Canadians continue to cheerlead.

Skoal,

Chris

--
Christopher Mauritz | My views reflect those of my
ritz@ritz.mordor.com | company since I own the company.
{backbone}!rutgers!spcvxb!ritz!ritz | Ritz International, Inc.
OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 | Import/Export Consultants

429. Re: RFD: What to do with comp.binaries.atari.st/comp.sources.atari.st?

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 20:56:13 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1iq2hdINNdqm@golem.wcc.govt.nz>
Source record: 212517

```
Binaries are no longer of great use, at least not having a specific
group for them. Maybe just dropping the group, and if there is anything
of *great* importance, send it through comp.sys.atari.st or post
it on an FTP site (probably atari.archive.umich.edu) and inform everyone
of where it is!
```

90% of the binaries seemed to end up on FTP sites, (or came from them
to start with), so call is not really too greatTNW���

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ===========================
```

430. Re: Arcs and MSA help needed desperately!!

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 20:59:58 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1iq2oelNNdqm@golem.wcc.govt.nz>
Source record: 212518

```
> An even better idea is to drop MSA completely and use Chaos Disk
> Compactor. Not only does it eliminate the disk-swapping on
> single-floppy systems, it also compresses much better and can
> decompress both it's own files (CDC) and MSA files.

Problem: It's not STE compatible!! (At least, none of the STE owners
over here have made it work).

Use Ultra-Pack if you are going to do something like that, as it compresses
the data a LOT better than Magic-Shadow!

Or try & locate the macig shadow (version 1.31 or something), that has
a better compression in it (put in by a third party....).

Chaos would be the best one, if it worked on the STE!

===============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================
```

431. Re: RFD: What to do with comp.binaries.atari.st/comp.sources.atari.st?

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 21:03:48 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1iq2vkINNdqm@golem.wcc.govt.nz>
Source record: 212519

The only problem with a seperate flame group is, the people posting them
want everyone to read their gripes and complaints, maybe only about 10%
of the current traffic would read the flames group, for the reason that
they don't like reading such material!

Anti-ST whiners should unsub to c.s.a.st and sub to the amoeba games
machine group/s!

(That way, the am*ga users feel more secure 8-)

They're all entitled to their own opinion, but people do go overboard
the things are only computers for smegs sake!

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================
```

432. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 21:45:32 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.i4vEDN6Opf_@semprini.tdkcs.waterloo.on.ca>
Source record: 212524

In <1iobibINN79q@golem.wcc.govt.nz>, Steve Wells writes:
> Prism Paint?! The Cyber-Series!? CAD-3D!? Spectrum 512 (a little dated
> but it produces nice pictures).. True-Paint (Dunno if it's been released
> yet or not).

None of those (well, other than CAD-3D) are vector packages... I'd much
rather be using vector formats for my DTP (EPS, GEM, anything).

> If people wanted to run MS-Doze software, they would have purchased
> a 386, not an STE! Think about it!!

Funny, I've been saying "I'd rather die than buy DOS/Windows."

> Also - did you know that the ST/E's biggest use, is for music!?
> (You may have noticed those MIDI ports on the side 8-) Built in as
> standard too!! As well as those Stereo output sockets on the back of
> the STE<. And Great software such as Notator, Cu-Base, etc. (Of which
> there's been a lot of rights-swapping lately.)

I've used my MIDI ports about three times in the past seven years...

> Dogs Crawl under fences.... Software crawls under windows....

Which is _exactly_ why I'm looking into OS/2... I'm not one of the
ignorant masses, I know better.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

433. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 21:58:14 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.xbrMNp_e29Q@semprini.tdkcs.waterloo.on.ca>
Source record: 212525

In <Zuu5wB5w165w@status.gen.nz>, Jon Clarke writes:
> Hahahahahahahahahaha ... now here is the beST laugh I have had all day.
> Windows 3.01 or the new NT would win that race not os/2 .

You're kidding me, aren't you? I use Win 3.1 at work all day, and it's only bearable because I've got a '486/33 with 8M of RAM. OS/2's features/specs look MUCH nicer to me than NT ("Needs Terrabytes"). NT's market will be businesses that need better networking... what it offers (and what it takes to run it) pretty much rule it out for the "typical" home user.

Win NT's beta needs 30-60M of disk space, and 12M or RAM. Without those resources, it's worse than Windows 3.0 an a '386sx (I've been reading a few OS/2 newsgroups and the Windows groups).

Also, I'd rather stick with my ST than use any software from Microsoft.

> Chris you are in for a BIG suprise if you really mean this! Take it from
> me. I run OS/2 , Windows and BCD Unix (and the ST) here and OS/2 is the
> DOG of the lot. Get Windows NT it is 1000 time better (when it is
> released).

What are you running OS/2 on? Are you using the good filesystem, or the DOS filesystem? Your biases are showing if you expect me to think that OS/2 is slower than your ST system...

> Mind you it has taken years for the clone (other pc based OS's) markets
> to even catch up with the ST (read all versions) market.

I don't think you're looking in the right places for your software...

> Look at Flash for instance. It was not until ProComm for Windows was
> released was there anything like Flash and look how long this has been
> around!

Flash is a piece of junk... even Alan Page (the author) says that. Uniterm is _free_ and much better. STalker is commercial and much better. The terminal program that comes with Windoze is much worse, but what should you expect from the makers of DOS?

If you look hard, you can find an ST ftp site to get software from. If you look hard through any of the zillion Mac/PC ftp sites, you can find the good software.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

434. Re: Convince me to stick with Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 22:00:24 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.8QlKn34JV2Y@semprini.tdkcs.waterloo.on.ca>
Source record: 212526

In <1993Jan9.211529.28668@news.th-darmstadt.de>, Natuerlich! writes:
> In article <H.ea.o3KuEmskWp2@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
> >I'd like to hear some arguments convincing me to stay with a sinking
> >ship, Atari.
> Why doncha buy a nice Mac and **** off ? If you need convincing the Atari
> is wrong for you.

Wow, that's a great attitude... And just after I got nice, polite email
from someone citing the Atari user community as one of the reasons to
stay in it...

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

435. Re: Convince me to stick with Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 22:04:56 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.j4q4EfvkubE@semprini.tdkcs.waterloo.on.ca>
Source record: 212527

In <93009.183252SML108@psuvm.psu.edu>, <SML108@psuvm.psu.edu> writes:
> Well I cannot dissuade you from buying a '486 but I can tell you why
> I'm never buying a mac...

All excellent points... Another one is the absurd cost of peripherals.
Compare the price of a SyQuest or something with a comparable drive on a
PC, even an external one with its own case/powersupply.

> Like you, I want to buy a Falcon or an Amiga, But I'm waiting. I am afraid
> brute force on the PCs will ultimately overtake the design elegance of these
> machines. I'll still keep my 1040 though... I just need to get X running
> on it and I'll be happy for some time yet. The NCDs in my lab only have
> 8 Mhz 68000s and they are perfectly adequate X terminals...

I've looked and decided Macs are far too expensive for what you get.
Also, you end up with better hardware (surprise!) and software that's
about as good (anybody use Microsoft Word lately? I hate MS, but Word
is kinda nice...).

I think X on an ST is pretty much a pipe dream... Sure it's possible,
but who's going to develop it? Used Suns are pretty cheap, and if you
need unix/X, why not get the real thing?

--
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Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

436. Re: Convince me to stick with Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 22:08:06 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.4dr88oQTqA6@semprini.tdkcs.waterloo.on.ca>
Source record: 212529

In <1iobtbINN79q@golem.wcc.govt.nz>, Steve Wells writes:
> Who cares!? In the end, it's the user who decides, why should anyone
> else decide, they aren't going to be the ones using the machine! if
> you prefer another machine, sobeit, buy that machine!!

Ah, but I'd like to hear other people's opinions... Maybe I've missed
out on something great, maybe I'm barking up the wrong tree. There are
also a _lot_ of people around here who's "tarnished" themselves by
buying other systems... I'd like to hear about their problems/successes
with their new systems.

The only weapon we have against salesdroids is knowledge. You can bet
that no matter what I decide to go with, I'm going to know more about it
than the person trying to sell it to me.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

437. Re: Convince me to stick with Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 22:12:44 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.xqkhrOJi3IQ@semprini.tdkcs.waterloo.on.ca>
Source record: 212528

In <8FV5wB8w165w@status.gen.nz>, Jon Clarke writes:
> Having just read you last few posts and on how you are going to OS/2
>
> WHY BOTHER to convince you!

Well, like I've said in several posts, I might've missed something
better, or I might be barking up the wrong tree, or I might (shudder!)
be trying to gather as much information as possible before I even start
to move to another platform.

> Many of us are in the same boat as you but STill love our Atari computers
> and will do anything to see them here in the years to come. Unlike
> yourself if the tones of your previous poSTs are anything to go by.

Hmm, so I'm not at all optimistic about Atari's chances of success...
Your point?

> So in conclusion, think not what Atari can do for Chris but what has
> Chris done for Atari (BIG GRIN-)

Hmm, check the FAQ for my name. Do a search on the GEnie file libraries
for C.HERBORTH. I've also helped innumberable people find
software/learn to use software/etc on their STs.

For Atari, I've bought their system (and two monitors). For the
developers, I've bought things from Timeworks DTP to MaxiFile III to
Dungeon Master.

It's amazing how easily some of the people here leap into defensive mode
when you start to suggest that maybe, just _maybe_, there might be
something better than Atari. Right now, I happen to think OS/2 might be
it, and I'm trying to get as many first-hand opinions as possible.

--
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Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

438. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 22:21:02 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.0kgtRS0BsQs@semprini.tdkcs.waterloo.on.ca>
Source record: 212530

In <1iobpvINN79q@golem.wcc.govt.nz>, Steve Wells writes:
> > OS/2 2.x? NeXTstep '486 (when it comes out)?
>
> And what are the minimum system requirements for that!? How much RAM
> does it Need!?

Well, from what I've heard, OS/2 and Windows both need the RAM/hard drive space that is standard in every PC sold these days... 4M RAM, an 80M hard drive. They both work better with more RAM/disk.

> The ST's GEM environment is on ROM chips, so is faster, requires under
> 200k of RAM (not sure about newer versions). And doesn't NEED a Hard
> Drive to run!!

So? After buying a hard drive (well, four of them), I'll neer use a computer without one again... why should I? Everything I do is much faster because of them. And MANY things I do would be impossible without them. Can you even _load_ GNU C++ on a "standard" 1M ST?

> OS/2 and windows are HUGE, and VERY expensive, the ST's operating system
> comes built in - you don't have to pay for it! (Okay, the price of
> the chips is included of course but you get the idea 8-)

OS/2 2.1 beta on CD-ROM for $15 apparently... $15 in a $1500-$2000 system isn't exactly noticable...

> MS-Doze is the standard on IBM clones, and it is VERY under-productive!

Which is precisely why I'm looking into the other alternatives. Why is it that EVERYONE assumes DOS when you say PC? As Dave Bagget's pointed out, you can put any one of a HALF-DOZEN or more operating systems on a clone... most of them will co-exist quite nicely, allowing you to quit OS/2 (or Windoze or whatever) and reboot in unix with X.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

439. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 22:26:48 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.QoIbjR2xca_@semprini.tdkcs.waterloo.on.ca>
Source record: 212532

In <F7u5wB6w165w@status.gen.nz>, Jon Clarke writes:
> If you think about what we have enjoyed on the ST for the last seven
> years William is correct in what he says!

And, apparently, 90% of the people in comp.sys.atari.st who haven't already left for another platform, don't mind waiting hours for compiles, while they can't do anything else.

Over the past two years, I've been looking at all the things that are available for the other platforms. It's _nice_ to be working on something in a nice word processor, and be able to pop open a CLI window, type a few commands, compile something, etc, switch back to the WP while it continues compiling, load up another program to work on a graphic while everything keeps going, etc etc.

MiNT won't cut it... The ST is much too slow for multitasking. Just try running GNU C over some code in the background with MiNT... Suddenly your 4M is gone and you can't even load ps to see what's going on. The ST wasn't designed for that sort of abuse. MiNT is an _awesome_ thing, to be able to multitask effectively on this sort of hardware.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

440. Re: re W Magro's posting

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 22:36:34 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.hdo0qVXWoTM@semprini.tdkcs.waterloo.on.ca>
Source record: 212531

In <Z9u5wB7w165w@status.gen.nz>, Jon Clarke writes:
> Well Atari may not have expanded their machines but the 3rd Party
> developers have.
...
> - Spectre
> - Sound cards
> - Happy (the orginal)
> - All the accelerator cards
> - Video cards
> - Hard disks
> - CD cards
> - Rom cards/drives
> - and the list goes on and on and on and on
>
> Hmm this resembles the same sort of upgrades you get for the PC to me

How many of those can you plug in at once? How much choice do you have
if you need one of them? If you were using a PC or Mac, you've have
several to choose from... you could (gasp!) pick the best one for the
amount of money you want to spend. On the ST, you pick the only one,
and pay what they're asking for it.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

441. Connect (was Re: What terminal program....)

Newsgroup: comp.sys.atari.st
Date: 1993-01-10 23:58:30 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.B50qdZ9FUkk@yonder.equinox.gen.nz>
Source record: 212535

In <1993Jan7.111142.7402@dxcern.cern.ch>, Wolfgang Wander writes:

>You'll need a good vt100 /ansi or vt200 emulation. In my opnion there
>are only two alternatives, which go both confirm with tests for
>this emulations. The one is he good old uniterm, a fast but not
>GEM-based terminal. The second is my terminal programme CoNnect, which
>is available in release 1.91 now runs completly in GEM and supports
>all mamachines including the falcon. On a MEGA STE, the falcon or a TT
>you even can use higher baudrates then 19200 (eg 38400 or 57600).
>There exists and english version but no english documentaion so far.

I hate Terminal programs on the ST that only run in a GEM window.
The reason, I need 80 columns. To get 80 columns on the screen with
GEM, you need to use real small characters, and with the ST's poor
screen modes, it's hard on the eyes. (note: i'm using a colour
monitor, not mono)

Therefore to connect to a VAX, I use UNITERM.

Craig.

--
* Craig Shore. Phone +64 3 3852501 *
* Email: from in NZ - craig@yonder.equinox.gen.nz *
* from rest of world - shore_c@kosmos.wcc.govt.nz *
* PLEASE DON'T mail to yonder from outside NZ. Thanks! *

442. Re: RFD: What to do with comp.binaries.atari.st/comp.sources.atari.st?

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 00:11:33 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1iqdvlINNhs6@life.ai.mit.edu>
Source record: 212522

In article <1iq2vkINNdqm@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>Anti-ST whiners should unsub to c.s.a.st and sub to the amoeba games
>machine group/s!
>
>They're all entitled to their own opinion, but people do go overboard
>the things are only computers for smegs sake!

And you're not going overboard by asking "those people" to leave enitrely?

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

443. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 00:59:05 UTC
From: hasse@solace.hsh.se
Message-ID: <1993Jan11.005905.1862@solace.hsh.se>
Source record: 212523

In <1iojg0INNjna@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:

>In article <1iobpvINN79q@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>>> OS/2 2.x? NeXTstep '486 (when it comes out)?
>>
>>And what are the minimum system requirements for that!? How much RAM
>>does it Need!?

>A losing argument. No one complains that the ST's TOS requires more
>than 4K of RAM, but in 1978 it would have been a real problem.
>Likewise, one or two megs is no big deal now that SIMM prices are so
>low. You will sound sillier with every passing month.

>>And doesn't NEED a Hard Drive to run!!

>Big deal. Get a hard drive anyway. They're cheap.

>>OS/2 and windows are HUGE

>Huge by 1985 (ST creation date) standards, maybe. Not by "real OS"
>standards. You really have to try using a real OS sometime before you
>pass judgement on these things.

>>and VERY expensive

>That's a GOOD one. $50 is *real* tough to manage for an OS, yeah.

Yes, that's for the software! But what is the cost for the hardware
requirements? The sodtware/hardware priceratio has been decreasing steadily
for the last years for DOS-machines (IBM-clones), but it's still a bit to high
for me or for the general user IMHO.

>>the ST's operating system
>>comes built in - you don't have to pay for it!

>Right, and consequently you have to pay $75 to upgrade the OS. That
>is, every 3 years when they fix the pending 100 bugs in TOS.

Come on now! Don't tell me there is no bugs in Windows or OS/2? I have used
Windows 3.1, and what is bugging me is when the program-manager crashes
everything else crashes! You are left with a nice, clean desktop with no
icons or windows! Great... As for OS/2 which I have used very little, it has
some bugs too, but is more stable than Windows in my experience. MS/DOS I won't
even discuss.. :)

>>MS-Doze is the standard on IBM clones, and it is VERY under-productive!

>What, exactly, do you DO with your ST that would be so much more
>unproductively done on a PC? And in terms of calls, TOS is more

>minimal than DOS is. And there IS no CLI for the ST, as far as Atari
>is concerned. Only the (snicker) GEM desktop.

Oh, so the GEM desktop is no good as GUI you mean? I find it very nice myself.
It's not cluttered with loads of strange stuff that doesn't belong there,
and btw the filemanager under windows is a joke. I haven't come across anything
as effective and easy to use as the "filemanager" that GEM have. BUT: GEM is
a bit outdated yes, but it's a perfectly good GUI as any.

>Dave Baggett
>--
>dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
/Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

444. Re: Patches for DB2.50->2.52, DE1.00->1.02 for a.a.?

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 01:11:44 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Jan10.211144.10059@ac.dal.ca>
Source record: 212533

In article <1993Jan9.224453.10037@ac.dal.ca>, cordes@ac.dal.ca (John Cordes) writes:
> It would be awfully nice if some kind GEnie subscriber would u/l to a.a. the
> patches to upgrade Diamond Back 2.50 -> 2.52 and Diamond Edge 1.00 -> 1.02.
> Thanks (he said hopefully) in advance.
>

A little more info on the requested files: The Diam. Edge 1.00->1.02 patch file is DE100102.lzh (118,656 bytes) and the Diam. Back 2.50->2.51 (not 2.52) patch is DB2v251.lzh (107,136 bytes), according to info in one of the on-line mags.

Thanks once again.

John

445. monochrome monitor for sale -> $65

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 02:29:58 UTC
From: vovut@prism.CS.ORST.EDU
Message-ID: <1iqm36INNh1n@flop.ENGR.ORST.EDU>
Source record: 212534

```
Monochrome monitor $65 (shipping included)

Never had a problem with it.

Email if interested.

vovut@prism.cs.orst.edu
```

446. Re: RFD: What to do with comp.binaries.atari.st/comp.sources.atari.st?

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 03:54:12 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.eg.eyMS5yNWE9g@jonh.wimsey.bc.ca>
Source record: 212351
Cross-posted to: comp.sys.atari.st,news.groups

In <9301104768@ritz.mordor.com> ritz@ritz.mordor.com
(Christopher Mauritz) writes:
>I can understand the people in Germany still having a soft spot
>for Atari since they get a lot of 3rd party support, but it simply
>boggles the mind to see Americans/Canadians continue to cheerlead.

Well, Canadian support is still far better than the US, though that
could change now Atari's shut down Atari Canada. 2 years ago we probably
had more Atari stores here in Vancouver than you had on the US Eastern
seaboard, and there were more in Toronto than here.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

447. Falcon030 competes with '486dx-33

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 03:57:14 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.kXNJs3zV6no@semprini.tdkcs.waterloo.on.ca>
Source record: 212377

Well, I knew the Falcon030 (4M/65M hard drive configuration) was competing with the Mac LC II (4M/80M hard drive) in the ~$1700 range, but check this out... it's also competing with high-quality '486/33 systems!

This is from a Zeos product listing. Zeos is a very high-quality mail order place (1-800 numbers, 30 day no questions asked guarentee, good reputation, etc).

VESA LocalBus system:

'486sx-25
4M RAM (on motherboard; will take up to 64M on the motherboard)
130 MB IDE drive (SCSI/SCSI-II is a $50 option, on the motherboard)
5.25" 1.2M and 3.5" 1.44M floppies
14" hires 1024x768 non-interlaced colour monitor
1MB VRAM VESA LocalBus video card
2 serial ports, 1 parallel port
7 16-bit expansion slots (like the Falcon's "PDS")
1 8-bit expansion slot (bleh; better than the ST's cartridge port)
2 VESA Local Bus slots (one used by the video)
7-bay desktop case (4x 5.25" HH bays; 2x 3.5" 1/3H bays; 1x 3.5" HH bay)
2 cooling fans (hmm, hope it isn't too loud)
high-capacity power supply with built-in surge supression
101-key keyboard
Microsoft Mouse
DOS 5.0/Windows 3.1
Choose two of: Ami Pro (word proccessor extraordinaire),
Lotus 1-2-3 for Windows,
Freelance Graphics (Adobe Freelance?)

Price -> $1895.00

Now, sure, this is more than the projected $1700 for the Falcon, but it includes the monitor (can you buy a 14" colour monitor for $195?), and two high-powered big-name programs.

This is the "new" localbus stuff... VERY fast video. RAM and video access will be as fast as the CPU can do it, since it doesn't have to go through the ISA bus.

"Oh", you say, "but DOS/Windows sucks so badly compared to GEM!" Well, what's to stop you from putting OS/2 on it? Unix?

There's also a 2M/85M '486dx-50 system for $1745, with monochrome monitor and 24-bit Diamond Speedstar graphics card. There's also a '486dx-33 EISA system (4M/107M hard drive) for $1895.

Wasn't Atari's last memorable slogan, "Power without the price!"? A '486sx-25 will _CRUSH_ a 68030-16, no matter what OS you put on it...

Flame me at will, but I think things are looking _very_ bad for Atari. Especially with the recent "factory quality" problems (remember the "waiting for the cover art" problem with FSM-GDOS?) that'll prevent the birds from showing up in North America 'til March. Those LocalBus systems look _real_ nice, and (surprise!) they're expandible.

--

-------------------==-------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

448. Re: 800 birds ready to take of from Taiwan....

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 04:50:52 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1iqubcINNhed@msuinfo.cl.msu.edu>
Source record: 212539

jornmoe@fredrik.atari.no (Joern Moe) writes:

>Subject say's it all.
>(Information from reliable source, although not directly from anyone
>inside Atari Corp., cause if it it was, I couldn't tell you:^)

Face it... If the news came from Atari, NOBODY WOULD BELIEVE IT ANYWAY.
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

449. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 04:53:47 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1iqugrINNhee@msuinfo.cl.msu.edu>
Source record: 212537

dcable@nyx.cs.du.edu (Dan Cable) writes:

>Yes it's true. However, that $15.00 version of OS/2 is a non-registered
>beta version which is only liscensed until January 3, 1993. You wouldn't
>want to have a pirated OS would you?

"Mr. Phelps, this CD will self-destruct on 1/3. Good Luck."
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

450. read/new

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 04:56:21 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan10.235621.13460@bsu-ucs>
Source record: 212536

Anyone know abou the Atari SLM805 Lasre printer? I think it may be an older model (or something) than the SLM605. Anyway, any particulars would be nice.

-Matt

451. MOS Killed Me

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 04:56:22 UTC
From: hsp4@cunixb.cc.columbia.edu
Message-ID: <1993Jan11.045622.14906@news.columbia.edu>
Source record: 212540

A friendly warning to all. Everytime that I've used MOS Disk Utilities de-fragmenter on my harddrive (Megafile30), something horrible has happened. I am sitting in front of my ST, looking at a destroyed partition. I'm hatin' life. I didn't even have anything that could interfere with it. I just wanted to warn you all (and give a respite from the anti-Atari and anti-other OS postings)...

452. Re: QUESTION: Syquest 44 boot

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 05:07:16 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1iqva4INNfmo@msuinfo.cl.msu.edu>
Source record: 212538
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

jensk@hpbbn.bbn.hp.com (Jens Kilian) writes:

<concerning Syquest drives>
>I always boot using a disk with a warmstart program in the AUTO folder
>(and I don't like it).

Several years ago, Tim Purves wrote a program which sold in a package called "Michtron Utilities" that would resolve the first-boot problem with Syquests (and any other SCSI drive which won't auto-boot the first time on powerup.) It was called HARDAUTO. You simply put your hard drive booter software in the AUTO folder on a floppy in drive A:, and then put HARDAUTO in there right behind it. The first time you boot you will still boot from the floppy, but HARDAUTO forces the system to look for AUTO and .ACC files on the harddrive anyway...

There's also a program called SCSIBOOT that will write a bootsector to floppy A: that issues a SCSI wakeup which takes care of the problem. Personally, I don't prefer this method since I'd rather have my VirusKiller Monitor Guard installed on my A: bootsector instead...

For some inexplicable reason, I dont have this problem anymore since I installed a Maxtor 130meg fixed drive along with my Syquest. But I also know people who use only the Syquest, and they don't have the problem at all... Go figure.
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

453. Re: RFD: What to do with comp.binaries.atari.st/comp.sources.atari.st?

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 05:48:59 UTC
From: peter@ferranti.com
Message-ID: <id._ZLW.9AA@ferranti.com>
Source record: 212546
Cross-posted to: comp.sys.atari.st,news.groups

The problem is FTP. It's easier to FTP something to the nearest archive
site than to post to the sources group. Best work on fixing that.
--
Peter da Silva `-_-'
Ferranti International Controls Corporation 'U`
Sugar Land, TX 77487-5012 USA
+1 713 274 5180 "Zure otsoa besarkatu al duzu gaur?"

454. a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 06:51:10 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan11.015110.13461@bsu-ucs>
Source record: 212542

>>And doesn't NEED a Hard Drive to run!!
>
> Big deal. Get a hard drive anyway. They're cheap.

Say bud...if they're so cheap, why donl;t you mail me the money order for a new one? I don't happen to have the cash, nor, I would bet, do a lot of other people. I may guess this may be even more so in a smaller, foreign country. I'll keep my eye on the mail and continue to run my software from the RAMdisk so I won't be holding my breath.

>>OS/2 and windows are HUGE
>
> Huge by 1985 (ST creation date) standards, maybe. Not by "real OS"
> standards. You really have to try using a real OS sometime before you
> pass judgement on these things.
>
>>and VERY expensive
>
> That's a GOOD one. $50 is *real* tough to manage for an OS, yeah.

Up the amount of the money order, please.

> Right, and consequently you have to pay $75 to upgrade the OS. That
> is, every 3 years when they fix the pending 100 bugs in TOS.

I'm still using very old version of TOS (1.2 I think) and have no plans for spending money to upgrade it. BTW, I see you suddenly got a little tight with the purse-strings....hmm.

>>MS-Doze is the standard on IBM clones, and it is VERY under-productive!
>
> What, exactly, do you DO with your ST that would be so much more
> unproductively done on a PC? And in terms of calls, TOS is more
> minimal than DOS is. And there IS no CLI for the ST, as far as Atari
> is concerned. Only the (snicker) GEM desktop.

What's the point to trying to get a PC put together the right way to do what I want it to do, for less cost than my MEGA ST4? Too bad more people didn't find out about ST's when I did. There'd probably be less people hell-bent on a hard drive/the latest-greatest 'x86 PC/super-workhorse/more-than-they-need/1000. And I have no qualms with GEM.

Oh well, you and the Jones' have fun competing with each other. I'm gonna see if I can get something done here.

P.S. Why are the only people who actively promote the clones _I know_, the ones who are able to hook up with _pirate copies_ of the hard-drive munching,

processing-time gobbling software they rave about? I reckon a large number of people would sing a different song if they _had_ to play by the rules. Not to mention they wouldn't be able to afford to fill those bulging hard-drives their shiney new system sports.

-Matt

455. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 06:59:02 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73354@cup.portal.com>
Source record: 212541

Dan Cable writes:

>>OS/2 is available *NOW* from IBM, on CD-ROM, for $15.00

>Yes it's true. However, that $15.00 version of OS/2 is a non-registered
>beta version which is only liscensed until January 3, 1993. You wouldn't
>want to have a pirated OS would you?

Well, er.. my boss called IBM at the 800 number you provided on
Molin's Den (thanks, Dan..!) last Friday, January 8, 1993, and
IBM sold him a CD-ROM with OS/2 on it.. with nothing said about
it being a beta copy..

They said two week delivery, but unofficially to expect it much
sooner than that... so I guess we'll see when it gets here..

Heck.. at that price, I'm thinking of ordering one too..!

BobR

456. Porky pig.

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 07:12:16 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan11.021216.13462@bsu-ucs>
Source record: 212543

In article <H.ea.0kgtRS0BsQs@semprini.tdkcs.waterloo.on.ca>,
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
> In <1iobpvINN79q@golem.wcc.govt.nz>, Steve Wells writes:
>> > OS/2 2.x? NeXTstep '486 (when it comes out)?
>>
>> And what are the minimum system requirements for that!? How much RAM
>> does it Need!?
>
> Well, from what I've heard, OS/2 and Windows both need the RAM/hard
> drive space that is standard in every PC sold these days... 4M RAM, an
> 80M hard drive. They both work better with more RAM/disk.
>
>> The ST's GEM environment is on ROM chips, so is faster, requires under
>> 200k of RAM (not sure about newer versions). And doesn't NEED a Hard
>> Drive to run!!
>
> So? After buying a hard drive (well, four of them), I'll neer use a
> computer without one again... why should I? Everything I do is much
> faster because of them. And MANY things I do would be impossible
> without them. Can you even _load_ GNU C++ on a "standard" 1M ST?

My thoughts to that point (thinking more generally) are that MOST people don't NEED to program in GNU C++. This places a hard-drive back into the nice-but-still-a-luxury catagory. Sorry, it's still $$ (and a maybe a smattering of nostalgia) that holds me out of the clone-realm. I'll probably cross the threshhold some time after a hard-drive for this ST costs more than a complete clone system. And that's not likely to happen soon.

> OS/2 2.1 beta on CD-ROM for $15 apparently... $15 in a $1500-$2000
> system isn't exactly noticable...

I believe someone said something about that being a beta copy, or unliscenced or something. Of course pirating is not so unfamiliar to many clone users.

Anywho, it sounds like you're on the right track. Buy what you need. Use will-power. Buy only what you need. The clone-realm is prone to draw a man to gadget hell. Look at them, look at what Atari can do, look at what MAC can do. Good luck!

-Matt

457. Re: Question : ___ M-ROS ___

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 07:23:17 UTC
From: rasas@minyos.xx.rmit.oz.au
Message-ID: <1ir795INNfj2@escargot.xx.rmit.OZ.AU>
Source record: 212545

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>In article <743@vercors.frec.bull.fr>, heritier@delta4.frec.bull.fr (Franck HERITIER)
writes:
>>Does someone know what is M-ROS for Atari ST ? What is the editor
>>of this multitask system ? Can you evaluate it ?
>>
>>Thanks.
>>
>>Frank.

>M-ROS!? Maybe you mean M-TOS!? (Correct me if I'm wrong).
I'm afraid you might be..

Maybe he means M-ROS..Which is some sort of program switcher included
in the Cubase package from Steinberg.

Frank, I'm not exactly sure what it does but I think you can have a few
programs in memory at the same time and switch between them, possibly even
run real time midi processors at the same time as your sequence.
I haven't seen the editor.

That is, unfortunately, rather a large stab in the dark. I'm sure someone who
knows _exactly_ what it does will fill you in as I'd like to know too.
I do know, however, that it _HATES_ anything C-LAB so don't load in any
of thier editors!

Cheers,

Greg.
--
_-_|\ Greg Patten.
/ \ (No title)
_.-.*/ <-- Melbourne, Australia.
v email: rasas@minyos.xx.rmit.oz.au

458. Re: re W Magro's posting

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 07:34:18 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73356@cup.portal.com>
Source record: 212544

Jon Clarke writes, about "expanding" the ST:

> Chris just stop and think of ...

> - Spectre <-Agreed
> - Sound cards <- What.. Tweety Board..? Give me a break!
> - Happy (the orginal) <- A pirate tool is an "expansion"..?
> - All the accelerator cards <- Hack and Slash, Hack and Slash
> - Video cards <-Hack and Slash again
> - Hard disks <-Sort of basic, eh..?
> - CD cards <-Say what?
> - Rom cards/drives <-ROM? Flashcard drives? Say what?
> - and the list goes on and on and on and on <-not very far it don't..

> Hmm this resembles the same sort of upgrades you get for the PC to me

Again, give me a break..!

BobR

459. Re: 823k compression source

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 07:48:54 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b51187e@Kralizec.fido.zeta.org.au>
Source record: 212547

Original to: mrz5149@ritvax.isc.rit.edu
In a message of <04 Jan 93 13:20:10>, mrz5149@ritvax.isc.rit.edu (3:713/602) writes:

m> magic = $87654321 (a constant used for formatting)
m>
m> This little "magic number" always puzzled me. Would it be, by an chance,
m> the skewing for the track? Or is is just a value the 1772 needs?

No, it's just a little insurance against that call being made accidentally.

m> Thanks.

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

460. Re: TCP/IP for the ST and LAN Server

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 07:55:34 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b511b0d@Kralizec.fido.zeta.org.au>
Source record: 212548

Original to: s19184@seb.se
In a message of <31 Dec 92 20:27:54>, s19184@seb.se (3:713/602) writes:

s> I have been thinking about the same thing. I know there are Ethernet
s> cards for various ST-models in Germany, but I think that most of them
s> are for Megas (ie expansion bus machines).

There are drivers for a couple of VME ethernet boards as well...

s> The thought that struck me the other day (it did not hurt ;-) was that
s> there are many "pocket" LAN adapters available for portable PCs. These
s> plug onto the parallel port and supply a Token Ring or Ethernet
s> (Thinwire or 10BaseT) connection.
s>
s> Now an ST could not use the PC drivers which are supplied with the
s> adapter, but the hardware could be of use even for my old 1040 STF.
s> Has anyone looked at what is required to drive one of these adapters,
s> and worked out what would be required to drive it though the ST
s> parallel port instead?

Yeah, unless they've changed them recently, you can't. It's like with the
pocket harddisks - the PC's parallel port has a pile of extra control lines
that the ST doesn't, and you need these. When I looked at the Xircom
adapter a while ago, it seemed dependant on these extra lines.

s> Personally, I am most interested in a NFS client, as I have just
s> collected the SOSS NFS server for the PC, but I imagine that the
s> appetite would grow as soon as the function became available.
s>
s> Is this anything more than an old man's wild ideas?

Argh! Ick! I looked at NFS in detail a while ago - the compromises you
have to make to get it to work at all in a PC-size environment are
horrible... but it _could_ be done. The real problem is actually
implementing anything other than a super-low performance TCP/IP stack - if
you do nasty things and minimise your buffering, it's not so bad
implmentation-wise, but your performance will suck.

s> /Mike

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

461. Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 09:24:01 UTC
From: rost@tecrus.dec.com
Message-ID: <1993Jan11.143801.29916@ryn.mro4.dec.com>
Source record: 212378

In article <1993Jan11.015110.13461@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes...
>P.S. Why are the only people who actively promote the clones _I know_, the
>ones who are able to hook up with _pirate copies_ of the hard-drive munching,
>processing-time gobbling software they rave about? I reckon a large number of
>people would sing a different song if they _had_ to play by the rules. Not to
>mention they wouldn't be able to afford to fill those bulging hard-drives their
>shiney new system sports.

Hear hear. I'm currently "on hold" relative to purchasing any more Atari
stuff (should have bought that damn Mega STE last summer instead of deciding to
"wait" for Falcon). On the *hardware* level, I could buy a clone or Mac for
even or less money than a new Atari BUT then the software investment would be
prohibitive (never mind that my printers are useless with a Mac). At least
with a new Atari platform, I can run what software I own without having to
upgrade immediately.

I should mention:

1. I still do not have a hard drive, I just added an outboard floppy
a few months ago, for years I was a single floppy user. Both my 520
and 1040 have no extra memory.

2. I still use 1st Word (not even Plus) because it works for what
WP tasks I have. I did ALL my grad school papers on it plus wrote
a number of magazine articles. The magazine, BTW is published on an
ST.

3. I do not play games on my ST, I do not do my own programming.
I *do* run MIDI applications, do WP, balance my checkbook and maintain
mailing lists for my bands (i'm a semi-pro musician).

4. The one application I would like to add is DTP. I'm holding off
for now but there are certainly acceptable applications today for
the ST, and they are affordable both new or used.

5. I bought almost ALL of my stuff used, since there are no local
dealers but a good user's group near where I live. I bought two CPUs
(a 520 and a 1040), mono monitor and a bunch of SW for total investment
of about $600. The only *new* hardware I have bought was a color tube
(the TV resolution was hampering the kids from using some of their
software).

So it has been a VERY cost effective solution for me, I have no complaints.
Yes, I would like to be able to go to a local dealer and upgrade my system over
time but it's not like my machine has become useless. I am an engineer by
trade and have worked with everything from IBM machines running punch cards to
workstations including CP/M, VMS, UNIX, DOS and Macs. For home use the ST works

great for me which is all that counts, I suppose. But as I said earlier, no more $$ from me unless it's an emergency need or Atari starts showing some life again.

Brian Rost @tecrus.enet.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

462. Re: Spectre & TT

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 09:31:26 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Jan11.093126.1712@news.unige.ch>
Source record: 212550

In article <C0LFwz.6Dx@news.rich.bnr.ca>, bjgrier@bnr.ca (Brian Grier) writes:
> > I use floppy disks with Spectre 3.0 on my TT, all the time. But
> > before I can do that, I have to perform a little voodoo, as follows:
>
> > 1. Turn off CPU cache.
> > 2. From the Atari desktop, format a *double density* floppy.
> > 3. Launch Spectre.
>
> > After that, I can read, write and format GCR disks without problems.
> > This works _every time_ on my TT, and at least one other that I know of.
>
> According to Dave Small, on GEnie, you should not need to format
> a double density floppy, but you do need to access one. According
> to Dave this causes TOS to set the floppy controller to the required
> density. Just thought I'd pass this along. However I can not confirm
> this as I own Spectre 128 not GCR.
>
I tried the "voodoo", to no avail.
Exactly WHEN does the TT need to access a DD floppy? Once you have gone into Spectre?

Mike M.

463. Re: Conner HD on a TT

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 09:33:12 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2b513f24@p12.f202.n281.z2.fidonet>
Source record: 212471

J> Have you tried letting the countdown go all the way and seeing if
J> it boots? I am not saying that your drive needs the full 90 secs, but
J> I know that my drive (Quantum LPS105) needs 20seconds (according to
J> noroach) - at 10 seconds it boots some of the time, and absolutely
J> will not boot at 0 seconds. Your Conner may just be trying to
J> initialize itself when you try to
J> boot from it.

Yes, I have tried that. It didn't help. The system just can't access the
hard disk at bootup it seems.

Greetings... - Jan -
FidoNet: 2:281/202.12, UseNet: jan@nextjk.wlink.nl

--- Bermuda v1.20
* Origin: When she spoke her words ensnared me... (2:281/202.12)

464. Re: Stalker vs Uniterm!

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 09:56:44 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1irg8sINNjr5@golem.wcc.govt.nz>
Source record: 212352

In article <7JAN93.12374686@cc4.crl.aecl.ca>, csullogg@cc4.crl.aecl.ca writes:
>I used Uniterm for years and then moved to STalker when I
>switched to a TT with a 19" monitor. As I write, I have
>a window open with 55 lines and about 200 columns using
>a standard 10 point font (STalker lets you choose fonts).
>
>The only complaints I have heard about STalker is it runs
>in a window and on an SM124 at 640x400 one line is lost
>for terminal use; with some applications this is critical.
>

I had a lown of Stalker to see what I thought of it, the chap that owns it
rated it some %100, so far its say -%100 with me, does not do vt100, and will
not work with remote EMACS...no ^W or ^@...

Also I had paging problems when connected to a BBS with ANSI...

I did here about some one raving about Connect, he was dnloading file
on one Port and was chatting on GEnie with the other..

Please try these program, well Stalker be for you pay out $$$$, there is a Demo
of Stalker 3 and Connect can be got from most FTP sites...

May be we should all wait for THE STORM...???

Roger.............. sheppard_r@kosmos.wcc.govt.nz

465. Re: read/new

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 09:58:34 UTC
From: marc@targon.UUCP
Message-ID: <2885@targon.UUCP>
Source record: 212363

In article <1993Jan10.235621.13460@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>Anyone know abou the Atari SLM805 Lasre printer? I think it may be an older
>model (or something) than the SLM605. Anyway, any particulars would be nice.
>
>
> -Matt

I guess you mean the SLM804. It is also a 300 dpi dumb page printer.
It is connected to the dma bus via a separate controller (the SLMC804).
It prints about 8 pages per minute.

Alas it does not understand postscript or PCL; for most programs
you need some kind of emulator (Diablo 630 emulator is standard,
FX80 emulator is available by DMC), other programs (Calamus for example)
talk directly to the printer. Interfacing the printer yourself
requires knowledge of the dma protocol.

Compared to other printers it is said to be fast for bitmaps.
Calamus prints really fast on it. I guess this is due to the fact
that other printers are connected to the printer port.

As far as I know the SLM804 is not made anymore; the SLM605 is its
successor.

Is this what you wanted to know?

---------- EARTH
Marc Dierikx smog | bricks
marc@targon.UUCP AIR -- mud -- FIRE
dierikx.via@sni.de soda water | tequila
dierikx.via@sni-usa.com WATER

466. Re: RFD: What to do with comp.binaries.atari.st/comp.sources.atari.st?

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 10:12:19 UTC
From: pmakital@vipunen.hut.fi
Message-ID: <PMAKITAL.93Jan11101219@vipunen.hut.fi>
Source record: 212549

I think c.b.a.s. should stay in comp.binaries, but the
format could also be to announce new programs available on
ftp-sites. I think this kind of list could be better service
to st-users than posting uudecoded binaries.

Pertti
--
==
pmakital@vipunen.hut.fi Pertti M{kitalo
Vallikallionkuja 2 B 18
02600 Espoo
90 - 515 079

467. Re: Spectre & TT

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 10:17:55 UTC
From: afsfpel@cid.aes.doe.CA
Message-ID: <1993Jan11.101755.777@cid.aes.doe.CA>
Source record: 212354

```
In article <1993Jan11.093126.1712@news.unige.ch>, mike@medsun.unige.ch
(michel morris) writes:
|> In article <C0LFwz.6Dx@news.rich.bnr.ca>, bjgrier@bnr.ca (Brian
Grier) writes:
|> > > I use floppy disks with Spectre 3.0 on my TT, all the time. But
|> > > before I can do that, I have to perform a little voodoo, as follows:
|> >
|> > > 1. Turn off CPU cache.
|> > > 2. From the Atari desktop, format a *double density* floppy.
|> > > 3. Launch Spectre.
|> >
|> > > After that, I can read, write and format GCR disks without problems.
|> > > This works _every time_ on my TT, and at least one other that I know of.
|> >
|> > According to Dave Small, on GEnie, you should not need to format
|> > a double density floppy, but you do need to access one. According
|> > to Dave this causes TOS to set the floppy controller to the required
|> > density. Just thought I'd pass this along. However I can not confirm
|> > this as I own Spectre 128 not GCR.
|> >
|> I tried the "voodoo", to no avail.
|> Exactly WHEN does the TT need to access a DD floppy? Once you have
gone into Spectre?
|>
|> Mike M.
|>
|>
|>

Sorry to hear the "voodoo" failed to work on your machine. The DD floppy
has to be accessed in Atari mode, just prior to launching Spectre.

--------------------------------------------------------------------
Yves Pelletier afsfpel@cid.aes.doe.ca
Centre Meteorologique Canadien "I am resplendent in divergence"
Dorval, Quebec, Canada D.B.

**********************************************************************
```

468. Re: KnifeST

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 10:23:05 UTC
From: keiths@Cadence.COM
Message-ID: <1993Jan11.102305.8282@Cadence.COM>
Source record: 212353

In article <memo.836842@cix.compulink.co.uk> apelled@cix.compulink.co.uk writes:
>In article <1hostpINN1km@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>
>>I did write to HiSoft about the buffer problem, soon after I had brought
>>the software, but there reply was more or less they were not interested,
>>not what I would call good customer support..
>
> i also have reported a bug to hisoft with little response. In general
>they are very good with on-line support on Cix. Mention was made though of
>a major upgrade in the pipeline so they are probably concentrating on this.
>If it appears on the front of a mag then i would guess they regard it as
>deceased. All IMHO.

IMHO too I have never had much luck with Atari software developers.
About three years ago when Prospero 'C' came out it seemed like the
answer to my problems - a decent 'C' compiler with source level
debugging for the Atari! But alas it was not to be, it had several
nasty bugs. I wrote to them a couple of times, even sent examples
of the bugs but nothing. So I threw that compiler away... The moral
seems to be unless you're a big customer you're on your own. If anyone's
found something to the contrary, I'd love to hear it! :-)

Keith.

469. Re: QUESTION: Syquest 44 boot

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 10:25:06 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.eg.tA87CaByNXI@jonh.wimsey.bc.ca>
Source record: 212365
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1iqva4INNfmo@msuinfo.cl.msu.edu> molin@ptb.cl.msu.edu (Michael Olin) writes:

>jensk@hpbbn.bbn.hp.com (Jens Kilian) writes:

> <concerning Syquest drives>
>>I always boot using a disk with a warmstart program in the AUTO folder
>>(and I don't like it).

>For some inexplicable reason, I dont have this problem anymore since I
>installed a Maxtor 130meg fixed drive along with my Syquest. But I
>also know people who use only the Syquest, and they don't have the
>problem at all... Go figure.

The same thing happened to me with a Syquest. I originally had it connected with an old Adapted mfm drive, and the Syquest would not boot directly on the first try. When I replaced the mfm drive with a Quanton 52, the Syquest would boot fine (though I immediately moved my C drive to the Quantum, as it booted faster anyway.) I found that ICD's coldboot program was about the quickest way to get started, especially after it was configured to only look for scsi id0 before starting.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

470. Re: QUESTION: Syquest 44 boot

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 10:40:25 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C0oqzE.MEL@hpbbrd.bbn.hp.com>
Source record: 212453
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Jens Kilian (jensk@hpbbn.bbn.hp.com) wrote:
> It doesn't. Claus, are you shure that the Syquest drives can be configured
> not to send the UNIT ATTENTION message ?

I'm not _quite_ sure if it can be done in software; maybe you would
have to set a jumper or exchange the controller ROMs. BTW: Old Macs
have the same problem, so maybe Syquest has a "Mac version" of their
controller firmware.

TOS 2.06 fixed this problem by making at least two read attempts
from each device on the ACSI bus, so that's another possibility
to solve the problem.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

471. Re: The compatibility story (Falcon & A1200)

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 10:44:07 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Jan11.104407.29772@email.tuwien.ac.at>
Source record: 212356

borgen@stud.cs.uit.no (Boerge Noest) writes:
: In article <1993Jan10.110720.14311@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:
: [...]
: If your Falcon does 95% then I'm tempted to suggest that you come from
: another planet. I'm not saying that it is impossible, but I have a hard
: time accepting it.
: Most problems comes from the fact that
: - self-modyfying code blows up with caches (turn them off)
: - the stack frame is different (no hope for these shitty programmers)
: - it runs faster and timing depending on the processor speed blows up. This
: is especially bad on custom loaders (more shitty programmers)

Then again, most games don't use self-modifying code (ok, perhaps some of the games from former demo-coders), the stack frame isn't particularly interesting for games either (Can't think of any serious reason, this should only give vector-bending software a hard time), and the timing won't be so much of a problem either, because 1. most games run in the VBL (so the speed depends on the display frequency), 2. those which don't won't run THAT much faster, since the Falcon is only 4-5 times faster than the ST in the ST modes... :)

: A very big number of Amiga games have been done on the ST by the same
: programmers so you'll have your share of crashing games.

Well... Actually I don't think the old games are so important - except a few good ones (Dungeon Master ...) there isn't anything that will look or feel particularly good after you've seen some real Falcon games...

: Programs that use the OS give the OS writers a chance to help them even if
: they screw up in some way. Of course, some are beyond all hope.

I agree...

: >[Mark Santora]
: --
: |/// borgen@stud.cs.uit.no (Boerge Noest) | Amiga B2000 \\\|
: |// Box 218, 9001 Tromsoe, Norway | Remember to :-) when needed \\|
: |/ The worlds northernmost university | Life is worth living. \|
: #Disclaimer: This university and me does not agree.

-My

472. Re: Conner HD on a TT

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 10:56:06 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C0orpJ.MJL@hpbbrd.bbn.hp.com>
Source record: 212455

Jan_Willekens@p12.f202.n281.z2.fidonet wrote:
> Yesterday, I connected a Conner RZ23L hard disk (120Mb) as the internal
> hard disk to a TT (TOS 3.05, probably rev. C), but that combination doesn't
> work as it should.
>
> I have heard that various problems are known when using Conner HD on TT's,
> so can anyone help me out? Or does anyone have some documentation on this
> Conner HD concerning the meaning of the various jumper settings??

I'm not quite sure but this sounds as if the ICD driver software does
not implement the TT SCSI protocol correctly. (There's only one
driver that does: CBHD for the TT. This driver will be publicly
available RSN, so you may want to test it for your drive. If you
just can't wait, please contact me via me e-mail.) Probably the
Conner driver sends some SCSI messages to the host after start-up,
and the code that I've seen in both AHDI and other third-party
drivers does not understand that.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

473. Need plot-prg. -> .IMG

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 11:13:11 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Jan11.111311.774@email.tuwien.ac.at>
Source record: 212357

I need a program, which can read floating-point numbers in
ASCII representation (eg. "0.333\n0.442...") and use them for
plotting functions (the numbers are the function values).
I need to be able to display a 3d-height field (a function
F: [0,1]x[0,1]->R) and a 2d-grid with several functions
plotted at the same time. The output should be a GEM .IMG.
Does anyone know such a program? What about Gnuplot?

Thanks,
Marinos

474. Re: The compatibility story (Falcon & A1200)

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 11:37:22 UTC
From: mapmh@gdr.bath.ac.uk
Message-ID: <1993Jan11.113722.5383@gdr.bath.ac.uk>
Source record: 212457

> stuff about other planets deleted
>Most problems comes from the fact that
>- self-modyfying code blows up with caches (turn them off)
>- the stack frame is different (no hope for these shitty programmers)
>- it runs faster and timing depending on the processor speed blows up. This
>is especially bad on custom loaders (more shitty programmers)
>
>A very big number of Amiga games have been done on the ST by the same
>programmers so you'll have your share of crashing games.
>
I'm curious, just what do you mean by shitty programmers? In the real
world do you seriously expect game writers (ie people trying to screw the
maximum performance out of a machine) to worry about their program being
a little incompatible with future generations of chips? Particularly if they
are not even aware of the these new machines etc when the software is written.
Maybe you would prefer it if the games were a little slower or a little less
impressive, but I certainly wouldn't.

Mark (I wonder if that puts me in the shitty programmer class?)

475. Mail-Server Help Needed

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 11:49:12 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Jan11.114912.4644@unix.brighton.ac.uk>
Source record: 212358

I have been trying (in vain) to get the mail server at

atari@atari.archive.umich.edu

to send me the Heat and Serve C Compiler with the mail body containing the line

send languages/sozo133i.zoo

which I was told of by someone, but I keep getting no such directory and a BART error from the server. Can anyone help?

Also, does anyone have any other addresses for good atari software via mail-server or ftp?

--

+---+
|On the end of every wizards staff is a knob! - T.Pratchett |
| |
|Michael May, Brighton University, Sussex, England |
+---+

476. Re: Fancy joysticks for ATARI

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 11:51:38 UTC
From: rincewind@discworld.oche.de
Message-ID: <2b51daa6182ec0@discworld.oche.de>
Source record: 212355
Cross-posted to: ba.market.computers,comp.sys.atari.st

In <1993Jan9.003548.12546@silvlis.com>,
Pat Fitzgibbons (patf@silvlis.com) wrote:

PF>Path: discworld.oche.de!tornado.oche.de!urmel.informatik.rwth-aachen.de!Sirius.dfn.de!news.belwue.de!ira.uka.de!yale.edu!jvnc.net!newsserver.jvnc.net!darwin.sura.net!haven.umd.edu!uunet!olivea!sgigate!sgi!silvlis!patf
PF>From: patf@silvlis.com (Pat Fitzgibbons)
PF>Newsgroups: ba.market.computers,comp.sys.atari.st
PF>Subject: Fancy joysticks for ATARI
PF>Message-ID: <1993Jan9.003548.12546@silvlis.com>
PF>Date: 9 Jan 93 00:35:48 GMT
PF>Sender: usenet@silvlis.com (USENET news maint)
PF>Distribution: usa
^^^^^^
PF>Organization: Silvar-Lisco
PF>Lines: 17
PF>Nntp-Posting-Host: orca

Hm, I got this in germany, so obviously something went wrong. Could you
please check why this did not work correctly ?

cu
Michael
--
Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165

Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!

Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3

IRC: Rincewind

"He'd never realized that, deep down inside, what he really wanted to do was
make things go splat." (Terry Pratchett, Reaper man)

477. Re: Convince me to stick with Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 11:51:59 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan11.115159@cs.bham.ac.uk>
Source record: 212359

Come on! If someone comes on this board asking for advice and for us to tell him about the new Atari and why he should buy it in preference to any other computer then I suspect he'd like to know what company he's keeping in the ST world...

From the sound of some of the comments I'd be inclined to think it was a small group of fanatics who would not like to see MORE users.

Please don't flame, just think about it.

David.


```
+-------------------------------------------------+
| David Oakley, ASTRAsoft shareware producers. |\
| Internet: dxo@cs.bham.ac.uk | |
| RealMail: 6 Watlands Rd. Bignall End, S-O-T | |
| Staffs ST7 8QQ, England. | |
+-------------------------------------------------+ |
\_________________________________________________\|
```


Kryten : 'Pub: ah, yes, a meeting place where people attempt to reach advanced states of mental incompetence by the repeated consumption of fermented vegtable drinks.'

478. Re: The compatibility story (Falcon & A1200)

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 12:07:54 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan11.120754@cs.bham.ac.uk>
Source record: 212360

Re my statement and 24/100...

There is a boot up option on the A1200 which disables the extra chips (eg AA etc) and so this apparently increases compatibility dramatically. One of the Amiga magazines got a 40% compatability with old games and 90% for games < 1yr old.

I'll still get a Falcon, but we need to get correct info on the opposition if we want to beat them!

David.

+---+
| David Oakley, ASTRAsoft shareware producers. |\
Internet: dxo@cs.bham.ac.uk	
RealMail: 6 Watlands Rd. Bignall End, S-O-T	
Staffs ST7 8QQ, England.	
+---+ |
____\|
Kryten : 'Pub: ah, yes, a meeting place where people attempt to reach advanced states of mental incompetence by the repeated consumption of fermented vegtable drinks.'

479. Re: RFD: What to do with comp.binaries.atari.st/comp.sources.atari.st?

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 12:21:53 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan11.122153@cs.bham.ac.uk>
Source record: 212361

I really think we need an st.flames or st.advocacy (sp!) section, 'cause I can't stand spending most of my time pressing Session Kill on things. I would Author Kill some people, but they might just say something and I'd miss it!

So how do we go about it? Do we need a petition of some sorts?

David.


```
+-------------------------------------------------+
| David Oakley, ASTRAsoft shareware producers. |\
| Internet: dxo@cs.bham.ac.uk | |
| RealMail: 6 Watlands Rd. Bignall End, S-O-T | |
| Staffs ST7 8QQ, England. | |
+-------------------------------------------------+ |
\_________________________________________________\|
```


Kryten : 'Pub: ah, yes, a meeting place where people attempt to reach advanced states of mental incompetence by the repeated consumption of fermented vegtable drinks.'

480. Re: NEW ATARI SUPPORT Part 2

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 13:02:29 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1993Jan11.130229.16076@ugle.unit.no>
Source record: 212362

In article <1iljgsINNl6l@msuinfo.cl.msu.edu>, molin@ptb.cl.msu.edu (Michael Olin) writes:
> <SML108@psuvm.psu.edu> writes:
>
> >The question arises: why the *#:&#: does Atari have this attitude? I agree,
> >it's like they ENJOY shooting themselves in the foot after making a really
> >neat new gizmo... I'd love to buy a Falcon, I really would... But
>
> Why does Atari have this attitude? Because it's owned and operated by
> some really STOOOOOPID fucks. I say we should start a postcard campaign,
> resulting in mailbags full of the cards arriving daily, on which each one
> is written: "Please Msrs Tramiel, won't you all please climb into one of
> your BMWs and drive off a steep cliff BEFORE you kill the company off
> completely?"
>

Why do you think somebody at Atari will ever listen to you when you write like you do.
With postcards like this, Mr. Tramiel would belive all Atari owners are kids with an age
not
more than 7.

Stig Vidar Hovland - stigvi@lise.unit.no

481. Re: RFD: What to do with comp.binaries.atari.st/comp.sources.atari.st?

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 13:11:50 UTC
From: arjm@dcs.ed.ac.uk
Message-ID: <C0oxzr.CIA@dcs.ed.ac.uk>
Source record: 212364

In the UK a large number of people cannot access US ftp, so c.b.a.st is one of our few sources of new pd/shareware software. I sincerely hope that it can continue with uued binaries. I'll be posting my version of Minesweeper soon (if you like).

--
Andy MacCormack, aka armless, aka arjm@uk.ac.ed.dcs
--

482. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 13:33:51 UTC
From: ron@zooid.guild.org
Message-ID: <726759231.11975@zooid.guild.org>
Source record: 212375

From: hutch@bellman.lanl.gov (John Hutchinson)
>In article 3943@isgtec.isgtec.com, ken@isgtec.com (Ken Newman) writes:
>>
>>Anyone who still thinks Gemulator is being made to convert millions
>>of IBM worshippers over to the wonderful Atari software base needs
>>some psychiatric care. He's doing it to hasten the Atari nosedive.
>>For the record, I still like the ST (actually the STe) a lot, for
>>several reasons, and have no wish for Atari to go under. Darek it
>>seems definitely wants them to go under.
>
>Uh, Ken... Did you ever think that maybe Darek built the Gemulator in order
>to try to make a few bucks? I think perhaps you are giving him too much
>credit for his "evil, wicked, mean and nasty" reputation. :)
>

If he strictly wanted to make money, I would have thought that a Windows
product would have been a better investment.

- Ron Sharp.

483. Re: 800 birds ready to take of from Taiwan....

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 13:42:49 UTC
From: ron@zooid.guild.org
Message-ID: <726759769.12319@zooid.guild.org>
Source record: 212376

```
From: jornmoe@fredrik.atari.no (Joern Moe)
>Subject say's it all.
>(Information from reliable source, although not directly from anyone
>inside Atari Corp., cause if it it was, I couldn't tell you:^)
>
>--
> ___________________________________________________________
> / Joern F. Moe / All above is my own personal opinion! \
>/ Oslo, Norway / Any lack of opinion above is also mine! \
>-----------------------------------------------------------

200? Why such a weenie number? 200 is a week's work for a rather small
production line. (And that includes burn-in testing.)

- Ron Sharp.
```

484. Re: RFD: What to do with comp.binaries.atari.st/comp.sources.atari.st?

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 14:09:07 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.726761347@groucho.phil.ruu.nl>
Source record: 212395

dmb@case.ai.mit.edu (David Baggett) writes:

>In article <hjv.726673126@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra)
writes:
>>And now we're at it: how about a group comp.sys.atari.flames ??? So we
>>can get back to the regular interesting stuff in c.s.a.st...

>WHAT interesting stuff? Talking about all the great new software for
>Atari computers, I suppose? The only thing I've seen here in the past
>year -- besides disussion about why Atari sucks -- is talk about the
>Falcon, which you can't even come close to buying in most parts of the
>world.

Which only supports my point-of-view: that's it's silly at least (annoying
at the most) that so much bandwidth is wasted on either childish flamewars
or discussions (which tend to get flamy too) about a non-existant machine.
The proposal for a flame-group wasn't entirely serious, but I often wonder
if it wouldn't be a good idea indeed... And some time ago someone proposed
a falcon-group -- another not-too-bad idea maybe...
Once there was a time when reading c.s.a.st was fun and interesting -- and
the bad S/N ratio nowadays is _not_ just caused by the lack of interesting
developments for the ST or whatever. I'm afraid the biggest cause of the
current S/N ratio is the continuous stream of pro/con Atari threads -- with
a functional contents of approx 0.00, always repeating the same religious
arguments, etc, etc.

>Those of you who CHOOSE to stay in a market dominated by the
>World's Worst Company shouldn't complain when people point out Atari's
>inadequacies.

In the meantime I think I (and most other c.s.a.st readers) know all about
Atari's inadequacies. There's little use in repeating the same stuff over
and over again. Please, tell me something new.
And another obvious remark: if people really hate Atari that much, why do
they make themselves (and others) tired with writing articles in this
group? I myself absolutely don't feel the need to write articles on the
shortcomings of PCs in one of the ms-dos group -- why is that? Am I just
being stoopid? Should I write old-stuff-containing, contentsless articles
to the Amiga, IBM, ms-dos, Unix,... groups everyday? C'me on...
OTOH, writing articles on 'how good Atari is' in an Atari-group is of course
as stupid as the reverse...

>After all, YOU own an ST/TT/Falcon because it does what
>YOU want, not because of what other people think about, right? It's
>really NOT a religion, right?

Yes, indeed, I'm not interested whatsoever in what anyone thinks about Atari.
That's why I'd like to see some threads moved, aborted, killed, stopped.
And please, don't yell that much. There's nothing wrong with my eyes or ears.

>BTW, if you want a new group, read news.announce.newgroups and learn
>about the hideously annoying (and flame-prone) process you have to go
>through before you can create it.

I know all about it -- that's why I'm not running a RFD or CFV (sp?)...

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

485. Re: Mail-Server Help Needed

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 14:20:35 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Jan11.142035.9188@unix.brighton.ac.uk>
Source record: 212306

Sorry folks, but this is a redundant message now, cos I have fixed the
problem, but any site addresses still welcome.

--
+---+
|On the end of every wizards staff is a knob! - T.Pratchett |
| |
|Michael May, Brighton University, Sussex, England |
+---+

486. Re: RFD: What to do with comp.binaries.atari.st/comp.sources.atari.st?

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 14:27:48 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.726762468@groucho.phil.ruu.nl>
Source record: 212366
Cross-posted to: comp.sys.atari.st,news.groups

dud@hardy.u.washington.edu (Daniel Aylward) writes:

>koreth@spud.Hyperion.COM (Steven Grimm) writes:
>So what might be a good idea is to open the newsgroups to
>discussion of the latest software, of all varieties.

I always thought that this was one of the purposes of c.s.a.st... As far as
I recall, that *was* one of the purposes... long ago, before the flame-wars
and falcon-threads.

>Just my thoughts...

And just one of mine...

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

487. Setting up the RS232 in Sozobon

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 14:28:52 UTC
From: rasas@minyos.xx.rmit.oz.au
Message-ID: <1is074INNig2@escargot.xx.rmit.OZ.AU>
Source record: 212369

The subject line says it all really. I have found some src (eg tip
for MiNT by Howard Chu and some Un*x stuff) but it always seems to
rely on some struct (like the one defined in xbios.h (?) which isn't
included in the new sozo mint include stuff).

I'm sorry if this is a stupid question but I'm new to programming
and I don't really have much documention.

Also, is there new docs for the mint dlibs or is it a case of 'use the
source'?

Many thanks,

Greg.
--
_-_|\ Greg Patten.
/ \ (No title)
_.-.*/ <-- Melbourne, Australia.
v email: rasas@minyos.xx.rmit.oz.au

488. Re: QUESTION: Syquest 44 boot

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 14:40:13 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C0p232.26u@hpbbrd.bbn.hp.com>
Source record: 212454
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Michael Olin (molin@ptb.cl.msu.edu) wrote:
> But I
> also know people who use only the Syquest, and they don't have the
> problem at all... Go figure.

Whether or not you get the problem depends on the version of your
Syquest firmware.

--
--clausb@hpbeo79.bbn.hp.com-----------------------------------------------
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>-----------------------------------------------
```

489. Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 14:41:34 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1is0uuINN3ie@life.ai.mit.edu>
Source record: 212367

In article <1993Jan11.015110.13461@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>>>And doesn't NEED a Hard Drive to run!!
>>
>> Big deal. Get a hard drive anyway. They're cheap.
>
>Say bud...if they're so cheap, why donl;t you mail me the money order for a new
>one? I don't happen to have the cash, nor, I would bet, do a lot of other
>people. I may guess this may be even more so in a smaller, foreign country.
>I'll keep my eye on the mail and continue to run my software from the RAMdisk
>so I won't be holding my breath.

Beggars can't be choosers. If you have no money, you really can't
afford to decide between computers, now, can you? That's my point.
The only previous reason to buy a new Atari system was "Power without
the Price." (Snicker.) These days, of course, as we all know from
having paid careful attention to the mail order prices for clones
posted here over the past two months, clones are the cheapest machines
available. Therefore, for people in your situation, the choice is
clear.

>> That's a GOOD one. $50 is *real* tough to manage for an OS, yeah.
>
>Up the amount of the money order, please.

If you can't afford to buy any software at all, then you shouldn't have
bought the computer in the first place. Do you simply pirate all the
software you want? Buying a $1000 machine and then saying you don't
have $50 for a software pacakge is like buying a Ferrari but then not
being able to cough up money for wiper blades.

>> Right, and consequently you have to pay $75 to upgrade the OS. That
>> is, every 3 years when they fix the pending 100 bugs in TOS.
>
>I'm still using very old version of TOS (1.2 I think) and have no plans for
>spending money to upgrade it. BTW, I see you suddenly got a little tight with
>the purse-strings....hmm.

It's not the money, it's the inconvenience, mainly. If you still use
TOS 1.2, watch out for bugs. Since I use(d) my Atari for serious
programming that taxed the machine, I was forced to upgrade to 1.4.
I had to go to a dealer and buy the chipset (once they got them in).
Isn't compeltely obvious that it wouldn't have been much easier and
cheaper to provide OS updates on disk?

(BTW, just because I say you should be able to afford wiper blades
for you Ferrari doesn't mean I advocate spending 10 times as much

as is required for the wiper blades!)

>What's the point to trying to get a PC put together the right way to do what
>I want it to do, for less cost than my MEGA ST4? Too bad more people didn't
>find out about ST's when I did. There'd probably be less people hell-bent on
>a hard drive/the latest-greatest 'x86 PC/super-workhorse/more-than-they-
>need/1000. And I have no qualms with GEM.

Well, you're satisfied with mediocrity then. Once you have a hard
drive and a faster machine, you'll never believe you WASTED so much
time waiting for things to happen. Computers are STILL not fast enough
so that everything I want to do is instantaneous; therefore, I will
always be trying to get faster machines. Time spent waiting for a
compile, unarchive, etc. is time WASTED, especialy under GEM where you
can only run one process at once. At least under Unix or OS/2 you can
edit a docuemnt or fix more bugs in your program while you're waiting.

>Oh well, you and the Jones' have fun competing with each other. I'm gonna see
>if I can get something done here.

Again, I hope you're happy being less productive than you could be.
I'm not.

>P.S. Why are the only people who actively promote the clones _I know_, the
>ones who are able to hook up with _pirate copies_ of the hard-drive munching,
>processing-time gobbling software they rave about?

You know the wrong people?

>I reckon a large number of people would sing a different song if they
>_had_ to play by the rules. Not to mention they wouldn't be able to
>afford to fill those bulging hard-drives their shiney new system
>sports.

The main thing I spend time with nowadays on my PC is TADS 2, which is
shareware and registered, thank you. (And yes, I did buy my copy of
Microsoft C, which was $139, and Ultima Underworld, which was $50.)

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

490. Re: Porky pig.

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 14:49:29 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1is1dpINN4bq@life.ai.mit.edu>
Source record: 212368

In article <1993Jan11.021216.13462@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>My thoughts to that point (thinking more generally) are that MOST people don't
>NEED to program in GNU C++. This places a hard-drive back into the nice-but-
>still-a-luxury catagory. Sorry, it's still $$ (and a maybe a smattering of
>nostalgia) that holds me out of the clone-realm. I'll probably cross the
>threshhold some time after a hard-drive for this ST costs more than a complete
>clone system. And that's not likely to happen soon.

I suppose the *computer* is still in a nice-but-still-a-luxury
category, eh? Pencil and paper works JUST FINE, provided you're
willing to wait. Such reactionary arugments are ridiculous. We're not
talking about cutting edge stuff here; hard drives have ben standard
for years now.

>I believe someone said something about that being a beta copy, or unliscenced
>or something. Of course pirating is not so unfamiliar to many clone users.

Frankly, your generalizations only make it obvious that you'll find any
excuse to criticize people who own clones or (gasp) just like them. I
KNOW how cheap ST people are from painful personal experience, so don't
talk to me about piracy, not paying for shareware, etc. YOU are part
of the reason the ST market sucks so much I have to leave it
completely. YOU are the one who says, "I can't pay $50 for OS
software." PC people pay for software in enough numbers that they
support massive development efforts. Both good and bad software comes
out of these, but the market is certainly strong.

>Anywho, it sounds like you're on the right track. Buy what you need.
>Use will-power. Buy only what you need. The clone-realm is prone to
>draw a man to gadget hell. Look at them, look at what Atari can do,
>look at what MAC can do.

Atari's simply aren't competetive anymore. Face it, if you bought a
new machine, would it be an ST? If so, then you really are deluded
beyond all hope. Apple's soon not going to even HAVE a 68000 machine
in their line -- they're just too darn slow by today's standards.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

491. Re: Convince me to stick with Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 14:53:59 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1is1m7INN4f8@life.ai.mit.edu>
Source record: 212371

In article <1993Jan11.115159@cs.bham.ac.uk> dxo@cs.bham.ac.uk (David Oakley) writes:
>From the sound of some of the comments I'd be inclined to think it was a small
>group of fanatics who would not like to see MORE users.

If you're not willing to adhere vehemently to the Atari Party Line,
they don't want you. Rah-rah, better Dead than Red! Don't think that
writing a megabyte of free software, or providing techincal support to
a dozen Atarians a day (hi BobR, can you tell me how to install XYZ?)
will help you either.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

492. Re: RFD: What to do with comp.binaries.atari.st/comp.sources.atari.st?

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 14:55:54 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1is1pqINN4g4@life.ai.mit.edu>
Source record: 212372

In article <1993Jan11.122153@cs.bham.ac.uk> dxo@cs.bham.ac.uk (David Oakley) writes:
>I really think we need an st.flames or st.advocacy (sp!) section,
>'cause I can't stand spending most of my time pressing Session Kill on
>things. I would Author Kill some people, but they might just say
>something and I'd miss it!

Just author kill the whole damn lot! Who needs these Evil Other
Computer Sympathizers anyway!

>So how do we go about it? Do we need a petition of some sorts?

See the news.announce.newgrops posting "How to Create a Newsgroup" and
get ready for a grueling 6-8 month process.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

493. Re: STalker vs Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 15:08:17 UTC
From: rosenqui@ncs.dnd.ca
Message-ID: <1993Jan11.150817.10122@netfs.dnd.ca>
Source record: 212370

In article <H.eg.q4N1hyyCVtE@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca (John Henders) writes:
>In <1993Jan7.141838.18899@netcom.com> yonder@netcom.com (Christopher Russell) writes:
>
>
>>One thing that I would like to know about Stalker is if it will allow
>>me to have a 49 line screen like I use in Uniterm... this is essential
>>for me (not I have a mono monitor).
>
> This is the one thing STalker seems to get wrong. I tried a smaller
>GDOS font in STalker to try to get more line/columns on screen, but
>STalker just shrinks it's window down to 80 col/24 line. I tried to mail
>Eric about this, but it seems he no longer has Usenet access.

Just use the Preferences dialog to change the number of lines/columns
in the scrollback buffer.

Eric
--
Eric Rosenquist - Software Kinetics Limited __ __
65 Iber Road, Stittsville Ontario Canada, K2S 1E7 / // /
Tel: (613) 831-0888, Fax: (613) 831-1836 \ _\
email: Eric.Rosenquist@sofkin.ca /_/

494. Re: Editor???

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 15:19:00 UTC
From: jesa@s0jxb.exnet.co.uk
Message-ID: <H.xQ0irFGsO1_@s0jxb.exnet.co.uk>
Source record: 212458

In <1993Jan7.142811.20499@fwi.uva.nl>, Richard G.C. Storm (I89 writes:
>I'm currently looking for a good editor for my atari.
>It has to save in ascii unlike 1st word does. If anybody
>knows which editor is good for that and where I can get it, I
>will appreciate your help greatly.`
>
>
>Richard
>
>P.S. Or if anybody has a small programm to convert 1st word plus files
>to ascii files :-)
>
>--
>Richard Storm, storm@fwi.uva.nl ||
>University of Amsterdam.
>

If you turn off WP(word processing) mode - i.e. click on WP mode in the
menu so that the tick dissapears - then 1st Word Plus will save pure
ACSII files. However, Tempus,7UP and Everest are very good ASCII editors,
the last 2 are shareware and can be found on any good BBS.
--
==
From: John Budden Email: s0jxb@exnet.co.uk

"If you can't take a joke you shouldn't have joined!"

495. Spectrum 512 Query

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 15:33:49 UTC
From: sbrown@cee.hw.ac.uk
Message-ID: <1993Jan11.153349.21658@cs.hw.ac.uk>
Source record: 212374

The Spectrum 512 art package was on the Coverdisk of ST Format last year but the instructions they had were not very substantial and did not cover gradient filling as demonstrated in a folder on the disk.

Does anybody know how to do gradient filling in Spectrum 512? Is there any other features of the program ST Format ignored which would be useful?

Replies will be most welcome. Cheerio!

Stuart Brown.
Bsc Computer Science 2nd Year,
Heriot-Watt University,
Edinburgh,
Scotland.

496. Re: The compatibility story (Falcon & A1200)

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 15:36:59 UTC
From: marks@castle.ed.ac.uk
Message-ID: <30037@castle.ed.ac.uk>
Source record: 212373

jornmoe@fredrik.atari.no (Joern Moe) writes:

>Comodore officialy say that 60% of current A500 software works on the A1200.
>Impressive? I don't think so!

The figure was 60% of games. Most (all?) productivity software ran
without troubles.

Mark

>--
> ____
> / Joern F. Moe / All above is my own personal opinion! \
>/ Oslo, Norway / Any lack of opinion above is also mine! \
>---
--
"We all want to be Obi Wan Kenobi, \ Mark Steyn : \
But there's a little Darth Vader in us all" \ marks@castle.ed.ac.uk \
Chris, Northern Exposure \ mpjs@dcs.ed.ac.uk \

497. Re: A.A.U.E

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 16:51:18 UTC
From: healy@nosc.mil
Message-ID: <1993Jan11.165118.18204@nosc.mil>
Source record: 212381

In article <1in94sINNphq@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:
>In article <C0Lp26.4zD@ecf.toronto.edu> alrashi@ecf.toronto.edu (AL RASHID SHAHIR)
writes:
>>Anybody know if anything is wrong with the server at atari.archive.umich.edu?
>
>Use the wuarchive.wustl.edu mirror instead of ftping directly to a.a:
>
> wuarchive.wustl.edu: mirrors/archive.umich.edu/atari/...
>
>It's updated daily.
>
>Dave Baggett

Well, I tried ftping to atari.archive and got denied access, so then
I tried ftping to wuarchive and got the same message, so I guess it
is a true "mirror" of atari.archive :-(

Mike

healy@nosc.mil

498. Re: Porky pig.

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 16:53:37 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.93Jan11165337@SunLab42.essex.ac.uk>
Source record: 212379

In article <1993Jan11.021216.13462@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
|My thoughts to that point (thinking more generally) are that MOST people don't
|NEED to program in GNU C++. This places a hard-drive back into the nice-but-
|still-a-luxury catagory. Sorry, it's still $$ (and a maybe a smattering of
|nostalgia) that holds me out of the clone-realm. I'll probably cross the
|threshhold some time after a hard-drive for this ST costs more than a complete
|clone system. And that's not likely to happen soon.
|
I don't need G++ either. However, I couldn't do any of my project work at
home without GCC. For example, the code I wrote last year compiled perfectly
happily using GCC on a SPARCstation. When I took it home to work on, I tried
all 3 compilers which I had available.

1. Lattice C.
Got around the problem of it not having a proper make by merging all the
files into one. Finally compiled after a few options had been changed.
Code ran and exited immediately, saying that the stack was full.

2. Sozobon C.
Didn't even compile. Got half-way through and said that there was a fatal
bug IN THE COMPILER.

3. GCC.
Worked first time.

Boy is GCC useful. It eats up a few acres of disk space, but I'm glad I've
got it.

--
Simon Oke, 3rd year Computer Science
undergraduate at the University of Essex, UK.

499. Re: Spectre GCR (Mac+ emulator) vs. Mac MS

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 16:57:29 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan11.165729.11426@newshost.lanl.gov>
Source record: 212380

In article 1in8lbINN3qp@golem.wcc.govt.nz, wells_s@kosmos.wcc.govt.nz () writes:

>
>On this subject - if it ever appears, what mac' is the Falcon-supporting
>Spectre GCR (or whatever it may be called) likely to emulate!?
>
>LCII?! Classic?!
>

The Spectre GCR is a Mac Plus emulator. It doesn't matter if you plug it into an 8MHz ST, a 32MHz TT or a 16MHz Falcon 030... it's still a Mac Plus that just runs at different speeds. To emulate the LCII or any other color Mac, Dave will have to do some serious code overhauling plus the user will have to pick up a set of Mac 512K ROMs. I imagine he will do it. The question is when. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

500. Re: Question : ___ M-ROS ___

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 17:01:01 UTC
From: healy@nosc.mil
Message-ID: <1993Jan11.170101.19520@nosc.mil>
Source record: 212388

In article <1ioc45INN79q@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>In article <743@vercors.frec.bull.fr>, heritier@delta4.frec.bull.fr (Franck HERITIER)
writes:
>>Does someone know what is M-ROS for Atari ST ? What is the editor
>>of this multitask system ? Can you evaluate it ?
>>
>>Thanks.
>>
>>Frank.
>
>
>M-ROS!? Maybe you mean M-TOS!? (Correct me if I'm wrong).
>

No, he means M-ROS. It allows multiple music programs to stay
resident and share data. It is put out by Dr. T I think.

Mike

healy@nosc.mil

501. Re: RFD: What to do with comp.binaries.atari.st/comp.sources.atari.st?

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 17:03:03 UTC
From: healy@nosc.mil
Message-ID: <1993Jan11.170303.19847@nosc.mil>
Source record: 212389
Cross-posted to: comp.sys.atari.st,news.groups

With the current unavailability of atari.archive and wuarchive, maybe
you better keep the binaries newsgroup around a little longer :-)

502. CAD-3D 2.0 .3d2 file format

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 17:18:10 UTC
From: dejesus@avalon.nwc.navy.mil
Message-ID: <C0p9EB.J0z@avalon.nwc.navy.mil>
Source record: 212383

Hello. I administer an anonymous ftp site (avalon.chinalake.navy.mil) which specializes in 3D objects and related files. I was wondering if anyone out there has the file specs for the .3d2 files which Tom Hudson's CAD-3D uses to save objects in. I know they were in the CAD-3D manual, but unfortunately, all my ST manuals are in storage far from where I sit now. If somebody has these specs in electronic form, I'd appreciate it if they could either email it to me and/or ftp it to the anon server so other people can begin working on converting .3d2 objects to other formats.

Please, respond my email only, as I no longer follow this newsgroup. Thanks in advance...

--

Francisco X DeJesus ----- S A I C ----- dejesus@chinalake.navy.mil

---

* disclaimer: Opinions expressed here are mine. Typos and errors are yours *

"Duck Season!" "Rabbit Season!" "...rabbit season." "It's Duck Season! SHOOT!"

503. English -> German translator wanted

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 17:33:01 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan11.173301.15396@newshost.lanl.gov>
Source record: 212382

G'day folks,

I'm looking for an Atarian fluent in both English & German to help me translate some documentation and program code from English to German. I would really prefer to hire someone who is in the U.S. and who has a GEnie account, as well, as that will just make things easier for us both.

It's not that big a job, but I won't pay you that much, either. ;-)

Please respond by email. 'tanks.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

504. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 17:39:46 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.Uqw7WJBPXns@semprini.tdkcs.waterloo.on.ca>
Source record: 212472

In <73354@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
> Well, er.. my boss called IBM at the 800 number you provided on
> Molin's Den (thanks, Dan..!) last Friday, January 8, 1993, and
> IBM sold him a CD-ROM with OS/2 on it.. with nothing said about
> it being a beta copy..
>
> They said two week delivery, but unofficially to expect it much
> sooner than that... so I guess we'll see when it gets here..
>
> Heck.. at that price, I'm thinking of ordering one too..!

Hey, post the number... I'll order one (what's $15 on your credit card?), and maybe a few other people would like to check it out... It's not like Atari's going to release a MultiTOS CD-ROM for $15 any time soon.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

505. Re: STalker vs Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 17:46:50 UTC
From: dclemans@mentorg.com
Message-ID: <1993Jan11.174650.15063@news.mentorg.com>
Source record: 212387

fyi...
I have tried a few terminal programs under beta releases of MultiTOS.

Flash 1.6 was totally unusable. It looked as if Flash was trying to directly access the hardware, and thus ended up competing for characters with the serial port driver in MultiTOS. On average, there was only about a 50% chance of getting a character you typed echoed back from the port.

"Freeze Dried Terminal" (I forget what version) showed exactly the same symptoms.

Interlink worked in so far as sending/receiving characters went, but it was obvious it didn't handle screen redraws correctly. The presence of windows from other running programs and from the desktop trashed Interlinks dialog buffers/windows.

Stalker 3.0 was rock solid. In addition I haven't noticed any speed "problem" with it.

dgc

506. Re: The compatibility story (Falcon & A1200)

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 17:47:32 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1993Jan11.174732.5360@news.uit.no>
Source record: 212385

In article <1993Jan11.104407.29772@email.tuwien.ac.at> nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
>Then again, most games don't use self-modifying code (ok, perhaps some of
>the games from former demo-coders),

Copy protection is the big sinner here.

> the stack frame isn't particularly
>interesting for games either (Can't think of any serious reason, this
>should only give vector-bending software a hard time),

If you change return address in an interrupt you get problems (basically doing a sort of multitasking; switching from one part of the code to another. I think I have heard SWIV being an example of this).

> and the timing
>won't be so much of a problem either, because 1. most games run in the
>VBL (so the speed depends on the display frequency), 2. those which don't
>won't run THAT much faster, since the Falcon is only 4-5 times faster
>than the ST in the ST modes... :)

Here I was talking about custom loaders that do something like:
move.w #3000,d0
wait dbra d0,wait

when they wait for the floppy to go from track to track or something else that needs a delay.

>Well... Actually I don't think the old games are so important - except
>a few good ones (Dungeon Master ...) there isn't anything that will
>look or feel particularly good after you've seen some real Falcon games...

If we can throw away the oldest games then the compatability percent jumps up.
--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northernmost university	Life is worth living. |
#Disclaimer: This university and me does not agree.

507. Re: Porky pig.

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 17:48:52 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.vmmCYe4H5P6@semprini.tdkcs.waterloo.on.ca>
Source record: 212473

In <1993Jan11.021216.13462@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:
> My thoughts to that point (thinking more generally) are that MOST people don't
> NEED to program in GNU C++. This places a hard-drive back into the nice-but-
> still-a-luxury catagory. Sorry, it's still $$ (and a maybe a smattering of
> nostalgia) that holds me out of the clone-realm. I'll probably cross the
> threshhold some time after a hard-drive for this ST costs more than a complete
> clone system. And that's not likely to happen soon.

Well, _I_ program in GNU C++ (ok, so I'm just learning...), and _I_ do
rendering, and _I_ do DTP... and I'm getting flamed by some of the
other posters for daring to suggest the ST might not be up to snuff for
what I do.

BTW, check out misc.forsale.computers for used hard drive prices. I
bought a 50M Quantum for $80 a few months ago...

> I believe someone said something about that being a beta copy, or unliscenced
> or something. Of course pirating is not so unfamiliar to many clone users.

How exactly does one pirate a CD-ROM? 650M hard drives aren't exactly
cheap... ;-)

From what I've read, it's a beta of OS/2 2.1... MS sold millions of
copies of the Windows 3.1 beta (Windows 3.0, remember that one?)...

> Anywho, it sounds like you're on the right track. Buy what you need. Use
> will-power. Buy only what you need. The clone-realm is prone to draw a man to
> gadget hell. Look at them, look at what Atari can do, look at what MAC can do.
> Good luck!

Precisely why I'm trying to collect as much info as possible... I
figure I'm pretty immune to the clone sales droids, but my fiancee's
father isn't...

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

508. Re: 800 birds ready to take of from Taiwan....

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 17:52:54 UTC
From: tose@brosme.dhmolde.no
Message-ID: <1993Jan11.175254.21625@ugle.unit.no>
Source record: 212384

```
Secret Mud (ron@zooid.guild.org) wrote:
: From: jornmoe@fredrik.atari.no (Joern Moe)
: >Subject say's it all.
: >(Information from reliable source, although not directly from anyone
: >inside Atari Corp., cause if it it was, I couldn't tell you:^)
: >
: >--
: > ____________________________________________________
: > / Joern F. Moe / All above is my own personal opinion! \
: >/ Oslo, Norway / Any lack of opinion above is also mine! \
: >----------------------------------------------------------

: 200? Why such a weenie number? 200 is a week's work for a rather small
: production line. (And that includes burn-in testing.)

: - Ron Sharp.

Who said anything about 200??? Read the messages before you reply.

Anyway, 800 is far better than zero so we shouldn't be complaining :)

--
Torbjorn Ose - tose@unix03.dhmolde.no - "Things Take Time - Piet Hein"
```

509. Re: Falcon DOES have Super-VGA

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 18:18:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A53295@K.maus.de>
Source record: 212386

```
c>> It supplies a higher pixel clock rate into the Falcon030, thus making
c>higher
c>> scan rates possible.
c>
c>Does this also mean that such video modes impose a higher load on the
c>system bus?

Dunno, since I have no ScreenBlaster handy.
```

510. Does atari.archive have a mailserver?

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 18:32:13 UTC
From: qb7g6@fel.tno.nl
Message-ID: <1993Jan11.183213.17249@fel.tno.nl>
Source record: 212396

Does the atari.archive, or any of its mirrors, have a mailserver?

Pretty soon I won't be able to ftp, so I'm figuring out a way
to reach the archives with email.

Thanks!
--
Maarten J. Landzaat (analyst/programmer, bass player, Atari/midi freak)
BSO/Aerospace & Systems Mail: Spuistraat 97
Email: maarten.landzaat@fel.tno.nl 1012 SV Amsterdam
Phone: +31 20 6266098 The Netherlands

511. Re: Convince me to stick with Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 18:39:46 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C0pD6C.8qC@news2.cis.umn.edu>
Source record: 212390

In article <H.ea.o3KuEmskWp2@semprini.tdkcs.waterloo.on.ca>,
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>I'd like to hear some arguments convincing me to stay with a sinking
>ship, Atari.
...
>Let 'er rip folks. If I'm going to have to replace all of my software
>anyway, I'd rather do it with _quality_ software with a decent
>interface. Right now, a '486 system with OS/2 on it is looking _very_,
>_very_ attractive.

Try looking for a '486 system from a company which offers at least 2 years parts and service warranty. Because you didn't mention a price range, and also because you mentioned the Apple Macintosh IIci in your posting, I would expect you have somewhere in the neighborhood of $2500-$4000 to spend on the machine.

Invest in at least 500 megabytes for a hard drive, and tape backup system. If you get interested in one of the desktop UNIX environments, you'll find that it eats up large chunks of your hard drive. Without a tape backup (look for a SCSI 4 mm DAT device, or the more 'standard' 8mm tape devices), you're going to find yourself frustrated at least once when it is of major importance to have a backup. A CDROM drive is also becoming 'standard equipment'. Be sure the one you get can handle the KODAK CDROM disks.

Don't stint on the monitor purchase. While there are plenty of cheap VGA monitors around, expect to pay around $800 for a good, multiply-synced monitor. The 17" CTX Proscan we have works well at the higher screen densities, and has the advantage of being pluggable into a IIsi (non-synced, of course). The reason I emphasize the monitor is that you mentioned a desire to do a bit of animation and graphics rendering. You can have the fastest CPU on earth and the graphics will still be terrible if you purchased a cheapo superVGA card and nominal monitor.

I'm not going to mention Atari at all. You appear to feel that the company is a 'sinking ship'. With such an attitude (and it may very well be the correct one), you're always going to feel 'cheated' if you purchase a new Atari machine, regardless of how good or well-suited they may be to your applications.

-- DPZ

512. oxyd -- what's up?

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 18:41:11 UTC
From: klassa@aurs01.UUCP
Message-ID: <61889@aurs01.UUCP>
Source record: 212392

Howdy ST Gamers...

I downloaded oxyd.lzh over the weekend & can't get it to do a whole lot. It throws up screen 1, then this little propellor/flower-looking thing drops down on my little icon (a cannonball, it looks like) and smashes it all to hell. When I try to move (via the mouse), my icon moves a little bit, then gets smashed by the propellor thing anyway. I die almost instantaneously, three times in a row, then the game ends.

What am I doing wrong?

Thanks!
John

o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o
o John M. Klassa o
o Alcatel Network Systems, Inc. --- Raleigh, NC --- (919) 850-1246 o
o Email: klassa%aurfs1.aur.alcatel.com@rockdal.aud.alcatel.com o
o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o

513. Re: oxyd -- what's up?

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 18:44:01 UTC
From: klassa@aurs01.UUCP
Message-ID: <61890@aurs01.UUCP>
Source record: 212393

```
In a previous article, I write:
:
:Howdy ST Gamers...
:
:I downloaded oxyd.lzh over the weekend & can't get it to do a whole lot.
:It throws up screen 1, then this little propellor/flower-looking thing
:drops down on my little icon (a cannonball, it looks like) and smashes
:it all to hell. When I try to move (via the mouse), my icon moves a
:little bit, then gets smashed by the propellor thing anyway. I die
:almost instantaneously, three times in a row, then the game ends.
:
:What am I doing wrong?
:
:Thanks!
:John

The return address in the header of that one was incorrect... Please
either (R)espond to this message (which has an appropriate header), or
write to me, from scratch, via:

klassa%aurfs1.aur.alcatel.com@rockdal.aud.alcatel.com

Thanks!
John

o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o
o John M. Klassa o
o Alcatel Network Systems, Inc. --- Raleigh, NC --- (919) 850-1246 o
o Email: klassa%aurfs1.aur.alcatel.com@rockdal.aud.alcatel.com o
o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o
```

514. Re: VIPGEM 1.0 to anything else

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 18:48:23 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C0pDKo.94K@news2.cis.umn.edu>
Source record: 212391

In article <ALBERTO.93Jan9175228@jacksun.cs.umd.edu>, alberto@cs.umd.edu (Jose Alberto Fernandez R) writes:
>Hi, I was the one who posted a message about how to get data files out
>of the spreadsheet program VIPGEM and into some PC.

You might want to contact ISD, the company which now owns the rights to the VIP spreadsheet program. I believe that the last version update included the ability to save the spreadsheet as a Lotus .WKS file. This should be readable by any IBM PC spreadsheet program. I don't have an address on hand for you though.

-- DPZ

515. Help me find gcc-ld.ttp please.

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 19:42:47 UTC
From: wilsont@rahul.net
Message-ID: <C0pG3C.FoF@rahul.net>
Source record: 212397

While trying to install Gcc on my system, I noticed there wasn't a linker.
After looking on atari.archive, i noticed there wasn't a linker anywhere
to be found.

Archie didn't reveal anything either.

if someone could point me to the path/filename, that would be great.
it is _not_ in Gnustuff/Tos/Gcc/gcc231b1a.zoo. everything but the linker is!

thanks for the help!

--
Timothy Wilson <wilsont@rahul.net>

516. meta-comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 19:53:32 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C0pGL9.B9E@news2.cis.umn.edu>
Source record: 212398

Well, I've spent a while sloshing through 200+ posts to comp.sys.atari.st over the weekend. Rather than reply to each and every posting with which I have a minor disagreement, I thought I'd just write one note. You needn't respond unless you really feel the urge.

To Bob R. - I find your announcement of a $15 OS/2 CD-ROM interesting. Unfortunately, I do not have a CD-ROM drive connected to my Mega ST, so I was wondering if you could try using it on YOUR CD-ROM under PC Ditto and let me know how it works out. Heck, I might even save up some money for a new CD-ROM if your report is glowing. It's helpful hints like these that make your postings to this newsgroup such interesting reading.

To Dave B. - Chill out. You're becoming positively rabid in your posts to well-meaning Atari ST users. I did find your posting on ST Picture Formats a refreshing change from the usual "you suck eggs" style that has become a favorite of yours. Remember, all the good things you've done for Atari ST users won't mean a thing when your gone; you'll be remembered as "That guy who hated anyone who liked the Atari ST".

As for those psychopaths out there who think that a few deaths are in order for the Tramiel family (you know who you are), get a life. When you get so obsessed by inanimate electronics products that you'd even jokingly wish doom and disaster on the people who own the company that produces those products, you need to reassess your value system. Or, perhaps, you need to engage in some consensual sexual activities. Maybe both.

For the rest of you out there -- do you read magazines? Newspapers? Listen to the radio? Belong to an ST-oriented user group? Are you interested in increasing the amount of useful information which passes through this newsgroup? Consider the self-appointed job of Atari factfinder (not a registered trademark, yet). When you see new software announced, let us know about it here. When you hear something of interest (and I *don't* mean stock quotes) about the ST, write about it. If you've discovered the perfect program to do X, write about it. One of the hardest jobs I've had in our user group was that of newsletter editor. Too many people sit back an wait for the other person to write about "How I accomplished ..." You can make this a more useful place, and you don't have to be too technical (save technical stuff for postings in comp.sys.atari.st.tech).

You can regain a measure of control of this newsgroup, or you can let it become a source of personal pleasure for folks like Chris Mauritz, who don't even OWN an ST anymore; they just leave messages for the pure joy in watching you squirm.

- DPZ

517. Re: A.A.U.E

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 20:25:03 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C0pI1s.CDB@news2.cis.umn.edu>
Source record: 212399

In article <1993Jan11.165118.18204@nosc.mil>, healy@nosc.mil (Mike Healy) writes:
>Well, I tried ftping to atari.archive and got denied access, so then
>I tried ftping to wuarchive and got the same message, so I guess it
>is a true "mirror" of atari.archive :-(

Almost all of the major FTP sites are limiting connections these days. I was suprised to find that wuarchive set limits at 60 connections at any one time ... this was a few weeks back. The U.S. hour limitations for the atari.archive site were imposed recently as well.

It's not uncommon. Even the major Windows FTP site (ftp.cica.indiana.edu for those who don't already know) limits the number of concurrent connections.

As the Internet expands, such limitations are increasing.

-- DPZ

518. Re: Spectre & TT

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 20:37:40 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1993Jan11.133742.4234@arizona.edu>
Source record: 212400

I've been away for a few weeks, so this is my first chance to respond to all this....

I run Spectre GCR 3.0 on a TT with TOS 3.05.

The 3.0 manual states that it works on a high-rez _Atari_ monitor, but I've never seen it done.

Spectre does not recognize the internal or external SCSI port on the TT. This is stated somewhere in a manual or in one of the README files. I have my internal hard drive hooked up to the external ASCI port using an ICD Mico host adapter, with the ribbon cable running through the case (I'm sure I'm violating all kinds of FCC rules--my TV goes nuts whenever my hard drive is accessed). I got the connections from the ribbon cable to the D-connector from ICD. I generally have no problems with the setup, and I'm using the disk for both Atari and Mac files.

I can read/write 800K Mac disks just fine. But in order to do this I have to have a floppy in the drive when I turn the computer on, then remove it before launching Spectre. Otherwise it eats floppies for breakfast. And light-off programs won't work. I can format/read/write on either Spectre or a real Mac, though formats on real Macs tend to be somewhat more reliable.

I use the Transverter program that came with Spectre to move file Atari<--> Mac all the time, with either floppy or hard drive. The only thing is that the Mac disk/partition must be in MHF (or whatever--the older one) format.

I hope this helps.

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

519. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 21:03:02 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1isna6INNonm@golem.wcc.govt.nz>
Source record: 212451

Don't bother, the guy is obviously thick, saying there is no CLI for
the ST, (ever heard of UNIX!? And the hundreds of other PD/shareware ones)

Hard drives are not 'cheap', $250 is a lot of money for poor folks like
myself! (For a decent drive....)

So GEM is not a Real OS is it!? Damn, what have I been using for the
last 5 years then!?

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================
```

520. Re: Stalker vs Uniterm!

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 21:07:20 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1isni8INNonm@golem.wcc.govt.nz>
Source record: 212452

> May be we should all wait for THE STORM...???

The company went bye-bye!

(Or did it!?)

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================
```

521. C-Lab/Emagic Notator V3.1 Falcon incompatible...

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 21:18:43 UTC
From: tjl@zeus02.desy.de
Message-ID: <C0pKJ8.ACq@dscomsa.desy.de>
Source record: 212394
Cross-posted to: rec.music.makers,comp.sys.atari.st,rec.music.synth

Hi

i have heard in musicians press in UK etc that C-Lab Notator (current version v3.15) is
NOT falcon compatible. The review I read stated that it hung just before the main screen
appears.

Also, Evenlode, who are mainly known for distributing Steinberg products, are advertising Notator as NOT Falcon030 compatible, wheras Cubase 3.0 apparently is.

Anyone got any hard facts, or even pure speculation. I don't really want to buy Cubase,
especially as I probably won't be able to get much for my Notator now anyway... If
anything I'd upgrade to Mac plus Notator Logic (but will have to make some dosh first...).

Does the change from C-lab -> Emagic mean Notator will no lonmger be supported???

--
Tim Llewellyn
Zeus-UK VMS guru
Soukous Addict
ZEUS02::TJL,BRSPVA::TJL,TJL@ZEUS02.DESY.DE,TJL@SIVA.BRIS.AC.UK

522. Re: Need plot-prg. -> .IMG

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 21:36:50 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <86458@ut-emx.uucp>
Source record: 212456

Hi,

In article <1993Jan11.111311.774@email.tuwien.ac.at> nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
>I need a program, which can read floating-point numbers in
>ASCII representation (eg. "0.333\n0.442...") and use them for
>plotting functions (the numbers are the function values).
>I need to be able to display a 3d-height field (a function
>F: [0,1]x[0,1]->R) and a 2d-grid with several functions
>plotted at the same time. The output should be a GEM .IMG.
>Does anyone know such a program? What about Gnuplot?

I believe the ST port of Gnuplot does everything you mention, except output in IMG format. It does, however, have postscript output, which can be printed or converted to IMG using ghostscript. Unfortunately the axis labels and other text produced by gnuplot are not exactly beautiful.

I have used Gnuplot on the ST a fair amount, and it seems quite stable.

-Tim Gallivan
timg@landau.ph.utexas.edu

523. Re: RFD: What to do with comp.binaries.atari.st/comp.sources.atari.st?

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 21:53:46 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.eg.LmYCDC0Tsq_@jonh.wimsey.bc.ca>
Source record: 212303

In <C0oxzr.CIA@dcs.ed.ac.uk> arjm@dcs.ed.ac.uk (Andrew Maccormack) writes:

>In the UK a large number of people cannot access US ftp, so c.b.a.st is one of
>our few sources of new pd/shareware software.

This is the one main argument for the binaries and sources groups,
and I was waiting to see if anyone still was in this situation. While
ftp is definately more efficient, if enough people are using mail
servers, the binaries and source groups are actually more efficient than
mail. However, as people seem to not be submitting things, the only way
it can keep working is if someone takes over the group who actually
wants to go get stuff for distribution. Obviously this needs to be
someone at a well connected site who doesn't pay by the hour for their
access.
The other thing about the binaries and sources groups seems to
be the catch 22 of the situation. If people don't see much happening on
the groups, it won't occur to them to send the files to the moderator. I
know there are plenty of people who are getting their feeds though bbs'
that don't have ftp, and limit the mail recieved. The binaries and
sources groups are the only way that these people can get software.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

524. Re: Stalker vs Uniterm!

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 22:10:42 UTC
From: ken@isgtec.com
Message-ID: <3958@isgtec.isgtec.com>
Source record: 212497

In article <1993Jan7.214014.29503@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
> For those of us that HAVE to use Kermit, Uniterm is still the program
> of choice.

Note that if your host has zmodem, either Uniterm or Flash 1.6 can use
zmodem perfectly with a good external program like XYZ 2.01. Kermit is
probably the worst protocol in the world.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

525. *** CAN YOU ANSWER THIS DISK DRIVE QUESTION? ***

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 22:19:32 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <07g9wB5w165w@sys6626.bison.mb.ca>
Source record: 212465

I used to have an CHINON F354 drive but it's toast so I got a
new CHINON 720k as a replacement, an FZ354. The problem :(is that it
doesn't recognize a new disk having been put in the drive(unless it's
write protected). 'ESC' won't work and the Forced Media Change program
also is a no-go.
Question: Can this FZ354 be fixed with jumpers or is it time to
call TEAC for a replacement?
If you need any further info, like how I have the jumpers set, say
so.

526. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 22:20:39 UTC
From: ken@isgtec.com
Message-ID: <3959@isgtec.isgtec.com>
Source record: 212496

In article <1993Jan8.151744.16471@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
> Uh, Ken... Did you ever think that maybe Darek built the Gemulator in order
> to try to make a few bucks? I think perhaps you are giving him too much
> credit for his "evil, wicked, mean and nasty" reputation. :)

Well, sure, but sounds like a small market to me. I think it seemed like
a double-edged sword, hurt Atari and make money doing it. :-}

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

527. Re: C-Lab/Emagic Notator V3.1 Falcon incompatible...

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 22:35:38 UTC
From: pinelr@rebecca.its.rpi.edu
Message-ID: <c#-3-zp@rpi.edu>
Source record: 212459
Cross-posted to: rec.music.makers,comp.sys.atari.st,rec.music.synth

In article <C0pKJ8.ACq@dscomsa.desy.de> tjl@zeus02.desy.de (Tim Llewellyn) writes:
>Hi
>
>i have heard in musicians press in UK etc that C-Lab Notator (current
>version v3.15) is
>NOT falcon compatible. The review I read stated that it hung just before
>the main screen
>appears.
>
>Does the change from C-lab -> Emagic mean Notator will no lonmger be
>supported???
>

To answer the second question first, I received a communique' from Emagic
when the product shifted companies saying that they would indeed continue to
support Notator on the Atari platform.

As for the first one, it's no secret that notator (any version) did not work
properly with 16MHz accelerator boards on ST's so it doesn't surprise me in the
least that it won't work on the Falcon. It seems logical, however, to expect
Emagic to modify the code so it will work on a Falcon, it can't be too big
of a mod. Still, this is all speculation, and we could end up screwed. I would
be really pissed if my $500 notation program were suddenly unsupported.

--
||| | Rob Pinelli |5\ "The future is not set. There is no fate but what
/ | \ | pinelr@rpi.edu |18\ we make for ourselves..." -Terminator 2
Atari ST| 203 North Hall |276\ "I don't patronize bunny rabbits!" "What's
Mega 2 | Troy, NY 12180 |7080\ your damage?" "It'll be very!" -Heathers

528. ST stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 22:40:26 UTC
From: eggert@sun.lclark.edu
Message-ID: <1993Jan11.224026.5287@lclark.edu>
Source record: 212460

From: eggert@sun.lclark.edu (Jonathan Eggert)
Newsgroups: comp.sys.atari.st
Subject: ST stuff for sale
Summary:
Followup-To:
Distribution: world
Organization: Lewis & Clark College, Portland OR
Keywords:

I still have the following items for sale: $350 Takes all, or split up as
follows...

Atari 1040 STf - $190
1 meg RAM
with Atari mouse
Atari SC1224 - $75
Screen bows at top and bottom. This is
apparently due to a burned out capacitor.
Should be an easy fix.
VideoKey - $50
Use a TV or VCR with your ST.
Works great!
Monitor Master - $29
Switch monitors without unplugging
and plugging.

Software -
Laser C compiler. . . . $30| or both for
Laser C Debugger package. . . $20| $40
GST C Compiler $10
Personal Pascal $10
Quantum Paint $8
BBS Express! ST $20
Universal Military Simulator . . $12
Falcon Flight Simulator. . . $18
Bloodwych $18
Chrono Quest $18
Carrier Command $18
Gone Fishin' $8

Again, all of this could be had for $350. I will pay shipping on any of this
assuming it is pre-paid. I will ship c.o.d. if desired, but I ask that the
buyer pays for that ahead of time (I got royally screwed on a previous
deal that ALL of this was supposed to go with).

Jonathan Eggert
(503) 768-8666
eggert@lclark.edu
L.C. Box 1151
Lewis & Clark College
Portland, OR 97219

529. Re: Stalker vs Uniterm!

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 22:52:22 UTC
From: ekrimen@wet.UUCP
Message-ID: <4958@wet.UUCP>
Source record: 212467

In article <1irg8sINNjr5@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>I had a lown of Stalker to see what I thought of it, the chap that owns it
>rated it some %100, so far its say -%100 with me, does not do vt100, and will
>not work with remote EMACS...no ^W or ^@...

Uh, I think you mean "loan," not "lown," unless they spell it differently
down-under.

And you mean that the "DEC VT100" in the terminal settings menu (the one
that I'm using right now to write this message on-line in vi) isn't really
VT100? And STalker can't use CTRL-W? I thought it could.
--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

530. Re: Convince me to stick with Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 23:10:01 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.93Jan11231001@SunLab41.essex.ac.uk>
Source record: 212461

In article <1993Jan11.115159@cs.bham.ac.uk> dxo@cs.bham.ac.uk (David Oakley) writes:

```
|
| +-------------------------------------------------+
| | David Oakley, ASTRAsoft shareware producers. |\
| | Internet: dxo@cs.bham.ac.uk | |
| | RealMail: 6 Watlands Rd. Bignall End, S-O-T | |
| | Staffs ST7 8QQ, England. | |
| +-------------------------------------------------+ |
| \_____________________________________________\|
| Kryten : 'Pub: ah, yes, a meeting place where people attempt to
| reach advanced states of mental incompetence by the
| repeated consumption of fermented vegtable drinks.'
```

No comment.

--
Simon Oke, 3rd year Computer Science
undergraduate at the University of Essex, UK.

531. Re: 800 birds ready to take of from Taiwan....

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 23:17:59 UTC
From: jbunch@nyx.cs.du.edu
Message-ID: <1993Jan11.231759.14551@mnemosyne.cs.du.edu>
Source record: 212462

ron@zooid.guild.org (Secret Mud) writes:

>From: jornmoe@fredrik.atari.no (Joern Moe)
>>Subject say's it all.
>>(Information from reliable source, although not directly from anyone
>>inside Atari Corp., cause if it it was, I couldn't tell you:^)
>>
>>--
>> ____
>> / Joern F. Moe / All above is my own personal opinion! \
>>/ Oslo, Norway / Any lack of opinion above is also mine! \
>>---

>200? Why such a weenie number? 200 is a week's work for a rather small
>production line. (And that includes burn-in testing.)

Ron,

Check out the subject again, if you read it you would see it was 800 not
200...

John
--
John B Bunch * * * I don't want the world, I just want your
280 Quail St. 1st Floor * * * half.... -TMBG
Albany, NY 12208 * * * jbunch@nyx.cs.du.edu
(518) 436-3810 * * * Proud Albany has Gay Rights!

532. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 23:22:17 UTC
From: ken@isgtec.com
Message-ID: <3962@isgtec.isgtec.com>
Source record: 212498

In article <1ikvrgINNqln@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
> I asked him why he built it and he said, "I predict Atari will be
> out of business by 1993 (I think that is what he said)." He continued to
> say something about Atari users having it easy to convert when Atari
> goes bankrupt.

Of course, the *day after* Atari goes bankrupt, you just have to get rid
of your ST. NOT.

Also, it may be fine to have something like Gemulator around *after*
Atari is dead, because it is then not hurting Atari hardware sales.
However, before they're dead, it just helps people abandon ship.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

533. Re: A.A.U.E

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 23:26:58 UTC
From: jbunch@nyx.cs.du.edu
Message-ID: <1993Jan11.232658.19372@mnemosyne.cs.du.edu>
Source record: 212463

dmb@case.ai.mit.edu (David Baggett) writes:

>In article <C0Lp26.4zD@ecf.toronto.edu> alrashi@ecf.toronto.edu (AL RASHID SHAHIR)
writes:
>>Anybody know if anything is wrong with the server at atari.archive.umich.edu?

>Use the wuarchive.wustl.edu mirror instead of ftping directly to a.a:

> wuarchive.wustl.edu: mirrors/archive.umich.edu/atari/...

I get the same message from wuarchive most of the time.. This is really
beginning to be a pain... ;-)

John

--
John B Bunch * * * I don't want the world, I just want your
280 Quail St. 1st Floor * * * half.... -TMBG
Albany, NY 12208 * * * jbunch@nyx.cs.du.edu
(518) 436-3810 * * * Proud Albany has Gay Rights!

534. Re: Setting up the RS232 in Sozobon

Newsgroup: comp.sys.atari.st
Date: 1993-01-11 23:35:34 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <726795333@majors5.cs.duke.edu>
Source record: 212464

From the Holy Book of <1is074INNig2@escargot.xx.rmit.OZ.AU>
as spake by rasas@minyos.xx.rmit.oz.au (Greg Patten) :

> [...] I have found some src (eg tip
>for MiNT by Howard Chu and some Un*x stuff) but it always seems to
>rely on some struct (like the one defined in xbios.h (?) which isn't
>included in the new sozo mint include stuff).

Right. That code was originally written for Mark Williams C, which does
things slightly differently (different header files, different struct
layouts, stuff like that). It does require some modification for HSC.
I'll mail you some diffs.

>I'm sorry if this is a stupid question but I'm new to programming
>and I don't really have much documention.

Like diving in head first, eh? ;)

>Also, is there new docs for the mint dlibs or is it a case of 'use the
>source'?

"Use the Source, Luke." Actually, though, large portions of the
MiNTlibs are similar to the Unix libraries, so if you have access to a
Unix system, you can check the man pages there.

Good luck!

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@romeo.cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
bigham@hercules.acpub.duke.edu | copied or distributed without a
(but not for long) | Darn Good Reason(tm).

535. Re: Convince me to stick with Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 00:32:11 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <ccN9wB1w165w@sys6626.bison.mb.ca>
Source record: 212491

> In <1993Jan9.211529.28668@news.th-darmstadt.de>, Natuerlich! writes:

> > Why doncha buy a nice Mac and **** off ? If you need convincing the Atari
> > is wrong for you.

And if the only words that will convince me to buy a Mac have four
letters in them, I CERTAINLY know I won't buy one of them!

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

536. HELP TEMPTRESS

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 00:39:48 UTC
From: ce830@cleveland.Freenet.Edu
Message-ID: <1it40kINN761@usenet.INS.CWRU.Edu>
Source record: 212466

LURE OF THE TEMPTRESS
HELP! PLEASE! I am totally & completely stuck. Am on Disk B.
Have never used Disk C. Am carrying: Broken Glass
Knife
Lockpick
Tinderbox
Diary
Gem
5 Groats
Have done the whole village. Can't get to Castle or Town Hall.
Can't unlock any doors. Am asking everyone for TAIDGH. Haven't
found GOEWIN. Where do I go? How do I get there? AM DESPERATE!
--
Ron Field ce830@cleveland.freenet.edu (or) ron@mchome.santa-cruz.
ca.us 514 Margaret Av Aptos Ca 95003 (408)688-1508
Waiting for a Falcon

537. Re: Atari laser...old

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 01:39:28 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan11.203928.13484@bsu-ucs>
Source record: 212468

> I guess you mean the SLM804. It is also a 300 dpi dumb page printer.
> It is connected to the dma bus via a separate controller (the SLMC804).
> It prints about 8 pages per minute.
>
> Alas it does not understand postscript or PCL; for most programs
> you need some kind of emulator (Diablo 630 emulator is standard,
> FX80 emulator is available by DMC), other programs (Calamus for example)
> talk directly to the printer. Interfacing the printer yourself
> requires knowledge of the dma protocol.
>
> Compared to other printers it is said to be fast for bitmaps.
> Calamus prints really fast on it. I guess this is due to the fact
> that other printers are connected to the printer port.
>
> As far as I know the SLM804 is not made anymore; the SLM605 is its
> successor.
>
> Is this what you wanted to know?

Yep. By Diablo and FX80 _emulator_, do you mean what is called a driver on WordPerfect, and other programs? Or is there some sort of emulator cartridge like for the HP DeskJet?

-Matt

538. Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 01:58:52 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan11.205852.13486@bsu-ucs>
Source record: 212469

>>> Big deal. Get a hard drive anyway. They're cheap.
>>
>>Say bud...if they're so cheap, why donl;t you mail me the money order for a new
>>one? I don't happen to have the cash, nor, I would bet, do a lot of other
>>people. I may guess this may be even more so in a smaller, foreign country.
>>I'll keep my eye on the mail and continue to run my software from the RAMdisk
>>so I won't be holding my breath.
>
> Beggars can't be choosers. If you have no money, you really can't
> afford to decide between computers, now, can you? That's my point.
> The only previous reason to buy a new Atari system was "Power without
> the Price." (Snicker.) These days, of course, as we all know from
> having paid careful attention to the mail order prices for clones
> posted here over the past two months, clones are the cheapest machines
> available. Therefore, for people in your situation, the choice is
> clear.

The arguement was: for people with a more limiterd cash-flow than _you_ are
used to, a computer that can/was-designed-to run without a hard-drive is
STILL the best option. I'd like to see you try to get around on that clone
without your hard-drive.

>>> That's a GOOD one. $50 is *real* tough to manage for an OS, yeah.
>>
>>Up the amount of the money order, please.
>
> If you can't afford to buy any software at all, then you shouldn't have
> bought the computer in the first place. Do you simply pirate all the
> software you want? Buying a $1000 machine and then saying you don't
> have $50 for a software pacakge is like buying a Ferrari but then not
> being able to cough up money for wiper blades.

First of all, the OS doesn't give me problems as is, so the $50 stays in the
bank for me. Second of all, I'll ask you not to be my finance advisor. I'm a
quite-typical college student with no spare money. I have not always been a
college student/I used to have the cash to buy software. If I'd bought into
the clone-realm then, it's not likely I'd EVER have as much software as I do
now (speaking commercially. I have no (and I don't need) knowlege of the
shareware dimension of the clone-realm). This machine still has the
more-affordable software for me.

>>> Right, and consequently you have to pay $75 to upgrade the OS. That
>>> is, every 3 years when they fix the pending 100 bugs in TOS.
>>
>>I'm still using very old version of TOS (1.2 I think) and have no plans for

>>spending money to upgrade it. BTW, I see you suddenly got a little tight with
>>the purse-strings....hmm.
>
> It's not the money, it's the inconvenience, mainly. If you still use
> TOS 1.2, watch out for bugs. Since I use(d) my Atari for serious
> programming that taxed the machine, I was forced to upgrade to 1.4.
> I had to go to a dealer and buy the chipset (once they got them in).
> Isn't compeltely obvious that it wouldn't have been much easier and
> cheaper to provide OS updates on disk?
>
> (BTW, just because I say you should be able to afford wiper blades
> for you Ferrari doesn't mean I advocate spending 10 times as much
> as is required for the wiper blades!)

It is the money, it isn't the money. I can't argue on dualistic gounds as
those. And really I don't have much inconvenience getting PD stuff, which has
consistenly been enough to keep me going (hopefelly will be until I can
actually afford to shop the commercial district again.)

>>What's the point to trying to get a PC put together the right way to do what
>>I want it to do, for less cost than my MEGA ST4? Too bad more people didn't
>>find out about ST's when I did. There'd probably be less people hell-bent on
>>a hard drive/the latest-greatest 'x86 PC/super-workhorse/more-than-they-
>>need/1000. And I have no qualms with GEM.
>
> Well, you're satisfied with mediocrity then. Once you have a hard
> drive and a faster machine, you'll never believe you WASTED so much
> time waiting for things to happen. Computers are STILL not fast enough
> so that everything I want to do is instantaneous; therefore, I will
> always be trying to get faster machines. Time spent waiting for a
> compile, unarchive, etc. is time WASTED, especialy under GEM where you
> can only run one process at once. At least under Unix or OS/2 you can
> edit a docuemnt or fix more bugs in your program while you're waiting.

It's not even a matter of mediocrity! It's a matter of whether or not yopur
computer does what's expected of it! Stop trying to spread the clone-disease
and start spreading some common sense!

>>Oh well, you and the Jones' have fun competing with each other. I'm gonna see
>>if I can get something done here.
>
> Again, I hope you're happy being less productive than you could be.
> I'm not.

I also ask that you not be my time manager. I haven't hit any speedbumps on
this road yet, and I don't anticipate any in the near future.

>>P.S. Why are the only people who actively promote the clones _I know_, the
>>ones who are able to hook up with _pirate copies_ of the hard-drive munching,
>>processing-time gobbling software they rave about?
>
> You know the wrong people?

Or the people are raving for some of the wrong reasons...
("My computer has slightly newer technology, and an AWESOME pirate base!")

>>I reckon a large number of people would sing a different song if they
>>_had_ to play by the rules. Not to mention they wouldn't be able to
>>afford to fill those bulging hard-drives their shiney new system
>>sports.
>
> The main thing I spend time with nowadays on my PC is TADS 2, which is
> shareware and registered, thank you. (And yes, I did buy my copy of
> Microsoft C, which was $139, and Ultima Underworld, which was $50.)

I'm glad someone's making money around here! If I don't gradute soon, I'm
gonna have to buy the place! This is crazy!

-Matt

P.S. Is Ultima Underworld, the Ultima that's a lot like the old Dongeon Master
game? My brother is into those Ultima games.

539. Status of DC software?

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 02:06:15 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Jan11210615@kropotkin.gnu.ai.mit.edu>
Source record: 212474

Not too long ago there was a rumor that since Double Click Software was going out of business, all of their software except DC Data Diet was to become freeware (or PD?). Can anyone tell me if this has happened, and if not, then will it happen soon, and when? Gracias...

Cheers,
entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, and Xerox. Join the League for Programming Freedom! Write to lpf@uunet.uu.net for more information.

540. Re: Porky pig.

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 02:10:08 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan11.211008.13488@bsu-ucs>
Source record: 212470

In article <1is1dpINN4bq@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
> In article <1993Jan11.021216.13462@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>>My thoughts to that point (thinking more generally) are that MOST people don't
>>NEED to program in GNU C++. This places a hard-drive back into the nice-but-
>>still-a-luxury catagory. Sorry, it's still $$ (and a maybe a smattering of
>>nostalgia) that holds me out of the clone-realm. I'll probably cross the
>>threshhold some time after a hard-drive for this ST costs more than a complete
>>clone system. And that's not likely to happen soon.
>
> I suppose the *computer* is still in a nice-but-still-a-luxury
> category, eh? Pencil and paper works JUST FINE, provided you're
> willing to wait. Such reactionary arugments are ridiculous. We're not
> talking about cutting edge stuff here; hard drives have ben standard
> for years now.

"Standard" or "tradition" are not a good arguement for anything. And I think a
more appropriate comparison would be pencil with hand-eraser vs pencil with
eraser on the end. A matter of convenience.

>>I believe someone said something about that being a beta copy, or unliscenced
>>or something. Of course pirating is not so unfamiliar to many clone users.
>
> Frankly, your generalizations only make it obvious that you'll find any
> excuse to criticize people who own clones or (gasp) just like them. I
> KNOW how cheap ST people are from painful personal experience, so don't
> talk to me about piracy, not paying for shareware, etc. YOU are part
> of the reason the ST market sucks so much I have to leave it
> completely. YOU are the one who says, "I can't pay $50 for OS
> software." PC people pay for software in enough numbers that they
> support massive development efforts. Both good and bad software comes
> out of these, but the market is certainly strong.

Could you be more specific? And FYI, if I try, I could _probably_ find soime
fault with ANYTHING or ANYONE you could name. I've never seen a computer or a
person I thought was perfect. Tell me how I make the ST market suck, please?
"PC people pay for software in enough numbers..." Could you say 30% of the PC
user market is onboard because of the fantastic piracy network? I'm certain it
dwarfs any such network Atari may/may have had. Whatever.

>>Anywho, it sounds like you're on the right track. Buy what you need.
>>Use will-power. Buy only what you need. The clone-realm is prone to
>>draw a man to gadget hell. Look at them, look at what Atari can do,
>>look at what MAC can do.
>
> Atari's simply aren't competetive anymore. Face it, if you bought a

> new machine, would it be an ST? If so, then you really are deluded
> beyond all hope. Apple's soon not going to even HAVE a 68000 machine
> in their line -- they're just too darn slow by today's standards.

In a couple of years, when I intend on investing in a new system, and if I still have InterNet access, I'll let you know what I decide. You're probably right that it won't be a 68000 machine. It'll probably be along the lines of a 68040 or whatever the price/perfomance ratio bears out from the market.

-Matt

541. Re: RFD: What to do with comp.binaries.atari.st/comp.sources.atari.st?

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 02:13:41 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1it9gIINN3m9@life.ai.mit.edu>
Source record: 212480

In article <hjv.726761347@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>Once there was a time when reading c.s.a.st was fun and interesting

There was a time when owning an Atari was fun and interesting; the two are correlated.

>I'm afraid the biggest cause of the
>current S/N ratio is the continuous stream of pro/con Atari threads -- with
>a functional contents of approx 0.00, always repeating the same religious
>arguments, etc, etc.

Functional contents of 0? On the contrary, there's been enough good information in these threads that by reading them alone (and taking them to heart, and acting upon them), Atari could make a good start at turning things around. Not only that, but LET THIS BE A LESSON TO YOU when you buy another machine. Quite educational all around, I think.

Besides, if you don't like reading stuff from any of us (on either side of the issue), just kill our messages. Are you proposing we should censor ourselves so YOUR personal newgroup experience will be better?

>In the meantime I think I (and most other c.s.a.st readers) know all about
>Atari's inadequacies. There's little use in repeating the same stuff over
>and over again. Please, tell me something new.

Something new: You're wrong if you think every reader of this group knows how "inadequate" Atari is now. While there are deluded people left I feel an obligation to counter the cheerleading. I've been a part of this community for 7 years, and I've put an incredible amount of energy into it -- emotional and otherwise. Why should I let people revise history? Why should I let people say things like "Double Click DESERVED to fail," when I know that's not true? Why should I let people say, "The Falon doesn't need expansion slots," or "The Falcon runs better OS's than the PC?"

>And another obvious remark: if people really hate Atari that much, why do
>they make themselves (and others) tired with writing articles in this
>group?

Partly because I don't want people to be conned into wasting money on a company that doesn't give a good goddam about its users. (Yes, despite the fact that Eric Smith posts notes about MiNT/MTOS every once in a while.)

Atari is now a small cadre of fatcats that are making a quick buck off
their remaining supporters' ignorance. It's reprehensible, and I see
no reason to let it go unchallenged (like 99% of the former Atari
developers, who just up and left without setting the record straight
with "the masses"). I care, OK? So shoot me.

How can you possibly say

>Yes, indeed, I'm not interested whatsoever in what anyone thinks about Atari.

and then

>That's why I'd like to see some threads moved, aborted, killed, stopped.

in the same breath? The reason people like me don't post lots of
technical info here anymore is because there's nothing to talk about!
Any of us who had any desire whatsoever of making money in the ST
market have either long left, or have long since realized the ST market
is dead. You expect me to add stuff to the picture formats list, or
write more sample playing utilities now? No one gives a damn
anymore, because the market is *dead*.

>And please, don't yell that much. There's nothing wrong with my eyes
>or ears.

If you want to set the tone of the group, why not post some "good
technical info" yourself? I didn't come up with stuff like that out
of thin air, you know. It takes work to write a 5 page article
on playing samples (or whatever). Be our guest.

>>BTW, if you want a new group, read news.announce.newgroups and learn
>>about the hideously annoying (and flame-prone) process you have to go
>>through before you can create it.
>
>I know all about it -- that's why I'm not running a RFD or CFV (sp?)...

Well I did, for comp.sys.atari.st.tech. That's my useful techinical
contribution for the decade.

Dave Baggett
--
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ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

542. Re: Atari laser...old

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 02:22:44 UTC
From: hsp4@cunixb.cc.columbia.edu
Message-ID: <1993Jan12.022244.8142@news.columbia.edu>
Source record: 212476

[No readable article body recovered]

543. Re: meta-comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 02:43:20 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1itb88INN4pn@life.ai.mit.edu>
Source record: 212479

In article <C0pGL9.B9E@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>You needn't respond unless you really feel the urge.

I guess I'm just too rabid to resist.

>To Dave B. - Chill out. You're becoming positively rabid in your posts
>to well-meaning Atari ST users.

Oh, so "well-meaning" Atari ST users can dish it out, but they can't take it, huh? If I recall correctly, I was the one who got slammed with a couple hundred "rabid" messages only a few months ago when this all started. Let's see ... was it my post about visiting Atari, perhaps, that set everyone off? Could it have been? Yes, I think I've got that right. That and "Closed Architectures."

>I did find your posting on ST Picture
>Formats a refreshing change from the usual "you suck eggs" style that has
>become a favorite of yours.

Well, I'm glad you liked it.

>Remember, all the good things you've done for Atari ST users won't
>mean a thing when your gone; you'll be remembered as "That guy who
>hated anyone who liked the Atari ST".

Heh-heh. Do you think I'm in this for ego gratification or something? I really don't care if people remember that way, or any other way. I care a lot more about preventing more people from getting sucked into the Atari Lie by the rabid (correct word choice this time) Atari fans, who -- either through ignorance or malice -- fabricate data to get other people to sink money in a company that is the biggest disgrace in the history of the personal computer industry.

I would CHANGE MY ATTITUDE OVERNIGHT if Atari got all new management and started putting the pieces together and working on interesting new prodcuts (and treating developers with respect) again. WRITE THAT DOWN. I'll eat those words if they do it and I don't.

You paint a very simple-minded picture of my motivations. You also try to scare me out of saying what I think with predictions about my "reputation." Neither of these things is useful.

>As for those psychopaths out there who think that a few deaths are in
>order for the Tramiel family (you know who you are), get a life.

I agree that wishing ill upon CEO's of companies you hate is out of line, but I think the sentiment is well-taken. How many people have the Tramiels screwed out of money? How many people have they sucked into

buying the computer equivalent of a junk bond?

>Or perhaps, you need to engage in some consensual sexual activities.
>Maybe both.

You're WAY more out of line here than anyone you mention.

>When you hear something of interest (and I *don't* mean stock quotes)
>about the ST, write about it.

Whoa, what's wrong with stock quotes? How are they not appropriate
news in an Atari newsgroup? It seems like you're asking people to be
POSITIVE fact-finders. Sounds like a propaganda campaign to me. By
all means, post the positive, but allow the negative to come through
without a fight as well. I shouldn't have to take megabytes of abuse
just because I give 101 reasons why Atari could use some fixin', should I?

>You can regain a measure of control of this newsgroup, or you can let it
>become a source of personal pleasure for folks like Chris Mauritz, who don't
>even OWN an ST anymore; they just leave messages for the pure joy in watching
>you squirm.

Marshal your forces all you want. You won't be able to twist reality
outside of your little universe no matter what you do. If we all care
about Atari, we needn't take sides like that. (And, as I've said about
three dozen times, evidently to deaf ears, I DO care about Atari.
Otherwise I wouldn't waste my time writing messages about their faults
or the inadequacies of their machines. If you think I'M hard on your
Party Line, you should listen to what the Real World is saying.)

Dave Baggett
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544. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 02:51:28 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1itbngINN4t4@life.ai.mit.edu>
Source record: 212484

In article <1isna6INNonm@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>Don't bother, the guy is obviously thick, saying there is no CLI for
>the ST, (ever heard of UNIX!? And the hundreds of other PD/shareware ones)

Look Steve, get a grip. You know I know what I'm talking about here;
I've written programs for the ST, remember? There's no Atari CLI;
they're all third party products. In other words, there is no
equivalent to DOS in the Atari world -- as far as ATARI is concerned
there IS no CLI. That's all I meant, OK? And most programmers know
that you can get a lot more work done with a CLI than you can with WIMP
interfaces anyway.

Second, the ST doesn't run Unix. It can't run Unix because it isn't
capable of doing virutal memory. (It does run Minix, though; I'll
give you that they're similar.)

Finally, if you're going to followup a post of mine, you could at least
insult me by name.

>Hard drives are not 'cheap', $250 is a lot of money for poor folks like
>myself! (For a decent drive....)

Yet you (pl.) expect us to put in the X thousand hours required to
write something Game Workbench when you can't pay the $200 or so it
costs to justify making it?

>So GEM is not a Real OS is it!? Damn, what have I been using for the
>last 5 years then!?

An early, buggy version of a poorly designed single-tasking OS.

Dave Baggett
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545. Re: The compatibility story (Falcon & A1200)

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 02:59:19 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1itc67INN4vm@life.ai.mit.edu>
Source record: 212485

In article <1993Jan11.113722.5383@gdr.bath.ac.uk> mapmh@gdr.bath.ac.uk (M Hagger) writes:
>I'm curious, just what do you mean by shitty programmers? In the real
>world do you seriously expect game writers (ie people trying to screw the
>maximum performance out of a machine) to worry about their program being
>a little incompatible with future generations of chips?

Yes. Case in point of bad programming of this ilk: STOS. Every time
the slightest change was made to the OS they had to send out an
update. You don't have to break the rules to get the best performance
possible out of the machine. Get things fast is one thing. Getting
things fast, and properly, is far better.

>Particularly if they are not even aware of the these new machines etc
>when the software is written.

In some cases of course, they are victims of what you describe here.
If the computer company rips the rug out from under the programmers,
there's no one to blame but the company. But Atari hasn't really done
that; they've said (in their own muddled way) what you could and
couldn't rely on, and they've done pretty well at not screwing
programmers who followed the rules.

>Maybe you would prefer it if the games were a little slower or a little less
>impressive, but I certainly wouldn't.

Following the rules will NOT slow your program down. Game Workbench
runs fine on Falcons and TT's, and we never had those machines to
develop on. It was more time-consuming, in some sense, to be careful
to follow the rules, but doing so did not affect efficiency any.

Dave Baggett
--
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546. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 03:13:49 UTC
From: jking@nmt.edu
Message-ID: <1993Jan12.031349.21351@nmt.edu>
Source record: 212475

In article <H.ea.0kgtRS0BsQs@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>
>Which is precisely why I'm looking into the other alternatives. Why is
>it that EVERYONE assumes DOS when you say PC? As Dave Bagget's pointed
>out, you can put any one of a HALF-DOZEN or more operating systems on a
>clone... most of them will co-exist quite nicely, allowing you to quit
>OS/2 (or Windoze or whatever) and reboot in unix with X.
>
>--
>------------------==------------------
>Chris Herborth
>cherborth@semprini.tdkcs.waterloo.on.ca

Er, even though I've been quietly watching all this, I have to toss out
a point. Everyone assumes MS-DOS on the PC for pretty much the same reason
everyone says GEM on the Atari.... The comparison is not exact but is fair.
MS-DOS (perhaps running Windows) is still pretty much the minimum you can get
by with on the PC. GEM is the minimum for the ST. You can add NeoDesk or
whatever to GEM in much the same fashion you add Windows to MS-DOS.

(I may be wrong on this but isn't MS-Windows an application that runs
ontop of DOS? Much like GEM runs on top of TOS?)

In any case, my point is mainly that if you allow all PC/Clone OS/s and
GUI's into the arguement, it is probably fair to use all the Atari alternatives
as well....

Another idea to think about is the concept of "sunk cost". The money
I have spent on my Atari system is gone. I can't get it back - it does not
in any way figure into whether or not I should buy an IBM. I might like to
buy CORALDraw, but the additional cost of the new computer makes it prohibitive to me. It
would actually be easier to by Avant Vector at $400-$500.
THe point of this is that it seems we are argueing apples and oranges
now and then. There is a difference between scraping your Atari system for
an IBM (which I cannot right now concieve of doing) or by an IBM instead of
an Atari (which I might do, if the cicumstances were different). This is
actually a problem for the Atari world since by and large only the first case
leads to new Atari Users. Atari needs to find some way of bringing the second
kind of choice back to their side of the equation. Which the Falcon may or
may not do. (It all depends on whether they (Atari) can break into some sort
of new market and stay there.

I've said too much already....

```
_
/\/\/\/\> ... Slither ...
```

547. Re: Porky pig.

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 03:33:16 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11648@uqcspe.cs.uq.oz.au>
Source record: 212477

dmb@case.ai.mit.edu (David Baggett) writes:

>Atari's simply aren't competetive anymore. Face it, if you bought a
>new machine, would it be an ST?

>If so, then you really are deluded
>beyond all hope. Apple's soon not going to even HAVE a 68000 machine
>in their line -- they're just too darn slow by today's standards.

Wakey-wakey Dave. Atari's soon not going to even HAVE a 68000 machine
in their line -- they're just too darn slow by today's standards.

If you bought a "new machine" and it was an ST, then you've just popped
through a time warp. Check out the prices 1040STe's are being flogged
off at by long-term Atari dealers - it's a runout sale. I picked up
a SM146 for $AU190, which is quite a saving!! They're all about to
become obsolete [though the SM146 is a *nice* monitor!].

Smell some roses for a change.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

548. BTX s/w wanted

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 03:40:33 UTC
From: tries@obelix.kph.uni-mainz.de
Message-ID: <67O08UT@minnie.zdv.uni-mainz.de>
Source record: 212489

Hi,
I'm lookin' for BTX s/w for my ATARI ST. If anyone got some experience with this, please let me know!

Thanx Volker
TRIES@SERVER.PHYSIK.UNI-GIESSEN.DE
TRIES@OBELIX.KPH.UNI-MAINZ.DE
TRIES@V3200A.EE.UNI-SB.DE

549. ADVOCACY: How to Survive the Flame Wars (READ ME)

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 03:42:02 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1itemaINN6bq@life.ai.mit.edu>
Source record: 212486

OK folks, since there's been almost as much bitching about the bitching as there has been about anything else, I'd like to suggest a minor modification to our posting behavior that I think will save us all some grief. (This will probably seem like an insane fit of reasonableness on my part to some of you.)

I propose that from now on any message in this group that's predominantly about the virtues or flaws of a personal computer (Atari or otherwise), or about a personal computer company, should have the word "ADVOCACY" in the the title. That way people who don't want to read such posts can kill them, and people who do won't be bothered by all the annoying bitching about the bitching. :)

NOTE: This will only work if you do it. (This means you too, BobR!) :) Take care to remove the ADVOCACY keyword from "normal" followups, too, since some people will immediately kill everything that has even the SMELL of advocacy in it. :)

Creating an advocacy group will take at least 6 months. While I think it would be a good idea to have one, I'm not about to volunteer to run the vote. Could some kind victim ... I mean, volunteer get the courage up to do it?

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

550. Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 03:47:16 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73397@cup.portal.com>
Source record: 212478

Sorry, Michael.. I reiterate: Simply because you seem to have trouble upgrading PCs, doesn't mean that everyone does.

And I still prefer the PC method of upgrading to the ST method. PCs are designed from the beginning to be upgraded. STs have to be hacked.

Plain and simple.

BobR

551. Re: RFD: What to do with comp.binaries.atari.st/comp.sources.atari.s

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 04:11:55 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <ka19wB4w165w@dogbox.acme.gen.nz>
Source record: 212328

In my case, I DON'T have ftp access, but I also don't have access to
either the comp.sources or comp.binaries groups.

(My feedsite won't supply them on the grounds that if he gives me
the atari groups, he'll have to start supplying other machine's
binaries/sources groups, swamping his hard drive space.)

Maybe I'm out of line here, but it seems that perhaps the atari groups
are due for a re-organisation.

Is there sufficient traffic to justify something along the lines
of the os2/ms-dos/amiga heirarchy structure?

(Currently I'm getting around 500k/week over the 2 comp.sys.atari groups)

--
Alan Brown. (SysAdmin) c/- 238a Tremaine Ave
dogbowl@dogbox.acme.gen.nz Palmerston North
Dawghaus BBS -> +64 (6) 357-9245 New Zealand
"A wet and windy place deep in the South Pacific"

552. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 05:17:49 UTC
From: dcable@nyx.cs.du.edu
Message-ID: <1993Jan12.051749.8803@mnemosyne.cs.du.edu>
Source record: 212481

Bob_BobR_Retelle@cup.portal.com writes:

>>Yes it's true. However, that $15.00 version of OS/2 is a non-registered
>>beta version which is only liscensed until January 3, 1993. You wouldn't
>>want to have a pirated OS would you?

>Well, er.. my boss called IBM at the 800 number you provided on
>Molin's Den (thanks, Dan..!) last Friday, January 8, 1993, and
>IBM sold him a CD-ROM with OS/2 on it.. with nothing said about
>it being a beta copy..
>
>They said two week delivery, but unofficially to expect it much
>sooner than that... so I guess we'll see when it gets here..
>
>Heck.. at that price, I'm thinking of ordering one too..!
>
>BobR

Not having it in my possession yet either, I only repeated what has been
posted in the OS2 newsgroups. Obviously, no one there is terribly
concerned about it as there were a few folks who just had to set there
clocks ahead before January 4th just to see what would happen. Nothing did.

--
dcable@nyx.cs.du.edu

553. ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 05:26:31 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1itkq7INNb1l@life.ai.mit.edu>
Source record: 212487

In article <1993Jan11.205852.13486@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>The arguement was: for people with a more limiterd cash-flow than _you_ are
>used to, a computer that can/was-designed-to run without a hard-drive is
>_STILL_ the best option. I'd like to see you try to get around on that clone
>without your hard-drive.

I don't recall that being the argument at all. I recall the argument being a general "MS-DOS machines suck" one. You can do just as much with a hard-drive-less PC as you can with a hard-drive-less ST. You don't HAVE to run Microsoft C; you can use Manx, which (I think) costs $19 too.

There *exist* programs on the PC that do far more than their ST counterparts, and because of that they take more room. But there are plenty of things you can run from floppy that are perfectly decent. (Of course, if you had a PC you'd probably have a 1.4M drive so floppies would be less of a problem.)

>First of all, the OS doesn't give me problems as is, so the $50 stays in the
>bank for me.

The "if it ain't broke don't fix it" argument, round 117. The OS *has* plenty of problems, in my view. For one, the 40 folder bug is STILL with us. On a more "abstract" level (bear with me here), we have missed out on such wonderful improvements as multitasking (MiNT isn't part of the ROM chips, of cours) and support for international character sets. One major reason I'd like to have a Mac (and yes, I know I can run Spectre GCR, but I want System 7), is that you can do Japanese word processing on it seamlessly. Where is Atari's answer to WorldScript?

>Second of all, I'll ask you not to be my finance advisor. I'm a
>quite-typical college student with no spare money.

Again: don't buy the Ferrari if you can't buy the wiper blades. So you've overinvested in your hardware and now you can't buy any software. Is there any other way to slice it? BTW, you're not saying anything unfamiliar to an Atari developer when you talk about not having money.

>I have no (and I don't need) knowlege of the shareware dimension of
>the clone-realm). This machine still has the more-affordable software
>for me.

So ignorance is bliss, huh? I don't like that philosophy myself, and when I started looking into the PC market carefully a year or so ago I was surprised at what I found: shareware terminal programs that beat

Uniterm, editors for $50 that annihilate Tempus and are programmable in
C, all the GNU stuff, 4-DOS, Borland's excellent source level debugger,
etc. etc. There's a world out there! Why do you *want* to stay
uninformed? Wouldn't it be better to know all the facts and then
DECIDE to stay with Atari?

>It is the money, it isn't the money. I can't argue on dualistic gounds as
>those. And really I don't have much inconvenience getting PD stuff, which has
>consistenly been enough to keep me going (hopefelly will be until I can
>actually afford to shop the commercial district again.)

Well, we're not going to be writing PD stuff for you much longer, so
you better start thinking about paying for software if you want to keep
your machine alive.

>It's not even a matter of mediocrity! It's a matter of whether or not yopur
>computer does what's expected of it! Stop trying to spread the clone-disease
>and start spreading some common sense!

"The clone disease." An unbiased statement for sure. You don't even
know what's out there, yet you call anyone who dares to praise the
clone world "infected." Common sense says your machine is going to be
a doorstop within a few years at the rate the community and Atari Corp.
are going. One day you'll wake up and all of us who have been writing
all that free software (or -- HA! -- "shareware") for you have stopped
doing it because we had bills to pay JUST LIKE YOU DO.

>> Again, I hope you're happy being less productive than you could be.
>> I'm not.
>
>I also ask that you not be my time manager. I haven't hit any speedbumps on
>this road yet, and I don't anticipate any in the near future.

Look, can the stupid semantics games all right? Are we having an
argument here, or are you telling me why I'm not a nice person?
Wouldn't you think it was funny if someone told you they were doing
just fine with a 1960 UNIVAC that only accepts punched cards? Wouldn't
you want to convinced them that there's a whole generation of software
and hardware improvments available waiting to make their lives easier?
Not *wanting* multi-tasking is a clear sign that you've never had it,
or have never had to do any serious work with a computer. We've
had multi-tasking since the 60's!

>Or the people are raving for some of the wrong reasons...
>("My computer has slightly newer technology, and an AWESOME pirate base!")

Sigh. I hate to be demanding, but do you have any facts regarding
piracy on the ST and PC that we can compare? "It seems like there's
more piracy on the PC" is hardly any evidence. Keep in mind that even
if there are 100 times as many pirates in the PC world as there are in
the ST world, we're still even percentage-wise.

>> The main thing I spend time with nowadays on my PC is TADS 2, which is
>> shareware and registered, thank you. (And yes, I did buy my copy of
>> Microsoft C, which was $139, and Ultima Underworld, which was $50.)
>
>I'm glad someone's making money around here! If I don't gradute soon, I'm
>gonna have to buy the place! This is crazy!

I'm a student too, and the day I got an eviction notice a few years ago
it was accompanied by a letter from someone who told me they wanted one
of my shareware games but "didn't have the $10 because they were a poor
college student." It was so ironic it made my day.

>P.S. Is Ultima Underworld, the Ultima that's a lot like the old Dongeon Master
>game?

Yes. Like Dungeon Master with complete freedom of movement in 3D.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
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dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

554. Re: Falcon030 competes with '486dx-33

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 05:27:54 UTC
From: dcable@nyx.cs.du.edu
Message-ID: <1993Jan12.052754.9131@mnemosyne.cs.du.edu>
Source record: 212482

You might want to just wander over to the OS2 newsgroups and look around before getting one of the Zeos systems that you were quoting the prices of. That operating system wants lots of memory, lots of harddisk and lots of CPU speed. There are also problems with certain video boards and other perpherals (especially SCSI stuff). That, unfortunately, is one of the problems that you get with open architecture.

--
dcable@nyx.cs.du.edu

555. ADVOCACY: Re: Porky pig.

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 05:37:28 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1itleoINNbfg@life.ai.mit.edu>
Source record: 212488

In article <1993Jan11.211008.13488@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>Could you be more specific?
>Tell me how I make the ST market suck, please?

I thought I was being pretty specific, but here's a *really* specific
statement for you:

1. You don't pay for software (because you have no money).
2. ST developers don't make any money selling you software.
3. Consider a market consiting of a million people like you.
4. ST developers have to leave the market.

That's why YOU are part of the problem. This is EXACTLY what the ST
market is like now. How many people here have already said they stick
with their Atari's beause of all the freeware and "shareware" out
there? What does that say about a commercial developer's chances?

>"PC people pay for software in enough numbers..." Could you say 30%
>of the PC user market is onboard because of the fantastic piracy
>network? I'm certain it dwarfs any such network Atari may/may have
>had. Whatever.

You're really piquing my interest here. Why don't you let me in on
your details of the vast pirate empire for the PC? Be sure to
cite figures for the ST market that back up your assertion. I
want BBS numbers too -- maybe I can get some RAD NU WAREZ D00D. :)

>In a couple of years, when I intend on investing in a new system, and
>if I still have InterNet access, I'll let you know what I decide.
>You're probably right that it won't be a 68000 machine. It'll probably
>be along the lines of a 68040 or whatever the price/perfomance ratio
>bears out from the market.

Given this thorougly intelligent closing statement, it's clear that you
have misinterpreted my defense of the PC as an attack on the ST. I
have no problem with the idea that you are happy with your ST (except
to know that you are living with something that is slowing you down).
The point of this all was that RIGHT NOW, IF you were buying a NEW
machine, a clone would be a very intelligent choice, simply on a
price/performance basis. If you look at the lingering title of this
message, you'll see that it's one Atarian's misguided assertion that
"PC's are bad because all the software is really huge." When I pointed
out that it's not that simple, you kicked into defensive mode and
started telling my why your ST was a wise purchase when you bought it
years ago. I have no argument with that. My ST was a wise purchase 7
years ago too. (A clone would have been a wiser one, but I of course

had no way of knowing things would work out as they have.)

Dave Baggett
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dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

556. Re: oxyd -- what's up?

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 05:37:52 UTC
From: dcable@nyx.cs.du.edu
Message-ID: <1993Jan12.053752.9435@mnemosyne.cs.du.edu>
Source record: 212483

klassa@aurs01.UUCP (John M. Klassa) writes:

>Howdy ST Gamers...

>I downloaded oxyd.lzh over the weekend & can't get it to do a whole lot.
>It throws up screen 1, then this little propellor/flower-looking thing
>drops down on my little icon (a cannonball, it looks like) and smashes
>it all to hell. When I try to move (via the mouse), my icon moves a
>little bit, then gets smashed by the propellor thing anyway. I die
>almost instantaneously, three times in a row, then the game ends.

>What am I doing wrong?

I can't tell you what you're doing wrong, but did you let any kids look at
it? Mine's (11 year old) been playing the stupid game continuously for
days now. I gave him the disk and he just started up like he was born
playing it.

Dan

--
dcable@nyx.cs.du.edu

557. ADVOCACY: Re: Porky pig.

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 05:46:38 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1itlvuINNbif@life.ai.mit.edu>
Source record: 212492

In article <11648@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>dmb@case.ai.mit.edu (David Baggett) writes:
>
>>Atari's simply aren't competetive anymore. Face it, if you bought a
>>new machine, would it be an ST?
>
>>If so, then you really are deluded
>>beyond all hope. Apple's soon not going to even HAVE a 68000 machine
>>in their line -- they're just too darn slow by today's standards.
>
>Wakey-wakey Dave. Atari's soon not going to even HAVE a 68000 machine
> in their line -- they're just too darn slow by today's standards.

Warwick! I was beginning to feel let down that you weren't
contributing anymore! Like it or not, though, the 68000-based machines
are really the only affordable machines Atari has. The TT is no longer
even vaguely competitive from a price/performace standpoint. As for
the Falcon, it's already a bit behind the times, but it'll certainly be
a vast improvement over the ST. If Atari sells the Falcon for $250,
I'll buy one. How's that? THAT would be competitive.

Of course, they have to MAKE them first. Minor detail. Darn
pesky factory workers! Can't even pronounce "Tra-mell" correctly,
much less meet their production quotas.

>If you bought a "new machine" and it was an ST, then you've just popped
>through a time warp. Check out the prices 1040STe's are being flogged
>off at by long-term Atari dealers - it's a runout sale. I picked up
>a SM146 for $AU190, which is quite a saving!! They're all about to
>become obsolete [though the SM146 is a *nice* monitor!].

ST's are being dumped left and right because they're becoming door
stops. Nobody wants a computer for which no new software is being
written any more than they want an 8-track tape player. ("All my
tapes sound JUST FINE on my 8-track. I don't NEED a CD player.")

>Smell some roses for a change.

This is finally getting fun again! :)

Dave Baggett
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dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
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dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

558. ADVOCACY: Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 05:47:50 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1itm26INNbih@life.ai.mit.edu>
Source record: 212493

In article <73397@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>And I still prefer the PC method of upgrading to the ST method. PCs are
>designed from the beginning to be upgraded. STs have to be hacked.
>
>Plain and simple.

Bob, don't forget that you have the OPTION of taking a soldering iron
to your PC if you want to! :)

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
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dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

559. Re: Stalker vs Uniterm!

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 06:22:37 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1ito3dINNja@golem.wcc.govt.nz>
Source record: 212490

In article <1isni8INNonm@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>> May be we should all wait for THE STORM...???
>
>The company went bye-bye!
>
>(Or did it!?)
>
> ========================WELLS_S@KOSMOS.WCC.GOVT.NZ=========================

Please Steven get your Facts right, THE STORM is still coming out, DC were going to market it, but its now being marketed by some other company..

So look before you jump...!!!

Read the STR more, then you will be more informed...??

Roger..... sheppard_r@kosmos.wcc.govt.nz

560. Re: Atari laser...old

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 07:01:00 UTC
From: marc@targon.UUCP
Message-ID: <2886@targon.UUCP>
Source record: 212312

In article <1993Jan11.203928.13484@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>Yep. By Diablo and FX80 _emulator_, do you mean what is called a driver on
>WordPerfect, and other programs? Or is there some sort of emulator cartridge
>like for the HP DeskJet?
>
> -Matt

Well it's not a cartridge. The diablo emulator is just a program you
run before printing (or at startup). Any text output is redirected to
the dma bus. It does also do bitmaps however (ghostscript and tex
use this for example). I don't think this was a diablo feature :-)

The fx80 emulator is an accessory which is a bit smarter, but it uses
a huge amount of memory (configurable, but for bitmaps you need at least
about 1-1.5 meg) immediately after startup, while the diablo
emulator just needs 1 meg when you print something.

Marc

561. Atari System for Sale

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 07:44:00 UTC
From: caude@comtch.spk.wa.us
Message-ID: <2B89wB1w165w@comtch.spk.wa.us>
Source record: 212499

I have an Atari ST computer system for sale. I will sell it either in
peices or as one big package. Here is what I have:

Hardware
========
Atari Mega ST4 Computer (w/ TOS 1.4, Mega STe keyboard,
and GoldenImage mouse) $500
Atari SLM804 Laser Printer $500
Hard Drive case w/ ICD Advantage Plus Host Adapter
w/ ICD Hard Drive Utilities 5.6.1 $150
Seagate ST296N 85Mb Hard Drive $225
Amplified Stereo Adaptor $30
2 TAC30 Joysticks $25

Software
========
Calamus 1.09 $100
GFA Draft Plus $15
WordPerfect 4.1 $100
Red Storm Rising $25
Ultima IV $25
Planetarium $25
GFA Basic 2.0 and 3.0 w/ ref manual $75
UltraScript $75
BBS Express! ST 1.79 $75
Lots of PD stuff FREE on Hard Drive
==========
Total $1945

Entire Package $1800

If you are interested, I (Chuck) can be reached at:

509-235-8746 (voice),
509-235-4875 (BBS),
CAUDE1 (GEnie),
Chuck Aude at 1:346/18.0 (FidoNet),
or Chuck.Aude@f18.n346.z1.fidonet.org (InterNet).

--
caude@comtch.spk.wa.us (Chuck Aude)
IEAx for lack of a better name... (509) 624-0744

562. Re: The compatibility story (Falcon & A1200)

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 08:10:09 UTC
From: psteffn@hal.gnu.ai.mit.edu
Message-ID: <1itud1INNg96@life.ai.mit.edu>
Source record: 212495

In article <1993Jan11.120754@cs.bham.ac.uk> dxo@cs.bham.ac.uk (David Oakley) writes:
>Re my statement and 24/100...
>
>There is a boot up option on the A1200 which disables the extra chips (eg AA etc)
>and so this apparently increases compatibility dramatically. One of the Amiga
>magazines got a 40% compatability with old games and 90% for games < 1yr old.
>
>I'll still get a Falcon, but we need to get correct info on the opposition if we
>want to beat them!

There is no way to disable the new AA [AGA] functions in the 1200. Software that changes the wrong bit in the bitplane control registers can still cause problems. It's ironic, though, that Commodore threatens never to release another hardware manual, though. They want people to program "cleanly" but this be counterproductive.

The Falcon is a nice machine and I intend to get one, whether or not Atari is around at the time. I know a considerable amount about the standard ST and standard Amiga hardware and if the 1200 is 2 steps forward for the Amiga 500, then the Falcon is 10 steps for the Atari 520ST. There is a clear advantage that the Falcon has the DSP as standard hardware in that the DSP is a fully programmable processor in itself, fully capable of running it's own software like the 68030, but being able to do many things much faster than the 68030 ever could. It is hard to say at this point, but I would assume that one could find several applications in which the Falcon would perform 3 or 4 times faster than the A1200.

Paul Steffen
aka. STratoHAK/TPPi [intending to get both machines!]

>
>David.
>
> +---+
> | David Oakley, ASTRAsoft shareware producers. |\
> | Internet: dxo@cs.bham.ac.uk | |
> | RealMail: 6 Watlands Rd. Bignall End, S-O-T | |
> | Staffs ST7 8QQ, England. | |
> +---+ |
> _____\|
>Kryten : 'Pub: ah, yes, a meeting place where people attempt to
> reach advanced states of mental incompetence by the
> repeated consumption of fermented vegtable drinks.'

563. Re: Falcon030 competes with '486dx-33

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 08:12:29 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.115.726826349@dhhalden.no>
Source record: 212494

In article <H.ea.kXNJs3zV6no@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>Well, I knew the Falcon030 (4M/65M hard drive configuration) was
>competing with the Mac LC II (4M/80M hard drive) in the ~$1700 range,
>but check this out... it's also competing with high-quality '486/33
>systems!
>
>This is from a Zeos product listing. Zeos is a very high-quality mail
>order place (1-800 numbers, 30 day no questions asked guarentee, good
>reputation, etc).
>
>VESA LocalBus system:
>[specs deleted]
>Price -> $1895.00
>
>Now, sure, this is more than the projected $1700 for the Falcon, but it
>includes the monitor (can you buy a 14" colour monitor for $195?), and
>two high-powered big-name programs.

$1700 for a Falcon?? I thought the price for a 4/65 bird was $1395. Anyway,
have you checked the appetite those Windoze progs have on HD space?

>cherborth@semprini.tdkcs.waterloo.on.ca

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

564. Re: Does atari.archive have a mailserver?

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 08:59:15 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Jan12.085915.25053@unix.brighton.ac.uk>
Source record: 212307

```
Yes, the atari.archive does have a mailserver, I use it. For more
info mail atari@atari.archive.umich.edu with a message body of help I
think it is, to get help on using the mail server and index for the index.

--
+-------------------------------------------------------------------------+
| On the end of every wizards staff is a knob! - T.Pratchett |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix
+-------------------------------------------------------------------------+
```

565. Help with Hermes please:cannot post

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 09:15:32 UTC
From: qb7g6@fel.tno.nl
Message-ID: <1993Jan12.091532.26059@fel.tno.nl>
Source record: 212311

Hi,
I have Hermes 1.03 installed now. I can send mail, receive mail, read news.
But I haven't managed to post an article yet. (This posting is done
elsewhere)

I suspect I have to put a line in the "sys" file. But I don't have a
description of the file's format; there is no sys(5).
Can anybody please enlighten me?

Are you Hermes users pleased with it? Are there alternatives?

Thanks!
--
Maarten J. Landzaat (analyst/programmer, bass player, Atari/midi freak)
BSO/Aerospace & Systems Mail: Spuistraat 97
Email: maarten.landzaat@fel.tno.nl 1012 SV Amsterdam
Phone: +31 20 6266098 The Netherlands

566. Re: RFD: What to do with comp.binaries.atari.st/comp.sources.atari.st?

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 09:34:14 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C0qIL3.wF@hpbbrd.bbn.hp.com>
Source record: 212500

Andrew Maccormack (arjm@dcs.ed.ac.uk) wrote:
> In the UK a large number of people cannot access US ftp, so c.b.a.st is one of
> our few sources of new pd/shareware software.

But I guess that you can at least use ftpmail servers, can't you?

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

567. For Sale: Spectre GCR in UK

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 09:51:55 UTC
From: mike@abekrd.co.uk
Message-ID: <1993Jan12.095155.16913@abekrd.co.uk>
Source record: 212323

Well, I love my Spectre, it works flawlessly and I have a fully functional Mac Plus. Unfortunately, my bank manager wants to know how I intend to pay for my new car. Sooo....

For Sale, One Spectre GCR v3.0 - the greatest Mac Emulator for the ST. With Apple Roms and Documentation.

300 pounds or near offer. Call 0734 585421 and ask for Mike Quinn.

Mike.

PS You'll need a hard disk to use this (or any Mac) effectively. If you need one of those, we can discuss that too.

Mike Quinn. mike@abekrd.co.uk ...!uunet!mcsun!uknet!abekrd!mike

Abekas Video Systems Ltd. "All these moments will be lost,
Reading. United Kingdom. in time, like tears in rain."

568. Re: Porky pig.

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 09:56:11 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Jan12.095611.6534@email.tuwien.ac.at>
Source record: 212301

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
: [...]
: How exactly does one pirate a CD-ROM? 650M hard drives aren't exactly
: cheap... ;-)
: [...]

Well... I overheard a discussion during a lecture here a few weeks ago...
One PC user asked another to copy him a CD, so I guess it's not too hard
(to another CD)
He said that it costs around 200 ATS (30DM, 18US$?)

-MY

569. Re: Falcon030 competes with '486dx-33

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 10:07:15 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Jan12.100715.6875@email.tuwien.ac.at>
Source record: 212302

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
: [ad deleted]
: Wasn't Atari's last memorable slogan, "Power without the price!"? A
: '486sx-25 will _CRUSH_ a 68030-16, no matter what OS you put on it...
:
Hmm... according to some PC magazines, a 486sx/25 is slower than a
386dx/33... So it can't be that much faster than a Falcon...
(at most 2x as fast, depends on what you do of course)

:[...]

-MY

570. atari archive??

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 11:15:28 UTC
From: storm@fwi.uva.nl
Message-ID: <1993Jan12.111528.8418@fwi.uva.nl>
Source record: 212313

```
Can anybody tell me what happened to terminator's atari archive???
Does anybody know where it has been moved to?
Or is there another major archive?

etc.

Thanks Richard

--
Richard Storm, storm@fwi.uva.nl ||
University of Amsterdam.
```

571. Re: Porky pig.

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 11:24:30 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.93Jan12111801@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 212220

> 1. Lattice C.
> Got around the problem of it not having a proper make by merging all the
> files into one. Finally compiled after a few options had been changed.
That's a bit excessive isn't it? Wouldn't it have been more sensible just
to use someone else's make? In fact, GCC doesn't come with a make utility,
its just that Gnu Make is part of the same project. You can use Gnu Make with
Lattice quite happily, though personally I prefer Dmake. As far as compiler
options go, I get most Gnu and Unix stuff to compile by using 32 bit ints
and the non base relative option (the latter not always needed). Since 32 bit
ints is the default, that's only one option. A CC compatible driver for
Lattice would be really nice though - I keep on meaning to write something,
but I've already got far too many partially completed projects lying around 8-(

> Code ran and exited immediately, saying that the stack was full.
Look under stack in the manual. The default stack size is 400k, but altering
it is extremely easy.

Kev

572. Emailing STFormat

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 12:28:50 UTC
From: cstadge@csv.warwick.ac.uk
Message-ID: <1iudi2INN495@clover.csv.warwick.ac.uk>
Source record: 212310

Ok, If anyone reading this wants to know how to email that great bastion of UK ST magazines - going down hill a bit recently though - you can email them at their compuserve account by emailing to

100012.2571@compuserve.com

They may even print your letter - (they never print mine) - I don't know if they can do a conventional email reply though

-Giles

573. Guide! for Atari

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 12:58:35 UTC
From: pcxkrm@unicorn.nott.ac.uk
Message-ID: <1993Jan12.125835.6171@cs.nott.ac.uk>
Source record: 212319

I don't know if anyone in this group is interested in Project Galactic-Guide - an attempt to provide a 'real' Hitch-hiker's guide to the _known_ galaxy, but I have just completed a beta test version of a viewer for the Atari. More details are contained in the newsgroup Alt.galactic-guide, along with where to FTP the program and data files from.

Keith.

~~~~~~

"Mummy was an asteroid, Daddy was | Keith Marshall
a small, non-stick kitchen utensil..." | pcxkrm@unicorn.nott.ac.uk
~~~~~~

574. Re: TCP/IP for the ST and LAN Server

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 13:21:02 UTC
From: pm@fortec.tuwien.ac.at
Message-ID: <pm.726844862@fortec.tuwien.ac.at>
Source record: 212316

In <1993Jan6.172103.7842@uvm.edu> pegram@emba-news.uvm.edu.UUCP (Robert B. Pegram) writes:

>From article <1992Dec31.212754.1@seb.se>, by s19184@seb.se (Michael Evans):
>> In article <1992Dec30.175909.2268@zooid.guild.org>, kovarski@zooid.guild.org (Mark Kovarski) writes:
>>>
>>> Has anyone out here experiemented with TCP/IP for the Atari ST. I remember
>>> seeing a file on a german FTP site that was called, I believe, TCP_IP.LZH.
>>> How does it implement TCP/IP? Is it done via the RS-232 port? What I want
>>> to eventually do is to network my PCs with the Atari that I have.
>>
>> I have been thinking about the same thing. I know there are Ethernet
>> cards for various ST-models in Germany, but I think that most of them
>> are for Megas (ie expansion bus machines).
>>
>> The thought that struck me the other day (it did not hurt ;-) was that
>> there are many "pocket" LAN adapters available for portable PCs. These
>> plug onto the parallel port and supply a Token Ring or Ethernet
>> (Thinwire or 10BaseT) connection.

>Not workable because the bidirectional parallel port commo is entirely
>different. You would do better to look to the Mac ethernet boxes that
>can be put on the SCSI bus (assuming you have an ACSI<->SCSI Host
>Adaptor - but why bother with a network without one?)

>> Is this anything more than an old man's wild ideas?

>No, I think that with the Falcon's SCSI bus, the Mac ethernet box
>makers might be persuaded to make the necessary software available for
>all STs. Here's hoping.

>Bob Pegram
>>
>> /Mike
>> --
>> Michael Evans Skandinaviska Enskilda Banken (S-E-Banken)
>> SEB Data R Telephone: +46-8-639 33 70
>> S-106 40 Stockholm Fax: +46-8-639 37 62
>> Sweden Internet: mike@seb.se
>--
>pegram@emba.uvm.edu
> or
>..!uvm-gen!pegram

Hi,
I just have uploaded the newest version (1.22) of our TCP/IP software

to the server sun5.iaee.tuwien.ac.at (fortec.tuwien.ac.at) today.
We use it to connect our ATARIs to SUN workstations.
It is based upon (Ethernet) packet drivers hiding the hardware from
the IP layer, so it can easily be adapted to different ethernet cards.
At present we use Ethernet cards from Riebl Germany for our
MegaSt and TT as well as a Dlink DE600 pocket adaptor which connects
to the cartridge port of each ST via a tiny, self-made interface
(some small hardware could be used to connect it to the parallel
port too).
Packet driver sources (Pure-C) are included, as well as some
application programs we have written.

Peter.

--
Dipl.-Ing. Peter Mayer fortec - Rehabilitation Engineering Group
Institute for Electronics University of Technology - Vienna, Austria
Email: pm@fortec.tuwien.ac.at phone: +43 1 58801 3967

575. Re: Convince me to stick with Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 13:29:05 UTC
From: anneklin@acs.bu.edu
Message-ID: <106838@bu.edu>
Source record: 212314

In article <4q55wB1w165w@status.gen.nz> jonc@status.gen.nz (Jon Clarke) writes:
>wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
>
>> In article <H.ea.o3KuEmskWp2@semprini.tdkcs.waterloo.on.ca> cherborth@semprin
>> >I'd like to hear some arguments convincing me to stay with a sinking
>> >ship, Atari.
>> Why doncha buy a nice Mac and **** off ? If you need convincing the Atari
>> is wrong for you.
>>
>> Nat!
>> --
>
> Well said Nat !

GMAFB.

Someone asks to be convinced to stay with Atari (and I know Chris, and
I'm pretty sure that it was an honest request), and all you can do is
say "Take off, we don't need you". That says two things to me:

1) There is nothing Atari's most rabid supporters can actually say in
its favor.

2) Users such as this needn't blame the Tramiels for Atari's
downfall--telling everyone who wants to be convinced to "take a hike"
is pretty poor P.R.

Sorry, I've got more than two things.

3) This is about third grade recess levels of maturity, so take your
bat and ball and go home, and try to catch those left fielders
yourself.

I can perfectly understand Chris' situation--wanting someone to
convince him to stick with a platform that he feels some loyalty
toward, I'm feeling it myself these days--and I'm amazed at the
helpful reactions he's gotten.

Mike.

576. Chaos

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 13:45:47 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1993Jan12.134547.376@cs.nott.ac.uk>
Source record: 212320

Before you skip this OLD subject, I'd like to say that version 1.1
is now finished! features are:

vvvvvvvvvvvvvvvvvvvvvvvvvvv
10 sector 80 track disk!!!!!
^^^^^^^^^^^^^^^^^^^^^^^^^^^

Faster loading time
keypad can be used for cursor movement on foreign keyboards
engaged bug fixed
random name assignment if required
re-entry of a wizard's details if required
quit game hot(ish) key

I think that's it..it'll be on a.a and uni.ftp-kl.de tomorrow,
time permitting...
It'll probaBLY be MSA'd since LHARC gives 0% compression...
SO there!

Thanks for your time,
Martin

577. Re: C-Lab/Emagic Notator V3.1 Falcon incompatible...

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 13:47:39 UTC
From: Jonathan Egre' <jonathan@mantis.co.uk>
Message-ID: <56N0wB4w165w@mantis.co.uk>
Source record: 212315
Cross-posted to: rec.music.makers,comp.sys.atari.st,rec.music.synth

tjl@zeus02.desy.de (Tim Llewellyn) writes:

> i have heard in musicians press in UK etc that C-Lab Notator (current
> version v3.15) is
> NOT falcon compatible. The review I read stated that it hung just before
> the main screen
> appears.
>
> Also, Evenlode, who are mainly known for distributing Steinberg
> products, are advertising Notator as NOT Falcon030 compatible, wheras
> Cubase 3.0 apparently is.
>
> Anyone got any hard facts, or even pure speculation. I don't really want
> to buy Cubase, especially as I probably won't be able to get much for my
> Notator now anyway... If anything I'd upgrade to Mac plus Notator Logic
> (but will have to make some dosh first...).
>
> Does the change from C-lab -> Emagic mean Notator will no lonmger be
> supported???

I have heard complaints that C-Lab Notator 3.15 hangs "just before the main screen appears" on *any* machine.

I purchased Notator just before Christmas. I received E-magic Notator 3.16. I was told by the U.K. distributor that:

* E-magic Notator 3.16 is exactly the same as C-Lab Notator 3.15, but with different packaging (perhaps without the alleged "hanging" bug).

* The two people who hold the copyright to Notator have left C-Lab and taken Notator with them to E-magic.

I would assume that it would be in E-magic's best interests to make whatever (presumably minor) modifications are required to make Notator run on the Falcon.
--
Jonathan Egre' = jonathan@mantis.co.uk = jonathan_e@cix.compulink.co.uk

578. Re: RFD: What to do with comp.binaries.atari.st/comp.sources.atari.st?

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 14:31:52 UTC
From: mlake@irscscm.UUCP
Message-ID: <1993Jan12.143152.2388@irscscm.UUCP>
Source record: 212321
Cross-posted to: comp.sys.atari.st,news.groups

In article <1ipnvvINNiuv@shelley.u.washington.edu> dud@hardy.u.washington.edu (Daniel Aylward) writes:
>koreth@spud.Hyperion.COM (Steven Grimm) writes:
>
>>So what do people think? Should the group continue as is? Should I step
>>down and let someone else take the helm? Should binaries continue to be
>>posted, or should the group switch to a low-bandwidth "announce" format?
>>If it did the latter, would it still be an appropriate member of the
>>comp.binaries hierarchy? And what about comp.sources.atari.st?
>
>I have thought for a while that a place to announce new software releases
>would be very useful. Many times I've not been aware of the latest
>versions of software. I had to ask Michael Bernards himself what the
>latest English version of Rufus was, and I had to get it from Bob Brodie
>via the F-Net! The same is true with commercial software. For example, I
>always try to get the latest version of Warp9 when it comes out. It was
>over 2 months before I knew that the ExtendoSave version had been
>released! So what might be a good idea is to open the newsgroups to
>discussion of the latest software, of all varieties.

I like that idea.

> When anyone finds a
>newly released title, they can post about it, tell where they can FTP it
>from, and, if people want them to, they could even uuencode it and post
>it, or post its source code. Something like this wouldn't cut back on the
>purpose the groups currently serve, while adding something that could
>benefit a lot of users.
>
>Just my thoughts...
>
>Dan Aylward
>dud@u.washington.edu

As a sidenote:
Is there a file available containing developer's names, their
addresses, and contact points? And the software they produce? Atari
publishes similar information but it's not freely available.

--
Marshall Lake
...!uunet!{media,mimsy!bogart}!irscscm!mlake
mlake@irscscm.UUCP

579. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 14:39:29 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1185@usdtsg.DaytonOH.NCR.COM>
Source record: 212343

In article <1itbngINN4t4@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:
>In article <1isna6INNonm@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>>Don't bother, the guy is obviously thick, saying there is no CLI for
>>the ST, (ever heard of UNIX!? And the hundreds of other PD/shareware ones)
>
>Look Steve, get a grip. You know I know what I'm talking about here;
>I've written programs for the ST, remember? There's no Atari CLI;
>they're all third party products. In other words, there is no
>equivalent to DOS in the Atari world -- as far as ATARI is concerned
>there IS no CLI. That's all I meant, OK? And most programmers know
>that you can get a lot more work done with a CLI than you can with WIMP
>interfaces anyway.

Uh, Dave, Microsoft makes DOS, not IBM (i.e. 3rd-party again). The
fact that they have a virtual monopoly on IBM DOS (except for DR DOS)
makes them the standard. As for "wimp" interfaces, would not
OS/2 and Windows then be considered as well? (being non-CLI?).
And those are the main selling points for the PC's right now (if my
286 had the power, I'd probably put one of them on there, but as it
doesn't at the moment, I don't). I sometimes will run MiNT/TcShell
combination, as the commands, etc are just about identical to unix
(actually taught myself some unix by playing with the combination) -
so while it's not an "Atari standard" it is easily used by those who've
played with unix...

>Second, the ST doesn't run Unix. It can't run Unix because it isn't
>capable of doing virutal memory. (It does run Minix, though; I'll
>give you that they're similar.)

Dave, could you give me a short description of virtual memory and
what it takes to do it? I assume (correct me if wrong) that the Windows
SWAP file would be considered virtual memory? Why would doing something
like that not be capable on an Atari? Just curious.

>Finally, if you're going to followup a post of mine, you could at least
>insult me by name.

Or better yet, not insult anyone at all!

>>Hard drives are not 'cheap', $250 is a lot of money for poor folks like
>>myself! (For a decent drive....)
>
>Yet you (pl.) expect us to put in the X thousand hours required to
>write something Game Workbench when you can't pay the $200 or so it
>costs to justify making it?

Depends if you could use the software. Something like Game Workbench
would seem like a great thing for game programmers. But for simply
hobbyists, it does not seem necessary. And this net seems to be
inhabited by more hobbyists that "professional Atari programmers." (there
are some, like Eric Smith, etc, but the majority are probably not
Atari programmers).

As for the hard drive, probably the best investment I've made in
my system (makes life SO much easier to deal with instead of disk
swapping all the time). And to think, I survived on an Atari 8-bit
with CASSETTE RECORDER for like a year. But of course, I was a
kid, and barely had enough money for a couple comic books, much less
a hard drive (BTW my first computer was a Christmas present I asked
for, since I couldn't afford buying it then). Of course, I'm still
stuck at 30megs since right now I can't justify getting a larger HD
yet. I'd like one, but I have other things to worry about as well
(rent, car payment, etc)...

>>So GEM is not a Real OS is it!? Damn, what have I been using for the
>>last 5 years then!?
>
>An early, buggy version of a poorly designed single-tasking OS.

But it works and is functional. An OS is supposed to be
functional, not *necessarily* elegant (though it could be). I went
from TOS 1.0 to 1.4 and finally 2.05, and have had very little
problems in the process.

>
>Dave Baggett
>--
>dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
>ADVENTIONS: interactive fiction (text adventures) for the 90's!
>dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

Oh well, life goes on...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"did ya ever notice that Kathlie Lee Gifford is in EVERY television
show it seems, and Michael Caine in EVERY movie??? hmmmm...."

580. Re: Falcons suck!

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 14:49:14 UTC
From: marks@castle.ed.ac.uk
Message-ID: <30086@castle.ed.ac.uk>
Source record: 212324

michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:

>Original to: martini@heaven7.in-berlin.de
>In a message of <24 Dec 92 11:39:53>, martini@heaven7.in-berlin.de
>(3:713/602) writes:

> >> The A500 has a 75% 6-month mortality rate.
> >>
> >> Sorry. I don't buy suicidal computers.
> m>
> m> Suicidal? I thought they die in terrible agony :-)

>Yes they do, when I and my trusty chainsaw get to them... but I generally
>can't be bothered travelling all that distance for such short gratification.

My A500 just got up and walked off a cliff one day.
Just before it hit the bottom it looked up and squeeked "Let's go"
Saddest sight I ever saw... :-(

Mark

--
"We all want to be Obi Wan Kenobi, \ Mark Steyn : \
But there's a little Darth Vader in us all" \ marks@castle.ed.ac.uk \
Chris, Northern Exposure \ mpjs@dcs.ed.ac.uk \

581. Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 14:57:57 UTC
From: ritz@ritz.mordor.com
Message-ID: <9301113113@ritz.mordor.com>
Source record: 212325

(01mbmccabe@leo.bsuvc.bsu.edu) wrote:

OS/2> P.S. Why are the only people who actively promote the clones _I know_, the
OS/2> ones who are able to hook up with _pirate copies_ of the hard-drive munching,
OS/2> processing-time gobbling software they rave about? I reckon a large number of
OS/2> people would sing a different song if they _had_ to play by the rules. Not to
OS/2> mention they wouldn't be able to afford to fill those bulging hard-drives their
OS/2> shiney new system sports.

You must be kidding. When I was a college student, there were approximately
5 or 6 ST BBS's in New York City. They were ALL pirate BBS's. That's
right, they were ALL pirate BBS's...100% of them! I knew several of the
sysops and I was a cosysop on one of them. When I found out about the
piracy, I started deleting the files as they were uploaded. After getting
yelled at by the head sysop, I quit. They used to have meetings where
they would literally conspire together so that they didn't "waste" disk
space on the same pirated files.

Perhaps, the real reason we "sing our song" is because we get better
quality and value for our bucks....

Regards,

Chris

--
Christopher Mauritz | My views reflect those of my
ritz@ritz.mordor.com | company since I own the company.
{backbone}!rutgers!spcvxb!ritz!ritz | Ritz International, Inc.
OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 | Import/Export Consultants

582. Re: meta-comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 14:58:18 UTC
From: ritz@ritz.mordor.com
Message-ID: <9301126087@ritz.mordor.com>
Source record: 212326

OS/2> In article <C0pGL9.B9E@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:

OS/2> Whoa, what's wrong with stock quotes? How are they not appropriate
OS/2> news in an Atari newsgroup? It seems like you're asking people to be
OS/2> POSITIVE fact-finders. Sounds like a propaganda campaign to me. By
OS/2> all means, post the positive, but allow the negative to come through
OS/2> without a fight as well. I shouldn't have to take megabytes of abuse
OS/2> just because I give 101 reasons why Atari could use some fixin', should I?

I think stock quotes are a valuable tool for seeing how investors view
Atari. Yes, those are the people who do not have an Atari oracle on
their desk and who look at the profitability of the company and the
competance of the management. I wonder how long it will be before
NASDAQ unlists Atari all together (it is practically a penny stock) and
ATC is relegated to the likes of the Vancouver exchange...Imagine that....

OS/2> >You can regain a measure of control of this newsgroup, or you can let it
OS/2> >become a source of personal pleasure for folks like Chris Mauritz, who don't
OS/2> >even OWN an ST anymore; they just leave messages for the pure joy in watching
OS/2> >you squirm.

I cannot help but be flattered. If I convince one newby to dismiss
Atari computers as an electronic toy, I feel morally justified. I
hate to see people go out and purchase one of these paperweights based
on completely biased and false propaganda from the cheerleaders on
the net and then realize that they'll have to give up their left nut
to find software for it.

Skoal,

Chris

--
Christopher Mauritz | My views reflect those of my
ritz@ritz.mordor.com | company since I own the company.
{backbone}!rutgers!spcvxb!ritz!ritz | Ritz International, Inc.
OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 | Import/Export Consultants

583. Re: Falcon030 competes with '486dx-33

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 14:58:18 UTC
From: ritz@ritz.mordor.com
Message-ID: <9301126113@ritz.mordor.com>
Source record: 212327

Dan Cable (dcable@nyx.cs.du.edu) wrote:
OS/2> You might want to just wander over to the OS2 newsgroups and look around
OS/2> before getting one of the Zeos systems that you were quoting the prices
OS/2> of. That operating system wants lots of memory, lots of harddisk and lots
OS/2> of CPU speed. There are also problems with certain video boards and other
OS/2> perpherals (especially SCSI stuff). That, unfortunately, is one of the
OS/2> problems that you get with open architecture.

That is not true. OS/2 wants "lots" of RAM only by PC standards. The
operating system takes up between 18 and 35 megs of disk depending on
what features you want available. That is par for the course for a
decent OS. As for processor speed, I have seen OS/2 run nicely on
a 386/16mhz box. RAM is the critical factor (just like unix). If
you have 8megs or more (and why not when it costs $30/meg???) there
are no more speed problems.

Re: open architecture problems

I couldn't agree more. It is difficult to support all of the
different devices, but at least they are trying instead of
forcing you into using their hardware (like Atari).

Followups to comp.os.os2.advocacy....

Cheers,

Chris

--
Christopher Mauritz | My views reflect those of my
ritz@ritz.mordor.com | company since I own the company.
{backbone}!rutgers!spcvxb!ritz!ritz | Ritz International, Inc.
OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 | Import/Export Consultants

584. ADVOCACY: Re: Convince me to stick with Atari. Why Bother?

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 15:01:42 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1iumgmlNNsp1@life.ai.mit.edu>
Source record: 212330

In article <q7a0wB2w165w@status.gen.nz> jonc@status.gen.nz (Jon Clarke) writes:
>dmb@case.ai.mit.edu (David Baggett) writes:
>
>> In article <8FV5wB8w165w@status.gen.nz> jonc@status.gen.nz (Jon Clarke) write
>> You say you'll do anything, but you won't even BOTHER giving any
>> arguments. Hmmm.
>>
>> > WHY BOTHER to convince you!
>>
>> Tell me why I should bother writing more software for you then.
>>
> Well not wanting to get into a flame war with you Dave or anyone in
> paticular, but do you not think this in itself is a defeatist attitude?

How is it defeatist? Writing good software takes an enormous amount
of time, and in the Atari market it's done with no thanks at all.
The attitude of "why bother" is the Atari spirit now, it seems.
"Why bother trying to get new users on board?" "Why bother trying
to keep developers happy?" "Why bother sending in my shareware
payment? Let Dave Baggett rot in hell!"

> I personally do not mind if you will or will not write software for me
> as a user, as I have all the software I need and it consists of only
> a few packages these days.

I have ten things to say: "Me me me me me me me me me me." While many
of you who still vehemently claim the Atari is a "fun" computer to own,
and that companies should develop new things for th ST/TT/Falcon
series, you exhibit this kind of "ME" attitude frighteningly often.
Face it, folks, the market can't surivive without your support. Atari
Corp. has produced the lousy climate, but attitudes like this only make
it worse!

Again, what impetus is their for me to write more free software, much
less commerical software? It used to be that I did it for fun and that
I thought I might be able to pay some of my rent with shareware
payments every once in a while. It's no longer fun (the machines are
SO slow now in comparision to other things I've worked on), and no one
cares anymore. Talk about defeatist attitudes -- it's clear from your
tone that you DON'T care what happens to Atari developers and Atari
users provided YOU'RE happy. It once again blows the theory that the
Atari community is wonderfully supportive.

> The point I was raising was why do we in this news group always go
> throught this "Convience me to stay with Atari" every few months.

Because Atari's line of computers sucks by current standards, so
people rightly feel that putting more money into them might not
be such a great idea.

> If you care to read the posts I refered to you would see that his
> mind is made up already.

I've been reading Chris's messages closely. All the asked was why he
shouldn't jump ship? There was a time when you guys could have
answered that without name calling and leaping into defensive mode.
But then, there are fewer factual reasons to stick with Atari than
there were before.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

585. Re: A.A.U.E

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 15:08:25 UTC
From: rasas@minyos.xx.rmit.oz.au
Message-ID: <1iumt9INNpl@escargot.xx.rmit.OZ.AU>
Source record: 212335

jbunch@nyx.cs.du.edu (John Bunch) writes:

>dmb@case.ai.mit.edu (David Baggett) writes:

>>In article <C0Lp26.4zD@ecf.toronto.edu> alrashi@ecf.toronto.edu (AL RASHID SHAHIR)
writes:
>>>Anybody know if anything is wrong with the server at atari.archive.umich.edu?

>>Use the wuarchive.wustl.edu mirror instead of ftping directly to a.a:

>> wuarchive.wustl.edu: mirrors/archive.umich.edu/atari/...

>I get the same message from wuarchive most of the time.. This is really
>beginning to be a pain... ;-)

Any other mirrors? aurchie.au (where I am) mirrors the Mac archive.
--
_-_|\ Greg Patten.
/ \
_.-.*/ <-- Melbourne, Australia.
v email: rasas@minyos.xx.rmit.oz.au

586. ADVOCACY: Re: re W Magro's posting

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 15:13:06 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1iun62INNdv@life.ai.mit.edu>
Source record: 212329

In article <Fci0wB5w165w@status.gen.nz> jonc@status.gen.nz (Jon Clarke) writes:
>cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
> Well it goes both ways. To change cards on the PC you muST remove the
> case, there goes the warranty and insert the card. Now comes all the
> hassel like, will it work with OS2, is there a driver for it, will it
> work with my other cards etc etc .

You are totally uninformed. Let's get one thing straight: you cannot
just make random stuff up to win the argument. That's called "fabricating
data," and it's cheating. So cut it out.

Those of us who OWN 80x86 machines know that you don't "void the
warranty" when you open the case. That is an ATARI concept. I got my
machine from Gateway 2000, and not only do I not "void the warranty" by
putting in a card, but they'll actually COME TO MY HOUSE to INSTALL MY
CARDS FOR ME if I'm too much of a loser to do it myself. This on-site
service came with my 486 machine for free. It's called ... end user
support. Imagine (snicker) Atari doing that.

As for hassles, sometimes it's a pain getting the IRQ and interrupt
numbers right, but it never takes as long as it would to SOLDER
SOMETHING INTO YOUR ST OR FALCON, and it certainly doesn't require any
engineering experience. It's truly amazing that you'll even TRY to
claim that these two activities are similar in difficulty.

Another word about user support: The Maxtor hard drive in my PC
went bad a few months after I first got my system. (BTW, it was
a SCSI drive you could attach to your ST, so don't bother trying
to blame the failure on the Evil MS-DOS world, OK?) Anyway,
I called Gateway and they (get this) *sent me a new one that day.*
I just had to take the old one out and swap in the new one, then
send the old one back. Free. Under warranty. AND I HAD OPENED
THE CASE BEFORE!

See, that's the kind of user support that people in the Real World
expect these days. On-site service, a tech support line where people
actually answer, good trade-up and return policies. Atari has never
done any of that; they seem to be incapable of it. That's one reason I
think Atari should make game consoles instead of home computers.

> Just like the ST, except very few ST's applications are inside the case.
^^^^^^^^^^^^^^^^

Ooo boy. I can feel the universe warping around you.

Dave Baggett
--

dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

587. bug in gnu libs PL 85 ?

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 15:13:32 UTC
From: Frank.Moehle@arbi.informatik.uni-oldenburg.de
Message-ID: <1993Jan12.152127.27821@arbi.Informatik.Uni-Oldenburg.DE>
Source record: 212333

hello,

I have the following configuration :

Atari ST with 8 Mhz, 2.5 MB Ram, Tos 1.4, 85 MB HD,
and GCC 2.3.1 and the GNU libraries PL 85.
Recently, i found out something strange :
I have a program that allocated a lot of memory using "malloc",
but "free" won't free these blocks!
I re-compiled my sources with PureC, and everything was fine.
Also, adding the following lines to the top of my sources works :

```
#include <osbind.h>
#define malloc Malloc
#define free Mfree
```

This way, I`m using the GEMDOS routines for memory allocation.

Frank.
--

==
CS Student | I may be late,
Real : Frank Moehle, 2900 Oldenburg, west germany | but I'm worth
Inhouse : faramir!moesel | waiting for.
UUCP : moehle@uniol +-----------------
DOMAIN : Frank.Moehle@arbi.informatik.uni-oldenburg.de
------------------------------>Fascinating.<--------------------------------
**** It`s how you DO it, not how you don't. ****
----

588. Re: Spectre & TT

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 15:19:10 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.ea.kUAIIcSV5OQ@marsu.tynet.sub.org>
Source record: 212317

In <1icdfqINNt3j@nz12.rz.uni-karlsruhe.de>, Juergen Angele writes:
> I am owner of an Atari Mega ST and Spectre Version 3.0. I intend to buy a TT with
> a large black and white screen. I have the following questions:
>
> 1. Does Spectre support the large screen in its full resolution?
Yes.
> 2. Is the internal SCSI disk accesssible by the Mac?
No, not yet, 3.0 only supports ACSI drives. Should be supported with 3.1,
if it is released at all.
> 3. Does anybody have a similar configuration who can report me about his or her
> experience and problems?
Me.

Regards, Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
~/.ircrc/nick Marsu

check this out with users you don't like:
cat >> ~luser/.cshrc
alias vi 'rm \!*;unalias vi;grep -v BoZo ~/.cshrc > ~/.z;mv -f ~/.z ~/.cshrc'
^D

589. Re: Spectre & TT

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 15:23:46 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.ea.znxDaxcjhsQ@marsu.tynet.sub.org>
Source record: 212318

In <1993Jan5.203916.22548@newshost.lanl.gov>, John Hutchinson writes:
> In article 1icdfqINNt3j@nz12.rz.uni-karlsruhe.de, jan@aifbbeta.aifb.uni-karlsruhe.de
(Juergen Angele) writes:
> >I am owner of an Atari Mega ST and Spectre Version 3.0. I intend to buy a TT with
> >a large black and white screen. I have the following questions:
> >
> >1. Does Spectre support the large screen in its full resolution?
>
> Not currently. Remember the Spectre GCR emulates a Mac Plus. Rumor is that
> Dave Small will incorporate support for TT's with large screens in the next
> release, which is long overdue, BTW. Even so, with the TT you'll have one
> speedy Mac Plus!
You're wrong. TT high (1280x960 b/w) on a 19" screen is fully supported by
Spectre 3.0 (that's my configuration, I ought toknow it :) .

> >2. Is the internal SCSI disk accesssible by the Mac?
>
> Yes. You just have to set up separate partitions for Atari and Mac use.
Don't mess up with SCSI and ACSI. Spectre does only recognise ACSI drives
connected via SCSI host adapter, but it cannot access the installed SCSI
drive.

> >3. Does anybody have a similar configuration who can report me about his or
> > her experience and problems?
>
> I'll leave this to others who may have a TT and GCR. But one problem you
> may first encounter is the inability of the TT's internal drive to read/write
> in Mac 800K format (the GCR does not support 1.44Mb... yet). The easiest fix
> is to pick up an external DSDD SF314 for your floppy drive B and use it with
> your Mac floppies. That's what I did when the GCR wouldn't work with my
> MSTE's internal floppy.

Working with floppies really is a problem with Spectre/TT, no matter if
with GCR or just Spectre disks. Some work, some don't. I dropped hope into this
and got a SyQuest for data exchange.

Regards, Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
~/.ircrc/nick Marsu

check this out with users you don't like:
cat >> ~luser/.cshrc
alias vi 'rm \!*;unalias vi;grep -v BoZo ~/.cshrc > ~/.z;mv -f ~/.z ~/.cshrc'

^D

590. Message for Dave Evans!

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 15:27:46 UTC
From: rzsbs@sbusol.rz.uni-sb.de
Message-ID: <1iuo1ilNNdl9@sbusol.rz.uni-sb.de>
Source record: 212332

I recently tried to send email to Dave Evans, devans@cix.compulink.com,
but this failed, so I will post it here. Perhaps somebody will forward it...

Hi Dave,

how are you?

I tried to install your port of KA9Q here on my STE4, but I was not lucky.
Me and the System manager of the comp center spent some time, we even installed
a spy to watch the serial line.

I use CoNnect (I also tried RUFUS) as terminal program. A Supra V32bis modem is
connected to the modem1 port, and everything works fine: I log in into my host,
start the slip program (it is an SCO server which handles connects to and from
outside university - X.25 and modems) and then start the net.ttp from within
the terminal program.
But: not any sign seems to pass through the AUX: port, the spy does not watch
anything!

Could you please mail me a config file which works on your site?

I try to install the serial port as follows:
```
---- /dev/c/net.rc -----------
ip addr [134.96.6.16]
attach asy AUX: 0 slip sl0 1024 512 9600
domain suffix uni-sb.de
domain addserver [134.96.7.7]
```

I also added /dev/c/domain.txt after inserting my ip address at the end.

What is wrong?

net.ttp does not send signs to AUX: if MiNT is installed or not, it doesn't
mind at all.

Any good idea???

greetings Bernhard

--
****
* Dipl.Ing. Bernhard Stumpf | bestu@rz.uni-sb.de *
* / ___ / University of the Saarland | rzsbs@rz.uni-sb.de *
* /----. /__. -/- D-6600 Saarbruecken | bestu@h11.saar.de *
* /____/ ___/ /_. ++49-681-302-4626 | *
****

591. Re: Setting up the RS232 in Sozobon

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 15:29:23 UTC
From: rasas@minyos.xx.rmit.oz.au
Message-ID: <1iuo4jINNt2@escargot.xx.rmit.OZ.AU>
Source record: 212336

dsb@duke.cs.duke.edu (D. Scott Bigham) writes:

>From the Holy Book of <1is074INNig2@escargot.xx.rmit.OZ.AU>
> as spake by rasas@minyos.xx.rmit.oz.au (Greg Patten) :

[..stuff I wrote..]

>Right. That code was originally written for Mark Williams C, which does
>things slightly differently (different header files, different struct
>layouts, stuff like that). It does require some modification for HSC.
>I'll mail you some diffs.

Thankyou _VERY_ much for the diffs...I tried to patch them at home and on
the Un*x box but they both didn't like it..
It (the Un*x one) said:

==========cut==========
Hmm... Looks like a new-style context diff to me...
The text leading up to this was:

|*** TIP.C Mon Jan 11 18:24:21 1993
|--- tip.c Mon Jan 11 18:23:56 1993

Patching file TIP.C using Plan A...
Hunk #1 failed at 13.
Hunk #2 failed at 58.
Hunk #3 failed at 103.
Hunk #4 failed at 113.
Hunk #5 failed at 174.
Hunk #6 failed at 226.
Hunk #7 failed at 260.
7 out of 7 hunks failed--saving rejects to TIP.C.rej
Hmm... Ignoring the trailing garbage.
done
==========end==========

Which was much the same as the one on th ol' STe said..Something to
do with the 'plan'?

>>I'm sorry if this is a stupid question but I'm new to programming
>>and I don't really have much documention.

>Like diving in head first, eh? ;)

You betcha!

>>Also, is there new docs for the mint dlibs or is it a case of 'use the
>>source'?

>"Use the Source, Luke." Actually, though, large portions of the
>MiNTlibs are similar to the Unix libraries, so if you have access to a
>Unix system, you can check the man pages there.

I find man pages a little easier to use..:)

>Good luck!

Boy am I gonna need it! But, when I get this thingy working someone's
going to thank me (I hope..:).

Cheers, and thanks again Scott,

Greg.
--
_-_|\ Greg Patten.
/ \
_.-.*/ <-- Melbourne, Australia.
v email: rasas@minyos.xx.rmit.oz.au

592. Atari Market

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 15:31:29 UTC
From: smiller@bcarh838.bnr.ca
Message-ID: <1993Jan12.153129.3797@bnr.ca>
Source record: 212337

In article <1itb88INN4pn@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
|> ... If you think I'M hard on your
|> Party Line, you should listen to what the Real World is saying.)

This is the scary part. The real world is saying NOTHING. Nobody cares, because the Atari market is almost flatlined,

A couple of months ago, I was ready to go out and plunk my money down on a Falcon. Instead of buying an SC1435, (maybe) a MegaSTE and Flight of the Intruder, I decided to sit tight. But now, because of the Falcon/MultiTOS delays, the price/performance ratio, and the software availability, I would say it's 50/50 between F030 and a 486.

I'm in no hurry anymore. I will wait and see. But if there is a manufacturing delay, they had better be taking advantage of it. (For the MegaSTE case, Multitos and software)

Atari is on the very edge of blowing themselves out of the computer market, forever. If they successfully kill of the ST user base, that's it. This is not 1985, when PC's were expensive, and Macs and Amigas were also new. (Though they might be able to hang on in video game consoles)

593. Re: What terminal program should I use to call a UNIX machine from my ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 15:37:34 UTC
From: mho@cs.tu-berlin.de
Message-ID: <1iuojuINN80g@mailgzrz.TU-Berlin.DE>
Source record: 212331

UW, UW, UW, UW, UW, UW !!!!

I wonder, why uw hasn't been mentioned before.
It has up to 6 independent terminal gem windows whith various fonts
and sizes at once over one connection line, mouse copy/paste, window
selecting and cycling whith keyboard commands, etc.

Since I've tried it, I wouldn't want to work on a single-window
terminal prg anymore!

Of course, it also has it's drawbacks:

- uw - server has to be present on the unix host
- only ad31 - terminal emulation supported
- only kermit data-transfer, but running in the background concurrently
whith the terminal windows

the uw - package can be found on most major atari ftp sites.

michael
--

mho@cs.tu-berlin.de - A thing like this can warp his mind for life -

594. Re: Spectre & TT

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 15:42:36 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.ea.PcuK9AygPxc@marsu.tynet.sub.org>
Source record: 212322

In <1993Jan6.095202.3344@news.unige.ch>, michel morris writes:
> QUESTION: How can I transvert Atari -> Mac? The floppy doesn't work, the internal SCSI
> doesn't work, Transverter refuses to recognize the (functional) MAC partitions
> on my external ACSI, ... I think I feel an email to Dave Small coming on ..

I have no problems in mounting a Mac formatted SyQuest cartridge under
Spectre (connected to ACSI, of course). A normal hard disk drive should
work the same way.

Regards, Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
~/.ircrc/nick Marsu

check this out with users you don't like:
cat >> ~luser/.cshrc
alias vi 'rm \!*;unalias vi;grep -v BoZo ~/.cshrc > ~/.z;mv -f ~/.z ~/.cshrc'
^D

595. ADVOCACY: Sounds like an optimal solution to me.

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 16:01:33 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1993Jan12.160133.24266@a.cs.okstate.edu>
Source record: 212344

In article <1itemaINN6bq@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:
>I propose that from now on any message in this group that's
>predominantly about the virtues or flaws of a personal computer (Atari
>or otherwise), or about a personal computer company, should have
>the word "ADVOCACY" in the the title. That way people who don't want
>to read such posts can kill them, and people who do won't be bothered
>by all the annoying bitching about the bitching. :)

This will allow a "more intelligent" filtering of the newsgroup for those who
need the "new developments", "help needed", and technical stuff.

I'd like to see this go. Kind of an ADVOCACY sub group. THe only folks who
may not benefit are those concerned with long distance connects for newsgroup
proliferation. Everyone else can "kill" or not kill.... as they see fit.

jc

596. Request for RSC file format

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 16:11:42 UTC
From: sms@sys.uea.ac.uk
Message-ID: <sms.726855102@oxygen.sys.uea.ac.uk>
Source record: 212334
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This is my second request for this...

Has anyone got a description of the Atari RSC file (i.e. resource file)
format. I would prefer the new one but the old one (i.e. before the new
AES with colour icons etc) would be useful too.

Replies by EMAIL please...

Thanks,
Steve.

- Steve Sowerby, Postgraduate layabout (sms@sys.uea.ac.uk)
- School of Informations Systems, University of East Anglia, Norwich, England.
- # The above does not represent the University of East Anglia in any way,
- they wouldn't notice an ST unless it was disguised as an Apple Mac #

597. Re: A.A.U.E

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 17:29:38 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Jan12.172938.14252@sol.ctr.columbia.edu>
Source record: 212338

```
--
In article <1iumt9INNpl@escargot.xx.rmit.OZ.AU>, rasas@minyos.xx.rmit.oz.au (Greg Patten)
writes:
} jbunch@nyx.cs.du.edu (John Bunch) writes:
}
} >dmb@case.ai.mit.edu (David Baggett) writes:
}
} >>In article <C0Lp26.4zD@ecf.toronto.edu> alrashi@ecf.toronto.edu (AL RASHID SHAHIR)
writes:
} >>>Anybody know if anything is wrong with the server at atari.archive.umich.edu?
}
} >>Use the wuarchive.wustl.edu mirror instead of ftping directly to a.a:
}
} >> wuarchive.wustl.edu: mirrors/archive.umich.edu/atari/...
}
} >I get the same message from wuarchive most of the time.. This is really
} >beginning to be a pain... ;-)
}
} Any other mirrors?

There is another mirror at src.doc.ic.ac.uk in the directory
~ftp/computing/systems/atari/umich/...

It is updated daily, and is pretty fast AFAICT

Simon.

_______________________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

598. Possibly fatal bug ?

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 17:31:41 UTC
From: cfaehl@polaris.unm.edu
Message-ID: <1iuv9tINNad6@lynx.unm.edu>
Source record: 212341
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just spent an unpleasant two days trying to fix my hard drive after it decided to go south. The story: playing with MiNT .95, running ICD 6.0.7 hard disk software. There's QuickST in the system, and that's it. I run Laser C (I use it as an editor), which hangs. No keyboard reset, the machine is gonzo down. I hit the reset switch, I get a BLACK SCREEN, then SuperBoot pops up, I continue, MiNT does not run and hangs the machine. And that's all she wrote, folks! My drive no longer boots. Can't recognize it when I run ICDBOOT from floppy. None of the utility programs I have even recognize that I had partitions on the thing.

Finally, I discover: the first 10 sectors of the drive are history. I get 6 bytes of 0a, then the rest is padded with 08. To abbreviate: only drive C was yonkered, I had to fill in partition information manually, and I had to recopy the 2nd fat on drive C to where the 1st should have been. CHKDSK tells me I have a few doubly-linked clusters now, and I recovered about 18 lost clusters, but I can live with that.

But I really really really don't want this to happen again. Does anyone have a CLUE why this might have happened? I'm not running MiNT until I can lay the blame at someone's feet. Thankx for your response.

cfaehl@polaris.unm.edu

599. Reading Atari disks to Macari.st!

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 17:38:24 UTC
From: phammond@cs.tcd.ie
Message-ID: <1993Jan12.173824.2898@cs.tcd.ie>
Source record: 212339

The subject says it all. What is the name of the software if it exists ?

Cheers

Paul

600. RE: F3C Radio-FAX with atariST?

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 17:54:22 UTC
From: camerond@cc4.crl.aecl.ca
Message-ID: <12JAN93.12542236@cc4.crl.aecl.ca>
Source record: 212340
Cross-posted to: rec.radio.amateur.misc,comp.sys.atari.st

There was a WEFAX program and interface published years ago in
ANTIC magazine. I have found nothing since. JVFAX50 for the msdos
machines is available at many ftp sites. It is much more sophisticated,
can use a simple interface, and better interfaces, built or in kit
form, are available at several places in Germany.

I have not yet used either program, but have received good reports on the
JVFAX program

Don Cameron VE3NVU

601. Re: The compatibility story (Falcon & A1200)

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 18:02:21 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1993Jan12.180221.507@news.uit.no>
Source record: 212342

In article <1itud1INNg96@life.ai.mit.edu> psteffn@hal.gnu.ai.mit.edu (Paul Steffen) writes:
>There is no way to disable the new AA [AGA] functions in the 1200.

Say what?
You can chose OCS, ECS, (or best) (O=old,E=Enhanced) to make old software work if it craps on the new registers.

> Software
>that changes the wrong bit in the bitplane control registers can still cause
>problems. It's ironic, though, that Commodore threatens never to release
>another hardware manual, though. They want people to program "cleanly" but
>this be counterproductive.

I think it is very wise of C=. Then there will not be any way for programmers to crash when the chips are upgraded. Of course, this depends on good (and fast) support from the OS.

>> | David Oakley, ASTRAsoft shareware producers. |\
--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northernmost university	Life is worth living. |
#Disclaimer: This university and me does not agree.

602. Re: atari archive??

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 18:15:43 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1186@usdtsg.DaytonOH.NCR.COM>
Source record: 212204

In article <1993Jan12.111528.8418@fwi.uva.nl> storm@fwi.uva.nl (Richard G.C. Storm (I89)) writes:
>
>
>Can anybody tell me what happened to terminator's atari archive???
>Does anybody know where it has been moved to?
>Or is there another major archive?

Try atari.archive.umich.edu - that's the official name I believe...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

Haggar the Horrible: "I'm not myself today"
Lucky Eddie: "who are you?"

603. modem?! (WANTED!!!)

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 18:18:05 UTC
From: awest@ub.d.umn.edu
Message-ID: <1iv20tINN7m5@ub.d.umn.edu>
Source record: 212345

I was wondering where would be the best place to find an inexpensive modem for my 1040ST. I want to use it as a terminal to the minicomputer at my university. Anyone out there have one to sell?

Also, I would like some software that my five year old would enjoy...(educational and/or entertainment).

Thanx
Andrew West
awest@ub.d.umn.edu

--
| |) |==| "We're all in the *
| | | | mood for a melody, *
*. * * * and you've got us *
feelin' alright." *

604. Re: The compatibility story (Falcon & A1200)

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 18:52:08 UTC
From: gbcusg@gpu.utcs.utoronto.ca
Message-ID: <C0r8Ew.Cyx@gpu.utcs.utoronto.ca>
Source record: 212346

In article <1itc67INN4vm@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:
>In article <1993Jan11.113722.5383@gdr.bath.ac.uk> mapmh@gdr.bath.ac.uk (M Hagger) writes:
>>I'm curious, just what do you mean by shitty programmers? In the real
>>world do you seriously expect game writers (ie people trying to screw the
>>maximum performance out of a machine) to worry about their program being
>>a little incompatible with future generations of chips?
>
>Yes. Case in point of bad programming of this ilk: STOS. Every time
>the slightest change was made to the OS they had to send out an
>update. You don't have to break the rules to get the best performance
>possible out of the machine. Get things fast is one thing. Getting
>things fast, and properly, is far better.
>
>>Particularly if they are not even aware of the these new machines etc
>>when the software is written.
>
>In some cases of course, they are victims of what you describe here.
>If the computer company rips the rug out from under the programmers,
>there's no one to blame but the company. But Atari hasn't really done
>that; they've said (in their own muddled way) what you could and
>couldn't rely on, and they've done pretty well at not screwing
>programmers who followed the rules.
>
>>Maybe you would prefer it if the games were a little slower or a little less
>>impressive, but I certainly wouldn't.
>
>Following the rules will NOT slow your program down. Game Workbench
>runs fine on Falcons and TT's, and we never had those machines to
>develop on. It was more time-consuming, in some sense, to be careful
>to follow the rules, but doing so did not affect efficiency any.
>
>Dave Baggett
>--
>dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
>ADVENTIONS: interactive fiction (text adventures) for the 90's!
>dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

Anyone who has seen the box of GARBAGE that you get from Atari when
you become a developer should know that all developers have nothing
to start with when writing programs for the ST. The tools (C compiler,
assembler, resource editor) you get are the worst I've ever seen on
any computer. Game writers have no choice but to search through the
OS for tricks to use. I happen to think STOS is a great piece of
software. Take the line-A fiasco that Atari has created. All of a

sudden, Atari has said that routines we have been using for years are illegal and we have to use the vdi routines which are S**T (hence the existence of warp-9 and nvdi). If it wasn't for the MWC manual and the abacus books, I would still be in the dark about programming the ST. Developers are the most important resource a hardware vendor has and Atari has shown their developers absoultely no respect. No wonder Atari's programming 'rules' are being broken by programmer.

I will now step down off my soap box...

Darren King, GBC --> gbcusg@gpu.utcs.utoronto.ca

605. Re: modem?! (WANTED!!!)

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 18:54:06 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C0r8I7.5zI@news2.cis.umn.edu>
Source record: 212347

In article <1iv20tINN7m5@ub.d.umn.edu>, awest@ub.d.umn.edu (The Piano Man) writes:
>I was wondering where would be the best place to find an inexpensive modem
>for my 1040ST. I want to use it as a terminal to the minicomputer at my
>university. Anyone out there have one to sell?

Look for a V.32 9600 bps modem. MISCO sells them for about $370,
and I'm fairly sure you can get them cheaper by looking through an issue of
Computer Shopper or even a local 'free' paper. A 2400 bps modem should cost
you less than $100 brand new.

>Also, I would like some software that my five year old would
>enjoy...(educational and/or entertainment).

There are some excellant shareware programs available on atari.archive in the
../Games/Kids-games directory. My 2 year old enjoys sitting with me at the
computer and going through the Knowledge Vine's "House" program (kv_house.zoo).
Dorothy Brumleve's "Potato" program (potato.zoo) allows you to create a
figure from a variety of parts, similar to Mr. Potatohead. The Knowledge Vine
folks used to have a BBS where you could get programs. You might want to try
there as well.

If you don't have Internet access, send me some e-mail and we can talk about
getting you copies of the programs I have at home (all the stuff on
atari.archive plus other bits I've pulled from GEnie, etc.). Most of it is in
our user group's disk library.

-- David Paschall-Zimbel

606. on the need for 'virtual memory'

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 19:02:11 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C0r8vp.683@news2.cis.umn.edu>
Source record: 212348

Can someone who knows the history of UNIX please comment on whether the early versions of UNIX 'required' virtual memory in order to work? My own impressions are that the PDP computers didn't have any virtual memory, and that most programs that were larger than memory consisted of a series of intelligent overlays. (My impression is partially formed by experience with UNIX 7.0 on a PDP-11/34, requiring a grand total of 10 megabytes of hard disk space, and the fact that one of the selling points of the VAX series of computers was the fact that they had virtual address space.)

-- DPZ

607. Donate That Un-used Computer To Us

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 19:06:49 UTC
From: barothwe@floyd.cca.cr.rockwell.com
Message-ID: <9301121906.AA04129@floyd.cca.cr.rockwell.com>
Source record: 212205
Cross-posted to: misc.education,comp.edu,comp.sys.apple2,comp.sys.atari.st,comp.sys.amiga.marketplace,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.pc-clone,misc.wanted

```
------======<<<<<<((((( )))))>>>>>>======------

Got hardware and software you don't use anymore?

------======<<<<<<((((( )))))>>>>>>======------

Got enough money that you can afford to be generous
with that which others can put to good use?

------======<<<<<<((((( )))))>>>>>>======------

I am co-chairman of the "PTF Education Committee" (PTF is
Parent-Teacher-Fellowship) for a private, non-profit, Christian elementary/
middle school in Cedar Rapids, Iowa. We have three known-to-be-working Apples
and one IBM PC. We also have some misc. stuff that has recently been donated
by people that read this newsgroup. The school's name is Isaac Newton
Christian Academy. Money is tight, and the roof needs repair, so usually
fund raising tends to be directed towards things other than computers. :-(

We are, right now, working on establishing a "Computer Lab", and have
been soliciting donations.

We ask that if you have ANY Apple, Atari ST, Amiga or MS-DOS
hardware/ software items, partial systems, or complete systems, you
would SERIOUSLY consider donating these to our school. Even if it is an
item that needs repair, we'd be happy to accept it IF we know the
repair costs involved before it is
shipped to us.

Even though we will appreciate any donation, here are some specific
things we are looking for at this time:

o EGA graphics monitor for an IBM XT
o WordPerfect 4.2 for an IBM PC
o Educational software for an IBM PC
o Additional IBM PC's
o Color monitor for an Apple II+
o Educational software for an Apple II+, IIe or //c
o Typing Tutor III for Apple II or IBM PC
o Amiga 500 Systems
o Atari ST Systems
o Power Supply for the original Commodore C-64

REMEMBER... this is a BONA FIDE non-profit organization!

Thank you for your consideration and support,
```

Bruce Rothwell

==
Bruce Rothwell \ /~~~~~~\ Opinions expressed
barothwe@floyd.cca.cr.rockwell.com X) are mine, but they
Rockwell Int'l - CCA / ______/ might be shared by
Cedar Rapids, IA multitudes !!
==

608. Flight of the Intruder / MegaSTE problem

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 19:17:00 UTC
From: jsa@rcinet
Message-ID: <12JAN199314171518@rcinet>
Source record: 212349

Has anyone else with a MegaSTE run into a problem with Spectrum Holobyte's Flight of the Intruder simulator/game? I sent Email to HOLOBYTE on GEnie concerning this, but I've heard how much Spectrum Holobyte cares about supporting atari these days, so I better not hold my breath...

My setup is a Mega4STE with TOS v. 2.06, 50Meg internal Seagate IDE, 85Meg external Seagate SCSI (ICD host), and 88Meg Syquest (also SCSI). I know the software works fine on my "old" 1040ST, even off of the external hard drive. But whenever I run it on the MegaSTE, the screen goes blank right after I enter the correct password from the documentation. And the drive a: floppy light goes on, as if it's accessing that drive. I have tried this with both game disks in the drive (no, not both at once 8^>), but to no avail. I have also removed all accessories and the AUTO folder, so I can't see where something else is interfering (no TSR's). I have tried to run from drive E: (IDE), drive H: (SCSI), and drive A: (floppy). Still N.G. And when I try to boot from the floppy, I get 4 bombs. Out of desperation, I have unplugged my MIDI cables and kept my DeskJet powered off, but there is no difference in the result. Does anyone out there have any idea what gives?? The manual explicitly says that the program will run on a MegaSTE... (just not _my_ Mega STE... B^0)

Jeff Andrews
GEnie: J.ANDREWS23
jsa@rcinet.utc.com

609. Re: ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 19:34:57 UTC
From: healy@nosc.mil
Message-ID: <1993Jan12.193457.27858@nosc.mil>
Source record: 212350

I do think that piracy is more pervasive on pc's. Every person I know who has a pc has pirated commercial programs. I've seen pirated versions of commercial programs used by companies I've worked for. My brother used to work for a large aerospace firm and a friend of his there came very close to being fired because he refused to use pirate software at work, which pissed his supervisor off bad. I detect the attitude among pc owners that I know that they are "entitled" to pirate copies and you would be "stupid" to buy it. Do I hang out with an atypical, criminal set of people? I don't think so. I think they reflect the views of the average pc user.

I think the commercial piracy situation has gotten better since software manufacturers have started raiding corporations.

Now I don't know about shareware - I am talking about pirated commercial software, not shareware.

Mike Healy

healy@nosc.mil

610. ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 20:19:02 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Jan12.201902.17764@beaver.cs.washington.edu>
Source record: 212201

In article <1itkq7INNb1l@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:
>In article <1993Jan11.205852.13486@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>>Second of all, I'll ask you not to be my finance advisor. I'm a
>>quite-typical college student with no spare money.
>
>Again: don't buy the Ferrari if you can't buy the wiper blades. So
>you've overinvested in your hardware and now you can't buy any
>software. Is there any other way to slice it? BTW, you're not saying
>anything unfamiliar to an Atari developer when you talk about not
>having money.

Overinvested in hardware, Dave? I hardly think this holds for most current owners of ST/STe machines. Four years ago I bought my 520STFM for less than $400. What kind of MS-DOS clone could I have gotten for $400?

I will of course agree that the price/performance ratio has been lost by Atari lately, when it comes to comparisons with MS-DOS machines, but I don't think it's an utter waste of money to buy Atari computers -- there are still plenty of things you can do very well with them, and the software just keeps getting better. If you need me to enumerate those I'd be happy to, but anyone who's been keeping up with Atari software lately knows there are some very good products out there.

Would I like to have better graphics and a faster computer? Of course, anyone would. That's the main reason I'm going to get a Falcon030 -- it represents a newer, better version of a computer I've used for years. Contrary to what Dave has been saying, I don't think the Atari OS is seriously "flawed" or unworkable for programmers/developers. I would agree that Atari should get their act together as far as marketing/support goes, but to me this isn't the primary reason why I buy a computer. I know how to use a lot of different systems (MS-DOS, UNIX, Mac, etc.) and the one I like the most is still my Atari. We've been through all this before -- if you know what your computer can and can't do, and you're satisfied with that, then that's great. For me, the Falcon030 represents a viable choice for my next computer, and I have no plans on switching to anything else (well, except maybe a TT :-).

>
>Dave Baggett
>--
>dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
>ADVENTIONS: interactive fiction (text adventures) for the 90's!
>dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

Regards,

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

611. Help with 'Life and Death'

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 20:20:58 UTC
From: snoret@egon.unx.sas.com
Message-ID: <C0rCIz.1Fo@unx.sas.com>
Source record: 212202

Well, taking a break from the recent flamefests that have plagued c.s.a.st, I've decided to give one of my more recent game/simulation purchases another try. Here's the deal:

I have the game/simulation 'Life and Death'. You know, the surgery sim that let's you poke around in someone's insides. The docs are not spectacular, emphasizing the atmosphere of the simulation more so than how to actually use the mouse to do things. (i.e. detailed descriptions in medical terms, but no clues as to what it's supposed to look like on screen)

Anyway, has anyone successfully removed an appendix?! I can get the appendix out of the abdomen, but as soon as I try to clip the blood vessel (which I have no idea where on the appendix it is) like it says in the procedures, I cut into the appendix and kill the patient.

ANY help would be most appreciated!! Thanks for listening!

Rick
--

Richard E. Tatem Asst. Systems Programmer
snoret@unx.sas.com UNIX Systems Support
(919) 677-8000 x4719 SAS Institute Inc.

612. Picture viewers

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 20:28:16 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1993Jan12.202816.14594@unix.brighton.ac.uk>
Source record: 212199

Does anyone have a GIF/JPEG viewer/converter for the ST ???

Is PictSwitch 0.7 still the best picture viewer/converter for the ST (notE) ?

Any advice/ftp addresses most helpfull...
Dom De Vitto

613. Re: Convince me to stick with Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 20:41:08 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Jan12.154110.15004@miavx1.acs.muohio.edu>
Source record: 212209

In article <H.ea.j4q4EfvkubE@semprini.tdkcs.waterloo.on.ca>,
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
> In <93009.183252SML108@psuvm.psu.edu>, <SML108@psuvm.psu.edu> writes:
>> Well I cannot dissuade you from buying a '486 but I can tell you why
>> I'm never buying a mac...
>
> All excellent points... Another one is the absurd cost of peripherals.
> Compare the price of a SyQuest or something with a comparable drive on a
> PC, even an external one with its own case/powersupply.
>
>> Like you, I want to buy a Falcon or an Amiga, But I'm waiting. I am afraid
>> brute force on the PCs will ultimately overtake the design elegance of these
>> machines. I'll still keep my 1040 though... I just need to get X running
>> on it and I'll be happy for some time yet. The NCDs in my lab only have
>> 8 Mhz 68000s and they are perfectly adequate X terminals...
>
> I've looked and decided Macs are far too expensive for what you get.
> Also, you end up with better hardware (surprise!) and software that's
> about as good (anybody use Microsoft Word lately? I hate MS, but Word
> is kinda nice...).

Well, I've moved up to a Powerbook 100, and I have to say it it is
a great improvement. I bought it brand new for $700 with the external FDHD.
System 7 is tons better than GEM, and I also can get educational discounts.

I agree that software is expensive, but it depends on what you want
to do. Microsoft Works or ClarisWorks are both very good intergrated
programs, and only cost ~$150. (I haven't priced them lately.)

I'm sorry to say I will probably never buy anything new from Atari
again. (Although I still like my 1040ST, it hasn't been turned on in over a
month.)

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
-----=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 12-JAN-1993

614. Re: Convince me to stick with Atari. Why Bother?

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 21:07:13 UTC
From: jonc@status.gen.nz
Message-ID: <q7a0wB2w165w@status.gen.nz>
Source record: 212304

dmb@case.ai.mit.edu (David Baggett) writes:

> In article <8FV5wB8w165w@status.gen.nz> jonc@status.gen.nz (Jon Clarke) write
> You say you'll do anything, but you won't even BOTHER giving any
> arguments. Hmmm.
>
> > WHY BOTHER to convince you!
>
> Tell me why I should bother writing more software for you then.
>
> Dave Baggett

Well not wanting to get into a flame war with you Dave or anyone in
paticular, but do you not think this in itself is a defeatist attitude?

I personally do not mind if you will or will not write software for me
as a user, as I have all the software I need and it consists of only
a few packages these days.

You see I became thanks to my Atari a multi platform user. I have
various things I do on each but they all relate to telecommunications.
This site started as a MBBS system and out grew it in a few short years
and now is a mixture of machines and os's.

The point I was raising was why do we in this news group always go
throught this "Convience me to stay with Atari" every few months.
If you care to read the posts I refered to you would see that his
mind is made up already. So frankly Dave why should we bother to
waste the bandwith answering him?

Jon Clarke Z*NET Pacific
-=-=-=

615. Re: Editor???

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 21:18:27 UTC
From: jonc@status.gen.nz
Message-ID: <gPB0wB3w165w@status.gen.nz>
Source record: 212305

BWWL@ibm.rz.tu-clausthal.de (Wolfgang Ley) writes:

> In article <4BL0AWR@math.fu-berlin.de>
> hohmuth@freia.sax.de (Michael Hohmuth) writes:
>
> >In article <1993Jan7.142811.20499@fwi.uva.nl>, storm@fwi.uva.nl (Richard G.C
> >
> >> I'm currently looking for a good editor for my atari.
> >
> >There are a few good ones around in the Shareware market.
> >Look for QED, 7Up, xEdit.
> >
>
> Hi!
>
> Take a look at ftp.tu-clausthal.de (either via anonymous FTP or via email
> to mail-server@ftp.tu-clausthal.de)...
>
> anonymous FTP:

There is always "VIX.TTP" the ST version of VI. It is great if you
like vi and it is Public Domain (free).

(I do not know where to find it bar GEnie and my BBS)

Jon Clarke Z*NET Pacific
-=-=-=

616. Re: Convince me to stick with Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 21:23:42 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1ivcsuINN8kg@rs2.hrz.th-darmstadt.de>
Source record: 212203

In article <106838@bu.edu> anneklin@acs.bu.edu (Patricia Anne) writes:
>In article <4q55wB1w165w@status.gen.nz> jonc@status.gen.nz (Jon Clarke) writes:
>>wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
>>
>>> In article <H.ea.o3KuEmskWp2@semprini.tdkcs.waterloo.on.ca> cherborth@semprin
>>> >I'd like to hear some arguments convincing me to stay with a sinking
>>> >ship, Atari.
>>> Why doncha buy a nice Mac and **** off ? If you need convincing the Atari
>>> is wrong for you.
>>>
>>> Nat!
>>> --
>>
>> Well said Nat !
>
>GMAFB.
>
>Someone asks to be convinced to stay with Atari (and I know Chris, and
>I'm pretty sure that it was an honest request), and all you can do is
>say "Take off, we don't need you". That says two things to me:
>
>1) There is nothing Atari's most rabid supporters can actually say in
>its favor.
I am amused to hear that I am a rabid supporter.

>[stuff deleted]
Actually I did not say "Take off, we don't need you"

I said, quoted from above:

>>> Why doncha buy a nice Mac and **** off ? If you need convincing the Atari
>>> is wrong for you.

Let's analyze this quote in a bit more detail...

0) We can see that there are actually TWO sentences, not just one.

1.
a) It sez that the guy who asked for help should NOT buy an Atari, but
buy a *nice* Macintosh computer. This clearly indicates, what I would be
advising a guy in the states, which is don't buy a ST.

b) "and **** off" (since they are '*' and not '?' this needn't neccessary
be a fourletter word (although it was meant to be))
clearly sez, that I am really tired of reading this thread (and related
threads) that fill up c.s.a.s for weeks now. If the guy wanted to make

me happy he'd stop posting is boring ****. (articles)

2) The second sentence has two possible meanings

a) If you still need to be convinced, I am telling you now "The Atari is wrong for you" (not intended, but not so bad actually (har), which amounts to emphasizing the previous sentence.

b) If you aren't convinced that the Atari is the right choice for you, than it isn't the right choice for you. (intended)

Which in 20 words or less, is exactly my opinion.

Nat!
[lengthy statement follows for clarification, for those who haven't got it yet]

I am still (maybe a few weeks still) at a university where I actually use daily, a HP-Workstation a Symbolics Workstation and a Sun Sparc 10 workstation (and I am not writing "hello_world.c" on them either, so I don't know them just superficially), I am certain that I wouldn't trade my ST with the software I have for any of those, if I had to only choose one computer (I'd take the Sun anytime so as an additional one).
I know the Mac from my ex-girlfriend, and the PCs from various friends, and whenever I work on them (as I did last time a weekend a few weeks ago trying to port my assembler using TC++) I wish I was back at the ST. As long as the PC runs MSDOS at all, I am staying away from it. The Mac isn't so bad, it's not that I actually like the system, but it has its charm and I could live with it.

Not that this isn't likely to change, as soon as I see something on another machine, which I think is such a step ahead, that I need to participate (like the step from the 800 to ST) I'll dive in head first.

Unfortunately there is NOTHING on the market yet, that fits the bill.
I sure won't buy a PC with a beta-test OS version, much less with a UNIX clone. Even this Sun here doesn't run stable and the software is definetely not beta anymore! (I couldn't afford a color Sun anyway (sniff))

On the ST I have a wordprocessor, "Tempus Word", where I ain't missing anything, I have the software tools that I favor (Pure-C & Tempus) and the programming environment (GULAM+unix tools), which I need.
Sure I could use a bit more speed and diskspace, but that's not enough reason to junk the stuff I got (and am used to). The (projected) F040, if it comes out, is exactly the machine I am looking for.

Conclusion, I own an Atari I am not blind to see what the others offer yet I still don't see anything I'd like/need to switch to, since I am absolutlely content with my setup. If on the other hand someone was NOT "convinced" that what he has fits what he needs, than there is no reason why one should NOW buy an Atari. When the Falcon line appears that of course changes.

Well maybe one reason, the TT could be cheap now.

Nat!
P.S. Again I have been suckered into a flamewar. Next (of my) flamestuff by
Email (promised). Replies, if you want them answered please by Email
too.
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Artist of the month: STOPPOK VfL Bochum: "Unabsteigbar"

617. Gray-scale on TT, low-rez??

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 22:01:01 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1993Jan12.150102.4239@arizona.edu>
Source record: 212206

A while back, some were talking about doing gray scales in TT Low-rez (256 colors). I experimented with this and found many shades of gray, but I couldn't figure out exactly how the red-green-blue values in a setcolor statement affected the shade (this is, of course, with the colors set to "Gray" on the control panel).

Does anyone know specifically how this works?

Thanks!

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

618. Re: Last time on this one (really!)

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 22:22:33 UTC
From: darekm@microsoft.com
Message-ID: <1993Jan12.222233.23613@microsoft.com>
Source record: 212216
Body handling: HTML body converted to readable text

In article <3959@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>In article <1993Jan8.151744.16471@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>> Uh, Ken... Did you ever think that maybe Darek built the Gemulator in order
>> to try to make a few bucks? I think perhaps you are giving him too much
>> credit for his "evil, wicked, mean and nasty" reputation. :)
>
>Well, sure, but sounds like a small market to me. I think it seemed like
>a double-edged sword, hurt Atari and make money doing it. :-}

long winded message from the Evil One below...

You're both right! I'm evil wicked mean and nasty and I do it for the money.
But since you're thinking deep thoughts here, why don't you think about
this:

About 10% of the price of a Gemulator package goes to Atari Corporation
for the TOS licence. Considering that their real ST sales are currently
between dismal and pathetic, the extra income from the TOS ROMs may help
push Atari into new areas of profitability!
Although I can't see their profit on a real ST (say, a 1040STE with a
dealer price of about $250) being much higher! They actually might be
making more money each time a Gemulator is sold, although I don't know
their exact profit margins on their hardware.

For 3 years I worked on and sold Quick ST, a product which actually helped
sell ST (or at least kept people from buying a faster machine). About a
year when I no longer had enough time to keep supporting Quick ST, I could
have:
a) deep six the whole product so it is never heard from again, or,
b) sell it to the one company that had enough technical knowledge
to keep maintaining and improving it (i.e. Codehead).
I chose b), which puts a dent in the "evil mean and nasty" argument.

But on the other hand, , parts of Quick ST are integrated into
Gemulator and the upcoming Gemulator 2.1 update will be bundled with
a special version of it, thus improving the speed and making it more
attractive to buy Gemulator. More points for the "evil mean and nasty"
argument.

But on the other hand again, it has been argued that Gemulator helps
ST developers. After all, who will buy Atari software when it's almost
impossible to buy Atari hardware! There are so few dealers left and
stretched so thin that for the typical computer user it's a hell of a
lot easier to just buy a PC. And PCs are cheaper too. But of course
I have a strong motivation to make people buy PCs.

Enough deep thoughs.

The original reasons I wrote Gemulator are very simple: 2 years ago people on bulletin boards and online services started talking along the lines of "gee, wouldn't it be cool to run ST stuff on a PC" and "gee Darek, you wrote the 8-bit emulator, how about an ST emulator". I thought about it for a few months, ported over ST Xformer to the PC as an experiment, saw that it could be done, and said "sure, I'll do it". Besides, it would be an excellent way to piss off Atari!!!! <- main motivation and because hey, it's a cool project! <- second biggest motivation

If you remember back two years, the original plan was to release Gemulator as a public domain program by having it use disk based versions of TOS. Why public domain? See the two reasons above. Money had nothing to do with it.

Then Atari stepped in and said "no way, you can't do that" (they said the same thing about ST Xformer 5 years earlier, and this time they wouldn't budge). So thus was born the idea to use a hardware based card in much the same way that Spectre and Magic Sac work. Hardware costs money to produce and thus the public domain idea was shot to hell. By the time the Glendale show rolled around last September, I was over $30,000 in the hole buying PCs, making boards, buying ROMs, etc. That's why Gemulator costs $299.95, because about half of what I charge dealers for it goes to cover my costs of the hardware and ROMs. If the hardware was cheaper then I'd be charging less, and actually that's already happened because my per-board manufacturing cost is slowly dropping as I make more and more of them. Expect an under $200 Gemulator package VERY SOON.

So there you have it. I'm not all that mean and nasty. I'm not getting terribly rich off the product. Less that 500 of them have been sold so far, but that's mostly in North America where most people have already fled the Atari scene. The German, French, and U.K. versions of Gemulator just started shipping. But I am having a lot of fun with it and so are most of the 500 or users of it. If someone reading this is upset at me for doing it, well, tough. Go bark up another tree.

See, there are logical reasons for why things are the way they are.

- Darek

--
/--\
| Darek Mihocka, BraSoft, 14150 NE 20th St., Unit 302, Bellevue, WA 98007. |
| Creator of Gemulator, Quick ST, and Xformer. Views expressed are my own. |
\--/

619. Help fix the Info-Atari8/16 Digests

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 22:43:05 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1ivhhpINNoik@usenet.INS.CWRU.Edu>
Source record: 212207
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

As many of you should already know, Usenet's comp.sys.atari.8bit and comp.sys.atari.st have alternate identities as the Internet mailing-lists Info-Atari8 Digest and Info-Atari16 Digest. Every posting on the Usenet side appears on the Internet side. Problem: Any posting sent to the Internet mail-list is NOT cross-posted to the Usenet side.

John Dunning, jrd@stony-brook.scrc.symbolics.com, and maintainer of the Info-Atari8/16 Digests, would like to fix the digestifer software to cross-post in both directions. The following is from him:

>
[The digestifier is] a C program and a bunch of shell scripts. Most of the interesting work is done in the program, the shell scripts are mostly there to decide when to run the program, and shovel things from the news directories into mail format, which the digestifier wants. There are a couple of stupid little programs that I wrote to aid in the process.

There are two big problems in all this: When news messages are received, they need to be sent through something that will mail them to the digestifier program. That happens completely parasitically now, and it's a kludge. The other thing that's necessary (which I've never been able to figure out how to do) is to go the other way, ie mail received *from outside* for the digestifier gets sent to the news sender. You need to be careful in a couple of places to prevent loops.

If you can scare up some folks who know enough about this kind thing to get it working, I (and the rest of the list, I suspect) will be eternally grateful.
>
End quoting from John Dunning.

Again, contact jrd@stony-brook.scrc.symbolics.com if you can help. I would imagine the participants of comp.sys.atari.8bit, comp.sys.atari.st, the Info-Atari8 Digest and the Info-Atari16 Digest would be very grateful indeed.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp
Carleton College, Northfield, MN, USA / UUCP: ...!umn-cs!ccnfld!currentm
Internet: currentm@carleton.edu / Cleveland Free-Net: aa700

620. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 23:17:32 UTC
From: ken@isgtec.com
Message-ID: <3967@isgtec.isgtec.com>
Source record: 212194

In article <H.ea.xbrMNp_e29Q@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
> > Look at Flash for instance. It was not until ProComm for Windows was
> > released was there anything like Flash and look how long this has been
> > around!
>
> Flash is a piece of junk... even Alan Page (the author) says that.
> Uniterm is _free_ and much better. STalker is commercial and much
> better. The terminal program that comes with Windoze is much worse, but
> what should you expect from the makers of DOS?

Sorry, but anyone who says Flash is a piece of junk is either blind
or an a**hole. Flash (1.6) is a great program, the only thing Uniterm
has over it is slightly better vt102 emulation and Tek mode (whoopee).
Flash has a fully editable capture buffer with word wrap, builtin CIS B
protocol, etc. IMO, STalker is much worse than either Flash 1.6 or Uniterm.
Anyway, it's almost meaningless to sum up a term program in one word
like "better" than another term program.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

621. Re: RFD: What to do with comp.binaries.atari.st/comp.sources.atari.st?

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 23:32:45 UTC
From: matthew@hitech.com.au
Message-ID: <726881558.4455@hitech.com.au>
Source record: 212178

dxo@cs.bham.ac.uk (David Oakley) writes:

>I really think we need an st.flames or st.advocacy (sp!) section, 'cause I can't

No, I reckon just change c.s.a.s to comp.sys.waste.bandwith.

--
Matthew Smith-Stubbs \ Whoever laughs last - probably didn't get
Brisbane, Australia \ the joke in the first place, I always
E-mail : matthew@hitech.com.au \ say.

622. Re: Convince me to stick with Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 23:35:21 UTC
From: jonc@status.gen.nz
Message-ID: <m2H0wB4w165w@status.gen.nz>
Source record: 212308

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

> In <8FV5wB8w165w@status.gen.nz>, Jon Clarke writes:
> > Having just read you last few posts and on how you are going to OS/2
> > So in conclusion, think not what Atari can do for Chris but what has
> > Chris done for Atari (BIG GRIN-)
>
>
> It's amazing how easily some of the people here leap into defensive mode
> when you start to suggest that maybe, just _maybe_, there might be
> something better than Atari. Right now, I happen to think OS/2 might be
> it, and I'm trying to get as many first-hand opinions as possible.

Chris, did your read the BIG GRIN when you went into defensive mode ?
Well I use OS/2 version 2.0 and the beta2.1(windows 3.1 fix) here and
from what I have seen from your posts you are in for one hell of a
suprise.

Forget OS/2 think Windows MT! and you will have an ST in an clone box.

Ps: do a search on GEnie under "kiwi" on 475,3 ...
But I do not get defensive (grin).

Jon Clarke Z*NET Pacific
-=-=-=

623. Re: re W Magro's posting

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 23:41:50 UTC
From: jonc@status.gen.nz
Message-ID: <Fci0wB5w165w@status.gen.nz>
Source record: 212309

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

> In <Z9u5wB7w165w@status.gen.nz>, Jon Clarke writes:
> > Well Atari may not have expanded their machines but the 3rd Party
> > developers have.
> ...
> > - Spectre
> > - Sound cards
> > - Happy (the orginal)
> > - All the accelerator cards
> > - Video cards
> > - Hard disks
> > - CD cards
> > - Rom cards/drives
> > - and the list goes on and on and on and on
> >
> > Hmm this resembles the same sort of upgrades you get for the PC to me
>
> How many of those can you plug in at once? How much choice do you have
> if you need one of them? If you were using a PC or Mac, you've have
> several to choose from... you could (gasp!) pick the best one for the
> amount of money you want to spend. On the ST, you pick the only one,
> and pay what they're asking for it.

Well it goes both ways. To change cards on the PC you muST remove the
case, there goes the warranty and insert the card. Now comes all the
hassel like, will it work with OS2, is there a driver for it, will it
work with my other cards etc etc .

Just like the ST, except very few ST's applications are inside the case.

Re best for your price. Hey Chris this applies to ALL machines and well
you know it. A case in point. The async driver/card for the AS400 here
costs $nzd1200 but hey a clone costs $nzd800. So do I get the best or
a clone and there is only one made by Big Blue? Har far do we take this?

Jon Clarke Z*NET Pacific
-=-=-=

624. Re: ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-12 23:43:26 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C0rLwF.BIA@ecf.toronto.edu>
Source record: 212210

In article <1993Jan12.193457.27858@nosc.mil> healy@nosc.mil (Mike Healy) writes:
>
>I do think that piracy is more pervasive on pc's. Every person I know
>who has a pc has pirated commercial programs. I've seen pirated versions
>of commercial programs used by companies I've worked for. My brother
>used to work for a large aerospace firm and a friend of his there came
>very close to being fired because he refused to use pirate software
>at work, which pissed his supervisor off bad. I detect the attitude
>among pc owners that I know that they are "entitled" to pirate copies and
>you would be "stupid" to buy it. Do I hang out with an atypical, criminal
>set of people? I don't think so. I think they reflect the views of the
>average pc user.
>
>I think the commercial piracy situation has gotten better since software
>manufacturers have started raiding corporations.
>
>Now I don't know about shareware - I am talking about pirated commercial
>software, not shareware.
>
>Mike Healy
>
>healy@nosc.mil
>

How about this? I know a HELUVA lot of people who use the PC line and when
the come over to my house and see the pile of BOUGHT software I have for my
STE will express _disbelief_!!! (Something along the lines of "You actually
BUY software????") Hey, believe it or not, piracy is far more rampant
in the PC line than in any other line. So don't give me crap about PROVING
it and all, cuz _hey_ I own all three Amiga, ST, and PC, and I have actually
seen PIRATED software in original-looking boxes being taken off PC shelves!!
Tell me if this is widespread in any other market...("Hey, you need Windows?
Just take it of my computer, man..." <--- what more did you expect from a
company which didn't know how to copyright???)

Just like you tell us not to hide shit about the ST, please don't hide shit
about the PC's.....Jeez.

AcEzE.
--
****************** WHO AM I, YOU SAY? ****************** "If time is money, we
************ SHAHIR AL RASHID**aka**ACEZE ************* are all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ------------------------
** This message brought to you by the Bollocks Bros. ** no fate but what we make

625. Re: Porky pig.

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 00:11:32 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11652@uqcspe.cs.uq.oz.au>
Source record: 212211

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>How exactly does one pirate a CD-ROM? 650M hard drives aren't exactly
>cheap... ;-)

For those who don't know, you don't run OS's off a CD-ROM. The CD-ROM is
only for installation purposes - it's like a tape, but cheaper to produce.
One reason WHY you don't is that a CD-ROM is WAY to slow.

>Precisely why I'm trying to collect as much info as possible...

Check the availability of GNU software, especially GCC/G++ on the PC and Mac
platforms. Under Linux, YES, under DOS, NOT REALLY.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

626. Re: .APP doesn't work on MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 00:18:04 UTC
From: marshall@cs.uq.oz.au
Message-ID: <11653@uqcspe.cs.uq.oz.au>
Source record: 212212

I wrote, earlier:
>I have a Mega4STE with TOS 2.05. I can't get any .APP files to open: if I
>double click on them, I just get the "Show - Print " dialogue box.
Thanks to all who replied. The line for .APP was missing in my NEWDESK.INF.
It's fine since I edited it. I don't know how it went missing in the first
place!

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

627. Re: *** CAN YOU ANSWER THIS DISK DRIVE QUESTION? ***

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 00:27:09 UTC
From: hasse@solace.hsh.se
Message-ID: <1993Jan13.002709.1497@solace.hsh.se>
Source record: 212214

In <07g9wB5w165w@sys6626.bison.mb.ca> winnipg@sys6626.bison.mb.ca (Winnipg) writes:

> I used to have an CHINON F354 drive but it's toast so I got a
>new CHINON 720k as a replacement, an FZ354. The problem :(is that it
>doesn't recognize a new disk having been put in the drive(unless it's
>write protected). 'ESC' won't work and the Forced Media Change program
>also is a no-go.
> Question: Can this FZ354 be fixed with jumpers or is it time to
> call TEAC for a replacement?
>If you need any further info, like how I have the jumpers set, say
>so.

There is just a switch that needs to be set. It tells the drive in which
mode to report disk change in.

1. It just changes the state of disk change if a disk is put in or out,
ie. if it was 1 and you remove/insert a disk it is set to 0.

2. The state of the disk change signal is the direct status if a disk
is in or out, ie. if a disk is in the drive the disk change signal is
1 (or vice versa).

Hope this helps.

/Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

628. ADVOCACY: Falcon - Why I'm buying it...

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 00:30:30 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C0ro2w.Gtu@ecf.toronto.edu>
Source record: 212213

To all who give a crap,
Jeeez, what a bunch of killjoys!! What makes you think that just because the Falcon does not fit the exact specs that you _need_ to run "non-existent" software, that its a piece of shit?? (pardon the language - it's been a long day, and I'm pissed...) Lets put this in perspective...

1) The Falcon is not (contrary to most views) a useless computer. Why? Keep reading.... For one thing, the sampling equipment on the thing is incredible for the price. I guess most of you are just either not into music or are just plain ignoring this facet in the Falcon's capabilities. Music is also damn hard to make (with all the reference to all the programming) and I mean good music (a SUBJECTIVE quality - as is the quality of games). Back to the sampling thing...I know of at least three samplers in the CDN $2000-$3000 range that offer the SAME amount of quality and hook-ups (in/outs) but DON'T have the ability to do editing and sound effects (limited in most cases). The Falcon however is an open-ended sampler !ight here, having a Falcon is a good deal already.
2) Okay, how about the graphics? Not all too great..But look at the PC market.. Sure there are lots of incredible graphic cards, but who actually gets them? And for what reason? (I've asked! And the usual answer boils down to - showing off...) Hey, showing off is great, but I'm not shelling out for a damn show case machine!! Hey, I don't see THAT much complaining about VGA... Now, I'm not offering excuses here...to be sure I'm going to more or less trade in my F030 for a 24 bit color F040 when it comes out.. All I'm saying is that this seems to be a case of never getting enough to me.... I can just see it, as soon as the F040 comes out, people are gonna bitch about it! Hey, you've all been screaming at Atari for a better computer and now it comes out, you're all yelling and screaming that its too late...So fucking what? Did you need it to save your kid or something?? If it pisses you off so much that Atari is disorganized, why not we all send a group letter to 'em. Why the hell do you have to slander a good computer?
3) Sound, graphics..what else is there? Software is what. Hey, I'm not sure if everyone knows this, but companies are producing for the Falcon! (NEW companies too, for christ sake!) So if you please just keep your pants on, the damn software will come out when the computer hits the mass market! And so what if it doesn't, you say? Well, shit, I still have a damn good sampler!!!! Also whats all this about the Atari being dead in the music scene? Hey, if you didn't already know, the States isn't the only fucking country on Earth, eh? Hey I feel for you if you can't get what you want, but tough shit, thats life...you want it, you gotta wait. Me? Emagic's gotta direct retailer around the corner, so don't give me shit about there being no sequencers. As for IBM sequencer's, what the crap did you think I had before I got my ST? I only got my 1040ST in Dec 1991, and Jesus, when I ran Cubase I almost fainted...Compared to the IBM sequencer, (Expletives deleted)..Suffice to say it was much better. Even the sequencers now days are nothing compared... Only

the Mac is as good, but hey, most struggling musicians are not rolling in cash!

Boy that felt good...
Anyway more later.
BTW, I'm sick of supporting the other side of the argument. I know you guys
will do it for me....

AcEzE.

--
********** WHO AM I, YOU SAY? ********** "If time is money, we
********** SHAHIR AL RASHID**aka**ACEZE ********** are all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ------------------------
** This message brought to you by the Bollocks Bros. ** no fate but what we make

629. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 00:32:42 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11654@uqcspe.cs.uq.oz.au>
Source record: 212217

dmb@case.ai.mit.edu (David Baggett) writes:

>There's no Atari CLI;
>they're all third party products. In other words, there is no
>equivalent to DOS in the Atari world -- as far as ATARI is concerned
>there IS no CLI.

Oh, and as far as IBM are concerned, there is no **OS** for PC's, because
DOS is written by Microsoft, which, when I last looked was NOT a subsidiary
of IBM.

Dave, you're clutching at very thin, straw-like weapons now.

Atari is in the business of making COMPUTER. Not software. That's YOUR
job.

--
Warwick
ps. Who wrote "COMMAND.COM", the "CLI" for MS-DOS?
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

630. Re: Setting up the RS232 in Sozobon

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 00:38:49 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Jan12193849@kropotkin.gnu.ai.mit.edu>
Source record: 212215

In article <1iuo4jINNt2@escargot.xx.rmit.OZ.AU> rasas@minyos.xx.rmit.oz.au (Greg Patten) writes:
>Thankyou _VERY_ much for the diffs...I tried to patch them at home and on
>the Un*x box but they both didn't like it..
>It (the Un*x one) said:
>
>==========cut==========
>Hmm... Looks like a new-style context diff to me...
>The text leading up to this was:
>--------------------------
>|*** TIP.C Mon Jan 11 18:24:21 1993
>|--- tip.c Mon Jan 11 18:23:56 1993
>--------------------------
>Patching file TIP.C using Plan A...
>Hunk #1 failed at 13.
>Hunk #2 failed at 58.
>Hunk #3 failed at 103.
>[...]

Looks like one of the files is in TOS format (Carriage Return / Line Feed pairs at the end of every line) and the other is in UNIX format (just a Line Feed at the end of the line). Try converting either tip.c or the patch file to the format of the other, ithe patch should work then...

Cheers,
entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, and Xerox. Join the League for Programming Freedom! Write to lpf@uunet.uu.net for more information.

631. Linea illegal?

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 00:40:10 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11655@uqcspe.cs.uq.oz.au>
Source record: 212218

I've heard it mentioned a few times that the LineA interface is not Kosher programming. Since when? I've written heaps of programs that use LineA, and they work even on the TT. Is the Falcon eliminating LineA? I doubt it, since compatibility would drop to about 10% !!

Or is it just the UNDOCUMENTED negative LineA offset values?

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

632. Re: The compatibility story (Falcon & A1200)

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 00:50:50 UTC
From: psteffn@hal.gnu.ai.mit.edu
Message-ID: <1ivp1aINNpgj@life.ai.mit.edu>
Source record: 212222

In article <1itc67INN4vm@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:
>In article <1993Jan11.113722.5383@gdr.bath.ac.uk> mapmh@gdr.bath.ac.uk (M Hagger) writes:
>>I'm curious, just what do you mean by shitty programmers? In the real
>>world do you seriously expect game writers (ie people trying to screw the
>>maximum performance out of a machine) to worry about their program being
>>a little incompatible with future generations of chips?
>
>Yes. Case in point of bad programming of this ilk: STOS. Every time
>the slightest change was made to the OS they had to send out an
>update. You don't have to break the rules to get the best performance
>possible out of the machine. Get things fast is one thing. Getting
>things fast, and properly, is far better.

Hello, Dave. I hope this doesn't sound like deja vu.. d:^)

I'm curious what "rules" there are on the ST!? Please tell me because
Atari certainly hasn't. Or should I spend my yearly allowance and
become a registered developer? The Developers Kit certainly shows how
much Atari cares. Maybe Atari should publish tutorials like CBM instead
of leaving it to Abacus...

I've never programmed with STOS (after all, I have dignity), but from
what I've seen of it, it seems unlikely that they could have used Line-A
calls, no? Face it, the OS does not have adequate graphics functions! You
aren't going to produce a polished *_SMOOTH_* running game under VDI.
Sure, go out and buy a '486/66 and write your games for it! It seems
contradictory that you are touting the PC when 99.9% of the games for
that machine go straight to the hardware. Demo coders have proven that
there are still some things that can be done with the ST hardware and
it's up to the game developers to catch up.

>>Particularly if they are not even aware of the these new machines etc
>>when the software is written.
>
>In some cases of course, they are victims of what you describe here.
>If the computer company rips the rug out from under the programmers,
>there's no one to blame but the company. But Atari hasn't really done
>that; they've said (in their own muddled way) what you could and
>couldn't rely on, and they've done pretty well at not screwing
>programmers who followed the rules.

Yeah.. By not releasing 68020/68030 machines until recently, eh? Well, I'll
tell you that it's common knowledge the mistakes that Atari has made in
the original ST computers that has made it compatability difficult.
Remember who wrote TOS 1.0?

>
>>Maybe you would prefer it if the games were a little slower or a little less
>>impressive, but I certainly wouldn't.
>
>Following the rules will NOT slow your program down. Game Workbench
>runs fine on Falcons and TT's, and we never had those machines to
>develop on. It was more time-consuming, in some sense, to be careful
>to follow the rules, but doing so did not affect efficiency any.

Maybe you should compare your Game Workbench productions to games written with "illegal" means? Does Game Workbench have support routines that do fine virtual (or token map) scrolling in 1 frame? I'm not even talking about sync scrolling (heavens!).. I'd be very impressed if you could show me a game with the same polish and smooth execution that is seen in a Bitmap Bros. games or even Delta Force games (in Syntax Terror & Punish Your Machine demos).

Do you honestly believe that your ST or STe sound routines will survive upwardly compatable forever? Is there even OS support for the STe DMA?

>
>Dave Baggett
>--
>dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
>ADVENTIONS: interactive fiction (text adventures) for the 90's!
>dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

Paul Steffen
STratoHAK/TPPi

633. Re: on the need for 'virtual memory'

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 00:51:56 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Jan12195156@kropotkin.gnu.ai.mit.edu>
Source record: 212219

In article <C0r8vp.683@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>Can someone who knows the history of UNIX please comment on whether the
>early versions of UNIX 'required' virtual memory in order to work? My
>own impressions are that the PDP computers didn't have any virtual
>memory, and that most programs that were larger than memory consisted of
>a series of intelligent overlays. (My impression is partially formed by
>experience with UNIX 7.0 on a PDP-11/34, requiring a grand total of
>10 megabytes of hard disk space, and the fact that one of the selling
>points of the VAX series of computers was the fact that they had virtual
>address space.)

Your impressions are accurate; it was even a big deal when the 11/34A
came out because it could split instruction and data space for a grand
total of 128K of per-process memory. My DEC Pro-350 (11/34 class)
running VENIX 1.0 (V7-like UNIX clone) lets you use more than 64K per
process only by mapping pages of memory on a user-controlled basis
(The C library will do it for you if you use some compilation
switches) with a special OS call.

Why's this in comp.sys.atari.st? Getting frustrated with trying to
compile 600 meg source files with GCC under MiNT? (1/2 :-))

Cheers,
entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, and Xerox. Join the League for
Programming Freedom! Write to lpf@uunet.uu.net for more information.

634. Re: ADVOCACY: Falcon030 competes with '486dx-33

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 00:59:26 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11656@uqcspe.cs.uq.oz.au>
Source record: 212221

ritz@ritz.mordor.com (Christopher Mauritz) writes:

>Re: open architecture problems

>I couldn't agree more. It is difficult to support all of the
>different devices, but at least they are trying instead of
>forcing you into using their hardware (like Atari).

No. APPLE foces you into using there hardware. SCSI, RS-232, Centronics -
all are supported [SCSI not on ST/STe, but they're old, and - like PC's -
require an extra host adaptor].

Anyone considering an Apple should look very carefully at this Apple attitude.
SCSI-yes. The rest-no. Even all the cabling is non-standard, and quite
expensive. The Apple StyleWriter is basically just a Canon BJ10e, but costs
more, and can't be used on anything but an Apple.

Even the Modem port requires an Apple modem... since it is RS-432 [or something
like that - not RS-232].

Apple was my "next choice" at one time, but now NO WAY. Especially now, with
the lack of GNU support.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

635. Re: The compatibility story (Falcon & A1200)

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 01:27:54 UTC
From: psteffn@hal.gnu.ai.mit.edu
Message-ID: <1ivr6qINNqjp@life.ai.mit.edu>
Source record: 212223

In article <1993Jan12.180221.507@news.uit.no> borgen@stud.cs.uit.no (Boerge Noest) writes:
>In article <1itud1INNg96@life.ai.mit.edu> psteffn@hal.gnu.ai.mit.edu (Paul Steffen)
writes:
>>There is no way to disable the new AA [AGA] functions in the 1200.
>
>Say what?
>You can chose OCS, ECS, (or best) (O=old,E=Enhanced) to make old software
>work if it craps on the new registers.

Is this done at the hardware level?? Meaning if I select OCS at bootup
and set bit 6 of bplcon0, would the Amiga <STILL> kick into SuperHires
mode? I don't own an A1200 so I don't know.

>
>> Software
>>that changes the wrong bit in the bitplane control registers can still cause
>>problems. It's ironic, though, that Commodore threatens never to release
>>another hardware manual, though. They want people to program "cleanly" but
>>this be counterproductive.
>
>I think it is very wise of C=. Then there will not be any way for
>programmers to crash when the chips are upgraded. Of course, this depends
>on good (and fast) support from the OS.

It doesn't matter whether the hardware manual is published or not, people
will still get the information by disassembling the libraries. You know
this! Isn't it smarter for the information to come from Commodore?
Whether Commodore or Abacus publishes the definitive hardware reference
manual, it's completely up to Commodore.

Personally, I have a better idea of how Commodore should upgrade the
Amiga's video hardware next time.. LEAVE IT AS IT IS!! Create a completely
new set of custom chip registers and modes independant of the old design.
The original chipset architecture is practically topped out with the new
AGA modes so why bother? The design of the AGA is roughly akin to Intel
32-bit architecture in that the same basic design was updated. It seems
to work for the Falcon, anyway.

>
>>> | David Oakley, ASTRAsoft shareware producers. |\
>--
>|/// borgen@stud.cs.uit.no (Boerge Noest) | Amiga B2000 \\\|
>|// Box 218, 9001 Tromsoe, Norway | Remember to :-) when needed \\|
>|/ The worlds northernmost university | Life is worth living. \|
>#Disclaimer: This university and me does not agree.

Paul Steffen
STratoHAK/Tibetan Peach Pie Inc..

636. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 01:48:12 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1ivscsINNrh1@life.ai.mit.edu>
Source record: 212224

In article <1185@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.UUCP () writes:
> Uh, Dave, Microsoft makes DOS, not IBM (i.e. 3rd-party again). The
>fact that they have a virtual monopoly on IBM DOS (except for DR DOS)
>makes them the standard.

OK, one more clarification: *Microsoft's* MS-DOS was packaged *by IBM*
with every PC ever sold until the clone market kicked in. So YES, I
suppose TECHNICALLY SPEAKING there's no IBM CLI. But there is an
IBM-endorsed standard. (Not that IBM matters anymore.) There is (once
again) no Atari-endorsed CLI for the ST. OK?!

>As for "wimp" interfaces, would not OS/2 and Windows then be
>considered as well? (being non-CLI?).

OS/2 runs DOS better than DOS, but sure Windows is WIMPy, and it sucks
eggs (sorry David) too. I don't use it. I detest it. Feh!

>And those are the main selling points for the PC's right now

Windows? Selling point? Hah! The main selling point is that you get
a hell of a fast machine for your money. If you really want an OS
get 386 MACH or something.

>>Second, the ST doesn't run Unix. It can't run Unix because it isn't
>>capable of doing virutal memory. (It does run Minix, though; I'll
>>give you that they're similar.)
>
> Dave, could you give me a short description of virtual memory and
>what it takes to do it? I assume (correct me if wrong) that the Windows
>SWAP file would be considered virtual memory? Why would doing something
>like that not be capable on an Atari? Just curious.

Coming right up: "Virtual memory" generaly refers to memory (for code
or data) that may or may not have a physical counterpart in the machine.
Under Unix (which has virtual memory), processes can allocate as much
memory as they want to (almost). When you allocate more memory than
there is in the machine, proceses get "swapped out" to disk. In other
words, pages of memory get saved to disk and marked as "swapped." When
a process tries to access a swapped page, a "page fault" occurs, which
is similar to an exception on the ST (e.g., two bombs). The reason
you need hardware support is that you have to check to see whether
your page is swapped it *at every memory reference*. This is hideously
slow without hardware support.

Windows does do VM, and Windows NT probably uses VM even more. But
Windows doesn't run 80x86 chips that don't support virtual memory.
The 8086, the 68000's counterpart, doesn't have virtual memory support.

The 286 does, but in a very limited and brain-damaged way. The 386 does (for real), which is why Windows is recommended for 386 systems and better, and why MACH runs on 386's and better.

Software virtual memory schemes are possible but generally lose due to slowness or required brain-damage. The original Macintosh OS implemented a software virtual memory scheme, which is where the 32K per code segment limitation came from (which was subsequently inherited by Megamax C version 1.x, BTW).

The TT and Falcon, BTW, CAN do VM, because the 68020 and 68030 handle VM quite well.

> Depends if you could use the software. Something like Game Workbench
>would seem like a great thing for game programmers.

Your point is well taken, but that was intended to be an example. How about the world's greatest DTP system? I'd think that would be about $300 a copy if it were something as good as Interleaf, Frame maker, etc.

>>An early, buggy version of a poorly designed single-tasking OS.
>
> But it works and is functional. An OS is supposed to be
>functional, not *necessarily* elegant (though it could be). I went
>from TOS 1.0 to 1.4 and finally 2.05, and have had very little
>problems in the process.

I was just answering the question.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

637. Re: The compatibility story (Falcon & A1200)

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 01:51:41 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1ivsjdINNril@life.ai.mit.edu>
Source record: 212227

In article <C0r8Ew.Cyx@gpu.utcs.utoronto.ca> gbcusg@gpu.utcs.utoronto.ca (I. Barnett) writes:
>Game writers have no choice but to search through the OS for tricks to
>use.

They don't *have* to be so lazy. The information is out there; you just have to look a bit. I'm not saying game programmers suck, or STOS sucks either. I'm just saying that all the things that don't work on STe's, TT's, Falcon's, etc., COULD have been written to work fine ahead of time without impacting the speed. I know because I've been part of a project that's very much along those lines. And yes, it was more work, but it was time well-spent, IMHO.

>Developers are the most important resource a hardware vendor has and
>Atari has shown their developers absoultely no respect. No wonder
>Atari's programming 'rules' are being broken by programmer.

I'm not going to disagree with that at all. Atari made mistakes regarding their dissemination of information to developers. But the situation is not so bad that you're forced to break the rules.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

638. Re: ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 01:55:16 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1ivsq4INNrjj@life.ai.mit.edu>
Source record: 212228

In article <1993Jan12.193457.27858@nosc.mil> healy@nosc.mil (Mike Healy) writes:
>I do think that piracy is more pervasive on pc's. Every person I know
>who has a pc has pirated commercial programs.

By the same token, every person I know who has an ST has pirated
programs. This is anecdotal evidence, and doesn't prove anything.

>I detect the attitude among pc owners that I know that they are
>"entitled" to pirate copies and you would be "stupid" to buy it.

I detect that attitude among ST people. I don't think PC pirating is
worse or better than on the ST. I think they're about equal. It's a
matter of psychology, not computer hardware. I don't see why anyone
would expect things to be different for any reason other than
demographics. (I.e., Atari owners have less money so they pirate
more.) Note that I'm not saying that statement is true; it's merely an
example of a prediction based on demographics that could be tested.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

639. Re: ADVOCACY: Falcon - Why I'm buying it...

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 02:11:25 UTC
From: hjwulfso@unix.amherst.edu
Message-ID: <C0rsr2.DDK@unix.amherst.edu>
Source record: 212225

I totally agree. It seems to me that the Falcon030 is optimized for music
music music. With some converters and software it will operate just like
a $2000 dedicated sampler. I don't know if anyone is writing this software,
but I DO know that Digital FX (the company the owns Hybrid Arts) is working
on a Falcon version of their direct to disk recording software. To do that on a
Mac requires aa $1000 Audiomedia][card which is not as flexible. In addition,
the Falcon will do real-time digital effects. A dedicated effects box could
cost $500-$1000 easily. The Falcon also has built-in MIDI ports.
To tell you the truth, I just ordered a Macintosh, because don't see the
Falcon as a good main computer. If I get a Falcon, I will view it as an
impotant addition to my musical gear and a game machine. I'm not going to
use it for spreadsheets.

--
Harris Wulfson
hjwulfson@unix.amherst.edu

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/
```

640. Re: ADVOCACY: Falcon030 competes with '486dx-33

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 02:16:30 UTC
From: hjwulfso@unix.amherst.edu
Message-ID: <C0rszJ.EAB@unix.amherst.edu>
Source record: 212226

Warwick Allison (warwick@cs.uq.oz.au) wrote:

}
} No. APPLE foces you into using there hardware. SCSI, RS-232, Centronics -
} all are supported [SCSI not on ST/STe, but they're old, and - like PC's -
} require an extra host adaptor].
}
} Anyone considering an Apple should look very carefully at this Apple attitude.
} SCSI-yes. The rest-no. Even all the cabling is non-standard, and quite
} expensive. The Apple StyleWriter is basically just a Canon BJ10e, but costs
} more, and can't be used on anything but an Apple.
}
} Even the Modem port requires an Apple modem... since it is RS-432 [or something
} like that - not RS-232].
}

Actually, there are a lot of third party companies making hardware that works
with Macintosh computers. I've seen many different non-apple moniters, modems,
printers, and scanners for the Macintosh.

--
Harris Wulfson
hjwulfson@unix.amherst.edu

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/ / /_|_/ /_/ /_/_/_) (_/_/ /_/_//_//_/_)_(_)_/ /_
//
```

641. Re: Porky pig.

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 02:25:53 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan12.212553.13546@bsu-ucs>
Source record: 212229

> BTW, check out misc.forsale.computers for used hard drive prices. I
> bought a 50M Quantum for $80 a few months ago...

Hmm...Is that really a message are on the Net? I'll go chack after this
session, but I dunno if BSU subscribes to that particular message base. After
the $80, I'd still have get case/LINK, no?

>> I believe someone said something about that being a beta copy, or unliscenced
>> or something. Of course pirating is not so unfamiliar to many clone users.
>
> How exactly does one pirate a CD-ROM? 650M hard drives aren't exactly
> cheap... ;-)

C'mon! OS/2 isn't 650megabytes long! Is it? Even so, I've seen one of my
friends walking around with MS-DOS 5.0 (I think it was) on a fist-full
of 720k floppies--they're cheap ya know.

>> Anywho, it sounds like you're on the right track. Buy what you need. Use
>> will-power. Buy only what you need. The clone-realm is prone to draw a man to
>> gadget hell. Look at them, look at what Atari can do, look at what MAC can do.
>> Good luck!
>
> Precisely why I'm trying to collect as much info as possible... I
> figure I'm pretty immune to the clone sales droids, but my fiancee's
> father isn't...

Heheh....Well, good luck to him too!

-Matt

P.S. I get a chuckle every time I read "sales _droids_"....heheh.

642. Re: The compatibility story (Falcon & A1200)

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 02:26:06 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1ivujuINNsjq@life.ai.mit.edu>
Source record: 212231

In article <1ivp1aINNpgj@life.ai.mit.edu> psteffn@hal.gnu.ai.mit.edu (Paul Steffen) writes:
>Hello, Dave. I hope this doesn't sound like deja vu.. d:^)

Oh NO! :)

>I'm curious what "rules" there are on the ST!? Please tell me because
>Atari certainly hasn't. Or should I spend my yearly allowance and
>become a registered developer? The Developers Kit certainly shows how
>much Atari cares. Maybe Atari should publish tutorials like CBM instead
>of leaving it to Abacus...

Like I said elsewhere, I'm not about to claim that Atari did a good job w.r.t. getting the "rules" out there, but there are plenty of obvious rules of thumb that common sense dictates. E.g.,:

1. Your program should run from hard drives, not just drive A
2. You shouldn't write self-modifying code. Chips with instruction caches have been part of the Motorola line for years now, and to think Atari would never go beyond the 68000 is silly.
3. Relying on any global system variable which isn't in the Atari docs (also in the Megamax, Lattice, and MWC docs) is RIGHT OUT. There is NO reason to do this for games.
4. Assuming you own the whole machine is also bad. Again, anyone should have seen multitasking coming to the ST line; it's been around on personal computers since 1985 or so. Along with this are little things like not assuming the screen is at $78000.

None of these things is hard to figure out or dificult to follow. And games are pretty simple, really; they don't need to do much but play sounds and put images on the screen. There's no need to use undocumented traps or assume things about where the screen is in memory. Such practices are the product of ignorance or laziness.

(And though I said games are simple, I don't mean they're easy to write. The algorithms are straightforward; it's just that you have to spend a lot of time optimizing them.)

>Face it, the OS does not have adequate graphics functions!

Well I didn't mean that people whould write games using the VDI. Obviously assuming the screen memory layout is ST low rez is not so great in the long term, but that actually is an assumption you have to make to get decent performance on an 8 MHz ST. Given this, Atari has done the right thing in making sure this video mode has

been supported in all their machines.

You have to assume some things, of course, like the fact that if you put some data somewhere in memory, it'll be there when you come back to it. :) The point is that many of the assumptions made by game programmers have been unreasonable, and therefore losing.

>It seems contradictory that you are touting the PC when 99.9% of the
>games for that machine go straight to the hardware.

Doing graphics on the PC is difficult, but the situation is quite similar to the ST in terms of required assumptions. You have to assume a certain screen memory format (as well as where the screen is mapped into memory, of course, since the video ram is separated from the normal ram), but that's about it.

>Demo coders have proven that there are still some things that can be
>done with the ST hardware and it's up to the game developers to catch up.

While that's true, many times the demo techniques are inappropriate for games because they're too memory-intensive or demo-specific.

>Maybe you should compare your Game Workbench productions to games
>written with "illegal" means? Does Game Workbench have support routines
>that do fine virtual (or token map) scrolling in 1 frame?

You should really ask Neil about his scrolling routines. Send email to <neil@cs.heriot-watt.ac.uk>. BTW, you can most definitely do fine omni-directional scrolling with tokenized maps in 1 frame. Not only that, but GW will even compare sprite vs. map token priorities and over/underlap sprites and map tokens in real time if you want. (Did I mention the collision checking?) These are all things you can set right in the sprite editor -- you set the priority of each frame of a sprite and it just goes under and over things appropriately. Generalized, easy-to-use, works on all Atari machines. It can be done.

>I'd be very impressed if you
>could show me a game with the same polish and smooth execution that is
>seen in a Bitmap Bros. games or even Delta Force games (in Syntax Terror &
>Punish Your Machine demos).

As I've mentioned before, the Bitmap Brothers' scrolling routines are somewhat inferior if you really take a look at them. There are more sophisticated (but legal) techniques than they use. Again, ask Neil about it -- that's his specialty.

It really is too bad that Neil and I never wrote a scrolling game to show off GW. The scrolling code was only ready late in the project, and by that time I was devoting so much time to the system itself that I really had no time to spare on a scrolling game. (We have demos to test the thing, of course, but that's hardly what people would want to see.) It takes a lot more work to design a good scrolling game than it does to do pacman. And I'm a really terrible artist, and was unable to

find anyone willing to invest the 1000 or so hours to do all the
graphics for a freeware scroller.

>Do you honestly believe that your ST or STe sound routines will survive
>upwardly compatable forever? Is there even OS support for the STe DMA?

Yeah, as long as there's a PSG in the machine mapped to the same
locations in memory. There's nothing "unsupported" about the sample
playback routines. (They do work on the Falcon, by the way.) The only
fiddly bit is a movep instruction, and Atari has documented its abuse
in that case.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

643. Re: atari archive??

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 02:31:36 UTC
From: wbdst+@pitt.edu
Message-ID: <1762@blue.cis.pitt.edu>
Source record: 212233

I heard of this trick for Atari color monitors, where you adjust one of the adjustment screws in the back, to some point between 50Hz and 60Hz, and have found it to work, but now somebody has told me that this is hard on the monitor. Anyone know if that is true?

644. Re: ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 02:31:43 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1ivuufINNslr@life.ai.mit.edu>
Source record: 212232

In article <C0rLwF.BIA@ecf.toronto.edu> alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:
>So don't give me crap about PROVING
>it and all, cuz _hey_ I own all three Amiga, ST, and PC, and I have actually
>seen PIRATED software in original-looking boxes being taken off PC shelves!!

Oh gee, sorry for asking for evidence! Since you say it's true, it
must be right. You're trying to convince me of something, right? Then
realize you're going to have to do better than "I just KNOW it's true."

>Just like you tell us not to hide shit about the ST, please don't hide shit
>about the PC's.....Jeez.

You haven't demonstrated that I am; in fact there was absolutely no
information content in your post.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
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dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

645. Re: on the need for 'virtual memory'

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 02:35:56 UTC
From: hasse@solace.hsh.se
Message-ID: <1993Jan13.023556.1623@solace.hsh.se>
Source record: 212230

In <C0r8vp.683@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:

>Can someone who knows the history of UNIX please comment on whether the
>early versions of UNIX 'required' virtual memory in order to work? My
>own impressions are that the PDP computers didn't have any virtual
>memory, and that most programs that were larger than memory consisted of
>a series of intelligent overlays. (My impression is partially formed by
>experience with UNIX 7.0 on a PDP-11/34, requiring a grand total of
>10 megabytes of hard disk space, and the fact that one of the selling
>points of the VAX series of computers was the fact that they had virtual
>address space.)

>-- DPZ

I have a friend that has an old 68k machine, which runs something called
IDRIS. It's a UNIX derivate from some *very* early version of BSD UNIX, or
maybe AT&T. It boots from a 360kb floppy disk and the machines memory is only
on 1MB I think (could be 512kB though), and it doesn't use any virtual memory.

So _my_ conclusion is that they probably didn't need virtual memory in the
start, but it was added as a feature later on. (RAM was pretty expensive back
then).

/Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

646. Re: Convince me to stick with Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 02:39:18 UTC
From: wbdst+@pitt.edu
Message-ID: <1763@blue.cis.pitt.edu>
Source record: 212234

Although I may get rocks thrown at me...
I have been using DOS computers for years, and have built a career out of them.
I like IBM clones and DOS, but I am not blind to their weaknesses, some of
which Atari sts do not share. I own a DOS clone and an STe, and am quite
happy with each. Software availability is certainly weak for the ST, but
then again systems software for the IBM is limited. DOS is nice, but
has its limitations, Windows simply doesn't perform reliably, and OS/2
is limited in performance, software abvailability, and distribution.
(Personally, and I know more stones will be cast at me for writing this,
I'd prefer Unix as an upgrade to DOS, over Windows or OS/2), DOS did have
a chance to keep moving, but, thanx to Microscam, that never happened.
Lastly, my experience has been that TOS with GEM runs much more reliably
than DOS with Windows, for all the cool technological innovations that
Windows has (tried) to deliver, like DLLs.

647. Re: ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 02:43:45 UTC
From: wbdst+@pitt.edu
Message-ID: <1764@blue.cis.pitt.edu>
Source record: 212235

Several times I have seen GEM criticized, here and elsewhere, somewhat unfairly. GEM is NOT an OS, first of all- it, like Windows is PART of an OS- they both provide some system level functions, most noticeablty the screen management, but do not run by themselves: hence, neither is an OS, nor an application. Since GEM is not an OS, it is neither multi-tasking nor single-tasking. Lastly, GEMs biggest problem always was Apple, which used legal means to suppress its economic rivals, unfairly, in my opinion. True, this does not change the current technological state of affairs, but at least the record should be set straight.

648. Re: Linea illegal?

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 02:47:53 UTC
From: ersmith@netcom.com
Message-ID: <1993Jan13.024753.28625@netcom.com>
Source record: 212236

In article <11655@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>I've heard it mentioned a few times that the LineA interface is not
>Kosher programming. Since when? I've written heaps of programs that
>use LineA, and they work even on the TT. Is the Falcon eliminating
>LineA? I doubt it, since compatibility would drop to about 10% !!

Line A is supported only for ST compatible resolutions (I think in
practice it works on the TT compatible resolutions too, but I do
know that there are some Falcon resolutions for which it does *not*
work). In other words, if you want your program to run in any
resolution, or on any graphics card, use the VDI. Users will
appreciate this; I get very annoyed at programs that force me
to use the resolution *they* want, instead of the resolution *I*
want :-).

(This is particularly an issue for people with extended graphics
cards, such as the Matrix board, which also do not support line A).

Regards,
Eric

649. Re: ADVOCACY: Falcon030 competes with '486dx-33

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 02:53:31 UTC
From: wbdst+@pitt.edu
Message-ID: <1766@blue.cis.pitt.edu>
Source record: 212238

You've got Apple pegged on that one: they're very slick marketers. I like their physical product, but they are very sly at roping you in to their market.

650. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 03:03:11 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1j00pfINN9cr@golem.wcc.govt.nz>
Source record: 212237

```
Well, sure, but sounds like a small market to me. I think it seemed like
a double-edged sword, hurt Atari and make money doing it. :-}
---
```

Unless Atari had given him permission to re-market their TOS chips, he
wouldn't be ♦able to sell the thing, so it's Atari's fault!

```
(I suppose they get royalties, and the people you buy the GEMulator are
unlikely to ever buy the full machine!) ^who^

==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================
```

651. Re: ADVOCACY: Falcon - Why I'm buying it...

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 03:21:21 UTC
From: SML108@psuvm.psu.edu
Message-ID: <93012.222121SML108@psuvm.psu.edu>
Source record: 212239

Well to add even more of my opinion to this...

First and foremost, Atari has to get the Falcon out the door. If they don't manage this in the next few months, they will have soundly established an effectively permanent reputation as the vapourware kings...

After hearing about the 3do I am excited about the possibilities of the DMA connected DSP. None of the other computers will have this for a few years yet and it doesn't sound like the 3do will come with a keyboard at first. Therefore, the Falcon may have an interesting edge...

If they just get the $%$$% computer out, it is clearly an excellent deal as a sampler. This is independent of any of its other uses and could provide it with a niche to survive if it otherwise stinks...

I am very intrigued by the 3do; there are now 3 choices for my next computer. Amiga, Falcon, or 3do. It's going to be a fun year and my pessimism has just abated because of the 3do... I finally have a choice beyond the orphans and the clones... So sorry PC people, I see no reason to buy one now... I'd rather bring the tools I want to a new exciting and advanced platform than rely on a dinosaur with a jet engine up its bum... I'd love to see one of those perform real-time texture mapping of incoming video data heh heh...

Scott - thank god the 90's just hit the computer industry

652. Salesdroids

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 03:59:37 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1j0439INN2ks@life.ai.mit.edu>
Source record: 212240

In article <1993Jan12.212553.13546@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>P.S. I get a chuckle every time I read "sales _droids_"....heheh.

"These aren't the droids you're looking for."

"These aren't the droids we're looking for."

"We can go on about our business."

"You can go on about your business. Move along."

:)

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

653. Re: Salesdroids

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 04:55:26 UTC
From: SML108@psuvm.psu.edu
Message-ID: <93012.235526SML108@psuvm.psu.edu>
Source record: 212241

In article <1j0439INN2ks@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett)
says:
>
>In article <1993Jan12.212553.13546@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu :
>writes
>>P.S. I get a chuckle every time I read "sales _droids_"....heheh.
>
>"These aren't the droids you're looking for."
>
> "These aren't the droids we're looking for."
>
>"We can go on about our business."
>
> "You can go on about your business. Move along."

"Gee Ben, how did you manage to do that?"

"The Force can have a powerful effect on the weak-minded."

"The Force can have a powerful effect on the weak-minded."

Scott

654. Re: ADVOCACY: Falcon - Why I'm buying it...

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 05:05:48 UTC
From: m92mmy@tdb.uu.se
Message-ID: <1993Jan13.050548.14193@tdb.uu.se>
Source record: 212242

>After hearing about the 3do I am excited about the possibilities of the DMA
>connected DSP. None of the other computers will have this for a few years
>yet and it doesn't sound like the 3do will come with a keyboard at first.
>Therefore, the Falcon may have an interesting edge...

This summer Commodore will release a DSP for the Amiga 4000,
and possibly the Amiga 1200.

/Mattias

_____
Mattias Myrberg

m92mmy@bellatrix.tdb.uu.se

655. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 05:40:13 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1j09vtINNs5t@msuinfo.cl.msu.edu>
Source record: 212160

Bob_BobR_Retelle@cup.portal.com writes:

>Well, er.. my boss called IBM at the 800 number you provided on
>Molin's Den (thanks, Dan..!) last Friday, January 8, 1993, and
>IBM sold him a CD-ROM with OS/2 on it.. with nothing said about
>it being a beta copy..
>

GACK! Don't NOBODY tell Mortie he had ANYTHING to do with proliferation
of IBM software! But, if he has to be implicated, I just KNOW he'll be
happy that it was OS/2 and not MS-DOG...

:)
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

656. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 05:42:33 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1j0a49INN76j@msuinfo.cl.msu.edu>
Source record: 212159

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>It's
>not like Atari's going to release a MultiTOS CD-ROM for $15 any time
>soon.

Or for ANY price any time soon, either. Why break such a perfect
record?
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

657. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 05:43:18 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.qRdmkCVV&dY@yonder.equinox.gen.nz>
Source record: 212164

In <H.ea.0kgtRS0BsQs@semprini.tdkcs.waterloo.on.ca>, Chris Herborth writes:

>So? After buying a hard drive (well, four of them), I'll neer use a
>computer without one again... why should I? Everything I do is much
>faster because of them. And MANY things I do would be impossible
>without them.

I have to agree with that statement. I used to always say to the IBM
owners here that I didn't need a HD, my computer could run quite fine
without it. Once you get one, you'll _never_ turn back. The speedup
is so amazing. The first time you unlzh a file, you'll go 1/2 into
shock! I always thought it was the slow computer that caused that,
but it's definetly not (of course it only runs at about 1/2 the speed
of the 386 40mhz and greater machines thought, but it's only an 8mhz ST!)

As for programs for the ST thesedays, they're getting more & more complex,
and there's a lot out there now that simply won't run on anything less
that a few megs of ram & a HD.

Craig.

--
* Craig Shore. Phone +64 3 3852501 *
* Email: from in NZ - craig@yonder.equinox.gen.nz *
* from rest of world - shore_c@kosmos.wcc.govt.nz *
* PLEASE DON'T mail to yonder from outside NZ. Thanks! *

658. Re: OS/2 for the PC

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 05:48:10 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.q60o98FoDQw@yonder.equinox.gen.nz>
Source record: 212165

In <H.ea.xqkhrOJi3IQ@semprini.tdkcs.waterloo.on.ca>, Chris Herborth writes:

>Right now, I happen to think OS/2 might be
>it, and I'm trying to get as many first-hand opinions as possible.

Okay, i've seen people stick up for os/2 saying how great it is, but
then on the other hand, not many people seem to be using it.
I wonder why?

and a little joke i've seen.... OS/2 , 1/2 an operating system?!

Craig.

--
* Craig Shore. Phone +64 3 3852501 *
* Email: from in NZ - craig@yonder.equinox.gen.nz *
* from rest of world - shore_c@kosmos.wcc.govt.nz *
* PLEASE DON'T mail to yonder from outside NZ. Thanks! *

659. Re: meta-comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 05:55:04 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1j0aroINNihi@msuinfo.cl.msu.edu>
Source record: 212153

davidli@simvax.labmed.umn.edu writes:

>As for those psychopaths out there who think that a few deaths are in
>order for the Tramiel family (you know who you are), get a life. When
>you get so obsessed by inanimate electronics products that you'd even
>jokingly wish doom and disaster on the people who own the company that
>produces those products, you need to reassess your value system. Or,
>perhaps, you need to engage in some consensual sexual activities. Maybe
>both.

Nah... I don't want 'em dead... Just maimed a little. Get them the
hell out of Atari corporation, and soon. PLEASE.

The Tramiels are Atari's own biggest obstacle. Period. End of story.
I reiterate my crass statement: They're a bunch of STOOOOPID fucks
who couldn't market their way out of a wet brown paper bag.
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

660. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 05:56:38 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73477@cup.portal.com>
Source record: 212243

Chris Herborth writes:

>Hey, post the number... I'll order one (what's $15 on your credit
>card?), and maybe a few other people would like to check it out... It's
>not like Atari's going to release a MultiTOS CD-ROM for $15 any time

Well, OK.. but only as a public service.. 1-800-3IBMOS2

(Unfortunately that's probably only good within the USA.. if I
remember when I call, I'll try to get a number that will work
from anywhere...)

Incidentally, Bill Rehbock says MultiTOS is ready to go, *now*

I forgot the price he said it was going to be sold for, but the
number $137 sticks in my mind.

BobR

661. Re: meta-comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 05:59:40 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1j0b4cINNk9s@msuinfo.cl.msu.edu>
Source record: 212154

dmb@case.ai.mit.edu (David Baggett) writes:

>I agree that wishing ill upon CEO's of companies you hate is out of line,
>but I think the sentiment is well-taken. How many people have the
>Tramiels screwed out of money? How many people have they sucked into
>buying the computer equivalent of a junk bond?

Oh, don't misunderstand me... I don't hate the COMPANY. I hate the
STOOOOOPID fucks who are driving my favorite computer into the dirt.
I swear, these idiots wake up every morning, get out of bed, shoot
themselves in the foot, then fall back in bed, exhausted and probably
just a little bored of the routine. The Tramiels are a BLIGHT on
the Atari company.
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

662. Re: ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 06:03:04 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan13.010304.13554@bsu-ucs>
Source record: 212247

In article <1itkq7INNb1l@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
> In article <1993Jan11.205852.13486@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>>The arguement was: for people with a more limiterd cash-flow than _you_ are
>>used to, a computer that can/was-designed-to run without a hard-drive is
>>_STILL_ the best option. I'd like to see you try to get around on that clone
>>without your hard-drive.
>
> I don't recall that being the argument at all. I recall the argument
> being a general "MS-DOS machines suck" one. You can do just as much
> with a hard-drive-less PC as you can with a hard-drive-less ST. You
> don't HAVE to run Microsoft C; you can use Manx, which (I think) costs
> $19 too.

I should've said, "What I _intended_ the arguement to be..." And I don't
necessarily think MS-DOS machines suck. I _DO_ necessarily think they are
wa-a-a-ay over-hyped. Regardless of whether they are the "thing to have," they
are not the best computers in the world. Period.

> There *exist* programs on the PC that do far more than their ST
> counterparts, and because of that they take more room. But there are
> plenty of things you can run from floppy that are perfectly decent.
> (Of course, if you had a PC you'd probably have a 1.4M drive so
> floppies would be less of a problem.)
>
>>First of all, the OS doesn't give me problems as is, so the $50 stays in the
>>bank for me.
>
> The "if it ain't broke don't fix it" argument, round 117. The OS *has*
> plenty of problems, in my view. For one, the 40 folder bug is STILL
> with us. On a more "abstract" level (bear with me here), we have
> missed out on such wonderful improvements as multitasking (MiNT isn't
> part of the ROM chips, of cours) and support for international
> character sets. One major reason I'd like to have a Mac (and yes, I
> know I can run Spectre GCR, but I want System 7), is that you can do
> Japanese word processing on it seamlessly. Where is Atari's answer
> to WorldScript?

What's the "... ,round 117?" The OS still hasn't given me any problems (at
least none big enough I'd know where to attribute them to). And I don't think
it's likely I'll ever need 40 folders on a floppy. :) Also, for what I (and
many others) do there's not much reason for multi-tasking -- Unless I could get
my computer to take a wizz for me while I'm typing my research paper at 4:00
in the morning. :)

>>Second of all, I'll ask you not to be my finance advisor. I'm a
>>quite-typical college student with no spare money.
>
> Again: don't buy the Ferrari if you can't buy the wiper blades. So
> you've overinvested in your hardware and now you can't buy any
> software. Is there any other way to slice it? BTW, you're not saying
> anything unfamiliar to an Atari developer when you talk about not
> having money.

I bought the most I could reasonably afford at the time. There's no way I could've gotten a respectable PC sytem at that time for that price. When I traded up to this (then-used) Mega ST4 (bought for me as a gift, mostly) it was again as much as i could afford. I figured, with the extra memory I could get by on the RAMdisk and play wait-and-see, for the next _real_ new computer, for a longer time. I was right.

And as far as waiting goes, hopefully I'l be able to wait long enough that the clone revolution will have died off some, the rest of the computer will have caught up with the main processor (which I think will have to start happening with the P5) and by then hopefully things will be more equalled out by the software between Apple and the clones (and hopefully Atari...hmm). But I digress.

>>I have no (and I don't need) knowlege of the shareware dimension of
>>the clone-realm). This machine still has the more-affordable software
>>for me.
>
> So ignorance is bliss, huh? I don't like that philosophy myself, and
> when I started looking into the PC market carefully a year or so ago I
> was surprised at what I found: shareware terminal programs that beat
> Uniterm, editors for $50 that annihilate Tempus and are programmable in

For posterity, I hear that a clone-realm communications package that's worth a bowl-of-lard-with-a-hair-in-it had not come on the scene until about a year or so ago...(Suffice:Not long ago)

What does a 'ware like Tempus (et al) do differently from a good wordprocesor that makes it necessary?

> C, all the GNU stuff, 4-DOS, Borland's excellent source level debugger,
> etc. etc. There's a world out there! Why do you *want* to stay
> uninformed? Wouldn't it be better to know all the facts and then
> DECIDE to stay with Atari?

It's not a matter of >wanting< to stay uninformed, it's just that I'm really busy getting informed about a lot of other things, and just haven't gotten the juices flowing in that direction yet, I have no money to do anything about whatever I might find, and things in the clone realm are moving so fast that I'm sure whatever I might buy would be so obsolete by the time I outfitted it to my tastes that I'd regret investing in the computer more than bumping my shin on my bed-frame. (!!!) Anywho, when the time finally comes, that, as per usual, will be my plan of attack: know more than the salesperson could possibly know, investigate, read, then buy.

>>It is the money, it isn't the money. I can't argue on dualistic gounds as
>>those. And really I don't have much inconvenience getting PD stuff, which has
>>consistenly been enough to keep me going (hopefelly will be until I can
>>actually afford to shop the commercial district again.)
>
> Well, we're not going to be writing PD stuff for you much longer, so
> you better start thinking about paying for software if you want to keep
> your machine alive.
>
>>It's not even a matter of mediocrity! It's a matter of whether or not yopur
>>computer does what's expected of it! Stop trying to spread the clone-disease
>>and start spreading some common sense!
>
> "The clone disease." An unbiased statement for sure. You don't even
> know what's out there, yet you call anyone who dares to praise the
> clone world "infected." Common sense says your machine is going to be
> a doorstop within a few years at the rate the community and Atari Corp.
> are going. One day you'll wake up and all of us who have been writing
> all that free software (or -- HA! -- "shareware") for you have stopped
> doing it because we had bills to pay JUST LIKE YOU DO.

I call it a disease because of how fast it's spreading, and how little thought
is necessary for it to be contagious. (No further implecations intended! :-)
And common sense tells me; what I have works, and works well. Thumb your nose
at anyone who says theirs is best and then ask why! Eventually I will be the
judge again.

>>> Again, I hope you're happy being less productive than you could be.
>>> I'm not.
>>
>>I also ask that you not be my time manager. I haven't hit any speedbumps on
>>this road yet, and I don't anticipate any in the near future.
>
> Look, can the stupid semantics games all right? Are we having an
> argument here, or are you telling me why I'm not a nice person?
> Wouldn't you think it was funny if someone told you they were doing
> just fine with a 1960 UNIVAC that only accepts punched cards? Wouldn't
> you want to convinced them that there's a whole generation of software
> and hardware improvments available waiting to make their lives easier?
> Not *wanting* multi-tasking is a clear sign that you've never had it,
> or have never had to do any serious work with a computer. We've
> had multi-tasking since the 60's!

:-) Sorry, I guess I'm just a very semantic person. :-)

Not that there are many _other_ similarities, but: Not _wanting_ herion is a
good sign you've never had it. :)

As I've said (in different words) before, things like multi-tasking, I'm
certain, are nice, but my budget dictates necessity, and necessity it is not.
And neither are a lot of things many have been forced to take for granted.

>>Or the people are raving for some of the wrong reasons...
>>("My computer has slightly newer technology, and an AWESOME pirate base!")
>
> Sigh. I hate to be demanding, but do you have any facts regarding
> piracy on the ST and PC that we can compare? "It seems like there's
> more piracy on the PC" is hardly any evidence. Keep in mind that even
> if there are 100 times as many pirates in the PC world as there are in
> the ST world, we're still even percentage-wise.

Take the percentage, any percentage, and figure the nature of the piracy beast, and I'd have to guess that with the extrodinarily high number (percentage) of clone-people pirating there'd be one hell of a network like no Atariian of the Atari hey-day had ever seen.

>>> The main thing I spend time with nowadays on my PC is TADS 2, which is
>>> shareware and registered, thank you. (And yes, I did buy my copy of
>>> Microsoft C, which was $139, and Ultima Underworld, which was $50.)
>>
>>I'm glad someone's making money around here! If I don't gradute soon, I'm
>>gonna have to buy the place! This is crazy!
>
> I'm a student too, and the day I got an eviction notice a few years ago
> it was accompanied by a letter from someone who told me they wanted one
> of my shareware games but "didn't have the $10 because they were a poor
> college student." It was so ironic it made my day.
>
>>P.S. Is Ultima Underworld, the Ultima that's a lot like the old Dongeon Master
>>game?
>
> Yes. Like Dungeon Master with complete freedom of movement in 3D.

Hmm! Is it like the 3D movement system I've seen in Castle Wolfenstein 3D?

-Matt

P.S. I'd like to take this to E-mail since it's getting so long, but my mail to you bounced a bit ago. I'm gonna try some more mail tonight before I sack out, but if you could, please send something to me in E-mail so I can just try to reply and let the mailer use your "default" address.

663. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 06:05:14 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.SIcVxcnsCk_@yonder.equinox.gen.nz>
Source record: 212167

In <1993Jan11.005905.1862@solace.hsh.se>, Hans Holmberg writes:

>Yes, that's for the software! But what is the cost for the hardware
>requirements? The sodtware/hardware priceratio has been decreasing steadily
>for the last years for DOS-machines (IBM-clones), but it's still a bit to high
>for me or for the general user IMHO.

Lets see... I can get a
386 40Mhz , SVGA Monitor & card, 1.44Mb 3.5' floppy, 80Meg HD,case, 200W
power supply, keyboard, 4Mb ram, for about US$1150
My ST was US$550, Monitor US$400, Hard Drive US$750 (105 meg)
that's US$1700
The ST setup would cost me around the same price today.

If I had the money now, i'd get a PC. I wouldn't sell my ST to get it though,
the reason... the ST is fun to use. Not saying that other systems aren't,
but they're not as good as the ST.

Craig.

--
* Craig Shore. Phone +64 3 3852501 *
* Email: from in NZ - craig@yonder.equinox.gen.nz *
* from rest of world - shore_c@kosmos.wcc.govt.nz *
* PLEASE DON'T mail to yonder from outside NZ. Thanks! *

664. Re: Gem

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 06:07:52 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.iDYlsbrdjjA@yonder.equinox.gen.nz>
Source record: 212166

In <1993Jan11.005905.1862@solace.hsh.se>, Hans Holmberg writes:

>Oh, so the GEM desktop is no good as GUI you mean? I find it very nice myself.
>It's not cluttered with loads of strange stuff that doesn't belong there,
>and btw the filemanager under windows is a joke. I haven't come across anything
>as effective and easy to use as the "filemanager" that GEM have. BUT: GEM is
>a bit outdated yes, but it's a perfectly good GUI as any.

No it's not!!! Have you tried anything else??? Gem is bloody awful!
Try using Gemini.

(btw: you'll need a HD for it, it will work off floppy, but it's not ideal)

Craig.

--
* Craig Shore. Phone +64 3 3852501 *
* Email: from in NZ - craig@yonder.equinox.gen.nz *
* from rest of world - shore_c@kosmos.wcc.govt.nz *
* PLEASE DON'T mail to yonder from outside NZ. Thanks! *

665. Re: ADVOCACY: Falcon - Why I'm buying it...

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 06:15:10 UTC
From: hjwulfso@unix.amherst.edu
Message-ID: <C0s41A.56x@unix.amherst.edu>
Source record: 212246

What is the "3do?" I've never heard of it...

--
Harris Wulfson
hjwulfson@unix.amherst.edu

```
/ / _
/==/ __ __ __ ' _ / ) // /) _ _ __
/ / /_|_/ /_/ /_/_/_) (_/_/ /_/_//_//_/_)_(_)_/ /_
//
```

666. Re: ADVOCACY: Re: Porky pig.

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 06:17:25 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan13.011725.13555@bsu-ucs>
Source record: 212249

In article <1itleoINNbfg@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
> In article <1993Jan11.211008.13488@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>>Could you be more specific?
>>Tell me how I make the ST market suck, please?
>
> I thought I was being pretty specific, but here's a *really* specific
> statement for you:
>
> 1. You don't pay for software (because you have no money).
> 2. ST developers don't make any money selling you software.
> 3. Consider a market consiting of a million people like you.
> 4. ST developers have to leave the market.

I see...it would have been better for me, I guess, if you would've said, "You make the ST market suck for the developers." I would suppose that is true. I also simpathize that it is unfortunate for bot myself _and_ the developers, because I'd realy like for things to be more equal -- I _do_ like many of the shareware-type things I have and would be (and _will_ asap) _more_ than happy to compensate, but...well, we've been through that before.

>>"PC people pay for software in enough numbers..." Could you say 30%
>>of the PC user market is onboard because of the fantastic piracy
>>network? I'm certain it dwarfs any such network Atari may/may have
>>had. Whatever.
>
> You're really piquing my interest here. Why don't you let me in on
> your details of the vast pirate empire for the PC? Be sure to
> cite figures for the ST market that back up your assertion. I
> want BBS numbers too -- maybe I can get some RAD NU WAREZ D00D. :)

Certainly you aren't deaf and blind to the typical office scene: d00d/kingpin buys new ware, leech also would like new ware, d00d has no objection since leech also happens to be friend/coworker? I don't think _anyone_ know axactly how many pirates there are out there, but I'd say for every copy of most programms typically showing up in an office, there would be upwards of five pirate copies made. Of course this would be heavily dependant on the size of the company, size of respective department, and other things, but I don't beleive this to be a fantastical overstatement in very many cases. -D00D- :)

What memories that lingo brings screaming (in digital) back! Remember all the "warez" that "ruled?" How about the Atari 8oo? Heheh.

-Matt

667. MultiTOS - 68000 Yes, or no?

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 06:19:44 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.CO1hkU44oV_@elfhaven.ersys.edmonton.ab.ca>
Source record: 212244

Hi!

Over the past two months, I have been hearing poeple claiming that MultiTOS not be available for 68000 systems. Now, in the last week, I have heard that it would be available for 68000 systems. This is an important issue to me, and I suspect that it is especially important to developers.

If MultiTOS is not available for the existing user base, WHY would developers develop programs to take advantage of the features of MultiTOS. The Atari user base is small enough as it is, but if a developer is forced to write an application for an even smaller group (a mere fraction of the current user base) than they will have a hard time making money.

If MultiTOS is available to the public (even at a price or completely software based) than developers would be able to write their programs for a larger group of people and make more money.

The main argument that I have heard against releasing it for 68000 systems is that it would not be very fast on 68000 systems. I am of two opinions about this, though. Many 68000 systems operate at 16MHZ (through accellerator cards) and many others were built that way (the MegaSTe, for example).

I am looking for a definite answer, though. Will it be available for the 68000 systems?

--
Regards,

<< -- >>
<< mforget@elfhaven.ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>
<< Do you really care who said what, when? >>
<< -- >>

668. Re: ADVOCACY: Re: Falcon - Future

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 06:22:28 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73484@cup.portal.com>
Source record: 212245

Dave Baggett writes:

>Bob, don't forget that you have the OPTION of taking a soldering iron
>to your PC if you want to! :)

Hey.. yeah, that's true.. it's just been so easy to pop boards and drives
in and out of my PCs that I sort of forgot that..

I guess if I ever feel nostalgic about the fun times I had upgrading my
ST, I can take a hacksaw to the case to make a replacement drive fit, or
clip out the CPU chip with cutters instead of pulling it out of its socket..

I think I'll draw the line at piggybacking chips though..

BobR

669. Re: Atari laser...old

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 06:35:40 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan13.013540.13556@bsu-ucs>
Source record: 212250

>>By Diablo and FX80 _emulator_, do you mean what is called a driver on
>>WordPerfect, and other programs? Or is there some sort of emulator cartridge
>>like for the HP DeskJet?

> Well it's not a cartridge. The diablo emulator is just a program you
> run before printing (or at startup). Any text output is redirected to
> the dma bus. It does also do bitmaps however (ghostscript and tex
> use this for example). I don't think this was a diablo feature :-)
>
> The fx80 emulator is an accessory which is a bit smarter, but it uses
> a huge amount of memory (configurable, but for bitmaps you need at least
> about 1-1.5 meg) immediately after startup, while the diablo
> emulator just needs 1 meg when you print something.

So, (this goes out to anyone) would a used/refurbished Atari SLM804 be a good
deal @ $579?

If these emulators are easily obtainable I would tend to think ~$500-$600 would
be quite a steal. ??? Anyone?

-Matt

670. Which unzipper do I get?

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 06:42:08 UTC
From: dave@admiral.uucp
Message-ID: <1993Jan13.064208.5724@admiral.uucp>
Source record: 212170

I recently got the file "rawfiles.zip" from atari.archive, so I can see what Photochrome can really do. Unfortunately, the unzip utility on my unix box won't decompress the file, and I don't have an unzipper for the ST...

So, no problem, I thought, I'll just request an unzipper from the archive. But, when I get the index from a.a, under the heading "Archivers", it says that the index of that directory was destroyed in the move...

So, what's the name of the file I need?

Also, please respond via e-mail. We currently aren't getting any messages coming in from c.s.a.st.

Thanks in advance!

--
"Dr. McCoy, would you do me the very great honor of eating my shorts?" -Spock
---
"Ray, when somebody asks you if you're a god, you say YES!" -- Winston Zeddmore

671. Re: re W Magro's posting

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 06:42:27 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73485@cup.portal.com>
Source record: 212248

Jon Clarke writes:

> Well it goes both ways. To change cards on the PC you muST remove the
> case, there goes the warranty and insert the card.

Umm.. actually, no.. none of the PCs I've worked with have had any
seals over their screws the way Atari's products do.

In fact, since the computers are expandable, the manufacturers EXPECT
you to open the cases. My PS/2 has a switch inside that lets you defeat
the built-in password protection (in case you forget your password), so
they provide a keylock that keeps you from opening the case.. in other
words, they expect you to open the case.

The owners' manual even gives you pictures showing how to take off the
case and insert new cards.

>Just like the ST, except very few ST's applications are inside the case.

Well, really NONE of the ST's applications are inside the case, since the
computer isn't designed to be expandable. In Atari's view, there's no
reason to take the case off, since there's nothing you can do to
expand it.

BobR

672. Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 06:49:09 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan13.014909.13558@bsu-ucs>
Source record: 212157

In article <9301113113@ritz.mordor.com>, ritz@ritz.mordor.com (Christopher Mauritz) writes:
>
> (01mbmccabe@leo.bsuvc.bsu.edu) wrote:
>
> OS/2> P.S. Why are the only people who actively promote the clones _I know_, the
> OS/2> ones who are able to hook up with _pirate copies_ of the hard-drive munching,
> OS/2> processing-time gobbling software they rave about? I reckon a large number of
> OS/2> people would sing a different song if they _had_ to play by the rules. Not to
> OS/2> mention they wouldn't be able to afford to fill those bulging hard-drives their
> OS/2> shiney new system sports.
>
> You must be kidding. When I was a college student, there were approximately
> 5 or 6 ST BBS's in New York City. They were ALL pirate BBS's. That's
> right, they were ALL pirate BBS's...100% of them! I knew several of the
> sysops and I was a cosysop on one of them. When I found out about the
> piracy, I started deleting the files as they were uploaded. After getting
> yelled at by the head sysop, I quit. They used to have meetings where
> they would literally conspire together so that they didn't "waste" disk
> space on the same pirated files.

No. I am not kidding. As far as my BBSing experience goes(/went? all 6 or 8 years of it) BBS's are nearly exculsively pirate forums. I speak especially for time around 1986-7. This would've gone for every platform know to popular mankind too, not just Atari and IBM -- Apple, Tandy Model 3 (before clone infection), Commodore -- everything. In my area, there were about 20 +/- 5 BBS's. I'd say 3 were exclusively non-pirate. One of them had a sysop who pirated strictly off-bbs -- I knew him.

Anywho, this is not the forum of pirating I was talking about -- I meant white-collar pirating. You-ve probably read my message to Dave Baggett where I talked about that, so I won't go into it again.

> Perhaps, the real reason we "sing our song" is because we get better
> quality and value for our bucks....

Perhaps.

-Matt

673. Re: ADVOCACY: Re: Convince me to stick with Atari. Why Bo

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 06:49:58 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.Gdd&60m3xj6@yonder.equinox.gen.nz>
Source record: 212168

In <1iumgmINNsp1@life.ai.mit.edu>, David Baggett writes:

>How is it defeatist? Writing good software takes an enormous amount
>of time, and in the Atari market it's done with no thanks at all.
>The attitude of "why bother" is the Atari spirit now, it seems.
>"Why bother trying to get new users on board?"

New users of what? I certainly wouldn't reccomend anyone to get an
ST, it's old & expensive by todays standards... and as for the
Falcon, i'd be suprised if I _ever_ see one in this country.
I honestly couldn't seriously reccoment to any _new_ user to get
an Atari.

The current user base is a different story though, we've already got
the machines, they're not too bad for their age, they could have
done with a faster serial port & multitasking that the amiga from
the same period has, but they're nice to use. There's still lots of new
software coming out from the PD/Shareware writers.

>"Why bother trying
>to keep developers happy?" "Why bother sending in my shareware
>payment? Let Dave Baggett rot in hell!"

Yeah I agree.

Just kidding!!! ;-) ... I don't use any Dave Baggett software, but even
if I did, I wouldn't be sending any money for it. The reason... I haven't
got any money to send! If you write for fun, i'd encourage you to stick
with us Dave, you'll never see any money from us, but you'll have our
support and appreciation. If you want to raise some money, try writing
for the PC. I don't know if you'll do much better, but there is a much
larger user base.

Now a serious question... Is there any user here that has the cash to
go out and buy a new system that is sticking with the atari???
If so why?

The reson for me asking is that I suspect that most other users here
are in the same boat as me.... they can't afford to move on.

Craig.

--
* Craig Shore. Phone +64 3 3852501 *
* Email: from in NZ - craig@yonder.equinox.gen.nz *
* from rest of world - shore_c@kosmos.wcc.govt.nz *
* PLEASE DON'T mail to yonder from outside NZ. Thanks! *

674. Re: Stalker vs Uniterm!

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 07:03:01 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1j0er5INNcqj@golem.wcc.govt.nz>
Source record: 212155

>STR in case you didn't know, is being run by a criminal!
>
> | _/ Steve Wells - Wellington, New Zealand. | / | \ |
> ========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================
>

Please Steven becare full in what you post, STR has never been taken to court, and its all hearsay what been going on, so please base things on facts and not hearsay...

You could end up in court in what you have just posted here, STR does get a Usenet feed...

So post facts and not fiction....

Roger..... sheppard_r@kosmos.wcc.govt.nz

675. Re: ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 07:03:43 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1j0esfINNa0f@life.ai.mit.edu>
Source record: 212156

In article <1993Jan13.010304.13554@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>For posterity, I hear that a clone-realm communications package that's worth a
>bowl-of-lard-with-a-hair-in-it had not come on the scene until about a year
>or so ago...(Suffice:Not long ago)

This is more misinformation. Qmodem has been around since before the
first ST rolled off the assembly line. It's damn good, but not as good
as Telemate, which does its own multitasking (as does Epsilon, my other
favorite damn impressive PC application).

Telemate is better than Uniterm by quite a wide margin in terms of
useability. The only thing it's missing relative to Uniterm is
Tektronix emulation. (I don't need it, so I don't really care.)

>It's not a matter of >wanting< to stay uninformed, it's just that I'm really
>busy getting informed about a lot of other things, and just haven't gotten the
>juices flowing in that direction yet ...

If you *know* you don't know what's out there, why make statements
about the clone world that (as far as you know) may or may not be
correct? Half the reason I get so into these threads is that I used to
think the "DOS world" sucked too; then I actually got a PC and used it
for a year, and discovered an incredible world of software and hardware
out there (of all kinds) that I never knew existed. Having been on
both sides of the fence, so to speak, I really feel that I know what
Atari (and hence Atari computers) are missing.

>I call it a disease because of how fast it's spreading, and how little thought
>is necessary for it to be contagious. (No further implecations intended! :-)

There's no shame in doing what everyone else is doing provided it's the
smartest thing to do. This sounds like more of an anti-mainstream
attitude than a pro-Atari one, and I've seen it before in comments
about PC's being "boring and everyday." This is not common sense or
logic talking -- it's the "will to be different." Not computers
at all, just philosophy ... religion.

>And common sense tells me; what I have works, and works well. Thumb your nose
>at anyone who says theirs is best and then ask why! Eventually I will be the
>judge again.

Yes, the ST works pretty well. It's slow by today's standards, and you
can probably get more work done on other newer machines, but it's
certainly not useless. Anything you have now you'll be able to run a
year from now. Likewise, PC's are perfectly good machines, and they're
amazingly inexpensive now. That makes them the best bang for the buck
(and for most people, the all around best buy) in the computer industry

now. That's all I'm saying here: PC's suck no more than your ST does.

>Not that there are many _other_ similarities, but: Not _wanting_ herion is a
>good sign you've never had it. :)

Wow, that's a tough one to bend my mind around. But where your analogy
fails is this: PC's won't hurt you; they're not evil. Being able to
buy any one of a thousand new software products at your local Babbages
will probably, like heroin, make you very happy, though. (At least
in the short term.)

>Take the percentage, any percentage, and figure the nature of the piracy beast,
>and I'd have to guess that with the extrodinarily high number (percentage) of
>clone-people pirating there'd be one hell of a network like no Atariian of the
>Atari hey-day had ever seen.

You'd guess. Will you agree that your guess means as much as mine?
And my guess is that there's an *equal* amount of piracy on all
platforms these days. How do we resolve this impasse without some
factual data?

>Hmm! Is it like the 3D movement system I've seen in Castle Wolfenstein 3D?

Yeah, but quite a bit better; Underworld models lighting and does
non-rectangular surfaces. Essentially, it's a texture-mapped flight
simulator in a dungeon, and you ride around on a motorcycle. :)

>P.S. I'd like to take this to E-mail since it's getting so long, but my mail
>to you bounced a bit ago.

My machine "case" is now hosed somehow. Mail to dmb@ai.mit.edu instead
of to dmb@case.ai.mit.edu.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

676. Re: modem?! (WANTED!!!)

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 07:04:39 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan13.020439.13559@bsu-ucs>
Source record: 212158

>>I was wondering where would be the best place to find an inexpensive modem
>>for my 1040ST. I want to use it as a terminal to the minicomputer at my
>>university. Anyone out there have one to sell?
>
> Look for a V.32 9600 bps modem. MISCO sells them for about $370,
> and I'm fairly sure you can get them cheaper by looking through an issue of
> Computer Shopper or even a local 'free' paper. A 2400 bps modem should cost
> you less than $100 brand new.

I bought my (dusty) 2400 baud modem about 5 years ago for $98. I haven't
priced them lately, but I would certainy _hope_ they are significantly less
that that now.

-Matt

677. Re: Convince me to stick with Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 07:20:27 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan13.022027.13560@bsu-ucs>
Source record: 212161

In article <1ivcsuINN8kg@rs2.hrz.th-darmstadt.de>,
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
> In article <106838@bu.edu> anneklin@acs.bu.edu (Patricia Anne) writes:
>>In article <4q55wB1w165w@status.gen.nz> jonc@status.gen.nz (Jon Clarke) writes:
>>>wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
>>>
>>>> In article <H.ea.o3KuEmskWp2@semprini.tdkcs.waterloo.on.ca> cherborth@semprin
>>>> >I'd like to hear some arguments convincing me to stay with a sinking
>>>> >ship, Atari.
>>>> Why doncha buy a nice Mac and **** off ? If you need convincing the Atari
>>>> is wrong for you.

When you speak in short consise sentences, your grammer needs to be clearer.
This is why people may have misunderstood, or misconstrued your actual intent.
You needed a comma between "convincing" and "the." And a little keyboard
emphasis on the nice could've helped.

> Not that this isn't likely to change, as soon as I see something
> on another machine, which I think is such a step ahead, that I need
> to participate (like the step from the 800 to ST) I'll dive in head first.
> Unfortunately there is NOTHING on the market yet, that fits the bill.

To some degree, this describes my attitude toward my cmoputer and upgrading.

> On the ST I have a wordprocessor, "Tempus Word", where I ain't missing
> anything, I have the software tools that I favor (Pure-C & Tempus)
> and the programming environment (GULAM+unix tools), which I need.
> Sure I could use a bit more speed and diskspace, but that's not enough
> reason to junk the stuff I got (and am used to). The (projected) F040, if
> it comes out, is exactly the machine I am looking for.

If you could, E-mail me some info about Tempus Word.

-Matt

678. Re: ADVOCACY: At Witt's End

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 07:39:45 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1j0h01INNb0t@life.ai.mit.edu>
Source record: 212162

In article <0ZXaXB1w165w@status.gen.nz> jonc@status.gen.nz (Jon Clarke) writes:
>> The attitude of "why bother" is the Atari spirit now, it seems.
>> "Why bother trying to get new users on board?" "Why bother trying
>> to keep developers happy?" "Why bother sending in my shareware
>> payment? Let Dave Baggett rot in hell!"
>
> Now slow down here a moment Dave. Is this message intended at me
> or is it intended to be directed to the readers of this news.group?
>
> If it is aimed at me then I can see your point but you raise an
> other element to this topic which I will respond to when I find
> out WHO YOU directed this part too.

It was aimed at the readers of the group; especially those who
exemplify the sentiment given above; the attitude of "I don't
care about the confederate OTHER users, or the disillusioned
developers, or ..."

> Oh I see now, it is not aimed at ME but at the sttitude you have
> encountered. Why mix the two Dave. I still say I have no requirement
> for your software and as such it does NOT effect ME in one little
> bit. However you have encountered another thing here which I do
> agree with the "me syndrome". But do not mix postings Dave, ok!

This is not in any way limited to MY software. When I say
"developers," I am including people other than me, and when I say
"Atari owners/people with XYZ kind of attitude/etc." that's not
limited to you personally.

Is it wrong for me to refer to personal experience? Does that make me
an egomaniac or something? I suppose I should blush and tell you I
never really wrote anything.

>> Talk about defeatist attitudes -- it's clear from your
>> tone that you DON'T care what happens to Atari developers and Atari
>> users provided YOU'RE happy. It once again blows the theory that the
>> Atari community is wonderfully supportive.
>
> Wrong David! Very wrong indeed. I do care what happens to Atari
> and its related developers but remember you are not the only person
> in the world who has writtens software and felt the way you do.

True, I'm one of THOUSANDS of people who have put time, energy, and
money into developing software for the ST, only to be dumped upon
by not only users, but Atari Corp. as well. You (pl.) don't care
that Darek has invested X thousand dollars in the Atari world and

not made the money back, because he's not "one of you" anymore. HE says things aren't all that rosy. Damn that Darek!

> Infact I think many developers on many platforms would say the
> same thing you have. I think that saying I do not care about
> what happens is total CRAP on your behalf and not even implied
> in any of my posts in this news group or anywhere else for that
> matter. Infact the complete reverse is the case.

Whatever you say.

> Just because you have become yourself disillusioned with the Atari
> platform do not take it out on those of us who will still be here
> in 10 years time and you will have been long gone David.

10 years -- that's a *good* one. Anyway, just because you *aren't* disillusioned with Atari, don't treat those of us who are like crap simply because we say things you disagree with.

What the hell did Chris say that set you and Natbang off so much? You treated Chris like crap, and you know it. You basically told him to piss off. I may have said a lot of things, but I've never written someone off like that.

It works both ways -- I've never been overtly nasty to anyone for disagreeing with me here (except maybe Paul or Warwick, and they knew they were goading me into it -- <grin>) and when you suggest that we're playing equivalent games here you're not being fair at all.

David can rant all he wants about how nasty my posts are, but I've never said anything that wasn't either defensible factually or clearly my opinion. I've never written ad hominem stuff (like "you're stupid if you think XYZ" or "you realy need to get laid if you think PQR"). What is your gripe here? Find a post where I was nasty and show me what you didn't like. Saying something you simply disagree with is NOT nasty, but it does show how incredibly sensitive you are to people disagreeing with you.

>> Because Atari's line of computers sucks by current standards, so
>> people rightly feel that putting more money into them might not
>> be such a great idea.
>
> David, never pretend to speak for everyone else, as NO ONE has
> given you a mandate to do so. Maybe David Baggett is upset but
> I am not. I am happy with all the Atari machines and devices here
> at this domain STaTus.gen.nz and all the other bits and pieces.

I was giving my opinion, and it also happens to be a factually defensible one. Let's go out and survey 1000 randomly selected people in the world who call themselves "computer enthusiasts." We'll ask them whether they'd buy an Atari as a first choice for their next computer. Percentagewise, I'm quite sure you'll find that me *opinion* about the attitude of the general public ("people" above) is accurate. But I'm

all for testing it.

And if I am upset with the way the Atari community has gone, it's only because I care about the Atari world and (yes, of course) about myself too. Unlike the cheerleaders, I'm not willing to stick my head in the sand and let it go at that. I've lost a lot of time, money, and, frankly, faith in humanity in general because I was stupid enough to develop for the ST. I see no reason why I should pretend that everything's all right, or NOT counter ridiculous claims the cheerleaders and misinformed make about other machines just because you can't handle hearing criticism of your machine.

> I see you must have read my final note, as you did not reply.

What? Me, not reply? Never! :)

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

679. Re: re W Magro's posting

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 07:52:15 UTC
From: jonc@status.gen.nz
Message-ID: <s250wB1w165w@status.gen.nz>
Source record: 212208

Bob_BobR_Retelle@cup.portal.com writes:

> Jon Clarke writes, about "expanding" the ST:
>
> > Chris just stop and think of ...
>
> > - Spectre <-Agreed
> > - Sound cards <- What.. Tweety Board..? Give me a break!

No ...Replay, Replay II and the many other ones, Kinda
like Soundblaster on the PC.

> > - Happy (the orginal) <- A pirate tool is an "expansion"..?

Wrong Bob, did do much wit it did you if all
you used it for was pirating.

> > - All the accelerator cards <- Hack and Slash, Hack and Slash
> > - Video cards <-Hack and Slash again
> > - Hard disks <-Sort of basic, eh..?

Taking things for granted arn't you Bob?

> > - CD cards <-Say what?
> > - Rom cards/drives <-ROM? Flashcard drives? Say what?
> > - and the list goes on and on and on and on <-not very far it don't..

RomDrives, Rom Cards. The readers from .de on
this group will be familiar with the "CT" rom
drives, Gee Bob I still have a few here. It is
a ROM (27256 or the likes ie 512) card with
programs on it that boots before the hard disk.
But hey you know this already! The CD cards and
Omti cards are from "CT" as kitsets as well and
work very well. It is in effect an IBM 50way slot.
That is right just plug the IBM cards in Bob!
>
> > Hmm this resembles the same sort of upgrades you get for the PC to me
>
> Again, give me a break..!

Bob give ME and the reST of us a break. Just because you have not seen
product do not throw it back in our face. Remember you are in the USA
a place that has access to MORE Atari product/3rd Party product than
those of us in New Zealand, but here we are with us at the end of the
world knowing and using stuff you have not even seen. This to me is a
little confusing to say the leaste. In fact it reminds me of the old

"silver platter" saying.
>
> BobR

Happy days BobR

Jon Clarke Z*NET Pacific
-=-=-=

680. Re: ADVOCACY: Re: re W Magro's posting

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 07:55:50 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1j0hu6lNNb6r@life.ai.mit.edu>
Source record: 212163

In article <5uyaXB2w165w@status.gen.nz> jonc@status.gen.nz (Jon Clarke) writes:
> David, must you start like this every time? Ah well here we go
> then ...

Sheesh, you're one to talk!

> /include/flame(on)

Oh goody.

> Uninformed, now there is a BIG joke and the first of many mistakes
> in this post of your David. This site... [lots of PC's]

OK, let me revise my assessment of your post, then. Instead of
being simply ignorant, you're intentionally making stuff up
which is false to win the argument. Void the warranty by opening
the case? In what universe?

> I would not want Atari to do nor any PC firm Dave as I do it myself
> and save the BIG bucks for a service contract.

Save yourself that FREE on-site service. Big price differential.

>Well you said it, I am sorry, your are one of the "Techno Bunnies"
>Dave, but hey that's life for you mate.

Well you're really making yourself look very bad here, Jon. I'll just
let your ranting go largely unanswered. Now that we're into the
personal attacks it's clear that the discussion has become
unproductive. Sigh. And all because Chris Mauritz asked about Atari
computers. And you told him to get lost. And I told you about my free
TRW on-site service. Yeah, I guess I can see why that would make you
write something like this. Sort of.

>Having just said this and read your above quote. Dave you seem to be
>telling mistruths in your postings. Calm down and take deep breath next
>time mate. See your reply to my first message at the top of this post.
>We did, we know you are telling fibs as we just read the quote a few
>lines above. So what do YOU KNOW ABOUT IT DAVID? NOTHING you have just
>told us all. (Oh why do I bother to continue? it's fun!)

Everything I said about Gateway is absolutely correct. You may call
them and ask them yourself. I URGE you to check the veracity of my
claims. I was posting based on personal experience. Why do you think
I'm lying? Again, you're just making wild claims here.

You first claimed that PC's aren't really upgradeable because you have
to take the screws off, which is often difficult in your opinion, and

that you void the warranty in doing so. Neither of these things is even remotely correct for any clone I've ever dealt with. And in fact that clone company I've dealt with most provides free on-site service through TRW. Is that so offensive?

>> Another word about user support: The Maxtor hard drive in my PC
>> went bad a few months after I first got my system. (BTW, it was
>> a SCSI drive you could attach to your ST, so don't bother trying
>> to blame the failure on the Evil MS-DOS world, OK?) Anyway,
>
> Hey Dave, re-read back issues of some of the on-line magazines
> and I even tell you how to do it (grin). A SCSI, boy what a bunny
> David!

What *are* you on about here? I have SCSI drives on my ST and have had for a long time; that's the main reason I got a SCSI card for my PC -- so I could use my Syquest drive with both. How does having my hard drive die make me a bunny? Am I supposed to open up the hard drive and fix it myself with a chisel to avoid bunneydom?

> (about 3 years ago david, I'm reading your mind)

Not very well, evidently!

> David I can feel your world dropping on your head, get it out of the
> sand man.
> Long live the Atari Platform chaps!

Good grief.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

681. Re: Mail-Server Help Needed

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 08:10:07 UTC
From: s19184@seb.se
Message-ID: <1993Jan13.091007.1@seb.se>
Source record: 212169

Two sites I user are:
mail-server@ftp.tu-clausthal.de
directory /pub/atari
mail-server@cs.ruu.nl
directory ATARI-ST

/Mike
--
Michael Evans Skandinaviska Enskilda Banken (S-E-Banken)
SEB Data R Telephone: +46-8-639 33 70
S-106 40 Stockholm Fax: +46-8-639 37 62
Sweden Internet: mike@seb.se

682. Help with MiNT...

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 09:43:54 UTC
From: mhughes@comtch.spk.wa.us
Message-ID: <VJ8aXB3w165w@comtch.spk.wa.us>
Source record: 212177

I've got a slight problem. I got the MiNT distribution kit, but Setup.PRG claims that there's an "error in dialog format". I don't have time to fiddle with a disassembler on it, so can someone uuencode copies of SETUP.PRG and SETUP.RSC that *WORK* (as in, have been used to set up MiNT), uuencode 'em, and mail them to me? Thanks...

- Mark Hughes (Caves of Steel 509-624-1821) mhughes@comtch.spk.wa.us

683. Re: HELP TEMPTRESS

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 10:26:25 UTC
From: andrew@minster.york.ac.uk
Message-ID: <726920783.5458@minster.york.ac.uk>
Source record: 212171

I was going to e-mail you but thought, what the hell, tell everyone the answer!!

You have to give the lockpick to your Ratpouch and then ask him to open the door to Taidgh's house. That's the one opposite the shop in the village. But beware, if a Skorl notices the door is unlocked, it will investigate and you know what that means!

****** B L A A M *******

I hope this helps.

-Andrew

Andrew Hague -- Researching Computer Aided Learning & On-Line Lectures
Department of Computer Science. University of York, YORK. Y01 5DD
Tel: (+44/0)904 432762 E-MAIL: andrew@minster.york.ac.uk

684. Amobea HAM 4096 into STE 4096?

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 10:30:08 UTC
From: mcsdc1ph@dct.ac.uk
Message-ID: <1993Jan13.103008.2741@dct.ac.uk>
Source record: 212172

Hallo.

Is there a program floating around that can convert Amobea HAM 4096 pics into STE 4096 colour pics?

Whilst on that point, does anyone know if STE has a true 4096 colour mode akin to Amobea HAM? Or does it have to be a SPECTRUM style picture using HBLs?

At the moment I have successfuly managed to push Amobea IFF pictures in 4096 colours onto STe, load them into SPECTRUM 512, and have them converted into 512 colours. This is quite good, but spectrum occasionaly conjures ghost pixels which mess up the screen, and anyway, I want to see those pictures in their full glory on STe.

Help would be greatly apreciated!

Thanks.

Feekzoid

685. Re: ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 10:41:27 UTC
From: cmh@eng.cam.ac.uk
Message-ID: <1993Jan13.104127.21245@eng.cam.ac.uk>
Source record: 212173

healy@nosc.mil (Mike Healy) writes:

>I do think that piracy is more pervasive on pc's. Every person I know
>who has a pc has pirated commercial programs. I've seen pirated versions
>of commercial programs used by companies I've worked for. My brother
>used to work for a large aerospace firm and a friend of his there came
>very close to being fired because he refused to use pirate software
>at work, which pissed his supervisor off bad. I detect the attitude
>among pc owners that I know that they are "entitled" to pirate copies and
>you would be "stupid" to buy it. Do I hang out with an atypical, criminal
>set of people? I don't think so. I think they reflect the views of the
>average pc user.

>I think the commercial piracy situation has gotten better since software
>manufacturers have started raiding corporations.

A company I used to work for was prosecuted for using pirated software. Here it was POLICY to buy one copy of Lotus-123, MS-Word, Harvard Graphics etc etc and then distribute them round the Company (around 1500 employees, and 400 PC's). A guy who was made redundant decided to get some revenge, and reported this theft to FAST (Federation Against Software Theft). They came and deleted all the pirated software, and left a Court Summons - it was, I think, settled out of court, with a HUGE fine (rumours of 250,000 pounds.

It has now been made a dismissable offence to use pirated software on any computer on Company premises...

Christopher Hicks

--
==
Christopher Hicks | If it doesn't fit...
cmh@uk.ac.cam.eng | ...you need a bigger hammer.
==

686. ICD FAST drive woes

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 11:14:00 UTC
From: SML108@psuvm.psu.edu
Message-ID: <93013.061400SML108@psuvm.psu.edu>
Source record: 212174

Hi, I have a 3 year old 50 MEG ICD FAST drive... Today, it was hooked into some slightly screed up ICD software and something happened to the drive... I have reformatted the whole drive now and some of the strange things that were happening disappeared but now it no longer autoboots and HDUTIL cannot always see all of the partitions even though they are installed and can be opened from the desktop. Anyone have any idea what's happening?

Scott Le Grand

687. Re: ADVOCACY: Falcon - Why I'm buying it...

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 11:17:46 UTC
From: SML108@psuvm.psu.edu
Message-ID: <93013.061746SML108@psuvm.psu.edu>
Source record: 212175

In article <1993Jan13.050548.14193@tdb.uu.se>, m92mmy@tdb.uu.se (Mattias Myrberg) says:
>
>>After hearing about the 3do I am excited about the possibilities of the DMA
>>connected DSP. None of the other computers will have this for a few years
>>yet and it doesn't sound like the 3do will come with a keyboard at first.
>>Therefore, the Falcon may have an interesting edge...
>
>This summer Commodore will release a DSP for the Amiga 4000,
>and possibly the Amiga 1200.

Well, the Amiga 4000 is out of my price range. And even though the 1200 is not, how will the DSP be connected to the CPU? I have a feeling that the Falcon DSP will be the fastest of the two because it is sitting on the DMA bus. If Commodore manages to give it equally fast access, I'll definitely give it a look though!

Scott

688. Re: The compatibility story (Falcon & A1200)

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 11:23:13 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1993Jan13.112313.6734@cs.hw.ac.uk>
Source record: 212179

In article <1993Jan11.113722.5383@gdr.bath.ac.uk> mapmh@gdr.bath.ac.uk
(M Hagger) writes:
>> stuff about other planets deleted
>>Most problems comes from the fact that
>>- self-modyfying code blows up with caches (turn them off)
>>- the stack frame is different (no hope for these shitty programmers)
>>- it runs faster and timing depending on the processor speed blows up. This
>>is especially bad on custom loaders (more shitty programmers)
>>
>>A very big number of Amiga games have been done on the ST by the same
>>programmers so you'll have your share of crashing games.
>>
>I'm curious, just what do you mean by shitty programmers? In the real
>world do you seriously expect game writers (ie people trying to screw the
>maximum performance out of a machine) to worry about their program being
>a little incompatible with future generations of chips? Particularly if they
>are not even aware of the these new machines etc when the software is written.
>Maybe you would prefer it if the games were a little slower or a little less
>impressive, but I certainly wouldn't.

On the ST I have written routines to perform smooth horizontal scrolling,
colour screen interrupts, sprite drawing, joystick/mouse/keyboard reading etc
tp the same speed and quality as those used in commercial games and ALL of the
programs using these routines work fine on every Atari machine including the
Falcon. I see no reason why others can't do the same?

A shitty programmer is one who ignores Atari developer information and thinks
they know better. In fact most of them don't register as developers.
They see the machine purely as a bunch of hardware and their program.
How would these people feel if their favourite development tools didn't work
on the new machines because of bad programming?
BTW> An Amiga owner once told me that his assembler (or was it his C compiler)
didn't work on his new machine due to incompatibilities and he had to get the
new version! What the hell was it doing?

Now while I understand the need to access the hardware directly for some
things like sprite drawing and sample playing, no-one is going to convince
me that direct FDC/DMA access is a better way of loading your data than using
system calls. It ties the program to floppy and if software timing loops are
used then it fails on a faster machine. If programmers had avoided such brain
damage then maybe today we'd have really big games that install on HD.

I have Speedball 2 for the ST but because the Bitmap Brothers used direct
DMA/FDC access and non-68030 compatible code it won't work on my Falcon.
The PC version is file based, installs on hard disk, work on 286-486 and

can even use keyboard control.

There are very few reasons why a game has to take over the whole machine.
Why can't we have programs that run from hard disk, go into whatever
resolution they want, play, and then quit back to the original desktop.

If programmers of simulators like Falcon or Formula One Grand Prix had obeyed
some simple rules think how much their programs would benefit from the extra
speed of the Falcon030.

No, I'm afraid there is just no excuse for bad programming.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

689. Re: ADVOCACY: Falcon - Why I'm buying it...

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 11:54:55 UTC
From: hasse@solace.hsh.se
Message-ID: <1993Jan13.125455.11237@solace.hsh.se>
Source record: 212182

In <1993Jan13.050548.14193@tdb.uu.se> m92mmy@tdb.uu.se (Mattias Myrberg) writes:

>>After hearing about the 3do I am excited about the possibilities of the DMA
>>connected DSP. None of the other computers will have this for a few years
>>yet and it doesn't sound like the 3do will come with a keyboard at first.
>>Therefore, the Falcon may have an interesting edge...

>This summer Commodore will release a DSP for the Amiga 4000,
>and possibly the Amiga 1200.

>/Mattias

That I know, but what is it going to cost? I have heard about prices above
$1000...

>Mattias Myrberg

/Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

690. Re: Convince me to stick with Atari. Why Bo

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 11:59:26 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Jan13.115926.20324@email.tuwien.ac.at>
Source record: 212176

This isn't really an "Advocacy" article, so I deleted it from the title... :)

craig@yonder.equinox.gen.nz (Craig Shore) writes:
: [...]
: Now a serious question... Is there any user here that has the cash to
: go out and buy a new system that is sticking with the atari???
: If so why?
:
: The reson for me asking is that I suspect that most other users here
: are in the same boat as me.... they can't afford to move on.
:
Well... perhaps not everyone has the "want to have the fastest, cheapest
computer with the best graphics, and lots of free (pirated) software"
attitude. I have a Mega STe 4, and it suffices for what I need to
do - I use MiNT/GCC to run GNU-software, use TeX a lot, and do some
programming (for fun) in C and assembly. Sure, it would be nice
to have a 486, but I really don't _need_ one, just because everybody
else has one and it's better value for money and I can pirate everything
I need (as 99.9% of all PC users do, as far as I know). And, I've been
using STs for 6 years now, and I prefer to stick with them instead
of having to start all over with a new system (and learn about its
innards). I can understand people like Dave B. though who have to
leave the ST world to be able to make a living! I don't have to, so
I don't see why I should throw away my ST though as long as it does
what I want it to!

-MY

691. Re: Stalker vs Uniterm!

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 12:12:53 UTC
From: hasse@solace.hsh.se
Message-ID: <1993Jan13.131253.11440@solace.hsh.se>
Source record: 212184

In <1j0er5INNcqj@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

>>STR in case you didn't know, is being run by a criminal!
>>
>> | _/ Steve Wells - Wellington, New Zealand. | / | \ |
>> ========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================
>>

>Please Steven becare full in what you post, STR has never been taken to court,
>and its all hearsay what been going on, so please base things on facts and not
>hearsay...

I'm going to refer the person who runs STR as "this guy", because I wont take
his name in my mouth... I can say that it's not hearsay what's going on. I
have a friend that has been sucked by "this guy". He has been waitng for a
couple of hard disks since spring last year, and not only that; "this guy"
charged his credit card *twice*. I'm sure that every honest person does that..

Hearsay my a**.

>You could end up in court in what you have just posted here, STR does get a
>Usenet feed...

That would be funny...

>So post facts and not fiction....

It's certainly not fiction, but it's a fact that "this guy" has some legal
trouble ahead.

>Roger..... sheppard_r@kosmos.wcc.govt.nz
>

/Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

692. CHAOS

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 12:22:05 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1993Jan13.122205.748@cs.nott.ac.uk>
Source record: 212180

CHAOS v1.1 is now at the following sites:

atari.archive.umich.edu in atari/New (soon to be moved to
Games...)
ftp.uni-kl.de in incoming/atari

the files are chaos_1.msa and chaos_2.msa

these are already in Games on a.a, so look at the date on them
before getting....

693. Re: Atari laser...old

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 12:23:34 UTC
From: marc@targon.UUCP
Message-ID: <2893@targon.UUCP>
Source record: 212104

In article <1993Jan13.013540.13556@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
|So, (this goes out to anyone) would a used/refurbished Atari SLM804 be a good
|deal @ $579?
|
|If these emulators are easily obtainable I would tend to think ~$500-$600 would
|be quite a steal. ??? Anyone?
|
|
| -Matt

Be very aware that you can use the SLM804 (and SLM605 too) only
on STs and TTs (not even on Falcons without some kind of adaptor
it seems).

If you doubt about moving to some other platform within short time
I'd think that $500 is still a big amount of money.
If you do not it may still be too much; think about what a (used?)
laserjet or inkjet costs these days... I payed about f600,- (about $300)
for an SLM804 after having it repaired, but maybe I had just plain luck.

One more word about the emulators: if you buy that SLM804 it should
be accompanied by the diablo emulator, a gdos driver, some fonts
and some other stuff. SLM804s were sold with that in the box.
The fx80 emulator is called laserbrain and is a DMC product.
I saw it on some archive lately however, so it may be public domain
by now.

I hope this helps you make the decision.

Marc

------------ EARTH
Marc Dierikx smog | bricks
marc@targon.UUCP AIR -- mud -- FIRE
dierikx.via@sni.de soda water | tequila
dierikx.via@sni-usa.com WATER

694. Re: The compatibility story (Falcon & A1200)

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 12:38:20 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan13.123820@cs.bham.ac.uk>
Source record: 212183

I think what Paul was saying was that it SHOULD disable the new chip functions,
but it doesn't do it properly.

Nice try...

:-)

David.

< David Oakley, ASTRAsoft shareware producers. >
< Internet: dxo@cs.bham.ac.uk >
< RealMail: 6 Watlands Rd. Bignall End, Stoke, ST7 8QQ, England. >
< >
<It's a common mistake, made by all truly stupid people.' - Kryten>

695. AIM

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 13:02:37 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <1993Jan13.130237.15532@cs.nott.ac.uk>
Source record: 212185

Anybody out there know of AIM - the digital image manipulation program? I'd like to know what the last released version was. I have 2.51 and it seems to crash pretty often on an STE. Is this also true for STFM's ?

I'd also be interested to hear of any applications people put AIM to.

Cheers

Sam.

696. Re: The compatibility story (Falcon & A1200)

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 13:10:53 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Jan13.131053.22274@email.tuwien.ac.at>
Source record: 212181

neil@cs.hw.ac.uk (Neil Forsyth) writes:
: [...]
: There are very few reasons why a game has to take over the whole machine.
: Why can't we have programs that run from hard disk, go into whatever
: resolution they want, play, and then quit back to the original desktop.

I think the main reason why this is done, is that programs that only
load from disk can be copy-protected better, and that most companies
seem to think that very few ST users have harddisks... While this
may or may not be true, usually those people who can afford a harddisk
will buy more games too (IMHO). On the other hand, there is no copy-
protection that can't be removed, so it doesn't make much sense
anyway. Game companies had better make sure their games will run on
future machines, since it's not very probable that ST users will stick
with 8 MHz STs forever...
A second reason may be that game companies aren't willing to invest
enough time and money anymore into the ST market, and so their products
end up quick & dirty - on the other hand, they would probably make
more money if their games ran on the TT/Falcon, who knows!

Hey Dave, will you ever release Game Workbench? (for the ST!)

: If programmers of simulators like Falcon or Formula One Grand Prix had obeyed
: some simple rules think how much their programs would benefit from the extra
: speed of the Falcon030.
:
: No, I'm afraid there is just no excuse for bad programming.

No excuse, but some people are just too short-sighted...

-MY

697. Re: The compatibility story (Falcon & A1200)

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 13:20:37 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan13.132037@cs.bham.ac.uk>
Source record: 212187

In article <C0r8Ew.Cyx@gpu.utcs.utoronto.ca>, gbcusg@gpu.utcs.utoronto.ca (I. Barnett) writes:
|>
|> Anyone who has seen the box of GARBAGE that you get from Atari when
|> you become a developer should know that all developers have nothing
|> to start with when writing programs for the ST. The tools (C compiler,
|> assembler, resource editor) you get are the worst I've ever seen on
|> any computer. Game writers have no choice but to search through the
|> OS for tricks to use. I happen to think STOS is a great piece of
|> software. Take the line-A fiasco that Atari has created. All of a
|> sudden, Atari has said that routines we have been using for years are
|> illegal and we have to use the vdi routines which are S**T (hence the
|> existence of warp-9 and nvdi). If it wasn't for the MWC manual and the
|> abacus books, I would still be in the dark about programming the ST.
|> Developers are the most important resource a hardware vendor has and
|> Atari has shown their developers absoultely no respect. No wonder
|> Atari's programming 'rules' are being broken by programmer.
|>
|> I will now step down off my soap box...
|>
|> Darren King, GBC --> gbcusg@gpu.utcs.utoronto.ca

Yeah, I can agree with that. I'm not a developer, but I got DocSupport II (supposedly the best presented of the DS set) and I can hardly say I was impressed.

Atari need to bring out some BOOKS with the Falcon, giving memory maps, official registers and most importantly, MiNT documentation. Preferably in proper paperback. I don't mind paying 20 odd quid (UK Pounds) for books, but I'd like what I get to be more than the output of a photocopier!

David.

< David Oakley, ASTRAsoft shareware producers. >
< Internet: dxo@cs.bham.ac.uk >
< RealMail: 6 Watlands Rd. Bignall End, Stoke, ST7 8QQ, England. >
< >
<It's a common mistake, made by all truly stupid people.' - Kryten>

698. Re: Linea illegal?

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 13:31:47 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Jan13.133147.7410@sol.ctr.columbia.edu>
Source record: 212186

--

warwick@cs.uq.oz.au (Warwick Allison) writes:
} I've heard it mentioned a few times that the LineA interface is not
} Kosher programming. Since when? I've written heaps of programs that
} use LineA, and they work even on the TT. Is the Falcon eliminating
} LineA? I doubt it, since compatibility would drop to about 10% !!
}
} Or is it just the UNDOCUMENTED negative LineA offset values?

As far as I know, Warwick, all the line-A stuff is now officially frowned upon. On the TT they have retained it for compatibility, but it will disappear soon. I have no idea whether the Falcon has it or not. The reason given is that line-A is not sufficiently flexible for the new generation of machines coming out. It was originally supposed to be a fast graphics interface, and hence wasn't particularly general.

Simon.

____
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

699. RE: Who has a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 13:40:42 UTC
From: kgrubb@cee.hw.ac.uk
Message-ID: <1993Jan13.134042.7375@cs.hw.ac.uk>
Source record: 212191

My local Dealer in Edinburgh had their production Falcons in just before Christmas, and I bought mine on the 27th Dec.

I am very impressed with the machine, and if anyone has any questions about it, technical or otherwise, then I will do my best to answer them. Just mail your questions to the above address.

700. Re: ADVOCACY: Falcon030 competes with '486dx-33

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 13:56:29 UTC
From: Dale_Adams@gateway.qm.apple.com
Message-ID: <1993Jan13.135629.11254@pcnntp.apple.com>
Source record: 212188

In article <11656@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:
> Even the Modem port requires an Apple modem... since it is RS-432 [or
> something like that - not RS-232].

Sorry, not true about needing a special modem. Yes, you do need a cable to go from the Mac's mini-DIN connector to the standard RS-232 connector, but 'normal' RS-232 modems work just fine. The Mac's serial ports are RS-422, which uses a differential signal pair as opposed to the single-ended approach of RS-232. All that's necessary for RS-232 compatibility is to ground one end of the signal pair - this is done in the cable.

- Dale Adams

701. Re: The compatibility story (Falcon & A1200)

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 14:34:17 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1993Jan13.143417.15869@news.uit.no>
Source record: 212190

In article <1ivr6qINNqjp@life.ai.mit.edu> psteffn@hal.gnu.ai.mit.edu (Paul Steffen) writes:
>Is this done at the hardware level??

Yes.

>if I select OCS at bootup
>and set bit 6 of bplcon0, would the Amiga <STILL> kick into SuperHires
>mode?

No

>It doesn't matter whether the hardware manual is published or not, people
>will still get the information by disassembling the libraries. You know
>this!

I do. I have read a bit about the various registers in AGA.

> Isn't it smarter for the information to come from Commodore?

No.

>Whether Commodore or Abacus publishes the definitive hardware reference
>manual, it's completely up to Commodore.

No, the point is that C= can happily redefine the AGA bits as they please
without anyone having any reason to complain if they fall flat on their
face on the next generation.

>Paul Steffen

All this really goes for Atari too. It will make it easier to come out with
more powerful hardware if you don't give away all the specs. If the specs
lock you into an impossible situation, you have to keep all of the old
hardware and make some totally new along the side. It is much more pleasing
if things works better on new chips using the same approach as before.
--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northernmost university	Life is worth living. |
#Disclaimer: This university and me does not agree.

702. Why I am Thankful that I use trn (was: Convince me to stick with Atari.)

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 14:45:09 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Jan13.144509.24118@csi.uottawa.ca>
Source record: 212189

I am so thankful that trn provides a browser from which I can
select/kill articles at the subject level. This makes it VERY easy to
avoid a lot of the noise rumbling around Comp.sys.atari.st right now.

A hearty "thank you" to the authors of trn.

By the way, is the set of threads currently running under the general
topic of "advocacy" REAL, or are some people orchestrating it as an
argument for the creation of an "advocacy" newsgroup? Just
wondering...

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

703. Re: 800 birds ready to take of from Taiwan....

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 14:50:13 UTC
From: ron@zooid.guild.org
Message-ID: <726936613.15726@zooid.guild.org>
Source record: 212118

```
From: jbunch@nyx.cs.du.edu (John Bunch)
>ron@zooid.guild.org (Secret Mud) writes:
>
>>From: jornmoe@fredrik.atari.no (Joern Moe)
>>>Subject say's it all.
>>>(Information from reliable source, although not directly from anyone
>>>inside Atari Corp., cause if it it was, I couldn't tell you:^)
>>>
>>>--
>>> ____________________________________________________
>>> / Joern F. Moe / All above is my own personal opinion! \
>>>/ Oslo, Norway / Any lack of opinion above is also mine! \
>>>----------------------------------------------------------
>
>>200? Why such a weenie number? 200 is a week's work for a rather small
>>production line. (And that includes burn-in testing.)
>
>Ron,
>
>Check out the subject again, if you read it you would see it was 800 not
>200...
>
>
>John
>--

Either there was a com glitch, or I hadn't had my coffee that day. Still, 800
is still a pretty weenie number--better than 200, but not very much at all for
a decent production line. And is that 800 spread over the entire planet?

- Ron Sharp.
```

704. Falcon Party report

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 15:04:53 UTC
From: sanders@sci.kun.nl
Message-ID: <C0ssK6.3IK@sci.kun.nl>
Source record: 212121

Some time ago I went to one of the so-called "Falcon Parties". There were three Falcon030s set up, one running Falcon-Genlock by OverScan, having a video camera connected to it via the genlock, and running Overlay by OverScan to produce on-screen scrolltexts and graphics. The other two Falcons were hooked up to Eizo 21" monitors (auch, these really are aquariums!), one of them was operated by a guy from Compo Software, running their new Musicom program, with which you use the DSP on sound to give various effects such as Karaoke, Digital delay, Flanger, Harmonizer, Equalizer, Jingles and HD recording. It was more of a nice toy than a serious program, IMHO, and costs only about 70$. The third Falcon was operated by a guy from Atari Benelux (well, at least I _think_ he was from Atari, since he spoke of "us" and "we" regarding to Atari) and he showed the bundled software. About these programs: don't expect too much. Calappt was nice, I haven't seen Procalc but DA-calculators are as old as the ST. System-Audio-Manager wasn't showed, due to copyright reasons (so I was told) but it enables you to link sampled sounds to system actions, like we know from the Mac for years. Well, it IS funny to actually hear garbage can noise when you drag a file to it, and a creaking door when you open a window. But there are PD programs to do these things on an ST, so there's nothing really new here. The talking clock... well, that's another funny but not-very-useful program. I rather have a modest little clock in the corner of the screen.

Landmines is a "Mines" clone, as bundled with MS Windows, and the "full use of the graphic and sound facilities of the Falcon" is not too special either. The explosions just sound a bit more... well... explosive than you might expect. And Breakout is not too special either. The "Game over, man" when you die is an old sample which can be found on a.a. They should have done a re-sample at 16 bits, with less noise.

Audio Fun Machine uses the DSP to add effects to sound, such as echo, reverb, chorus, equalization and pitch bend. The graphic equalizer is nice to show off the speed of the machine. AFM can run in the background while you return to the desktop, even without MultiTOS.

MultiTOS looked quite nice. It's NOT bundled, as we already know, and will NOT be released in ROM in the near future. (And probably not in the far future either... :) The overhead wasn't too bad.

In short, the software that was shown was not all that impressive. Apart from MultiTOS of course. I couldn't get a good impression of the "real life" speed of the machine. For that, I would have liked to sit in a TOSWINdow and have Metafont make some fonts, or TeX a big

document. The harddisk is astonishing though, by far the fastest I've ever seen (apart from those on our Unix boxes of course). It is said to have 12ms access time, which I don't find hard to believe, and maximum 3M/s transfer speed. Quite impressive, Virtual Memory should by very nice on this thing.

See my next post for a list of products for the Falcon.

Sander SToks
sanders@sci.kun.nl

705. Re: Linea illegal?

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 15:22:19 UTC
From: vicb@clark.edu
Message-ID: <1993Jan13.152219.19678@clark.edu>
Source record: 212195

In article <1993Jan13.024753.28625@netcom.com> ersmith@netcom.com (Eric R. Smith) writes:
>In article <11655@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>>I've heard it mentioned a few times that the LineA interface is not
>>Kosher programming. Since when? I've written heaps of programs that
>>use LineA, and they work even on the TT. Is the Falcon eliminating
>>LineA? I doubt it, since compatibility would drop to about 10% !!
>
>Line A is supported only for ST compatible resolutions (I think in
>practice it works on the TT compatible resolutions too, but I do
>know that there are some Falcon resolutions for which it does *not*
>work). In other words, if you want your program to run in any
>resolution, or on any graphics card, use the VDI. Users will
>appreciate this; I get very annoyed at programs that force me
>to use the resolution *they* want, instead of the resolution *I*
>want :-).
>
>(This is particularly an issue for people with extended graphics
>cards, such as the Matrix board, which also do not support line A).
>
>Regards,
>Eric

Could someone enlighten me? I was under the impression that line A calls
were a no-no because the newer motorola processors use the same opcodes
that lineA does, which kills any line A calls on a newer machine...

Could someone please clear this up? I'd like to know what the story is,
and how this relates to graphics cards and the VDI. If my above
assumption is incorrect, what is the complete story on Line A?

I'd like to know, as the program I'm writing uses a single line A call
to aid in a graphics resolution change (the program is C, I got the res
change code from another programmer, and I don't program in assembly, so
I don't _completely_ understand the code.)

Thanks for any help.

Victor Bruhn
vicb@clark.edu

706. Re: atari archive??

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 15:24:42 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1190@usdtsg.DaytonOH.NCR.COM>
Source record: 212119

In article <1762@blue.cis.pitt.edu> wbdst+@pitt.edu (William B Dwinnell) writes:
>
>I heard of this trick for Atari color monitors, where you adjust one
>of the adjustment screws in the back, to some point between 50Hz and
>60Hz, and have found it to work, but now somebody has told me that
>this is hard on the monitor. Anyone know if that is true?

I don't know if the trick was hard on the monitor, but it did work for
me while I still had my SC1224 monitor. Of course, if you want to be safe,
you might just try using one of those 50/60hz software switchers available.
Since I'm on a multi-sync, and the knobs and stuff are not the same, I have
not tried it on there.

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

BTW anyone with a Falcon - is it possible to say run ST-hi res programs
in one of the new color video modes? (if even to make a little software
"hack" to make the software *think* it's in ST hi? Just wondering...

707. Cheap ST Software for sale in UK

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 15:30:53 UTC
From: djs@jet.uk
Message-ID: <1993Jan13.153053.10557@jet.uk>
Source record: 212192
Cross-posted to: misc.forsale,jet.atari,misc.forsale.computers,comp.sys.atari.st

I sold a batch of Atari ST software in December, and have a few unused items
left. I will post free to any UK buyer.

PRICES ARE IN POUNDS (GBP) [Sorry, no foreign currency]

E-mail to djs@jet.uk if you want any of these items, or have any queries.

Calligrapher *Gold* Document Processor
(including scalable fonts) 70.00

Mark Williams C source debugger 10.00

NeoDesk 2 10.00

Word Up 1.5 WYSIWYG word processor (inc GDOS) 8.00

Lattice Assembler v12 (inc good GEM docs & libraries) 5.00

HiSoft Saved (Ramdisk+spooler+formatter etc accessory) 2.50

All are genuine originals, with master disks and manuals. All were purchased
new by me, but are no longer in use.
--
+---+
| David Stevenson djs@jet.uk Tel: +44 235 465028 |
+---+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

708. Preliminary Falcon030 product list

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 15:32:01 UTC
From: sanders@sci.kun.nl
Message-ID: <C0sttE.3wn@sci.kun.nl>
Source record: 212122

```
This is a list I got at a Falcon party. It's a preliminary list of
hard- and software for the Falcon030, dated 7 december 1992.
It's in Dutch, but I'll try to translate it. Note: I didn't assemble
the list, I only pass it through.

BOOKS

Das Buch zum Falcon
Data Becker
Germany
is being sold

COMMUNICATION

Blackmail
Digital-Optical-Analog
USA
demonstratable
Voice-mail package

EMULATORS

Falcon Speed
Sack/Compo
Germany
ready for production
IBM-emulator based upon a '286. Bigger versions under development.
Price indication: about f400,- (about $230)

GAMES

LlameZap
Llamasoft, Jeff Minter
England
almost ready

Space Junk
Mirage Technologies
England
under development
Space adventure with 100 digitized full color characters

Road Riot 4WD
Images
plan: jan-jun '93

Steel Talons
Koveos
```

plan: jan-jun '93

Raiden
Imagitec
plan: jan-jun '93

Cyber Assault
Koveos
plan: jan-jun '93

GRAPHICS

Pixart
Crazy-Bits
Germany
Ready
For all systems, including Falcon030, processes TIFF, PCX, IMG, XIMG.

Didot Professional
Digital Arts
Germany
Demonstratable
Available for demonstration since june 1992, is being still further
developed.

TruePaint
HiSoft
England
Demonstratable
Art package working in True Color mode. A.o. TGA, TIFF.

Baby
Eurosoft
France
almost ready
True Color drawing package

Chagall
Trade iT
Germany
Demonstratable
Art package for various graphic boards and Falcon. Can handle 16.8
Mcolor. A.o. TIFF, PCX, IMG. Price: DM 699,-

DA's Vector
H3-Systems/Digital Arts
Germany
Ready
Vector-based animation program (images can be filled with IMGs).
Price: DM 298,-

Papillon
Application Systems

Germany
Ready
Art package for all systems and Falcon VGA mode. A.o. XIMG, Doodle,
STAD, Degas, NeoChrome, MacPaint, IFF, GIF. Price: DM 198,-

Phoenix
Lexicor
USA
Ready
Rendering/animation package.

HARDWARE

VideoMaster
Microdeal
England
Ready
4096 color digitizer

Falcon-Genlock
OverScan
Germany
Ready
A.o. use of overlay bit. Price: DM 699,-

Genlocker
JRI
USA
Ready
A.o. use of overlay bit and chroma-keying. Price+ $599

MatDigiR
Matrix
Germany
Under development
True color digitizer, currently 2 img/s. A realtime-version is being
developed. Price: DM 698,-

Z-RAM
Zubair Interfaces
USA
Ready
Memory board for low profile SIMMs, memory expansion to 4 or 16 MB.

A/D64x audio interface
D2D Systems
UK
Demonstratable
Audio interface for direct linking of CD-player to Falcon030 DSP port.
The D2D-Edit software uses this interface.

4i/4o
D2D Systems

UK
Demonstratable
Expansion for DSP port for 4 (stereo) track record/playback. Needs
4T/FX software. Price: $599

SPDIO
D2D Systems
UK
Demonstratable
Digital interface for DSP-port for D2D-Edit software for recording at
44.1 and 48 kHz. Ideal for CD or DAT recording. Price: $299

Musicom
Compo
Germany
Demonstratable
Effects such as delay, echo, flanger, Karaoke (80% reduction of voice
in recordings). Price: about Fl 120,-

DigiTape
Trade iT
Germany
Demonstratable
Multiple-track digital recorder, with Echo and Hall, harddisk
recording, time code sync with videotape possible. Price: DM 198,-

Cubase Audio
Steinberg
Germany
under development

D2D-Edit
D2D Systems
UK
Ready
Stereo direct-to-disk recording/editing software. Price: $299

4T-FX
D2D Systems
UK
Demonstratable
Multitrack recording/editing software, needs the 4i/4o hardware.
Price: $599

PROGRAMMING

DSP Debugger
Brainstorm/Atari Corp.
USA
Almost ready
Developers are already working with it. Price: $80

UTILITIES

Kobold v2.0
Kaktus Software
Germany
Ready
Multitasking copying program. Price: DM 129,-

VIDEO

Screenblaster
OverScan
Germany
Demonstratable
880x608 in 256 colors on SVGA-monitor or Multiscan. Driver in
AUTO-folder + external hardware between machine and monitor. Price:
DM 149,-

Overlay
OverScan
Germany
Demonstratable
Title generator with effects such as animation. Price: DM 199,-

==========

Some software houses have adapted existing software for the Falcon030,
such as

Application Systems (a.o. Signum 3)
TMS Germany
SciGraph
Steinberg (Cubase 3.1 works)
HiSoft UK

Sander STоks
sanders@sci.kun.nl

709. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 15:37:32 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1191@usdtsg.DaytonOH.NCR.COM>
Source record: 212120

In article <1j0a49INN76j@msuinfo.cl.msu.edu> molin@ptb.cl.msu.edu (Michael Olin) writes:
>cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>
>>It's
>>not like Atari's going to release a MultiTOS CD-ROM for $15 any time
>>soon.

If I read right, I believe Bob Broadie said that the whole MultiTOS
would fit on a single 1.44meg disk, so no need for CD ROM yet (though
it would be nice anyways)...

>Or for ANY price any time soon, either. Why break such a perfect
>record?

At least they're consistent, eh? :-)

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"I have seen the future, and it is edible paper..." (dunno where that
came from)...

710. Julian Reschke involved with MultiTOS development?

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 15:37:39 UTC
From: sanders@sci.kun.nl
Message-ID: <C0su2s.41E@sci.kun.nl>
Source record: 212123

At the Falcon Party I visited, I talked to one of the operators
of the Falcons there, an employee of Atari, and we discussed about
MultiTOS. He told the public about Eric Smith, and said (about) "And
one of those famous German programmers is now working for us too, in
the development of MultiTOS. But I can't remember his name at the
moment."
"Julian Reschke?" I guessed.
"Yeah, I think that was him," he replied.

If this is true, than Atari made it's second good move in recent
history, after the employing of Eric Smith. Can anybody confirm this?
(Mr. Reschke?)

Boy, am I looking forward to the Falcon Profibuch!

Sander STоks
sanders@sci.kun.nl

711. Re: Linea illegal?

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 15:48:26 UTC
From: gbcusg@gpu.utcs.utoronto.ca
Message-ID: <C0suKs.n1D@gpu.utcs.utoronto.ca>
Source record: 212193

```
In article <11655@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>I've heard it mentioned a few times that the LineA interface is not
>Kosher programming. Since when? I've written heaps of programs that
>use LineA, and they work even on the TT. Is the Falcon eliminating
>LineA? I doubt it, since compatibility would drop to about 10% !!
>
>Or is it just the UNDOCUMENTED negative LineA offset values?
>
>--
>Warwick
>--
> _-_|\ warwick@cs.uq.oz.au /Disclaimer:
> / * <-- Computer Science Department, /
> \_.-._/ University of Queensland, / C references are NULL && void*
> v Brisbane, Australia. /

Yes, Line-A is considered un-Kosher programming...The official word from
Atari is: use VDI calls (painfully slow).

Darren King, GBC --> gbcusg@gpu.utcs.utoronto.ca
```

712. Re: Convince me to stick with Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 16:17:36 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.fD4AaTB_OPQ@semprini.tdkcs.waterloo.on.ca>
Source record: 212111

In <C0pD6C.8qC@news2.cis.umn.edu>, davidli@simvax.labmed.umn.edu writes:
> Try looking for a '486 system from a company which offers at least 2 years
> parts and service warranty. Because you didn't mention a price range, and also
> because you mentioned the Apple Macintosh IIci in your posting, I would expect
> you have somewhere in the neighborhood of $2500-$4000 to spend on the machine.

Well, looking at Zeos' price listings, a '486sx/25 LocalBus system is
~$1500, depending on how much RAM/disk you get. That's with the
monitor, unlike the ~$1700 for the Falcon030 4M/65M setup. Oh, and it's
a LocalBus video card able to do 1024x768x[16? 256? probably 256, since
it's a 1M card].

> Invest in at least 500 megabytes for a hard drive, and tape backup system.

I think not! ~100-200M is enough, and since I'd pay the extra $49 for
SCSI, I'd be able to add any of the drives I'm currently using on my ST
to the system. A much better investment would be 8M of RAM, so OS/2
(or, if I hate that, unix) would run more smoother (less paging).

A tape backup would be nice, but backing up 100-200M onto ~1.52M
floppies (courtesy of FastBack+, which compresses ~2.2M onto each disk)
isn't that gross. Hell, I do it now with my ST once a month...

> If you get interested in one of the desktop UNIX environments, you'll find that
> it eats up large chunks of your hard drive. Without a tape backup (look for a
> SCSI 4 mm DAT device, or the more 'standard' 8mm tape devices), you're going to
> find yourself frustrated at least once when it is of major importance to have a
> backup.

But, ya see, I don't want a unix system... In the fall (when I first
ran into the '386bsd/X archives) I looked long and hard at what I use a
computer for. Something like OS/2 suits my needs much better.

Those DAT drives are _steep_...

> A CDROM drive is also becoming 'standard equipment'. Be sure the one
> you get can handle the KODAK CDROM disks.

Almost any CD-ROM on the market today can handle single-sesson PhotoCDs.
I've only seen a few (VERY few) that could handle multi-sesson disks.
And I haven't thought of a use for PhotoCD for _me_ yet...

> The
> reason I emphasize the monitor is that you mentioned a desire to do a bit of
> animation and graphics rendering. You can have the fastest CPU on earth and
> the graphics will still be terrible if you purchased a cheapo superVGA card and
> nominal monitor.

No kidding... I've seen enough of the junky VGA monitor/card
combinations at work (lucky, not on my machine).

> I'm not going to mention Atari at all. You appear to feel that the company is
> a 'sinking ship'. With such an attitude (and it may very well be the correct
> one), you're always going to feel 'cheated' if you purchase a new Atari
> machine, regardless of how good or well-suited they may be to your
> applications.

Don't you think _every_ new user of an Atari feels cheated? After all,
if it breaks, how easy is it for them to get it fixed within a couple of
days? I don't know about you, but I can't afford to go two weeks
without a computer on my desk... too much work to do. Where can they
go to get software? If they're a typical J.Q.Luser, they won't be too
thrilled with having to buy everything mailorder, and most people don't
have the luxury of an Atari dealer in the city, let alone close-by.

Did Atari show at the winter CES in Las Vegas this week? Nope.
Wouldn't want to show off their new machine a bit more, would they?
IMHO, contrary to what the Tramiel's have said, it's business as usual.
The Falcon's been orphaned even before it managed to flap its way into
North America.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

713. Re: ADVOCACY: Re: Convince me to stick with Atari. Why Bo

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 16:17:58 UTC
From: gbcusg@gpu.utcs.utoronto.ca
Message-ID: <C0svxz.1KJ@gpu.utcs.utoronto.ca>
Source record: 212196

In article <H.ea.Gdd&60m3xj6@yonder.equinox.gen.nz> craig@yonder.equinox.gen.nz writes:
>In <1iumgmINNsp1@life.ai.mit.edu>, David Baggett writes:
>
>>How is it defeatist? Writing good software takes an enormous amount
>>of time, and in the Atari market it's done with no thanks at all.
>>The attitude of "why bother" is the Atari spirit now, it seems.
>>"Why bother trying to get new users on board?"
>
>New users of what? I certainly wouldn't reccomend anyone to get an
> ST, it's old & expensive by todays standards... and as for the
> Falcon, i'd be suprised if I _ever_ see one in this country.
>I honestly couldn't seriously reccoment to any _new_ user to get
> an Atari.
>
>The current user base is a different story though, we've already got
> the machines, they're not too bad for their age, they could have
> done with a faster serial port & multitasking that the amiga from
> the same period has, but they're nice to use. There's still lots of new
> software coming out from the PD/Shareware writers.
>
>>"Why bother trying
>>to keep developers happy?" "Why bother sending in my shareware
>>payment? Let Dave Baggett rot in hell!"
>
>Yeah I agree.
>
>Just kidding!!! ;-) ... I don't use any Dave Baggett software, but even
> if I did, I wouldn't be sending any money for it. The reason... I haven't
> got any money to send! If you write for fun, i'd encourage you to stick
> with us Dave, you'll never see any money from us, but you'll have our
> support and appreciation. If you want to raise some money, try writing
> for the PC. I don't know if you'll do much better, but there is a much
> larger user base.
>
>Now a serious question... Is there any user here that has the cash to
> go out and buy a new system that is sticking with the atari???
>If so why?
>
>The reson for me asking is that I suspect that most other users here
> are in the same boat as me.... they can't afford to move on.
>
>Craig.
>
>

>
>
>--
>* Craig Shore. Phone +64 3 3852501 *
>* Email: from in NZ - craig@yonder.equinox.gen.nz *
>* from rest of world - shore_c@kosmos.wcc.govt.nz *
>* PLEASE DON'T mail to yonder from outside NZ. Thanks! *

I will stay with Atari even though I could afford to move to Mac or PC.
It's fun, and I'm used to it. Even though I develop on other computers
for a living, I like developing for the ST most. 68K assembler is by far
the easiest to learn and I look forward to learning 68030 and 56001 assembler.
The software I use on my ST is better than equivalents on the PC or Mac:

Devpac 3 is great as is GFA 3.5 and STOS. Games are infinitely
superior such as Bitmap Bros games, Sensible Software games and of course,
anything written by Jeff Minter.

Just my $.02

Darren King, GBC --> gbcusg@gpu.utcs.utoronto.ca

714. Just for your information about Amiga DSP-board.

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 16:22:56 UTC
From: hasse@solace.hsh.se
Message-ID: <1993Jan13.162256.13412@solace.hsh.se>
Source record: 212197

Found in comp.sys.amiga:

```
:From: aire@sabrina.dei.unipd.it (Renzo Mercanzin 260080/IL)
:Date: Wed, 13 Jan 1993 15:20:42 GMT
:Newsgroups: comp.dsp,comp.sys.amiga,comp.sys.amiga.hardware,comp.sys.m68k
:Subject: TMS320c25 Amiga Board DETAILS
:
:Hi all again,
:
:here we received several e-mail with questions on the TMS320c25 DSP board
:that we produce.
:..So keep the informations coming!
:
:
: - General purpose dsp board, (not only for audio applications)
: - 16 Kbytes of fast Sram zero wait states for the dsp (25ns) dual port
: - Autoconfiguring for Amiga: 500, 1000, 2000 and 500+
: - General purpose Serial interface
: - All 16kb are memory mapped in the Amiga memory
:
:
:
:
:Software pakage:
:
:There are two software pakages:
:
: - Minimal software for DSP using including:
: - DSP.library
: - Various DEMO program including HI-Speed Mandelbrot
:
: - Professional Development Pakage including:
: - Macro Assembler
: - DSP.Library
: - Extended DEMO pakage.
: - 320c25 Assembler Manuals.
: - Demo source code
: - Block diagram board project
:
:The price are:
:
: $299.00 for Basic System (minimal pakage)
: $399.00 for Professional pakage.
:
```

:
:We are producing the board, but we have TOO orders, so we accept only
:RESERVATIONS. NO MONEY ORDERS, we accept money only on shipment.
:Please reserve Your DSP board with the indication of YOUR Amiga System,
:at the Fax # + 39 41 957 192 or e-mailing to me.
:
:
:
: Renzo

Well, anyone got some constructive observations of this DSP-board?
Anyone got the specs for this DSP?

/Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

715. Any SCHEME for the ST?

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 16:36:33 UTC
From: a2doecke@rzdspc17.informatik.uni-hamburg.de
Message-ID: <a2doecke.726942993@rzdspc17>
Source record: 212105

Hello out there!

I was wondering, if anyone might be able to tell me,
whether any sort of SCHEME-dialect exists for the ST.
And: If so, where can I get it (including a manual)?

Else maybe someone can tell me, how I could get a brief
or verbose (even better) manual for Cambridge Lisp.
It's not that I'm too hot on doing anything in SCHEME
or LISP, only my teacher insists on it.

Thanx,

Patrick

****
***** Touch the screen! Heal! Heal! * (Phil Collins) *****
****
*** EMail : a2doecke@rzdspc5.informatik.uni-hamburg.de ***
****

716. Re: Porky pig.

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 16:37:07 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.93Jan13163036@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 212148

>>>>> On 12 Jan 93 02:10:08 GMT, 01mbmccabe@leo.bsuvc.bsu.edu said:
>> willing to wait. Such reactionary arugments are ridiculous. We're not
>> talking about cutting edge stuff here; hard drives have ben standard
>> for years now.

> "Standard" or "tradition" are not a good arguement for anything. And I think a
> more appropriate comparison would be pencil with hand-eraser vs pencil with
> eraser on the end. A matter of convenience.

I think you'll find he meant standard as in unremarkable. and yes, I suppose
at one level a hard disk is only a convenience for the home user, but once
you've used one you won't be able to live without it. It depends on the sort
of work you do. DTP software, compilers, etc will all work from floppy (who's
going to restrict their market by doing a product that wouldn't), but you
will be far less productive than a user running the same software on a machine
with a hard disk. OTOH, you wouldn't buy a hard disk for your game boy...

Kev

717. Re: The compatibility story (Falcon & A1200)

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 16:40:41 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.93Jan13163419@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 212149

>>>>> On 11 Jan 93 17:47:32 GMT, borgen@stud.cs.uit.no (Boerge Noest) said:
Boerge> Here I was talking about custom loaders that do something like:
Boerge> move.w #3000,d0
Boerge> wait dbra d0,wait

Boerge> when they wait for the floppy to go from track to track or something else
Boerge> that needs a delay.

God protect us from software that uses its own disk access routines. There're a
perfectly good set in the OS, that give you the advantage of running
on a hard disk, as well.

Kev

718. FTP access?

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 16:46:33 UTC
From: gbcusg@gpu.utcs.utoronto.ca
Message-ID: <C0sx9M.3KG@gpu.utcs.utoronto.ca>
Source record: 212198

Which ftp sites can I use? I am getting extremely frustrated trying to use a.a.u.e or it mirror (wuarchive.wustl.edu) as I always can't even login. My internet access is from work so I have to use during business hours EST. I would prefer somewhere in continental North America overseas ftp is so slow.

Thanx

Darren King, GBC --> gbcusg@gpu.utcs.utoronto.ca

719. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 16:51:00 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.93Jan13164437@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 212150

>>>>> On 11 Jan 93 21:03:02 GMT, wells_s@kosmos.wcc.govt.nz (Steve Wells) said:
> Don't bother, the guy is obviously thick, saying there is no CLI for
> the ST, (ever heard of UNIX!? And the hundreds of other PD/shareware ones)
The point is that there isn't a standard CLI built in that you can rely on
being there. On a Dos machine, you can rely on the fact that your program
is running over some sort of underlying CLI, and that any system() calls
you make will be handled sensibly - this can make life a lot easier at
times, though more so on a unix machine than a PC.

> So GEM is not a Real OS is it!? Damn, what have I been using for the
> last 5 years then!?

Actuall, GEM isn't even an OS, never mind a `Real OS' - its a graphical
user interface. 8-)

Kev

720. ADVOCACY: Does name calling and distortion do anyone any good?

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 16:59:41 UTC
From: chu@acsu.buffalo.edu
Message-ID: <C0sxvI.BBn@acsu.buffalo.edu>
Source record: 212200

Before I start, I thought I would just state a few things that might get me flamed by all sides.

1. For the time when they were first released, the ST was quite a decent machine and powerful enough to be fairly competitive in its price point.

2. Atari never capitalized on its initial advantage and so it has ended up in its current situation. That is, Atari is in no position to take on the mainstream and Falcon may be its last shot at any sort of stability.

3. From what I've read, Falcon is not the "killer machine" that will launch Atari into the mainstream. Yes, it does offer DSP at a lower price point than previously available. However, I'm not sure that your average computer owner cares about DSP. An advantage that seldom gets exercised is not much of an advantage in this case. In terms of selling to the mainstream, a snazzy graphics chip would have been better than a snazzy DSP chip.

4. Just to survive, Atari can do what other small companies have done to survive (Yes, I consider Atari to have wasted enough of its assets to be a small company, they certainly seem to act like one). Find a niche and try to own it. To survive, they don't need the mainstream. Atari would be stupid to make on the mainstream with Falcon. However, Falcon is priced good enough and sufficient features perhaps for Atari to re-target the electronic music industry and for them to regain what they might have lost there. A favorable write-up in Keyboard magazine suggests that the Falcon as a niche machine might be successful, although it will still face sharp competition, especially since they still face a respect and credibility problem, no matter where they sell.

5. I wouldn't recommend an Atari to anyone these days. If they have one and need help making the best use of it, of course I would help, but unless you already have money invested in Atari, buying one now is a mistake.

The current "Power without the Price" system is probably some 486/50 box from (hopefully, a reputable) mail-order dealer (like Gateway) running Linux and color X.

Having hopefully offended the Atari Cheerleaders by suggesting that Atari is *not* "Power without the Price" and the Atari Naysayers by suggesting that there is a possibility for Atari to survive, I have to ask what the point of all this is?

What is the point of calling Dave Baggett an a**hole? Here is a man who has put more man-hours of work into supporting the ST than I care to count. (The only reason I haven't supported his shareware is because I don't use it, nor do I have copies of his shareware or freeware.) Does calling him a derogatory name weaken his arguments?

Yes, you can get a beta version of OS/2 on CD-ROM for $15, but will the official release be just as cheap and is it fair to compare the final release price of MultiTOS to the beta price of OS/2? The reason why OS/2 is so cheap is likely because Microsoft wants to encourage sales of the final product. (A very smart strategy that Atari should think about.)

Having worked on both PC clones and Ataris, I have yet to see a PC clone that is as difficult to upgrade as an ST. This doesn't mean that upgrading PC clones is the cakewalk that BobR seems to try to imply it is. Nor does it mean that upgrading STs are impossible. Actually, most of my problems on PCs usually involve shuffling everything around so that I have as much room under the 640K barrier as possible and 386Max does a good job of that (after a little tweaking). I wasn't really happy with using DOS, but no one says that PC clones must run DOS, although I have no idea if the availability for software for PC clones running Un*x is as good as the availability for PC clones running DOS (one of the things I still have to check up on as I'm looking for a new computer.).

What's the point of overstating and distorting positions?

There are going to be people who have valid and logical arguments as to why a Falcon is good for their situation, just as there are going to be people who have valid and logical arguments as to why a Falcon is useless to them. As I've said, IMHO, the Falcon is a niche machine, which means there will be machines which serve the needs of most people better.

The Falcon is a capable machine for the price. However, unless your needs specifically involve DSP, there are more powerful alternatives for the same price. (Adding DSP to a PC, unless you already have the PC, tends to knock the amount of money you spend into the next price point.)

Atari, which has made many mistakes in the past, is allowed to get one right every once in a while. If the Falcon allows them to re-gain a share of the music industry, this may be the one they get right. However, it would be stupid for them to try to go mainstream.

I guess what I don't understand is what are you guys arguing about?
It seems like one side is saying:
"The Falcon is not powerful enough for the price for general purpose computing."

and the other side is saying:

"But the DSP makes it price competitive in that a similarly equipped PC clone is more expensive."

and I think they're both true. The two positions do not contradict each other. The thing is that most people don't have a need for DSP, especially if their main application is word processing and most people who buy a Falcon probably will not use it for general purpose computing. (If they do, either they have an Atari software base they don't want to lose or they made a sub-optimal decision on the basis of quality/dollar.) Hoping that there are enough people interested in DSP to go for a less powerful machine than they could otherwise get is a gutsy move for Atari and I hope it works for them. (I also hope they start treating their developers with some respect and allow information about the machines actually to make it out into the public. Why not? I'm allowed to fantasize a bit. :-))

Or am I trying too hard to find some logic in this and this flame war is strictly a religious battle?

john
chu@acsu.buffalo.edu

721. Re: ADVOCACY: Falcon - Why I'm buying it...

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 17:05:19 UTC
From: vailm00@DMI.USherb.CA
Message-ID: <C0sy4v.8zA@DMI.USherb.CA>
Source record: 212102

-> That I know, but what is it going to cost? I have heard about
-> prices above $1000...

The DSP that C= will use for the A4000 is the AT&T DSP3210. It's a very
INexpensive DSP (ie. ~60$ US in quantity of 1). It's also going to be
really modular, in the sense that the DSP board will have a socket
for one (or maybe many) daughterboard that will contain more circuitry
for each special task you want to accomplish with your DSP. For instance,
if you want to use the DSP to play&record digital sound, the
"sound-daughterboard" would add the AD/DA converter circuitry.

In short, it's going to be a really inexpensive scheme.

Marc

722. Re: ADVOCACY: Falcon - Why I'm buying it...

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 17:23:33 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C0sz14.3xq@ecf.toronto.edu>
Source record: 212101

In article <93012.222121SML108@psuvm.psu.edu> <SML108@psuvm.psu.edu> writes:
>Well to add even more of my opinion to this...
>
>First and foremost, Atari has to get the Falcon out the door. If they don't
>manage this in the next few months, they will have soundly established an
>effectively permanent reputation as the vapourware kings...

Yep

>After hearing about the 3do I am excited about the possibilities of the DMA
>connected DSP. None of the other computers will have this for a few years
>yet and it doesn't sound like the 3do will come with a keyboard at first.
>Therefore, the Falcon may have an interesting edge...
{shtuff gone!}
>I am very intrigued by the 3do; there are now 3 choices for my next computer.
>Amiga, Falcon, or 3do. It's going to be a fun year and my pessimism has just
>abated because of the 3do... I finally have a choice beyond the orphans and
{more shtuff gone}
>
>Scott - thank god the 90's just hit the computer industry
>
What's a 3do???

AcEzE.

--
********** WHO AM I, YOU SAY? ********** "If time is money, we
********** SHAHIR AL RASHID**aka**ACEZE ********** are all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------
** This message brought to you by the Bollocks Bros. ** no fate but what we make

723. Re: Mail-Server Help Needed

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 17:40:11 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <16B551068C.BWWL@ibm.rz.tu-clausthal.de>
Source record: 212112

In article <1993Jan11.114912.4644@unix.brighton.ac.uk>
mm68@unix.brighton.ac.uk (Lost Boy) writes:

[...]

>Also, does anyone have any other addresses for good atari software via
>mail-server or ftp?

Hi!

Try mail-server@ftp.tu-clausthal.de.
Write "HELP" or/and "send /pub/atari/Index.complete" in the nody of the
mail...

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de
---

724. Canadian support was: Re: RFD: What to do with

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 17:48:57 UTC
From: ken@isgtec.com
Message-ID: <3986@isgtec.isgtec.com>
Source record: 212143

In article <H.eg.eyMS5yNWE9g@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> Well, Canadian support is still far better than the US, though that
> could change now Atari's shut down Atari Canada. 2 years ago we probably
> had more Atari stores here in Vancouver than you had on the US Eastern
> seaboard, and there were more in Toronto than here.

Alas, this has now changed. A lot. There's virtually nothing resembling Atari retail in Toronto. Atari Canada was just outside Toronto, and with them gone, all you get are PC's and Macs. The Amiga seems to be close behind. Even a big music/MIDI place called Saved by Technology, which used to sell a lot of Atari's and push Notator and Cubase, is now almost entirely Mac. They had posted on a wall a press clipping about Atari Canada closing. That hurt. They used to give Notator classes and everything. Funny though, the Mac sequencers just don't compare to Notator (of course until Notator Logic is out for Mac). They have some nice score printing software though.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

725. Re: C-Lab/Emagic Notator V3.1 Falcon incompatible...

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 18:10:14 UTC
From: ken@isgtec.com
Message-ID: <3987@isgtec.isgtec.com>
Source record: 212103
Cross-posted to: rec.music.makers,comp.sys.atari.st,rec.music.synth

In article <C0pKJ8.ACq@dscomsa.desy.de> tjl@zeus02.desy.de (Tim Llewellyn) writes:
> i have heard in musicians press in UK etc that C-Lab Notator (current
> version v3.15) is
> NOT falcon compatible.
> Anyone got any hard facts, or even pure speculation.

The hard facts are: you're right, the current Notator 3.1 does not work
on either the TT or the Falcon. I believe they are only bug-fixing
Notator 3.1, not developing a Falcon version. However, Notator Logic
WILL be coming out for Atari, in a couple months (after the Mac version),
and there will be an upgrade path from Emagic in the states at least.

> Does the change from C-lab -> Emagic mean Notator will no lonmger be
> supported???

NO. Notator will continue to be supported by Emagic, along with Notator
Logic. BTW, I would assume that Notator Logic for either Mac or Atari
will cost BIG bucks, it's a very large product.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

726. Re: Atari laser...old

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 18:13:57 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Jan13.181357.20507@news.unige.ch>
Source record: 212255

In article <1993Jan13.013540.13556@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:
> >>By Diablo and FX80 _emulator_, do you mean what is called a driver on
> >>WordPerfect, and other programs? Or is there some sort of emulator cartridge
> >>like for the HP DeskJet?
>
> > Well it's not a cartridge. The diablo emulator is just a program you
> > run before printing (or at startup). Any text output is redirected to
> > the dma bus. It does also do bitmaps however (ghostscript and tex
> > use this for example). I don't think this was a diablo feature :-)
> >
> > The fx80 emulator is an accessory which is a bit smarter, but it uses
> > a huge amount of memory (configurable, but for bitmaps you need at least
> > about 1-1.5 meg) immediately after startup, while the diablo
> > emulator just needs 1 meg when you print something.
>
> So, (this goes out to anyone) would a used/refurbished Atari SLM804 be a good
> deal @ $579?
>
> If these emulators are easily obtainable I would tend to think ~$500-$600 would
> be quite a steal. ??? Anyone?
>

I've used Atari lasers for about 4 years now, and find them excellent value. The
SLM804 gives _slightly_ better print quality than the 605, for both text and
graphics (but only just; maybe its just the three printers I know?)
The 605 is much sexier on the desk: smaller and quieter.
The 804's fan makes a hell of a noise, but you can shut it up by holding the
cat flap on the back open with a sheet of paper (which must be removed before
printing ;-).
I use the Diablo emulator, without any problem. Apparently the Epson emulators
have more facilities, but my word processor does it all, so why bother? I thought
these emulators were PD? If I remember rightly, you get them both with the laser anyhow ...
One last thing - they are _fast_. Not because of the engines, but because they are
hooked up thru' the DMA. Shut up your MacFriends by printing a complex graphic on a TT!

Mike M.

727. Re: ADVOCACY: Should read "ME, I am David and I am upset"

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 18:17:44 UTC
From: jonc@status.gen.nz
Message-ID: <0ZXaXB1w165w@status.gen.nz>
Source record: 212151

dmb@case.ai.mit.edu (David Baggett) writes:

> In article <q7a0wB2w165w@status.gen.nz> jonc@status.gen.nz (Jon Clarke) write
> >dmb@case.ai.mit.edu (David Baggett) writes:
> >
> >> In article <8FV5wB8w165w@status.gen.nz> jonc@status.gen.nz (Jon Clarke) wr
> >> You say you'll do anything, but you won't even BOTHER giving any
> >> arguments. Hmmm.
> >>
> >> > WHY BOTHER to convince you!
> >>
> >> Tell me why I should bother writing more software for you then.
> >>
> > Well not wanting to get into a flame war with you Dave or anyone in
> > paticular, but do you not think this in itself is a defeatist attitude?
>
> How is it defeatist? Writing good software takes an enormous amount
> of time, and in the Atari market it's done with no thanks at all.
> The attitude of "why bother" is the Atari spirit now, it seems.
> "Why bother trying to get new users on board?" "Why bother trying
> to keep developers happy?" "Why bother sending in my shareware
> payment? Let Dave Baggett rot in hell!"

Now slow down here a moment Dave. Is this message intended at me
or is it intended to be directed to the readers of this news.group?

If it is aimed at me then I can see your point but you raise an
other element to this topic which I will respond to when I find
out WHO YOU directed this part too.

>
> > I personally do not mind if you will or will not write software for me
> > as a user, as I have all the software I need and it consists of only
> > a few packages these days.
>
> I have ten things to say: "Me me me me me me me me me me." While many
> of you who still vehemently claim the Atari is a "fun" computer to own,
> and that companies should develop new things for th ST/TT/Falcon
> series, you exhibit this kind of "ME" attitude frighteningly often.
> Face it, folks, the market can't surivive without your support. Atari
> Corp. has produced the lousy climate, but attitudes like this only make
> it worse!

Oh I see now, it is not aimed at ME but at the sttitude you have
encountered. Why mix the two Dave. I still say I have no requirement
for your software and as such it does NOT effect ME in one little

bit. However you have encountered another thing here which I do
agree with the "me syndrome". But do not mix postings Dave, ok!

>
> Again, what impetus is their for me to write more free software, much
> less commerical software? It used to be that I did it for fun and that
> I thought I might be able to pay some of my rent with shareware
> payments every once in a while. It's no longer fun (the machines are
> SO slow now in comparision to other things I've worked on), and no one
> cares anymore. Talk about defeatist attitudes -- it's clear from your
> tone that you DON'T care what happens to Atari developers and Atari
> users provided YOU'RE happy. It once again blows the theory that the
> Atari community is wonderfully supportive.

Wrong David! Very wrong indeed. I do care what happens to Atari
and its related developers but remember you are not the only person
in the world who has writtens software and felt the way you do.
Infact I think many developers on many platforms would say the
same thing you have. I think that saying I do not care about
what happens is total CRAP on your behalf and not even implied
in any of my posts in this news group or anywhere else for that
matter. Infact the complete reverse is the case.

Just because you have become yourself disillusioned with the Atari
platform do not take it out on those of us who will still be here
in 10 years time and you will have been long gone David. Infact the
attitude that comes out in your post here is the same that I responded
to when Chris brought up the orginal topic. Sharing notes are you?

> > The point I was raising was why do we in this news group always go
> > throught this "Convience me to stay with Atari" every few months.
>
> Because Atari's line of computers sucks by current standards, so
> people rightly feel that putting more money into them might not
> be such a great idea.

David, never pretend to speak for everyone else, as NO ONE has
given you a mandate to do so. Maybe David Baggett is upset but
I am not. I am happy with all the Atari machines and devices here
at this domain STaTus.gen.nz and all the other bits and pieces.

You see David people buy a computer for a reason and it is kinda
like buying a car. Just because you have a flat tyre and the price
of rubber has gone up do not lumber all of us with Wooden Wheels
and a wooden engin, that wooden go.
>
> > If you care to read the posts I refered to you would see that his
> > mind is made up already.
>
> I've been reading Chris's messages closely. All the asked was why he
> shouldn't jump ship? There was a time when you guys could have
> answered that without name calling and leaping into defensive mode.

> But then, there are fewer factual reasons to stick with Atari than
> there were before.
>
> Dave Baggett
> --

I see you must have read my final note, as you did not reply.

Jon Clarke Z*NET Pacific
-=-=-=

728. Re: Help with MiNT...

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 18:18:41 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1j1me1INNeh0@shelley.u.washington.edu>
Source record: 212106

mhughes@comtch.spk.wa.us (Mark Hughes) writes:

> I've got a slight problem. I got the MiNT distribution kit, but
>Setup.PRG claims that there's an "error in dialog format". I don't have
>time to fiddle with a disassembler on it, so can someone uuencode
>copies of SETUP.PRG and SETUP.RSC that *WORK* (as in, have been used to
>set up MiNT), uuencode 'em, and mail them to me? Thanks...

I have the same problem, and so does my friend Ben. I have a TT, he has a 2.5meg 1040STfm. Suggestion... write to the author and tell him everything you can about your system and how you were trying to install it. He's currently working on a solution and needs all the input he can get. His address is sjg@phlim.ph.kcl.ac.uk I believe...

Dan Aylward
dud@u.washington.edu

729. Atari Znet, STreport, and AEO magazines

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 18:34:38 UTC
From: timf@nic.cerf.net
Message-ID: <1j1nbuINN5to@news.cerf.net>
Source record: 212107

I am having no luck getting a hold of any of these publications.
I have internet ftp, news, and mail access. I have had no luck
at all with alt.znet.pc. If anyone could help me in finding the
latest copies of any or all of these magazines, and a reliable
way to access them in the future I would be very thankfull.

Thanks in Advance,
Tim Fitzgerald
(fitzgera@discos.com)

730. Re: ADVOCACY: Re: re W Magro's posting

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 18:36:15 UTC
From: jonc@status.gen.nz
Message-ID: <5uyaXB2w165w@status.gen.nz>
Source record: 212152

dmb@case.ai.mit.edu (David Baggett) writes:

> In article <Fci0wB5w165w@status.gen.nz> jonc@status.gen.nz (Jon Clarke) write
> >cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
> > Well it goes both ways. To change cards on the PC you muST remove the
> > case, there goes the warranty and insert the card. Now comes all the
> > hassel like, will it work with OS2, is there a driver for it, will it
> > work with my other cards etc etc .
>
> You are totally uninformed. Let's get one thing straight: you cannot
> just make random stuff up to win the argument. That's called "fabricating
> data," and it's cheating. So cut it out.

David, must you start like this every time? Ah well here we go
then ...

/include/flame(on)

Uninformed, now there is a BIG joke and the first of many mistakes
in this post of your David. This site...

Ibm AS400 (no not a pc David)
486dx 40 ecicon server with tcp/ip
386dx 40 fax server tcp/ip comms server
386dx 40 pc support waffle/
286 12 comms server tcp/ip
8088 12 ip router *2

Now there is just the IBM crew in here. I will point out all of
this is bar the as400 was manufactured by myself. Hmm you just have
NO idea yourself.
>
> Those of us who OWN 80x86 machines know that you don't "void the
> warranty" when you open the case. That is an ATARI concept. I got my
> machine from Gateway 2000, and not only do I not "void the warranty" by
> putting in a card, but they'll actually COME TO MY HOUSE to INSTALL MY
> CARDS FOR ME if I'm too much of a loser to do it myself. This on-site
> service came with my 486 machine for free. It's called ... end user
> support. Imagine (snicker) Atari doing that.

I would not want Atari to do nor any PC firm Dave as I do it myself
and save the BIG bucks for a service contract. Well you said it, I am
sorry, your are one of the "Techno Bunnies" Dave, but hey that's life
for you mate. Having just said this and read your above quote. Dave
you seem to be telling mistruths in your postings. Calm down and take
deep breath next time mate. See your reply to my first message at the

top of this post. We did, we know you are telling fibs as we just read
the quote a few lines above. So what do YOU KNOW ABOUT IT DAVID?
NOTHING you have just told us all. (Oh why do I bother to continue?
it's fun!)

> SOMETHING INTO YOUR ST OR FALCON, and it certainly doesn't require any
> engineering experience. It's truly amazing that you'll even TRY to
> claim that these two activities are similar in difficulty.
>
> Another word about user support: The Maxtor hard drive in my PC
> went bad a few months after I first got my system. (BTW, it was
> a SCSI drive you could attach to your ST, so don't bother trying
> to blame the failure on the Evil MS-DOS world, OK?) Anyway,

Hey Dave, re-read back issues of some of the on-line magazines
and I even tell you how to do it (grin). A SCSI, boy what a bunny
David!

(about 3 years ago david, I'm reading your mind)

> I called Gateway and they (get this) *sent me a new one that day.*
> I just had to take the old one out and swap in the new one, then
> send the old one back. Free. Under warranty. AND I HAD OPENED
> THE CASE BEFORE!
>
> See, that's the kind of user support that people in the Real World
> expect these days. On-site service, a tech support line where people
> actually answer, good trade-up and return policies. Atari has never
> done any of that; they seem to be incapable of it. That's one reason I
> think Atari should make game consoles instead of home computers.
>
> > Just like the ST, except very few ST's applications are inside the case.
> ^^^^^^^^^^^^^^^^
>
> Ooo boy. I can feel the universe warping around you.
>
> Dave Baggett

David I can feel your world dropping on your head, get it out of the
sand man.

include/flame(off)

Long live the Atari Platform chaps!

Jon Clarke Z*NET Pacific
-=-=-=

731. DSP for amiga

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 18:43:22 UTC
From: rosenkra@convex.com
Message-ID: <1993Jan13.184322.28420@convex.com>
Source record: 212108

i am still trying to figure out the best (digital) recording media for a
home audio studio (tape eg ADAT or TASCAM DA-88 or direct-to-disk with
falcon). while researching this, i thought this was interesting. note
that i am leaning toward tape (ADAT) since it will be turn-key. i have
some signal processing gear already (digital reverb, delays, compressor/
limiter, etc) so falcon DSP is not a real big plus, though if i could get
some straight answers on 1) availability of falcon (in US), 2) A/D and D/A
capabilities for 8 channels (eg returns, sampling rates - i'd want both
44.1 and 48 kHz - etc), i'd be inclined to look harder at falcon.
i definitely want a mixing board with knobs/sliders (Mackie 16*8 or so),
not mouse. the Mackie has >= digital specs (100+ dB S/N) so i am not worried
that it is analog. this board looks like a killer (8 subs, 6 sends, etc,
4-band parametric EQ, etc) for the $$$.

pls, don't call me an "atari flamer"...

-bill
rosenkra@convex.com

Article 5344 of comp.dsp:
Xref: convex comp.dsp:5344 comp.sys.amiga.hardware:37234 comp.sys.m68k:3486
Newsgroups: comp.dsp,comp.sys.amiga,comp.sys.amiga.hardware,comp.sys.m68k
From: aire@sabrina.dei.unipd.it (Renzo Mercanzin 260080/IL)
Subject: TMS320c25 Amiga Board DETAILS
Message-ID: <C0stAJ.ELK@dei.unipd.it>
Sender: usenet@dei.unipd.it
Organization: D.E.I. Universita' di Padova, Italia
Date: Wed, 13 Jan 1993 15:20:42 GMT
Lines: 46

Hi all again,

here we received several e-mail with questions on the TMS320c25 DSP board
that we produce.
..So keep the informations coming!

- General purpose dsp board, (not only for audio applications)
- 16 Kbytes of fast Sram zero wait states for the dsp (25ns) dual port
- Autoconfiguring for Amiga: 500, 1000, 2000 and 500+
- General purpose Serial interface
- All 16kb are memory mapped in the Amiga memory

Software pakage:

There are two software pakages:

- Minimal software for DSP using including:
- DSP.library
- Various DEMO program including HI-Speed Mandelbrot

- Professional Development Pakage including:
- Macro Assembler
- DSP.Library
- Extended DEMO pakage.
- 320c25 Assembler Manuals.
- Demo source code
- Block diagram board project

The price are:

$299.00 for Basic System (minimal pakage)
$399.00 for Professional pakage.

We are producing the board, but we have TOO orders, so we accept only
RESERVATIONS. NO MONEY ORDERS, we accept money only on shipment.
Please reserve Your DSP board with the indication of YOUR Amiga System,
at the Fax # + 39 41 957 192 or e-mailing to me.

Renzo

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

732. good PC shareware

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 18:46:49 UTC
From: wmagro@uiuc.edu
Message-ID: <C0t2u2.EGp@news.cso.uiuc.edu>
Source record: 212110

Dave Baggett said recently that he knows of shareware term emulators for the PC that beat Uniterm. While I am sure they exist, I never seem to find _anything_ good for the PC when I browse shareware and pd.

My father has a PC, so I am always looking for interesting pd software for him. I still haven't ever found anything good. Am I looking in the wrong place? Help.

--
William Magro NeXTMail welcome
wmagro@uiuc.edu

733. Re: Linea illegal?

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 19:25:46 UTC
From: ersmith@netcom.com
Message-ID: <1993Jan13.192546.17468@netcom.com>
Source record: 212113

In article <1993Jan13.152219.19678@clark.edu> vicb@clark.edu (Victor Bruhn) writes:
>In article <1993Jan13.024753.28625@netcom.com> ersmith@netcom.com (Eric R. Smith) writes:
>>In article <11655@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>>>I've heard it mentioned a few times that the LineA interface is not
>>>Kosher programming.

>>Line A is supported only for ST compatible resolutions (I think in
>>practice it works on the TT compatible resolutions too, but I do
>>know that there are some Falcon resolutions for which it does *not*
>>work).
>>(This is particularly an issue for people with extended graphics
>>cards, such as the Matrix board, which also do not support line A).

>Could someone enlighten me? I was under the impression that line A calls
>were a no-no because the newer motorola processors use the same opcodes
>that lineA does, which kills any line A calls on a newer machine...

No, you're confusing the line A (which is still available) and the line F
calls. Early versions of TOS used line F internally, and this conflicts
with the use of the line F functions by coprocessors (most notably
the 68882 floating point coprocessor in the TT). TOS 2.x, 3.x, and 4.x
no longer use line F, so coprocessors can easily be interfaced with
them. Atari never documented how line F was used by the OS, so
no user programs should ever have used these functions (a few did,
and they broke of course; as we warned them they would).

>Could someone please clear this up? I'd like to know what the story is,
>and how this relates to graphics cards and the VDI. If my above
>assumption is incorrect, what is the complete story on Line A?

The complete story on line A is as I said: it will work in ST
compatible resolutions, but not necessarily on any other resolutions
including resolutions generated by add-on graphics cards. The VDI
provides the same functionality, and at pretty much the same speed
(someone earlier claimed that the VDI was horribly slow; that's
not true, but the VDI does sometimes require a bit more thought
on the programmer's part!)

I used to be one of those who abhored GEM, and used only line A
and text calls for output. Then I finally bit the bullet and
learned the AES and VDI; and to my surprise they really aren't
hard to use at all, and the extra compatibility and functionality
are definitely worth the effort!

Eric

734. Re: Interleaf vs Pagestream

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 19:30:31 UTC
From: jking@nmt.edu
Message-ID: <1993Jan13.193031.23991@nmt.edu>
Source record: 212109

In article <1ivscsINNrh1@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:
>
>> Depends if you could use the software. Something like Game Workbench
>>would seem like a great thing for game programmers.
>
>Your point is well taken, but that was intended to be an example. How
>about the world's greatest DTP system? I'd think that would be about
>$300 a copy if it were something as good as Interleaf, Frame maker, etc.
>
I just shelled out $180 for Pagestream 2.2, $19 for the NEOCli and $20
semthing for Zocra's Style (cause it looked neat)... Once I get back to
school and can get it set up, I should be able to give a better comparison
of Pagestream vs Interleaf, but for now, her goes...

Interleaf is the system available to me through the school's computers.
I taught myself how to use it after several hours of extreme frustration.
Interleaf is powerful. Very powerful. But it is hard to use... it in my
opinion retain that nasty "unix feel" that all unix apps seem to retain
(I love UNIX, but it is NOT easy to learn or intuitive. The average person
is going to be unable to use it well. Many unix applications that I've
used seem to retain that.) In any case I would have happily continued using
interleaf except for several things. (Many people at our school use it
exclusively). Since it runs on the schools Suns, I can not use it at home
and it is a pain to try and get on a machine at certain times of the day.
Interleaf is also a disk space hog. (Which wouldn't be bad if it only took
up space once, but interleaf eats space from my ACCOUNT as well as on the
main drive (the beastie takes about 400K in a one meg account with only six
documents saved)... It gets worse when the user is the average non-technically
inclined person who doesn't know how to delete backups periodically or how
to comprssxs files or any of a number opf things that can save space.
At the end of every semester drive space tends to get tieght because of this.
Pagestream seems to compare well i some areas but falls down in others.
Pagestream handles fonts much better than interleaf and seems to be more
intuitive to use. It uses import and export modules much like Interleaf
but is much easier to add/remove modules. (It took me about five hours to
get a GIF picture into Interleaf... I had to hunt and seek to find the
proper module and experiment with set ups + Interleaf has its own file system
which only slightly resembles UNIX...)... I can't say much about print
quality since I don't have my printer with me right now. (Actually, when
I need it, I can dump Pagestream output to a PS file and print it on the
same printer the school uses for interleaf - An HP Laserjet III...

Just some rambling thoughts...

```
_
/\/\/\/\> ... Slither ...
```

735. Re: Any SCHEME for the ST?

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 19:50:10 UTC
From: wbdst+@pitt.edu
Message-ID: <1842@blue.cis.pitt.edu>
Source record: 212124

Yes, Virginia, there is Scheme for the Atari ST. (At least the last time I checked!) EdScheme, from Schemers, Inc. is available for IBM, Mac and Atari ST, as well as their book, "The Schemer's Guide". The last time Ic called them, I think, they said that they still supported the ST, and EdScheme ran on the 1040STe. The last phone number I have for them is (305)776-7376. Good luck!

736. 'nuzzer modem question...

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 19:53:29 UTC
From: awest@ub.d.umn.edu
Message-ID: <1j1rvpINNi8q@ub.d.umn.edu>
Source record: 212116

Please excuse me if this is an ignorant question, but I am ignorant (on the subjext of modems...) Can I use any modem on my Atari (like one from a computer store for IBM's and the like) or do I have to get a special Atari modem?

Andrew West
awest@ub.d.umn.edu

--
| |) |==| "We're all in the *
| | | | mood for a melody, *
*. * * * and you've got us *
feelin' alright." *

737. Re: Spectre & TT

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 20:03:38 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan13.200338.6626@newshost.lanl.gov>
Source record: 212114

Thanks to Markus Wenzel for his corrections to previous posts ref Spectre & TT.

For those of you who don't know, Dave Small is seeking TT Beta testers. Here
is a copy of his GEnie message which was posted in AEO #93-02:
==========
I NEED TT BASED USERS TO BETA TEST. You must have good sense about
backups! We have had bugs before that have blown away partition tables,
and you MUST be able to restore your data, for your sanity and mine.
Beta Testing is a mixed bag -- ask any of the people who have done it.

If you wish to, PLEASE send me an email describing your TT outfit (I am
particularly after people with lots of TT RAM, like the GE Soft board;
I have 8 meg TT RAM in my machine with that board, and love it!) because
of some, errr, new things I would *like* to release in this next cut.

Anyway, I'd like to get the testing rolling, get this one out the door,
then move on to Spectre 4.0. I have some news you will absolutely not
believe for that one!
==========
Note that by "email" dave was referring to GEnie email where his address is
DAVESMALL. I don't recall his Internet address but I don't think he
frequents the net much anymore. His fax # is 303-791-0253.

So if you are a TT user and you are anxiously awaiting Spectre 3.1, you can
help the process by volunteering as a Beta tester.

Hmmm... I wonder what Dave has got planned for Spectre 4.0???

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

738. Re: Atari laser...old

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 20:19:41 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan13.201941.8457@newshost.lanl.gov>
Source record: 212117

In article 2893@targon.UUCP, marc@targon.UUCP (Marc Dierikx) writes:

>The fx80 emulator is called laserbrain and is a DMC product.
>I saw it on some archive lately however, so it may be public domain
>by now.

Yep, DMC wrote it and Atari picked up the rights to it. It is now public domain and freely distributable as long as all the files remain intact. It should be on a.a somewhere and I know it's available on GEnie.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

739. Re: good PC shareware

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 20:21:23 UTC
From: wbdst+@pitt.edu
Message-ID: <1847@blue.cis.pitt.edu>
Source record: 212126

I have found some pretty decent shareware programs for DOS, but I'd have to agree with your general observation: that most shareware stuff is not very interesting.

740. Re: MTOS

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 20:23:33 UTC
From: akenning@zeus.calpoly.edu
Message-ID: <1993Jan13.202333.193252@zeus.calpoly.edu>
Source record: 212115

In article <1993Jan8.121948.28929@rhrk.uni-kl.de> seimet@rhrk.uni-kl.de (Uwe Seimet) writes:
>wojuacac@w273zrz.zrz.tu-berlin.de (Wolfgang Jung) writes:
>
>>How is this M'TOS' availabel (is it ???)
>Not yet, there are only prerelease versions for developers.
>
Or know someone who has it. :)

--
---|__||__||__||__||__||__||__||__||__||__||__||__||__||__||__||__||__||__||_|||---
---||__|Aaron B. Kennington.....akenning@eos.calpoly.edu|__||---
---|||---|---

741. Fax-pollin with Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 20:35:41 UTC
From: UPS500@rhrz.uni-bonn.de
Message-ID: <16B551219D.UPS500@rhrz.uni-bonn.de>
Source record: 212130

Hello everyone!

I'd like to do fax-polling with an Atari ST, meaning to say
that I would like to find a configuration, allowing for a
data dialin while normally the computer is set to receive faxes.

That way, a kind of remote controlled answering machine (only
for faxes instead of voice) could be realized.

Here's what I imagine possible solutions to the problem:

Variation 1.:

A BBS-program which could activate a TTP automatically, as
soon as a fax-call is recognized as incoming.
My special problem here: The BBS program would HAVE to be able
to operate an AUTOANSWER modem, meaning to say that it should
react to a CONNECT 2400 - prompt (or whatever speed) rather
than a RING detect.

Variation 2.:

A kind of accessory, allowing to load and interrupt the
BBS and the fax-programs alternatingly, all according to
a predifined timer. That would make it much safer to set up
a faxpolling-facility, since polling would only be possible
at certain times.

Should any of you have a solution to the problem on an ATARI,
please contact me.
Thanks

Markus Schlegel
RFWU Bonn
Germany
+49228 677124

742. Re: atari archive??

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 20:54:54 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.wx712ULewVw@semprini.tdkcs.waterloo.on.ca>
Source record: 212075

In <1993Jan12.111528.8418@fwi.uva.nl>, Richard G.C. Storm (I89 writes:
>
>
> Can anybody tell me what happened to terminator's atari archive???
> Does anybody know where it has been moved to?
> Or is there another major archive?

It was moved to a different machine... You should always use

atari.archive.umich.edu

as the address, since you never know, it might move again some time.
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

743. RE:Does atari.archive have a m

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 21:11:00 UTC
From: Andreas_Hoffmann@k.maus.de
Message-ID: <A53729@K.maus.de>
Source record: 212125

Hi Maarten!

>Does the atari.archive, or any of its mirrors, have a mailserver?

Yes, it has, though I don't know nothing 'bout the mirrors.

The a.a.u.e.-Mailserver is accessible via 'atari@atari.archive.umich.edu'.
At least I hope so, since this info is dated March.3,1992, but since then
things seem to have changed a bit (access restrictions and things like that).

However, as far as I remember, there is a mass restriction of 400kb per 24h or
so. If you aren't looking for something special, I think it's better to use a
mail server in europe. I can name some of them, althouh there might be more:

ftp@cs.uni-sb.de
info-server@uk.ac.bath (*)
archive-server@lancs.pdsoft (*)
mail-server@rusinfo.rus.uni-stuttgart.de (!)
mail-server@cs.ruu.nl (!)
info-server@Germany.eu.net

(*) I did not test these
(!) They have lots of ATARI stuff

Hope this helps!

Read you here

Andreas

744. Re: ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 21:14:53 UTC
From: healy@nosc.mil
Message-ID: <1993Jan13.211453.17837@nosc.mil>
Source record: 212131

Do you know ST owner's with pirated commercial programs? (not shareware)
I don't know many ST owners "in the flesh", so I don't know any who
have pirated commercial software. As far as shareware goes, it sounds
like ST owners don't pay up very often (hey, I did register blox :-),
but my point was all the commercial, non-shareware programs (word
processors, spreadsheets, compilers, comm programs) I see people
ripping off.

Of course, you could point out the lack of commercial software on the
ST as being responsible for less piracy - there's less to pirate :-)

I think the theft has arisen because of the popularity of the pc. Joe
Smoe has a pc at work, and buys one for his home. He sees his company
buy one copy of Word Perfect and install it on fifty machines. He
figures what's one more copy and installs it on his machine at home.
It gets a little easier with the second program. After a while, Joe
considers it his "right" to get free copies of commercial programs.

Mike

healy@nosc.mil

745. Re: Convince me to stick with Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 21:21:18 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.mtwRKwhsk&w@semprini.tdkcs.waterloo.on.ca>
Source record: 212076

In <m2H0wB4w165w@status.gen.nz>, Jon Clarke writes:
> Chris, did your read the BIG GRIN when you went into defensive mode ?
> Well I use OS/2 version 2.0 and the beta2.1(windows 3.1 fix) here and
> from what I have seen from your posts you are in for one hell of a
> suprise.

Wasn't sure which part you were grinning at...

I doubt I'm in for much of a surprise with OS/2... For $30 for the 2.1b
CD-ROM, even if it's a write-off, it's not much. I'll just have to buy
one less hardcover this year... ;-)

> Forget OS/2 think Windows MT! and you will have an ST in an clone box.

NT: Needs Terrabytes?
Not Today?
Not Tomorrow?

I agree... NT will suck the life out of anything...
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

746. Re: Help with 'Life and Death'

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 21:26:38 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.kQhiWSTPMNk@semprini.tdkcs.waterloo.on.ca>
Source record: 212077
Cross-posted to: comp.sys.atari.st,snoret@unx.sas.com

In <C0rCIz.1Fo@unx.sas.com>, Rick Tatem writes:
> Well, taking a break from the recent flamefests that have plagued c.s.a.st,
> I've decided to give one of my more recent game/simulation purchases
> another try. Here's the deal:

Pity my brother walked off with my colour monitor a while ago... ;-)

> I have the game/simulation 'Life and Death'. You know, the surgery sim that
> let's you poke around in someone's insides. The docs are not spectacular,
> emphasizing the atmosphere of the simulation more so than how to actually
> use the mouse to do things. (i.e. detailed descriptions in medical terms,
> but no clues as to what it's supposed to look like on screen)

We've never been able to get very far either... My brother managed to cut
a huge Z-shaped incision in the patient, and dig around inside before
killing them. I think I've managed to get to the point of _seeing_ the
appendix, but I've never managed to take it out.

Is there another operation after that?

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

747. Re: ADVOCACY: Re: Convince me to stick with Atari. Why Bo

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 21:37:49 UTC
From: healy@nosc.mil
Message-ID: <1993Jan13.213749.19540@nosc.mil>
Source record: 212132

stuff deleted, some about developing for the ST

From what I've seen in this newsgroup lately, if I had any ambitions
for developing s/w on the ST, I'd drop them like a hot potato :-)
"How rude and greedy to expect to get paid for your work".

>
>Now a serious question... Is there any user here that has the cash to
> go out and buy a new system that is sticking with the atari???
>If so why?
>
>The reson for me asking is that I suspect that most other users here
> are in the same boat as me.... they can't afford to move on.
>
>Craig.

I can afford a new system, but my ancient ST does what I need it to -
mainly as a terminal to read c.s.a.s flamefests :-)

If a 68040 Falcon comes out in a reasonable timeframe, I'll get one.
Why? Music, of course. And why haven't I bought a new computer system
since '87? Music, of course. Those guitar toys are getting expensive :-)

Mike Healy

healy@nosc.mil

748. Re: on the need for 'virtual memory'

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 21:45:36 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.GNrr7MW0LcI@semprini.tdkcs.waterloo.on.ca>
Source record: 212078

In <1993Jan13.023556.1623@solace.hsh.se>, Hans Holmberg writes:
> I have a friend that has an old 68k machine, which runs something called
> IDRIS. It's a UNIX derivate from some *very* early version of BSD UNIX, or
> maybe AT&T. It boots from a 360kb floppy disk and the machines memory is only
> on 1MB I think (could be 512kB though), and it doesn't use any virtual memory.

My hard drives live in a huge NCR TOWER case that used to house an NCR TOWER. The TOWERs were 680x0 unix boxes... quite popular multi-user unix boxen! NCR's got the world's largest installed base of unix machines... they also "invented" the TOWER case, which clone manufacturers have fallen in love with.

The computer that lived in my case was a 12Mhz 68010... the motherboard was _larger_ than my ST is (a bit longer, a bit wider). The case, with a power supply, weights > 100 lbs... Empty it feels like ~60 lbs. Definitely a tank!

Hmm, maybe this thread should travel to alt.folklore.computers... They like this sort of thing.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

749. Re: Porky pig.

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 21:48:24 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.DBYhuZ0RyHE@semprini.tdkcs.waterloo.on.ca>
Source record: 212079

In <11652@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>
> >How exactly does one pirate a CD-ROM? 650M hard drives aren't exactly
> >cheap... ;-)
>
> For those who don't know, you don't run OS's off a CD-ROM. The CD-ROM is
> only for installation purposes - it's like a tape, but cheaper to produce.
> One reason WHY you don't is that a CD-ROM is WAY to slow.

True enough... Not a lot of pirates tend to have CD-ROMs though...
They seem to prefer 1M STs with no hard drive...

> >Precisely why I'm trying to collect as much info as possible...
>
> Check the availability of GNU software, especially GCC/G++ on the PC and Mac
> platforms. Under Linux, YES, under DOS, NOT REALLY.

Under OS/2, there's two ports of GNU C/C++... It won't even need to go
through major contortions (like you would under DOS), since it's got a
real live flat memory model, like the ST...
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

750. Re: A.A.U.E

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 21:51:00 UTC
From: Andreas_Hoffmann@k.maus.de
Message-ID: <A53730@K.maus.de>
Source record: 212127

In article <1993Jan11.165118.18204@nosc.mil>, healy@nosc.mil (Mike Healy) writes:
>Well, I tried ftping to atari.archive and got denied access, so then
>I tried ftping to wuarchive and got the same message, so I guess it
>is a true "mirror" of atari.archive :-(

As far as I remember, a.a.u.e. allows more access at non-office times. There is a directory called 'Administration' or so, containing an article about how to write a *NIX command script that does an automated ftp session at a configurable time. You could try to access a.a.u.e. late at night to get this article and then install your own 'night time ftp machine'. If you aren't working on a *NIX box, then you could try to port this batch to your OS. That should be quite easy, because I once wrote such a thing under VMS (although it might be lost now, I'm no longer working inder VMS...:-( ).

Hope this helps. Good luck!

Andreas

751. Re: Preliminary Falcon030 product list

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 21:54:58 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C0tBLD.B84@ecf.toronto.edu>
Source record: 212128

Referring to Mr. Sander Stoks' list that was posted....

For those who STILL think that Falcon (or anything related to it) is
"Vapourware", Look!! Its actual software that's gonna be sold!!! (sarcasm)

Thanx a lot for Mr. Stoks, for posting this up...
Knowing the "opposition" though, they'll now whine that the computer will
STILL not come out (good grief), and that the list is fictional. Either that
or Mr. Bagget will ask for PROOF that these products will come out........

ps. I have a few more games titles to be added, but not right now. Tell y'all
later...

AcEzE.
--
********** WHO AM I, YOU SAY? ********** "If time is money, we
********** SHAHIR AL RASHID**aka**ACEZE ********** are all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------
** This message brought to you by the Bollocks Bros. ** no fate but what we make

752. Re: re W Magro's posting

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 21:55:08 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.qzbCBOrAqgs@semprini.tdkcs.waterloo.on.ca>
Source record: 212081

In <Fci0wB5w165w@status.gen.nz>, Jon Clarke writes:
> Well it goes both ways. To change cards on the PC you muST remove the
> case, there goes the warranty and insert the card. Now comes all the
> hassel like, will it work with OS2, is there a driver for it, will it
> work with my other cards etc etc .

Only Atari or Apple would be stupid enough to try to say your warrentee
is void if you open the case. Every other system around you're
expected to do it. You know, pop in some SIMMs, since you forgot to
order your system with enough RAM?

ALL cards come with drivers. If not, ship it back. If you're an
educated consumer, and avoid the garbage (ie, ask _other_ people before
you buy; kinda like I did here), you're going to be fine. If you're
J.Q.Luser that doesn't know a SIMM from a hard drive, you're in for it.
That's true for _any_ system that the salesdroid wants to sell you.

> Just like the ST, except very few ST's applications are inside the case.

Yah, just the OS, which needs patches.

> Re best for your price. Hey Chris this applies to ALL machines and well
> you know it. A case in point. The async driver/card for the AS400 here
> costs $nzd1200 but hey a clone costs $nzd800. So do I get the best or
> a clone and there is only one made by Big Blue? Har far do we take this?

Depends... do you want a card for your AS400, or do you want a complete
computer? It'd depend on what you were looking to buy at the time. Right
now, I'm planning to buy a new system of some sort, hopefully within the
next six months. Maybe in six months, Atari will have a nice 33Mhz
32-bit Falcon030 out, and dealers. Maybe in six months, I'll have found
something that tells me, "Chris, you _need_ a [insert whatever here]."
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

753. Re: Preliminary Falcon030 product list

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 21:59:42 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C0tBu9.CCz@ecf.toronto.edu>
Source record: 212129

OOPPPSSS....

Those games listings were from ST Format... Therefore, I don't think I'll include them....B^D (I guess just about everyone knows about the vagaries of the STF staff.....)

AcEzE.
--
********** WHO AM I, YOU SAY? ********** "If time is money, we
********** SHAHIR AL RASHID**aka**ACEZE ********** are all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------
** This message brought to you by the Bollocks Bros. ** no fate but what we make

754. Re: RFD: What to do with comp.binaries.atari.st/comp.sour

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 22:00:08 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea._gTPHtm&9OE@semprini.tdkcs.waterloo.on.ca>
Source record: 212080

In <ka19wB4w165w@dogbox.acme.gen.nz>, Kennelmeister writes:
> Maybe I'm out of line here, but it seems that perhaps the atari groups
> are due for a re-organisation.
>
> Is there sufficient traffic to justify something along the lines
> of the os2/ms-dos/amiga heirarchy structure?

How about this:

comp.sys.atari.st - current newsgroup
comp.sys.atari.st.tech - current newsgroup
comp.sys.atari.announce - announcements of new software/where to get it

If the Falcon takes off, add:

comp.sys.atari.falcon
comp.sys.atari.falcon.tech

Now, all you need to do is find someone willing to sit through the 6-8
month newsgroup creation process... how 'bout me, Dave Baggett, RobR,
Chris Mauritz, Gregory Carter, and Mark Kovarski? :-)

[ducking, running...]
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

755. sz & 19200 bps

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 22:19:20 UTC
From: hmallat@elektra.cs.hut.fi
Message-ID: <1j24h8INNnun@sauna.cs.hut.fi>
Source record: 212141

Hello, world!

I recently got a direct 19200 bps line to our school's machines, and
I'd like to know if there are any zmodem programs that can handle
file transfer at such speeds on a plain-vanilla 8MHz Mega ST.

I can do 9600 with XYZ 2.02 but when I try 19200, it doesn't seem to
detect the start of file.

The line can do XON/XOFF flow control (I think), but not RTS/CTS. And
I'd really like to use ^S with Emacs.

Xmodem, ymodem and kermit are ok too, if they can get higher than that
about 900cps I now recieve.

--
Lashing out the action, returning the reaction /
Weak are ripped and torn away / Hannu Mallat
Hypnotizing power, crushing all that cower / hmallat@niksula.hut.fi
Battery is here to stay /

756. Local Atari User Group - Meeting Rescheduled to Sat Jan 16/93

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 22:29:53 UTC
From: daroloso@math.uwaterloo.ca
Message-ID: <C0tD5u.G9@math.uwaterloo.ca>
Source record: 212134
Cross-posted to: kw.micro,uw.sys.atari,comp.sys.atari.st,comp.sys.atari.8bit

Due to the poor weather today, our meeting has been rescheduled.

In January, the Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST)
Atari user group will have a general meeting with the spotlight on
Calendar programs.

Our 16-bit library currently has over 400 disks of public domain
and shareware software.
In addition, there will be our updated catalog disk and our
disk-of-the-month.
Our 8-bit library is also available at this meeting.

As well as our own newsletter "The Hard Copy", we will also give
attendees the December issue of AtariUser.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Meeting starts at 2:00 pm.

Saturday, January 16, 1992
DCS Course Room, Room 2009 (2nd floor)

Call 725-2068 for more information.

Hope to see you there,
Dani Roloson

757. Re: Stalker vs Uniterm!

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 22:38:13 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1j25klINNj4u@golem.wcc.govt.nz>
Source record: 212139

> Please Steven becare full in what you post, STR has never been taken to co
> and its all hearsay what been going on, so please base things on facts and
> hearsay...
>
> You could end up in court in what you have just posted here, STR does get
> Usenet feed...
>
> So post facts and not fiction....
>
>
> Roger..... sheppard_r@kosmos.wcc.govt.nz

Not this crap again.....

hear-say, or heresy!?

So, a large assortment of people, reporting that they have been ripped
of by Ralph Mariano's 'business', is merely hear say is it!? These reports
are fact, why would so many people publicly lie about such a thing!?

Also, how is such a statement supposed to get me into court!? It's near
enough to the truth to be indistinguishable! (which means, you can't
tell the difference!)

The man has promised several people their hardware, and then been unable
to supply. There was an article in recent on-line magazines reporting
this information in detail. And a lot of activity (apparently) on GEnie
concerning it.

Learn to spell properly, and then maybe I might think about listening
to your "facts"!

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ===========================
```

758. Re: ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 22:39:17 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C0tDM9.JGn@ecf.toronto.edu>
Source record: 212133

In article <1ivuufINNslr@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:
>In article <C0rLwF.BIA@ecf.toronto.edu> alrashi@ecf.toronto.edu (AL RASHID SHAHIR)
writes:
>>So don't give me crap about PROVING
>>it and all, cuz _hey_ I own all three Amiga, ST, and PC, and I have actually
>>seen PIRATED software in original-looking boxes being taken off PC shelves!!
>
>Oh gee, sorry for asking for evidence! Since you say it's true, it
>must be right. You're trying to convince me of something, right? Then
>realize you're going to have to do better than "I just KNOW it's true."
>
>>Just like you tell us not to hide shit about the ST, please don't hide shit
>>about the PC's.....Jeez.
>
>You haven't demonstrated that I am; in fact there was absolutely no
>information content in your post.
>
>Dave Baggett
>--
>dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
>ADVENTIONS: interactive fiction (text adventures) for the 90's!
>dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

Apology accepted!!! B^D

Anyway (but seriously, folks), you can't be serious in your attempts to
justify (or even downplay) the level of piracy in the IBM world! You want
evidence? Just ask the guy on the street...:
You: Hey buddy, what computer you have?
Buddy: PC. Its a piece of shit!! (Well maybe not this line...B^D)
Buddy(revised): PC.
You: Where do you get your software??
Buddy: From friends or the officei. <--- Piracy is clearly meant!
The truth is, I respect you and all, but I just can't reconcile the picture
of Atarian's pirating as much as you say they do. Even if the percentage
of pirateers (like the terminology?) were the same (which I highly doubt) in
both platforms, look at the amount of users on the other platform. I could
even use a different analogy....
The amount of MAC users are surely higher than Atari users, right? They are
, I could go so far as to say, almost as popular as the IBM platform. Yet you
don't hear of piracy as much as in the IBM platform! I have a lot of friends
with Macs (and if you're gonna say things like "Since you say it's true, it
must be right", all I need to say is :"TAKE A POLL" or "ASK ANYBODY" or even
"DON'T DRINK AND DRIVE" oops, that shouldn't have been there... well you get
my point - hopefully). Even the Amiga doesn't have as big a problem with

piracy. Its ironic what happened today...(sorry to bore, but its relevant)
(we had to buy a statistics program for class)
(note: the software was for a pc)
(note2: the software cost $60)
Friend: Hey, why don't we all pitch in a buck, buy the software, copy it, and then return it saying we don't need it???? (He was talking to the whole class)
Class : Yeah sure! (I am not joking - this is actually what happened. And if personal experience does not hack it as proof, what about your little trip to Atari?? Not trying to flame bait, but trying to prove a point)

The point is, I don't need to PROVE it to you. You can PROVE it to yourself.

About my post having no info.., I am a little offended by that. B^(
Since when did comparing computers with commercial products not constitute information? Do you REALLY need to know what samplers they were? Oh yeah, I forgot, all I say is "I KNOW its true". Well somebody's backed me up on this one (re:samplers), a few posts back. And if you reeely want, I'll tell the price and brand/make (specs even) of the sampler I had in mind.

More later.
AcEzE.

--
********** WHO AM I, YOU SAY? ********** "If time is money, we
********** SHAHIR AL RASHID**aka**ACEZE ********** are all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------
** This message brought to you by the Bollocks Bros. ** no fate but what we make

759. Re: ADVOCACY: Falcon - Why I'm buying it...

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 22:50:52 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1j26ccINNja7@golem.wcc.govt.nz>
Source record: 212140

> Boy that felt good...
> Anyway more later.
> BTW, I'm sick of supporting the other side of the argument. I know you guy
> will do it for me....
>
> AcEzE.

Apart from the 'rude words' (for want of a better name 8-) - not that I
care). That message showed a lot of sense. People will complain no
matter how good or bad a machine is, if it doesn't arrive on time, and
isn't exactly as promised (or better) - then it's not good enough!

Nice to see you are a T2 fan!

As I've said before, I'd love to get a great machine like the falcon,
but I just can't afford one! 8-(

==
O O Computers: Not just machines, they're a way of				
o life. Your computer *IS* your religion!				TARI
_/ Steve Wells - Wellington, New Zealand.	/	\
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ===========================

760. Re: Any SCHEME for the ST?

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 22:56:22 UTC
From: Paul Purdom <pwp@cs.indiana.edu>
Message-ID: <1993Jan13.175637.8324@news.cs.indiana.edu>
Source record: 212136

Kent Dyvig's scheme was also maade to run on the ST. I don't know what its availability is. It needs 2 Meg.

761. RE:Mail-Server Help Needed

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 22:58:00 UTC
From: Andreas_Hoffmann@k.maus.de
Message-ID: <A54039@K.maus.de>
Source record: 212135

Hi Michael!

>Also, does anyone have any other addresses for good atari software via
>mail-server or ftp?

There's a mirror of a.a.u.e. at src.doc.ic.ac.uk!

Other nice ftp sites for ATARI software are:

nic.funet.fi (also LINUX support site)
rusmv.rus.uni-stuttgart.de (also _BIG_ TeX-Server)
archive.cs.ruu.nl (see the ST-ftp-server list here)
vax.ph-cip.uni-koeln.de
wuarchive wustl.edu (complete collection of comp.binaries.atari.st postings)

Hope this helps. Read you here

Andreas

762. CALL CYBERNET NODE [1]! Atari Support Board

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 23:03:20 UTC
From: mcarrico@terapin.com
Message-ID: <mcarrico.37os@terapin.com>
Source record: 212253

```
CALL TODAY
(510)834-1707 1200 & 2400 Baud 8-N-1 LOCATED IN OAKLAND, CA EASTBAY 2
.....................................................................
.oooooooo...ooo..ooo...ooooo....ooooooo...ooooo....oo....o..ooooooo..ooooooo.
.oo......o...oo..oo....o....o...o.........o....o...oo....o..o..........o....
.oo..........oooo.....o....o...o.........o....o...oo....o..o..........o....
.oo............oo......oooooo...oooo......ooooo....o.o...o..oooo........o....
.oo............oo......o....o...o.........o....o...o..o..o..o..........o....
.oo......o.....oo......o....o...o.........o....o...o...o.o..o..........o....
..ooooooo......oo......ooooo....ooooooo...o....o...o....oo..ooooooo.....o....
.....................................................................
NODE [1]
%%%
```

763. Re: Message for Dave Evans!

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 23:05:00 UTC
From: thart@cix.compulink.co.uk
Message-ID: <memo.863638@cix.compulink.co.uk>
Source record: 212298

In article <1iuo1iINNdl9@sbusol.rz.uni-sb.de>, rzsbs@sbusol.rz.uni-sb.de
(Bernhard Stumpf) writes:

>I recently tried to send email to Dave Evans, devans@cix.compulink.com,
>but this failed, so I will post it here. Perhaps somebody will forward it...

Dave's correct address is devans@cix.compulink.co.uk, but don't worry, as
I have forwarded your message on to him, in case he doesn't read this
group (I'm pretty sure he doesn't).

```
>
>--
> ******************************************************************************-
*
> * Dipl.Ing. Bernhard Stumpf | bestu@rz.uni-sb.de -
*
> * / ___ / University of the Saarland | rzsbs@rz.uni-sb.de -
*
> * /----. /__. -/- D-6600 Saarbruecken | bestu@h11.saar.de -
*
> * /____/ ___/ /_. ++49-681-302-4626 | -
*
> ******************************************************************************-
*
>
>
```

```
/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\
/ Toby Hart Dyke thart@cix.compulink.co.uk \
\ thart@starless.demon.co.uk /
\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/
```

764. Money Managing and Tax programs

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 23:05:16 UTC
From: lehmann@cs.tamu.edu
Message-ID: <1j277cINNt88@tamsun.tamu.edu>
Source record: 212138

Well, I am going to break down and use this wonderful dazzling favorite computer of mine for a real world task.

I would like to manage my budget and taes on it.

So what are your recommendations?

What is a good checkbook balancing program? I was thinking of just using the OPUS speadsheet. Is there something better?

What about a 1992 US TAX preparation program? I have a PC Speed program that can run Parsons Personal Tax Edge program, but I have to use DOS for that and the screen picture will probably look bad. If I am going to shell out several dollars for a program (and I will only use a commercial program for TAXes) I'd like it to use the GEM facilities.

Does the tax program print out pages that can be directly submitted to the IRS?
--
Mark Lehmann Senior Texas A&M University
lehmann@cs.tamu.edu UPE Honor Society - Vice President

765. Re: RFD: What to do with comp.binaries.atari.st/comp.sources.atari.st?

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 23:06:26 UTC
From: bensoo@ozrout.uucp
Message-ID: <1993Jan13.230626.9744@ozrout.uucp>
Source record: 212297

Hm, how exactly do these binaries groups work? --Are they exclusively limited to broadcasting things that have been submitted to the moderator? Or can the moderator go into the archives and post some interesting things from there? Like, for example, a series of editors, or shells, interesting languages.

Sure, it's easier to ftp, but a lot of us don't have ftp access.
--
b (bensoo@ozrout.UUCP)
"The animated adventures of Marshall Moo Montana and his dedicated deputies on a plateau in the sky." --TV listings

766. Re: RFD: What to do with

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 23:12:00 UTC
From: Andreas_Hoffmann@k.maus.de
Message-ID: <A54040@K.maus.de>
Source record: 212137

In <C0oxzr.CIA@dcs.ed.ac.uk> arjm@dcs.ed.ac.uk (Andrew Maccormack) writes:

>In the UK a large number of people cannot access US ftp, so c.b.a.st is one of
>our few sources of new pd/shareware software.

As far as it concerns ST users, there is a mirror of a.a.u.e. in the UK!
Try to ftp 'src.doc.ic.ac.uk'. They've got it all! Do a
'cd packages/atari/umich' and you'll find what makes you happy. Mirrored dayly,
if you believe the announcements...

Hope this helps...

Read you here

Andreas

767. ADVOCACY: (sort of): Re: good PC shareware

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 23:36:37 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1j2925INNjpj@life.ai.mit.edu>
Source record: 212254

In article <C0t2u2.EGp@news.cso.uiuc.edu> wmagro@uiuc.edu (William Magro) writes:
>Dave Baggett said recently that he knows of shareware term emulators for
>the PC that beat Uniterm. While I am sure they exist, I never seem to
>find _anything_ good for the PC when I browse shareware and pd.
>
>My father has a PC, so I am always looking for interesting pd software for
>him. I still haven't ever found anything good. Am I looking in the wrong
>place? Help.

Ask for info and ye shall receive. FTP version 4.00 of Telemate from
garbo.uwasa.fi. Qmodem and Robocomm are also good, depending on what
you want to do.

Though I like Uniterm, it has a few dreadful omissions, the worst of
which being lack of Zmodem support. (Or support for external transfer
protocols.)

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

768. Mail utility for MiNT/INIT ?

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 23:38:00 UTC
From: Andreas_Hoffmann@k.maus.de
Message-ID: <A54037@K.maus.de>
Source record: 212142

Hi folks!

Just recently I installed MiNT 0.95 and INIT 1.0 from the MiNT distribution kit I found on a.a.u.e.. _WHOW!_!!! Connecting a AT286 via modem1, I had a real multiuser system on my ST, behaving like a EUNUCHS box. But then, there was no mail utility included. Has anyone seen a mail utility for MiNT/INIT? (well... I am the only (lonely) user on my system, and the two terminals stand cosy side by side, but I'm kind of pedantic...:-))

If any kind soul knows how to mail on a MultiMiNT system, please let me know how and where to get it from (mail servers preferred, because I don't have easy access to ftp).

Thanks in advance.

Andreas

769. Re: ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-13 23:58:57 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1j2ac1INNk6d@life.ai.mit.edu>
Source record: 212144

In article <C0tDM9.JGn@ecf.toronto.edu> alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:
>Anyway (but seriously, folks), you can't be serious in your attempts to
>justify (or even downplay) the level of piracy in the IBM world!

I'm not trying to *justify* piracy; I'm simply saying that in the
absence of any evidence, I assume that piracy is about equal across all
machines, percentagewise. There is a tacit claim in your post that
your best guess about the situation (with no data) is better than
mine. Why do you think you know so much more?

>Just ask the guy on the street...:

A little dialogue you make up is not evidence of anything. The fact
is that without looking up some studies done in books or magazines
(if they exist), we will never really know how much piracy goes on.
I do get the sense that piracy is much less rampant than it was in
my Atari 800 days, but who knows, maybe the pirates just hide their
boards better. I'm not about to make a sweeping assertion on the
basis of purely anecdotal evidence -- that won't convince anyone,
just as you aren't convincing me by recasting the same ideas in
different light.

>The truth is, I respect you and all, but I just can't reconcile the picture
>of Atarian's pirating as much as you say they do. Even if the percentage
>of pirateers (like the terminology?) were the same (which I highly doubt) in
>both platforms, look at the amount of users on the other platform. I could
>even use a different analogy....

You are *completely* twisting my words around. I *never* said Atarians
pirate a lot; I just said that I don't *think* they pirate any more or
less than PC, Mac, or Amiga owners do. Note that I never tried to
force my belief on you -- YOU claim that my guess MUST be wrong. I
claim that I have no idea, but that I don't think you should go around
tacitly assuming you're right about the piracy issue without having any
facts to support your belief.

>with Macs (and if you're gonna say things like "Since you say it's true, it
>must be right", all I need to say is :"TAKE A POLL" or "ASK ANYBODY" or even
>"DON'T DRINK AND DRIVE" oops, that shouldn't have been there... well you get
>my point - hopefully).

You're missing the point that I have no reson to prove anything to you,
because I'm not asserting that I'm JUST ABSOLUTELY CORRECT on the
issue. I'm saying I *don't know*, though I do have a "feeling," which,
again, I wouldn't use in (say) an argument against Atari's or Atari
owners because I have no facts to verify my *feeling* with. YOU, on

the other hand, DO have a burden of proof here, because you are asserting that PC piracy is much worse than ST piracy. I'm saying "you shouldn't use that as an argument because you don't know for sure." You're saying, "I'm right, and even though I can't substantiate it in any tangible way, I'm going to continue using it as an argument against PC's, PC owners, etc."

It's similar to someone saying "Blondes are all stupid airheads -- just pick one and talk to her/him. It's clearly true!" That is a dangerous and unfair generalization that someone might *really* *truly* belive on the basis of personal experience, but which is completely groundless from a factual standpoint.

>The point is, I don't need to PROVE it to you. You can PROVE it to yourself.

I CAN, yes, but I have no burden of proof, whereas you do. I don't have to PROVE anything when I assert that you shouldn't argue on the basis of no real information. Your job is harder.

>About my post having no info.., I am a little offended by that. B^(

I apologize if you took that to be a mean comment. I didn't mean it that way; I only wanted to make clear that I thought you were dodging the real issue, which is FACT vs. OPINION.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

770. ADVOCACY: I *LIKE* Malibu

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 00:28:47 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11668@uqcspe.cs.uq.oz.au>
Source record: 212265

Coca-Cola.

It's the most popular drink in the world.
It's available at every drink store in the mall.
It's the standard mixer with many alcoholic beverages.
It's cheap.

Therefore, you too should drink it.

Forget milk. Too expensive. Only tastes good with Malibu.

The choice is black and white.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

771. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 00:49:55 UTC
From: gfrajkor@alfred.carleton.ca
Message-ID: <1993Jan14.004955.24299@cunews.carleton.ca>
Source record: 212145

whoever says Flash is a piece of junk is obviously not a user. I have used Flash since it first came out. In the meantime I bought Interlink, Masterlink, Stalker, STtalk and got Uniterm offline. In the end, I always go back to Flash 1.6. It is easier to use than any of the other programs, and extremely reliable . I hear that Flash II is not really an upgrade. Pity. Flash could use some Zmodem support and ANSI color graphics emulatuion and that would be about all.
I work with Macs, with MSDOS and with Commodore 128s (oh yes-- and a dec pdp11/34) so I am not an amateur. None of the machines have anything as good as flash, although Smartcom in the MAC is easier to use. ProComm on the IBM is about 75% as good overall.
Stalker is very nice because it can run as an accessory. If Flash could be configured to do that I would be happy. Why don't the original programmers of Flash rejig the code and bring it a little more up to date? (And please, please please NEVER brag about such things as "super powerful scripting capabilities using a C-like language" and such. My grandchildren can use Flash, and so can I and most normal users. We are the market. Not porgrammers.

772. Re: Canadian support was: Re: RFD: What to do with

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 00:58:56 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C0tK29.FKz@ecf.toronto.edu>
Source record: 212146

In article <3986@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>Alas, this has now changed. A lot. There's virtually nothing resembling
>Atari retail in Toronto. Atari Canada was just outside Toronto, and with
>them gone, all you get are PC's and Macs. The Amiga seems to be close
>behind. Even a big music/MIDI place called Saved by Technology, which
>used to sell a lot of Atari's and push Notator and Cubase, is now almost
>entirely Mac. They had posted on a wall a press clipping about Atari
>Canada closing. That hurt. They used to give Notator classes and everything.
>Funny though, the Mac sequencers just don't compare to Notator (of course
>until Notator Logic is out for Mac). They have some nice score printing
>software though.
>
>--
>
>ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

Saved by Technology have been anti-Atari for quite a long time now...It was
one of the biggest reasons I didn't buy any of my setup there. Steve's I think
still sells software (last time I looked they had Notator & some Steinberg
stuff) Anyway, for sequencer stuff, Emagic has a main outlet on Caledonia St.
(Thats right by my house!!) And my retailer still supports Atari - I have been
flogging their store for a while now...B^D They also support Amiga and PC
though...B^(...Oh well, just have to live with 'em.
Most of the people I know who are "into" music seem to think that Atari is
only a "starter" computer for MIDI!! Almost all of them would "upgrade" to
a MAC, providing they got their hands on cash. Its ironic that software on the
Atari for sequencing and stuff is so much better, though...
Anyway....If you wanted to know my dealers address, e-mail me. If enough of you
want me to, I'll post the address (again!!). For all who don't know, the store
I go to is having a Falcon demo "week", so if anymore people want info...just
e-mail...

AcEzE.
ps. Sorry to anyone who's reading this stuff from me again, but I'm damned if
I'm going to sit still and watch the Falcon crash&burn without some sort of
user support and enthusiasm.
--
********** WHO AM I, YOU SAY? ********** "If time is money, we
********** SHAHIR AL RASHID**aka**ACEZE ********** are all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------
** This message brought to you by the Bollocks Bros. ** no fate but what we make

773. Re: Linea illegal?

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 01:08:34 UTC
From: rosenkra@convex.com
Message-ID: <1993Jan14.010834.17652@convex.com>
Source record: 212147

In article <1993Jan13.192546.17468@netcom.com> ersmith@netcom.com (Eric R. Smith) writes:
> The VDI
>provides the same functionality, and at pretty much the same speed
>(someone earlier claimed that the VDI was horribly slow; that's
>not true, but the VDI does sometimes require a bit more thought
>on the programmer's part!)

yo, eric...

if this is the case, could you play around with VDI and tell me how to get MGIF to work with VDI only (rather than XBIOS/LineA)? ie the fast flicker. my attempts (with some thought, not deep thought :-) showed VDI to be 3-4x slower and hence unacceptable. the problem is to blit images (potentially the size of the screen) fast enough (10 to 15 frames/sec or more) so that it appears continuous.

this has been the main reason i have not touched MGIF for a year. ie, if it does not run under AES/VDI only, it won't run on some configs, or why bother? u could argue that MGIF is really for mono only anyway, so this might not be a big deal. then again, there is no reason why it can't also work for color...

ciao

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

774. what should we do and what is it good for ?

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 01:10:02 UTC
From: oyakea@warren1b.its.rpi.edu
Message-ID: <+=a3xnr@rpi.edu>
Source record: 212251

like the title says .... what should we do and what is it good for ?

i mean what purpose does a dsp board for the amiga mean to us.
it's nice for them but i only see it as a futile attempt to be current
in computer inovations
i am sorry thats how i feel ... it is good they brought it out though

775. Re: ADVOCACY: Re: Porky pig.

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 01:11:14 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11670@uqcspe.cs.uq.oz.au>
Source record: 212267

dmb@case.ai.mit.edu (David Baggett) writes:
>warwick@cs.uq.oz.au writes:
>>dmb@case.ai.mit.edu (David Baggett) writes:
>>
>>>Apple's soon not going to even HAVE a 68000 machine
>>>in their line -- they're just too darn slow by today's standards.
>>
>> Atari's soon not going to even HAVE a 68000 machine
>> in their line -- they're just too darn slow by today's standards.

>Warwick! I was beginning to feel let down that you weren't
>contributing anymore!

Well, I'm back from holidays now [Hi all!], so you can't write rubbish
anymore without getting caught.

>the Falcon, it's already a bit behind the times, but it'll certainly be
>a vast improvement over the ST. If Atari sells the Falcon for $250,
>I'll buy one. How's that? THAT would be competitive.

You were talking about APPLES, Dave. For each Atari computer (including
the Falcon), the Mac HARDWARE equivalent is more expensive, that is in
terms of raw power, which is what you claim to want.

$250 for the Falcon wouldn't be "competitive" - it would be ludicrous.

You still think base model Falcon's are like base model PC-clones, don't
you? Ignore DSP, ignore sound hardware, etc.

Why don't you just you just go out and buy a 68040 chips and stare
at it, amazed at the power in you possession.

If the Falcon was a 68030, 16MHz, VGA machine, yes, $250 would be about
the price I'd pay too. But throw in enough extra HW to make it a decent
base machine for developers to design to, and it costs $800 minumum.

In my experience, cheap PC-clones are flaky. You STILL get what you pay
for, even with the low prices of The Clones.

>>Check out the prices 1040STe's are being flogged
>>off at by long-term Atari dealers - it's a runout sale. I picked up
>>a SM146 for $AU190, which is quite a saving!! They're all about to
>>become obsolete [though the SM146 is a *nice* monitor!].

>ST's are being dumped left and right because they're becoming door
>stops.

Groan. I thought you might say that. That's why I said "long-term"
Atari dealers. Dealers are getting rid of the old machines because
the will be obsolete in 2 months. Tandy (Radio Shack) are selling
1040STe's with 130 programs for a BARGAIN (whatever that means for
obsolete machines).

>>Smell some roses for a change.
>This is finally getting fun again! :)
You should try programming. :P

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

776. Re: Julian Reschke involved with MultiTOS development?

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 01:17:44 UTC
From: rosenkra@convex.com
Message-ID: <1993Jan14.011744.18003@convex.com>
Source record: 212252

In article <C0su2s.41E@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:
>Boy, am I looking forward to the Falcon Profibuch!

will this be available in english?

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

777. Re: ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 02:14:34 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11672@uqcspe.cs.uq.oz.au>
Source record: 212268

dmb@case.ai.mit.edu (David Baggett) writes:

>I don't think PC pirating is
>worse or better than on the ST. I think they're about equal. It's a
>matter of psychology, not computer hardware. I don't see why anyone
>would expect things to be different for any reason other than
>demographics.

The Clone Owners themselves will tell you:

Many Clone owners buys PC-clones because they can get
plenty of (pirated) software from work.

You knew that, Dave.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

778. Re: Linea illegal?

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 02:22:16 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11673@uqcspe.cs.uq.oz.au>
Source record: 212269

ersmith@netcom.com (Eric R. Smith) writes:

>Line A is supported only for ST compatible resolutions (I think in
>practice it works on the TT compatible resolutions too, but I do
>know that there are some Falcon resolutions for which it does *not*
>work). In other words, if you want your program to run in any
>resolution, or on any graphics card, use the VDI.

Phew. Okay, I agree: all resolution-independent programs should use VDI.

All this means is that some older programs can only run as well as they used
to (except a bit faster) - gaining nothing from newer resolution.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

779. Re: I'm with Dave (was Re: A letter to Dave Bagget)t

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 03:00:07 UTC
From: hoffman@tsla.noava.lisc.lockheed.com
Message-ID: <1993Jan14.030007.2860@tsla.noava.lisc.lockheed.com>
Source record: 212256

I think that anyone who bought an ST bought it because it was a good machine. More than good actually when it came out it was significantly superior to DOS machines at the time. Even the Mac's weren't as good overall. They weren't color and they were expensive. But unfortunately that's ancient history now. I have been an Atari supporter and user but I'm also a realist. Fact is that in today's market the Falcon isn't going to make Atari a booming success. The PC market competition is just to high. This means that I don't believe it is possible to win the power without the price game.

Today, the PC's are still slightly inferior to the Atari in basic OS and processor architecture as imposed by DOS. But this situation is largely hidden by Windows. I also don't care what anyone says windows is not rediculously slow. On a 386/33 with a standard VGA running at 1024x768 I rarely get frustrated at the speed. If I did there are accelerators that will make screen updates fly! I use PC's, Macs, and STs every day. In fact I have a PC and Mac on my desk at work and exclusively use my ST at home. Anyway back to my point, all the problems with a PC that might have made an Atari potentially better are being fixed. DOS is going to die. There are several Multitasking 32bit OSs that will replace it. This will kill the ST or even the Falcon market.

I think that the Falcon with Multitos when it comes out will keep Atari around for awhile. The Falcon is a pretty good machine and for the price it is competitive with anything you can buy that is PC based. Unfortunately it's future looks very dim because it isn't better than the PC and it doesn't have the software base to compete with the PC.

So much as I regret it I will almost certainly buy a PC clone soon. Even though my heart says Falcon my Brain says PC. I'm afraid anyone buying a new Atari is living in a dream.

John Hoffman
--

+---+
| The preceding is my personal opinion and not legally binding... |
+---+
John Hoffman	Lockheed Integrated Solutions Company
NOAVA/Engineering	Internet: jhoffman@lmsc.lockheed.com
408/987-4693	or: john.hoffman@lims.lockheed.com
+---+

780. BART

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 03:35:23 UTC
From: rchan@terapin.com
Message-ID: <rchan.37xv@terapin.com>
Source record: 212289

Is the BART mailserver still working. I sent a request for the 3rd set of GhostScript fonts, but I did not get even an acknowledgement that the mail was received. I am sure that my quota is okay since I waited 2 days after the last set of fonts.

|| Ronald Chan [rchan@terapin.com]
|| [rchan@Spud.Kludge.COM]
||
|| A Pocket Knight *--{--------------

781. Re: What is Going On???? Was: 800 birds to take of from Taiwan....

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 03:40:50 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1j2nc2INNdq7@usenet.INS.CWRU.Edu>
Source record: 212257

In a previous article, ron@zooid.guild.org (Secret Mud) says:

>From: jbunch@nyx.cs.du.edu (John Bunch)
>>John
>>--
>
>is still a pretty weenie number--better than 200, but not very much at all for
>a decent production line. And is that 800 spread over the entire planet?

You are right. I'm pretty perceptive when it comes to people pulling the
wool over my eyes and I think this is one of those times.

800 machines is NOTHING. In November, Sam Tramiel said that he saw them
coming off of the production lines. Atari should have a hell of a lot
more than 800 machines!

I'm talking 10,000 systems.

Something is going on... Either Atari has redesigned the Falcon030 and
is gearing the factories up for this new system, or Atari has been waiting
for a new chip that they finished.

I'm going to guess that there are around 200 Falcon030s in the hands
of developers and publications.

And if what we are hearing is true about the 800 systems, that would
mean that Atari has produced around 1,000 Falcons total.

If Atari announced this computer WAY back in September and has ONLY produced
1,000 some systems, there has to be something going on or something
SERIOUSLY wrong.

Meanwhile folks, Commodore is expanding their market share and bank account
with their new A1200. C'mon Atari, you mean to tell me that you had
no clue that Commodore would have something in response to the Falcon030?

I mean, the Falcon030 rumors gave them 9 months to respond.

>
> - Ron Sharp.
>

--

782. Re: meta-comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 04:04:38 UTC
From: dcable@nyx.cs.du.edu
Message-ID: <1993Jan14.040438.13286@mnemosyne.cs.du.edu>
Source record: 212258

ritz@ritz.mordor.com (Christopher Mauritz) writes:

>I cannot help but be flattered. If I convince one newby to dismiss
>Atari computers as an electronic toy, I feel morally justified. I
>hate to see people go out and purchase one of these paperweights based
>on completely biased and false propaganda from the cheerleaders on
>the net and then realize that they'll have to give up their left nut
>to find software for it.

C'mon Chris. Where are you going to buy the computer and not be able to
buy software for it? I don't know where you are, but we have no such
difficulties here in Michigan. Can it be that we are that fortunate?

--
dcable@nyx.cs.du.edu

783. Re: Linea illegal?

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 04:08:28 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11675@uqcspe.cs.uq.oz.au>
Source record: 212270

gbcusg@gpu.utcs.utoronto.ca (I. Barnett) writes:

>Yes, Line-A is considered un-Kosher programming...The official word from
>Atari is: use VDI calls (painfully slow).

There is no reason why VDI calls should be any slower than LineA calls.

In fact, the VDI calls could easily be MORE efficient. For example,
to draw multiple point with LineA, you must call PutPixel [Linea1()]
for each pixel, while with VDI, they can be passed in an array to VDI,
which could [possibly] take advantage of batch processing.

In my experience, VDI isn't so much *SLOW* as it is *COMPLEX*. A C++
VDI class simplifies things greatly :-).

All I've used LineA for is the simple PutPixel/GetPixel routines.

I prefer two completely separate modes of programming:

1. Low-level compliance (use XBIOS, then make assumptions
about screen-memory bitplane-layout).
2. High-level compliance (use AES and VDI).

ie. Games and Applications.

Appologies to all that STrabble doesn't run in resolutions other than
STMedium and STHigh. If I had to write it again, I'd do it properly.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

784. Re: Setting up the RS232 in Sozobon

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 04:33:06 UTC
From: rasas@minyos.xx.rmit.oz.au
Message-ID: <1j2qe2INN2gg@escargot.xx.rmit.OZ.AU>
Source record: 212262

entropy@gnu.ai.mit.edu (maximum entropy) writes:

>In article <1iuo4jINNt2@escargot.xx.rmit.OZ.AU> rasas@minyos.xx.rmit.oz.au (Greg Patten)
writes:
>>Thankyou _VERY_ much for the diffs...I tried to patch them at home and on
>>the Un*x box but they both didn't like it..
>>It (the Un*x one) said:
>>
>>==========================cut======================
>>Hmm... Looks like a new-style context diff to me...
>>The text leading up to this was:
>>--------------------------
>>|*** TIP.C Mon Jan 11 18:24:21 1993
>>|--- tip.c Mon Jan 11 18:23:56 1993
>>--------------------------
>>Patching file TIP.C using Plan A...
>>Hunk #1 failed at 13.
>>Hunk #2 failed at 58.
>>Hunk #3 failed at 103.
>>[...]

>Looks like one of the files is in TOS format (Carriage Return / Line
>Feed pairs at the end of every line) and the other is in UNIX format
>(just a Line Feed at the end of the line). Try converting either
>tip.c or the patch file to the format of the other, ithe patch should
>work then...
I did that and it still wasn't too happy 'till....

I got it patched using the -l (loose) switch on the unix box
(if anyone cares..)

--
_-_|\ Greg Patten.
/ \
_.-.*/ <-- Melbourne, Australia.
v email: rasas@minyos.xx.rmit.oz.au

785. Re: ADVOCACY: Re: Convince me to stick with Atari. Why Bo

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 04:39:49 UTC
From: dcable@nyx.cs.du.edu
Message-ID: <1993Jan14.043949.14850@mnemosyne.cs.du.edu>
Source record: 212260

craig@yonder.equinox.gen.nz (Craig Shore) writes:

>Now a serious question... Is there any user here that has the cash to
> go out and buy a new system that is sticking with the atari???
>If so why?

>The reson for me asking is that I suspect that most other users here
> are in the same boat as me.... they can't afford to move on.

We are currently in the process of replacing IBM PCs at work with STs. They are simply easier to use and we don't seem to have any difficulty getting software or service in our area for Atari. I realize that they are no longer a state-of-the-art machine, but I don't have the time to fiddle with the computers to make them do things that we don't really need to do.

For myself, I will wait and buy a Falcon when they do finally become available here. I thouroughly enjoyed my old ST (I dumped my IBM PC in favor of it) and also enjoy the Mega STe that replaced it. It does everything that I need done in a reasonable amount of time with an appearant minimum of effort. I think I will enjoy some of the extra features that the Falcon will have to offer. I do realize that for some things I will only have a choice of one or at best a few programs instead of many, but most ST software I have used has been of good quality and very reasonably priced. My dollars will go to Atari for now.

P.S. Yes I/we also own PCs and use them daily for their assigned tasks as they make dirt cheap and reliable file servers for our rather simple minded databases.

Dan

--
dcable@nyx.cs.du.edu

786. Re: OS/2 for the PC

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 04:41:44 UTC
From: ritz@ritz.mordor.com
Message-ID: <93011312609@ritz.mordor.com>
Source record: 212259

Craig Shore (craig@yonder.equinox.gen.nz) wrote:
OS/2> In <H.ea.xqkhrOJi3IQ@semprini.tdkcs.waterloo.on.ca>, Chris Herborth writes:
OS/2>
OS/2> >Right now, I happen to think OS/2 might be
OS/2> >it, and I'm trying to get as many first-hand opinions as possible.
OS/2>
OS/2> Okay, i've seen people stick up for os/2 saying how great it is, but
OS/2> then on the other hand, not many people seem to be using it.
OS/2> I wonder why?
OS/2>
OS/2> and a little joke i've seen.... OS/2 , 1/2 an operating system?!

Um, OS/2 sold well over 1 million copies in 1992. That isn't bad considering it came out at the end of the 1st quarter. Also, when was the last time Atari offered bug fixes and beta copies of future releases of its operating system by FTP? That's right, you can get OS/2 2.1 by anonymous FTP from ftp-os2.nmsu.edu. Not only that, users of OS/2 2.0 can get the service pack there also (which corrects some bugs which were found in 2.0). Also, Apple offers their OS by FTP also (on ftp.apple.com).

Regards,

Chris

--
Christopher Mauritz | My views reflect those of my
ritz@ritz.mordor.com | company since I own the company.
{backbone}!rutgers!spcvxb!ritz!ritz | Ritz International, Inc.
OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 | Import/Export Consultants

787. Re: Atari Znet, STreport, and AEO magazines

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 04:45:00 UTC
From: dcable@nyx.cs.du.edu
Message-ID: <1993Jan14.044500.15193@mnemosyne.cs.du.edu>
Source record: 212261

timf@nic.cerf.net (Tim Fitzgerald) writes:

> I am having no luck getting a hold of any of these publications.
> I have internet ftp, news, and mail access. I have had no luck
> at all with alt.znet.pc. If anyone could help me in finding the
> latest copies of any or all of these magazines, and a reliable
> way to access them in the future I would be very thankfull.

Tim, you can find these magazines at atari.archive.umich.edu in
atari/Magazines. I usually put up the latest issues there over the
weekends if their ftp access is not too busy. I will continue to put them
there until being told to stop, so if you want them, there they will be.

Dan

--
dcable@nyx.cs.du.edu

788. 1040 problems

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 05:05:22 UTC
From: SML108@psuvm.psu.edu
Message-ID: <93014.000522SML108@psuvm.psu.edu>
Source record: 212263

Hi, the problems I previously posted as arising from my hard drive may be instead based in the 1040ST I have just acquired...

Here's a quick re-description...
I have a seagate ST157N hooked to an ST host adaptor in an ICD FAST drive. When this drive is used with my TOS 1.4 520ST, it works fine. When it is used with my new TOS 1.2 1040ST, it gives frequent write sense errors, leading to it being less than optimally useful... Any ideas?

Scott

789. Re: ADVOCACY: Does name calling and distortion do anyone any good?

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 05:14:00 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11679@uqcspe.cs.uq.oz.au>
Source record: 212271

chu@acsu.buffalo.edu (John C. Chu) writes:

>... most people don't have a need for DSP,
>especially if their main application is word processing and most
>people who buy a Falcon probably will not use it for general purpose
>computing.

If people's main applications is word processing, just about anything
will do. The DSP is useful for more than just sound. Anyone who wants
so view images could gain greatly by having a DSP to implement JPEG
[de]compression.

Anyone who wants a modem will also benefit by having the modem implemented
in software - using the DSP to produce the analog signals for the phone-line.

John, all you comments would be valid, except that a DSP is not a niche
processor.

>The current "Power without the Price" system is probably some 486/50
>box from (hopefully, a reputable) mail-order dealer (like Gateway)
>running Linux and color X.

And that's all. No applications software whoatsoever. It's still only
a 386-Unix-hackers toy, John.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

790. Re: ADVOCACY: Re: Convince me to stick with Atari. Why Bo

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 05:30:20 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1j2tpcINN2mk@life.ai.mit.edu>
Source record: 212264

In article <1993Jan14.043949.14850@mnemosyne.cs.du.edu> dcable@nyx.cs.du.edu (Dan Cable) writes:
>We are currently in the process of replacing IBM PCs at work with STs.
>They are simply easier to use and we don't seem to have any difficulty
>getting software or service in our area for Atari.

I worry about what will happen to the company because of this. At this point it seems very short-sighted to assume that the situation you describe will continue. For the same reason you can't get this kind of support for a VIC-20 now, you may not be able to get any software or service for your Atari computers in the not-so-distant future.

>I do realize that for some things I will only have a choice of one or
>at best a few programs instead of many, but most ST software I have
>used has been of good quality and very reasonably priced.

The problem is not that you will end up with few choices, but that you may end up with none. Developers are leaving the Atari world, and they're not being replaced. The fewer developers you have, the less software gets sold, and the less attractive the market is to developers. Eventually they're may not be any developers writing the software you need.

Consider the current status of the Atari 800 world: it's a small, close-knit group of fans who have to live with writing their own software or not having new applications. (And the 800 is a much better-designed machine than the ST.)

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

791. do 18

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 05:39:05 UTC
From: i9853100@skyblu.ccit.arizona.edu
Message-ID: <1993Jan13.223905.1@skyblu.ccit.arizona.edu>
Source record: 212266

```
For sale....atari520st w/1 meg....pcditto II board installed....external disk
drive and a number of games plus 50-70 disks of pd stuff...for sale cheap...
make an offer...
email i9853100@ccit.arizona.edu
```

792. Is this programing tactic ok?

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 06:56:18 UTC
From: wilsont@rahul.net
Message-ID: <C0u0Lu.8L9@rahul.net>
Source record: 212274

If I opened a VDI workstation, and then polled it for bitplane info, resolutions and the like, would it be ok then to pass this to a custom assembly routine that writes to Physbase/Logbase ?

I'm writing a polygon based graphics program, and would like a high fram rate. at current, i get 2-3 frames a second using pure VDI.

--
Timothy Wilson <wilsont@rahul.net>

793. Flash

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 07:00:16 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73546@cup.portal.com>
Source record: 212272

George Frajkor writes:

>Why don't the original programmers of Flash rejig the code and bring it
>a little more up to date?

Actually, Alan Page, the original author of Flash has been working on a completely new telecommunications program called STORM, originally to have been released through Double Click Software before they closed down.

Unfortunately, Alan has now found a "real" job which has the potential of paying for food and rent, so STORM is on the "back burner"...

(Unfortunate for us, fortunate for Alan..)

STORM has all the things everyone wished Flash had (Including ZMODEM) except perhaps emulation for all the esoteric terminals UniTerm seems to support.

BobR

794. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 07:11:29 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73547@cup.portal.com>
Source record: 212275

Warwick Allison writes:

>Oh, and as far as IBM are concerned, there is no **OS** for PC's, because
>DOS is written by Microsoft, which, when I last looked was NOT a subsidiary
>of IBM.

Well, golly gee, Warwick.. the DOS 4.01 disks that came with my IBM PS/2
say IBM on them.. they contain PC-DOS 4.01, which is an IBM product,
NOT a MicroSoft product.. so I guess you're wrong.. sorry..

Dave's point is that an ST, as it comes out of the box has *no* CLI
at all.. there's absolutely no way to issue commands to the computer
other than by clicking on icons and windows.

Sounds like *you're* grasping at straws trying to refute that...

(Actually, I've lost track of what exactly the point of any of this is..)

BobR

(Incidentally, this subject line of this message does *not* contain the
word ADVOCACY, mainly just to annoy Warwick..)

795. (none)

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 07:13:00 UTC
From: only_bbs!Pizza_Thief@under.mind.ORG
Message-ID: <2430853@under.mind.ORG>
Source record: 212273

Concerning the Falcon (like half the other nonsense on this board):
If it does fail as badly as everyone is predicting, then I'll be
able to get one without spending an arm and a leg, and it will still
do what I want (read as: direct to disk recording at a sane price).
If it's successful, then I'll be able to get one anyway, if at a
somewhat less bargain basement price. If it's gone entirely, I have
no doubt that someone else will pick up the idea and run with it,
then I'll buy that system. If poor Falcon marketing kills Atari, I
think it will be bought out by someone else for a song, and perhaps
they will make something out of the Falcon as a low-end machine.

--
via Fortress Gateway at uumind.mind.ORG

796. Re: ST Upgrading

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 07:27:28 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b5509a2@Kralizec.fido.zeta.org.au>
Source record: 212276

Original to: dmb@case.ai.mit.edu

>> On a similar note, I read a message a while back (I forget from whom)
>> about a text editor for the PC that ran "considerably faster" than
>> Tempus.
>>
>> This may be true, but only because the hardware was upgraded at a
>> considerable expense.
d>
d> Actually, no. Epsilon Emacs runs considerably faster than Tempus on a
d> lowly 286/12, which is probably as slow as (of not slower than) the
d> 8Mhz 68000 in the ST. Epsilon is also programmable in C, lets you edit
d> multi-megabyte files quickly and easily, and just generally impresses
d> the hell out of me. It's a programming marvel -- proof that even
d> Intel-clone sellouts can write kick-butt code. (And you thought they
d> were all mindless drones, didn't you?)
d>
d> Faster than Tempus on a 286/12, yup. But you should see it run on a
d> 486/33!

smile but start it up in a graphical mode, where it has ~32K to move to scroll the screen, or better still, an arbitrarily-sized region in the middle of the screen, rather than ~4K (or maybe a little more if you use a decent video mode).

Tempus _still_ kicks some serious ass when it comes to speed (I can sort the entire Fidonet nodelist in <5 seconds, and there aren't all that many text files you find that are bigger 8) - and TempusWord is _scary_.

Sounds like a neat editor - is it a "real" emacs, or are they just hitching a free ride on the name?

d> If you don't like Windows, DON'T RUN IT. I never use Windows. I hate
d> it. If I wanted a GUI I'd use a Mac; at least they have a decent one.
d> PC software that supports Windows always comes with a DOS interface
d> too. You don't HAVE to have Windows.

Yay! You got my support there - although there _are_ some otherwise good and useful packages that no longer come with character-mode interfaces 8(. Whatever happened to "runtime windows"? did it ever appear?

d> Epsilon is an example of this better software. Boycott Microsoft if
d> you don't like them, but don't take your hatred of them out on the
d> Intel machines themselves.

Nice summation. Pity that I hate the hardware too tho. 8-)

d> Dave Baggett

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

797. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 07:30:48 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73548@cup.portal.com>
Source record: 212278

jking@nmt.edu ('Admiral JC' writes:

> I've said too much already....

_
>/\/\/\/\> ... Slither ...

Not at all..!! We need as many different thoughts and opinions on all these things as we can get..!

There are far too few voices being heard here.. we need to hear from everyone who's affected by the events we're seeing.

>Atari needs to find some way of bringing the second kind of choice back
>to their side of the equation.

Exactly..! If Atari could only produce the Falcon in sufficient quantities, deliver them to sales outlets, and market them to the general public, it wouldn't matter whether they have 16 bit or 32 bit busses, or VGA or SuperVGA graphics..

All that could follow eventually.. what they need to do is get *something* out in front of the buying public..

BobR

798. Re: Anyone having problems with Newdesk??

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 07:38:28 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b550ae7@Kralizec.fido.zeta.org.au>
Source record: 212277

Original to: jonal@dhhalden.no
In a message of <07 Jan 93 11:28:03>, jonal@dhhalden.no (3:713/602) writes:

j> Hi everyone and a Happy New Year to you all!
j>
j> I've been having a few weird problems with my TT - my keyboard shortcuts
j> on the desktop gets trashed as soon as I use an application...

I have similar experiences with 3.05UK.

j> What happens is this:

...

j> It simply adds the header + the first one and a half code to the
j> existing string for no apparent reason. I have to re-edit my .INF file
j> everytime I add an icon and stuff like that and my sh/c's are useless.
j> Have any of you experienced this?

Similar, except that it doesn't trash them, it simply saves them on the end
of the previous line (I think, I gave up trying to fix it ages ago and just
learnt the defaults).

j> I'm using a fairly new version of the TT (1.44 MB drive) w/ TOS 3.06. 2
j> MB ST RAM (My GE-SOFT 32MB card came back from Germany today - I'll test
j> it later on). No additional software loaded except the AHDI 5.00 driver.
j>
j> Please reply if you've seen these things happen...

Well, there you have it. It pissed me off, but it's more of an annoyance
than a problem to me.

j> Nomad

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

799. Re: STalker vs Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 07:44:12 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b550c6a@Kralizec.fido.zeta.org.au>
Source record: 212279

Original to: jhenders@jonh.wimsey.bc.ca
In a message of <07 Jan 93 19:46:18>, jhenders@jonh.wimsey.bc.ca (3:713/602) writes:

>> One thing that I would like to know about Stalker is if it will allow
>> me to have a 49 line screen like I use in Uniterm... this is essential
>> for me (not I have a mono monitor).
j>
j> This is the one thing STalker seems to get wrong. I tried a smaller
j> GDOS font in STalker to try to get more line/columns on screen, but
j> STalker just shrinks it's window down to 80 col/24 line. I tried to mail
j> Eric about this, but it seems he no longer has Usenet access.

Your problem there is that you haven't upped the size of the history buffer (you have to restart STalker, or reboot if it's a DA after you do this)

j> From what I've seen, your best bet for this is ConNect. It allows
j> this, and even supplies a few smaller GDOS fonts for the purpose. The
j> only thng I don't like about ConNect is it's dialer, but that's a minor
j> complaint.

I'd have to agree with you there - I use STalker coz I bought it before I saw CoNnect, and also for the BackTalk scriting language...

Speaking of CoNnect, what the f* does it do to know that it's been run on your machine? I don't want to reverse it to get 'unlimited' trials, I just want to put it back to the way it used to be!

\`miff` /|\
--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

800. Re: ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 07:47:36 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73550@cup.portal.com>
Source record: 212281

Matt.. (01mbmccabe@leo.bsuvc.bsu.edu) writes:

>I should've said, "What I _intended_ the arguement to be..." And I don't
>necessarily think MS-DOS machines suck. I _DO_ necessarily think they are
>wa-a-a-ay over-hyped. Regardless of whether they are the "thing to have," t
>are not the best computers in the world. Period.

I think that a lot of what are being perceived as "Anti-Atari" messages
and arguments here are nothing more than attempts to correct the volumes
of misinformation and misinformed opinions that have been put forth in
an attempt to show that "my computer is better than your computer"...

I certainly don't think the IBM PC or any of its clones is the "best
computer in the world", but I do acknowledge that there are an awfully
lot of things going for them. Far more things than are going for the
Atari ST... which I *DID* used to think might have had a chance of
becoming the "best computer in the world"...

Unfortunately, the "parents" of the ST locked it in a closet and refused
to admit that their "child" might actually be something with some kind
of worth to anyone else...

BobR

801. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 07:49:48 UTC
From: cmedley@wam.umd.edu
Message-ID: <1993Jan14.074948.15244@wam.umd.edu>
Source record: 212280

In article <73547@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Warwick Allison writes:
>
>>Oh, and as far as IBM are concerned, there is no **OS** for PC's, because
>>DOS is written by Microsoft, which, when I last looked was NOT a subsidiary
>>of IBM.
>
>
>Well, golly gee, Warwick.. the DOS 4.01 disks that came with my IBM PS/2
>say IBM on them.. they contain PC-DOS 4.01, which is an IBM product,

Bob, I believe the product PC-DOS as distributed by IBM is simply MS-DOS
as it is resold by IBM with their machines. The actual programming was
done by Microsoft, and IBM simply licenses it, or so I understood.

>NOT a MicroSoft product.. so I guess you're wrong.. sorry..
>
>Dave's point is that an ST, as it comes out of the box has *no* CLI
>at all.. there's absolutely no way to issue commands to the computer
>other than by clicking on icons and windows.
>

This is true. Out of curiosity, though, does the Mac come with a CLI?

--
---- --- /| /| |\
/-- /| / o / _ / |/ | |_\ Software
/ / |/ / /__/ / | | \
--------------------------------->

802. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 07:52:45 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Jan14.075245.19351@beaver.cs.washington.edu>
Source record: 212282

In article <73477@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>
>Incidentally, Bill Rehbock says MultiTOS is ready to go, *now*

Yes, in the latest Atari Explorer Online, Bob Brodie says he expects to have deliverable copies within about a week. He also confirmed that it will be made available for 68000-based ST users, in addition to the TT030 and Falcon030.

>
>I forgot the price he said it was going to be sold for, but the
>number $137 sticks in my mind.

Bob Brodie says the pricing has not been decided yet, but he said one option was to upload it to GEnie for access (remember how they did FontGDOS?). Everyone in the RTC responded positively to this idea (makes sense, I suppose :-), so with any luck Bob will be able to carry his weight with the upper management and get MultiTOS available for this type of distribution.

>
>BobR

Regards,

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

803. Re: .APP doesn't work on MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 08:01:16 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.dhtBmaQTLQE@yonder.equinox.gen.nz>
Source record: 212293

In <11653@uqcspe.cs.uq.oz.au>, Marshall Harris (G.M. writes:

>Thanks to all who replied. The line for .APP was missing in my NEWDESK.INF.
>It's fine since I edited it. I don't know how it went missing in the first
>place!

That's good that you sorted out the problem....
I was about to suggest the bug (?) in tos/gem that causes this to happen
using GEM with some programs... if you choose CANCEL and try again a few
times it goes in the end. This seems to only happen on STE's.
Oh yeah, it's not just with APP, PRG does it too.

BTW: anyone know why GEM does that sometimes???

Craig.

--
* Craig Shore. Phone +64 3 3852501 *
* Email: from in NZ - craig@yonder.equinox.gen.nz *
* from rest of world - shore_c@kosmos.wcc.govt.nz *
* PLEASE DON'T mail to yonder from outside NZ. Thanks! *

804. Re: ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 08:31:34 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.r1cryeFeao6@yonder.equinox.gen.nz>
Source record: 212294

In <1993Jan12.193457.27858@nosc.mil>, Mike Healy writes:

>I do think that piracy is more pervasive on pc's. Every person I know
>who has a pc has pirated commercial programs.

Every person I know with a _computer_ has pirated software.Any computer!
People I know with PC's have spent a fortune on software that they've pirated
and decided that they need so they've gone out and paid for a genuine
copy with manuals (which are just about necessary to make full use of
any PC program). I don't see any ST owners doing that, although there
probably are some in this big wide world.

Craig.

--
* Craig Shore. Phone +64 3 3852501 *
* Email: from in NZ - craig@yonder.equinox.gen.nz *
* from rest of world - shore_c@kosmos.wcc.govt.nz *
* PLEASE DON'T mail to yonder from outside NZ. Thanks! *

805. Re: ADVOCACY: Re: re W Magro's posting

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 08:36:06 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73553@cup.portal.com>
Source record: 212283

>> David I can feel your world dropping on your head, get it out of the
>> sand man.
>> Long live the Atari Platform chaps!

>Good grief.

>Dave Baggett

Funny isn't it, how the very word "Atari" can rot some peoples' brains..

You might meet them on the street and think they look fairly normal, but say anything that even remotely challenges their imagined "Atari utopia" and they completely flip out... "Hope your penis shrivels up" is about the best you can expect from them... logic and clear arguments are a lost cause...

BobR

806. Re: ADVOCACY: Re: re W Magro's posting

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 08:41:45 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73556@cup.portal.com>
Source record: 212284

That was a cute posting, Jon.. no facts, no reasonable arguments, but cute..

I guess that's about the best I've come to expect from the Atari world though.. nothing to say, so personal attacks will have to suffice..

BobR

807. Re: ADVOCACY: Does name calling and distortion do anyone any go

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 08:56:53 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73557@cup.portal.com>
Source record: 212285

(Not wanting to involve anyone personally..)

>Having worked on both PC clones and Ataris, I have yet to see a PC
>clone that is as difficult to upgrade as an ST. This doesn't mean that
>upgrading PC clones is the cakewalk that BobR seems to try to imply it
>is.

Once again.. my position is that the PC was DESIGNED from the first to be expandable.. the ST was NOT.

Regardless of what difficulties might be encountered in upgrading a PC, they are trivial compared to having to wield soldering iron and hacksaw to upgrade an ST.

(Maybe I should dedicate a macro key to this, eh..?)

>Or am I trying too hard to find some logic in this and this flame war
>is strictly a religious battle?

Yes... I think it borders on the "religious", and a lot of it has little basis in logic...

BobR

808. Re: Canadian support was: Re: RFD: What to do with

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 09:09:31 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73558@cup.portal.com>
Source record: 212286

AL RASHID SHAHIR writes:
>Saved by Technology have been anti-Atari for quite a long time now...

Well, ok.. assumming that's true.. WHY would a retailer whose livelihood depends on selling products from various manufacturers be "anti" ANYTHING???

Did they just wake up one day and say to themselves "Hey Self.. let's be Anti-Atari from now on"...?

Did they have a visitation from Aliens From Space who hypnotized them into becoming "Anti-Atari"...?

Did an agent of the "government" approach them and convince them that it would be in the "National Interest" if they were to become "Anti-Atari"???

Why in the world would a retailer become "anti" anything...??

You don't possibly think it could have anything to do with their relations with the company, do you..? No.. I didn't think so..

BobR

809. Re: meta-comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 09:20:13 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73560@cup.portal.com>
Source record: 212287

Mike Olin writes:

>Oh, don't misunderstand me... I don't hate the COMPANY. I hate the
>STOOOOOPID fucks who are driving my favorite computer into the dirt.

Heh.. are you sitting down, Mike..?

The latest word is that Jack is on the verge of replacing Sam with
Garry...

The MAN who brought Federated back from the very brink....

Let's hope that when he shoots it's only his foot that he hits..!

(BTW, Dan.. yes, we're VERY lucky here in Michigan that we still have
TWO whole Atari dealers to choose from.. some states don't have ANY..)

(Care to try counting all the PC and Mac dealers in the same area..??)

810. TOS 2.05, 2.06

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 09:21:53 UTC
From: lchd_ss@uhura.cc.rochester.edu
Message-ID: <1993Jan14.092153.17847@galileo.cc.rochester.edu>
Source record: 212288

Can someone tell me what's the different between TOS 2.05 and 2.06?
And what's the lastest TOS that can be put on a MegaSTE and how?
Another question is if it's possible to upgrade the internal
floppy drive to 1.44Meg without having too much trouble?

While type this message, I accidentally press shift-sd and
I got this on my screen --- S<stuff that I stored for F-1 key>D
I am using Uniterm 2.0e. What actually happend? I have
came across this a few time with my 520ST and I thougth there
were problems with the keyboard but I am using a different keyboard/
machine now.

Thanks
...
Ling Cherd

811. Which ST Sampler?

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 09:41:31 UTC
From: mcsdc1ph@dct.ac.uk
Message-ID: <1993Jan14.094131.2782@dct.ac.uk>
Source record: 212292

Hi.

A few suggestions to my dilemma would come in handy:

I want to buy a sampler for STe tracker uses, and my local stockist has two available. Mastersound II, and Stereo Master.
Does anyone have either of these? Which would you recommend?
Both are priced at 39.95p (Although I'll probably get it for 29.95)
I have just started writing tracker music with my STe, and feel very limited without a sampler, and so basically want one that will cater for all the needs of a musician (like finetuning of samples,etc), an also because I want one that looks very professional and glitzy! (sorry)

I have both TCB tracker and NoiseTracker.

One more thing, I saw a program on the Amobea which allows you to load up a game, etc, reset, load the routine, which will search for .MODS and/or samples, and allow you to save them off.

Is there such a proggy for ST?

I want one for basically two reasons: One, there are many nice samples used in certain games, that I would like to use myself.
Two: A lot of ST-Tracker game music is ported from stinking Amobeas, with in game tracker music included in the file. Now as we all know, there are very few ST (STE too, which aggrivates me to hell!) games which have in-game tracker music, merely the abominable crap-chip noise.
BASICALLY! It would be nice to hear all those other tunes from ST!
They do do this, because I've got a rip of the BEAST 2 music, which features all the amiga music from in game as well as the title theme. (Which is all that we got!)

Sorry for gibbering on,

I'd be grateful if you could help!

Feekzoid

812. Re: ADVOCACY: Re: Convince me to stick with Atari. Why Bo

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 09:41:57 UTC
From: wvleeshh@wg.estec.esa.nl
Message-ID: <1993Jan14.094157.3812@wg.estec.nl>
Source record: 212057

In article <H.ea.Gdd&60m3xj6@yonder.equinox.gen.nz>, craig@yonder.equinox.gen.nz (Craig Shore) writes:
> In <1iumgmINNsp1@life.ai.mit.edu>, David Baggett writes:
>
> >How is it defeatist? Writing good software takes an enormous amount
> >of time, and in the Atari market it's done with no thanks at all.
> >The attitude of "why bother" is the Atari spirit now, it seems.
> >"Why bother trying to get new users on board?"
>
> New users of what? I certainly wouldn't reccomend anyone to get an
> ST, it's old & expensive by todays standards... and as for the
> Falcon, i'd be suprised if I _ever_ see one in this country.
> I honestly couldn't seriously reccoment to any _new_ user to get
> an Atari.
>
> The current user base is a different story though, we've already got
> the machines, they're not too bad for their age, they could have
> done with a faster serial port & multitasking that the amiga from
> the same period has, but they're nice to use. There's still lots of new
> software coming out from the PD/Shareware writers.
>
> >"Why bother trying
> >to keep developers happy?" "Why bother sending in my shareware
> >payment? Let Dave Baggett rot in hell!"
>
> Yeah I agree.
>
> Just kidding!!! ;-) ... I don't use any Dave Baggett software, but even
> if I did, I wouldn't be sending any money for it. The reason... I haven't
> got any money to send! If you write for fun, i'd encourage you to stick
> with us Dave, you'll never see any money from us, but you'll have our
> support and appreciation. If you want to raise some money, try writing
> for the PC. I don't know if you'll do much better, but there is a much
> larger user base.
>
> Now a serious question... Is there any user here that has the cash to
> go out and buy a new system that is sticking with the atari???
> If so why?
>
> The reson for me asking is that I suspect that most other users here
> are in the same boat as me.... they can't afford to move on.
>
> Craig.
>

>
>

To answer your serious question here, yes I will buy the Falcon, as I think it is the only machine which has got its act together.
Reasons:
1. It uses Motorola chips and not the Intel Chips (designed by idiots).
2. The DSP chip in the Falcon comes in handy in decoding WEFAX and RTTY signals from my HAM radio.
3. I am very satisfied with Atari machines. I have been using an ST for the last 5 years, and the machine has never let me down so far.
4. I am sick of using PC's, which is a standard here at my workplace. I have done installations of S/W and H/W on about thirty PC`s and I must say it needs a hell of a lot of knowledge about the machine before you can get all the apps to work correctly with each other.
What bugs me most about these stupid machines, is the memory layout. 'Normal memory`, High Memory`, Extended, Expanded, and for the last three you always need special drivers, which eat into your idiot 640k memory.
I prefer having the OS in ROM, and having the full RAM available for Apps, not having to install all kinds of crap to get the system running and eating up my memory.
5. The windowing systems in use today on PC`s is no more sophisticated than GEM, in fact I prefer GEM, at least I know where to find things. Windows needs all kinds of setup specials like Pif files. The file manager in Windows is crap, try copying a file from one directory to another.
OS/2 is another one of these badly written OS`s with a level of complexity which puts even Messy-Dos and Messy-Windows to shame.
6. I have no need for programs written for PC`s, all the programs I run on my ST are good enough for me, I never get the `Out of memory` message on my ST, which happens quite frequently on PC`s.
7. Apps written for ST's usually cater for people with minimal machines, on PC`s the programs you get nowadays assume you have at least umpteen Megs of memory and consequently need a fast processor. (Why can`t people write small and fast apps anymore? I had some beautiful S/W running on my 48K Spectrum!)

I could go on and on with this, but will leave it for now. Hope it helps.

Wim Vleeshhouwer
European Space Agency
Noordwijk
Netherlands
>
> --
> * Craig Shore. Phone +64 3 3852501 *
> * Email: from in NZ - craig@yonder.equinox.gen.nz *
> * from rest of world - shore_c@kosmos.wcc.govt.nz *
> * PLEASE DON'T mail to yonder from outside NZ. Thanks! *

813. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 09:56:53 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C0u8yw.73y@news2.cis.umn.edu>
Source record: 212290

In article <73547@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>Dave's point is that an ST, as it comes out of the box has *no* CLI
>at all.. there's absolutely no way to issue commands to the computer
>other than by clicking on icons and windows.

I'm not sure WHY this point has to be made. After all, the Macintosh "out of the box" has *no* CLI at all either. Does this make the Macintosh an inferior computer?

- DPZ

814. Re: Spectre & TT

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 10:13:07 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Jan14.101307.23297@email.tuwien.ac.at>
Source record: 212291

wenzel@marsu.tynet.sub.org (Markus Wenzel) writes:
: In <1icdfqINNt3j@nz12.rz.uni-karlsruhe.de>, Juergen Angele writes:
[...]
: > 2. Is the internal SCSI disk accesssible by the Mac?
: No, not yet, 3.0 only supports ACSI drives. Should be supported with 3.1,
: if it is released at all.

Does this mean, that Spectre 3.0 supports the internal harddisk
of the Mega STe, which is an ACSI? (actually it's an SCSI drive,
but recognized as ACSI)

-MY

815. Re: Julian Reschke involved with MultiTOS devel

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 10:30:25 UTC
From: julian@math.uni-muenster.de
Message-ID: <1j3fc1INN175u@obelix.uni-muenster.de>
Source record: 212295

In article 41E@sci.kun.nl, sanders@sci.kun.nl (Sander Stoks) writes:
> At the Falcon Party I visited, I talked to one of the operators
> of the Falcons there, an employee of Atari, and we discussed about
> MultiTOS. He told the public about Eric Smith, and said (about) "And
> one of those famous German programmers is now working for us too, in
> the development of MultiTOS. But I can't remember his name at the
> moment."
> "Julian Reschke?" I guessed.
> "Yeah, I think that was him," he replied.
>
> If this is true, than Atari made it's second good move in recent
> history, after the employing of Eric Smith. Can anybody confirm this?
> (Mr. Reschke?)
>

This is news to me :-) No, I'm not working for Atari.

> Boy, am I looking forward to the Falcon Profibuch!
>
> Sander SToks
> sanders@sci.kun.nl
>

Things take time. We are working on new editions of the Profibuch, but do NOT
expect them to be available this year. MultiTOS, SpeedoGDOS and the Falcon hardware
are a lot of things to understand and to document...

_____ cut here _____
Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de
_____ correct me if I'm wrong _____

816. Re: Gem

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 11:10:05 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan14.111005@cs.bham.ac.uk>
Source record: 212296

I got TOS 2.05 with my MegaSTE and I've stopped using NeoDesk 3 to use NewDesk(TM!)... then new version of the Atari Desktop. Once you've set up some decent icons and keyboard shortcuts and window colours etc. it's very nice and I think it's a lot tidier than NeoDesk.

But it's all a matter of personal opinion. I looked at Gemini, went "ugh, big icons!" and got rid of me, but that's just me. As long as the straight GEM desktop comes close to the replacements, I'll use the official version.

Cue desktop flamewar, I fear.

David.

< David Oakley, ASTRAsoft shareware producers. >
< Internet: dxo@cs.bham.ac.uk >
< RealMail: 6 Watlands Rd. Bignall End, Stoke, ST7 8QQ, England. >
< >
<It's a common mistake, made by all truly stupid people.' - Kryten>

817. Re: bug in gnu libs PL 85 ?

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 11:21:01 UTC
From: erikjan@icce.rug.nl
Message-ID: <12444@obelix.icce.rug.nl>
Source record: 212059

In <1993Jan12.152127.27821@arbi.Informatik.Uni-Oldenburg.DE>
Frank.Moehle@arbi.informatik.uni-oldenburg.de (Frank Moehle) writes:

>and GCC 2.3.1 and the GNU libraries PL 85.
>Recently, i found out something strange :

Also, the arguments to bsearch are reversed.

EJee
--

Erik-Jan Vens. E.J.Vens@icce.rug.nl
--
The ICCE usenet account
providing access to usenet news
for the ICCE Experience
_WERKEN_AAN_DE_GRENZEN_VAN_HET_KUNNEN_

818. Re: ADVOCACY: Falcon - Why I'm buying it...

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 11:29:10 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.TmHFgFAaJFI@yonder.equinox.gen.nz>
Source record: 212069

In <C0ro2w.Gtu@ecf.toronto.edu>, AL RASHID SHAHIR writes:

>2) Okay, how about the graphics? Not all too great..But look at the PC market..
>Sure there are lots of incredible graphic cards, but who actually gets them?

everyone!

>And for what reason? (I've asked! And the usual answer boils down to - showing
>off...) Hey, showing off is great, but I'm not shelling out for a damn
>show case machine!!

It is useful having a reasonable screen resolution. Have you ever tried using
Windows? When you get into the world of multi-tasking, you'll have more
than one window on the screen at a time (a different program in each one).
You need to have a decent resolution so you can see each window clearly.
I'm a bit ignorant about the Falcons capabilities (i'm ignoring it until
it actually exists in the shops to buy (not necessarily the shops here,
I doubt it'll ever be here at all, the market is dominated by PC's, Amiga's
& Mac's here.. aparently there's not even an Atari distributor in the
country any more.)) but could someone tell me, how would the falcons
screen resolution handle several windows on the screen at once?

Craig.

--
* Craig Shore. Phone +64 3 3852501 *
* Email: from in NZ - craig@yonder.equinox.gen.nz *
* from rest of world - shore_c@kosmos.wcc.govt.nz *
* PLEASE DON'T mail to yonder from outside NZ. Thanks! *

819. Fantasy Games

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 11:39:42 UTC
From: kpetouss@cs.ruu.nl
Message-ID: <1993Jan14.113942.24922@cs.ruu.nl>
Source record: 212058

Anybody Out There ?
Where were the Times that the News was full of DM tips hints questions etc..Nobody needs help in the middle of his game. Desperately crying out how to get past level 72438 of game X. Is Atari really dead ?

I start to believe that every atarian has gone serious - marry, study, work, die... Have you forgotten that games are fun and important too?

Personally I don't care a fuck about most of you. I don't care whether atari dies or not. It's just survival of the smartest.
I am having fun with Utopia and progressing slowly in Knightmare.
There are whole Worlds to disc-over and rule, enough for the rest of my life. And I'm happy about it.

Please don't react.
I don't care.

Kos

820. Re: re W Magro's posting

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 11:55:31 UTC
From: mapmh@gdr.bath.ac.uk
Message-ID: <1993Jan14.115531.8592@gdr.bath.ac.uk>
Source record: 212300

I do wish people would stop cross posting alt.flame threads - no, wait
they didn't! Gosh this is actually a thread line from intelligent (huh?)
people talking calmly and rationally about interesting things to do with
the Atari computers, (although I'm not sure that smash your computer
to bits with a sledge hammer is really interesting, since you can only
do it once).

And Dave, since you seem pretty good at this flame lark, you're not perchance
one of the more well known flamers from alt.flame are you? (Posting under
a different id of course).

Mark

PC clones! Ha! I get much better performance on my Cray!

821. Re: The compatibility story (Falcon & A1200)

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 11:58:35 UTC
From: ee92pms@brunel.ac.uk
Message-ID: <C0uELq.HDL@brunel.ac.uk>
Source record: 212051

: no-one is going to convince
: me that direct FDC/DMA access is a better way of loading your data than using
: system calls. It ties the program to floppy and if software timing loops are
: used then it fails on a faster machine. If programmers had avoided such brain
: damage then maybe today we'd have really big games that install on HD.

You seem to have forgotten the problem of copy protection. The difference between the PC and The St is that on the PC it is expected that the owner
has a hard drive attached, which is not a reasonable asumption upon the ST and so the programmer must be aware that the game will be played from floppies.
As such he must protect them from being copied and so must screw the disks up completely therefore using the system calls would be a tiny smidgen obvious.
(Sorry, sarcasm is not really called for)

: There are very few reasons why a game has to take over the whole machine.
: Why can't we have programs that run from hard disk, go into whatever
: resolution they want, play, and then quit back to the original desktop.

Agreed Totally!! But only if the games world decided to either completly
forget copy protection (might even cut down on piracy) or go to some other form.

: If programmers of simulators like Falcon or Formula One Grand Prix had obeyed
: some simple rules think how much their programs would benefit from the extra
: speed of the Falcon030.

: No, I'm afraid there is just no excuse for bad programming.

No Excuse what so ever, But remeber what they have got to cope with!!

Paul. (No fancy quote as yet)
EE92PMS@BRUNEL.AC.UK

822. Re: Which ST Sampler?

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 13:13:16 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan14.131316@cs.bham.ac.uk>
Source record: 212053

In article <1993Jan14.094131.2782@dct.ac.uk>, mcsdc1ph@dct.ac.uk writes:
|> Hi.
|>
|> A few suggestions to my dilemma would come in handy:
|>
|> I want to buy a sampler for STe tracker uses, and my local stockist has two
|> available. Mastersound II, and Stereo Master.
|> Does anyone have either of these? Which would you recommend?
|> Both are priced at 39.95p (Although I'll probably get it for 29.95)
|> I have just started writing tracker music with my STe, and feel very limited
|> without a sampler, and so basically want one that will cater for all the needs
|> of a musician (like finetuning of samples,etc), an also because I want one that
|> looks very professional and glitzy! (sorry)
|>
|> I have both TCB tracker and NoiseTracker.
|>
|> One more thing, I saw a program on the Amobea which allows you to load up a
|> game, etc, reset, load the routine, which will search for .MODS and/or samples,
|> and allow you to save them off.
|>
|> Is there such a proggy for ST?
|>
|> Feekzoid

If I'm right, Stereo Master is the new version of Mastersound, so it'd make sence to buy that if they're the same sound.

These days I suspect games programmers will be attatching memory blankers to the RESET vector, but a program to dump memory to disk attached to the screen would be possible...

<thinks>

Boot sector driven games would be a problem and also I doubt a game would bother leaving alone a malloced block of memory.

But it should be possible somehow!

David.

```
/_ // / / /
< David Oakley, ASTRAsoft shareware producers for the ST > || || / / /
< dxo@cs.bham.ac.uk; 6 Watlands Rd, Audley, S.O.T ST78QQ UK. > || || / / /
< It's a common mistake, made by all truely stupid people > _/|| ||\_/ /
< - Kryten > |_/ |_| \_|/
```

823. Re: AIM

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 13:28:02 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1993Jan14.132802.5201@aston.ac.uk>
Source record: 212052

Erm... What exactly does AIM do? I know it's graphical manipulation,
but that doesn't say much. What uses does it have? Can it enhance
images? Reduce blurring? How "smart" is it? How fast? Will it run
in mono? Is it still available? Hope these aren't too many questions,
answer any of them you know. TIA,

--
Tim Wright. \ Real Life sucks
wrighttj@cs.aston.ac.uk \ losers dry.

824. ADVOCACY: Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 13:33:54 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1j3q42INNh9c@life.ai.mit.edu>
Source record: 212054

In article <1993Jan14.074948.15244@wam.umd.edu> cmedley@wam.umd.edu (Flip) writes:
>>Well, golly gee, Warwick.. the DOS 4.01 disks that came with my IBM PS/2
>>say IBM on them.. they contain PC-DOS 4.01, which is an IBM product,
>
>Bob, I believe the product PC-DOS as distributed by IBM is simply MS-DOS
>as it is resold by IBM with their machines. The actual programming was
>done by Microsoft, and IBM simply licenses it, or so I understood.

It's just MS-DOS, I imagine, but it's still an IBM-distributed CLI for
PC's. If Atari bundled a copy of Gulam with every ST it would be the
same thing. They don't do that, and therefore there's no official,
Atari-sanctioned standard CLI that you can always assume people will
have.

>This is true. Out of curiosity, though, does the Mac come with a CLI

Not really, though Apple's MPW programmer's kit comes with a CLI.

Dave
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

825. ADVOCACY: Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 13:41:16 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1j3qhsINNhgc@life.ai.mit.edu>
Source record: 212055

In article <C0u8yw.73y@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>In article <73547@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>>Dave's point is that an ST, as it comes out of the box has *no* CLI
>>at all.. there's absolutely no way to issue commands to the computer
>>other than by clicking on icons and windows.
>
>I'm not sure WHY this point has to be made. After all, the Macintosh "out of
>the box" has *no* CLI at all either. Does this make the Macintosh an inferior
>computer?

NO NO NO NO NO NO NO NO NO NO NO NO NO NO NO NO NO NO NO NO NO NO NO NO

You have taken something I said and completed changed it around. This
just goes back to Bob's comment that any gripe I have with you guys
on factual points gets turned into "another reason I hate Atari,"
which is absolutely not the case.

The CLI point was simply to illustrate that faulting "DOS" machines
because they run DOS is unfair, because no matter how bad DOS may be,
it's better than the Atari-sanctioned equivalent, which is nothing.
The fact is that it is INANE to belittle the PC because it runs DOS.
You don't have to run DOS, just as you don't have to run the vanilla
GEM desktop on the ST or Hypercard stacks on the Mac.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

826. ADVOCACY: Re: re W Magro's posting

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 13:48:44 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1j3qvsINNhn2@life.ai.mit.edu>
Source record: 212056

In article <1993Jan14.115531.8592@gdr.bath.ac.uk> mapmh@gdr.bath.ac.uk (M Hagger) writes:
>And Dave, since you seem pretty good at this flame lark, you're not perchance
>one of the more well known flamers from alt.flame are you? (Posting under
>a different id of course).

I haven't been flaming anyone, though I've certainly been called a
lot of nasty things. *I* am just saying things that are my opinions
(one's I think are supportable with a reasonable amount of evidence)
that you just don't like to hear because they point out what's wrong
with your favorite computer (in a few cases), or, more often, what's
NOT wrong about other computers by comparison.

The people who view me as anti-Atari just because I challenge outright
lies made here about PC's and Mac's are the one's who are turning this
into a flame war. *I* never told anyone they "needed to laid," or that
someone else was a "Techno Bunny" because they refused to believe me.
Those things are from the keyboards of people who fail to mention.

>PC clones! Ha! I get much better performance on my Cray!

The reason these things turn into flame wars is because people who have
no understanding of argumentation make obscene generalizations like
this one without thinking about what they're saying. Crays are far
superior machines, yes, but I wouldn't suggest that they're the "best
bang for the buck," and they're not in the personal computer price
range. PC clones are -- you can get a complete PC system for less than
the Falcon will cost you.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

827. Re: 1040 problems

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 14:33:13 UTC
From: hojo@cbnewsb.cb.att.com
Message-ID: <1993Jan14.143313.16332@cbfsb.cb.att.com>
Source record: 212068

In article <93014.000522SML108@psuvm.psu.edu>, <SML108@psuvm.psu.edu> writes:
> Hi, the problems I previously posted as arising from my hard drive may be
> instead based in the 1040ST I have just acquired...
>
> Here's a quick re-description...
> I have a seagate ST157N hooked to an ST host adaptor in an ICD FAST
> drive. When this drive is used with my TOS 1.4 520ST, it works fine.
> When it is used with my new TOS 1.2 1040ST, it gives frequent write sense
> errors, leading to it being less than optimally useful... Any ideas?
>
> Scott

Atari DMA chip drivers have been marginal from the beginning. The standard
Atari DMA cable is only 18 inches long. It is quite possible that the ICD
cable which works on your 520 fails on the 1040.

See if you can borrow an official short Atari cable and see if it gets better.
Also, ICD may have an upgrade available for the cable you have.

PS: be glad you get write sense errors. The original SH204 wouldn't even
report errors.

Howard Johnson
ATT BELL LABS
att!mtatm!hcj
hcj@mtatm.att.com

828. Re: ADVOCACY: Does name calling and distortion do anyone any good?

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 15:20:25 UTC
From: chu@acsu.buffalo.edu
Message-ID: <C0uny1.C79@acsu.buffalo.edu>
Source record: 212071

In article <11679@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>>The current "Power without the Price" system is probably some 486/50
>>box from (hopefully, a reputable) mail-order dealer (like Gateway)
>>running Linux and color X.
>
>And that's all. No applications software whoatsoever. It's still only
>a 386-Unix-hackers toy, John.

which is what I'm looking for...
(although I'm not too happy about the 386 part...)

john
chu@acsu.buffalo.edu

829. Re: ADVOCACY: Does name calling and distortion do anyone any go

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 15:25:04 UTC
From: chu@acsu.buffalo.edu
Message-ID: <C0uo5s.CCA@acsu.buffalo.edu>
Source record: 212072

In article <73557@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>(Not wanting to involve anyone personally..)

I'll involve me personally, thank you.

I wrote this:
>>Having worked on both PC clones and Ataris, I have yet to see a PC
>>clone that is as difficult to upgrade as an ST. This doesn't mean that
>>upgrading PC clones is the cakewalk that BobR seems to try to imply it
>>is.

To which Bob replied:

>Once again.. my position is that the PC was DESIGNED from the first to be
>expandable.. the ST was NOT.
>
>Regardless of what difficulties might be encountered in upgrading a PC, they
>are trivial compared to having to wield soldering iron and hacksaw to
>upgrade an ST.
>
>(Maybe I should dedicate a macro key to this, eh..?)

Maybe you should. I'm glad finally to see a concise statement of your
position. (It got muddled a bit after the whole fiasco about just how
interchangeable motherboards really are.)

john
chu@acsu.buffalo.edu

830. New perl 4.035 version for Atari available on a.a.u.e

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 15:28:11 UTC
From: ridderbusch.pad@sni-usa.com
Message-ID: <RIDDERBUSCH.PAD.93Jan14152811@nordpol.sni.de>
Source record: 212073

I've uploaded new versions of J.R.Bammi's latest and greatest perl
4.035 port for the Atari computers (actually Martin did the ftp`ing;
thanks Martin).

```
They are available from atari.archive.umich.edu in the directory
atari/New. It is most likely, that the three archives will move to the
proper location soon.

Here is the 'readme' from the archives of the executables:
============================================================
* Tue Jan 12 15:32:00 1993

This archive contain the most upto date Atari version of perl
4.035. Jwahar Bammi send his latest improvements to me and I
compiled versions for TOS and MiNT with GCC 2.3.3. I created 3
archives:

- mperl.zoo: This file contains the MiNT specific version of
perl.
- tperl.zoo: This file contains the TOS specific version of
perl.
- slperl.zoo: This archive contains the changes for the Atari
version relative to the full perl distribution.
Also included is the 'lib' directory from the
perl distribution with the various perl
packages. I've also included a formatted ascii
version of the perl manual page.

So, to actually make good use of perl you either need
'mperl.zoo' or 'tperl.zoo' and 'slperl.zoo'. The complete
source distribution of perl 4.035 is available from nearly
every ftp server around the world.

Executing RCS 'ident' command on the TOS executables produces
the following output:

echo.ttp:
$PatchLevel: atariST/TT-TOS Gnulib: 86 $

perl.ttp:
$RCSfile: perl.c,v $
$Revision: 4.0.1.7 $
$Date: 92/06/08 14:50:39 $
$PatchLevel: atariST/TT PML: 20 $
$PatchLevel: atariST/TT-TOS Gnulib: 86 $
```

perlglob.ttp:
$PatchLevel: atariST/TT-TOS Gnulib: 86 $

Executing RCS 'ident' command on the MiNT executables produces
the following output:

echo.ttp:
$Patchlevel: MiNT library: 25 $

mperl.ttp:
$RCSfile: perl.c,v $
$Revision: 4.0.1.7 $
$Date: 92/06/08 14:50:39 $
$PatchLevel: atariST/TT PML: 20 $
$Patchlevel: MiNT library: 25 $

perlglob.ttp:
$Patchlevel: MiNT library: 25 $
==========
--
MfG/Regards

/==== Siemens Nixdorf Informationssysteme AG
/ Ridderbusch / , Abt.: STO SI211
/ /./ Riemeke Str.
/=== /,== ,===/ /,==, // W-4790 Paderborn, Germany
/ // / / // / / \ Tel.: (49) 05251-8-0
/ / `==/\ / / / \ NERV:ridderbusch.pad

Email: ridderbusch.pad@sni-usa.com (America (North & South))
ridderbusch.pad@sni.de (Rest of world)

831. Re: 'nuzzer modem question...

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 15:30:16 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.qnWXz_IyoBw@semprini.tdkcs.waterloo.on.ca>
Source record: 212060

In <1j1rvpINNi8q@ub.d.umn.edu>, The Piano Man writes:
> Please excuse me if this is an ignorant question, but I am ignorant (on the
> subjext of modems...) Can I use any modem on my Atari (like one from a
> computer store for IBM's and the like) or do I have to get a special Atari
> modem?

You can use any modem at all and, unlike Macs, the Atari uses exactly
the same cable as most PCs do.

If you don't have a modem, you might want to keep an eye out for used
2400 baud modems... a lot of people are upgrading to 9600 or 14.4k baud
modems, and dumping their 2400s cheaply... $50-$75 is the asking price
I've seen.

RS-232C cables are usually ~$8 I think.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

832. Flash 1.6 (was Re: A letter to Dave Baggett)

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 15:39:14 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.L3OumaCmlPo@semprini.tdkcs.waterloo.on.ca>
Source record: 212061

In <3967@isgtec.isgtec.com>, Ken Newman writes:
> Sorry, but anyone who says Flash is a piece of junk is either blind
> or an a**hole. Flash (1.6) is a great program, the only thing Uniterm
> has over it is slightly better vt102 emulation and Tek mode (whoopee).
> Flash has a fully editable capture buffer with word wrap, builtin CIS B
> protocol, etc. IMO, STalker is much worse than either Flash 1.6 or Uniterm.
> Anyway, it's almost meaningless to sum up a term program in one word
> like "better" than another term program.

Well, I guess I'm either blind (hmm, no, I can see what I'm typing), or
an a**hole (that one's open to debate... in a couple of threads here...
;-).

Alan Page (you know, the _author_ of Flash? The guy writing THE STORM
right now?) says Flash stinks... he wrote it while learning C.

Then again, it all boils down to what you _use_ your term program form.
When I want to download or upload while reading my news, I use STalker
as an ACC... background zmodem is so nice. Then I load up GUS and read
news. When I want to use funky vt-200 (like emacs or vi) on a unix
machine, I whip up Uniterm... It's also faster than STalker.

From the accounts of my friends with faster modems, STalker isn't too
fun to use at high speeds. Neither is Flash. So they wrote their own
ANSI terminal program, TAZ. It can handle transmission speeds higher
than the ST can handle. Being based on DOS's Telix terminal program,
it's a bit light on features, but...

IMHO, calling someone an a**hole because he doesn't like your favourite
terminal program (have you even USED other ones?) is a bit silly...

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

833. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 15:46:10 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.g5B_4MROubI@semprini.tdkcs.waterloo.on.ca>
Source record: 212062

In <1191@usdtsg.DaytonOH.NCR.COM>, anisko writes:
> If I read right, I believe Bob Broadie said that the whole MultiTOS
> would fit on a single 1.44meg disk, so no need for CD ROM yet (though
> it would be nice anyways)...

Well, from what I've heard, the OS/2 2.1beta CD-ROM is a full
developer's kit... wahoo!

> >Or for ANY price any time soon, either. Why break such a perfect
> >record?
>
> At least they're consistent, eh? :-)

I'm _very_ glad to hear that MultiTOS is done (BobR said it!)... Now,
lets just hope they don't have any problems with the "cover art", like
they did with FSM-GDOS... }:-)

Many hearty congratulations to Eric Smith! Without him, MultiTOS would
not be.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

834. Re: Julian Reschke involved with MultiTOS devel

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 15:51:01 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <C0upD1.BFJ@hermes.hrz.uni-bielefeld.de>
Source record: 212085

```
In article <...>, julian@math.uni-muenster.de (Julian F. Reschke) writes:
|> In article <...>, sanders@sci.kun.nl (Sander Stoks) writes:
|> > At the Falcon Party I visited, I talked to one of the operators
|> > of the Falcons there, an employee of Atari, and we discussed about
|> > MultiTOS. He told the public about Eric Smith, and said (about) "And
|> > one of those famous German programmers is now working for us too, in
|> > the development of MultiTOS. But I can't remember his name at the
|> > moment."
|> > "Julian Reschke?" I guessed.
|> > "Yeah, I think that was him," he replied.
|> >
|> > (...)
|>
|> This is news to me :-) No, I'm not working for Atari.
|>
|> (...)
|> _________________ cut here ___________________________
|> Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster
|> eMail: julian@math.uni-muenster.de, jr@ms.maus.de
|> ________ correct me if I'm wrong ___________________
|>

su much about rumours you get told by people...

--
TeSche (Torsten Scherer), Estudiante de la computacion en la
Universidad de Bielefeld, Calle de la Universidad 25, D4800 Ciudad de Bielefeld
*******************************************************************************
internet e-mail : itschere@techfak.uni-bielefeld.de
tesche@dave.hrz.uni-bielefeld.de (sis onz nuu)
uteca066@unibi.hrz.uni-bielefeld.de (will fade away soon)
*******************************************************************(EOT)*
```

835. Re: ADVOCACY: Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 15:53:52 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Jan14.155352.4055@email.tuwien.ac.at>
Source record: 212084

dmb@case.ai.mit.edu (David Baggett) writes:
: [...]
: It's just MS-DOS, I imagine, but it's still an IBM-distributed CLI for
: PC's. If Atari bundled a copy of Gulam with every ST it would be the
: same thing. They don't do that, and therefore there's no official,
: Atari-sanctioned standard CLI that you can always assume people will
: have.

I'm not trying to start (or participate in) a flame-war, but I wanted
to point out that the fact that PCs in the 90's still boot up with a
CLI as standard, while every home-computer (STs, Amigas) has a nice
Shell with GUI as standard is very strange to say the least... From
what I know, most PC 'beginners' have troubles with MS-DOS, and it
takes them some time to even find out how to use "DIR". On STs, noone
has such problems, because it's *much* more user-friendly to simply
move files around with the mouse pointer etc. As long as 'Windows'
still is a 'shell' which has to be loaded separately (on most PCs
it doesn't auto-boot) the PC's user-friendliness is definetely NOT
up to the ST's... (I could argue with you people about Windows too,
but I haven't got the patience, IMHO, it sucks)
Of course you may say that all *ix boxes come with CLIs, but don't
forget that 1) they're MUCH MUCH MUCH more powerful than MS-DOS
(ever tried 'copy A*.DOC B.TXT d:\' etc.?) and 2) *ix boxes are OLD,
and are supposed to be usable without 14" SVGA monitors (in other words,
with ascii-terminals). Here at our university, the "real" *ix boxes
have X etc. installed of course...
So, while some people might need CLIs (I do, when I run MiNT),
NOONE needs the Messy-DOS CLI (IMHO).

:[...]

-MY

836. Re: Linea illegal?

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 15:54:35 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <727026874.11386@minster.york.ac.uk>
Source record: 212036

In article <11655@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>I've heard it mentioned a few times that the LineA interface is not
>Kosher programming. Since when? I've written heaps of programs that
>use LineA, and they work even on the TT. Is the Falcon eliminating
>LineA? I doubt it, since compatibility would drop to about 10% !!

As I understand it, LineA is "officially" undocumented. However, to maintain compatibility, LineA works on the TT (and probably the Falcon too) but *only in ST screen modes*. LineA just isn't there for the new TT modes -- I guess it'll be the same for the Falcon.

I expect someone will correct me if I'm wrong, and could any of the few with Falcons verify the above?

Mat

Mathew Lodge	"What think you, my lord, of... Love?"
mjl-b@minster.york.ac.uk	"You mean rumpy-pumpy?"
Langwith College, Uni of York, UK	-- Blackadder II

837. Re: ADVOCACY: Falcon - Why I'm buying it...

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 15:55:22 UTC
From: plate@cdsmn.mn.org
Message-ID: <C0upKB.M9n@cdsmn.mn.org>
Source record: 212090

In article <C0rsr2.DDK@unix.amherst.edu> hjwulfso@unix.amherst.edu (Harris Wulfson) writes:
>
[...]
> To tell you the truth, I just ordered a Macintosh, because don't see the
>Falcon as a good main computer. If I get a Falcon, I will view it as an
>impotant addition to my musical gear and a game machine. I'm not going to
^^^^^^^^
Interesting typo!

>use it for spreadsheets.
>--
>Harris Wulfson
>hjwulfson@unix.amherst.edu

--
()(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)*(*)(*)(*)(*)(*)(*)(*)(*)(*)()
/ plate@cdsmn.mn.org \
/ / Doug Plate Sr. | "Assume no malice!" \ \
(*)

838. Re: Atari Znet, STreport, and AEO magazines

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 16:01:25 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan14.160125.29699@newshost.lanl.gov>
Source record: 212086

In article 1j1nbuINN5to@news.cerf.net, timf@nic.cerf.net (Tim Fitzgerald) writes:
>
> I am having no luck getting a hold of any of these publications.
> I have internet ftp, news, and mail access. I have had no luck
> at all with alt.znet.pc. If anyone could help me in finding the
> latest copies of any or all of these magazines, and a reliable
> way to access them in the future I would be very thankfull.
>
Tim, you can subscribe to Z*NET and receive it automatically via email if you
send a request to stzmagazine-request@virginia.edu .

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

839. Re: ADVOCACY: Does name calling and distortion do anyone

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 16:06:34 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.yO8sDGALfJI@semprini.tdkcs.waterloo.on.ca>
Source record: 212063

In <C0sxvI.BBn@acsu.buffalo.edu>, John C. Chu writes:
> Before I start, I thought I would just state a few things that might
> get me flamed by all sides.

Actually, these days, _posting_ to comp.sys.atari.st is likely to get
you flamed... :-)

You've summed things up pretty nicely John. Maybe Steve should add this
to the FAQ under "Current Atari Advocacy Flamewars" or something...

> I guess what I don't understand is what are you guys arguing about?
> It seems like one side is saying:
> "The Falcon is not powerful enough for the price for general purpose
> computing."
>
> and the other side is saying:
>
> "But the DSP makes it price competitive in that a similarly equipped
> PC clone is more expensive."

A lot of the "cheerleader"-types seem to think that because their Atari
was great in the past, it still serves all their needs today. Now, this
may be true for _them_, but it's not necessarily true for everyone who
needs to use a computer (and trust me, if you took away my hardware, I'd
be hard-pressed to get _anything_ done).

IMHO, the DSP makes the Falcon the perfect machine for direct-to-disk
recording, and the built-in MIDI ports (as well as excellent MIDI
software base) strengthen this music orientation.

IMHO, the 16Mhz 68030, the 16-bit bus, and the performance penalty you
pay when increasing your graphics mode make it less-than-perfect (though
still usable; the ST is still usable) for general purpose computing...
you know, all that word processing, programming, telecommunications,
UUCP, DTP, etc.

I need a better general purpose computer, since I've only used the MIDI
ports on my ST about three times. My sin was asking for people's
opinions about other systems, and how they felt about moving from their
STs to those other systems.
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

840. RE: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 16:53:00 UTC
From: craig.dunn@almac.co.uk
Message-ID: <3655.723.uupcb@almac.co.uk>
Source record: 212092

Having read all the ballyhoo about compatibility problems, graphics etc. etc. ad infinitum there is still one over riding fact to take into account when comparing the two formats..

Cost.

To get the same performance out of a PC as you can out of the Atari Falcon you would have to spend at least four times as much money.

That is a fact! Not a fantasy.

This is an important factor when you take into account the current state of the economy and the fact that the public automatically look at their wallets before comparing performance. (See the rise is Lada and Skoda sales..)

Why can't everyone just accept that most computers are great at certain things and crap at others...Atari's and PC's included.

Fuel to the fire..?

Comments welcomed.

Craig

841. Re: ADVOCACY: Should read "ME, I am David and I am upset"

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 16:59:02 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.nHFAXLiBswA@semprini.tdkcs.waterloo.on.ca>
Source record: 212064

In <0ZXaXB1w165w@status.gen.nz>, Jon Clarke writes:
> You see David people buy a computer for a reason and it is kinda
> like buying a car. Just because you have a flat tyre and the price
> of rubber has gone up do not lumber all of us with Wooden Wheels
> and a wooden engin, that wooden go.

This car analogy is starting to wear thin... It's been lurching around on GEnie for weeks.

You buy a car because you have to get places. You buy a computer to get work done or to play games.

You buy a nice, flashy car to impress your friends. You buy a nice, fast computer to get your work done faster.

When you buy a car, you _know_ you're going to have to get it serviced at some point. You _know_ you're going to have to buy new windshield wipers, new filters, new belts.

A computer isn't some sort of magic box... it's a machine that you _know_ you're going to have to service. You _know_ you're going to have to feed it floppies, possibly RAM, possibly hard disk space. You _know_ you're going to want to buy new software for it.

Now, today, in _today's_ market, would you buy an Edsel? No way! You couldn't get parts for it, you couldn't get service for it, unless it's sufficiently like other "real" cars that a mechanic can make a half-a**ed attempt to figure it out for you.

Today, in _today's_ market (not the 1985 market, in which Atari had the best "bang for the buck", had a future, had software, had a market), there's no way I'd tell someone to buy an Atari computer. You can't get parts, you can't get upgrades, you can't get software. If you bought a Mac or a PC, you could get parts, upgrades, software to your heart's content. If you bought a PC, and decided it wasn't fast enough, you could probably pull out the CPU, and stick in one of those silly clock-doubled chips. _Today_, almost all motherboards (with the exception of Atari motherboards) have socketed CPUs, SIMM slots, expansion slots, etc.

Atari took a great computer, a great market position, and seriously messed it up. Since I bought an Atari computer, this makes me mad, since _I'd_ probably be more productive with my ST if they hadn't. I wouldn't've had to pay $500 to upgrade it from 1M to 2.5M two years ago.
--
------------------==------------------
Chris Herborth

cherborth@semprini.tdkcs.waterloo.on.ca

842. Re: Salesdroids

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 17:02:37 UTC
From: wmagro@uiuc.edu
Message-ID: <C0usoF.1xt@news.cso.uiuc.edu>
Source record: 212087

```
In article <93012.235526SML108@psuvm.psu.edu> <SML108@psuvm.psu.edu>
writes:
>
>In article <1j0439INN2ks@life.ai.mit.edu>, dmb@case.ai.mit.edu (David
Baggett)
>says:
>>
>>In article <1993Jan12.212553.13546@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu
:
>>writes
>>>P.S. I get a chuckle every time I read "sales _droids_"....heheh.
>>
>>"These aren't the droids you're looking for."
>>
>> "These aren't the droids we're looking for."
>>
>>"We can go on about our business."
>>
>> "You can go on about your business. Move along."
>
>"Gee Ben, how did you manage to do that?"
>
> "The Force can have a powerful effect on the weak-minded."
>
>"The Force can have a powerful effect on the weak-minded."
>
>Scott

"You're all individuals."
"We're all individuals."
"I'm not!"
--
William Magro NeXTMail welcome
wmagro@uiuc.edu
```

843. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 17:07:06 UTC
From: wmagro@uiuc.edu
Message-ID: <C0usvw.21x@news.cso.uiuc.edu>
Source record: 212088

```
In article <73477@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Chris Herborth writes:
>
>>Hey, post the number... I'll order one (what's $15 on your credit
>>card?), and maybe a few other people would like to check it out... It's
>>not like Atari's going to release a MultiTOS CD-ROM for $15 any time
>
>Well, OK.. but only as a public service.. 1-800-3IBMOS2
>
>(Unfortunately that's probably only good within the USA.. if I
>remember when I call, I'll try to get a number that will work
>from anywhere...)
>
>Incidentally, Bill Rehbock says MultiTOS is ready to go, *now*
>
>I forgot the price he said it was going to be sold for, but the
>number $137 sticks in my mind.
>
>BobR

Atari would be foolish to do anything but give away MultiTOS at this
point. If they really want people to write software that works well in
MTOS, they need to get it on _all_ the machines. Why is the Apple
software so compatible? Apple set some ground rules, then gave away all
OS upgrades for years. Users upgraded, and the progs that didn't follow
the rules broke. Enough free upgrades of the OS and voila! The only
programs remaining are highly compatible. C'mon Atari. Do the wise
thing. Help your users, don't milk them. They're the best resource you
have at this point.

--
William Magro NeXTMail welcome
wmagro@uiuc.edu
```

844. ST INFORMER DEAD ????

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 17:09:56 UTC
From: BRARDA@VXCLIA.CERN.CH
Message-ID: <BRARDA-140193180656@128.141.55.206>
Source record: 212089

I live in France and I took a subscription to ST INFORMER in may or june
and since the september issue (the 3rd I receved) nothing came from them.
What happens ?

P.S. : Please excuse my poor English.

845. Re: The compatibility story (Falcon & A1200)

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 17:16:59 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <727031818.14402@minster.york.ac.uk>
Source record: 212035

In article <1ivp1aINNpgj@life.ai.mit.edu> psteffn@hal.gnu.ai.mit.edu (Paul Steffen) writes:
>In article <1itc67INN4vm@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:
>>Yes. Case in point of bad programming of this ilk: STOS. Every time
>>the slightest change was made to the OS they had to send out an
>>update. You don't have to break the rules to get the best performance
>>possible out of the machine. Get things fast is one thing. Getting
>>things fast, and properly, is far better.
>
>I've never programmed with STOS (after all, I have dignity), but from
>what I've seen of it, it seems unlikely that they could have used Line-A
>calls, no?

Actually, the STOS incompatibility comes from a routine used to control the mouse cursor. Instead of doing it properly, and writing their own mouse packet interrupt handler, they use an undocumented location to hack into the standard mouse handler function.

The STOS "fix" for each new TOS version is to find out where the routine has moved to for that particular ROM, and add some kludge code so that STOS can recognise the ROM and use the new address.

>Face it, the OS does not have adequate graphics functions! You
>aren't going to produce a polished *_SMOOTH_* running game under VDI.
>Sure, go out and buy a '486/66 and write your games for it! It seems
>contradictory that you are touting the PC when 99.9% of the games for
>that machine go straight to the hardware. Demo coders have proven that
>there are still some things that can be done with the ST hardware and
>it's up to the game developers to catch up.

I think we all know that you have to write your own sprite routines etc. It is possible, however, to make these routines work on new machines. Maybe not in new screen modes, but certainly still work in the ST screen modes.

>Yeah.. By not releasing 68020/68030 machines until recently, eh? Well, I'll
>tell you that it's common knowledge the mistakes that Atari has made in
>the original ST computers that has made it compatability difficult.
>Remember who wrote TOS 1.0?

Digital Research, for the most part. An extremely quick and nasty port of what was to become DRDOS on the PC. However, Atari had to get the machine to market as quickly as possible. That's not to excuse them, but it does explain the background.

Yes, there were mistakes, and they make compatibility difficult. However, things have got a lot better of late.

What annoys me is when Atari say "Don't do this" and some games or demo programmer decides (somewhat arrogantly, IMHO) they'll do it anyway. The STOS hack falls into this category.

I also get tired of the excuse "Atari never said we couldn't do X" -- compliance to programming rules is in the spirit, as well as the letter, of those rules.

>Paul Steffen
>STratoHAK/TPPi

Mat

Mathew Lodge	"What think you, my lord, of... Love?"
mjl-b@minster.york.ac.uk	"You mean rumpy-pumpy?"
Langwith College, Uni of York, UK	-- Blackadder II

846. Re: Convince me to stick with Atari. Why Bo

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 17:18:04 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.Vu6Spe1QiXg@semprini.tdkcs.waterloo.on.ca>
Source record: 212065

In <1993Jan13.115926.20324@email.tuwien.ac.at>, Marinos Yannikos writes:
> Well... perhaps not everyone has the "want to have the fastest, cheapest
> computer with the best graphics, and lots of free (pirated) software"
> attitude.

Where does it say that if you have a PC you have to pirate anything?

Personally, I want (very much!) to have the fastest computer with the best graphics for my money. If I wanted the best, fastest computer with the best graphics, I'd buy a Silicon Graphics workstation. I don't happen to have $14k in my budget for a computer.

Atari's Falcon (or Fall-Con as was suggested by a fellow Atari user on GEnie) is a neat machine. It's got nice low-res graphics, and some nice high-res graphics. It's got _fantastic_ sound. However, it's priced _exactly_the_same_ as a Mac LC II, which has some advantages. It's also priced _exactly_the_same_ as a _complete_ '486 system, capable of 1024x768x256 graphics, and able to run any one of three or four multitasking operating systems (at least two of which, OS/2 and unix, are preemptive multitasking, multithreaded operating systems).

People are going to look at a Falcon and say, "Wow, neat." Then they're going to buy a PC because it's faster. Even if they don't need the speed.
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

847. Re: C-Lab/Emagic Notator V3.1 Falcon incompatible...

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 17:19:02 UTC
From: tjl@zeus02.desy.de
Message-ID: <C0utFr.Fuy@dscomsa.desy.de>
Source record: 212082
Cross-posted to: rec.music.makers,comp.sys.atari.st,rec.music.synth

```
In article <56N0wB4w165w@mantis.co.uk>, Jonathan Egre'
<jonathan@mantis.co.uk> writes:
|>From: Jonathan Egre' <jonathan@mantis.co.uk>
|>Newsgroups: rec.music.makers,comp.sys.atari.st,rec.music.synth
|>Subject: Re: C-Lab/Emagic Notator V3.1 Falcon incompatible...
|>
|>tjl@zeus02.desy.de (Tim Llewellyn) writes:
|>
|>> i have heard in musicians press in UK etc that C-Lab Notator
|>(current
|>> version v3.15) is
|>> NOT falcon compatible. The review I read stated that it hung just
|>before
|>> the main screen
|>> appears.
|>>
|>> Also, Evenlode, who are mainly known for distributing Steinberg
|>> products, are advertising Notator as NOT Falcon030 compatible,
|>wheras
|>> Cubase 3.0 apparently is.
|>>
|>> Anyone got any hard facts, or even pure speculation. I don't really
|>want
|>> to buy Cubase, especially as I probably won't be able to get much
|>for my
|>> Notator now anyway... If anything I'd upgrade to Mac plus Notator
|>Logic
|>> (but will have to make some dosh first...).
|>>
|>> Does the change from C-lab -> Emagic mean Notator will no lonmger
|>be
|>> supported???
|>
|>I have heard complaints that C-Lab Notator 3.15 hangs "just before the
|>main
|>screen appears" on *any* machine.
|>
|>I purchased Notator just before Christmas. I received E-magic Notator
|>3.16.
|>I was told by the U.K. distributor that:
|>
|>* E-magic Notator 3.16 is exactly the same as C-Lab Notator 3.15,
|>but with
```

|> different packaging (perhaps without the alleged "hanging" bug).
|>
|>* The two people who hold the copyright to Notator have left C-Lab
|>and
|> taken Notator with them to E-magic.
|>
|>I would assume that it would be in E-magic's best interests to make
|>whatever
|>(presumably minor) modifications are required to make Notator run on
|>the
|>Falcon.
|>--
|>Jonathan Egre' = jonathan@mantis.co.uk =
|>jonathan_e@cix.compulink.co.uk
|>
|>

Hi, thanx for the info. However I can teel you that a friend of mine who
has 3.15
has it running on his 1040 ST upgraded to 2 megRam and TOS2.06. I am
still waiting
for delivery of the upgrade to 3.15.

Maybe this needs a different thread but has anyone else experienced
arrange mode
data corruption, especially when recording in arrange mode while in MIDI
synch mode...?
I am getting somewhat bored with having to load arrange after a few
takes...

--
Tim Llewellyn
Zeus-UK VMS guru
Soukous Addict
ZEUS02::TJL,BRSPVA::TJL,TJL@ZEUS02.DESY.DE,TJL@SIVA.BRIS.AC.UK

848. Can I run an ST or a Falcon as X-terminal?

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 17:41:25 UTC
From: cjp@aber.ac.uk
Message-ID: <CJP.93Jan14174125@deca.aber.ac.uk>
Source record: 212093

I'm sure that this should be in the FAQS, but I wasn't really
interested until they took the SPARC ELC off my desk.

I'm back to Uniterm on my ST - very nice but not the same.

I could probably obtain the cash for a Falcon if the technology
existed to make it into an intelligent X-terminal. Anybody know about
Falcons and Ethernet cards and X-server software.

Alternatively, I could do the same for this well-used, well-loved ST,
so please tell me about that too in case the Falcon solution does not
exist yet.

Thank you all.

Chris Price, Department of Computer Science, University College of Wales,
Aberystwyth, Dyfed, SY23 3DB, United Kingdom.
email: cjp@uk.ac.aber (within UK) cjp@aber.ac.uk (rest of world?)
Telephone: 0970-622444

--

Chris Price, Department of Computer Science, University College of Wales,
Aberystwyth, Dyfed, SY23 3DB, United Kingdom.
email: cjp@uk.ac.aber (within UK) cjp@aber.ac.uk (rest of world?)
Telephone: 0970-622444
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849. *** Atari 1040ST For Sale ***

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 17:42:03 UTC
From: mikeq@sequent.com
Message-ID: <1993Jan14.174203.28775@sequent.com>
Source record: 212066
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

****** For Sale ******

Atari 1040STf w/ Color monitor (SC1224), TOS 1.0, DD floppy drive, mouse and
dust covers.

Is in excellent condition, always under dust covers.

Hybrid Arts EZTracks+ Beginning MIDI Sequencing SW for the Atari ST

Analyze! Lotus 1-2-3 like SpreadSheet program. Can
import/export 1-2-3 type files.

Regent Word II Word Processing package.

GFA Basic (Michtron) Basic Programming package.

Printmaster Plus Poster, Banner, Cards program.

Other Public domain SW and utilities included. All manuals included.

First $200 takes it. Shipping included.

Mike Quillen
Sequent Computer Systems, Inc.
days (503) 578-4514 evenings (503) 852-7182

850. Atari 520.... spare parts?

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 18:08:38 UTC
From: mageej@sage4e.its.rpi.edu
Message-ID: <64a3rrk@rpi.edu>
Source record: 212091
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm thinking about picking up an old 520ST, but it's dead. I tried calling B&C computervisions last night, but they have gone out of business (or relocated or something... never thought that would happen) So here I am with a potential fixer-up on my hands, and no idea where I can get the parts.

It makes 8 bombs at powerup... I've never used an ST before, so I have no clue what that means... any help would be appreciated

-Jeff

--
I'm a *Sun-King* baby... (mageej@rpi.edu)
--

851. Re: The compatibility story (Falcon & A1200)

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 18:21:34 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.93Jan14182134@SunLab41.essex.ac.uk>
Source record: 212095

In article <1993Jan13.112313.6734@cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
| I have Speedball 2 for the ST but because the Bitmap Brothers used direct
| DMA/FDC access and non-68030 compatible code it won't work on my Falcon.
| The PC version is file based, installs on hard disk, work on 286-486 and
| can even use keyboard control.
|
Oh well, I guess I'll have to keep my ST going even if I buy a Falcon then.
Alternatively, I could just junk the ST and get a PC (far more likely).

--
Simon Oke, 3rd year Computer Science
undergraduate at the University of Essex, UK.

852. Anyone used "REDACTEUR" WP program

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 18:38:10 UTC
From: richardson@vaxr.sscl.uwo.ca
Message-ID: <1993Jan14.143810.1@vaxr.sscl.uwo.ca>
Source record: 212006

Has anyone used the feature-packed "REDACTEUR" word processor? I have Word Writer ST (and am very happy with it, but it looks prety dated and many features are becoming annoying). Redacteur looks a lot like WWST, has anyone switched up to Redacteur FROM Word Writer? Are they similar? Any help is appreciated. Oh, also! The manual is HUGE, but is it well written...size isn't everything...well I HEARD that anyway :^) Well, i've never PERSONALLY heard that :^) :^)

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+--------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-------------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-------------------------------------+ +--------------------------------+

853. Re: AIM

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 18:57:05 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <1993Jan14.185705.7963@cs.nott.ac.uk>
Source record: 212001

>Erm... What exactly does AIM do? I know it's graphical manipulation,
>but that doesn't say much. What uses does it have? Can it enhance
>images? Reduce blurring? How "smart" is it? How fast? Will it run
>in mono? Is it still available? Hope these aren't too many questions,
>answer any of them you know. TIA,
>

OK, one at a time (no pushing please)

1) AIM was developed by a Dutch university for manipulating digitised images, basically covering the early stages of image processing - feature enhancement, edge detection, filtering, that sort of thing. It was released as PD with the intention of getting people interested in the field.

2) It's main `use' is just for experimenting and learnign about what digital image manipulation techniques can do - as would be used for enhancing satellite pictures, and in the initial stages of machine vision (object recognition etc.)

3) It can improve particular aspects of a picture by reducing noise, expanding information within a greyscale range, thinning lines, tracing object perimeters and so on (hard to describe really - you had to be there !). The results can be very impressive - readable text appearing from splodges, for example.

4) It's smart in the sense that it suggests parameter values, but manipulating images effectively is an art.

5) It's `fast enough' (pretty good considering what it has to do) , but works on fairly small images.

6) Works beautifully in Mono - the interface is one of the best bits - a cshell like command line or GEM menus, and 4 image windows.

7) It's PD so should be generally available (try hensa.micros in the UK).

Hope that answers all your questions - hang on, it was _me_ that was supposed to be getting information out of this. _Hopefully_ a detailed article on it will be appearing in ST Applications soon ;-)

Sam

854. Re: ADVOCACY: Re: Convince me to stick with Atari. Why Bo

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 18:57:45 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C0uy6F.83t@ecf.toronto.edu>
Source record: 212094

In article <1j2tpcINN2mk@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:
>In article <1993Jan14.043949.14850@mnemosyne.cs.du.edu> dcable@nyx.cs.du.edu (Dan Cable) writes:
>>We are currently in the process of replacing IBM PCs at work with STs.
>>They are simply easier to use and we don't seem to have any difficulty
>>getting software or service in our area for Atari.
>
>I worry about what will happen to the company because of this. At this
>point it seems very short-sighted to assume that the situation you
>describe will continue. For the same reason you can't get this kind of
>support for a VIC-20 now, you may not be able to get any software or
>service for your Atari computers in the not-so-distant future.
>
>>I do realize that for some things I will only have a choice of one or
>>at best a few programs instead of many, but most ST software I have
>>used has been of good quality and very reasonably priced.
>
>The problem is not that you will end up with few choices, but that you
>may end up with none. Developers are leaving the Atari world, and
>they're not being replaced. The fewer developers you have, the less
>software gets sold, and the less attractive the market is to
>developers. Eventually they're may not be any developers writing the
>software you need.
>
>Consider the current status of the Atari 800 world: it's a small,
>close-knit group of fans who have to live with writing their own
>software or not having new applications. (And the 800 is a much
>better-designed machine than the ST.)
>
>Dave Baggett
>--
>dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
>ADVENTIONS: interactive fiction (text adventures) for the 90's!
>dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

.....RE: Mr Sander Stoks list on Falcon developers. (There are more on the way).. Anyway, the point is *SOME* interest has been rekindled for the Atari Corp. however bad its marketing strategy has been...

We will have to wait and see how the Falcon takes off...
AcEzE.
--
********** WHO AM I, YOU SAY? ********** "If time is money, we
********** SHAHIR AL RASHID**aka**ACEZE ********** are all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------

** This message brought to you by the Bollocks Bros. ** no fate but what we make

855. Re: Canadian support was: Re: RFD: What to do with

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 19:11:59 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C0uyr5.AMH@ecf.toronto.edu>
Source record: 212096

In article <73558@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>AL RASHID SHAHIR writes:
>>Saved by Technology have been anti-Atari for quite a long time now...
>
>Well, ok.. assumming that's true.. WHY would a retailer whose livelihood
>depends on selling products from various manufacturers be "anti" ANYTHING???
>
>Did they just wake up one day and say to themselves "Hey Self.. let's
>be Anti-Atari from now on"...?
>
>Did they have a visitation from Aliens From Space who hypnotized them
>into becoming "Anti-Atari"...?
>
>Did an agent of the "government" approach them and convince them that it
>would be in the "National Interest" if they were to become "Anti-Atari"???
>
>Why in the world would a retailer become "anti" anything...??
>
>
>You don't possibly think it could have anything to do with their relations
>with the company, do you..? No.. I didn't think so..
>
>BobR

NONE of the above. In fact, the company also sells MAC's which happen to
COST more, which, btw, increases their profit margin.
The thing is, the only competition in the music field for the Atari is the
Mac, which is inferior...(their sequencers suck - I have used them)
So the next time you want to jam your foot in your mouth without asking for
INFO......DON'T!

AcEzE.
--
********** WHO AM I, YOU SAY? ********** "If time is money, we
********** SHAHIR AL RASHID**aka**ACEZE ********** are all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------
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856. Re: Is this programing tactic ok?

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 19:17:47 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C0uyxo.LwL@hpbbrd.bbn.hp.com>
Source record: 212067

Timothy Wilson (wilsont@rahul.net) wrote:
> If I opened a VDI workstation, and then polled it for bitplane info,
> resolutions and the like, would it be ok then to pass this to a custom
> assembly routine that writes to Physbase/Logbase ?

Physbase() and Logbase() are only supported for standard ST resolutions.
Such a method could and will break on third-party graphics cards.

The custom assembly routine could, however, write to a buffer in
GEM standard format and then blit that buffer to the screen.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

857. Re: ADVOCACY: Falcon - Why I'm buying it...

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 19:40:00 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C0uzyt.FAJ@ecf.toronto.edu>
Source record: 212005

In article <H.ea.TmHFgFAaJFI@yonder.equinox.gen.nz> craig@yonder.equinox.gen.nz writes:
>In <C0ro2w.Gtu@ecf.toronto.edu>, AL RASHID SHAHIR writes:
>
>>2) Okay, how about the graphics? Not all too great..But look at the PC market..
>>Sure there are lots of incredible graphic cards, but who actually gets them?
>
>everyone!

Everyone my ass!! You mean to tell me "everyone" has a 24bit XGA card??? Thats
what I meant as a good graphics card. The SVGA which is standard on IBM's is
not an "incredible graphics card". Even the Falcon has better colour, and
almost the same rez!

>
>>And for what reason? (I've asked! And the usual answer boils down to - showing
>>off...) Hey, showing off is great, but I'm not shelling out for a damn
>>show case machine!!
>
>It is useful having a reasonable screen resolution. Have you ever tried using
> Windows? When you get into the world of multi-tasking, you'll have more
> than one window on the screen at a time (a different program in each one).
> You need to have a decent resolution so you can see each window clearly.
>I'm a bit ignorant about the Falcons capabilities (i'm ignoring it until
> it actually exists in the shops to buy (not necessarily the shops here,
> I doubt it'll ever be here at all, the market is dominated by PC's, Amiga's
> & Mac's here.. aparently there's not even an Atari distributor in the
> country any more.)) but could someone tell me, how would the falcons
> screen resolution handle several windows on the screen at once?
>
> Craig.

Its too bad that you're ignoring the Falcon's capabilities but let me ask
you this...(I'm assuming you're assuming that the Falcon's screen rez is not
large enough)...How the hell do you compare something you know about with
something you don't? Windows (I have used it...got rid of it cuz I didn't like
it) usually runs at 640X480 mode with 256 colours, right? (I'm sure you could
expand this, but most don't as it eats too much memory...) Anyway the Falcon
could amply support this rez...It goes up to 7 hundred something by 4 hundred
something, so what's the problem?
If you're NOT comparing to the Falcon, surely you know that the ST is not
multitaskable ('cept with Mint) so there goes your example...

AcEzE.
--
********** WHO AM I, YOU SAY? ********** "If time is money, we

********** SHAHIR AL RASHID**aka**ACEZE ********** are all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------
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858. ADVOCACY: Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 19:42:50 UTC
From: cfaehl@polaris.unm.edu
Message-ID: <1j4fnqINNbup@lynx.unm.edu>
Source record: 212007

In article <3655.723.uupcb@almac.co.uk> craig.dunn@almac.co.uk (Craig Dunn) writes:
>Having read all the ballyhoo about compatibility problems, graphics etc.
>etc. ad infinitum there is still one over riding fact to take into
>account when comparing the two formats..
>
>Cost.
>
>To get the same performance out of a PC as you can out of the Atari
>Falcon you would have to spend at least four times as much money.

That's a very interesting statement you make backed up by no facts whatsoever.
This was true in 1985/6. This is most definitely NOT true now, nor has it
been for years. Let me surmise what you're saying: a 386sx at 16MHz with a
super-VGA card, a 65MB hard drive, 4MB of memory, and a DSP board costs -
$6000????

>
>That is a fact! Not a fantasy.

Sure it is.

>
>This is an important factor when you take into account the current state
>of the economy and the fact that the public automatically look at their
>wallets before comparing performance. (See the rise is Lada and Skoda
>sales..)
>
>Why can't everyone just accept that most computers are great at certain
>things and crap at others...Atari's and PC's included.
>
Who cares if its great or not? Does it work? For you?

>Fuel to the fire..?
>
>Comments welcomed.
>
>Craig
>
cfaehl@polaris.unm.edu

859. Re: Linea illegal?

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 19:45:21 UTC
From: ersmith@netcom.com
Message-ID: <1993Jan14.194521.12975@netcom.com>
Source record: 212014

In article <1993Jan14.010834.17652@convex.com> rosenkra@convex.com (William Rosenkranz) writes:
>In article <1993Jan13.192546.17468@netcom.com> ersmith@netcom.com (Eric R. Smith) writes:
>> The VDI
>>provides the same functionality, and at pretty much the same speed
>>(someone earlier claimed that the VDI was horribly slow; that's
>>not true, but the VDI does sometimes require a bit more thought
>>on the programmer's part!)

>if this is the case, could you play around with VDI and tell me how
>to get MGIF to work with VDI only (rather than XBIOS/LineA)? ie the
>fast flicker. my attempts (with some thought, not deep thought :-)
>showed VDI to be 3-4x slower and hence unacceptable. the problem is
>to blit images (potentially the size of the screen) fast enough (10
>to 15 frames/sec or more) so that it appears continuous.

I don't really have time to try anything specific. But I do know that the VDI blit function just calls the line A blit, so blitting a screen image should take almost the same time (there would be a small setup penalty for the VDI, but that would be insignificant compared to the cost of blitting a screen image). I presume that you're using vro_cpyfm? Also, did you remember that for screen blits you should put a NULL address in for the bitplane address? (I think this is faster, it means the VDI can just grab its internal screen info instead of having to use whatever your provide.)

Eric

860. ********* Joystick?! **********

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 19:57:02 UTC
From: awest@ub.d.umn.edu
Message-ID: <1j4gieINNqpa@ub.d.umn.edu>
Source record: 212070

I need a good joystick for my Atari ST...doesn't have to be fancy, just working!!

Also, any suggestions of catalogs or mag's 'cuz I have NOTHING around here in the way of Atari support!

awest@ub.d.umn.edu

--
| |) |==| "We're all in the *
| | | | mood for a melody, *
*. * * * and you've got us *
feelin' alright." *

861. Re: ADVOCACY: Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 19:59:51 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C0v0vs.uB@news2.cis.umn.edu>
Source record: 212012

In article <1j3qhsINNhgc@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
>You have taken something I said and completed changed it around.

You are in error. I commented on a posting of Bob Retelle, I didn't change
a word of that posting. Blame Bob for the wording, and the context.

-- DPZ

862. Re:CYBERNET <-- whats the telnet number ?

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 20:01:33 UTC
From: oyakea@rs6216.ecs.rpi.edu
Message-ID: <57a3a!n@rpi.edu>
Source record: 212002

like the title says i need a telnet number .....
oyakea@rpi.edu .

863. Re: Salesdroids

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 20:03:44 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan14.150344.13630@bsu-ucs>
Source record: 212074

```
>>P.S. I get a chuckle every time I read "sales _droids_"....heheh.
>
> "These aren't the droids you're looking for."
>
> "These aren't the droids we're looking for."
>
> "We can go on about our business."
>
> "You can go on about your business. Move along."

Heheheh
```

864. AdSpeed?

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 20:09:57 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan14.150957.13631@bsu-ucs>
Source record: 212083

In my Mega ST4, I have either a socket on top of my 68k chpi or a spare socket altogether (I can't remember which), but how would I go about installing an AdSpeed chip (if it's worth it, at all)? I've no experience whatsoever in this, but from what I saw under my hood here, all I'd have to do is plug in the AdSpeed...no?

-Matt

865. Re: ADVOCACY: Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 20:14:09 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C0v1rE.LqK@ecf.toronto.edu>
Source record: 212023

In article <1j4fnqINNbup@lynx.unm.edu> cfaehl@polaris.unm.edu (Chris Faehl) writes:
>In article <3655.723.uupcb@almac.co.uk> craig.dunn@almac.co.uk (Craig Dunn) writes:
>>Having read all the ballyhoo about compatibility problems, graphics etc.
>>etc. ad infinitum there is still one over riding fact to take into
>>account when comparing the two formats..
>>
>>Cost.
>>
>>To get the same performance out of a PC as you can out of the Atari
>>Falcon you would have to spend at least four times as much money.
>
>That's a very interesting statement you make backed up by no facts whatsoever.
>This was true in 1985/6. This is most definitely NOT true now, nor has it
>been for years. Let me surmise what you're saying: a 386sx at 16MHz with a
>super-VGA card, a 65MB hard drive, 4MB of memory, and a DSP board costs -
>$6000????
>
{Shtuff gone!}

HUH? A 386-16??? You must be joking!! At least a 486dx-33 is needed!! (Ever use real-time sampling/playback? 386-16? pshaw!) Oh and how about the incredible sampler BUILT-IN to the Falcon? You'd need an incredible sound card to have 16bit sound and 8 channels (4 stereo channels) with sampling/playback with digital distortion fx...(don't think there's one that EXISTS). In fact, the Falcon sampler is better than a lot of commercial DEDICATED samplers!
How about the midi capabilities??

I admit four times the price is a bit much, but twice as much is much more like it.

Oh yeah, you can't just call a 68030-16 a 386-16! In fact, its ludicrous to compare the Motorola with the Intel using MHz units. (re: the big flamewar a little while back..if you really want to know the reasons)

AcEzE.

--
********** WHO AM I, YOU SAY? ********** "If time is money, we
********** SHAHIR AL RASHID**aka**ACEZE ********** are all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------
** This message brought to you by the Bollocks Bros. ** no fate but what we make

866. Re: ADVOCACY: Re: re W Magro's posting

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 20:23:05 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C0v1zK.1M4@news2.cis.umn.edu>
Source record: 212032

In article <1j3qvsINNhn2@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
>*I* haven't been flaming anyone,

Trust me, Dave, you've been flaming. Terms such as 'twisting', 'lying', etc.
are commonly used in flames.

>though I've certainly been called a lot of nasty things.

Such as? Sorry, I see the examples a few sentences further, which include:

>*I* never told anyone they "needed to laid,"

Did you think that part of my message was directed toward you Dave? Did it
have your name written at the beginning of the paragraph? No. Did you write
words to the effect that you wished the Tramiels were (a) maimed horribly (b)
killed outright (c) dead dead dead? No. Then why are you appropriating this as
an example of being called 'nasty things'?

It APPEARS that you thought the lines were written for you. This might serve as
an indication of how far out of line your interpretation of postings within
this newsgroup has gotten. If you got this wrong, how many other postings
might you be misinterpreting?

-- DPZ

867. Re: Amobea HAM 4096 into STE 4096?

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 20:24:02 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1j4i52INNrth@golem.wcc.govt.nz>
Source record: 212028

Amiga IFF pictures can be converted into Spectrum 4096 color pictures
using Photochrome 3.0 (It will only handle up to 320*200 pictures
though). This does a pretty good job!

To stop 'phantom dots' from appearing in your Spectrum pictures, make
sure you have turned your computer off for at least 5 seconds before
running Spectrum 512, as it pulls a lot of tricks which require the
video shifter chip to be in-sync (cooled down etc...)

Spectrum is supposed to support the 4096 color palette of the STE,
but I'm not sure which version, or if in fact, it does support it, as
I only have an STFM, so can't test things too well!

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ===========================
```

868. Re: Picture viewers

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 20:31:52 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1j4ijoINNrth@golem.wcc.govt.nz>
Source record: 212030

In article <1993Jan12.202816.14594@unix.brighton.ac.uk>, ddv@unix.brighton.ac.uk (Domenico De Vitto Hoopy unix frood) writes:
>Does anyone have a GIF/JPEG viewer/converter for the ST ???
>
>Is PictSwitch 0.7 still the best picture viewer/converter for the ST (notE) ?
>
>
>Any advice/ftp addresses most helpfull...
>Dom De Vitto

Pic-Switch has it's advantages, but only supports 16-color formats, these days, that's not enough 8-)

A combination of 89A-87A version 1.1 and Photochrome 3.0 will convert virtually any GIF in existance to either Spectrum 512 (in 512 or 4096 colors), or to one of it's own formats (showing over 10000 colorso on the STE). To my knowledge, it doesn't support JPEG, but I might be wrong. There is a un-JPEG utility for the ST probably on atari.archive.umich.edu

Photochrome 3.0 is also available on the above site.

Also, you might want to try View-GIF (1.2 I think). Which will load in several foreign formats, and convert them into various ST formats (or into other, or the same foreign formats, such as GIF, IFF, MAC etc.)

```
==============================================================================
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| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ===========================
```

869. Genesis

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 20:35:46 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1j4ir2INNrth@golem.wcc.govt.nz>
Source record: 212025

Does anyone know whether Genesis 2 was ever released?!

Genesis was a land-scape fractal generator. Version 2 is supposedly
a planet fractal generator. It was a very fast program, which turned
out pretty good results! If a new version is available, does anyone
know where I can find a copy!?

Also, is there a PD/Shareware utility available that will let me view
Prism-Paint (.PNT) files on my STFM!? (Art-Gallery has the option,
but refuses to load in even 320*200*16 Prism paint files!)

Also, there is a rumour that on a recent Genie RTC, Bob Brodie is pushing
to get Multi-TOS released as PD software. This would really put Atari
on the map! Free multi-tasking software, which does what
MS (Mega Slow) Windoze doze, except faster. (Doesn't look as pretty,
but that's one of the reasons windoze is so slow.)

Thanks in advance....

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
========================WELLS_S@KOSMOS.WCC.GOVT.NZ=============================
```

870. Re: ADVOCACY: Falcon - Why I'm buying it...

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 20:42:21 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1j4j7dINNrth@golem.wcc.govt.nz>
Source record: 212026

In article <1993Jan13.050548.14193@tdb.uu.se>, m92mmy@tdb.uu.se (Mattias Myrberg) writes:
>>After hearing about the 3do I am excited about the possibilities of the DMA
>>connected DSP. None of the other computers will have this for a few years
>>yet and it doesn't sound like the 3do will come with a keyboard at first.
>>Therefore, the Falcon may have an interesting edge...
>
>This summer Commodore will release a DSP for the Amiga 4000,
>and possibly the Amiga 1200.

Say bye-bye Atari!

If Amoeba does this, it will practically kill all the advantages the Falcon
has. (Apart from MIDI). No doubt the Amoeba's version will be slower,
and more graphics+sound oriented. (The thing *is* used 90% as a games
machine purely.)

What is this '3do' thing. And the Amiga AGA. (Advanced Games Adaptor!?)

==
O O Computers: Not just machines, they're a way of				
o life. Your computer *IS* your religion!				TARI
_/ Steve Wells - Wellington, New Zealand.	/	\
========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================

871. Re: ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 20:48:07 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1j4ji7INNrth@golem.wcc.govt.nz>
Source record: 212029

The arguement of 'you can run the same on a harddrive less ST as you can on a harddriveless IBM compat' is garbage. I'd like to see any person trying to run 30meg+ games from floppy!

Most IBM Compat' games these days are in excess of 10meg. (Due to sod all data optimising due to the 'they all have hard drives, why bother' routine.) Windows won't work without a Hard-Drive, the ST has an almost equivalent built in! (No multi-tasking, and not as pretty, but similar principle).

If an IBM doesn't have a Hard-drive, it's practically useless. I have been using my ST for 5 years without a hard-drive, and apart from extracting 900k archives, I have had no trouble at all! (900k just requires a bit of disk-swapping.)

At least I can access all of my RAM without the need of RAM recogniser cards etc - Shadow RAM!? Talk about primitive!

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================
```

872. Swapping data with/out GCR

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 21:13:40 UTC
From: wmagro@uiuc.edu
Message-ID: <C0v4At.8HL@news.cso.uiuc.edu>
Source record: 212022

In article <H.ea.PcuK9AygPxc@marsu.tynet.sub.org>
wenzel@marsu.tynet.sub.org (Markus Wenzel) writes:
>In <1993Jan6.095202.3344@news.unige.ch>, michel morris writes:
>> QUESTION: How can I transvert Atari -> Mac? The floppy doesn't work,
the internal SCSI
>> doesn't work, Transverter refuses to recognize the
(functional) MAC partitions
>> on my external ACSI, ... I think I feel an email to Dave
Small coming on ..
>
>I have no problems in mounting a Mac formatted SyQuest cartridge under
>Spectre (connected to ACSI, of course). A normal hard disk drive should
>work the same way.
Normal hard drives do indeed work the same way. I have connected 600 meg
optical drives (removable) to spectre after formatting on a mac and they
work fine as well. SCSI tapes don't show up however. Boo hoo.

I tried the trick with formatting a 720k MFM mac disk under apple file
exchange. It works beautifully with both a superdrive equipped mac and my
spectre. Very neat indeed. this should work without the spectre128 as
well, unless the spectre software does not identify the drive as using a
SWIM controller, as it does in GCR mode.
--
William Magro NeXTMail welcome
wmagro@uiuc.edu

873. Re: Spectre & TT

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 21:35:37 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan14.213537.22034@newshost.lanl.gov>
Source record: 212020

In article 23297@email.tuwien.ac.at, nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
>
>Does this mean, that Spectre 3.0 supports the internal harddisk
>of the Mega STe, which is an ACSI? (actually it's an SCSI drive,
>but recognized as ACSI)

Well, it works with _my_ MegaSTe, anyway. Which is why I was surprised to hear
it does not work with the TT system. Live and learn, eh?

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

874. Re: ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 21:38:21 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C0v5I3.EE4@ecf.toronto.edu>
Source record: 212010

In article <1j2ac1INNk6d@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:
>In article <C0tDM9.JGn@ecf.toronto.edu> alrashi@ecf.toronto.edu (AL RASHID SHAHIR)
writes:
>>Anyway (but seriously, folks), you can't be serious in your attempts to
>>justify (or even downplay) the level of piracy in the IBM world!
>
>I'm not trying to *justify* piracy; I'm simply saying that in the
>absence of any evidence, I assume that piracy is about equal across all
>machines, percentagewise. There is a tacit claim in your post that

And what proof do you have of this assumption? This is YOUR argument
working against you.

>your best guess about the situation (with no data) is better than
>mine. Why do you think you know so much more?

Twisting words are we? How about this? I never had this intention. Maybe
I stated it wrong...here it is again...
I'll even redefine it precisely...
"IMHO, the reputation of the IBM platform being a piracy rampant platform
has led me to believe that the level of piracy there (the IBM platform) is
much higher than the level of piracy in the Atari platform." (see final sttmnt)
Reputation is not dependent on proof, but rather is an independent property
derived from personal experience.

>(if they exist), we will never really know how much piracy goes on.

True, but why is this the case? I submit MY opinion as to why this is the
case: Piracy, in the IBM market, has grown to big to be controlled.
[stuff]
>force my belief on you -- YOU claim that my guess MUST be wrong. I
>claim that I have no idea, but that I don't think you should go around
>tacitly assuming you're right about the piracy issue without having any
>facts to support your belief.

Not true. As a forum to air OPINIONS, I have all the right to air my
opinions in the usenet, as do you, yours. After all, isn't the general
sentiment that Atari Corp. is mishandling their business an OPINION?O
And I never tried to FORCE anyone to worship my beliefs, after all this
thread was originally mine... It is totally up to you whether you want to
believe what I say or not. In your case, your assumption forces you to
challenge mine, where I have responded with MY reasoning.

>You're missing the point that I have no reson to prove anything to you,
>because I'm not asserting that I'm JUST ABSOLUTELY CORRECT on the
>issue. I'm saying I *don't know*, though I do have a "feeling," which,

>again, I wouldn't use in (say) an argument against Atari's or Atari
>owners because I have no facts to verify my *feeling* with. YOU, on
>the other hand, DO have a burden of proof here, because you are
>asserting that PC piracy is much worse than ST piracy. I'm saying "you
>shouldn't use that as an argument because you don't know for sure."
>You're saying, "I'm right, and even though I can't substantiate it in
>any tangible way, I'm going to continue using it as an argument against
>PC's, PC owners, etc."

Nope. Not even close. Sorry if I have mislead you, but your assumptions
of what I am saying is merely an act of putting words in mouth. Let us
assume that 1% of IBM platformers pirate software. Even this amount would
substantiate my claim that pirate more than Atari users. And, yes
I have the option (AND the right) to use this as an argument, as it is a
REASONABLE assumption that at least 1% of a software market pirates.

>>The point is, I don't need to PROVE it to you. You can PROVE it to yourself.
>
>I CAN, yes, but I have no burden of proof, whereas you do. I don't
>have to PROVE anything when I assert that you shouldn't argue on the
>basis of no real information. Your job is harder.
[stuff]
>that way; I only wanted to make clear that I thought you were dodging
>the real issue, which is FACT vs. OPINION.

It was YOUR request that I PROVE my OPINION, therefore what is your point?
I wasn't dodging the issue, you're misinterpreting it. Fact vs. opinion?
In this case, my opinion is a fact using my reasoning above. (the 1% business)

This is my last posting on this subject. I don't see the point in renewing
this thread, as it serves no purpose. People have their own conceived
notions, and I'm sure you'll find that in this case, mine is true.
Final Statement:
My position on this whole subject is :
The *MAGNITUDE* of piracy on the IBM platform far exceeds that of the
MAGNITUDE of piracy on the ATARI platform.
Nothing you, or anyone else, say will make me change my mind.
This has already wasted enough time...

AcEzE.
--
********** WHO AM I, YOU SAY? ********** "If time is money, we
********** SHAHIR AL RASHID**aka**ACEZE ********** are all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------
** This message brought to you by the Bollocks Bros. ** no fate but what we make

875. Re: ST INFORMER DEAD ????

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 21:45:58 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan14.214558.23990@newshost.lanl.gov>
Source record: 212034

In article 140193180656@128.141.55.206, BRARDA@VXCLIA.CERN.CH (Loic BRARDA) writes:
>I live in France and I took a subscription to ST INFORMER in may or june
>and since the september issue (the 3rd I receved) nothing came from them.
>What happens ?
>
>P.S. : Please excuse my poor English.

No, ST Informer is still alive and kicking. There must be some kind of foulup
with your subscription. Send me your name and address via email and I'll let
them know you haven't seen an issue since September.

And don't apologize... your English is a lot better than my French. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

876. Re: Amobea HAM 4096 into STE 4096?

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 21:51:14 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <25018@galaxy.ucr.edu>
Source record: 212037

Try using PhotoChrome 3 . This will display GIF , IFF and others in Atari SuperHAM mode or PHotoChrome 16,000 color mode. Need a STE to do this.

877. Re: ADVOCACY: Re: Convince me to stick with Atari. Why Bo

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 21:52:15 UTC
From: lehmann@cs.tamu.edu
Message-ID: <1j4nafINNesb@tamsun.tamu.edu>
Source record: 212024

>To answer your serious question here, yes I will buy the Falcon, as I
>think it is the only machine which has got its act together.
>Reasons:
>1. It uses Motorola chips and not the Intel Chips (designed by idiots).

Perhaps the original design was not optimal, but I believe that even the
Intel competitors would call Intel people idiots. The I860 RISC chip
is quite a nice chip and has more in common with a Motorola Chip than
and 80386 chip. I believe that Intel would drop the design restrictions
from the early 8088 chips if it wouldn't cause so many problems with the
compatibility with existing programs.

>4. I am sick of using PC's, which is a standard here at my workplace. I
>have done installations of S/W and H/W on about thirty PC`s and I must
>say it needs a hell of a lot of knowledge about the machine before you
>can get all the apps to work correctly with each other.

Many of these problems results from the operating system being much to small.
Each program in DOS needs to create part of an operating system for any
special thing it needs to do. When a user executes many programs on one
machine, the programs fight for memory locations for their special routines.
Since DOS is so small and has a limited operating system definition, each
program becomes huge and conflicts with other huge programs.

> What bugs me most about these stupid machines, is the memory layout. 'Normal
> memory`, High Memory`, Extended, Expanded, and for the last three you always
> need special drivers, which eat into your idiot 640k memory.

These restrictions exist because DOS is too small and too limited. It didn't
have a clean design at the start (it was trying to clone CP/M and get away
with copyright problems), and then bandaged every time programs needed a
new operating system feature.

> I prefer having the OS in ROM, and having the full RAM available for
>Apps, not having to install all kinds of crap to get the system running
>and eating up my memory.

TOS and GEM eat up about 200K of RAM. This is more than a standard DOS
machine. But after you load many DOS memory managers, TSRs, and fancy
device drivers, DOS may be using more memory than TOS and GEM.

Even though TOS and GEM are in ROM they still take up address space. And
that address space is the same address space that RAM uses.

>5. The windowing systems in use today on PC`s is no more sophisticated
>than GEM, in fact I prefer GEM, at least I know where to find things.
>Windows needs all kinds of setup specials like Pif files. The file manager

>in Windows is crap, try copying a file from one directory to another.

The file manager does some things that GEM doesn't do, but you are right in that is sure isn't intuitive. I spent 5 minutes learning GEM and days learning M/S Windows.

> OS/2 is another one of these badly written OS`s with a level of complexity
> which puts even Messy-Dos and Messy-Windows to shame.

I have found OS/2 to be the best operating system for microcomputers. It finally is big enough to have the major operating system concerns defined. No need for lots of bandages. It is consistent in its user interface, like GEM is consistent. OS/2 gives the user full access to all available memory, like TOS does.

It does have a higher level of complexity, but it also does more than the other operating systems do. It does full multi-tasking. For a stock broker, banker, and scientist, full multi-tasking comes in very handy. Also, OS/2 has a clean networking interface. The only time there is problems is when you want to run a DOS networking facility. The DOS software doesn't share and assumes that it can have whatever hardware it wants whenever it wants it. That is where the OS/2 headache comes in. People try to run M/S windows programs and DOS networking programs on OS/2 and they just don't work well in the OS/2 environment. However, with the several hundreds of thousands of copies that OS/2 has sold and the development interest, I believe that the OS/2 software market next Christmas will be like the M/S Windows market was this Christmas.

>7. Apps written for ST's usually cater for people with minimal machines,
>on PC`s the programs you get nowadays assume you have at least umpteen
>Megs of memory and consequently need a fast processor. (Why can`t people
>write small and fast apps anymore? I had some beautiful S/W running on
>my 48K Spectrum!)
My 48K (actually 72K is you count the ROM (in fact the 24K in RAM gets copied into RAM leaving around 28K free after booting)) Timex/Sinclair 2068 (US equivalent to Sincliar Spectrum) con't come close to running the software needs I have on my Atari ST. A minimal machine provides minimal features. Now the catch is that many people only need minimal features. And it is rediculous to pay a large some of money for something a person uses for minial features.

The cost of the CPU is coming down. I think I can buy a M68000 for the price of a sandwhich. At that cost, I can afford to use a M68000 for a printer controller instead of designing my own expensive logic. So some of the waste in memory and CPUs come for the smaller design effort and cost of building an efficient system when a sloppy system costs less to make.

Automobiles have the same phenonminon. I think that auto designers are arrogant, stupid theives. All of the garbage on my 1986 station wagon is complex, expensive, and useless. My brother-in-laws 1960 Ford is simple, inexpensive and very easy to fix. It is also very loud, uncomfortable, and ugly. This paragraph is meant to be biggoted.

My point is that every machine has a purpose. You need to get the machine that fits your purpose. A person is unwise to call a machine designer an idiot based on the fact that the machine doesn't fit the users need perfectly. A user should view the market and find the machine that best fits his or her need. Also, critics should look into the design aspect before complaining. Usually a perfectly designed machine is unaffordable. The affordable machines don't do exactly was the user wants, but it does enough right to make the user tolerate it at a cost he or she can afford.

>I could go on and on with this, but will leave it for now. Hope it helps.

Excellent points. I agree with you on nearly every point. I had to play devil-advocate to bring out some points that I believe should not be ignored.
>
>
>Wim Vleeshhouwer
>European Space Agency
>Noordwijk
>Netherlands

Ah, You're not from America.
You're forgetting our American philosophy. "Newer means better. Changed means better. Bigger means execellent. And a sloppy profit is better than an efficient margin." You have to take into consideration that religion, nationality, and race do influence design. This is probably not an American politically correct statement, but it is a point that is evident in the way we Americans have designed things and forced other nations to comply with. You can also see it in our American pride when when make other nations conform to us, but are relectant to comply with other nations standards.
--
Mark Lehmann Senior Texas A&M University
lehmann@cs.tamu.edu UPE Honor Society - Vice President

878. Re: AIM

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 22:02:19 UTC
From: jonc@status.gen.nz
Message-ID: <k33cXB1w165w@status.gen.nz>
Source record: 212299

lpzssm@unicorn.nott.ac.uk (S. Marshall) writes:

> Anybody out there know of AIM - the digital image manipulation
> program? I'd like to know what the last released version
> was. I have 2.51 and it seems to crash pretty often on an STE. Is
> this also true for STFM's ?
Works well on the old ST's.

Jon Clarke Z*NET Pacific
-=-=-=

879. Wanted Monitor

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 22:08:55 UTC
From: maxn@intermec.com
Message-ID: <2067@intermec.UUCP>
Source record: 212097

I have a friend who is looking for a used color monitor.
If you have one you would like to sell please send me some e-mail
and I will forward it to him.
Thanks in advance.

Max Newman
maxn@intermec.com

--
uucp address: maxn@intermec.com or uunet!pilchuck!intermec!maxn
Trust in your calling, make sure your calling is true

880. Re: Atari Znet, STreport, and AEO magazines

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 22:10:53 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1j4oddINNe23@usenet.INS.CWRU.Edu>
Source record: 212031

In a previous article, hutch@bellman.lanl.gov (John Hutchinson) says:

>In article 1j1nbuINN5to@news.cerf.net, timf@nic.cerf.net (Tim Fitzgerald) writes:
>>
>> I am having no luck getting a hold of any of these publications.
>> I have internet ftp, news, and mail access. I have had no luck
>> at all with alt.znet.pc. If anyone could help me in finding the
>> latest copies of any or all of these magazines, and a reliable
>> way to access them in the future I would be very thankfull.
>>
>Tim, you can subscribe to Z*NET and receive it automatically via email if you
>send a request to stzmagazine-request@virginia.edu .
>
>---

OR you can access the Cleveland Free-Net Atari SIG that usually has
all of the online magazines by Sunday (except for AEO which is posted
a little later).

You can access it by telnet'ing to "freenet-in-a.cwru.edu" or b, c.

There are around 100 people getting their online magazines from this
source, so it is a good place to get recent mags.

And old mags. There are over 300 issues of STR, Z*Net, and AEO stored
on the Cleveland Free-Net.

>
>
>

--

881. Re: OS/2 for the PC

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 22:15:02 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.0NtcEE6&Epg@semprini.tdkcs.waterloo.on.ca>
Source record: 212098

In <H.ea.q60o98FoDQw@yonder.equinox.gen.nz>, Craig Shore writes:
> Okay, i've seen people stick up for os/2 saying how great it is, but
> then on the other hand, not many people seem to be using it.
> I wonder why?

More people aren't using OS/2 becuase:

a) OS/2 1.x was _terrible_... even worse than Windows 3.0
b) People using DOS aren't aware of the fact that it'll do DOS
better than DOS can; not to mention the added functionality
they'll be getting (multitasking, a GUI, etc).
c) People using DOS/Windows are convinced that, "Oh well, Windows
is pretty sucky, OS/2's probably just as bad. Might as well
stick with what I have now."
d) MS has brainwashed people into thinking Windows is "cool" and
"the way of the future".
e) People are too lazy (and too stupid) to install any software
onto their system, beyond the stuff that came with it in the
first place (betcha there's a million DOS 3.3 users still out
there).
f) They were too intimidated by the installation diskettes...
there's ~29 of them.

> and a little joke i've seen.... OS/2 , 1/2 an operating system?!

That one's older than you are... :-)
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

882. Re: Linea illegal?

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 22:15:26 UTC
From: rosenkra@convex.com
Message-ID: <1993Jan14.221526.28126@convex.com>
Source record: 212003

In article <1993Jan14.194521.12975@netcom.com> ersmith@netcom.com (Eric R. Smith) writes:
>> [i asked eric for advice on making MGIF fully AES/VDI only...]
>I don't really have time to try anything specific. But I do know that
>the VDI blit function just calls the line A blit, so blitting a
>screen image should take almost the same time (there would be a small
>setup penalty for the VDI, but that would be insignificant compared
>to the cost of blitting a screen image). I presume that you're
>using vro_cpyfm? Also, did you remember that for screen blits you
>should put a NULL address in for the bitplane address? (I think this
>is faster, it means the VDI can just grab its internal screen info
>instead of having to use whatever your provide.)

perhaps more detail:

MGIF does the following (all no-no's):

1) use Logbase/Physbase to find screen. lay out 4 other screens
(aligned).
2) "draw" 4 screens in memory with line A putpixel (floyd-steinberg
dithered). this can be replaced with directly twiddling "pixels"
in virtual screens, eliminating line A but it is so simple to
use putpixel. in fact i might have already done this in newer MGIF.
3) in an infinite loop, doe XBIOS Setscreen/Vblank for each of th
four screens. (loop terminates when key pressed, check with BIOS)

the "equivalent" GEM-only version (that i have tried) would be:

1) open a window, workstation
2) "draw" 4 bitmaps in memory (set word bits on/off depending on
pixel value, no OS calls at all)
3) in infinite loop doing some "legal" blit, vro_copyfm or whatever.
(event_mult() tests for exit)

the latter does not run fast enough (ie u can see the frames pass buy
instead of it appearing continuous and hence grayscale-like image).

i agree that VDI blit would run about as fast as line A blit. however, i
am not blitting at all in the first version.

i presume there is no real way to do this fast enough with 8MHz 68000
ST architecture with AES/VDI only. which is probably ok anyway. things may
be different with newer atari models (which i don't have). it is not that
important. move along...

ciao

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

883. Re: Preliminary Falcon030 product list

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 22:19:54 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.VNxaDcvDYIg@semprini.tdkcs.waterloo.on.ca>
Source record: 212099

In <C0tBLD.B84@ecf.toronto.edu>, AL RASHID SHAHIR writes:
> Referring to Mr. Sander Stoks' list that was posted....
>
> For those who STILL think that Falcon (or anything related to it) is
> "Vapourware", Look!! Its actual software that's gonna be sold!!! (sarcasm)
>
> Thanx a lot for Mr. Stoks, for posting this up...
> Knowing the "opposition" though, they'll now whine that the computer will
> STILL not come out (good grief), and that the list is fictional. Either that
> or Mr. Bagget will ask for PROOF that these products will come out........

I'm sure all of the titles in Sander's list are selling like hotcakes,
since people have no hardware to use them on.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

884. problem with 4 meg expansion on 1040 ste..

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 22:35:11 UTC
From: kort@fwi.uva.nl
Message-ID: <1993Jan14.223511.663@fwi.uva.nl>
Source record: 212100

I recently installed 4 meg in my 1040 ste, and it all works great. But when
I try to open a folder the computer doesn't do anything anymore..
I can't move the mouse, and the screen remains still.
When I start up any program before I open a folder, everything works fine,
so I expect this is a software bug ? If it's a known bug, is there a fix for
it ?
P.S. I've got a: 1040 ste with 4 megabyte and tos 1.6

--
\ | /
- Jan Kort -
/ | \

885. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 22:46:52 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1j4qgsINNsrb@golem.wcc.govt.nz>
Source record: 212019

Agree also, Flash is not junk, a little low on features, but simple,
quick, and works fine!

STalker is too expensive. And it's impossible to get 80*24 column screen
out of it, unless you use a small font, which makes things difficult
to read (especially those people whos eyes are half stuffed already).

I mean, the full 80 lines across, 24-lines down being displayed at once
on the screen. These windowed programs don't do this, due to scroll bars,
title bars, and menu bars etc. Bob Brodie might like it, but he's
probably using a TT where he *can* get the full 80*24 on the screen due
to the extra resolution! It does background downloading!? So, it's
not a major extra. You still have to wait for it, and it's slower than
single-tasking downloading.

Uniterm is good, displays what you want, is not expensive (it's free
unless you decide to send some money to the author, but not compulsory)
Has plenty of features (okay, the capture is very awkward to operate,
and it has no text/capture editor built in.... but it works!)

Remember folks, when comparing these programs, that most folks will
be running it on an 8Mhz (or maybe 16Mhz if they're rich 8-) maching,
in 640*200 or 640*400 resolutions! And probably have 2400 baud modems!

Just for the record, how many people out there *do* have 9600bps and
higher modems!?

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ===========================
```

886. Re: ADVOCACY: Falcon - Why I'm buying it...

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 22:48:51 UTC
From: m92mmy@tdb.uu.se
Message-ID: <1993Jan14.224851.23811@tdb.uu.se>
Source record: 212004

In article 22402 Steve Wells writes:
>Say bye-bye Atari!
>
>If Amoeba does this, it will practically kill all the advantages the Falcon
>has. (Apart from MIDI). No doubt the Amoeba's version will be slower,
>and more graphics+sound oriented. (The thing *is* used 90% as a games
>machine purely.)
>
>What is this '3do' thing. And the Amiga AGA. (Advanced Games Adaptor!?)

I wouldn't say "The thing *is* used 90% as a games machine purely",
I'd rather say that lots of Amigas are bought for games-playing,
BUT a lot of us end up programming, composing etc _AND_ playing
games.

For your information;

AGA = Advanced Graphics Architecture

/Mattias

_____
Mattias Myrberg

m92mmy@bellatrix.tdb.uu.se

887. Re: ADVOCACY: (sort of): Re: good PC shareware

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 23:28:03 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1192@usdtsg.DaytonOH.NCR.COM>
Source record: 212008

In article <1j2925INNjpj@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:
>
>Though I like Uniterm, it has a few dreadful omissions, the worst of
>which being lack of Zmodem support. (Or support for external transfer
>protocols.)

There's always a way around that. I simply have my F1 key set up to run
XYZ.PRG when pressed. Voila, hotkey external protocols.

Of course, that is not the "designated" purpose of those keys, but since
they're programmable, might as well take advantage of them!

It *would* be a royal pain if this programmability was not there though.
I have tried out term programs that sometimes don't even let you have ANY
access to the file selector, which is also a pain, as UIS III is one
of my most used programs on my system...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

888. Help

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 23:29:15 UTC
From: garath@panix.com
Message-ID: <C0vAKs.3q3@panix.com>
Source record: 212009

[No readable article body recovered]

889. Re: Amobea HAM 4096 into STE 4096?

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 23:30:47 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Jan14.233047.13857@beaver.cs.washington.edu>
Source record: 212013

In article <25018@galaxy.ucr.edu> phruby@ucrengr.ucr.edu (paul hruby) writes:
>Try using PhotoChrome 3 . This will display GIF , IFF and others in Atari
>SuperHAM mode or PHotoChrome 16,000 color mode. Need a STE to do this.
>

Err, PhotoChrome 3.0 works just great on my 520STFM, I hope you didn't mean
you need an STe to run it. Specifically, using the Super HAM mode I can
get 4096 simultaneous colors on my ST, for viewing GIF pictures at least
(I don't have any .IFF or .RAW or anything so I don't know about the
options for those). It looks really great, I would have never believed it
if I hadn't seen it up close and personal. :)

Now, to get the 32000 simultaneous colors (I believe this is called
PhotoChrome STe mode or something), it is necessary to have an STe.

Regards,

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

890. Dead keyboard wanted

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 23:31:16 UTC
From: zimmermk@westford.ccur.com
Message-ID: <1993Jan14.233116.3301@westford.ccur.com>
Source record: 212011
Cross-posted to: rec.music.makers,comp.sys.atari.st,rec.music.synth

Hi.
I'm an EE hacker, and I want to make my own synth. I think I can
handle electrical design, layout, having a PCB made, etc; but I CAN'T cast
plastic, and I wouldn't know how to design the action. So: If you have
a dead keyboard that used to be velocity- and pressure-sensitive, and you
WERE going to junk it, why don't you tell me what it is and how it died?
I can pay about $30 + shipping for the right dead keyboard.
Is this offer unreasonable? Let me know. But I can't offer much
more; if no one likes this deal, I guess I'm just out of luck for now!

Thanks!

Karl

891. Re: Gem

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 23:32:08 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1993Jan14.233208.20445@oz.plymouth.edu>
Source record: 212033

In article <1993Jan14.111005@cs.bham.ac.uk> dxo@cs.bham.ac.uk (David Oakley) writes:
>I got TOS 2.05 with my MegaSTE and I've stopped using NeoDesk 3 to use
>NewDesk(TM!)... then new version of the Atari Desktop. Once you've set up some
>decent icons and keyboard shortcuts and window colours etc. it's very nice and I
>think it's a lot tidier than NeoDesk.
>
Actually, I agree, I've been using NeoDesk, and I like it, but I have
old TOS 1.2 so I don't really have any features. Does TOS 2.05 work in
a 1040STf? And if so does it come in a 2 chip version, how much?

Stephan

--
\/\/\/

892. Any caveats?

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 23:57:49 UTC
From: wmagro@uiuc.edu
Message-ID: <C0vBwE.CAB@news.cso.uiuc.edu>
Source record: 212015

I am an ST user. I hate clones in general. Not because I am an atari cheerleader, though. I just don't like the way DOS feels.

I was looking at a DEE ONE ad, and I see that I can get a 386DX-33 with 64k cache for $338. I already have an extra multi-sync monitor and $250 meg drive around, so that would be my total cost. I think for this kind of (almost) pocket change, I can play around with OS/2 and/or Linux.

I certainly expect to upgrade the motherboard to a localbus 486+ withing a year. Other than that, can anyone tell me why this wouldn't be a fun, cheap toy to play around with? Has anyone had bad dealings or bad product from DEE ONE systems?

Thanks.

--
William Magro NeXTMail welcome
wmagro@uiuc.edu

893. Re: ADVOCACY: Re: re W Magro's posting

Newsgroup: comp.sys.atari.st
Date: 1993-01-14 23:58:45 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1j4unlINNeke@life.ai.mit.edu>
Source record: 212016

In article <C0v1zK.1M4@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>In article <1j3qvsINNhn2@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
>>*I* haven't been flaming anyone,
>
>Trust me, Dave, you've been flaming. Terms such as 'twisting', 'lying', etc.
>are commonly used in flames.

It's clear you have a personal problem with me. Take it to email.

>>though I've certainly been called a lot of nasty things.
>
>Such as? Sorry, I see the examples a few sentences further, which include:

How about "asshole" or "techno bunny?"

>>*I* never told anyone they "needed to laid,"
>
>Did you think that part of my message was directed toward you Dave? Did it
>have your name written at the beginning of the paragraph? No. Did you write
>words to the effect that you wished the Tramiels were (a) maimed horribly (b)
>killed outright (c) dead dead dead? No. Then why are you appropriating this as
>an example of being called 'nasty things'?

No, I don't think it was directed at me; it's merely an example of a
mind-numbingly childish, unproductive, and ad hominem comment that came
from one of the unnamed participants in this so-called flame war.
Hmmmm. Let's see.... I believe it was YOU in fact.

Learn to control your temper long enough to read the messages before
you respond to them. I didn't say that those comments were examples of
nasty things said to me; I simply said that people who weren't
mentioned (such as you) have said much worse things, and for that
reason I fail to understand why I was singled out (except for general
character assassination). When all else fails, try to discredit your
opponent, I suppose.

>It APPEARS that you thought the lines were written for you. This might serve as
>an indication of how far out of line your interpretation of postings within
>this newsgroup has gotten. If you got this wrong, how many other postings
>might you be misinterpreting?

I'm not surprised that it not only APPEARS that way to YOU, but that
you are willing to go out on a limb assuming that it's the case. I was
only pointing out that though I was mentioned by name as someone who
was flaming people, I have hardly been one of the major offenders in an
arena where comments about "consenting sexual relations" are tossed
about. When I see comments like that from anyone in any group, I get

very disappointed.

I'm eager to see what bizarre interpretation of *these* words you'll contrive. But by posting this note you have only called further attention to your own inappropriate behavior, so perhaps you'll just do that again. (Has telling me off publicly made you feel good yet? Has the net gain been positive? If not, why don't you stop wasting your time doing it?)

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

894. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 00:01:32 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11689@uqcspe.cs.uq.oz.au>
Source record: 212017

Bob_BobR_Retelle@cup.portal.com writes:

> [advocacy]

>BobR
>
>(Incidentally, this subject line of this message does *not* contain the
>word ADVOCACY, mainly just to annoy Warwick..)

Dave, please keep your buddies in line.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

895. GFA 3.5 ...

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 00:06:15 UTC
From: CRA103@psuvm.psu.edu
Message-ID: <93014.190615CRA103@psuvm.psu.edu>
Source record: 212018

I am currently selling off all of my atari st software.... Right now I am sadly departing with my gfa basic 3.5 disks with complier and Volume one book.... I am asking $20.00+shipping... If interested contact me...

896. Re: ADVOCACY: (sort of): Re: good PC shareware

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 00:20:06 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11690@uqcspe.cs.uq.oz.au>
Source record: 212021

dmb@case.ai.mit.edu (David Baggett) writes:

>Though I like Uniterm, it has a few dreadful omissions, the worst of
>which being lack of Zmodem support. (Or support for external transfer
>protocols.)

? Shelling out works fine for me. I hit F10 for zmodem download, and
F9 for zmodem upload [including file-selector].

It's a sign of DOSification that you want everything in one program,
rather than the more Unix style of using external programs.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

897. Re: MultiTOS - 68000 Yes, or no?

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 01:43:54 UTC
From: jaszcz@huey.EEAP.CWRU.Edu
Message-ID: <1j54srINNq95@usenet.INS.CWRU.Edu>
Source record: 212038

In article <H.eg.CO1hkU44oV_@elfhaven.ersys.edmonton.ab.ca>
mforget@elfhaven.ersys.edmonton.ab.ca writes:
>Hi!

hi...

>
>Over the past two months, I have been hearing poeple claiming that MultiTOS
>not be available for 68000 systems. Now, in the last week, I have heard that
>it would be available for 68000 systems. This is an important issue to me,
>and I suspect that it is especially important to developers.

it runs on a 8mhz 68000 ST...
I don't see why Atari would hold it back from us...

>If MultiTOS is available to the public (even at a price or completely
>software based) than developers would be able to write their programs
>for a larger group of people and make more money.

they better not charge for it...

>The main argument that I have heard against releasing it for 68000 systems
>is that it would not be very fast on 68000 systems. I am of two opinions
>about this, though. Many 68000 systems operate at 16MHZ (through
>accellerator cards) and many others were built that way (the MegaSTe, for
>example).

I've seen it run on a 8 mhz 68000 ST ... I doubt that anyone would see any
difference in speed from old single-tasking TOS... MultiTOS is a very good
tast scheduler... or should I say MiNT is a very good task scheduler...
Atari only wrote the new AES... I don't think they even did anything to the
VDI... oh... they also wrote the new desktop program.

><< -- >>
><< mforget@elfhaven.ersys.edmonton.ab.ca >>
><< ~~~~~~ >>
><< Michel Forget >>
><< Do you really care who said what, when? >>
><< -- >>

hmm...

898. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 02:30:31 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1j57k7INNjif@life.ai.mit.edu>
Source record: 212039

In article <11689@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>Bob_BobR_Retelle@cup.portal.com writes:
>>(Incidentally, this subject line of this message does *not* contain the
>>word ADVOCACY, mainly just to annoy Warwick..)
>
>Dave, please keep your buddies in line.

BobR's just as much your buddy as he is mine. I mean, we're all part
of one big happy, supportive Atari community, right?

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

899. Re: Spectre & TT

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 02:33:52 UTC
From: bbs.ruscal@tsoft.net
Message-ID: <6yceXB3w165w@tsoft.net>
Source record: 212040

wenzel@marsu.tynet.sub.org (Markus Wenzel) writes:

> In <1993Jan6.095202.3344@news.unige.ch>, michel morris writes:
> > QUESTION: How can I transvert Atari -> Mac? The floppy doesn't work, the in
> > doesn't work, Transverter refuses to recognize the (functional) MAC parti
> > on my external ACSI, ... I think I feel an email to Dave Small coming o
>
> I have no problems in mounting a Mac formatted SyQuest cartridge under
> Spectre (connected to ACSI, of course). A normal hard disk drive should
> work the same way.
>
> Regards, Markus.
>
> --
> /dev Markus Wenzel, University of Stuttgart
> /usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
> ~/.ircrc/nick Marsu
>
> ### check this out with users you don't like:
> cat >> ~luser/.cshrc
> alias vi 'rm \!*;unalias vi;grep -v BoZo ~/.cshrc > ~/.z;mv -f ~/.z ~/.cshrc'
> ^D
>

==========
This is correct. I have a Mac formatted Seagate ST-277N (SCSI) that is
switched regularly between a Spectre 128 and a Mac+. Other than having
to disconnect the SCSI-DMA adapter when connecting to the Mac+, it works
perfectly between the 2 systems, showing that a Mac formatted HD is
usable by Spectre. 'Course you have to boot off of floppy...

--
Russel Mar (bbs.ruscal@tsoft.net)

900. csast

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 02:43:55 UTC
From: qsi@contrast.wlink.nl
Message-ID: <727275504.AA01090@contrast.wlink.nl>
Source record: 211971

From: David Baggett
To: All
Subject: ADVOCACY: Re: Porky pig.
Created: Tue 12 Jan 93 at 05:37
Imported: Fri 15 Jan 93 at 01:47

heart-of-gold.mit.edu!mintaka.lcs.mit.edu!ai-lab!case!dmb

In article <1993Jan11.211008.13488@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu
writes:
>Could you be more specific?
>Tell me how I make the ST market suck, please?

I thought I was being pretty specific, but here's a *really* specific
statement for you:

1. You don't pay for software (because you have no money).
2. ST developers don't make any money selling you software.
3. Consider a market consiting of a million people like you.
4. ST developers have to leave the market.

That's why YOU are part of the problem. This is EXACTLY what the ST
market is like now. How many people here have already said they stick
with their Atari's beause of all the freeware and "shareware" out
there? What does that say about a commercial developer's chances?

>"PC people pay for software in enough numbers..." Could you say 30%
>of the PC user market is onboard because of the fantastic piracy
>network? I'm certain it dwarfs any such network Atari may/may have
>had. Whatever.

You're really piquing my interest here. Why don't you let me in on
your details of the vast pirate empire for the PC? Be sure to
cite figures for the ST market that back up your assertion. I
want BBS numbers too -- maybe I can get some RAD NU WAREZ D00D. :)

>In a couple of years, when I intend on investing in a new system, and
>if I still have InterNet access, I'll let you know what I decide.
>You're probably right that it won't be a 68000 machine. It'll probably
>be along the lines of a 68040 or whatever the price/perfomance ratio
>bears out from the market.

Given this thorougly intelligent closing statement, it's clear that you
have misinterpreted my defense of the PC as an attack on the ST. I
have no problem with the idea that you are happy with your ST (except
to know that you are living with something that is slowing you down).
The point of this all was that RIGHT NOW, IF you were buying a NEW

machine, a clone would be a very intelligent choice, simply on a price/performance basis. If you look at the lingering title of this message, you'll see that it's one Atarian's misguided assertion that "PC's are bad because all the software is really huge." When I pointed out that it's not that simple, you kicked into defensive mode and started telling my why your ST was a wise purchase when you bought it years ago. I have no argument with that. My ST was a wise purchase 7 years ago too. (A clone would have been a wiser one, but I of course had no way of knowing things would work out as they have.)

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory

ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

901. RE: meta-comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 02:53:16 UTC
From: qsi@contrast.wlink.nl
Message-ID: <727275504.AA01091@contrast.wlink.nl>
Source record: 211972

Christopher Mauritz wrote in a message on 12 Jan 93 to All

CM> competance of the management. I wonder how long it will be
CM> before NASDAQ unlists Atari all together (it is practically
CM> a penny stock) and ATC is relegated to the likes of the Vancouver
CM> exchange...Imagine that....

Minor nitpick: Atari is listed on the AMEX, not on the NASDAQ OTC. I agree with the rest of your post wholeheartedly. Atari's stock isn't that far from bankruptcy level.

YHS:QSI!

902. Atari - in computer magazines?

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 03:25:59 UTC
From: brymastr@eng.umd.edu
Message-ID: <1j5as7INNmq9@mojo.eng.umd.edu>
Source record: 212041

Hi, I've been hearing about the Falcon for a while on this group,
but I have yet to see anything on it outside this group. Which
magazines would cover Atari products like the Falcon the most?
Have there been magazine ads for the Falcon? I'd like to see one.
In fact, I'd like to see the real thing too.

Thanks....
-Bryan

903. Re: ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 03:26:55 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan14.222655.13646@bsu-ucs>
Source record: 212042

In article <1j0esfINNa0f@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
> In article <1993Jan13.010304.13554@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>>For posterity, I hear that a clone-realm communications package that's worth a
>>bowl-of-lard-with-a-hair-in-it had not come on the scene until about a year
>>or so ago...(Suffice:Not long ago)
>
> This is more misinformation. Qmodem has been around since before the
> first ST rolled off the assembly line. It's damn good, but not as good
> as Telemate, which does its own multitasking (as does Epsilon, my other
> favorite damn impressive PC application).
>
> Telemate is better than Uniterm by quite a wide margin in terms of
> useability. The only thing it's missing relative to Uniterm is
> Tektronix emulation. (I don't need it, so I don't really care.)

Hmm...A couple of my friends got switched (by their parents) in the late 80's to clones and they couldn't find anything to T-comm on worth a hill of beans, and I have heard some banter to that end around here. Was Qmodem just not in public circulation? Perhaps my arguement should be refined to public circulation (Freeware/Shareware/Bugware) T-comm packages.

>>It's not a matter of >wanting< to stay uninformed, it's just that I'm really
>>busy getting informed about a lot of other things, and just haven't gotten the
>>juices flowing in that direction yet ...
>
> If you *know* you don't know what's out there, why make statements
> about the clone world that (as far as you know) may or may not be
> correct? Half the reason I get so into these threads is that I used to
> think the "DOS world" sucked too; then I actually got a PC and used it
> for a year, and discovered an incredible world of software and hardware
> out there (of all kinds) that I never knew existed. Having been on
> both sides of the fence, so to speak, I really feel that I know what
> Atari (and hence Atari computers) are missing.

Ahem.... I know I know what I know, and I know I don't know what I don't know. What I know is that I know a little about the clone-realm, and what I know just doesn't impress me enough to make me think that a clone is God's gift to computing -- or even that I should, at this point, direct my energies to find out everything I'd need to know in order to buy one.

>>I call it a disease because of how fast it's spreading, and how little thought
>>is necessary for it to be contagious. (No further implecations intended! :-)
>
> There's no shame in doing what everyone else is doing provided it's the
> smartest thing to do.

That's my arguement -- a lot of people get pushed into thinking a clone is "the shit" so to speak, and end up buying a lot more shit than they need (waste money) just to run some ultra-rave c00l new thingy called Windows -- which, I repeat, they don't need.

>This sounds like more of an anti-mainstream
> attitude than a pro-Atari one, and I've seen it before in comments
> about PC's being "boring and everyday." This is not common sense or
> logic talking -- it's the "will to be different." Not computers
> at all, just philosophy ... religion.

You're probably right that I have a bit of this in me, but I don't think it was overstated up there.

>>And common sense tells me; what I have works, and works well. Thumb your nose
>>at anyone who says theirs is best and then ask why! Eventually I will be the
>>judge again.
>
> Yes, the ST works pretty well. It's slow by today's standards, and you
> can probably get more work done on other newer machines, but it's
> certainly not useless. Anything you have now you'll be able to run a
> year from now. Likewise, PC's are perfectly good machines, and they're
> amazingly inexpensive now. That makes them the best bang for the buck
> (and for most people, the all around best buy) in the computer industry
> now. That's all I'm saying here: PC's suck no more than your ST does.

At least we're in agreement now -- My ST sucks ~ as much as a clone-machine.

>>Not that there are many _other_ similarities, but: Not _wanting_ herion is a
>>good sign you've never had it. :)
>
> Wow, that's a tough one to bend my mind around. But where your analogy
> fails is this: PC's won't hurt you; they're not evil. Being able to
> buy any one of a thousand new software products at your local Babbages
> will probably, like heroin, make you very happy, though. (At least
> in the short term.)
>
>>Take the percentage, any percentage, and figure the nature of the piracy beast,
>>and I'd have to guess that with the extrodinarily high number (percentage) of
>>clone-people pirating there'd be one hell of a network like no Atariian of the
>>Atari hey-day had ever seen.
>
> You'd guess. Will you agree that your guess means as much as mine?
> And my guess is that there's an *equal* amount of piracy on all
> platforms these days. How do we resolve this impasse without some
> factual data?

We can't. It's impossible to come to an exact end because there is no exact data. Above, I was trying to draw a hypothesis. Read it again, and tell me if you think it sounds like it hangs together. I think it does. Or..I think it would be a hypothesis worth testing if I had the means.

>>Hmm! Is it like the 3D movement system I've seen in Castle Wolfenstein 3D?
>
> Yeah, but quite a bit better; Underworld models lighting and does
> non-rectangular surfaces. Essentially, it's a texture-mapped flight
> simulator in a dungeon, and you ride around on a motorcycle. :)

Wow! That sounds pretty cool! On a motorcycle? Hmm...in an Ultima game? Did they decide to lose the Dungeons&Dragon-type fantasy setting?

>>P.S. I'd like to take this to E-mail since it's getting so long, but my mail
>>to you bounced a bit ago.
>
> My machine "case" is now hosed somehow. Mail to dmb@ai.mit.edu instead
> of to dmb@case.ai.mit.edu.

I tried that...still no-go. Wonder why? I'll try again anywho.

Try to send me something if you have time. Maybe the default in the mail-read would work. I mean, if it comes in under that, it should be able to go out under the same, right?

-Matt

904. Re: ADVOCACY: Re: Convince me to stick with Atari. Why Bo

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 03:58:26 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan14.225826.13650@bsu-ucs>
Source record: 212043

> The current user base is a different story though, we've already got
> the machines, they're not too bad for their age, they could have
> done with a faster serial port & multitasking that the amiga from
> the same period has, but they're nice to use. There's still lots of new
> software coming out from the PD/Shareware writers.

A faster serial port? I've never even _heard_ of one going over 19,200bps. Is this new, or is my serial-port info. a little dusty?

-Matt

905. Re: ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 04:02:24 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan14.230224.13651@bsu-ucs>
Source record: 212044

> A company I used to work for was prosecuted for using pirated software. Here
> it was POLICY to buy one copy of Lotus-123, MS-Word, Harvard Graphics etc
> etc and then distribute them round the Company (around 1500 employees, and 400
> PC's).

Dave--

This may be an extreme example, but I think it successfully illustrates the pervassiveness of piracy in he clone-realm.

-Matt

906. Re: .APP doesn't work on MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 04:13:04 UTC
From: ph9991_imm@rivers.acc.uwrf.edu
Message-ID: <1993Jan14.221304.633@rivers>
Source record: 212045

In article <H.ea.dhtBmaQTLQE@yonder.equinox.gen.nz>, craig@yonder.equinox.gen.nz (Craig Shore) writes:
> In <11653@uqcspe.cs.uq.oz.au>, Marshall Harris (G.M. writes:
>
> I was about to suggest the bug (?) in tos/gem that causes this to happen
> using GEM with some programs... if you choose CANCEL and try again a few
> times it goes in the end. This seems to only happen on STE's.
> Oh yeah, it's not just with APP, PRG does it too.
>
> BTW: anyone know why GEM does that sometimes???
>
> Craig

Gosh! I've been using my STe for a couple of years now, why haven't
any of my desk-accessories gone haywire yet? :)

-Larry

907. Help me with Sprites!

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 04:20:18 UTC
From: ph9991_imm@rivers.acc.uwrf.edu
Message-ID: <1993Jan14.222018.634@rivers>
Source record: 212046

Hi!

I've noticed that some sections of docs for some games mention sprites.
Am I correct in assuming that sprites are moveable object blocks handled
by the computer's hardware and accessed by video chip registers? Does anyone
have information on how to create and manipulate sprites in an ST or STe?
My language of choice right now is LDW Basic v2.0, where would I have to
POKE/PEEK to use sprites on my machine? (Right now, my Basic only allows
graphic manipulation of primatives and raster chunks, which are pretty slow)

Thanks in advance....
--
Larry Imm
larry.o.imm@uwrf.edu

908. Re: Atari laser...old

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 04:24:13 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan14.232413.13652@bsu-ucs>
Source record: 212047

In article <2893@targon.UUCP>, marc@targon.UUCP (Marc Dierikx) writes:
> In article <1993Jan13.013540.13556@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
> |So, (this goes out to anyone) would a used/refurbished Atari SLM804 be a good
> |deal @ $579?
> |
> |If these emulators are easily obtainable I would tend to think ~$500-$600 would
> |be quite a steal. ??? Anyone?
> |
> |
> | -Matt
>
>
> Be very aware that you can use the SLM804 (and SLM605 too) only
> on STs and TTs (not even on Falcons without some kind of adaptor
> it seems).
>
> If you doubt about moving to some other platform within short time
> I'd think that $500 is still a big amount of money.

$500 is a huge amount of money -- I'm just trying to figure out of it's a good
price for a used SLM804 and what the upside/downside of this laser might be.

> If you do not it may still be too much; think about what a (used?)
> laserjet or inkjet costs these days... I payed about f600,- (about $300)
> for an SLM804 after having it repaired, but maybe I had just plain luck.
>
> One more word about the emulators: if you buy that SLM804 it should
> be accompanied by the diablo emulator, a gdos driver, some fonts
> and some other stuff. SLM804s were sold with that in the box.
> The fx80 emulator is called laserbrain and is a DMC product.
> I saw it on some archive lately however, so it may be public domain
> by now.

Hmm...I'll be sure to ask what somes with it if I investigate further.

-Matt

909. Re: Convince me to stick with Atari.

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 04:32:47 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan14.233247.13653@bsu-ucs>
Source record: 212048

> Well, looking at Zeos' price listings, a '486sx/25 LocalBus system is
> ~$1500, depending on how much RAM/disk you get. That's with the
> monitor, unlike the ~$1700 for the Falcon030 4M/65M setup. Oh, and it's
> a LocalBus video card able to do 1024x768x[16? 256? probably 256, since
> it's a 1M card].

What is this whole LocalBus thing? Why have it? What are people missing out
on who don't have it?

> But, ya see, I don't want a unix system... In the fall (when I first
> ran into the '386bsd/X archives) I looked long and hard at what I use a
> computer for. Something like OS/2 suits my needs much better.

What's the diggs on OS/2? If you have a system that can handle it comfortably,
what will it do for you?

>> A CDROM drive is also becoming 'standard equipment'. Be sure the one
>> you get can handle the KODAK CDROM disks.
>
> Almost any CD-ROM on the market today can handle single-sesson PhotoCDs.
> I've only seen a few (VERY few) that could handle multi-sesson disks.
> And I haven't thought of a use for PhotoCD for _me_ yet...

What's the difference between single- and multi-session disks?

>> The
>> reason I emphasize the monitor is that you mentioned a desire to do a bit of
>> animation and graphics rendering. You can have the fastest CPU on earth and
>> the graphics will still be terrible if you purchased a cheapo superVGA card and
>> nominal monitor.

What can't you do on a cheapo SVGA card that you _have_ to be able to do?
Ditto for the monitor?

-Matt

910. Re: meta-comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 05:01:17 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan15.000117.13656@bsu-ucs>
Source record: 212049

>>I cannot help but be flattered. If I convince one newby to dismiss
>>Atari computers as an electronic toy, I feel morally justified. I
>>hate to see people go out and purchase one of these paperweights based
>>on completely biased and false propaganda from the cheerleaders on
>>the net and then realize that they'll have to give up their left nut
>>to find software for it.
>
> C'mon Chris. Where are you going to buy the computer and not be able to
> buy software for it? I don't know where you are, but we have no such
> difficulties here in Michigan. Can it be that we are that fortunate?

Don't be fooled! I live in a (relatively) large city in the summer (Columbus, Ohio) and there isn't an Atari dealer ANYWHERE. To my knowelege (and I would be exstatic if someone would tell me I'm wrong and provide me with an address) the closest dealer is probably Dayton, OH.

-Matt

911. Re: ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 05:06:01 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1j5gnpINNphs@life.ai.mit.edu>
Source record: 212050

In article <1993Jan14.222655.13646@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>>>Hmm! Is it like the 3D movement system I've seen in Castle Wolfenstein 3D?
>>
>> Yeah, but quite a bit better; Underworld models lighting and does
>> non-rectangular surfaces. Essentially, it's a texture-mapped flight
>> simulator in a dungeon, and you ride around on a motorcycle. :)
>
>Wow! That sounds pretty cool! On a motorcycle? Hmm...in an Ultima game? Did
>they decide to lose the Dungeons&Dragon-type fantasy setting?

Well you don't *really* ride around on a motorcycle -- you're supposed
to be walking. But it goes so fast that you *feel* like you're zooming
around on a motorcycle. (Or a skateboard, at least.)

There's an Ultima Underworld II out now too, from what I gather.

>> My machine "case" is now hosed somehow. Mail to dmb@ai.mit.edu instead
>> of to dmb@case.ai.mit.edu.
>
>I tried that...still no-go. Wonder why? I'll try again anywho.

I dunno, but it seems to work OK for a lot of other people who read
this group, judging from the amount of mail I've been getting. :)

>Try to send me something if you have time. Maybe the default in the mail-read
>would work. I mean, if it comes in under that, it should be able to go out
>under the same, right?

Actually one-way-only mail paths aren't all that rare. Except for the
machine that's one hop away from you and one hop away from me, the
route mail takes to and from me may not have any hosts in common. So
something could be brain-damaged along the path from you to me but not
vice versa. This used to be more of a problem 5 years ago, when many
of the mail servers were very old and underpowered machines. (No, I'm
not going to say they were all replaced with 486 machines and get
vegetables thrown at me, because I have no idea what's out there
passing the bytes around now.)

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

912. Re: ADVOCACY: Re: Convince me to stick with Atari. Why Bo

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 05:06:27 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan15.000628.13658@bsu-ucs>
Source record: 211951

In article <1j2tpcINN2mk@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
> In article <1993Jan14.043949.14850@mnemosyne.cs.du.edu> dcable@nyx.cs.du.edu (Dan Cable) writes:
>>We are currently in the process of replacing IBM PCs at work with STs.
>>They are simply easier to use and we don't seem to have any difficulty
>>getting software or service in our area for Atari.
>
> I worry about what will happen to the company because of this. At this
> point it seems very short-sighted to assume that the situation you
> describe will continue. For the same reason you can't get this kind of
> support for a VIC-20 now, you may not be able to get any software or
> service for your Atari computers in the not-so-distant future.

What about Atari UK? Last impression I got, was that this division was well on its feet -- possible even to say...doing well? It seems there is a fair amount of good software being developed there, no?

-Matt

913. Re: Anyone used "REDACTEUR" WP program

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 05:29:37 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan15.002937.13659@bsu-ucs>
Source record: 211952

> Has anyone used the feature-packed "REDACTEUR" word processor? I have Word
> Writer ST (and am very happy with it, but it looks prety dated and many
> features are becoming annoying). Redacteur looks a lot like WWST, has anyone
> switched up to Redacteur FROM Word Writer? Are they similar? Any help is
> appreciated. Oh, also! The manual is HUGE, but is it well written...size
> isn't everything...well I HEARD that anyway :^) Well, i've never PERSONALLY
> heard that :^) :^)

I've heard about Redacteur. Where does one get it? PD/Shareware or standard commercial outlet? What does the word "Redacteur" actually mean?

-Matt

914. Re: Atari Znet, STreport, and AEO magazines

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 05:31:22 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.UepgIk7J0eY@yonder.equinox.gen.nz>
Source record: 211953

In <1j1nbuINN5to@news.cerf.net>, Tim Fitzgerald writes:
>
> I am having no luck getting a hold of any of these publications.
> I have internet ftp, news, and mail access. I have had no luck
> at all with alt.znet.pc. If anyone could help me in finding the
> latest copies of any or all of these magazines, and a reliable
> way to access them in the future I would be very thankfull.

There's a mailing list for AEO, and they're also on
atari.archive.umich.edu ... well they were when I had FTP access last year.

Craig.

--
* Craig Shore. Phone +64 3 3852501 *
* Email: from in NZ - craig@yonder.equinox.gen.nz *
* from rest of world - shore_c@kosmos.wcc.govt.nz *
* PLEASE DON'T mail to yonder from outside NZ. Thanks! *

915. Atari in Keyboard

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 05:33:01 UTC
From: hjwulfso@unix.amherst.edu
Message-ID: <C0vrF1.Jsx@unix.amherst.edu>
Source record: 211954

Did you all see the 1/93 issue of Keyboard magazine? Geoffry Ryle devotes the entire "Computers On-Line" column (over a page) to the Falcon030. That's very good exposure if you ask me. Pick up the issue (it's the one with Bart Simpson on the cover). Theres also a good interview with Tommy Barberella, Prince's new Keyboardist.

--
Harris Wulfson
hjwulfson@unix.amherst.edu

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916. Falcon and Spectre

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 05:44:40 UTC
From: SML108@psuvm.psu.edu
Message-ID: <93015.004440SML108@psuvm.psu.edu>
Source record: 211955

Has anyone out there with a falcon managed to run Spectre 3.0 on it yet?

Scott

917. Re: Atari - in computer magazines?Yes, Byte.

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 05:48:58 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <Jan15.054858.82305@yuma.ACNS.ColoState.EDU>
Source record: 211956

In article <1j5as7INNmq9@mojo.eng.umd.edu> brymastr@eng.umd.edu (Bryan Lee) writes:
>Hi, I've been hearing about the Falcon for a while on this group,
>but I have yet to see anything on it outside this group. Which
>magazines would cover Atari products like the Falcon the most?
>Have there been magazine ads for the Falcon? I'd like to see one.
>In fact, I'd like to see the real thing too.
>
>Thanks....
>-Bryan
>

Just got my Feb. issuse of Byte.
On P. 58 there is an one page first impression of the Falcon by Tom R. Halfhill
Titiled "Atari's Falcon030 leads the pack". The report sounds favoriable and
pointed out the Falcon use 56001 besides 030 and price started at $799.

So check it out in Byte magazine Feb. 93 issuse p.58.

Tang
sytang@lamar.colostate.edu

918. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 06:21:28 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73632@cup.portal.com>
Source record: 211957

cmedley@wam.umd.edu (Flip) writes:

>Bob, I believe the product PC-DOS as distributed by IBM is simply MS-DOS
>as it is resold by IBM with their machines. The actual programming was
>done by Microsoft, and IBM simply licenses it, or so I understood.

Yes, the original basis for "DOS" is from MicroSoft.. but I
also understand IBM has the rights to modify it for the "PC-DOS"
they ship with their machines.. there used to be some
incompatibilities because of that.

But I think the point is that IBM *does* provide a CLI based
OS with their products, no matter who it is who originally
programmed it, which invalidates Warwick's argument...

>>Dave's point is that an ST, as it comes out of the box has *no* CLI
>This is true. Out of curiosity, though, does the Mac come with a CLI?

I don't believe it does.. but then again, as I've said before,
I don't know much about Macs...

BobR

919. Re: ADVOCACY: Falcon030 competes with '486dx-33

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 06:21:59 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1j5l67INNe59@elroy.jpl.nasa.gov>
Source record: 211958

In article <1993Jan13.135629.11254@pcnntp.apple.com> Dale_Adams@gateway.qm.apple.com (Dale Adams) writes:
>In article <11656@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick
>Allison) writes:
>> Even the Modem port requires an Apple modem... since it is RS-432 [or
>> something like that - not RS-232].

>Sorry, not true about needing a special modem. Yes, you do need a cable
>to go from the Mac's mini-DIN connector to the standard RS-232 connector,
>but 'normal' RS-232 modems work just fine. The Mac's serial ports are
>RS-422, which uses a differential signal pair as opposed to the single-
>ended approach of RS-232. All that's necessary for RS-232 compatibility
>is to ground one end of the signal pair - this is done in the cable.

All well and good, but with an 8-pin differential there aren't any pins left over for RTS/CTS flow control, to say nothing of other goodies like Ring Indicate and such. Just another of the trivial little details that bug the hell out of me (must've been Steve Jobs' idea, it's also carried on in the NeXT machine...).
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

920. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 06:29:49 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73633@cup.portal.com>
Source record: 211959

David P-Z writes:

>>Dave's point is that an ST, as it comes out of the box has *no* CLI
>>at all.. there's absolutely no way to issue commands to the computer
>>other than by clicking on icons and windows.

>I'm not sure WHY this point has to be made. After all, the Macintosh "out o
>the box" has *no* CLI at all either. Does this make the Macintosh an inferi
>computer?

Good question... somehow it seems that all this argument has
lost its point... I don't even *like* CLIs..!

I *think* I remember seeing a CLI Accessory for Macs, and I know
they're available for the ST.. and Windowing GUIs are available
on the PC for anyone who likes that kind of interface..

So everyone should be able to have the kind of interface they
want, no matter what computer they have..

Maybe that's what the point should be...

BobR

921. Re: Is this programing tactic ok?

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 06:35:01 UTC
From: wilsont@rahul.net
Message-ID: <C0vuAE.517@rahul.net>
Source record: 211960

In <C0uyxo.LwL@hpbbrd.bbn.hp.com> clausb@hpbbrd.bbn.hp.com (Claus Brod) writes:

>Timothy Wilson (wilsont@rahul.net) wrote:
>> If I opened a VDI workstation, and then polled it for bitplane info,
>> resolutions and the like, would it be ok then to pass this to a custom
>> assembly routine that writes to Physbase/Logbase ?

>Physbase() and Logbase() are only supported for standard ST resolutions.
>Such a method could and will break on third-party graphics cards.

>The custom assembly routine could, however, write to a buffer in
>GEM standard format and then blit that buffer to the screen.

huh? GEM standard format?? what the heck is that?
are you saying I draw to a buffer/fake screen and use a vro_cpyform with a
struct MFDB destination.fd_addr=NULL ??

hey, neato idea.

I hope this blitter is as fast as I think it is.

thanks!

--
Timothy Wilson <wilsont@rahul.net>

922. Re: TOS 2.05, 2.06

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 06:42:58 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1j5mdiINNeoe@elroy.jpl.nasa.gov>
Source record: 211961

In article <1993Jan14.092153.17847@galileo.cc.rochester.edu>
lchd_ss@uhura.cc.rochester.edu (Ho Ling Cherd) writes:
>While type this message, I accidentally press shift-sd and
>I got this on my screen --- S<stuff that I stored for F-1 key>D
>I am using Uniterm 2.0e. What actually happend? I have
>came across this a few time with my 520ST and I thougth there
>were problems with the keyboard but I am using a different keyboard/
>machine now.

Kind of a bug in the keyboard mechanism. If you have not completely released one key before going to press the next, you get the keycode for a different key. So if you had typed S and reached for the D, you get the F1 key if the S was still down when you hit D. This happens to me a lot when I'm typing fast.

Actually, as it was explained to me, if you have any 3 keys pressed down, and you examine the parallelogram that is described by those 3 points and a 4th point, you'll see that the actual keycode you get is that of the 4th key. So, the reason you have this problem with S and D is because you also have the shift key pressed at the same time...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

923. Re: ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 07:00:33 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73635@cup.portal.com>
Source record: 211962

AL RASHID SHAHIR writes:

>My position on this whole subject is :
>The *MAGNITUDE* of piracy on the IBM platform far exceeds that of the
>*MAGNITUDE* of piracy on the ATARI platform.

This is probably quite true.. the absolute numbers of "pirates"
in the IBM market no doubt far exceeds (by orders of magnitude)
the absolute numbers of "pirates" in the Atari market.

While it may be a sad commentary on our society as a whole, you
can actually track the popularity of a computer platform by the
activity of "software pirates".

When I was writing software for the Ohio Scientific line of
computers, back at the dawn of the microcomputer revolution,
I used to find my games were easily available.. (this was before
the phenomenom of BBSs had even been conceived). I was offered
"pirated" copies of my own games several times...

OSI had problems though.. they had a terrific computer, but the
company didn't know what to do with it, or how to market it..
(deja vu, eh..?)

This was just at the time those two "wonder boys" out in
Cupertino, California were starting to crank out the Apple 1 from
their garage... if the OSI management had had any brains, we
might not even know the name "Apple" now...

But they blew it.. they didn't upgrade their machines when the
competition started passing them by, and they couldn't seem to
figure out how to get the news of their teriffic computers out
to the buying public.. so one of the best computer designs I've
ever seen faded away, never to be seen again.
(and you wonder why I'm so disapointed in Atari..?)

The most telling thing about their failure though was the fact
that OSI software was barely being pirated any more... no one
cared to copy anything for a dead computer.

The Atari 800 was a terrific computer... and there was some
pretty terrific software for it... and there were incredible
numbers of pirates copying it all... but the computer died,
and the pirates moved on to the Commodore 64..

Once the C64 began to die, the pirates stopped copying *it's*
software, because by then the Atari ST and Amiga had hit the

scene, and they had software that was *really* worth copying..

I'm not all that familiar with the Amiga market, but from friends
who are, I understand there was as much of a problem with piracy
as there was with the ST..

Well guess what, folks.. the pirates have moved on again..
the ST is dead, and one of the more telling signs is that the
pirates ignore it now...

Of course they've moved on to the PC... that's where all the
action is... that's where all the new software is being written..
that's where the software that is worth copying is...

Anyone who tries to make the point that piracy is more rampant
on the PC platform is just reinforcing the argument that the ST
is dead.. that there is no longer anything worth copying on
it, and that there are so few users left that no one cares to
copy anything.

It's too bad, and pretty sad, but that's the facts of life...

BobR

924. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 07:01:57 UTC
From: jonc@status.gen.nz
Message-ID: <y2RDXB1w165w@status.gen.nz>
Source record: 212027

ken@isgtec.com (Ken Newman) writes:

> In article <H.ea.xbrMNp_e29Q@semprini.tdkcs.waterloo.on.ca> cherborth@semprin
> > > Look at Flash for instance. It was not until ProComm for Windows was
> > > released was there anything like Flash and look how long this has been
> > > around!
> >
> > Flash is a piece of junk... even Alan Page (the author) says that.
> > Uniterm is _free_ and much better. STalker is commercial and much
> > better. The terminal program that comes with Windoze is much worse, but
> > what should you expect from the makers of DOS?
>
> Sorry, but anyone who says Flash is a piece of junk is either blind
> or an a**hole. Flash (1.6) is a great program, the only thing Uniterm
> has over it is slightly better vt102 emulation and Tek mode (whoopee).
> Flash has a fully editable capture buffer with word wrap, builtin CIS B
> protocol, etc. IMO, STalker is much worse than either Flash 1.6 or Uniterm.

I have to agree witu you here, I love Flash.

Jon Clarke Z*NET Pacific
-=-=-=

925. Re: ADVOCACY: Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 07:03:25 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73636@cup.portal.com>
Source record: 211963

David P-Z says:

>You are in error. I commented on a posting of Bob Retelle, I didn't change
>a word of that posting. Blame Bob for the wording, and the context.

Nice try, David...

Try again.

BobR

926. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 07:14:33 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73637@cup.portal.com>
Source record: 211964

>Dave, please keep your buddies in line.

Yes, Dave.. make sure your buddies only think what Warwick wants
them to think..

Make sure they post under the subject lines that Warwick wants
them to post under..

Please try to insure that they only say what Warwick wants them
to say..

If Warwick sends them mail telling them to post under "ADVOCACY",
please make sure that they comply with his wishes..

After all, this is "comp.sys.warwick" isn't it..?

BobR

927. Re: ADVOCACY: Does name calling and distortion do anyone any go

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 07:36:02 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73638@cup.portal.com>
Source record: 211965

Just to yank the ST cheerleaders chains a little, tonight I upgraded two IBM PS/2 Model 70 computers by adding 80387 Math Coprocessors to them.

The upgrade took probably five minutes each.. open the case (no tools needed at all), pop out the floppy drive and hard drive (both DESIGNED to be easily removable), pull the pop-fasteners to take out the drive sub-chassis, then simply insert the coprocessor chip into the socket that was already PROVIDED.. put it all back together easily and run AUTOCONFIG...

All of a sudden the machines were turbocharged.. FRACTINT (fractal generating program) ran like greased lightning...

So.. tell me how you add a Math CoProcessor to *your* ST...????

(God, those PCs are *so clunky*... everyone KNOWS that..!)

BobR

928. Re: Canadian support was: Re: RFD: What to do with

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 08:02:32 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73639@cup.portal.com>
Source record: 211966

Golly.. that sure was an informative and fact filled response..

>So the next time you want to jam your foot in your mouth without asking for
>INFO......DON'T!

You still haven;t told me why that particular retailer would suddenly
wake up one morning and decide to become "anti-Atari"..

Isn't that "asking for INFO"...?

Or do you have an "Atari Cheerleader" definition for it..?

The Mac sequencers suck.. OK.. does that make the dealer "Anti-Atari"..?

Wait.. let me go back to my original question... maybe you can read it
again, and this time find some kind of factual answer...

>
>Well, ok.. assumming that's true.. WHY would a retailer whose livelihood
>depends on selling products from various manufacturers be "anti" ANYTHING???

If that's too hard a concept to understand, maybe I can try to simplify it..

BobR

929. Re: Fantasy Games

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 08:25:40 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73642@cup.portal.com>
Source record: 211967

Kos Petoussis writes:)

>There are whole Worlds to disc-over and rule, enough for the rest of my
>life. And I'm happy about it.

>Please don't react.
>I don't care.

Well, I guess that's fine for you... once you finish Knightmare you can play it over and over again.. I guess you don't need any new games to satisfy you..

Meanwhile, Captive has just been ported to the PC, and I've got a huge backlog of games to play.. Might and Magic 1,2 and 3.. Ultima 1 through 7, and Ultima Underworld.. Wizardry, more versions than I can count.. Eye of the Beholder III should be out soon.. the first and second games were terrific..

But I guess I don't have to bother telling you.. you're happy playing Dungeon Master over and over...

BobR

930. Re: ADVOCACY: Re: Convince me to stick with Atari. Why Bo

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 10:02:12 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Jan15.100212.29930@beaver.cs.washington.edu>
Source record: 211968

In article <1993Jan14.225826.13650@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>> The current user base is a different story though, we've already got
>> the machines, they're not too bad for their age, they could have
>> done with a faster serial port & multitasking that the amiga from
>> the same period has, but they're nice to use. There's still lots of new
>> software coming out from the PD/Shareware writers.
>
>A faster serial port? I've never even _heard_ of one going over 19,200bps. Is
>this new, or is my serial-port info. a little dusty?
>

The extra TT/MegaSTe serial ports, and the one on the Falcon, are all capable
of something like 156Kbaud (that's 156,000 baud), anyone with the exact number
feel free to post it... In addition, the Falcon030 serial port can handle
up to ~800Kbaud with an external clock signal. Ooooh, that sounds like fun. :)
Makes it about 10 times faster than a floppy drive!

> -Matt

Regards,

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

931. Re: Linea illegal?

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 10:18:01 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1993Jan15.101801.18196@cs.hw.ac.uk>
Source record: 211969

In article <11655@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>I've heard it mentioned a few times that the LineA interface is not
>Kosher programming. Since when? I've written heaps of programs that
>use LineA, and they work even on the TT. Is the Falcon eliminating
>LineA? I doubt it, since compatibility would drop to about 10% !!
>
>Or is it just the UNDOCUMENTED negative LineA offset values?

Using the Line-A is OK providing you bear in mind that it will not support
any new resolutions. Atari have left it in all versions of the ROM for the
purpose of compatibility. Some of the locations will still be supported
in the new resolutions because they are invaluable. Atari did ask developers
what they thought should remain supported but we never got any feedback as to
their decisions so we don't know which ones.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

932. Floptical Woes

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 10:21:29 UTC
From: ralph@laas.fr
Message-ID: <RALPH.93Jan15112129@cubitus.laas.fr>
Source record: 211970
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

My Floptical drive has problems which I believe might be of a hardware origin. Mine is a Freedom Floptical Drive, and it's back panel gets hot as someone else posted in either ZNet or AEO. It is connected through an ICD AdSCSI card to my Mega 4 ST running TOS 1.2. I use ICDBoot 6.01. The particularity of my installation is that the AdSCSI card gets its 5V from the Floptical drive. Rather than use the 1.4 amp 9V power supply that came with it, I use a 2 amp 9V power supply.

When the drive is empty, ICDBoot sees the drive and says it's an INSITE drive. When I place a diskette in the drive, the light comes on as it tries to find out (my conjecture) what kind of diskette it has. With any diskettes, 720k formatted ones or 21m unformatted ones, this sensing operation loops and the drive makes a light clunking sound at 2 second intervals. During this state it must be sending a busy signal back to the AdSCSI adaptor since neither ICDBoot nor IDCheck sees the drive.

Any suggestions? Or do I have to mail it back to the dealer? By the way I verified that the AdSCSI adaptor functions satisfactorily with a Mac hard drive.

Thanks,

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a Falcon/Next?

933. Re: ADVOCACY: Does name calling and distortion do anyone any go

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 11:01:23 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Jan15.110123.2995@email.tuwien.ac.at>
Source record: 211973

Bob_BobR_Retelle@cup.portal.com writes:
: Just to yank the ST cheerleaders chains a little, tonight I upgraded two
: IBM PS/2 Model 70 computers by adding 80387 Math Coprocessors to them.
:
: The upgrade took probably five minutes each.. open the case (no tools
: needed at all), pop out the floppy drive and hard drive (both DESIGNED
: to be easily removable), pull the pop-fasteners to take out the drive
: sub-chassis, then simply insert the coprocessor chip into the socket
: that was already PROVIDED.. put it all back together easily and run
: AUTOCONFIG...
:
: All of a sudden the machines were turbocharged.. FRACTINT (fractal
: generating program) ran like greased lightning...

Interesting. How many other programs make use of the Coprocessor?

: So.. tell me how you add a Math CoProcessor to *your* ST...????

Well, I don't know, my Mega STe had a coprocessor built in...
How much does the 80387 cost btw.? And the IBM PS/2/70?

: (God, those PCs are *so clunky*... everyone KNOWS that..!)

yeah.

: BobR

-MY

934. Re: Julian Reschke involved with MultiTOS d

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 11:10:37 UTC
From: julian@math.uni-muenster.de
Message-ID: <1j663dINNi03@obelix.uni-muenster.de>
Source record: 211974

```
In article 18003@convex.com, rosenkra@convex.com (William Rosenkranz) writes:
> In article <C0su2s.41E@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:
> >Boy, am I looking forward to the Falcon Profibuch!
>
> will this be available in english?

Probably not, because currently there are not enough possible customers to justify
the translation costs (more than 1500 pages of technical text -> expensive!).

---
_________________ cut here ___________________________
Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de
________ correct me if I'm wrong ___________________
```

935. Falcon delay (+ anagram)

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 11:18:38 UTC
From: strgh@csv.warwick.ac.uk
Message-ID: <1j66ieINNbev@violet.csv.warwick.ac.uk>
Source record: 211975

According to the February `ST Applications' (usually trustworthy),
a boatful of Falcons is due to land in the UK in January. The reason
for the delay is that Atari's testing equipment, that had rejected
at least two batches of Falcons, was faulty. It has now been fixed.

Anagram: Sam Tramiel = I'm a ST lamer.

Disclaimer: the devil made me do it.

-- Ewart Shaw
--
J.E.H.Shaw, Department of Statistics, | JANET: strgh@uk.ac.warwick
University of Warwick, | BITNET: strgh%uk.ac.warwick.cu@UKACRL
Coventry CV4 7AL, U.K. | PHONE: +44 203 523069
yacc - the piece of code that understandeth all parsing

936. gcc-compiler

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 11:42:00 UTC
From: toni@bl.physik.tu-muenchen.de
Message-ID: <toni.727098120@miris>
Source record: 211976

Dear Hackers,
I am looking for a gcc Compiler for my atari st. This should include
already the working program. Of course it should be for free!
Servus and tia,
Toni

937. Recommend a good FTP site

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 11:59:49 UTC
From: robert@harlqn.co.uk
Message-ID: <ROBERT.93Jan15115950@watson.harlqn.co.uk>
Source record: 211977

Could anyone recommend a good ST ftp site and some worthwhile games and demos
for his STE ? I promissed I'd get him some stuff as I have net access at work.

Thanks in advance,
Rob.

(robert@harlqn.co.uk)

938. Re: Canadian support

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 12:32:25 UTC
From: EDWR000 <EDWR@UNB.CA>
Message-ID: <15JAN93.09223547.0081@UNBVM1.CSD.UNB.CA>
Source record: 211978

Bob_BobR_Retelle@cup.portal.com writes, and s:
AL RASHID SHAHIR responds:
>>>Saved by Technology have been anti-Atari for quite a long time now...
>>
>>Well, ok.. assumming that's true.. WHY would a retailer whose livelihood
>>depends on selling products from various manufacturers be "anti" ANYTHING???
>>
>...In fact, the company also sells MAC's which happen t o
>COST more, which, btw, increases their profit margin.
>The thing is, the only competition in the music field for the Atari is the
>Mac, which is inferior...(their sequencers suck - I have used them)

This is very interesting, since the last time I was in Saved, they
were still very pro Atari. In fact they had a mac and an Atari
sitting next to each other, and I watched them show the differences
to customers, and make it VERY obvious that the Atari was running
circles around the mac, and then let the customer know the relative
costs of the units. Guess what sold ? The latest catalog is full of
mac stuff, and Atari has one little corner on one page, so I would
guess that something has happened to cause a radical change of
direction there. I, however, will not speculate what this was.
I will say that my mac iici ($9000) at work crashes far more than
my Atari in the studio, and I am pushing the Atari MUCH harder. I
am not impressed with mac music software, and have had mac owning
friends come over to my studio to do things that their mac would not.
To sum up: I will stick to Atari for music.
Alan Edwards
>.

939. Re: TOS 2.05, 2.06

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 12:34:40 UTC
From: pcxkrm@unicorn.nott.ac.uk
Message-ID: <1993Jan15.123440.1350@cs.nott.ac.uk>
Source record: 211979

In article <1993Jan14.092153.17847@galileo.cc.rochester.edu>
lchd_ss@uhura.cc.rochester.edu (Ho Ling Cherd) writes:
>Can someone tell me what's the different between TOS 2.05 and 2.06?
>And what's the lastest TOS that can be put on a MegaSTE and how?
>Another question is if it's possible to upgrade the internal
>floppy drive to 1.44Meg without having too much trouble?

While we're on the subject - what TOS version do new STe's come with
thesedays? - I bought one about 18 months ago with TOS 1.62, and the way things
are going it might soon be cheaper (or nearly as cheap) to buy a new computer
rather than upgrade the OS - so do new STe's come with TOS 2.x?

Keith.
~~~~~~
"Mummy was an asteroid, Daddy was | Keith Marshall
a small, non-stick kitchen utensil..." | pcxkrm@unicorn.nott.ac.uk
~~~~~~

940. Re: Help with 'Life and Death'

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 12:41:12 UTC
From: moffatd@dcs.glasgow.ac.uk
Message-ID: <C0wB8p.GGy@dcs.glasgow.ac.uk>
Source record: 211980
Cross-posted to: comp.sys.atari.st,snoret@unx.sas.com

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>In <C0rCIz.1Fo@unx.sas.com>, Rick Tatem writes:
>> Well, taking a break from the recent flamefests that have plagued c.s.a.st,
>> I've decided to give one of my more recent game/simulation purchases
>> another try. Here's the deal:

>Pity my brother walked off with my colour monitor a while ago... ;-)

>> I have the game/simulation 'Life and Death'. You know, the surgery sim that
>> let's you poke around in someone's insides. The docs are not spectacular,
>> emphasizing the atmosphere of the simulation more so than how to actually
>> use the mouse to do things. (i.e. detailed descriptions in medical terms,
>> but no clues as to what it's supposed to look like on screen)

>We've never been able to get very far either... My brother managed to cut
>a huge Z-shaped incision in the patient, and dig around inside before
>killing them. I think I've managed to get to the point of _seeing_ the
>appendix, but I've never managed to take it out.

>Is there another operation after that?

>--
>------------------==------------------
>Chris Herborth
>cherborth@semprini.tdkcs.waterloo.on.ca

Everyone seems to have got further than me.
How did you get the Z-shaped incision, I can't get this far
the patient just seems to die on me soon after a try to cut anything.
HELPPPPPPPP!
--

Darren J Moffat

941. Re: What is Going On???? Was: 800 birds to take of from Taiwan....

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 13:19:26 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Jan15.131926.20494@unix.brighton.ac.uk>
Source record: 211981

Atari really are letting Amiga whip their proverbial ass at the moment. The Falcon appears to be little more than a lot of hype at the moment whilst the Amiga series is much more tangiable and (from what I see down here) popular.

Come on atari, isn't it about time you gave us a machine that will show Amiga exactly what Atari are...a very good company who produce very good hardware.

This used to be the case, but I am beginning to think Atari may soon slip into oblivion if they do not get their fingers out.

--
+---+
| On the end of every wizards staff is a knob! - T.Pratchett |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix
+---+

942. Re: BART

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 13:30:32 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Jan15.133032.21187@unix.brighton.ac.uk>
Source record: 211982

I have just received some files from BART so it is definately working.

There was about 1hr delay. I am in England.

--
+---+
| On the end of every wizards staff is a knob! - T.Pratchett |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix
+---+

943. Hard Drive Choice - Please Help

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 13:32:51 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Jan15.133251.21328@unix.brighton.ac.uk>
Source record: 211983

I am deliberating by a hard drive, can anyone suggest a good drive. I don't want a very big capacity (10 or 20 Meg should be fine). Price is inportant, but I don't want to get anything that is not going to be reliable.

Thankyou in advance.

--
+---+
| On the end of every wizards staff is a knob! - T.Pratchett |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix
+---+

944. _MCH cookie on ST book

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 13:39:13 UTC
From: julian@math.uni-muenster.de
Message-ID: <1j6eq1INN1goc@obelix.uni-muenster.de>
Source record: 211984

Unfortunately, there are no TOS 2.06 release notes, so there's no official information about the value for the _MCH cookie for ST books and Mega STEs.

To all ST book owners: please check the value of your _MCH cookies and report by *email* to me (please include information about the nationality of your TOS ROMs).

Thanks!

_____________ cut here _____________________
Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de
_______ correct me if I'm wrong _____________

945. Compatability and attitudes

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 13:42:36 UTC
From: mapmh@gdr.bath.ac.uk
Message-ID: <1993Jan15.134236.9255@gdr.bath.ac.uk>
Source record: 211985

I've been having a discussion with Neil Forsyth about dodgy programming on such machines as ST's and obviously on to Falcons etc, it would seem that one of the problems with programs is perhaps the approach to writing them in that programmers just see the machine as a games machine or perhaps a one time application machine - the user sticks in a disc and turns the machine on....and switches off when he/she gets bored. We'd need a change of attitude towards more serious applications before programmers would feel the need for writing programs that did things legally and became more compatible with future generations of machines. Of course I'm not saying that all programmers do this, but whilst a significant number of users only work from floppy drive systems the incentive to write legal programs doesn't seem to be there.

Anyone else got any thoughts on this?

Mark

946. Re: Linea illegal?

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 14:03:06 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C0wF17.Gw7@newcastle.ac.uk>
Source record: 211986

In article <11675@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
>gbcusg@gpu.utcs.utoronto.ca (I. Barnett) writes:

>>Yes, Line-A is considered un-Kosher programming...The official word from
>>Atari is: use VDI calls (painfully slow).
>
>There is no reason why VDI calls should be any slower than LineA calls.
>
>In fact, the VDI calls could easily be MORE efficient. For example,
>to draw multiple point with LineA, you must call PutPixel [Linea1()]
>for each pixel, while with VDI, they can be passed in an array to VDI,
>which could [possibly] take advantage of batch processing.

I could be mistaken (correct me if I'm wrong) but I read in a book somewhere that the Linea routines are called BY the VDI. If this is true, then isn't using VDI bound to be slower due to calling two routines instead of the Linea directly.

That said however, I certainly wouldn't use Linea to write to the screen. If you really need fast graphics, write some assembly language line draw routines then YOU are the one who is responsible for compatibility issues, and not relying on the (unguaranteed) LineA calls (see STWORLD back issues for some real corkers on these lines, written by the guy who wrote Magic Fly).

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

947. Atari OS chips...6 or 2

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 14:18:12 UTC
From: jher@wixer.cactus.org
Message-ID: <1993Jan15.141812.19242@wixer.cactus.org>
Source record: 211987

Hi, I have and old Atari 1040 (less than 2000 on the serial number)
and a pal of mine has a newer 1040. His 1040 died recently but didnt affect
the OS chips. What im wondering is, since I have 6 OS chips and I have yet
to find out if he has 6 or 2, would it be safe to put his chips into my ST
(he already got a new one) reguardless of if they are 6 or 2 set OS?
Thanks.

(I have been through electronics so changing them is not a problem.)

--
There is it. There is nothing you can do about it. PLAY THE GAME. Tag!
YOU'RE IT
jher@sgdreese.arlut.utexas.edu

948. Hexmines v1.2

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 14:23:18 UTC
From: doucet@ripolin.laas.fr
Message-ID: <8640@laas.laas.fr>
Source record: 211988

To all people who have liked Hexmines:
the new version 1.2 is being uploaded at a.a.u.e and
should soon appear in the Games dir.
It's already available at sun.rz.tu-clausthal.de.

To all other people: it's a mine sweeping game on a hexagonal
grid; try it only if you have a color monitor.

Spider (another game of mine) has been uploaded at clausthal
yesterday; it's almost the same version than the one at a.a.u.e.
(only minor modifications in displays).

These games are for STs/STEs only, no TTs, neither Falcons.

Bye, Jed.

949. Re: Dead keyboard wanted

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 14:49:04 UTC
From: jonlea@casbah.acns.nwu.edu
Message-ID: <1993Jan15.144904.28728@news.acns.nwu.edu>
Source record: 211989
Cross-posted to: rec.music.makers,comp.sys.atari.st,rec.music.synth

You might not be able to get a velocity and /or pressure sensitivity for $30, since these features are usually found on upper-end synths.

There is another option, which could be cheaper. Go down to the local music store (preferably the one you patronize - they might be more accomodating), ask for the repair tech, and see if he has any "junk" in the back you can go through.

I did this for a class during my undergraduate work, and the local store _gave_ me a junked keyboard.

950. Re: ********* Joystick?! **********

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 14:56:37 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan15.145637.23057@newshost.lanl.gov>
Source record: 211990

Any of the old Atari or Commodore joysticks (not Nintendo) will work fine.
Just pop down to your local discount store and find a cheap one.

I believe a relatively complete list of Atari magazines is in the FAQ, but
the US ones that come to mind are ST INFORMER, ST ADVANTAGE, CURRENT NOTES,
AIM (still with us?), and ATARI EXPLORER (any day now?). Let me know if
you need telephone numbers or addresses but try the FAQ, first.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

951. Re: MultiTOS - 68000 Yes, or no?

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 15:08:29 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan15.150829.24966@newshost.lanl.gov>
Source record: 211991

In article @elfhaven.ersys.edmonton.ab.ca, mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:

< stuff deleted >

>I am looking for a definite answer, though. Will it be available for the
>68000 systems?

All anyone can do is repeat what Bob Brodie said in his GEnie conference: "MultiTOS will be released for 68000 owners." The teaser he added is that it now fits on a single floppy (albeit a high density one) and that he is going to try to get permission to make it available free for downloading from GEnie (and then other boards). Will have to wait and see if that happens or not.

We all know that would be the wisest move by Atari but ..... ;-)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

952. Re: Anyone used "REDACTEUR" WP program

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 15:09:16 UTC
From: pf21@unix.brighton.ac.uk
Message-ID: <1993Jan15.150916.26609@unix.brighton.ac.uk>
Source record: 211992

01mbmccabe@leo.bsuvc.bsu.edu writes:

> I've heard about Redacteur. Where does one get it? PD/Shareware or standard
> commercial outlet? What does the word "Redacteur" actually mean?
>

Its French I believe, so I guess that means its distributed by some French
company !?

--

Paul Finch - Leader of the WIMPs forever organisation
pf21@uk.ac.bton.unix or pf21@unix.bton.ac.uk
"ADA was invented to give Basic programmers, something to look down to"

953. FALCON Specific Programs/Documents Urgently Required !!

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 15:13:37 UTC
From: ant@galadriel.bt.co.uk
Message-ID: <1993Jan15.151337.7846@galadriel.bt.co.uk>
Source record: 211993

Dear All,
We have just recieved our Falcon developers kit from Atari UK, but
alas we have no Falcon Specific documentation or programs for it.
We are running GFA Basic 3.5E successfully but are having problems
displaying SuperVGA res piccies, particulary bitmaps (.BMP).
They seem to come out in negative colours.

Has anybody got any solutions (like- does the GEM call actually SET the
palette ??)

Has anybody got any Falcon Specific programs I could have.
Anything that make use of it's features.

Any documentation (especially programming) would be helpful.

Thanks in advance,

Antony.

Association of Atari User Groups, (UK)
Norwich Atari User Group, (UK)
Dolphin Software (UK)

954. Re: Gem

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 15:16:50 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan15.151650.26114@newshost.lanl.gov>
Source record: 211994

In article 20445@oz.plymouth.edu, pyr579@oz.plymouth.edu (Technoid) writes:
>
>Actually, I agree, I've been using NeoDesk, and I like it, but I have
>old TOS 1.2 so I don't really have any features. Does TOS 2.05 work in
>a 1040STf? And if so does it come in a 2 chip version, how much?

You want TOS 2.06, not 2.05. TOS 2.05 was the early release of 2.06 for MegaSTe machines. TOS 2.06 will work in your 1040STf but you may need an adapter board of some sort to install it. You can buy one ready-to-roll from CodeHead Technologies (including the chips) or you can build your own (the instructions for doing so were uploaded here last month). I'm not sure how much the chips alone are going for now. $60? $80? In any case, next to a hard drive, a TOS upgrade from 1.0/1.2 to 2.06 is probably the most productive, cost effective upgrade you can do for your Atari, IMHO.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

955. Re: Gem

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 15:21:12 UTC
From: pf21@unix.brighton.ac.uk
Message-ID: <1993Jan15.152112.27503@unix.brighton.ac.uk>
Source record: 211995

Hear hear, GEMS WONDERFULL (1.62) especially with a accelerator !!!
Now, I won't hear another bad word said against it.

THE END

FULL STOP

--

Paul Finch - Leader of the WIMPs forever organisation
pf21@uk.ac.bton.unix or pf21@unix.bton.ac.uk
"ADA was invented to give Basic programmers, something to look down to"

956. Re: Falcon, Falcon who has got a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 15:33:10 UTC
From: lmvec@westminster.ac.uk
Message-ID: <1993Jan15.153310.7837@westminster.ac.uk>
Source record: 211996

klasmekj@ucunix.san.uc.edu (Kevin J. Klasmeier) writes:
: In article <1993Jan9.175129.21082@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:
: >In article <1993Jan8.200615.25596@ryn.mro4.dec.com> oconnor@took.enet.dec.com (My name is Joe O'Connor) writes:
: >>Well here it is January 8th and has anybody anywhere seen a Falcon for sale
: >>at a dealer.
: >>
: >>BTW: I am not some Amiga fan I just seem to remember this happening before with
: >>the ST Book, etc
: >
: >It's fairly well advertised here in the UK, Gods knows if you can buy one
: >though.
: >
:
: I just read the transcript from FRIDAY's RTC on GEnie (With Bob Brodie).
:
: He said the sub-contractor has not been meeting the Q/A or production
: requirements.
:
: "The number of the machines coming from this factory that have fail
: diagnostic tests is completely unacceptable to Sam. He is _angry_ about
: this, as producing Atari Falcon030s is a paramount importance to us."
:
: He said there was going to be a meeting this monday with the factory do
: discuss the problems.
:
: He is meeting with other sub-contractors so the can produce the
: FALCON030's in parallel with the "failing" factory.
:
: Because of this, don't expect significant shipments until MARCH when
: the planned mass advertising campaign is suppost to be launched.
:
: --

Rumours have it that Atari were all set to release the Falcon before Christmas but a last minute decision was made by atari not to when they saw the Graphics spec. of the new A1200. They are apparently with-holding the machine will they soup it up so as it can compete with the A1200.

Will

957. Re: I'm with Dave

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 15:39:35 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan15.153935.29033@newshost.lanl.gov>
Source record: 211997

In article 2860@tsla.noava.lisc.lockheed.com, hoffman@tsla.noava.lisc.lockheed.com (John Hoffman) writes:

< stuff deleted >

>I'm afraid anyone buying a new Atari is living in a dream.

But who are we to disrupt anyone's dream? *We* might choose a different platform, but what does it matter? "You pays yer money and you takes yer choice", right?

Sorry, but this ADVOCACY stuff really has me confused as I can see no visible worth to it. But then, I'm just a simple country boy who doesn't seem to require daily injections of "cognitive dissonance" to survive. :)

If you prefer Chevys do you get upset when your neighbor buys a Ford? Why should your choice of "pooters" make you feel any different? C'mon gang, life is too short... smile a little... itjusduddntmattamate. :)

BTW, a relevant and intelligent post, John (a nice change in this group).

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

958. Re: ADVOCACY: Falcon - Why I'm buying it...

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 15:42:25 UTC
From: lmvec@westminster.ac.uk
Message-ID: <1993Jan15.154225.8074@westminster.ac.uk>
Source record: 211998

I'd rather know HOW you're buying it!

Will

959. Re: Who has a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 15:43:48 UTC
From: lmvec@westminster.ac.uk
Message-ID: <1993Jan15.154348.8159@westminster.ac.uk>
Source record: 211999

Your average Avery and thats about it!

Will

960. Re: Falcon delay (+ anagram)

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 15:47:28 UTC
From: lmvec@westminster.ac.uk
Message-ID: <1993Jan15.154728.8335@westminster.ac.uk>
Source record: 212000

strgh@csv.warwick.ac.uk (J E H Shaw) writes:
: According to the February `ST Applications' (usually trustworthy),
: a boatful of Falcons is due to land in the UK in January. The reason
: for the delay is that Atari's testing equipment, that had rejected
: at least two batches of Falcons, was faulty. It has now been fixed.
:
: Anagram: Sam Tramiel = I'm a ST lamer.
:
: Disclaimer: the devil made me do it.
:
: -- Ewart Shaw

There is also the rumour going around that Atari are with holding the Falcon
whilst they try and soup up the graphics spec to match that of the A1200.

Will

961. Botched Bored

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 15:52:58 UTC
From: lmvec@westminster.ac.uk
Message-ID: <1993Jan15.155258.8549@westminster.ac.uk>
Source record: 211851

Atari have really done it this time. Not only have we been made to wait far to long for the Falcon (and they have totally missed the boat now the A1200 has been around so long), but they have botched the bored up too. They have designed the machine around a 16-bit data bus so it only runs about half as fast as it should, but the compatability with the old st is so poor that the extra chips they've put in (i.e. old sound chips) to make a vain effort of compatability with the st are a waste of money to Atari and to us.

Will

962. ADVOCACY: Oh no, why am I doing this?

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 15:57:56 UTC
From: mboom@mswe.dnet.ms.philips.nl
Message-ID: <1993Jan15.165756.131131@mswe.dnet.ms.philips.nl>
Source record: 211852

Hello everybody,

I am one of the people that mostly just reads the newsgroups and does not write a lot, because of the fact that I haven't got much to say. Lately there is a lot of talk about how good or bad Atari computers are and how good or bad PC's are. As usual I was not planning to get involved but I couldn't resist anymore :-)

Here at Philips Medical there is a somewhat different situation regarding computers. There are those who just wan't a PC and do everyday's work on it, others want to use the VAX and there is an growing part who are using SUNs.

I think that the future of PC's is also, as is Atari's future, a short one. There is not much to gain in power of PC's. Does anyone know anything he/she want's to add to a 486 machine besides more memory, more HD-space more pixels, etc? I think that is the main argument. The Atari line is a loser in that way. The whole line of Atari computers isn't as previously stated easy expandable (I don't say it isn't, but it is more difficult than a PC).
The point however is, is that I think that the end of expandability is reached for the PC line. The main problem PC users have nowadays is lack of memory, extern as intern. Extern is no problem, just save some money and buy a new HD. Intern is a more difficult story. Sure you can just pop in a SIM/SIP or alike. But is the program using it? We have here several 386/8Mb PC's. There are several applications which just see the main 640Kb in memory and are incapable of adressing the rest of the memory. Atari had to chose the same route when they created the TT. After 14Mb no more ST compatible memory, and from experience the same problems result.

I must say I have read all the flaming with much interest. It is really fun to see how people get annoyed or angry. No one excluded. I do own a TT and are satisfied with it. And yes I know it was a stupid choise to buy a TT, but then again I am a bit stupid and strange. I just like my TT with it's cheap large screen (TTM195). I suppose I could get a very nice 486DX system for less money, but I am an Atari fan. I can't help it. But if anyone asks my opinion on which system to buy, I recomend them A SUN if he can afford the HW & SW for it, else buy a PC. If they want to go into the world of no updates, programm all drivers youreself etc, then buy a fantastic TT/Falcon or a cheap ST.

Finally, to set the score somewhat straight for Atari. (Hey, I said I was a fan!):

When I bought by TT, the harddisk woes after a few weeks. The same story applies as stated somewhere, I got a new disk without problems. I took the TT to the store and they mounted the new one in while I could wait. Also when I wasn't totaly completely content about the black pixels on the TTM195, they send me

a new one without problems after which I returned the old one without paying anything. When the 1.44Mb upgrading started I got enough hints from Atari Benelux to get it working. Just not the internal drive :-(.
Just some stories to help the score for Atari from 100:0 to 100:0,1.

Greetings from Limburg in the Netherlands (Oh, that figures!)

Marcel.

#include <stddiscl.h> Are you sure you won't change your mind?
email: mboom@mswe.dnet.ms.philips.nl Why, what's wrong with the one I have?
voice: +31 40 762007 / +31 4408 3531 Spock in ST4

963. Re: Falcon delay (+ anagram)

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 16:00:06 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan15.160006@cs.bham.ac.uk>
Source record: 211853

In article <1j66ieINNbev@violet.csv.warwick.ac.uk>, strgh@csv.warwick.ac.uk (J E H Shaw) writes:
|> According to the February `ST Applications' (usually trustworthy),
|> a boatful of Falcons is due to land in the UK in January. The reason
|> for the delay is that Atari's testing equipment, that had rejected
|> at least two batches of Falcons, was faulty. It has now been fixed.

|> J.E.H.Shaw, Department of Statistics, | JANET: strgh@uk.ac.warwick

Right. Now doesn't that make you feel good? A month's delay, not because of faulty equipment, but faulty testing.

Great.

David.

/_ // / / /
< David Oakley, ASTRAsoft shareware producers for the ST > || || / / /
< dxo@cs.bham.ac.uk; 6 Watlands Rd, Audley, S.O.T ST78QQ UK. > || || / / /
< It's a common mistake, made by all truely stupid people > _/|| ||_/ /
< - Kryten > |_/ |_| _|/

964. Life&Death help

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 16:12:24 UTC
From: peterb@compnews.co.uk
Message-ID: <1j6np8INNt35@cardamom.compnews.co.uk>
Source record: 211854

The only thing that helped me was a past issue of ST Format, it describes how to perform the afore mentioned operation, (it worked as well). Yes i actually managed to get the bloody thing out.:)

--

___ ___
_ _ _ _ Peter Brooker (CNS) __o
___ ___ Computer Newspaper Services Ltd _`\<,_
_ _ _ Infomation System Operations (*)/ (*)
_ ___

Comin' from the unpolitically correct
half of this world refered to as
The ProjectZ!

965. Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 16:25:19 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.93Jan15162519@SunLab40.essex.ac.uk>
Source record: 211855

In article <3655.723.uupcb@almac.co.uk> craig.dunn@almac.co.uk (Craig Dunn) writes:
| Having read all the ballyhoo about compatibility problems, graphics etc.
| etc. ad infinitum there is still one over riding fact to take into
| account when comparing the two formats..
|
| Cost.
|
| To get the same performance out of a PC as you can out of the Atari
| Falcon you would have to spend at least four times as much money.
|
| That is a fact! Not a fantasy.
|
By what criteria do you measure "performance"?

MIPS? MegaNOPS? MegaFLOPS? Real-world applications perhaps?
If the latter, whose idea of real-world applications? A musician
might prefer the Falcon, but the applications *I* use from day to day
are compilers, text editors and games.

\begin{my_personal_opinion}

The Falcon may have great audio abilities, but I REALLY COULDN'T GIVE A TOSS.

\end{my_personal_opinion}

--
Simon Oke, 3rd year Computer Science
undergraduate at the University of Essex, UK.

966. Which Disk Utility

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 16:40:49 UTC
From: mal5781@tamuts.tamu.edu
Message-ID: <1j6pehINNk8a@tamsun.tamu.edu>
Source record: 211856

Well since I have a useable hard drive with an ICD controller, I was wondering about disk decompression and bad sector checking. I see that Diamond Back offers Diamond Edge which does both bad sector check and decompression. I see that ICD offers cleanup which seems to be the defacto standard Disk Fix program, but doesn't do disk compression.

Which program do you recommend?

Are my recommendation questions annoying? I was hoping that these questions would spur interest in many people, not just for myself.

I ask that you post responses to the net, but I will also summarize.
Mark Lehmann
tamuts.tamu.edu!mal5781

967. Re: ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 16:44:00 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.93Jan15164400@SunLab40.essex.ac.uk>
Source record: 211857

In article <H.ea.r1cryeFeao6@yonder.equinox.gen.nz> craig@yonder.equinox.gen.nz (Craig Shore) writes:

```
|Every person I know with a _computer_ has pirated software.Any computer!
| People I know with PC's have spent a fortune on software that they've pirated
| and decided that they need so they've gone out and paid for a genuine
| copy with manuals (which are just about necessary to make full use of
| any PC program). I don't see any ST owners doing that, although there
| probably are some in this big wide world.
|
```

Me! Me!
After getting a copy of STOS from a friend and playing with it for 2 weeks,
I bought it. Did the same thing with HiSoft BASIC and DevPac 2 as well.

--
Simon Oke, 3rd year Computer Science
undergraduate at the University of Essex, UK.

968. Re: KnifeST

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 16:53:23 UTC
From: mlake@irscscm.UUCP
Message-ID: <1993Jan15.165323.21281@irscscm.UUCP>
Source record: 211858

In article <1993Jan11.102305.8282@Cadence.COM> keiths@Cadence.COM (Keith Sabine) writes:
>
>IMHO too I have never had much luck with Atari software developers.
>About three years ago when Prospero 'C' came out it seemed like the
>answer to my problems - a decent 'C' compiler with source level
>debugging for the Atari! But alas it was not to be, it had several
>nasty bugs. I wrote to them a couple of times, even sent examples
>of the bugs but nothing. So I threw that compiler away... The moral
>seems to be unless you're a big customer you're on your own. If anyone's
>found something to the contrary, I'd love to hear it! :-)
>
>Keith.

I'm part owner of a company that is currently a small-time developer
for the Atari line though we're trying to expand in the Atari market as
well as move to other platforms.

I personally handle and respond to every correspondence we receive. I
am not aware of one dissatisfied customer of ours.

The only problems I have had with other Atari developers are those
overseas. I'm not sure why.

--
Marshall Lake
...!uunet!{media,mimsy!bogart}!irscscm!mlake
mlake@irscscm.UUCP

969. Re: ADVOCACY: Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 17:03:37 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C0wnE3.E9H@news2.cis.umn.edu>
Source record: 211859

In article <1j4fnqINNbup@lynx.unm.edu>, cfaehl@polaris.unm.edu (Chris Faehl) writes:
>Let me surmise what you're saying: a 386sx at 16MHz ...

Just a quick question here. Have we established that, in fact, a 16 Mhz 386SX
CPU is equivalent to a 16 MHz 68030?

-- DPZ

970. Re: MultiTOS - 68000 Yes, or no?

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 17:16:35 UTC
From: ersmith@netcom.com
Message-ID: <1993Jan15.171635.18943@netcom.com>
Source record: 211860

In article <H.eg.CO1hkU44oV_@elfhaven.ersys.edmonton.ab.ca>
mforget@elfhaven.ersys.edmonton.ab.ca writes:
>I am looking for a definite answer, though. Will it be available for the
>68000 systems?

You won't be able to get a definite answer on the Internet (as far as I
know there are no Atari spokespersons on the Internet). So I hope you'll
be satisfied with an indefinite answer:

As far as I know, MultiTOS *will* be available for 68000 based machines.
We don't really recommend using it on such a machine (it will be slow,
and there will be no memory protection). But I believe this will be
an option.

Please note all of my caveats above. I work for Atari, but I am not
an Atari spokesperson. I don't set policy, either. It's entirely
possible that I am mistaken about it being available for the 68000;
I'm just reporting what *I personally* believe will happen.

Regards,
Eric
--
ersmith@netcom.com ersmith@atari.uucp
Please see the disclaimer above. I don't speak for Atari.

971. Re: ADVOCACY: Falcon - Why I'm buying it...

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 17:40:41 UTC
From: ken@isgtec.com
Message-ID: <4001@isgtec.isgtec.com>
Source record: 211861

In article <C0ro2w.Gtu@ecf.toronto.edu> alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:
> ...
> I'm not offering excuses here...to be sure I'm going to more or less trade in
> my F030 for a 24 bit color F040 when it comes out.. All I'm saying is that
> this seems to be a case of never getting enough to me.... I can just see it,
> as soon as the F040 comes out, people are gonna bitch about it!
> ...

You make some good points. I just wanted to add for everyone who has said
they're going to wait for the Falcon040, uh, if nobody buys the Falcon030,
Atari is pretty well dead, and there ain't gonna be a F040. Put that
in your pipe and smoke it... :^}

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

972. Re: Last time on this one (really!)

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 17:58:16 UTC
From: ken@isgtec.com
Message-ID: <4002@isgtec.isgtec.com>
Source record: 211862
Body handling: HTML body converted to readable text

In article <1993Jan12.222233.23613@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:
> About 10% of the price of a Gemulator package goes to Atari Corporation
> for the TOS licence. Considering that their real ST sales are currently
> between dismal and pathetic, the extra income from the TOS ROMs may help
> push Atari into new areas of profitability!
> Although I can't see their profit on a real ST (say, a 1040STE with a
> dealer price of about $250) being much higher! They actually might be
> making more money each time a Gemulator is sold, although I don't know
> their exact profit margins on their hardware.

Well, the lost profit on the Atari computer is only part of the damage.
If someone buys a Gemulator and dumps his Atari, it's not likely Atari
will make any further money on peripherals (hard disks, floppies,
monitors, ...) is it? The user will have effectively left Atari right
out of the picture.

> After all, who will buy Atari software when it's almost
> impossible to buy Atari hardware! There are so few dealers left and
> stretched so thin that for the typical computer user it's a hell of a
> lot easier to just buy a PC. And PCs are cheaper too. But of course
> I have a strong motivation to make people buy PCs.

The problem with this argument is that it's not a whole lot easier to
buy a Gemulator than to buy an Atari. :^} Or are you advertising in
Byte now?

> Besides, it would
> be an excellent way to piss off Atari!!!! <- main motivation

meaning hurting their profit, not just annoying them. :^) QED.

> So there you have it. I'm not all that mean and nasty. I'm not getting
> terribly rich off the product. Less that 500 of them have been sold

Well, thanks for the history lesson anyway.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

973. Re: MultiTOS - 68000 Yes, or no?

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 18:09:33 UTC
From: randyh@sad.hp.com
Message-ID: <C0wqFy.IwK@srgenprp.sr.hp.com>
Source record: 211863

What I'm wondering is will this Multitos on Disk include the new desktop? That is all the features of Tos 4.01? I'm thinking of getting Tos 2.06 for the New Desktop but if it comes with Multitos then I won't need 2.06.

So what's the story? Is the *complete* operating system on disk or is it just extensions that run on top of whatever Tos your machine has in it?

-Randy Hosler

974. 040 for the TT?

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 18:25:16 UTC
From: hessdorf@ph-cip.uni-koeln.de
Message-ID: <HESSDORF.93Jan15182516@sun.ph-cip.uni-koeln.de>
Source record: 211906

Hi! Has anyone got a notion of an 040-board for the TT?
At least I know of an board for the ST: the german magazine 'ST-Magazin'
currently publishes articles about a 040 self-made-board for the ST, which
they want to sell in the near future.
But, I've heard of none for the TT yet, just some 50-Mhz 030 boards for immense
prizes. If anyone has ever heard about such a board, please tell me!

Regards, Joe

Joerg.Hessdoerfer@europa.rs.kp.dlr.de

975. Re: MultiTOS - 68000 Yes, or no?

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 18:34:57 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Jan15.183457.16900@email.tuwien.ac.at>
Source record: 211864

randyh@sad.hp.com (Randy Hosler) writes:
: What I'm wondering is will this Multitos on Disk include the new desktop?
: That is all the features of Tos 4.01? I'm thinking of getting Tos 2.06 for
: the New Desktop but if it comes with Multitos then I won't need 2.06.

Last year, when the new desktop features (colour icons etc.) were first
shown in 'Atari Journal' (R.I.P.), an auto-folder program was mentioned,
that adds these new features to TOS 2.05+... (If I remember correctly)

: So what's the story? Is the *complete* operating system on disk or is it
: just extensions that run on top of whatever Tos your machine has in it?

Dunno, let's wait and see, OK? :)

-MY

976. Re: Falcon delay (+ anagram)

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 18:44:02 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1j70liINNj3k@usenet.INS.CWRU.Edu>
Source record: 211865

In a previous article, dxo@cs.bham.ac.uk (David Oakley) says:

>In article <1j66ieINNbev@violet.csv.warwick.ac.uk>, strgh@csv.warwick.ac.uk (J E H Shaw)
writes:
>|> According to the February `ST Applications' (usually trustworthy),
>|> a boatful of Falcons is due to land in the UK in January. The reason
>|> for the delay is that Atari's testing equipment, that had rejected
>|> at least two batches of Falcons, was faulty. It has now been fixed.
>
>|> J.E.H.Shaw, Department of Statistics, | JANET: strgh@uk.ac.warwick
>
>Right. Now doesn't that make you feel good? A month's delay, not because of
>faulty equipment, but faulty testing.
>
>Great.
>
>David.
>
> /_ // / / /

Yeah, but Bob Brodie said a couple weeks ago (most likely more recent than
ST Applications) that there were problems with manufacturing.

>< - Kryten > |_/ |_| _|/
>

--

977. Re: Help me find gcc-ld.ttp please.

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 18:52:03 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <7340117@hpfcso.FC.HP.COM>
Source record: 211866

/atari/Gnustuff/Tos/Util/

978. Re: ADVOCACY: Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 19:07:32 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1j721kINNak1@life.ai.mit.edu>
Source record: 211867

In article <C0wnE3.E9H@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>In article <1j4fnqINNbup@lynx.unm.edu>, cfaehl@polaris.unm.edu (Chris Faehl) writes:
>>Let me surmise what you're saying: a 386sx at 16MHz ...
>
>Just a quick question here. Have we established that, in fact, a 16 Mhz 386SX
>CPU is equivalent to a 16 MHz 68030?

Actually I doubt that's the case, since the 68030 has more
general-purpose registers. If we give the much-maligned Falcon the
benefit of the doubt, we can probably guess that you'd need a 33 or 40
MHz 386 to get roughly as much work done in the same amount of time.
The only way to know is to try your favorite software on both and see.

Dave Baggett
--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

979. Re: Floptical Woes

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 19:22:05 UTC
From: ce830@cleveland.Freenet.Edu
Message-ID: <1j72stINNkqd@usenet.INS.CWRU.Edu>
Source record: 211868
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have a Supra 10 meg floppy drive that probley works the same
as your Floptical drive or any removeable drive other than a
regulator floppy. You must have a disk in the drive when you
turn it on so the it can initialize then boot the computer.
Let me know if this helps.
--
Ron Field ce830@cleveland.freenet.edu (or) ron@mchome.santa-cruz.
ca.us 514 Margaret Av Aptos Ca 95003 (408)688-1508
Waiting for a Falcon

980. The Unnkulian Unventures : Commerical Quality Text Adventures for FTP

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 19:27:57 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1j737tINNbrr@life.ai.mit.edu>
Source record: 211869
Cross-posted to: rec.games.int-fiction,rec.games.misc,comp.sys.mac.games,comp.sys.ibm.pc.games,comp.sys.atari.st,rec.games.programmer,rec.arts.int-fiction

NOTES THIS TIME:

I haven't posted this announcement in a while because I've been busy getting our NEW games ready. Look for an announcement about "Unnkulia Zero: The Search for Amanda" and "Unnkulia 1/2: The Salesman Triumphant" in early February. (Yes, we do mean 1993. We know it's been a long time coming!)

The NEW version 3.0 UU1 and UU2 now use virtual memory to run in less real memory. Additionally, they now use the BIOS for text output (on PC's) and therefore support text-to-speech programs used by the visually impaired. We are interested in hearing from people making use of this feature in particular.

Also, there's a new UNDO command that lets you take back commands you'd have rather not given, like "jump off cliff." Oh yes, and lots of bugs have been fixed and inconsistencies made consistent.

I'm working on the Atari port of TADS 2 now, so new Atari versions of the games should be available soon. An Amiga port is also in the works, but not by me, so I don't know the time frame for that one. Unix ports are on the way as well (with luck).

The Unnkulian Unventure Series
Interactive Fiction for the 90's

Remember the good old days, when adventure games challenged you with great puzzles and evocative descriptions without resorting to using any graphics at all? We really miss the emphasis on gameplay rather than glitz, so we've decided to write our own adventure games along the lines of the early games we liked so much.

If you're looking for top-quality interactive fiction comparable to 1980's commercial offerings, check out the Unnkulian Unventure series of games, shareware text adventures available from an archive site near you!

In _Unnkulian Underworld: The Unknown Unventure_ you play the part of Kuulest's slave, and must recover the Orb of Studosity from the evil Unnkulians. Kuulest, the old geezebag, has died and left you with nothing to go on but a cryptic message about saving the planet. You'll encounter amazing Acme products, the infamous Guardian, those witty creatures known as Drolls, a giant beaver, and even the Dread Unnkulian Warrior. <Gasp!>

In _Unnkulian Unventure II: The Secret of Acme_ your adventure continues as you try to create some good press for yourself -- wouldn't want to fade into anonymous obscurity, now would you? Along the way, you'll find the answers to these compelling questions, and more:

o What happened to the Unnkulians?
o Why are Acme products so bad?
o What is this cheez stuff, really?

Plus, you'll get to explore Dawg Rock, a Duhdist Retreat, Acme's clandestine prototypes laboratory, and even pay a visit to Acme HQ.

The Unnkulian Unventure games have already gotten rave reviews from numerous adventure game connoisseurs around the world, so why not give them a try?

The games are available for FTP from ftp.gmd.de:

PC and compatibles:
---

if-archive/games/adventions/pc/unnk1v30.zip
if-archive/games/adventions/pc/unnk2v30.zip

Mac:
---

if-archive/games/adventions/mac/unnk1v30.sit.hqx
if-archive/games/adventions/mac/unnk2v30.sit.hqx

Atari ST:

(The 3.0 versions have not been ported to the ST yet.)

if-archive/games/atari/unnkul12.arc
if-archive/games/atari/unnk2v20.arc

Amiga and Unix:

We're workin' on it. :)

Both Unnkulian games are shareware ($10 registration fee for each) -- registering gets you maps and hint sheets from the authors. Support us and you'll continue to see fun text adventures like these.

Questions and comments are welcome!

Dave Baggett
dmb@ai.mit.edu

Appendix A

Where to get TADS via FTP:

TADS (and TADS goodies) are available for the PC, Mac, and Atari ST, from ftp.gmd.de. Look in the if-archive/programming/tads directory.

TADS is also shareware, and we strongly encourage you to register it since we feel it is a powerful, innovative, and very inexpensive development system that deserves to be paid for.

--
dmb@ai.mit.edu MIT Artificial Intelligence Laboratory
ADVENTIONS: interactive fiction (text adventures) for the 90's!
dmb@ai.mit.edu *** Compu$erve: 76440,2671 *** GEnie: ADVENTIONS

981. Re: Hard Drive Choice - Please Help

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 19:34:19 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan15.193419.24632@newshost.lanl.gov>
Source record: 211870

In article 21328@unix.brighton.ac.uk, mm68@unix.brighton.ac.uk (Lost Boy) writes:
>I am deliberating by a hard drive, can anyone suggest a good drive. I
>don't want a very big capacity (10 or 20 Meg should be fine). Price is
>inportant, but I don't want to get anything that is not going to be
>reliable.

I doubt seriously if you could even FIND a new 10Mb drive anymore and it would be a big mistake to buy it if you could, IMHO ("white elephant syndrome"). 20 Mb units are still available but a 40 megger shouldn't cost that much more. I'd recommend you consider buying a used drive if you can find someone willing to sell. Used SH204's and third party drives are plentiful and usually cheap.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

982. Re: ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 19:49:41 UTC
From: healy@nosc.mil
Message-ID: <1993Jan15.194941.14274@nosc.mil>
Source record: 211871

The type of pirates you are referring to sound like people who log onto bbs's and are actively seeking pirated software.

My experience with piracy in the dos world is average users who wouldn't know a bbs if it hit them in the face, but who rip off all their software from work. ALL of the pc owners I know have ripped off software from work. I would not consider the great majority of these people to be hackers or pirates - they are just your average pc users as far as I can see (and average pc usage as far as I have seen involves the attitude that users are entitled to free copies of commercial software - not shareware, but commercial software). Maybe as more companies get busted for using illegal software, this attitude will change.

Mike Healy

healy@nosc.mil

983. Redacteur

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 20:29:37 UTC
From: cczdvh@unicorn.nott.ac.uk
Message-ID: <1993Jan15.202937.12881@cs.nott.ac.uk>
Source record: 211872

Following on from a post about who is handling the Redacteur word processor. it is distibuted in the UK by The ST Club, 2 Broadway, Nottingham, England. They also publish the wonderful "ST Applications" magazine for us "serious" Atari users ie no gamesgamesgames. Well worth the 15 quid a year subscription. They also distribute lots of other very worthwhile software and maintain a huge PD collection. No connection, just a satisfied customer.

Dave Valentine-Hagart

```
.....................................................................
_____ __ . CCZDVH . My Guitar wonders why
/ \_/ / __ . @uk.ac.nott.vme . Its not easy to fly
| []| | LLLLLLLLLLLLL|__| . ~~~~~~~~~~~~~~~~ . Exept if your name
\_\___/\_\ . I can't play this! . Ends in Holdsworth or Vai !
....\................................................................
```

984. Re: AdSpeed?

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 20:58:12 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <61929@aurs01.UUCP>
Source record: 211873

In article <1993Jan14.150957.13631@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>In my Mega ST4, I have either a socket on top of my 68k chpi or a spare socket
>altogether (I can't remember which), but how would I go about installing an
>AdSpeed chip (if it's worth it, at all)? I've no experience whatsoever in
>this, but from what I saw under my hood here, all I'd have to do is plug in the
>AdSpeed...no?
>
> -Matt

AdSpeed isn't a chip, it's a daughterboard. If your 68000 is socketed
then all you have to do is pop out the 68000 and plug in the
daughterboard and then solder in one jumper wire. If your 68000 isn't
socketed then you'll have do desolder it and install the supplied
socket, which is a bit more work (and I wouldn't recomend it if you
haven't done that sort of thing before).

I've had great success with my AdSpeed board. The supplied software
options let you switch speeds in several different ways. I haven't had
any compatibility problems, and some operations (like expanding an arced
file) are much, much faster. Also, get Warp 9 from Codehead if you
don't already have it, as it will speed up your screen draws
significantly.

-Jonathan

****
Jonathan Whitcomb, Alcatel Network Systems, Raleigh, North Carolina
* UUCP: whitcomb%aurfs1.aur.alcatel.com@rockdal.aud.alcatel.com *
* GEnie: J.WHITCOMB3 *
****

985. Re: atari archive??

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 21:43:09 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1j7b5dINNs9@golem.wcc.govt.nz>
Source record: 211875

```
> BTW anyone with a Falcon - is it possible to say run ST-hi res programs
> in one of the new color video modes? (if even to make a little software
> "hack" to make the software *think* it's in ST hi? Just wondering...

The Falcon will display all three ST resolutions on whatever monitor
you happen to have plugged into the thing!

(It interlaces or something like that to get the 640*400 for ST-High)

==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================
```

986. Re: Arcs and MSA help needed desperately!!

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 21:49:28 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Jan15.214928.18680@prime.mdata.fi>
Source record: 211876

In article <1iq2oeINNdqm@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>> An even better idea is to drop MSA completely and use Chaos Disk
>> Compactor. Not only does it eliminate the disk-swapping on
>> single-floppy systems, it also compresses much better and can
>> decompress both it's own files (CDC) and MSA files.
>
>Problem: It's not STE compatible!! (At least, none of the STE owners
>over here have made it work).

It works perfectly well on my 4 Meg 1040 STE..

>Use Ultra-Pack if you are going to do something like that, as it compresses
>the data a LOT better than Magic-Shadow!

But Ultra-Pack, at least my version (I think it is 1.0) is so slow
that I can't bare it.

>Or try & locate the macig shadow (version 1.31 or something), that has
>a better compression in it (put in by a third party....).

There is one "third party" version that I know of, and that is 1.41,
and it hasn't got better compression, but an option to use no
compression at all, just stuff the disk into one big file. The packing
will then go faster..

> ==
> | O O Computers: Not just machines, they're a way of | ||| |
> | o life. Your computer *IS* your religion! | ||| TARI |
> | _/ Steve Wells - Wellington, New Zealand. | / | \ |
> ========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================
>

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |
----

987. Re: Fantasy Games

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 21:53:59 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1j7bpnINNs9@golem.wcc.govt.nz>
Source record: 211877

Buy Amber-Star if you enjoy RPG/fantasy type games, it looks *GREAT*!

On this subject, let's try something a bit more peaceful!

What is everyones favourite game/s!?

RPG, Shootemup, Platform, Puzzle, Racing, adventure etc. etc.

Myself, I think that No Second Prize is one of the best racing games I've seen for a long time. (Good 3D graphics etc.)

Best Shootemup. Turrican 2

Most addictive game. Paradroid 90

Favourite adventure game. Indiana Jones & The last crusade (lucasfilm)

RPG. Dungeon master of course! (It's the only one I've got!)

Platform. Haven't got any. Lode Runner isn't bad though! (hardly qualifies however)

Puzzle game. Puzznic!

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ===========================
```

988. Re: Falcon and Spectre

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 21:56:46 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1j7buuINNs9@golem.wcc.govt.nz>
Source record: 211878

In article <93015.004440SML108@psuvm.psu.edu>, <SML108@psuvm.psu.edu> writes:
>Has anyone out there with a falcon managed to run Spectre 3.0 on it yet?
>
>Scott

It can't, and won't run on the Falcon!

Wait until Spectre 4.0! (A card for the falcon or some such thing, with
I suspect 256k ROM's, or maybe even 512k if we're luck.. Probably emulate
an LC2 or Classic!)

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================
```

989. Re: Picture viewers

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 21:56:58 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1193@usdtsg.DaytonOH.NCR.COM>
Source record: 211879

In article <1j4ijoINNrth@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
[stuff deleted]
>A combination of 89A-87A version 1.1 and Photochrome 3.0 will convert
>virtually any GIF in existance to either Spectrum 512 (in 512 or 4096
>colors), or to one of it's own formats (showing over 10000 colorso on
>the STE). To my knowledge, it doesn't support JPEG, but I might be
>wrong. There is a un-JPEG utility for the ST probably on
>atari.archive.umich.edu
>
>Photochrome 3.0 is also available on the above site.

One thing to consider - when you convert a JPG to GIF, the 24-bit
palette is shrunk down to a total of 256 colors (I dunno about the palette).
This is because GIF only handles up to 256 colors out of how many.

You *might* get a better looking picture by converting the JPG
directly from JPG to RAW, as I believe they both support 24-bit,
and thus no colors would be lost. Of course, the resulting file
may be huge (though I think you could use ICE 2.40 to pack it -
check the Photochrome doc on that). Anyways, then you would actually
have more than 256 colors on the screen (whereas GIFs would only
give you 256 tops)...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

990. Re: Amobea HAM 4096 into STE 4096?

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 21:59:45 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1j7c4hINNs9@golem.wcc.govt.nz>
Source record: 211880

```
Photochrome 3.0:

Spectrum 512. St or Ste

Spectrum 4096 Viewable on ST, usable on Ste

Photochrome 512 St or Ste

Photochrome 4096 (PCS STE) STE only

Super-Ham st or STE (in 4096 col's)

And the 'ultra' mode (whose name eludes me) allows the displaying
of approx' 19000 colors on an STE!

==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================
```

991. Atari Add-ons..

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 21:59:52 UTC
From: cczdvh@unicorn.nott.ac.uk
Message-ID: <1993Jan15.215952.15023@cs.nott.ac.uk>
Source record: 211881

Fellow AtarST's, I am seeking recommendations for a couple of enhancments
to my 1040STe.

Firstly, second floppy drives. There seems to be a 30 pound or so difference
between the commonly advertised makes but the ads give no clues as to features
or requirements. The only "wish" I have is for a self contained power supply
as I HATE those external blobs that take up just-too-much space on my 4-way
mains adapter to get anything in next to them.

The second is a battery backed clock, are there any that fit inside the case
of the ST as I need to keep the cart port free for my Cubase dongle, and the
thought of having two thru'd carts (ie forget-me-clock thru) flowing inele-
gantly out onto my (physical) desktop to be knocked and possibly dislodged
with the power on makes me shudder !

Lastly is it possible (or worth it) to upgrade the 1040STe to Tos 2.x from
1.6 or is this the preserve of MegaSTe and TT, any software compatibility
problems likley ??

Many thanks in advance.. Dave Valentine-Hagart ..An ST is for life
not just for Christmas..

```
.....................................................................
_____ __ . CCZDVH . My Guitar wonders why
/ \_/ / __ . @uk.ac.nott.vme . Its not easy to fly
| []| | LLLLLLLLLLLLL|__| . ~~~~~~~~~~~~~~~~ . Exept if your name
\_\___/\_\ . I can't play this! . Ends in Holdsworth or Vai !
...\.................................................................
```

992. Re: ADVOCACY: Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 22:03:05 UTC
From: SML108@psuvm.psu.edu
Message-ID: <93015.170305SML108@psuvm.psu.edu>
Source record: 211882

In article <1j721kINNak1@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett)
says:
>
>In article <C0wnE3.E9H@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu
>writes:
>>In article <1j4fnqINNbup@lynx.unm.edu>, cfaehl@polaris.unm.edu (Chris Faehl)
>writes:
>>>Let me surmise what you're saying: a 386sx at 16MHz ...
>>
>>Just a quick question here. Have we established that, in fact, a 16 Mhz
>386SX
>>CPU is equivalent to a 16 MHz 68030?
>
>Actually I doubt that's the case, since the 68030 has more
>general-purpose registers. If we give the much-maligned Falcon the
>benefit of the doubt, we can probably guess that you'd need a 33 or 40
>MHz 386 to get roughly as much work done in the same amount of time.
>The only way to know is to try your favorite software on both and see.

So supposing one could upgrade one's Falcon to 32 MHz this would actually
make it a decent machine now wouldn't it? Of course, this doesn't address
the issue of Atari management/developer relations and their so far el-cheapo
approach to marketing, the lack of a unix OS, the upcoming challenge from
the Commodore DSP board and the 3do, the vaporware announcements, and
the need for a totally new desktop look... Of course, even if someone
were to make a way-cool desktop for the ST, I'm sure Apple and Microsoft
would sue this person to oblivion so I guess I can't really blame atari
too badly for this...

So if we just add the price of said upgrade to a Falcon we'll get a better
idea what it's really worth...

So I have a question for you Dave, why haven't you bought an amiga? They
seem a little bit more stable for now... I unfortunately agree that only
the PC and the mac have rock-solid stability right now but a little risk
is good for the heart...

So now I am going to get some stuff about the desktop off my chest. It would
be really really easy for someone to make a NeoDesk like enhancement for the
ST that made it look a lot like microsoft windows. I'll bet it'd run a whole
bunch faster too. Heck, if I get a Falcon, I might be the one to do this if
the OS can already do the multitasking and all the hard stuff... I am not
heavily experience with Microsoft Windows and OS/2.0 but assuming that
MultiTOS does indeed come out, just what do these system have over TOS other
than cosmetic appearance? Personally, I think the NeXT interface is better

than any of them...

Scott

993. Re: Falcon030 competes with '486dx-33

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 22:04:58 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Jan15.220458.19014@prime.mdata.fi>
Source record: 211883

In article <H.ea.kXNJs3zV6no@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:

>Now, sure, this is more than the projected $1700 for the Falcon, but it
>includes the monitor (can you buy a 14" colour monitor for $195?), and
>two high-powered big-name programs.

I thought the suggested price for a 4MB/65MB Falcon would be $1199,
that's pretty far off $1700. Is a 4MB/65 030 really $1700?

>--
>------------------==------------------
>Chris Herborth
>cherborth@semprini.tdkcs.waterloo.on.ca

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |
----

994. Re: MultiTOS - 68000 Yes, or no?

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 22:12:23 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1194@usdtsg.DaytonOH.NCR.COM>
Source record: 211884

In article <H.eg.CO1hkU44oV_@elfhaven.ersys.edmonton.ab.ca>
mforget@elfhaven.ersys.edmonton.ab.ca writes:
>Content-Transfer-Encoding: 7bit
>
>Hi!
>
>Over the past two months, I have been hearing poeple claiming that MultiTOS
>not be available for 68000 systems. Now, in the last week, I have heard that
>it would be available for 68000 systems. This is an important issue to me,
>and I suspect that it is especially important to developers.
>
>If MultiTOS is not available for the existing user base, WHY would developers
>develop programs to take advantage of the features of MultiTOS. The Atari
>user base is small enough as it is, but if a developer is forced to write
>an application for an even smaller group (a mere fraction of the current
>user base) than they will have a hard time making money.
>
>If MultiTOS is available to the public (even at a price or completely
>software based) than developers would be able to write their programs
>for a larger group of people and make more money.
>
>The main argument that I have heard against releasing it for 68000 systems
>is that it would not be very fast on 68000 systems. I am of two opinions
>about this, though. Many 68000 systems operate at 16MHZ (through
>accellerator cards) and many others were built that way (the MegaSTe, for
>example).
>
>I am looking for a definite answer, though. Will it be available for the
>68000 systems?
>

According to Bob Broadie during a RTC on GEnie, Bob said that
MultiTOS *would* work on 68000 AND 68030 machines, so according
to him the answer would be yes.

No doubt it would be slower on a standard ST, but it should be
decent on a 16mhz (like my MegaSTe :-). The only other "iffy"
wuld probably be the memory protection, which the 68030 has, but the
68000 doesn't have. So no doubt the 030 machines would have
a more robust time of it.

Besides, they should not worry completely about it not being
extermely fast necessarily on a 68000. I use Windows 3.1 at work
on a 20mhz 386dx, and simply running FTP, Telnet, and Pcplus at the
same time drags it down like a dog. I just happen to like being able

to keep things going on continuously, rather than having to wait
till one thing's done to start again. Besides, even MultiGEM on
my MSTe goes at a good pace (ok, except for zmodem, but maybe
if MultiTOS allows priority settings, then I can adjust that).

Whether they release it freeware (NOT PD) or commercially, I'll
get a copy. It was worth it when I traded up from TOS 1.0 to 1.4,
and then 2.05 on my current machine, so I'd consider the
advantages well worth any cost paid.

My personal opinion - they should release it "postcard-ware."
That is, if you're using it, send them a postcard as "registration."
At least register in some way - let them know how many people are
using it - that could help them market it towards developers,
and in turn help us by having more new software.

Well, whichever way they go, it's looking a little better...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

995. Re: Help with Hermes please:cannot post

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 22:18:36 UTC
From: herby@danubix.ul.open.de
Message-ID: <H.ea.59sCXRLWINw@danubix.ul.open.de>
Source record: 211874

```
In <1993Jan12.091532.26059@fel.tno.nl>, Maarten Landzaat writes:
>I suspect I have to put a line in the "sys" file. But I don't have a
>description of the file's format; there is no sys(5).
>Can anybody please enlighten me?

+++++++ fetz +++++++ reissab +++++++ beisskante ++++++ schnippel ++++++

#
# '%' means all locally posted articles, '!' excludes newsgroups
#
trans,trans.ulm.sub.org,trans.ul.open.de:danubix,!danubix.ctest,ulm,\
de.sys,de.comm,de.alt,de.comp,de.etc,de.talk,de.markt:16 ^^
# newline
#
really,really.ulm.sub.org:danubix,!danubix.ctest,ulm.general,ulm.test,ulm.local:16
#^^^^^^^^^^^^^^^^^^^^^^^^ ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^ ^^
#name, alternate name : Group,group,..................... Bit compress

+++++++ fetz +++++++ reissab +++++++ beisskante ++++++ schnippel ++++++

cu l8ter mfG herby@danubix.ul.open.de
--
* E-Mail: herby@danubix.ulm.sub.org ccc_damp@rzmain.rz.uni-ulm.de *
* herby@danubix.ul.open.de Fido: 2:241/7902.1 *
* Forchenweg 14 W-7900 Ulm/Donau Voice: 0731-6021657 *
* ULM: Letzte Stadt vor Bayern Don't marry, beer happy *
```

996. SLM605 Laser For sale

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 22:26:00 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <93015.172600JJL101@psuvm.psu.edu>
Source record: 211885

A friend of mine without usenet access has asked me to post his
SLM605 laser printer for sale at $500.

Reply to : bryedewaard@delphi.com if interested
'

Thanks,

J.J. Lehett : Atari's, puzzles, games, MIDI, fractals, Kawai K4's...

- Work: JJL101@psuvm.psu.edu Penn State CAC
- Genie: J.LEHETT2
- Delphi: JLEHETT@delphi.com

997. Re: ********* Joystick?! **********

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 22:26:20 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.c5_bC0FJ00A@semprini.tdkcs.waterloo.on.ca>
Source record: 211886

In <1j4gieINNqpa@ub.d.umn.edu>, The Piano Man writes:
> I need a good joystick for my Atari ST...doesn't have to be fancy, just
> working!!
>
> Also, any suggestions of catalogs or mag's 'cuz I have NOTHING around here in
> the way of Atari support!

Just buy any Amiga or PC joystick you can find (as long as it's not one
of those funky analog joysticks)... _Carefully_ take it out of the box
(and keep the receipt!) just in case it doesn't work, and you have to
take it back.

I've got a nice Wico "Bat" Joystick... Found it for $10 at a surplus
store.
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

998. STalker vs. Uniterm (was Re: A letter to Dave Baggett)

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 22:32:14 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.5_qOHaRk42o@semprini.tdkcs.waterloo.on.ca>
Source record: 211887

In <1j4qgsINNsrb@golem.wcc.govt.nz>, Steve Wells writes:
> STalker is too expensive. And it's impossible to get 80*24 column screen
> out of it, unless you use a small font, which makes things difficult
> to read (especially those people whos eyes are half stuffed already).

I use the 9-point (or is it 10-point?) Gemini Bold font from the Gemini
desktop replacement package. 80x24, with the scrollers and title bar,
and whatnot. The 9-point Gemini Bold is only a bit smaller than the
8x16 monochrome font I usually look at...

> It does background downloading!? So, it's
> not a major extra. You still have to wait for it, and it's slower than
> single-tasking downloading.

xyz usually gives me ~234 CPS, STalker gives me ~232 CPS. That's about
1k of data less every 9 minutes...
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

999. Re: AdSpeed?

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 22:33:58 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.23yZaqg4I8o@semprini.tdkcs.waterloo.on.ca>
Source record: 211888

In <1993Jan14.150957.13631@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:
> In my Mega ST4, I have either a socket on top of my 68k chpi or a spare socket
> altogether (I can't remember which), but how would I go about installing an
> AdSpeed chip (if it's worth it, at all)? I've no experience whatsoever in
> this, but from what I saw under my hood here, all I'd have to do is plug in the
> AdSpeed...no?

From what I've heard, you just plug it into the "MegaBus" slot (which is
a 68000 PDS, exactly the same as the slot in the Falcon030) and awaaaay
you go at 16Mhz.

Does the AdSpeed have a cache?

--
-------------------==-------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1000. Re: ADVOCACY: Falcon - Why I'm buying it...

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 22:44:26 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.y&OTCQlqoMM@semprini.tdkcs.waterloo.on.ca>
Source record: 211889

In <C0uzyt.FAJ@ecf.toronto.edu>, AL RASHID SHAHIR writes:
> Everyone my ass!! You mean to tell me "everyone" has a 24bit XGA card??? Thats
> what I meant as a good graphics card. The SVGA which is standard on IBM's is
> not an "incredible graphics card". Even the Falcon has better colour, and
> almost the same rez!

Not even close, without ScreenBlaster. These days, everyone has a 1M
video card... they almost all do 1024x768x256 colours. Many of them can
do nice modes like 320x200x32000...

> Its too bad that you're ignoring the Falcon's capabilities but let me ask
> you this...(I'm assuming you're assuming that the Falcon's screen rez is not
> large enough)...How the hell do you compare something you know about with
> something you don't? Windows (I have used it...got rid of it cuz I didn't like
> it) usually runs at 640X480 mode with 256 colours, right? (I'm sure you could
> expand this, but most don't as it eats too much memory...) Anyway the Falcon
> could amply support this rez...It goes up to 7 hundred something by 4 hundred
> something, so what's the problem?
> If you're NOT comparing to the Falcon, surely you know that the ST is not
> multitaskable ('cept with Mint) so there goes your example...

How can you defend something you've never seen with something people
have been buying for _years_?

PC video doesn't take up any of the computer's RAM (well, ok, maybe 64k
in "high" memory), it's on the card. Windows usually runs at 640x480x16
because the poor fool has pathetic drivers. At work, mine runs at
1600x1280x1.

If the Falcon could do multitasking, you'd be complaining about the
"small" resolutions (ie, 640x480 with overscan) too. 1024x768 is much
more appropriate for all those programs running at once. Granted,
unless MultiTOS is made available for free, most people will only be
running one program at a time, or running a few character-based programs
via MiNT and TOSWIN.
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1001. Re: ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 22:51:34 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.5voj1MsAZwU@semprini.tdkcs.waterloo.on.ca>
Source record: 211890

In <1j4ji7INNrth@golem.wcc.govt.nz>, Steve Wells writes:
> The arguement of 'you can run the same on a harddrive less ST as you
> can on a harddriveless IBM compat' is garbage. I'd like to see any
> person trying to run 30meg+ games from floppy!

Actually, I think there's still instructions in the MS-DOG 5.blow manual
for installing it on a two-floppy-only system...

> At least I can access all of my RAM without the need of RAM recogniser
> cards etc - Shadow RAM!? Talk about primitive!

Shadow RAM is exactly what the TT program "ROMRAM" does... Copies the
ROM from the slow EEPROMS on the card to the faster RAM in the computer
so the whole system will go faster. It may sound "primitive" to you,
but I'd want to do it if I had a TT. TT FastRAM is probably 10x faster
than the TT's ROMs are.

The only problem is, some cards do it rather nastily... causing
incompatibilities with the big, multi-tasking systems that are becoming
popular these days.
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1002. Ultima Underworld (was Re: ADVOCACY: Re: a blurb)

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 22:55:42 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.x8wlDfi1vmc@semprini.tdkcs.waterloo.on.ca>
Source record: 211891

In <1993Jan14.222655.13646@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:
> >>Hmm! Is it like the 3D movement system I've seen in Castle Wolfenstein 3D?
> >
> > Yeah, but quite a bit better; Underworld models lighting and does
> > non-rectangular surfaces. Essentially, it's a texture-mapped flight
> > simulator in a dungeon, and you ride around on a motorcycle. :)
>
> Wow! That sounds pretty cool! On a motorcycle? Hmm...in an Ultima game? Did
> they decide to lose the Dungeons&Dragon-type fantasy setting?

Well, Ultima II featured a rocket ship, Dilithium crystals, and you
could use the rocket to go to the other planets in the solar system...

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------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1003. Re: Falcon030 competes with '486dx-33

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 22:56:50 UTC
From: june@f308.n133.z1.FIDONET.ORG
Message-ID: <988.2B57AAD3@gisatl.FIDONET.ORG>
Source record: 211892

On <Jan 13 09:39>, Dan Cable of 1:133/411 wrote to All:

DC> You might want to just wander over to the OS2 newsgroups and look
DC> around before getting one of the Zeos systems that you were
DC> quoting the prices of. That operating system wants lots of
DC> memory, lots of harddisk and lots of CPU speed. There are also
DC> problems with certain video boards and other perpherals
DC> (especially SCSI stuff). That, unfortunately, is one of the
DC> problems that you get with open architecture.

And that is the myths being perpetrated, no doubt from many who have never spent time running it.
Oh, they'll 'try it out' for a month or so, then give their 'objective/subjective reviews', which are mostly half truths.
I've been running it for two years now, and love it.
I liked DesqView under dos too, it worked with high speed communications, widows wont.
Yes, I've had extensive ST use too, I had two Megas, I liked 'em, though unemployeement forced me to sell many things.
Though, I still have my trusty ol' 800s...

Ed <no preacher, but hate the 'mis-informed' preachers> June

Fidonet: 1:133/308, Atlanta's OS/2 Users Group BBS, 404-471-1549
Internet: buggz@mind.org
UUCP: ...!emory!uumind!buggz

--

Fidonet: 1:133/308, Atlanta's OS/2 Users Group BBS, 404-471-1549
Internet: june@gisatl.fidonet.org
UUCP : ...!gatech!warlord!gisatl!308!june

1004. Re: RFD: What to do with comp.binaries.atari.st/comp.sources.atari.st?

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 23:01:11 UTC
From: koreth@spud.Hyperion.COM
Message-ID: <1j7fnnINN45k@spud.Hyperion.COM>
Source record: 211893

In <1993Jan13.230626.9744@ozrout.uucp> bensoo@ozrout.uucp (Ben Soo) writes:
>Hm, how exactly do these binaries groups work? --Are they exclusively
>limited to broadcasting things that have been submitted to the
>moderator?

At the moment, that's how both groups work.

>Or can the moderator go into the archives and post some
>interesting things from there?

We could certainly change the groups to work this way. My biggest concern would be that there wouldn't be a clear place to report bugs -- right now, you can send them to the submitter. But the group moderator is almost never the right person to report bugs to, and that's who'd be listed as submitter if pulling files from archives became common practice.

Also, I'm not sure I'd have time to do this (which doesn't mean it's necessarily a bad idea).

>Sure, it's easier to ftp, but a lot of us don't have ftp access.

What about ftpmail servers?

As an update: the consensus seems to be that allowing announcements of software on both groups would be a good thing, but that I should continue to post any software that's submitted. For now, that's what I'll do. So feel free to submit announcements of software availability. If your software is being made available on an ftp server, remember to include the server's domain name (e.g. foo.bar.edu), its numeric Internet address, and, if applicable, the directory and filename.

Would people object to allowing the atari.archive automated "new stuff" articles to be posted to comp.binaries.atari.st instead of (or in addition to) comp.sys.atari.st? That seems like a natural sort of announcement to allow on a regular basis.

Also, should announcements be archived? If so, in what form?

-Steve

1005. Re: ADVOCACY: Re: Convince me to stick with Atari. Why Bo

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 23:05:22 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.hXI2zT2Khgo@semprini.tdkcs.waterloo.on.ca>
Source record: 211894

In <1993Jan14.094157.3812@wg.estec.nl>, wim vleeshhouwer writes:
> What bugs me most about these stupid machines, is the memory layout. 'Normal
> memory`, High Memory`, Extended, Expanded, and for the last three you always
> need special drivers, which eat into your idiot 640k memory.

OS/2 = Flat Memory Model (just like on all sensible machines).

> OS/2 is another one of these badly written OS`s with a level of complexity
> which puts even Messy-Dos and Messy-Windows to shame.

I guess NeXTstep sucks too then, eh? It's pretty complex, and pretty
huge, running oh-so-nicely on top of that Mach microkernel... Or will
it only suck when NeXTstep '486 is released?

> 6. I have no need for programs written for PC`s, all the programs I run on my ST
> are good enough for me, I never get the `Out of memory` message on my ST,
> which happens quite frequently on PC`s.

I get that one when I try to compile the TIFF library for the new (well,
10dec92) version of PBM-Plus (since there's no compiled version out
there for the ST with all of the programs in it; the one on
atari.archive is so minimal as to be useless for me). A friend of mine
got the message on his 20M TT too...

> I could go on and on with this, but will leave it for now. Hope it helps.

Nope, just kept the flamewar going another day... Good thing, it's cold
over here!
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1006. Re: Help with MiNT...

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 23:09:36 UTC
From: jbunch@nyx.cs.du.edu
Message-ID: <1993Jan15.230936.26186@mnemosyne.cs.du.edu>
Source record: 211895

I had no problems getting the mint installation on to my machine. So, I figured I would give the disks to my father to install, and he gets bombs from setup.prg everytime he runs it. We both have 1040 STe with 4 megs ram and both using ICD Controllers and software. The setup program is being run from a clean system. Anybody have a clue as to what is going on??

John.

--
John B Bunch * * * I don't want the world, I just want your
280 Quail St. 1st Floor * * * half.... -TMBG
Albany, NY 12208 * * * jbunch@nyx.cs.du.edu
(518) 436-3810 * * * Proud Albany has Gay Rights!

1007. Re: ADVOCACY: Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 23:19:12 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.qVDqFLIOVfE@semprini.tdkcs.waterloo.on.ca>
Source record: 211896

In <C0v1rE.LqK@ecf.toronto.edu>, AL RASHID SHAHIR writes:
> HUH? A 386-16??? You must be joking!! At least a 486dx-33 is needed!! (Ever use
> real-time sampling/playback? 386-16? pshaw!) Oh and how about the incredible
> sampler BUILT-IN to the Falcon? You'd need an incredible sound card to have
> 16bit sound and 8 channels (4 stereo channels) with sampling/playback with
> digital distortion fx...(don't think there's one that EXISTS). In fact, the
> Falcon sampler is better than a lot of commercial DEDICATED samplers!
> How about the midi capabilities??

Does everyone need MIDI? I sure don't... I've already got about 13M of
samples laying around.. if I had a sampler, I'd be dead...

> I admit four times the price is a bit much, but twice as much is much more
> like it.

Nope. A _complete_ '486/33 system costs what the 4M/65M Falcon
console costs.

> Oh yeah, you can't just call a 68030-16 a 386-16! In fact, its ludicrous to
> compare the Motorola with the Intel using MHz units. (re: the big flamewar a
> little while back..if you really want to know the reasons)

Actually, the '030/'386 and '040/'486 are much closer than the '000/'086
ever was... A 16Mhz '030 is about the same as a 20Mhz '386.
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1008. Re: Falcon, Falcon who has got a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 23:20:42 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan15.232042.14067@newshost.lanl.gov>
Source record: 211897

In article 7837@westminster.ac.uk, lmvec@westminster.ac.uk (William Hargreaves) writes:
>
>Rumours have it that Atari were all set to release the Falcon before Christmas
>but a last minute decision was made by atari not to when they saw the Graphics
>spec. of the new A1200. They are apparently with-holding the machine will they
>soup it up so as it can compete with the A1200.

While this is a popular rumor it just isn't the case. According to Bob
Brodie's conference on GEnie this week, the delay is due to the poor quality
control of the current assembly line contractor. Too many units were failing
to meet specs. Supposedly this has now been worked out (or is in the process
of being worked out).

It would be nice to think that the delay is due to a secret graphics wonderchip
that they decided to install in the last minute but alas, it ain't so. This
falls into the same category of the rumors that the Falcon is delayed because
they decided to put it in a TT-like case. Sorry, not yet folks. <sigh>

_____________________________ John "HUTCH" Hutchinson _____________________________
_____________________ Fair Dinkum Technologies Member - IAAD _____________________
_____________________ "No worries, mate... it's from Fair Dinkum!" _____________________
_____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________

1009. Re: Can I run an ST or a Falcon as X-terminal?

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 23:33:14 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.3KFM1kotvAY@semprini.tdkcs.waterloo.on.ca>
Source record: 211898

In <CJP.93Jan14174125@deca.aber.ac.uk>, C J Price writes:
> I could probably obtain the cash for a Falcon if the technology
> existed to make it into an intelligent X-terminal. Anybody know about
> Falcons and Ethernet cards and X-server software.

No-can-do on a Falcon... No VME slot for the Ethernet card. Rumour has it that there are VME Ethernet cards for the TT and even an X server, but nobody seems to have been able to find out concrete information to add to the FAQ...

In North America, you'd be completely out of luck, unless you could read German and wanted to order the goodies from overseas. Rumour has it (hmm, not rumours... not here in c.s.a.st!) that there are about 300 TTs in all of North America.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1010. Re: Fantasy Games

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 23:35:24 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.kOonpWvx8sc@semprini.tdkcs.waterloo.on.ca>
Source record: 211899

In <1993Jan14.113942.24922@cs.ruu.nl>, Kos Petoussis writes:
> I am having fun with Utopia and progressing slowly in Knightmare.
> There are whole Worlds to disc-over and rule, enough for the rest of my
> life. And I'm happy about it.

I just finished Omega a few weeks ago... It's a characters-only
fantasy-oriented game, like NetHack. Way cool...
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1011. Re: ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 23:37:12 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.FH&lt92CZgQ@yonder.equinox.gen.nz>
Source record: 211900

In <1993Jan13.211453.17837@nosc.mil>, Mike Healy writes:
>
>Do you know ST owner's with pirated commercial programs? (not shareware)

Every person I know has pirated commercial software, no matter which
brand of computer they're using.
The reson behind it is probably a financial one, you can't afford
every piece of software that comes out, you figure you wern't going
to buy that one anyway, and it's no _physical_ loss to the manufacturer,
so you take a copy. Sure it's illegal, but it's not hurting anybody.
On the other hand, if you need that software, and you can afford it,
then taking a pirated copy is hurting the author of it.

>I don't know many ST owners "in the flesh", so I don't know any who
>have pirated commercial software. As far as shareware goes, it sounds
>like ST owners don't pay up very often (hey, I did register blox :-),
>but my point was all the commercial, non-shareware programs (word
>processors, spreadsheets, compilers, comm programs) I see people
>ripping off.
>
>Of course, you could point out the lack of commercial software on the
>ST as being responsible for less piracy - there's less to pirate :-)

There's tonns & tonns of ST stuff pirated. I've heard that there's people
around the world that have thousands of copies of pirated software.
There are groups in some places in europe where it's perfectly legal
to copy anything (no copyright laws covering software) that crack
the protection off each new piece of software when it comes out and
release the unprotected version with their groups name all over it. These
copies manage to make their way all around the world so many ST owners
must be sharing pirated stuff around!!

I don't go for the commercial software much nowdays anyway, i've got some
shit programs that i've spent a bloody fortune on before, when the shareware
is better. I am guilty of not paying for shareware though.. but that's
because I can't afford it :-(
(the 2 worst commercial pieces of software i've paid for and regret ever
buying are Timeworks DTP.. pretty useless, and Mini Office Professional
Communications ... a terminal program, and about the best place for
that one is in my rubbish tin. Nearly every shareware program is better than
it, and I paid roughly US$45 for it!)

>I think the theft has arisen because of the popularity of the pc.

Bull! Software piracy has been around since the days of the C64 & ZX Spectrum
It's in our human nature that if we can get it free, why pay for it!

Craig.

--
* Craig Shore. Phone +64 3 3852501 *
* Email: from in NZ - craig@yonder.equinox.gen.nz *
* from rest of world - shore_c@kosmos.wcc.govt.nz *
* PLEASE DON'T mail to yonder from outside NZ. Thanks! *

1012. Re: Money Managing and Tax programs

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 23:43:46 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.m56dClzWwW2@yonder.equinox.gen.nz>
Source record: 211901

In <1j277cINNt88@tamsun.tamu.edu>, Mark A Lehmann writes:

>What is a good checkbook balancing program? I was thinking of just using
>the OPUS speadsheet. Is there something better?

There's one called Checkbook , it's shareware. If it's not on a.a,
reply in this newsgroup and i'll mail it to Jeff Weiner.
(I don't have FTP access, and pay for my mail so i'm not going to mail
it to individual people)

Craig.

--
* Craig Shore. Phone +64 3 3852501 *
* Email: from in NZ - craig@yonder.equinox.gen.nz *
* from rest of world - shore_c@kosmos.wcc.govt.nz *
* PLEASE DON'T mail to yonder from outside NZ. Thanks! *

1013. Re: CALL CYBERNET NODE [1]! Atari Support Board

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 23:47:38 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.qhnoXtKzGZE@yonder.equinox.gen.nz>
Source record: 211902

In <mcarrico.37os@terapin.com>, Michael Carrico writes:

> CALL TODAY
>(510)834-1707 1200 & 2400 Baud 8-N-1 LOCATED IN OAKLAND, CA EASTBAY 2

Can we call collect???

:-)

Otherwise at US$1.35 per minute, I don't think so!

Craig.

--
* Craig Shore. Phone +64 3 3852501 *
* Email: from in NZ - craig@yonder.equinox.gen.nz *
* from rest of world - shore_c@kosmos.wcc.govt.nz *
* PLEASE DON'T mail to yonder from outside NZ. Thanks! *

1014. Mac boot ROMS ->FOR SALE<-

Newsgroup: comp.sys.atari.st
Date: 1993-01-15 23:50:08 UTC
From: eggert@sun.lclark.edu
Message-ID: <1993Jan15.235008.29573@lclark.edu>
Source record: 211903

I have a set of ROMS available from a Mac Plus. If you are interested in purchasing them for use with Spectre 128 or Spectre GCR, let me know. I would like to sell them for approximately $100. I have seen them advertised in magazines for about $160.

Jon Eggert
eggert@lclark.edu
(503) 768-8666

1015. ADVOCACY: Re: Falcon030 competes with '486dx-33

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 00:13:38 UTC
From: kruel@phys-chemie.uni-wuerzburg.dbp.de
Message-ID: <1993Jan16.001338.27768@phys-chemie.uni-wuerzburg.dbp.de>
Source record: 211904

In article <H.ea.kXNJs3zV6no@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>Well, I knew the Falcon030 (4M/65M hard drive configuration) was
>competing with the Mac LC II (4M/80M hard drive) in the ~$1700 range,
>but check this out... it's also competing with high-quality '486/33
>systems!
>
[lot of interesting stuff deleted]

>Wasn't Atari's last memorable slogan, "Power without the price!"? A
>'486sx-25 will _CRUSH_ a 68030-16, no matter what OS you put on it...
>
>Flame me at will, but I think things are looking _very_ bad for Atari.

(I followed passively the flame wars and I hesitated to contribute to them,
so please forgive me for wasting your bandwidth.)

No, I won't flame you, just some more information from the user's side.
I just would like add our experience that ST/TT/Falcon are being
obsoleted by the possiblity to afford PC's with UNIX. PC's will fall in
price by - say - 40% per year.

Lots of semiprofessional users in our environment (German universities)
have changed or will be changing to 486-whatever with Linux on it.

This holds even if a 040 would be available soon.

If I understand it correctly, the German market has been one of the
strongholds of Atari in the past. If they are going to loose it, it'll
be very hard indeed.

Our department has 3 or 4 ST's left, in contrast to approx. 50 PC's now.
It's quite reasonable to generalize the situation to other German uni-
versities. Atari is already dead from our point of view.

Correct me if I'm wrong.
Thomas.
--

Th.-M. Kruel Institut fuer Physikalische Chemie der Universitaet Wuerzburg
Marcusstr. 9-11, D-8700 Wuerzburg (Germany)
Phone: +49 931 31579

1016. Re: Genesis

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 01:46:32 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <25082@galaxy.ucr.edu>
Source record: 211905

GEnie has a program called PNT_VIEW.ARC that will display Prism Paint pictures. Also you might want to check out screen shots of TOS 4.0 for the Falcon on GEnie. Filename is FALC_TOP.LZH. Sorry, I don't know the numbers. Maybe, I'll send it to the archive.

1017. Games for sale.

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 02:40:03 UTC
From: CRA103@psuvm.psu.edu
Message-ID: <93015.214003CRA103@psuvm.psu.edu>
Source record: 211907

Games: GhostBusters II,Robocop,and indiana jones the action game....
all for $8+shipping. Original manuels and disks even box! For st-ste series.

Once I thought I was wrong, but then I found out I was mistaken.
==========
-Scott

==========

1018. ADVOCACY: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 03:13:59 UTC
From: qsi@contrast.wlink.nl
Message-ID: <727252206.AA01080@contrast.wlink.nl>
Source record: 211933

Flip wrote in a message on 14 Jan 93 to All

F> This is true. Out of curiosity, though, does the Mac come with
F> a CLI?

<CHOKE!> <GASP!>

The heresy! Of course the Mac does not have a CLI! The mere thought makes
me ill. :-)

1019. RE: ADVOCACY: re W Magro's posting

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 03:30:55 UTC
From: qsi@contrast.wlink.nl
Message-ID: <727252206.AA01081@contrast.wlink.nl>
Source record: 211934

Chris Herborth wrote in a message on 13 Jan 93 to All

CH> Only Atari or Apple would be stupid enough to try to say your
CH> warrentee is void if you open the case. Every other system
CH> around you're _expected_ to do it. You know, pop in some SIMMs,
CH> since you forgot to order your system with enough RAM?

Just a sec... I popped in SIMMs into my Mac, and even popped in a larger harddisk, the day I got my Mac, and none of these things voided my warranty.

YHS:QSI!

1020. Re: re W Magro's posting

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 03:43:22 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.w_52A2JhuRo@semprini.tdkcs.waterloo.on.ca>
Source record: 211908

In <1993Jan14.115531.8592@gdr.bath.ac.uk>, M Hagger writes:
> I do wish people would stop cross posting alt.flame threads - no, wait
> they didn't! Gosh this is actually a thread line from intelligent (huh?)
> people talking calmly and rationally about interesting things to do with
> the Atari computers, (although I'm not sure that smash your computer
> to bits with a sledge hammer is really interesting, since you can only
> do it once).

Well, I guess part of it's my fault. I asked why I should stick around
on the platform I've supported for seven years while I wait for Atari to
get their a** in gear with a 32-bit 32Mhz '030 machine or '040 machine,
since I need a general computing machine, not a music computer.

> And Dave, since you seem pretty good at this flame lark, you're not perchance
> one of the more well known flamers from alt.flame are you? (Posting under
> a different id of course).

No, but Dave's one of the great unsung heros of the ST world. His
software lives on many machines, and his Picture Formats list is the
only Rosetta stone ST owners have for the zillion picture formats in
common usage.

He's also becoming a fine example of the "fantastic user base" of Atari
computers. As soon as he bought a '486, and dared claim it was faster
and more productive (for _him_) than his ST, people jumped all over the
"traitor", conveniently forgetting his contributions to the ST world.

> PC clones! Ha! I get much better performance on my Cray!

You can get a Cray for under $1000? Do they take MasterCard?

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1021. Re: meta-comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 04:57:15 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1j84jbINNjb6@msuinfo.cl.msu.edu>
Source record: 211909

Bob_BobR_Retelle@cup.portal.com writes:

>Heh.. are you sitting down, Mike..?

This is gonna be bad news, huh?.....

>The latest word is that Jack is on the verge of replacing Sam with
>Garry...

Good guess... Lucky us!

>The MAN who brought Federated back from the very brink....

Lucky Atari...

>Let's hope that when he shoots it's only his foot that he hits..!

It won't be. It'll be everyone involved in Atari, from developers on down to the end user. These Tramiels are the laughing stock of the computing industry, how'd we ever get so lucky to have them land in our "backyard" ???? You don't suppose these guys are really from some other planet and they just aren't smart enough to realize they'd be doing us all a favor by getting of this one?

--

=-=

||| Sing a happy tune and

molin@ptb.cl.msu.edu ||| happy dancers will join

Canton, Michigan USA / | \ your trip. -T. Golas

1022. Re: What is Going On???? Was: 800 birds to take of from Taiwan....

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 04:59:51 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1j84o7INNjb9@msuinfo.cl.msu.edu>
Source record: 211910

aa399@cleveland.Freenet.Edu (Len Stys) writes:

>800 machines is NOTHING. In November, Sam Tramiel said that he saw them
>coming off of the production lines. Atari should have a hell of a lot
>more than 800 machines!
>I'm talking 10,000 systems.
>Something is going on... Either Atari has redesigned the Falcon030 and
>is gearing the factories up for this new system, or Atari has been waiting
>for a new chip that they finished.

Atari is waiting for hell to freeze over.
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

1023. Re: What is Going On???? Was: 800 birds to take of from Taiwan....

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 05:02:13 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1j84slINNfbf@msuinfo.cl.msu.edu>
Source record: 211911

mm68@unix.brighton.ac.uk (Lost Boy) writes:

>Come on atari, isn't it about time you gave us a machine that will show Amiga
>exactly what Atari are...a very good company who produce very good hardware.

You've got the first part of that all wrong... It's a lousey, stoopid
company that USED to produce very good hardware. Today, the only thing
they are producing is nay sayers.

C'mon, Sam. GET OFF THE PLANET!
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

1024. Re: ADVOCACY: Re: Convince me to stick with Atari. Why Bo

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 05:08:30 UTC
From: mbernar@erenj.com
Message-ID: <1993Jan16.050830.15283@erenj.com>
Source record: 211912

In article <C0svxz.1KJ@gpu.utcs.utoronto.ca> gbcusg@gpu.utcs.utoronto.ca (I. Barnett) writes:
>
>I will stay with Atari even though I could afford to move to Mac or PC.
>It's fun, and I'm used to it. Even though I develop on other computers
>for a living, I like developing for the ST most. 68K assembler is by far
>the easiest to learn and I look forward to learning 68030 and 56001 assembler.
>The software I use on my ST is better than equivalents on the PC or Mac:
>

The software I use on my ST is better than equivalents on the PC or Mac
The software I use on my ST is better than equivalents on the PC or Mac
The software I use on my ST is better than equivalents on the PC or Mac
The software I use on my ST is better than equivalents on the PC or Mac
....

It's not working! I don't think I'm doing this right. Am I supposed
to tap my heels 3 times and wish very hard?

Marcelino Bernardo
mbernar@erenj.com

1025. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 05:28:29 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1j86dtINN2ku@golem.wcc.govt.nz>
Source record: 211913

All versions of DOS made for the IBM compat's in about the last 5 years
has been programmed by Micro-Soft (aka Mega-Slow).

PC-DOS was the original name, and is now too old to be any real use.

The oldest version anyone should be using is 3.3 Older versions are
a bit flaky on some of the more 'modern' software. (Due to different
memory locations being used etc.)

A lot of stuff is not OS/2 compatible. (Also, a lot *is*). It may
be powerful, but if you have only a 1meg machine, with about a 50meg
Hard-Drive, stick to plain MS-DOS! (Windows won't go, at least, not
without eating all the RAM - try running Telemate 4.0 under Windows 3.1
with 640k RAM. It won't go!)

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ===========================
```

1026. Re: TOS 2.05, 2.06

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 05:34:41 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1j86phINN2ku@golem.wcc.govt.nz>
Source record: 211914

TOS 2.06 is to 2.05 what 1.62 is to 1.6! (It fixes a couple of the
larger bugs...)

You can put a 1.44 meg drive in a Mega-STE, but make sure your drive
controller chip can handle it. (Some versions will literally blow
up under the strain - get an AJAX chip, if you can use it in the MegaSTE
and it'll go like a charm!)

You can use TOS version 2.06 in the Mega-STE. To my knowledge, versions
3.xx and 4.xx will not work due to different hardware being accessed.

the 'Shift SD' causing the same effect as pressing F1 seems to occur
quite often on my machine too! (Those exact same keys, put my
ignore thread macro onto the screen). I'm using FreeZe Dried Terminal
at the moment, but have had this problem with virtually every comms
program I've used! (Except Uniterm, as I never used it's macros' 8-)

Anyone explain why this happens and/or how (if possible) to fix it!?

==
O O Computers: Not just machines, they're a way of				
o life. Your computer *IS* your religion!				TARI
_/ Steve Wells - Wellington, New Zealand.	/	\
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================

1027. Re: I'm with Dave (was Re: A letter to Dave Bagget)t

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 05:42:36 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1j878clNN2ku@golem.wcc.govt.nz>
Source record: 211915

> So much as I regret it I will almost certainly buy a PC clone soon. Even
> though my heart says Falcon my Brain says PC. I'm afraid anyone buying a
> Atari is living in a dream.

(much deleted).

All this is old news. The 'PC' (aka Personal Computer. Which includes
Atari's, Mac's, Amigas etc. so it is a stupid term). market is
far, far bigger than the ST's (and everything else), because it's
been around, virtually unchanged, for the longest! (Okay, mac is pretty
close, but the price soon fixes that!).

So, the most software exists for them, the most people use them, etc. etc.

It doesn't matter how much is available for the machine, because as you
say, the IBM compat's are very inferior. But, are 'better' because
of more software & hardware being made available.

I for one, couldn't care if I had a 386, a Mac Plus, a Falcon, or my
trusty 1040STFM I have here. Any one of them could fulfull my needs.
They all have comm's packages, they all have word-processing &
spread-sheet packages. They all (of course) have games (although, the
mac' doesn't have a heck of a lot, but it does have some goodies, like
Prince of Persia etc.). I'm going to keep my ST until I need something
better, (and I can afford it). WHich will be whatever suits my
purposes at the time! (Which *won't* be an amoeba games machine, that's
for sure 8-)

So people, stop complaining that 'I want a 'pc' not an ST' etc. because
people don't *really* care! It's the person -yourself- who is the
only one affected! (Unless you buy a huge quantity etc.). This is
an Atari message base, so, unless it's something of great importance
(e.g. IBM have just created a 686 with a 130Mhz Processor, and
higher than Television quality graphics & sound) it's hardly a great
problem!

WHy can't we just stop saying the obvious, and get back to *ATARI*
postings!?

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================
```

1028. An Email address for Gadgets by Small?

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 06:11:06 UTC
From: sjgavula@css.itd.umich.edu
Message-ID: <1j88tqINNsgl@stimpy.css.itd.umich.edu>
Source record: 211916

you folks have been so helpfull with my questions, thank you!

here is yet another one....does anyone have an internet email address for Dave Small of Gadgets? I have had so many problems with my spectre and I tried to call but he never did get back to me. Thanks for any help... and please email answers

Susan

1029. List of all ST models/features

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 06:33:38 UTC
From: sourada@iastate.edu
Message-ID: <sourada.727166018@vincent2.iastate.edu>
Source record: 211917

It's been suggested that I should add a list of all ST models and their features to the FAQ. Here's my first guess at one. Please send me corrections and additions. (The article in the FAQ will look cosmetically better than this, I'm doing it this way now to save typing...)

I'd like to have a chronology, if someone knows the release dates...

Base models (8 MHz, TOS 1.0, no blitter, no audio/video enhancements):
130 ST (rare) - 128k
260 ST (rare) - 256k
520 ST - 512k
1040 ST - 1M

With blitter, TOS 1.2 or 1.4:
Mega 2 ST - 2M
Mega 4 ST - 4M

With blitter, TOS 1.6 or 1.62, enhanced audio/video:
1040 STe

With 16 MHz, TOS ???, enhanced audio/video:
Mega 2 STe
Mega 4 STe

With 32 MHz 030, TOS ???, enhanced audio/video:
TT

With 16 MHz 030, TOS ???, 32 MHz 56001 DSP, much enhanced audio/video, etc.
Falcon 030
Falcon 040 (wishful thinking :-)

Later,
Steven Ourada
--

Steven Ourada -- sourada@iastate.edu

1030. Re: ADVOCACY: Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 06:51:59 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1j8bafINN97m@life.ai.mit.edu>
Source record: 211918

In article <93015.170305SML108@psuvm.psu.edu> <SML108@psuvm.psu.edu> writes:
>So I have a question for you Dave, why haven't you bought an amiga? They
>seem a little bit more stable for now... I unfortunately agree that only
>the PC and the mac have rock-solid stability right now but a little risk
>is good for the heart...

I think sinking money into an Amiga system would be just as silly as sinking money into an Atari system. Both machines still represent the 80's idea that you can sell "home computers." With the advent of dirt cheap PC's (and whiz-bang international DTP stuff on the Mac like WorldScript and smooth 24-bit video handling), the home computer market has evaporated, and has been replaced by a tremendous demand for professional machines people happen to use at home. (Professional in the strict sense of "what you use at work.")

We've seen the game console/home computer/workstation continuum of the 80's transform itself into a strict game console/workstation dichotomy. The masses of people who buy machines for their homes now know that if they just want awesome games they should get a Sega or Nintendo for $80, whereas if they want to do spreadsheets, word processing, or "telecommuting" they'd be better off with what they have at work. (Many people buy both, I suspect.)

Perhaps the vacuum where the middle of the continuum used to be was created *because* Atari has bungled so much over the past 4 years. On the other hand, it may be that the changing market has driven the last nail in the coffin. Who knows.

>So now I am going to get some stuff about the desktop off my chest. It would
>be really really easy for someone to make a NeoDesk like enhancement for the
>ST that made it look a lot like microsoft windows.

There's a lot more to Windows that just the interface, and when you start talking about Windows NT you're really getting into a major amount of manpower. You most certainly couldn't do it by yourself. Why you would want to make your Falcon look and act like Windows is beyond me anyway.

Dave Baggett

--
dmb@ai.mit.edu Natural Langauge Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

1031. The Best CLI ??? (was Re: ADVOCACY: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 07:26:32 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.GMs3arLTJD_@yonder.equinox.gen.nz>
Source record: 211919

In <1j3q42INNh9c@life.ai.mit.edu>, David Baggett writes:

>It's just MS-DOS, I imagine, but it's still an IBM-distributed CLI for
>PC's. If Atari bundled a copy of Gulam with every ST it would be the
>same thing. They don't do that, and therefore there's no official,
>Atari-sanctioned standard CLI that you can always assume people will
>have.

I saw some messages recently about a CLI called Okami in the fidonet
atarist echo saying that it was the best.
(I've since got in touch with the author, who kindly mailed me a copy
of the latest version. It should also be on a.a by now.)

Ubnfortunatly it only has German docs, but it's suppost to have the most
features.

Has anyone here used both Gulam & Okami? which do you think is better?
I have't had a play with either yet, i'm still using Mupfel - mainly
because it sort of set itself up with Hermes, don't ask me how, I woudn't
have a clue!!, the others can't find the files on the HD, I guess I need
to figure out how to set them up.

I'd be interested to see what other people that actually make a lot
of use of cli's think of it?

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1032. STZIP.. is the latest version here yet?

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 07:29:36 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea._VfnxWGexbs@yonder.equinox.gen.nz>
Source record: 211920

Well the subject says it all really!

A new version of STZIP was released a few weeks ago now,
has it made it's way to a.a or any other ftp site yet?

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1033. GFA help

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 07:40:19 UTC
From: stacylee@csd4.csd.uwm.edu
Message-ID: <1j8e53INNkpa@uwm.edu>
Source record: 211921

I need help with two things please!

1) I'm trying to learn how to program sound. I know about the wave and sound commands. I can't get more than one note to play at once though, and to tell the truth, I'm more interested in zeroing in on hz's, rather than musical notes. Can anyone mail me some examples?

2)I remeber about 6 months to a year ago, someone had posted a lengthy article on programming the rs232 port. If someone could mail me that, and some examples in GFA.

And please, no examples using the newer gfa. I have an older verision. (one of the first ones).

Much Appreciated!

1034. Re: ADVOCACY: Re: Convince me to stick with Atari. Why Bo

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 07:57:58 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.RNH8C1y4Bg_@yonder.equinox.gen.nz>
Source record: 211922

In <1993Jan14.094157.3812@wg.estec.nl>, wim vleeshhouwer writes:

>> Now a serious question... Is there any user here that has the cash to
>> go out and buy a new system that is sticking with the atari???
>> If so why?
>>
>> The reson for me asking is that I suspect that most other users here
>> are in the same boat as me.... they can't afford to move on.

>To answer your serious question here, yes I will buy the Falcon, as I think it
>is the only machine which has got its act together.

No, sorry, I didn't mean it to come across that way, I was refering to
right now, why people are sticking with an 8Mhz ST rather than going out
and buying something a bit more fancy and faster if they had the money.

I should point out right now that I am definetly not anti-atari, or anti-pc,
or anti-anything else. I'm quite happy to support anything! I don't
really believe there has been a real shit computer on the market. Some
are just getting a bit old now, technology is moving along quite quickly.
I read a quote somewhere from a guy at IBM saying that if the motorcar had
advanced on the same proportion as microcomputers have in the last 10 years
then the average car would do 0-100 in 3 seconds and something else I can't
remember!
I like my ST, I wouldn't really want to leave the atari style of computer
(you know, the way it feels to use etc), but i'd really like something
with a bit more grunt. The PC is certainly the best value for what you
get here in NZ, aparently the PC isn't as cheap in the states as it is here
due to restrictions to protect the industry at home in the states, we don't
have an industry here to protect, so there are many cheap imports from
Tiwan.

>Reasons:
>1. It uses Motorola chips and not the Intel Chips (designed by idiots).

They are? They have to be compatable with previous versions.

>4. I am sick of using PC's, which is a standard here at my workplace. I have done
> installations of S/W and H/W on about thirty PC`s and I must say it needs a
> hell of a lot of knowledge about the machine before you can get all the apps
> to work correctly with each other.

A lot of people like that challenge.

> What bugs me most about these stupid machines, is the memory layout. 'Normal
> memory`, High Memory`, Extended, Expanded, and for the last three you always
> need special drivers, which eat into your idiot 640k memory.

That's only in the backwards compatability mode (real mode), in protected
mode it's presented as a contiguous memory address range.

> I prefer having the OS in ROM, and having the full RAM available for Apps, not
> having to install all kinds of crap to get the system running and eating up my
> memory.

I do that, to fix all the bugs in TOS!

>5. The windowing systems in use today on PC`s is no more sophisticated than GEM,
> in fact I prefer GEM, at least I know where to find things. Windows needs all
> kinds of setup specials like Pif files. The file manager in Windows is crap,
> try copying a file from one directory to another.
> OS/2 is another one of these badly written OS`s with a level of complexity
> which puts even Messy-Dos and Messy-Windows to shame.

It's useful for "power users"

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1035. Hermes ... forcing smaller packetsize???

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 08:23:36 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.zn_fcwpZ_ZM@yonder.equinox.gen.nz>
Source record: 211923

Help!

My site has decided to allow packetsizes of up to 4096 bytes now, whereas
it was 68 bytes before.

UUCICO is obeying what they want, and switching to 4096. This means
my polls are bloody long now! say I want to send a 100 byte message,
this is then padded up to the 4096 bytes, and so is every X file.
There's also a huge wastage when my site is chatting to the other one
between files with 4096 byte blocks.

Is there anyway to get UUWORK to tell UUCICO to stay at a smaller size?

many thanks,
Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1036. Re: ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 08:36:42 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.uLMkZfqYGo_@yonder.equinox.gen.nz>
Source record: 211924

In <73635@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:

>Anyone who tries to make the point that piracy is more rampant
>on the PC platform is just reinforcing the argument that the ST
>is dead.. that there is no longer anything worth copying on
>it, and that there are so few users left that no one cares to
>copy anything.

Or have they already copied everything??? :-)

Just kidding!!!!

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1037. Re: STalker vs Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 08:37:04 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b57bb25@Kralizec.fido.zeta.org.au>
Source record: 211925

Original to: ken@isgtec.com
In a message of <10 Jan 93 05:43:54>, ken@isgtec.com (3:713/602) writes:

>> Does anybody have any opinions here? I have been thinking about
>> plunking down a few bucks for STalker, since I spend most of my time
>> on my computer logged on. Currently I use Uniterm. Uniterm does
>> everything I need pretty much, but it has one or two bugs that bother
k>
k> My opinion is that Flash 1.6 and Uniterm are the only two. See my other
k> post in this group.... I found the STalker 3.0 demo to be very buggy
k> and extremely slow. Uniterm is the fastest, so if you're used to that,
k> STalker will make you laugh out loud. Try Flash 1.6, it's solid as a
k> rock, unless you need very complete vt102 like Uniterm. (even then Flash
k> is pretty good).

Except that flash is grostically incompatible, and Uniterm, whilst I like it
very much, is too uncomfortable to use (and can only talk to the first
serial port).

>> One thing that I would like to know about Stalker is if it will allow
>> me to have a 49 line screen like I use in Uniterm... this is essential
>> for me (not I have a mono monitor).
k>
k> You must have better eyes than me. :) Stalker probably lets you use
k> GDOS fonts or something, but it will look like sh*t and be unbearably
k> slow. Uh, Flash 1.6 does 50 line mode also...

Err, actually, they don't look like shit : STalker comes with a version of
the TMail ANSI font, which looks _really_good_... and if you have a halfway
decent screen accelerator (NVDI or Warp9) it will pretty well keep up with
9600 on an ST, something that Flash doesn't seem to all that well.

k> ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

Having done my own analysis... *grin*

If you only have an ST, use Uniterm, you don't have the speed or need for
anything more.

If you have a Mega STe, an accelerated ST, or a TT, use either STalker
(whose VT100 is pretty good when you set it up right, particularly if you
disable it's default behaviour of clearing the history buffer on a
clear-home) or CoNnect, which is as close to flawless as I have ever seen a
terminal emulator get.

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1038. Programming function keys in Uniterm

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 08:42:38 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.H4iLxvH2jfk@yonder.equinox.gen.nz>
Source record: 211926

In <1192@usdtsg.DaytonOH.NCR.COM>, anisko writes:

> There's always a way around that. I simply have my F1 key set up to run
>XYZ.PRG when pressed. Voila, hotkey external protocols.
>
> Of course, that is not the "designated" purpose of those keys, but since
>they're programmable, might as well take advantage of them!
>
> It *would* be a royal pain if this programmability was not there though.
>I have tried out term programs that sometimes don't even let you have ANY
>access to the file selector, which is also a pain, as UIS III is one
>of my most used programs on my system...

Just how do you do that? That would be real handy for me, I've been
selecting "Run Program" from the file menu, which is a bit tedious!

Craig.
--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1039. Re: Preliminary Falcon030 product

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 08:43:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A55678@MS.maus.de>
Source record: 211927

Sander Stoks (sanders@sci.kun.nl) wrote:
>Some software houses have adapted existing software for the Falcon030,
>such as
>
>Application Systems (a.o. Signum 3)
>TMS Germany
>SciGraph
>Steinberg (Cubase 3.1 works)
>HiSoft UK

New versions of `SciGraph' are called `Xact'. Note that there was no adaption for the Falcon: most properly written GEM programs work right away. There's no need to change anything, unless you want to access really new Falcon features (like the DSP or the sound system).

1040. Re:Serial port speed

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 08:44:38 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.NJWtfrPuh2M@yonder.equinox.gen.nz>
Source record: 211928

In <1993Jan15.100212.29930@beaver.cs.washington.edu>, Ben Gilbert writes:

>The extra TT/MegaSTe serial ports, and the one on the Falcon, are all capable
>of something like 156Kbaud (that's 156,000 baud), anyone with the exact number
>feel free to post it... In addition, the Falcon030 serial port can handle
>up to ~800Kbaud with an external clock signal. Ooooh, that sounds like fun. :)
>Makes it about 10 times faster than a floppy drive!

Now all we need is a modem that fast over a standard twisted pair
phone line! :-) .. maybe hoping for a bit too much there, but the
day will come with fibre-optic cables.

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1041. Re: ADVOCACY: Re: Porky pig.

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 08:51:40 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.v2k4WUcUOdw@yonder.equinox.gen.nz>
Source record: 211929

In <11670@uqcspe.cs.uq.oz.au>, Warwick Allison writes:

>In my experience, cheap PC-clones are flaky. You STILL get what you pay
>for, even with the low prices of The Clones.

They're still guarenteed the same, 1 or 2 years (depending on the part
you're talking about), so if it busts, get it fixed or replaced
for free.
If it happens outside that time, get it fixed or replace it cheap, there's
pleanty of service agents, pleanty of suppliers, that means with heaps
of competition prices are held down.

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1042. Re: Which ST Sampler?

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 10:37:53 UTC
From: matthew@hitech.com.au
Message-ID: <727180668.27935@hitech.com.au>
Source record: 211930

dxo@cs.bham.ac.uk (David Oakley) writes:

>In article <1993Jan14.094131.2782@dct.ac.uk>, mcsdc1ph@dct.ac.uk writes:
>|>
>|> One more thing, I saw a program on the Amobea which allows you to load up a
>|> game, etc, reset, load the routine, which will search for .MODS and/or samples,
>|> and allow you to save them off.
>|>
>|> Is there such a proggy for ST?
>|>
>|> Feekzoid

>If I'm right, Stereo Master is the new version of Mastersound, so it'd make sence
>to buy that if they're the same sound.

>These days I suspect games programmers will be attatching memory blankers to the
>RESET vector, but a program to dump memory to disk attached to the screen would
>be possible...

><thinks>

>Boot sector driven games would be a problem and also I doubt a game would bother
>leaving alone a malloced block of memory.

>But it should be possible somehow!

There is a cartridge that you can use, called 'The Ultimate Cartridge'.
It says in the ad:
<other stuff>-Look for music - Play music - Load and save
music - Search for soundtracker samples - Search for sound
samples - <more stuff>

It also claims that The Ultimate Cartridge 'will break into any Atari St
program'.
The price is 25 pounds and it is available from Power Computing in the
USA, France and Italy. I have seen an ad for it in every St Format magazine
that I own (the ad's just insdie the front cover.)

Regardz,
Matthew.
--
Matthew Smith-Stubbs \ Whoever laughs last - probably didn't get
Brisbane, Australia \ the joke in the first place, I always
E-mail : matthew@hitech.com.au \ say.

1043. MultiTOS on 68000

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 10:42:24 UTC
From: boris@sys6626.bison.mb.ca
Message-ID: <D0TgXB1w165w@sys6626.bison.mb.ca>
Source record: 211931

After having just read the latest Znet Bob Brodie has said that MultiTos will be able to run on ALL atari machines (ST series to present)

The falcons are having production problems because of the FACTORY and not atari. This shortage of supply is world-wide and Atari is bringing a second supplier in to pick up where the first supplier has f*#$%%^ up.

It has had FCC approval since sept.
It will be shipping in quantity by march. NOT atari's fault. The factory has lousy quality control and is being taken to task for it.

Since when has an Amiga anything been worth squat????

PC's???? Just because thousands and thousands of computer illiterate persons are willing to buy a dumb machine for an outrageous price and slog thru DOS to run thousands of pieces of taudry software doesn't mean everyone is a herd animal. Load up your vaunted PC with enough cards to make it able to handle everything a stock ST does. Put in windows and norton utilities to meet the stock ST operating system, Run word perfect on your lauded PC is twice as slow as my ST and costs tree or four times as much.

I've played might and magic on a friend's PC and if that's the quality of your thousands of pieces of software, well I will die laughing it it for the rest of my days.
The ONLY reason for the PC continuing to exist is no one is willing to admit they got sucking and taken to the cleaners. IBM had a virtual monopoly back in the beginning and got a lot of people to invest in a machine quickly surpassed. Now they survive on the basis of the sheer inertia of the herd. Any machine where you have to load in A windows environment is archaic and not worth the plastic it's made of.

you can't compare the two machines. The moment you load any software into a PC it slows down! It never does on an ST.

To the guy what complained about the falcon being a vedio/music machine. A falcon has the capability and NOW in development for it is SOFTWARE to link two machines for use as VIDEOPHONES. The machine itself can handle voice mail with no more additional software than a cheap modem. It does TRUE multi-tasking unlike the PC and amiga which time-shares.

Anyone else???
To those about to rant at me:
Take it somewhere else. I really hate whinners. If you in new zealand feel had done by then get a Pc and get out of this sig.
Pc users go and stick to your own sigs too. Put up or shut up.

Now, back to Atari stuff.....

1044. Re: Julian Reschke involved with MultiTOS d

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 11:46:20 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.117.727184780@dhhalden.no>
Source record: 211935

In article <1j663dINNi03@obelix.uni-muenster.de> julian@math.uni-muenster.de (Julian F. Reschke) writes:
>> In article <C0su2s.41E@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:>> >Boy, am I looking forward to the Falcon Profibuch!
>>
>> will this be available in english?
>
>Probably not, because currently there are not enough possible customers to justify
>the translation costs (more than 1500 pages of technical text -> expensive!).
>

How can you be so sure on that? How much will it sell in Germany?? With english you have the US + most of the rest of Europe. I'd say a great sales potential. Atari could do themselves a favour and cover the translation costs... :-)

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

1045. Re: Anyone used "REDACTEUR" WP program

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 11:52:21 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.118.727185141@dhhalden.no>
Source record: 211936

In article <1993Jan15.002937.13659@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>> Has anyone used the feature-packed "REDACTEUR" word processor? I have Word
>> Writer ST (and am very happy with it, but it looks prety dated and many
>> features are becoming annoying). Redacteur looks a lot like WWST, has anyone
>> switched up to Redacteur FROM Word Writer? Are they similar? Any help is
>> appreciated. Oh, also! The manual is HUGE, but is it well written...size
>> isn't everything...well I HEARD that anyway :^) Well, i've never PERSONALLY
>> heard that :^) :^)

I've used the demo. Lots of features, but I find the interface to be
cluttered and since it apparenty only runs in ST high it's not something I'd
like to have.

>I've heard about Redacteur. Where does one get it? PD/Shareware or standard
>commercial outlet? What does the word "Redacteur" actually mean?

I believe it means "Editor" (editor in a magazine, for instance). We have
the same word in Norwegian.

> -Matt

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

1046. Re: GNU SED v1.13 ported to Atari

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 12:03:16 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.ea.EUlaIrKewTo@marsu.tynet.sub.org>
Source record: 211932

In <1993Jan9.013742.9913@tdb.uu.se>, Daniel Eriksson writes:
> Markus Wenzel (wenzel@marsu.tynet.sub.org) wrote:
> : Are you sure you linked with libs that were also compiled with -mbaserel?
> : I compiled tcsh 6.00 and make 3.62 that way and it works just fine.
> :
> : Regards, Markus.
>
> Oh, silly me! I thought the distributed MiNTlibs (currently PL25) already
> was compiled with -mbaserel. Am I wrong?
Only the ones starting with the letter 'b', i.e. bmint.olb, bcurses.old, ...

> And if they aren't, would 4MB RAM be enough to rebuild them?
It should work.

Regards, Markus.

--
/dev Markus Wenzel, University of Stuttgart
/usr/spool/mail wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de
~/.ircrc/nick Marsu

check this out with users you don't like:
cat >> ~luser/.cshrc
alias vi 'rm \!*;unalias vi;grep -v BoZo ~/.cshrc > ~/.z;mv -f ~/.z ~/.cshrc'
^D

1047. Re: Hard Drive Choice - Please Help

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 14:31:24 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <727194684.13395@minster.york.ac.uk>
Source record: 211937

In article <1993Jan15.133251.21328@unix.brighton.ac.uk> mm68@unix.brighton.ac.uk (Lost Boy) writes:
>I am deliberating by a hard drive, can anyone suggest a good drive. I
>don't want a very big capacity (10 or 20 Meg should be fine). Price is
>inportant, but I don't want to get anything that is not going to be
>reliable.

First of all, get more disk space than you need. You'd be amazed at the number of ways you can find to use it up. I imagine it would be difficult to find a 10 meg hard drive these days -- 30-40 megs is now the entry-point for most mechanisms.

I have one of the Power Computing drives -- it's basically a Seagate 42MB mechanism with GE-Soft controller. I understand that Power drives now come with ICD controllers and softare, which is A Good Thing -- the GE-Soft partitioning / bad-sector mapping / etc. software is bloody awful. The GE-Soft driver itself seems OK, but I digress.

Power are one of the cheaper suppliers, and they supplied exactly what I ordered, with some extra software thrown in, and delivered on-time. There are lots more hard drive suppliers in the UK -- check out Ladbroke Computing (they also do the Quantum drives with on-board caches), Progate, Evesham micros, etc. etc.

Mat

Mathew Lodge	"What think you, my lord, of... Love?"
mjl-b@minster.york.ac.uk	"You mean rumpy-pumpy?"
Langwith College, Uni of York, UK	-- Blackadder II

1048. Re: Dead keyboard wanted

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 14:46:14 UTC
From: davet@cbnewsj.cb.att.com
Message-ID: <1993Jan16.144614.22100@cbnewsj.cb.att.com>
Source record: 211938
Cross-posted to: rec.music.makers,comp.sys.atari.st,rec.music.synth

In article <1993Jan15.144904.28728@news.acns.nwu.edu> jonlea@casbah.acns.nwu.edu (Jon Lea) writes:
>You might not be able to get a velocity and /or pressure sensitivity for $30,
>since these features are usually found on upper-end synths.

You are right that they tend to be upper-end features (or at least not bottom-bottom features), but velocity sensitivity does not involve much hardware (the way it's implemented in many synths). My DW8000 does velocity by having not one but two contacts for each key: one at the top and one at the bottom. The electronics that "reads" the keys (actually microcode for the processor) times the difference between the top contact and the bottom, and deduces velocity from that. Since everything but the second contact is in ROM, it's not hardware-intensive.

A few caveats about my comments above:
- That's the way most keyboards did velocity-sensitivity 4 years ago and earlier. While I have no reason to believe things have changed, I haven't kept up; it may be different today.
- If the seller prices it according to the original price, rather than according to what's still working, the fact that it's so simple won't help you.
- Pressure sensitivity requires more "exotic" hardware to implement; my comments were just for velocity sensitivity.

>There is another option, which could be cheaper. Go down to the local music
>store (preferably the one you patronize - they might be more accomodating),
>ask for the repair tech, and see if he has any "junk" in the back you can go
>through.
>I did this for a class during my undergraduate work, and the local store
>_gave_ me a junked keyboard.

This is a GREAT idea.

Dave

1049. Re: Anyone used "REDACTEUR" WP program

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 15:00:48 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan16.150048@cs.bham.ac.uk>
Source record: 211939

The Redacteur wordprocessor is distributed in the UK by The ST Club, Nottingham,
the same people who produce ST Applications.

David.
/_ // / / /
< David Oakley, ASTRAsoft shareware producers for the ST > || || / / /
< dxo@cs.bham.ac.uk; 6 Watlands Rd, Audley, S.O.T ST78QQ UK. > || || / / /
< It's a common mistake, made by all truely stupid people > _/|| ||_/ /
< - Kryten > |_/ |_| _|/

1050. Re: ADVOCACY: Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 15:04:27 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan16.150427@cs.bham.ac.uk>
Source record: 211940

I noticed a Motorola/Apple advert in Electronic World over the summer, showing the results from a laboratory had done real-life tests (wordprocessor/database etc) between a Mac 040 and several 486sx's.

The 040 running at '25 MHz just beat the '486 running at 50Hz, and was something like double the practical speed of a '486 running at 33MHz!

Once we get an '040 Falcon, then we can take on the big league with better than equal equipment!

I suspect that an '030 is significantly better than a '386 and a '386 with a DSP board doesnt count 'cause nothing would use it! Compare the Falcon to a like-specced '486...

David.

Oh no, I'm in a flame-war! What have I done?
/_ // / / /
< David Oakley, ASTRAsoft shareware producers for the ST > || || / / /
< dxo@cs.bham.ac.uk; 6 Watlands Rd, Audley, S.O.T ST78QQ UK. > || || / / /
< It's a common mistake, made by all truely stupid people > _/|| ||_/ /
< - Kryten > |_/ |_| _|/

1051. Re: Gem

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 15:56:54 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan16.155654@cs.bham.ac.uk>
Source record: 211941

In article <1993Jan14.233208.20445@oz.plymouth.edu>, pyr579@oz.plymouth.edu (Technoid) writes:
...
|> Actually, I agree, I've been using NeoDesk, and I like it, but I have
|> old TOS 1.2 so I don't really have any features. Does TOS 2.05 work in
|> a 1040STf? And if so does it come in a 2 chip version, how much?
|>
|> Stephan

Yes you can get TOS 2.06 to fit into an STf with an adapter board that lets you switch back to the old version if games don't work etc.

Oh the problems of multinational newsgroups that I don't know the price of it in the US, but over here it's about UKP 60 including chips. Oh, that's the STe version, I'm not sure about ST but I think it exists.

Also essential for using TOS2 is a decent Resource editor to make your own fonts with. With a little work you can get your existing NeoDesk icons to work with NewDesk and then life's nice again.

Best features of NewDesk are...

User definable icons
Complex application setups (similar to NeoDesk)
Programs can be run on Function Keys
User-definable keyboard shortcuts for any operation
A Help page! [Help on keyboard]
Open new window [Alt-Key]
Change new window to new drive [Ctrl-Key]
Open folder into new window [Alt-DClick]
Change window colours with XControl
Change desktop and window backgrounds.

Quite a list now I've written it!

David.
/_ // / / /
< David Oakley, ASTRAsoft shareware producers for the ST > || || / / /
< dxo@cs.bham.ac.uk; 6 Watlands Rd, Audley, S.O.T ST78QQ UK. > || || / / /
< It's a common mistake, made by all truely stupid people > _/|| ||_/ /
< - Kryten > |_/ |_| _|/

1052. Re: 'nuzzer modem question...

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 18:00:33 UTC
From: jbunch@nyx.cs.du.edu
Message-ID: <1993Jan16.180033.12521@mnemosyne.cs.du.edu>
Source record: 211942

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>In <1j1rvpINNi8q@ub.d.umn.edu>, The Piano Man writes:
>> Please excuse me if this is an ignorant question, but I am ignorant (on the
>> subjext of modems...) Can I use any modem on my Atari (like one from a
>> computer store for IBM's and the like) or do I have to get a special Atari
>> modem?

>You can use any modem at all and, unlike Macs, the Atari uses exactly
>the same cable as most PCs do.

Has to be an external modem though...

John
--
John B Bunch * * * I don't want the world, I just want your
280 Quail St. 1st Floor * * * half.... -TMBG
Albany, NY 12208 * * * jbunch@nyx.cs.du.edu
(518) 436-3810 * * * Proud Albany has Gay Rights!

1053. Help needed with installing (dumping) emacs

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 18:04:40 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1j9inoINN1bip@rs1.rrz.Uni-Koeln.DE>
Source record: 211943

Hi folks,

I recently got a copy of Scott J. Kolodzieski's emacs port. The archive unpacked without any problem. Following the instructions given in the accompanying docs, I created the appropriate environment variables and ran the dumpemac program, but it didn't work. More precisely, the r emacs, called temacs, gives an error message saying "cannot open load file loadup.el", and exits. Subsequently, the dumpemac program sees that no "xemacs" file was created, and exits too.
Of course, I messed around quite a bit in order to find out what's wrong. I tried running it under MiNT, under TOS, from various shells, with various settings of the UNIXMODE environment variable, and with various bootup configurations (nothing, MiNT only, TOS patches followed by MiNT, TOS patches only). The error condition remained the same, except that some settings of the UNIXMODE variable caused temacs to be incapable to find the e-lisp directory at all, resulting in a corresponding warning.
Under MiNT, I raised the error level. This revealed that temacs tries to read the *.el files from f:\emacs\lisp. The environment variable EMACSLIB is correctly set, though. Setting EMACSLIB=f:\emacs\nothing will lead to an error message from temacs, saying that f:\emacs\nothing does not exist. It seems, therefore, that the setting of the environment is correct, and that temacs successfully verifies that the EMACSLIB directory is present, but when it comes to loading the *.el files from there, it tries to load them from f:\emacs\lisp for some weird reason.

Has anybody out there successfully installed emacs? Does UNIXMODE require some initial configuration or installation to be done? I haven't needed UNIXMODE at all so far, and never did anything about it.

My system is: Atari 520 STm with 2.5 MB RAM, TOS 1.04, Megafile 60 HD with AHDI 5.0, MiNT 0.95, tcsh 6.00.02 (I think). The emacs package dates from 12. jun. 1992.

Thanx in advance for any help.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |

----=< hierarchical systems are for files, not for humans >=-----

P.S. Is there a "more" and a "cat" for use with MiNT/tcsh?

P.P.S. Here's my tcsh.rc file, in case that helps solving the
emacs problem. Yet another BTW, where can I find the stty command
that is mentioned in the tcsh.rc file?

----- 8< ----- tcsh.rc --

```
#
# special tcsh alias: a command that gets executed before every prompt
# this makes sure the cursor is on
# (unfortunately, this leaks memory, so it's best not to use it :-(
# alias precmd 'echotc ti'

#
# atariST extension: use ^ instead of backslash as an escape character,
# so that baclslash can be used more conveniently in file names
#
set escchar=^

#
# atariST extension: use baclslash in preference to slash when completing names,
# doing ls-F, etc. Set this variable only if you have set escchar to
# something other than backslash
#
# set dosslashes
#

set shell=f:/tcsh/tcsh.ttp

#
# misc. standard csh variables get set here
#
set history=25
set autolist
set prompt='[^!] '

#
# with MiNT 0.93+, you can set terminals to send vt52 escape sequences
# when cursor/function keys are pressed. we do that here (it assumes
# that the "stty" program is on your search path) and set some
# bindings
#
# stty vt52 # this really should be done in mint.cnf or login.csh

bindkey "^[A" up-history
bindkey "^[B" down-history
bindkey "^[C" forward-char
bindkey "^[D" backward-char

# these match gulam's use of Insert and Clr/Home
```

```
bindkey "^[E" list-choices
bindkey "^[I" complete-word

#
# note: in PATH, use "/dev/c" in place of "c:". If you're using MiNT
# and drive U:, you don't need to worry about this, since all your
# paths can be absolute
#

setenv PATH .:/dev/c/archive/pack_prg:/dev/c/uniterm:/dev/d/gfabasic:/dev/d/gfa_asm:/dev/d
/pure_c:/dev/f/bin:/dev/f/emacs:/dev/f/gnubin:/dev/f/tcsh
rehash

#
# environment: this is for my setup, customize as you see fit
#

setenv GCCEXEC f:/gnubin/gcc-
setenv GNULIB f:/gnulib
setenv GNUINC f:/gnuinc
setenv TEMP f:/abfall
setenv TMPDIR f:/abfall

setenv EMACSLOADPATH /dev/F/emacs/e-bin
setenv EMACSLIB /dev/F/emacs/e-lisp
setenv EMACSDOC /dev/F/emacs/e-etc
setenv HOME dev/F/tcsh
setenv TERM vt52

# setenv UNIXMODE /.,rFLAd
setenv UNIXMODE /.,rFLAHdb

setenv USER Jan
# setenv CC gcc
# setenv AS gcc-as
setenv SHELL tcsh
# setenv TZ EST5EDT
# setenv UNIXMODE "/cud"
# setenv TEXINPUTS '.;g:/tex/macros'
# setenv TEXFORMATS g:/tex/macros
# setenv TEXFONTS g:/tex/fonts
# setenv TMACDIR g:/nroff/src

#
# aliases:
#

# alias ls ls-F
alias dir 'ls -l'
alias ps 'ls u:/proc'
alias pwd 'echo $cwd'
alias unix 'setenv UNIXMODE /.,rFLAHdb'
```

1054. Re: Preliminary Falcon030 product list

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 18:36:15 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C0yMCG.9FG@ecf.toronto.edu>
Source record: 211944

In article <H.ea.VNxaDcvDYIg@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <C0tBLD.B84@ecf.toronto.edu>, AL RASHID SHAHIR writes:
>> Referring to Mr. Sander Stoks' list that was posted....
>>
>> For those who STILL think that Falcon (or anything related to it) is
>> "Vapourware", Look!! Its actual software that's gonna be sold!!! (sarcasm)
>>
>> Thanx a lot for Mr. Stoks, for posting this up...
>> Knowing the "opposition" though, they'll now whine that the computer will
>> STILL not come out (good grief), and that the list is fictional. Either that
>> or Mr. Bagget will ask for PROOF that these products will come out........
>
>I'm sure all of the titles in Sander's list are selling like hotcakes,
>since people have no hardware to use them on.
>
>--
>-------------------==-------------------
>Chris Herborth
>cherborth@semprini.tdkcs.waterloo.on.ca

Whine, whine, whine...(*sigh*)
AcEzE.

1055. Re: Canadian support was: Re: RFD: What to do with

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 19:02:18 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C0ynJu.Bxp@ecf.toronto.edu>
Source record: 211945

In article <73639@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Golly.. that sure was an informative and fact filled response..

Not like YOUR response was particularily FULL of indispensable facts...

>>So the next time you want to jam your foot in your mouth without asking for
>>INFO......DON'T!
>
>You still haven;t told me why that particular retailer would suddenly
>wake up one morning and decide to become "anti-Atari"..
>
>Isn't that "asking for INFO"...?

I guess you don't read too well... Oh well, I'll tell you again:
Mac's are _expensive_ while ST's are _cheap_. GET IT?? Usually when you can
sell something at a higher price, you get more of a percentage (percentage
of MONEY, if you couldn't figure that out...)

>Or do you have an "Atari Cheerleader" definition for it..?
Not really Mr. "IBM Cheerleader".

>The Mac sequencers suck.. OK.. does that make the dealer "Anti-Atari"..?

Duhh...The store doesn't CARE if the sequencers SUCK! They just want MORE
MONEY. Easy enough for you to understand yet??

>
>If that's too hard a concept to understand, maybe I can try to simplify it..
>
>BobR

Better stick to your ABC's first...

AcEzE.

1056. Re: ADVOCACY: Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 19:03:47 UTC
From: cfaehl@polaris.unm.edu
Message-ID: <1j9m6jINN7fr@lynx.unm.edu>
Source record: 211946

In article <C0v1rE.LqK@ecf.toronto.edu> alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:
>In article <1j4fnqINNbup@lynx.unm.edu> cfaehl@polaris.unm.edu (Chris Faehl) writes:
>>In article <3655.723.uupcb@almac.co.uk> craig.dunn@almac.co.uk (Craig Dunn) writes:
>>>Having read all the ballyhoo about compatibility problems, graphics etc.
>>>etc. ad infinitum there is still one over riding fact to take into
>>>account when comparing the two formats..
>>>
>>>Cost.
>>>
>>>To get the same performance out of a PC as you can out of the Atari
>>>Falcon you would have to spend at least four times as much money.
>>
>>That's a very interesting statement you make backed up by no facts whatsoever.
>>This was true in 1985/6. This is most definitely NOT true now, nor has it
>>been for years. Let me surmise what you're saying: a 386sx at 16MHz with a
>>super-VGA card, a 65MB hard drive, 4MB of memory, and a DSP board costs -
>>$6000????
>>
>{Shtuff gone!}
>
>HUH? A 386-16??? You must be joking!! At least a 486dx-33 is needed!! (Ever use

No, I was not. I don't believe that a 16MHz 68030 is as fast as a 486dx at
33MHz. I don't think you can prove that it's anywhere close. If you're talking
about graphics speed, so you use a local bus machine - that does add some
cost, but I'm sure any graphics you could do on it would be quite a bit
faster than whatever the falcon's capable of.
>real-time sampling/playback? 386-16? pshaw!) Oh and how about the incredible
>sampler BUILT-IN to the Falcon? You'd need an incredible sound card to have
>16bit sound and 8 channels (4 stereo channels) with sampling/playback with
>digital distortion fx...(don't think there's one that EXISTS). In fact, the

you know, you can get what you're looking for not much more than $300.

>Falcon sampler is better than a lot of commercial DEDICATED samplers!

You know not that which you speak, sir. I sold Ensoniq samplers for a time,
and they were certainly capable of everything you suggest the Falcon is.

>How about the midi capabilities??
>
Good music boards have them. Better support for the Falcon, though, I'll
giove you.

>I admit four times the price is a bit much, but twice as much is much more
>like it.

>
>Oh yeah, you can't just call a 68030-16 a 386-16! In fact, its ludicrous to

Like calling apples oranges. Get some benchmarks sometime. They're not too
far apart, the two.

>compare the Motorola with the Intel using MHz units. (re: the big flamewar a
>little while back..if you really want to know the reasons)
>
>
>AcEzE.
>
>
>--
>****************** WHO AM I, YOU SAY? ****************** "If time is money, we
>************ SHAHIR AL RASHID**aka**ACEZE ************ are all in debt!" (tm)
>****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ------------------------
>** This message brought to you by the Bollocks Bros. ** no fate but what we make

cfaehl@polaris.unm.edu

1057. PD Spreadsheets

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 19:18:08 UTC
From: jeffmay@magnus.acs.ohio-state.edu
Message-ID: <1993Jan16.191808.5118@magnus.acs.ohio-state.edu>
Source record: 211947

Anybody know of any public domain spreadsheets for the ST.
I vaguely remember seeing some at umich in a Spreadsheet
directory, but can't seem to find this directory anymore.
Thanks.

--Jeff

jeffmay@magnus.ohio-state.edu

1058. LocalBus, PhotoCD, OS/2, high-res video

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 20:28:04 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.DpyzcL008PU@semprini.tdkcs.waterloo.on.ca>
Source record: 211949

In <1993Jan14.233247.13653@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:
> What is this whole LocalBus thing? Why have it? What are people missing out
> on who don't have it?

LocalBus (recently standardized by the "VESA" standard) is a way to increase performace a few hundred times... On most LocalBus systems, there are two VESA slots (also called VLB slots, "VESA LocalBus"). The CPU has direct access to the cards at the speed of the CPU, without having to go through the pathetic ~8Mhz ISA bus. LocalBus is a 32-bit standard, and there are many video cards for it (usually around 20-50x the speed of their ISA equivalents under GUIs). Most LocalBus systems also have significant amounts of RAM on the motherboard, for the CPU to talk to at its speed (the Zeos one I was looking at can take 64M on the motherboard).

People who aren't using LocalBus systems are waiting around for that 8Mhz 16-bit (or 8-bit) bus to get the data through... A 1024x768x256 screen is 768k of data, which is going to take a _long_ time to update. The system is significantly slower. LocalBus lets the system run almost as fast as the processor can go.

> What's the diggs on OS/2? If you have a system that can handle it comfortably,
> what will it do for you?

OS/2 is a multi-tasking, multi-threading OS, that'll run multiple DOS apps side-by-side (and multitasked), multiple Windoze apps, and multiple OS/2 apps. It does DOS better than DOS can (ie, faster, more RAM is available to the DOS programs). It provides protection for programs, like on a unix system; if one program crashes, it's almost never going to bother any of the other programs that are running.

It's got pre-emptive multitasking, which means no program can hog the system (unlike Windows, which is "co-operative" multitasking... if a program wants to, it can take over the system for an indefinite amount of time).

> What's the difference between single- and multi-session disks?

CD-ROMs are usually just "recorded" to once, when they're made. PhotoCDs can be written to more than once (they're a bit like a WORM disk; Write Once, Read Many), since they can hold something like 10 rolls of 24-exposures (in all of those 24-bit resolutions the PhotoCD keeps). A CD-ROM that has only been "recorded" to once is a single-session disc; one that's been written on more than once is a multi-session disc... Kodak calls each Roll o' Film -> PhotoCD conversion a "session".

Multi-session CDs need special, smarter CD-ROM drives; "normal" CD-ROM drives can only access the first session. So far, I think PhotoCD is the only thing that creates multi-session CD-ROMs, though more things that do it should start to appear once there are more XA CD-ROMs ("XA" means it can read multi-session CDs properly).

> What can't you do on a cheapo SVGA card that you _have_ to be able to do?
> Ditto for the monitor?

Well, most SVGA cards (with 1M) are around $100 these days... They're _all_ cheapo cards compared to the $500 you'd have to spend to get better resolutions on a ST/STe/MegaSTe/TT...

Hey, you don't _need_ anything more than 80x25 text anyway, so why bother with graphics, right? Well, the *biggest* attraction computers have for me is graphics, so the bigger the better... And in a GUI that lets you multitask (or even one that doesn't, like GEM) the more screen real estate, the better.
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1059. Re: Falcon and Spectre

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 20:30:38 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.EIL7ZF7heL_@semprini.tdkcs.waterloo.on.ca>
Source record: 211950

In <1j7buuINNs9@golem.wcc.govt.nz>, Steve Wells writes:
> Wait until Spectre 4.0! (A card for the falcon or some such thing, with
> I suspect 256k ROM's, or maybe even 512k if we're luck.. Probably emulate
> an LC2 or Classic!)

Yuck, forget the Classic!

Emulating an LC II seems reasonable, since the Falcon hardware has
pretty much _exactly_ the same specs as the LC II does. Better sound,
better graphics, but that's about it...

Now, where the heck is anyone going to get LC II ROMs from? Apple didn't
exaclty leap to provide Mac Plus ROMs to Spectre users...
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1060. Re: Falcon030 competes with '486dx-33

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 20:38:32 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.sVfKWa56Cx_@semprini.tdkcs.waterloo.on.ca>
Source record: 211801

In <1993Jan15.220458.19014@prime.mdata.fi>, Rasmus Paetau writes:
> I thought the suggested price for a 4MB/65MB Falcon would be $1199,
> that's pretty far off $1700. Is a 4MB/65 030 really $1700?

Hmm, now that I think again, maybe it was $1400 for the 4/65 Falcon...
At this point, I don't think I'd buy it for more than $800, given
Atari's lack of _product_, their lack of a _market_ (beyond musicians,
which I am not), and their lack of attempts to get the thing out in a
timely manner.
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1061. Re: Fantasy Games

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 20:44:02 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.2Kw4&jDQYWE@semprini.tdkcs.waterloo.on.ca>
Source record: 211802

In <1j7bpnINNs9@golem.wcc.govt.nz>, Steve Wells writes:
> What is everyones favourite game/s!?
>
> RPG, Shootemup, Platform, Puzzle, Racing, adventure etc. etc.
>
> Myself, I think that No Second Prize is one of the best racing games I've
> seen for a long time. (Good 3D graphics etc.)
>
> Best Shootemup. Turrican 2

Wings of Death is my favourite. Lethal Xcess (the sequal) is amazing
(I've _never_ seen so many things moving around at the same time!), but
too hard for me to get very far...

> Most addictive game. Paradroid 90

I was just thinking about that one last night... ;-)

Gods is the one I've been most addicted to... And Omega (but that's a
freely available game).

> Favourite adventure game. Indiana Jones & The last crusade (lucasfilm)

Gods

> RPG. Dungeon master of course! (It's the only one I've got!)

Omega. Dungeon Master was pretty good... didn't solve it though.
Ultima V is my favourite (since I'd already solved Ultima IV on my C-64
before I upgraded).

> Platform. Haven't got any. Lode Runner isn't bad though! (hardly
> qualifies however)

Gods!

> Puzzle game. Puzznic!

Not bad, but I prefer Loopz. Welltris had me going for a while...

Game that has no real category:

Pang (aka Buster Bros.)

Racing Game:

Lotus Turbo Esprit Challenge
--
------------------==------------------

Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1062. Re: gcc-compiler

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 20:46:34 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.7rD0UJHMQeE@semprini.tdkcs.waterloo.on.ca>
Source record: 211803

In <toni.727098120@miris>, Toni Thoma writes:
> Dear Hackers,
> I am looking for a gcc Compiler for my atari st. This should include
> already the working program. Of course it should be for free!
> Servus and tia,
> Toni

Fire up ftp and look on atari.archive.umich.edu (or one of its mirror
sites), in:

/atari/Gnu/*

I think Howard Chu is the person to thank for the latest version...

Be warned that you'll need _at_least_ 2M of RAM (4M is much better;
you'll probably need 4M for C++ coding), and GNU C/C++ takes up about
10M of disk space.
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1063. Re: Help with 'Life and Death'

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 20:50:08 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.iKBOJApgOXk@semprini.tdkcs.waterloo.on.ca>
Source record: 211804
Cross-posted to: comp.sys.atari.st,snoret@unx.sas.com

In <C0wB8p.GGy@dcs.glasgow.ac.uk>, Darren Moffat writes:
> Everyone seems to have got further than me.
> How did you get the Z-shaped incision, I can't get this far
> the patient just seems to die on me soon after a try to cut anything.
> HELPPPPPPPP!

You have to prep them and possibly knock them out before you start cutting
(it's been a while). I had a walk-through somewhere here, but I'm not
sure if it's been deleted or not.

You're not actually supposed to make a Z-shaped incision... ;-)
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1064. re: Gemulator (was Re: Last time on this one (really!))

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 20:54:42 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.yeook8KkI1E@semprini.tdkcs.waterloo.on.ca>
Source record: 211805

In <4002@isgtec.isgtec.com>, Ken Newman writes:
> Well, the lost profit on the Atari computer is only part of the damage.
> If someone buys a Gemulator and dumps his Atari, it's not likely Atari
> will make any further money on peripherals (hard disks, floppies,
> monitors, ...) is it? The user will have effectively left Atari right
> out of the picture.

Not that anyone buys any Atari peripherals, beyond the monitor (because
of those nasty custom monitor ports)... They're much too expensive.

I don't think Atari even makes "Atari" modems or printers or hard drives
anymore.
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1065. Re: ADVOCACY: Falcon - Why I'm buying it...

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 21:12:48 UTC
From: hasse@solace.hsh.se
Message-ID: <1993Jan16.211248.344@solace.hsh.se>
Source record: 211948

In <H.ea.y&OTCQlqoMM@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>In <C0uzyt.FAJ@ecf.toronto.edu>, AL RASHID SHAHIR writes:
>> Everyone my ass!! You mean to tell me "everyone" has a 24bit XGA card??? Thats
>> what I meant as a good graphics card. The SVGA which is standard on IBM's is
>> not an "incredible graphics card". Even the Falcon has better colour, and
>> almost the same rez!

>Not even close, without ScreenBlaster. These days, everyone has a 1M
>video card... they almost all do 1024x768x256 colours. Many of them can
>do nice modes like 320x200x32000...

Yes, just to show some pictures. I have never seen a program that can use
320x200x32000 to something productive on PC, but on the other hand I haven't
seen tha Falcon030 either... ;-)

>> Its too bad that you're ignoring the Falcon's capabilities but let me ask
>> you this...(I'm assuming you're assuming that the Falcon's screen rez is not
>> large enough)...How the hell do you compare something you know about with
>> something you don't? Windows (I have used it...got rid of it cuz I didn't like
>> it) usually runs at 640X480 mode with 256 colours, right? (I'm sure you could
>> expand this, but most don't as it eats too much memory...) Anyway the Falcon
>> could amply support this rez...It goes up to 7 hundred something by 4 hundred
>> something, so what's the problem?
>> If you're NOT comparing to the Falcon, surely you know that the ST is not
>> multitaskable ('cept with Mint) so there goes your example...

>How can you defend something you've never seen with something people
>have been buying for _years_?

Right! I'm completly with you!

>PC video doesn't take up any of the computer's RAM (well, ok, maybe 64k
>in "high" memory), it's on the card. Windows usually runs at 640x480x16
>because the poor fool has pathetic drivers. At work, mine runs at
>1600x1280x1.

It DOES take up much more RAM. Or do the data shrink in the main memory when
it's transfered from the videoram? ;-) It's a fact that Windows uses more
memory in 640x480x256 than 640x480x16 (and it crawls in 256 colors mode btw).
And the poor fool that has a pathetic driver wont die of old age waiting for
his screenupdates on a standard PC if he use 640x480x16. ;-)

>If the Falcon could do multitasking, you'd be complaining about the
>"small" resolutions (ie, 640x480 with overscan) too. 1024x768 is much
>more appropriate for all those programs running at once. Granted,

>unless MultiTOS is made available for free, most people will only be
>running one program at a time, or running a few character-based programs
>via MiNT and TOSWIN.
>--
>------------------==------------------
>Chris Herborth
>cherborth@semprini.tdkcs.waterloo.on.ca

/Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

1066. Re: MultiTOS on 68000

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 21:32:27 UTC
From: stevem@solbourne.com
Message-ID: <1j9utbINNmo@katmandu.solbourne.com>
Source record: 211806

boris@sys6626.bison.mb.ca (boris) writes:
>
>It has had FCC approval since sept.
>It will be shipping in quantity by march. NOT atari's fault. The factory
>has lousy quality control and is being taken to task for it.
>

I hate to jump in here but how can it not be Atari's fault? Did someone
else pick the factory? Did Atari ask Commodore to pick the factory perhaps?

We here at Solbourne take responsibility for the vendors we choose. I expect
no less from Atari.

Not their fault? What a cop out.

--

"Freedom is irrelevant, self determination is irrelevant. You must comply!"
<<<<<<<<<<<<<<<<<<<<<<<<<<*LIVE FREE OR DIE*>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Steve Matson (The original Rocky Mountain nationalist) **COLORADO**

1067. Re: ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 22:32:38 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea._sv_q0rNksA@yonder.equinox.gen.nz>
Source record: 211807

In <C0v5I3.EE4@ecf.toronto.edu>, AL RASHID SHAHIR writes:

>Nope. Not even close. Sorry if I have mislead you, but your assumptions
>of what I am saying is merely an act of putting words in mouth. Let us
>assume that 1% of IBM platformers pirate software. Even this amount would
>substantiate my claim that pirate more than Atari users. And, yes
>I have the option (AND the right) to use this as an argument, as it is a
>REASONABLE assumption that at least 1% of a software market pirates.

You're sitting there saying "as it is a REASONABLE assumption that at least
1% of a software market pirates." , but on the other hand you're saying
for this reason PC owners pirate more than ST owners?!?!?
You're contradicting yourself!

>This is my last posting on this subject. I don't see the point in renewing
>this thread, as it serves no purpose. People have their own conceived
>notions, and I'm sure you'll find that in this case, mine is true.

Well a few people here seem to think you're wrong, we don't want
others being misguided!

>Final Statement:
>My position on this whole subject is :
>The *MAGNITUDE* of piracy on the IBM platform far exceeds that of the
>*MAGNITUDE* of piracy on the ATARI platform.
>Nothing you, or anyone else, say will make me change my mind.
>This has already wasted enough time...

You can look at the magnitude in several ways,
a. no of people doing it
b. percentage of a users on that system doing it
c. no of titles being pirated

Of course a & c are going to be a lot bigger then the ST, for the simple
reason that there's a hell of a lot more PC's out there than there are
ST's
But, my guess would be that b would be around the same figure. We're
all human, we're all into the same things. What makes it so different
for ST owners that they are inclinded to pirate any less than a PC owner?
I think not.

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1068. Re: TOS 2.05, 2.06

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 22:35:28 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.0LCUqn07JLs@yonder.equinox.gen.nz>
Source record: 211808

In <1993Jan14.092153.17847@galileo.cc.rochester.edu>, Ho Ling Cherd writes:

>While type this message, I accidentally press shift-sd and
>I got this on my screen --- S<stuff that I stored for F-1 key>D
>I am using Uniterm 2.0e. What actually happend? I have
>came across this a few time with my 520ST and I thougth there
>were problems with the keyboard but I am using a different keyboard/
>machine now.

Uniterm seems to do that now and then.

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1069. Re: Which Disk Utility

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 22:41:16 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.YIIV&eoBShA@yonder.equinox.gen.nz>
Source record: 211809

In <1j6pehINNk8a@tamsun.tamu.edu>, Mark Lehmann writes:

>Well since I have a useable hard drive with an ICD controller, I was
>wondering about disk decompression and bad sector checking. I see that
>Diamond Back offers Diamond Edge which does both bad sector check and
>decompression. I see that ICD offers cleanup which seems to be the defacto
>standard Disk Fix program, but doesn't do disk compression.

compression? You'll need something like Data Diet to compress data on your
HD, and de-compress it as you go.

I think, maybe, you're refering to banking it up to floppies in a compressed
form? If so, from what i've heard, Diamond Edge seems to be the best.
I don't know about it's checking and repair abilities, but Cleanup does more
than just looking for bad sectors. It checks the file structure, checks
for unallocated blocks, and fixes up the FAT (file allocation table) when
it's sussed out everything wrong. Oh yeah, it checks the HD for bad
sectors as well!

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1070. Re: Hard Drive Choice - Please Help

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 22:46:30 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.OtTrIKwBTCI@yonder.equinox.gen.nz>
Source record: 211810

In <1993Jan15.133251.21328@unix.brighton.ac.uk>, Lost Boy writes:
>I am deliberating by a hard drive, can anyone suggest a good drive. I
>don't want a very big capacity (10 or 20 Meg should be fine). Price is

They don't make them that small nowdays do they?
You'll need to look for about 40 Megs min, i've got a quantum and it's
still going fine after a year, no problems, an it stays on nearly
24 hours a day now, polling internet bringing in heaps of news here.

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1071. Re: ADVOCACY: Falcon - Why I'm buying it...

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 22:51:30 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.qCyTJ3SrjaQ@yonder.equinox.gen.nz>
Source record: 211811

In <1993Jan14.224851.23811@tdb.uu.se>, Mattias Myrberg writes:

>I wouldn't say "The thing *is* used 90% as a games machine purely",
>I'd rather say that lots of Amigas are bought for games-playing,
>*BUT* a lot of us end up programming, composing etc _AND_ playing
>games.

The internet site i'm getting my feed off is running on an Amiga. It's
got 4 dialin lines for users, is connected _live_ to the internet.

People that think Amgia's are just for games are dreaming. There's no way
the ST could do what they've got one (yes 1) amiga doing there.

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1072. Re: ADVOCACY: Falcon - Why I'm buying it...

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 23:12:35 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C0yz4z.8y1@ecf.toronto.edu>
Source record: 211812

In article <H.ea.y&OTCQlqoMM@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <C0uzyt.FAJ@ecf.toronto.edu>, AL RASHID SHAHIR writes:
>> Everyone my ass!! You mean to tell me "everyone" has a 24bit XGA card??? Thats
>> what I meant as a good graphics card. The SVGA which is standard on IBM's is
>> not an "incredible graphics card". Even the Falcon has better colour, and
>> almost the same rez!
>
>Not even close, without ScreenBlaster. These days, everyone has a 1M
>video card... they almost all do 1024x768x256 colours. Many of them can
>do nice modes like 320x200x32000...

320x200x32000?? Child's play on the Falcon. Without the screenblaster, the
Falcon goes up to 768x428x256, btw. And I'm pretty sure the Falcon goes up
to 320x200x65536, 640x200x65536, the rest of the higher resolutions being
256 colour modes.
>
[stuff eradicated]
>
>How can you defend something you've never seen with something people
>have been buying for _years_?

Because I've seen AND used one...Don't presume.
>
>PC video doesn't take up any of the computer's RAM (well, ok, maybe 64k
>in "high" memory), it's on the card. Windows usually runs at 640x480x16
>because the poor fool has pathetic drivers. At work, mine runs at
>1600x1280x1.

Well, when I put memory into the computer, voila!, more memory goes into the
graphics capability as well, whereas you have to upgrade both _separately_!
The "poor fool" doesn't have pathetic drivers, its just his computer's too
slow to handle it. Windows at that rez will be mucho slow unless you have
a 486-33 at least! Here we are comparing graphics capabilities, and then you
suddenly jump to a 1bit system... Do you know WHY its running at 1bit
(2 colours) ? Because if it was any higher, the system would be _extremely_
slow! Oh and also, the comparison is lousy as monitors that size are out
of consumer range (why do you think it's at "work")... At a recent Atari show,
I saw a 1800x1600(i think) screen on a TT running multitos and the screen
refresh was incredible. In fact they had a bouncing ball demo (bouncing all
over the screen) while they were doing DTP (Calamus SL), AND playing a game
behind it! I even saw the same screen having a 24bit graphics show!!
>
>If the Falcon could do multitasking, you'd be complaining about the
>"small" resolutions (ie, 640x480 with overscan) too. 1024x768 is much

>more appropriate for all those programs running at once. Granted,
>unless MultiTOS is made available for free, most people will only be
>running one program at a time, or running a few character-based programs
>via MiNT and TOSWIN.

Why is it so "appropriate"? Why not just have multiple windows, more or less,
on top of each other? Same results! I would think 768x428 would be ample space
for a program to display...

AcEzE.
--
********** WHO AM I, YOU SAY? ********** "If time is money, we
********** SHAHIR AL RASHID**aka**ACEZE ********** are all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------
** This message brought to you by the Bollocks Bros. ** no fate but what we make

1073. Re: C-Lab/Emagic Notator V3.1 Falcon incompatible...

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 23:25:17 UTC
From: ian@unipalm.co.uk
Message-ID: <1993Jan16.232517.19153@unipalm.co.uk>
Source record: 211813
Cross-posted to: rec.music.makers,comp.sys.atari.st,rec.music.synth

Jonathan Egre' <jonathan@mantis.co.uk> writes:

>tjl@zeus02.desy.de (Tim Llewellyn) writes:

>I have heard complaints that C-Lab Notator 3.15 hangs "just before the main
>screen appears" on *any* machine.

>I purchased Notator just before Christmas. I received E-magic Notator 3.16.
>I was told by the U.K. distributor that:

>* E-magic Notator 3.16 is exactly the same as C-Lab Notator 3.15, but with
> different packaging (perhaps without the alleged "hanging" bug).

>* The two people who hold the copyright to Notator have left C-Lab and
> taken Notator with them to E-magic.

I ordered an upgrade to 3.15 from Sound Technology (C-Lab distributers).
After some delay, I've received an Emagic 3.16, which works well on my
STE. It has Emagic rather than C-Lab on the logo screen, but the same
names (Lengeling/Adam) on the copyright.

I have noticed occasional hangs during initial loading with all versions
of Notator, including 3.16. These have only occurred since I started
using the Mark Williams Ramdisk (rde.prg) posted by wabe@ukc.ac.uk, so I
have written this off as a slight glitch that can be put up with.

Ian
--
Ian Phillipps, Unipalm Ltd, 216 Science Park, Phone +44 223 420002
Milton Road, Cambridge, CB4 4WA, England. Phax +44 223 426868
PIPEX is a division of Unipalm Ltd. - phone 0223 424616.

1074. Re: ADVOCACY: Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 23:28:37 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C0yzvq.9tn@ecf.toronto.edu>
Source record: 211814

In article <H.ea.qVDqFLIOVfE@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>> Falcon sampler is better than a lot of commercial DEDICATED samplers!
>> How about the midi capabilities??
>
>Does everyone need MIDI? I sure don't... I've already got about 13M of
>samples laying around.. if I had a sampler, I'd be dead...

My point in bringing that up was that you were comparing the Falcon with all its uses to a BASE IBM with _only_ graphics capabilities. If you want to compare two computers, you must compare ALL aspects.
About the sampler bit.. Personally, I'm not going to sample for just my listening pleasure!! I'm going to do serious work with it (music). So what you have 13M in samples?
>
>> I admit four times the price is a bit much, but twice as much is much more
>> like it.
>
>Nope. A _complete_ '486/33 system costs what the 4M/65M Falcon
>_console_ costs.

Getting a little pissed, huh? ("_console_") Well don't flame if you can't take the heat...
>
[stuff eradicated]
>Actually, the '030/'386 and '040/'486 are much closer than the '000/'086
>ever was... A 16Mhz '030 is about the same as a 20Mhz '386.

What the hell's a 80086?? If you check your facts (I'm not even going to BOTHER arguing - the facts have been PROVEN), or read further back in this newsgroup, you will see that a 68030-33 will surpass the 80486-33... Therefore comparing the 68030-16 to a 80386-20 is not advisable. AND have you given any thought to the DSP?? This will boost the speed and power of the Falcon, making your comparison even more innapropriate. Refer to the post a little while back where someone compared a Falcon to a 486, where he shows how fast the Falcon really is...
--
********** WHO AM I, YOU SAY? ********** "If time is money, we
********** SHAHIR AL RASHID**aka**ACEZE ********** are all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------
** This message brought to you by the Bollocks Bros. ** no fate but what we make

1075. Re: ADVOCACY: Re: Convince me to stick with Atari. Why Bo

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 23:31:27 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C0z00F.9zs@ecf.toronto.edu>
Source record: 211815

In article <H.ea.hXl2zT2Khgo@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <1993Jan14.094157.3812@wg.estec.nl>, wim vleeshhouwer writes:
[just about everything deleted]
>> are good enough for me, I never get the `Out of memory` message on my ST,
>> which happens quite frequently on PC`s.
>
>I get that one when I try to compile the TIFF library for the new (well,
>10dec92) version of PBM-Plus (since there's no compiled version out
>there for the ST with all of the programs in it; the one on
>atari.archive is so minimal as to be useless for me). A friend of mine
>got the message on his 20M TT too...

I hardly think that ONE occurence on the ST warrants as proof against the
hundreds of occurences on the IBM...

AcEzE.
--
********** WHO AM I, YOU SAY? ********** "If time is money, we
********** SHAHIR AL RASHID**aka**ACEZE ********** are all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------
** This message brought to you by the Bollocks Bros. ** no fate but what we make

1076. Gadgets By Small Email Address

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 23:32:39 UTC
From: sjgavula@css.itd.umich.edu
Message-ID: <1ja5unINN5fd@stimpy.css.itd.umich.edu>
Source record: 211816

Thanks for all the help on previous questions
does anyone know an address for Gadgets BY Small
that I can email? please let me know via mail

thanks
Susan

1077. Re: re W Magro's posting

Newsgroup: comp.sys.atari.st
Date: 1993-01-16 23:43:55 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Jan16.234355.22721@beaver.cs.washington.edu>
Source record: 211817

In article <H.ea.w_52A2JhuRo@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:

>
>Well, I guess part of it's my fault. I asked why I should stick around
>on the platform I've supported for seven years while I wait for Atari to
>get their a** in gear with a 32-bit 32Mhz '030 machine or '040 machine,
>since I need a general computing machine, not a music computer.
>

Sounds like you need a TT,they're selling for less than $1300 nowadays. Just
like you said, a 32MHz, 32-bit, 68030 which can have up to (well more than
actually) 26 MB of RAM. Having used one extensively, I must say it's one
pretty darn fast computer, and I would say it _is_ great for general
purpose (not the 1280x960 high resolution if you want to do serious DTP or
whatever). Also, it's got the SCSI interface, VME slot for 24-bit color,
plus loads of professional software for it (take a look at the ads for
San Jose Computer, for example).

Overall, a nice, fast, functional machine.

>> PC clones! Ha! I get much better performance on my Cray!
>
>You can get a Cray for under $1000? Do they take MasterCard?

Errr, sarcasm alert! I think the original poster is trying to make a
point about the "more is better" argument so frequently used by Atari
dissidents in this newsgroup. Simply because a machine has a higher
clock speed/higher resolution/bigger _whatever_ doesn't automatically
make it a better computer in general. It all depends what you want to
do with it and whether the computer you have can suit your needs. If, say
all you do is word processing, what reason is there to get a 486dx/66 when
a 386dx/25 would do equally well? Not everyone needs the cutting edge
of technology sitting on their desk -- they just need something that can get
the job done (whatever that may be).

>
>--
>------------------==------------------
>Chris Herborth
>cherborth@semprini.tdkcs.waterloo.on.ca

Regards,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science

University of Washington

1078. Re: FALCON Specific Programs/Documents Urgently Required !!

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 00:28:26 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <93016.192826EENG6826@RyeVm.Ryerson.Ca>
Source record: 211818

GER2EN21 does not work on the Falcon. It bombs after selecting a file.
Since it works fine on the TT, that rises some compatibility issues
about the Falcon ? If less programs run on it then on the TT, pretty
you'll be left with no programs to run.

Carlos Varela

1079. Re: Linea illegal?

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 00:36:27 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <93016.193627EENG6826@RyeVm.Ryerson.Ca>
Source record: 211819

Yes. Line-A works on the Falcon. I tried changing the Font by just changing the address of the font in Line-A and it worked. Lots of other things don't work anymore. So be careful. The best solution is to try the program.

Carlos Varela

1080. BMS-100 Host adaptor

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 00:44:35 UTC
From: wmagro@uiuc.edu
Message-ID: <C0z3ED.DBH@news.cso.uiuc.edu>
Source record: 211820

Hi all. I am trying to hook up a Seagate SCSI drive to a BMS-100 host adaptor. The BMS manual only mentions the Adaptec4000 when discussing SCSI devices. No mention is made of SCSI embedded drives. Has anyone ever hooked up a SCSI drive to a BMS-100? Please help.

By the way, people are often looking for Adaptec4070 SCSI->RLL controllers so they can use IBM type RLL drives with their ST (also known as ST506 RLL drives). These boards are out of production, but I have one extra. Mail me if interested.

--
William Magro NeXTMail welcome
wmagro@uiuc.edu

1081. Re: STalker vs. Uniterm (was Re: A letter to Dave Baggett)

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 00:50:08 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Jan17.005008.18761@csi.uottawa.ca>
Source record: 211821

In article <H.ea.5_qOHaRk42o@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <1j4qgsINNsrb@golem.wcc.govt.nz>, Steve Wells writes:
>> It does background downloading!? So, it's
>> not a major extra. You still have to wait for it, and it's slower than
>> single-tasking downloading.
>
>xyz usually gives me ~234 CPS, STalker gives me ~232 CPS. That's about
>1k of data less every 9 minutes...

Which means that STalker is about 1% slower. Seeing as how you get to
actually USE your computer to do other things at the same time, this
seems to me to be a reasonable tradeoff.

Con: That 300K download takes an extra 11 seconds, taking 21 minutes,
33 seconds instead of 21 minutes, 22 seconds.

Pro: You got to use your computer to do something other than watching
XYZ's screen display for those 21 minutes, rather than twiddling your
thumbs for the whole time.

I'd count the "pro" as more important than the "con."

(Yes, you can probably find something better to do than "watch XYZ's
screen display" during those 21 minutes. However, it won't involve
using your ST.)

I can't get too excited about these schemes where people try to shave
off an extra 1%; that 1% tends to get lost in the "noise" of trying to
figure out which directory you're going to stick the file in. You can
usually find MUCH more than a 1% improvement by tweaking with things
like a) compression methods, b) new modem, or other such things.

There's also people who swear by YModem-G, which is a 1K version of
XModem which (I think) does no error recovery, does not send file
names around, uses shorter checksums than ZModem, and winds up
speeding transfer rates by MAYBE 2%. That 2% gets eaten away quickly
if you have to:
a) Re-download a file because there was an error, or
b) Figure out what the file name is supposed to be.

I'd rather go with the "simple" solution of just using Z-Modem.
--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

1082. Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 00:50:38 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73730@cup.portal.com>
Source record: 211822

>I'm _very_ glad to hear that MultiTOS is done (BobR said it!)... Now,
>lets just hope they don't have any problems with the "cover art", like
>they did with FSM-GDOS... }:-)

Heh.. well, actually Bill Rehbock said it.. I'm just repeating
what he said..

But you know, he didn't say anything about the manuals being
printed, or the box art being done, now that you mention it..

:)
BobR

1083. Messages....

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 00:52:49 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jaal1INN8eh@golem.wcc.govt.nz>
Source record: 211823

```
Good or otherwise, the message traffic in here has increased to around
100 messages per day, compared to the 50 or so it was a couple of
weeks ago. Takes longer, but what the heck! 8-)

================================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ=============================
```

1084. Re: Falcon delay (+ anagram)

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 00:59:27 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jab1fINN8eh@golem.wcc.govt.nz>
Source record: 211824

> There is also the rumour going around that Atari are with holding the Falc
> whilst they try and soup up the graphics spec to match that of the A1200.
>
> Will

That was just a rumor started by some of the more paranoid amoeba
owners 8-)

The original resolution spec's are what we are still getting!

(Some small changes, but no 'souping up')

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ===========================
```

1085. Re: Fantasy Games

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 01:02:49 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.93Jan17010249@SunLab41.essex.ac.uk>
Source record: 211825

In article <73642@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes sarcastically:
| Kos Petoussis writes:)
|
| >There are whole Worlds to disc-over and rule, enough for the rest of my
| >life. And I'm happy about it.
|
| >Please don't react.
| >I don't care.
|
| Well, I guess that's fine for you... once you finish Knightmare you can
| play it over and over again.. I guess you don't need any new games to
| satisfy you..
|
If this is the case, then why are you following up? Do you feel the need to prove what a great guy you are by taking the piss out of people who are (gasp!) HAPPY with the software they have?

| Meanwhile, Captive has just been ported to the PC, and I've got a huge
| backlog of games to play.. Might and Magic 1,2 and 3.. Ultima 1 through
| 7, and Ultima Underworld.. Wizardry, more versions than I can count..
| Eye of the Beholder III should be out soon.. the first and second games
| were terrific..
|
No they weren't, they were crap. I played both on Amigas and PCs, and Dungeon Master still has the better user interface.

|
| But I guess I don't have to bother telling you.. you're happy playing
| Dungeon Master over and over...
|
Well, Dungeon Master has worn a bit thin now... but Chaos Strikes back is still fun.

| BobR
--
Simon Oke, 3rd year Computer Science
undergraduate at the University of Essex, UK.

1086. Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 01:03:53 UTC
From: choudhri@njmsa.UMDNJ.EDU
Message-ID: <1849@rwja.umdnj.edu>
Source record: 211826

Does anyone have any solid info on the Atari Jaguar?
With the advent of the 3DO and dominance of Sega/nintendo in the
home-console market, does it stand a chance?

If anyone does have info on it, please post it or even e-mail it to
me and I'll summarize to the net.

i really think the viability of Atari really depends on its cash flow
from the Lynx and Game systems, the Falcon/St/TT series computers are
not going to produce alot of money for the folx in Sunnyvale.

1087. Re: ADVOCACY: Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 01:06:35 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jaberINN8eh@golem.wcc.govt.nz>
Source record: 211827

Just to clear up a point.....

A 68030 chip, is a 32-bit processor with onboard instruction caching
(if the same instruction is called soon after, it won't be re-processed,
saving alot of time)

the 80386SX (the 'standard') is also a 32-bit processor, but only
has a 16-bit external data Bus. So, the 030 does what the 386 does
in one cycle, instead of 2!

So, to get an IBM compat' running at the same speed of the falcon,
you'd need a machine running somewhere around 32Mhz, running a 386DX
processor (80386DX).

Difference in speed is because MS-DOS is (not hacking at it's users)
functionally slow, so are most BIOS's, and most of the assorted
internal architecture doesn't help either. Add to that the slow
speed of many of the graphics cards (some are better than others),
and it can make a big speed difference!

a motorola chip is more powerful than it's equivalent in speed on
the IBM compat's! (okay, a 68000 at 16Mhz is obviously going to be
beaten by a 16Mhz 386 - but take *current* chips, and you should
be okay 8-)

Remember, I don't care which machine wins, as long as the information
is a *bit* more correct ;-)

```
==============================================================================
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| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================
```

1088. Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 01:11:31 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jabo3INN8eh@golem.wcc.govt.nz>
Source record: 211828

> By what criteria do you measure "performance"?
>
> MIPS? MegaNOPS? MegaFLOPS? Real-world applications perhaps?
> If the latter, whose idea of real-world applications? A musician
> might prefer the Falcon, but the applications *I* use from day to day
> are compilers, text editors and games.

Lets see, you need a VGA video card (standard). A Soundblaster,
(to get closer to the Falcon's sound quality). (Pro' version, at approx'
$250-$300). SCSI-2 interface, unknown price. Operating System,
(MS-DOS, usually bundled, otherwise usually around $100 somewhere,
depending on where you get it from). DSP chip, a DSP board for the
IBM compat is not cheap. I'm not sure of the price, but I'm sure
someone can better inform of this. A friend showed me a brochure,
but I've forgotten the price he quoted.

It's not what the machine can do NOW, it's what it's capable of doing!

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| o life. Your computer *IS* your religion! | ||| TARI |
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1089. Re: Botched Bored

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 01:14:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jabsoINN8eh@golem.wcc.govt.nz>
Source record: 211829

> Atari have really done it this time. Not only have we been made to wait f
> long for the Falcon (and they have totally missed the boat now the A1200 h
> been around so long), but they have botched the bored up too. They have
> designed the machine around a 16-bit data bus so it only runs about half a
> fast as it should, but the compatability with the old st is so poor that t
> extra chips they've put in (i.e. old sound chips) to make a vain effort of
> compatability with the st are a waste of money to Atari and to us.
>
> Will

I think it's the 'board' they've 'botched up'.

The compatibility levels with existing STE software, is reported as being
around 90%. Although REALLY extensive tests have not been performed
yet - but soon!

They have not 'missed the boat'. Most people in this country have heard
of neither the A1200, or the Falcon. By March Atari might just make it!

Wait & see, and try to find some better information!

```
==============================================================================
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| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
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```

1090. Re: Help me with Sprites!

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 01:20:32 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jac90INN8eh@golem.wcc.govt.nz>
Source record: 211830

Do not use LDW-Basic! It is old(ish), and not supported!

If you want to use BASIC, then your best best is GFA-Basic. It's
probably the faSTest basic around for the ST. And it has a lot of
commands that you can use for chopping out sprites and bouncing them
around the screen/controling them etc.!

This of course, is probably not the news you wanted ;-) But, GFA
is probably one of the 4 most popular programming languages on the ST
(STOS, C, Assembler, and GFA Basic are probably the Biggest).

On this subject, is there a SHareware/PD implementation of PASCAL
(Yes, I know 8-) For the ST!?

```
==============================================================================
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| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================
```

1091. ctrl-alt-del reset adding utility

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 01:21:19 UTC
From: SML108@psuvm.psu.edu
Message-ID: <93016.202119SML108@psuvm.psu.edu>
Source record: 211831

Hi, has anyone ever written a utility to add ctrl-alt-del warmstarts to
TOS 1.2 and earlier?

I'd like to be able to reset without the modem hanging up...

Scott

1092. Re: ADVOCACY: Re: Falcon030 competes with '486dx-33

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 01:21:26 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1jacamINN146g@rs1.rrz.Uni-Koeln.DE>
Source record: 211832

In <1993Jan16.001338.27768@phys-chemie.uni-wuerzburg.dbp.de>
kruel@phys-chemie.uni-wuerzburg.dbp.de (Thomas-Martin Kruel) writes:

>Our department has 3 or 4 ST's left, in contrast to approx. 50 PC's now.
>It's quite reasonable to generalize the situation to other German uni-
>versities. Atari is already dead from our point of view.

Over here, (MPI fuer Zuechtungsforschung, Cologne), the ST:PC
ratio is 1:1 roughly. Ataris are used for word processing and DTP
purposes mostly, currently I am the only one who actually works
on programming. And as I'm one of the guys people call in case of
computer problems, I know PCs cause much more trouble than STs.
To me, that's a strong reason to advice people to go Atari.

Just another data point...

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

1093. Re: Can I run an ST or a Falcon as X-terminal?

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 01:21:55 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jacbjINN8eh@golem.wcc.govt.nz>
Source record: 211833

The Falcon has networking capabilities. It can (apparently) hook up to IBM's and Mac's with not too much trouble!

(It can also I presume plug into Mega STE's, and TT's). Software is around here somewhere. (I think there's even some Shareware stuff somewhere!)

```
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| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
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1094. STalker Zmodem downloads

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 01:24:38 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Jan17.012438.24887@beaver.cs.washington.edu>
Source record: 211834

All this talk about STalker (which is great IMHO) has brought up the following question I've been wondering about : does STalker do Zmodem recovery? Sometimes when a file is only partially tranferred it would be nice not to have to re-transfer the part I already have (I've done this before on an MS-DOS machine with Telix).

I've set STalker to keep the aborted downloads, but does it ever recognize that part of the file is there and just start appending it?

Regards,

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

1095. Re: ********* Joystick?! **********

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 01:27:08 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jaclcINN8eh@golem.wcc.govt.nz>
Source record: 211835

Any Joystick that will work on:/

Amiga
Commodore 64/128
Vic 20
Atari 2600/7200

Will plug into the Atari 16 or 32-bit machines! (e.g. the ST)

I use a 'Quickjoy Jetfighter' WHich has served well for almost
a year! (Which is good life for a joystick). Shouldn't be any more than
about $15US.

```
==============================================================================
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| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ===========================
```

1096. Re: ADVOCACY: Falcon030 competes with '486dx-33

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 01:27:55 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73732@cup.portal.com>
Source record: 211836

Howard Chu wrote:
>All well and good, but with an 8-pin differential there aren't any pins
>left over for RTS/CTS flow control, to say nothing of other goodies like
>Ring Indicate and such. Just another of the trivial little details that
>bug the hell out of me (must've been Steve Jobs' idea, it's also carried
>on in the NeXT machine...).
--

Umm.. not unless Steve Jobs' influence is a lot more pervasive
than any of us suspect..

The same kind of RS-422 connections are used on DECservers,
Emulex Terminal servers, and a lot of professional equipment.
CTS/RTS, RI, CD and all the other "missing" RS-232 signals
are of little or no use in many communications applications, and
are just expensive overkill as far as connectors and cables go..

For modem applications, RS-232 is probably the best way to go,
unless perhaps the Apple system works without needing hardware
handshaking..?

BobR

1097. Re: Falcon030 competes with '486dx-33

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 01:28:52 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jacokINN8eh@golem.wcc.govt.nz>
Source record: 211837

> I thought the suggested price for a 4MB/65MB Falcon would be $1199,
> that's pretty far off $1700. Is a 4MB/65 030 really $1700?

Maybe he's talking about the 14MB/65MB unit!?

==
O O Computers: Not just machines, they're a way of				
o life. Your computer *IS* your religion!				TARI
_/ Steve Wells - Wellington, New Zealand.	/	\
==========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================

1098. Re: MultiTOS on 68000

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 01:31:26 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jacteINN8eh@golem.wcc.govt.nz>
Source record: 211838

> I hate to jump in here but how can it not be Atari's fault? Did someone
> else pick the factory? Did Atari ask Commodore to pick the factory perhaps
> We here at Solbourne take responsibility for the vendors we choose. I exp
> no less from Atari.
>
> Not their fault? What a cop out.

Factories usually produce more than one thing. Previously the factory
probably worked well, and that's why Atari used it. Problems with
the Falcon, are the factories fault then, Atari aren't running it.

It happens to some extent, quite often!

==
O O Computers: Not just machines, they're a way of				
o life. Your computer *IS* your religion!				TARI
_/ Steve Wells - Wellington, New Zealand.	/	\
==========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================

1099. Re: ADVOCACY: Falcon030 competes with '486dx-33

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 01:51:24 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1993Jan17.015124.15139@oz.plymouth.edu>
Source record: 211839

In article <73732@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>For modem applications, RS-232 is probably the best way to go,
>unless perhaps the Apple system works without needing hardware
>handshaking..?
>BobR

[This really belongs elsewhere but it's so nice to see a real thread
here I thought I'd join in :-)]

Interestingly enough..... in order to use a high speed (v42bis (?)) modem
on a Mac you need a special cable that implements hardware handshaking
(Costs more than the standard Mac modem cable also). Found that out
when we purchased a few here for testing and somebody wanted one of
these test modems to work on his Mac.

--
|E-mail --> un*x: oddjob@oz.plymouth.edu |vms: andys@psc.plymouth.edu |
|Disclaimer > Any "end-user" software that provides NO avenue for user |
|of the week> modification or programmability is NOT user friendly. |

1100. How does a user group register?

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 02:06:10 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Jan17.020610.7606@prime.mdata.fi>
Source record: 211840

This could be in the FAQ, but I'm just too lazy ;). I wonder how an atari user group can become a registered user group? And what does a user group benefit from being registered?

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

1101. Re: Canadian support was: Re: RFD: What to do with

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 02:11:32 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73735@cup.portal.com>
Source record: 211841

Golly.. that sure was an informative and fact filled response..

So you're saying that an Atari dealer would be Anti-Atari
because he's in business to make money..?

And he can make money selling Macs, but not Ataris..?

So what does that say about Atari...?

BobR

1102. Re: Compatability and attitudes

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 02:17:12 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.mQVzZhOtKYM@yonder.equinox.gen.nz>
Source record: 211842

In <1993Jan15.134236.9255@gdr.bath.ac.uk>, M Hagger writes:

>Of course I'm not saying that
>all programmers do this, but whilst a significant number of users only
>work from floppy drive systems the incentive to write legal programs
>doesn't seem to be there.
>
>Anyone else got any thoughts on this?

I agree completly. Nearly all games won't work off a Hard Drive on
the ST, and a lot of them make you switch screen resolutions on the
ST before you start them - which is a pain because it means resetting
the computer. I tried about 10 new games the other day,about 1 worked!!!

It's sooo depressing to have to copy them to floppy and try all sorts
of modes etc to find out how to get them to go.

I should note that Dave Badgett's (sp?) games are an exception to this
rule - they install on the HD just fine.

Craig.
--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1103. Re: ADVOCACY: Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 02:21:52 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.TUmWlJijHJc@yonder.equinox.gen.nz>
Source record: 211843

In <1993Jan14.155352.4055@email.tuwien.ac.at>, Marinos Yannikos writes:

>I'm not trying to start (or participate in) a flame-war, but I wanted
>to point out that the fact that PCs in the 90's still boot up with a
>CLI as standard, while every home-computer (STs, Amigas) has a nice
>Shell with GUI as standard is very strange to say the least

Most PC owners I know have it boot up with a nice menu that you just
point & click on the program you want to run, or they have it boot
up with windows.

The PC isn't built with anything as standard, you have to purchase
DOS seperate if you want it!!

1/2 of the fun of using a computer is learning all the tricks it can
do and how to master it for home users.

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1104. Re: Preliminary Falcon030 product list

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 02:27:04 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73738@cup.portal.com>
Source record: 211844

>Whine, whine, whine...(*sigh*)

Hehe.. yeah.. what a bunch of complainers..! So what if you don't have a computer to run those terrific Falcon applications on, and now it looks like at least two more months until the first possibility to get one..!

You can.. oh.. read the manuals over six or eight times while you're waiting..

Or.. think of all the great things you'll be able to do with the software... some day...

Whine, whine, whine... who needs a computer to run software anyway..?

I know..!! Take the disks over to show your IBM and Mac owning friends (who are busy doing DTP and MIDI applications NOW), and wave the disks in their faces and laugh.. "You just look out..! SOME DAY I'll be able to run this disk on a Falcon, and then you just look out..!"

Just a few things to do with Falcon disks instead of whining...

BobR

1105. Re:Background Zmodem on STalker

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 02:28:08 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.vCiRRR6z2m6@yonder.equinox.gen.nz>
Source record: 211845

In <H.ea.L3OumaCmlPo@semprini.tdkcs.waterloo.on.ca>, Chris Herborth writes:

>When I want to download or upload while reading my news, I use STalker
>as an ACC... background zmodem is so nice. Then I load up GUS and read
>news.

How stable is it? Like the ST is prone to crashing a lot for me,
what happens if I crash it while doing the background d/l?

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1106. Re: Fantasy Games

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 02:42:53 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73739@cup.portal.com>
Source record: 211846

Well, probably no surprise.. my favorite genre of games is RPGs.

Dungeon Master is still the best example of them, and of course Chaos Strikes Back.

Bloodwych I and II were good too.. and Captive and Knightmare are both excellent (some day I've got to finish both..!)

I too have been hearing good things about AmberStar.. I'd get it, but I really don't have time to start a new one.. (that was the reason I held off getting Knightmare originally.. and I've still got EOB II to finish on my PC, and one other one I'm beta-testing). I hate to get a game and just put it on the shelf.. it's too tempting to sneak it down and load it, "just to take a look"...

Oh yes.. and Omega..! One of the best features of that game is the ability to "play yourself".. most games have you make up a fantasy character.. a Fighter or Wizard or whatever, with imaginary strengths and weaknesses...

Omega however lets you enter information about yourself.. your skills and weaknesses, and physical information like height and weight, and it generates a character based on your input.. so if you tell the truth, you end up playing a character which actually represents how you would fare in the fantasy situation..

It's an ASCII based graphical game... no fancy pictures, but still a lot of fun..!

BobR

1107. off_line reader

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 03:08:19 UTC
From: les dodman <les.dodman@canrem.com>
Message-ID: <199316.4514.29203@dosgate>
Source record: 211847

Hi, is there an Off_Line Reader for the Atari ST? If there is, is it in the public domain as freeware or shareware? Thank you for your response in advance. ....

Les Dodman
--
Canada Remote Systems - Toronto, Ontario
World's Largest PCBOARD System - 416-629-7000/629-7044

1108. ADVOCACY: Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 03:16:52 UTC
From: qsi@contrast.wlink.nl
Message-ID: <727400722.AA01123@contrast.wlink.nl>
Source record: 211764

David Baggett wrote in a message on 15 Jan 93 to All

DB> Actually I doubt that's the case, since the 68030 has more
DB> general-purpose registers. If we give the much-maligned Falcon
DB> the benefit of the doubt, we can probably guess that you'd
DB> need a 33 or 40 MHz 386 to get roughly as much work done in
DB> the same amount of time. The only way to know is to try your
DB> favorite software on both and see.

There is a FAQ about Motorola vs. Intel comparisons posted in one of the
Mac newsgroups (comp.sys.mac.hardware), and here is what it says about
clock frequencies...

From: Grubb
To: All
Subject: Mac & IBM Info-Version 1.0
Created: Fri 01 Jan 93 at 15:15

Mac & IBM Info-Version 1.0

The reason for this general data sheet is that people in both camps are
not
clear or accurate about what they are saying about their machines. When
completed, this data sheet will, I hope, enable us to make convincing and
intelligent comparisons between Mac and IBM. To help keep this organized
please provide, if possible, article citations for the information
provided or
corrected. Also keep it simple so I can understand what is being talked
about.
Since this is a data sheet let's keep the opinions to a minimum. Also,
give
me the info to make it complete as opposed to just saying it is incomplete

and keep the information relevant to the section corrected. {For example,
OS
code in ROM is hardware and not software, so no more of the 'but it is
supported in OS software' data for the hardware section, please.}
Thank you.

[... lots of interesting stuff deleted for brevity...]

CPUs comparison List:
As a general rule of thumb Motorola chips are faster then Intel chips at
the
same frequency {040/25 ~= 486/33}, but Intel has chips at higher
frequencies
then Motorola, so this evens out. The Macintosh Bible 4th ed. supports

the
comparisons between Intel and Motorola chips for the 68020 and above.

~~~~~~~~~~

(The entire FAQ is much longer, of course.)

If this applies equally to the 80386 and 68030, with the Motorola chip being a third faster at the same clock speed, then a 16 MHz 68030 would equal approximately a 22 MHz 80386. Taking considerations other than pure CPU speed into account, I would guess that a 33 MHz 386-based machine would be faster than a 16 MHz 68030.

YHS:QSI!
~~~~~~~~~~

1109. RE: Convince me to stick with Atari. Why Bo

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 03:30:45 UTC
From: qsi@contrast.wlink.nl
Message-ID: <727400722.AA01124@contrast.wlink.nl>
Source record: 211768

Chris Herborth wrote in a message on 14 Jan 93 to All

CH> Atari's Falcon (or Fall-Con as was suggested by a fellow Atari
CH> user on GEnie) is a neat machine. It's got nice low-res graphics,
CH> and some nice high-res graphics. It's got _fantastic_ sound.
CH> However, it's priced _exactly_the_same_ as a Mac LC II, which
CH> has some advantages.

In less than a month, there'll be the LC III, with better graphics (8 bit on 16-inch monitor, which means more than 640*480), full 32-bit databus, 25 MHz 68030, 4 MB of RAM (expandable to 36)... and all that for less than $1500.

YHS:QSI!

1110. ADVOCACY: Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 03:55:25 UTC
From: qsi@contrast.wlink.nl
Message-ID: <727400722.AA01125@contrast.wlink.nl>
Source record: 211769

David Oakley wrote in a message on 16 Jan 93 to All

DO> I noticed a Motorola/Apple advert in Electronic World over
DO> the summer, showing the results from a laboratory had done
DO> real-life tests (wordprocessor/database etc) between a Mac
DO> 040 and several 486sx's.
DO> The 040 running at '25 MHz just beat the '486 running at 50Hz,
DO> and was something like double the practical speed of a '486
DO> running at 33MHz!

That is not surprising. It all depends on the marketing hype used by Intel
A "50 MHz" 486DX2 runs internally at 50 MHz, while the clock speed for
the rest of the system is 25 MHz. On the other hand, a 25 MHz 68040 runs
internally at 50 MHz also... there are apparently 486DX3 chips in the
pipeline, which will run at thrice the external clock speed (i.e. 75 MHz
in stead of 50 MHz, and 99 MHz in stead of 66 MHz).

DO> Once we get an '040 Falcon, then we can take on the big league
DO> with better than equal equipment!

I wonder whether we'll see an 040 Falcon this millenium... there are new,
cheaper 040 Macs coming out (the Centris line, with the 25 MHz version
with 230 megabyte harddisk at about $2900). Perhaps Atari can beat that
price, eventually, but the Centris will available next month...

DO> I suspect that an '030 is significantly better than a '386
DO> and a '386 with a DSP board doesnt count 'cause nothing would
DO> use it! Compare the Falcon to a like-specced '486...

And the 486 is likely to be cheaper. By the time the Falcon is available
in large quantities, the 486 will definitely be cheaper.

YHS:QSI!

1111. Re: flash was: Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 03:58:21 UTC
From: ken@isgtec.com
Message-ID: <4009@isgtec.isgtec.com>
Source record: 211848

In article <1993Jan14.004955.24299@cunews.carleton.ca> gfrajkor@alfred.carleton.ca (George Frajkor) writes:
> ...
> Flash could use some Zmodem
> support and ANSI color graphics emulatuion and that would be about
> all.

If you get the excellent (external) program XYZ 2.01, you can use it to do zmodem in Flash by pressing one key. I use it constantly. Why add 10 protocols to every term program, it just makes the program bigger and more expensive (and potentially buggier!). Using external file transfer progs makes a lot of sense - also you don't have to change the term program to add protocols or fix bugs in them.

> (And please, please please NEVER brag about such
> things as "super powerful scripting capabilities using a C-like
> language"

Hear hear. I use Flash a lot and never use the script files. Don't care about that at all. Unfortunately the new prog Storm seems to take this feature to ridiculous extremes by adding a Basic interpreter to the damn program (gag).

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

1112. Re: ctrl-alt-del reset adding utility

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 04:09:44 UTC
From: mbernar@erenj.com
Message-ID: <1993Jan17.040944.100@erenj.com>
Source record: 211849

In article <93016.202119SML108@psuvm.psu.edu> <SML108@psuvm.psu.edu> writes:
>Hi, has anyone ever written a utility to add ctrl-alt-del warmstarts to
>TOS 1.2 and earlier?
>
>I'd like to be able to reset without the modem hanging up...
>
There is a hardware trick you can do, which I've been using with my
1040STf (I'm sure it has TOS 1.2). If you toggle the state of the
monitor sense pin in the monitor connector the ST reboots without
disconnecting the modem (I think it disconnects by turning the DTR
off during reset). Since I have a multisync monitor connected to my
ST with a homemade switch box, this is easy for me to do.

The other thing you might do is to set your modem to ignore the state of
DTR. In my modem, a Multitech, which is Hayes compatible, switch 1 in the 8-
sition switch is used to force DTR on at all times.

Marcelino
mbernar@erenj.com

1113. Re: ADVOCACY: Does name calling and distortion do anyone any go

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 04:48:42 UTC
From: dcable@nyx.cs.du.edu
Message-ID: <1993Jan17.044842.17259@mnemosyne.cs.du.edu>
Source record: 211850

Bob_BobR_Retelle@cup.portal.com writes:

>Regardless of what difficulties might be encountered in upgrading a PC, they
>are trivial compared to having to wield soldering iron and hacksaw to
>upgrade an ST.

Don't you think the "hacksaw" comment is a bit overstated? I'm fairly
certain that you know perfectly well that any hammer and decently
sharpened chisel will be sufficient for this purpose :-)

Dan

--
dcable@nyx.cs.du.edu

1114. Re: meta-comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 05:14:15 UTC
From: dcable@nyx.cs.du.edu
Message-ID: <1993Jan17.051415.17866@mnemosyne.cs.du.edu>
Source record: 211751

Bob_BobR_Retelle@cup.portal.com writes:

>(BTW, Dan.. yes, we're VERY lucky here in Michigan that we still have
>TWO whole Atari dealers to choose from.. some states don't have ANY..)

From what I've read that seems to be true in some instances. Some of the posts I have seen would lead one to believe there are many major metropolitan areas without an Atari dealer. Is this true?

>(Care to try counting all the PC and Mac dealers in the same area..??)

Not counting Sears, Fretter, Highland, etc. (the appliance type stores); not nearly as many as there used to be even a few years ago. That, however, does not matter. What does matter is this:

1. Atari does very little (I didn't say none) advertising outside of Atari specific magazines. IBM and Apple do.

2. Even if there is not an "IBM" or "Apple" store near you, one need look no farther than the nearest appliance store or regional shopping mall to find hardware and software for these machines. It really doesn't matter to most (again, I didn't say all) computer buyers that the salesperson doesn't have a clue if the equipment manufacturer has created a desire for the product by advertising and has made it reasonably easy to at least start using.

Atari cannot hope to spend the amounts for advertising that IBM and Apple have available. Don't look for it--you ain't gonna see it. What they can do is to try and get some product onto the shelves of such places as appliance stores, Sears, computer superstores, etc. Both hardware and software would have to be available. This is what is really killing Atari. Is there anyone reading this who truly does not know where to buy Atari products from? (I didn't say Falcons) Is there anyone who doesn't read this newsgroup or CIS, GEnie, etc. or who doesn't already own an Atari who does know where to buy one? My guess is probably not in both cases.

Perhaps Atari can succeed in the quest to do these kinds of things. Perhaps they simply are not capable of it. We'll see.

--
dcable@nyx.cs.du.edu

1115. Re: ADVOCACY: Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 05:21:55 UTC
From: wmagro@uiuc.edu
Message-ID: <C0zG8K.Gwn@news.cso.uiuc.edu>
Source record: 211752

In article <1jaberINN8eh@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>Just to clear up a point.....
>
>A 68030 chip, is a 32-bit processor with onboard instruction caching
>(if the same instruction is called soon after, it won't be re-processed,
>saving alot of time)
>
>the 80386SX (the 'standard') is also a 32-bit processor, but only
>has a 16-bit external data Bus. So, the 030 does what the 386 does
>in one cycle, instead of 2!
>
>So, to get an IBM compat' running at the same speed of the falcon,
>you'd need a machine running somewhere around 32Mhz, running a 386DX
>processor (80386DX).
>
Say what? You just said that a 386_SX_ is 16 bit external. True. Now you compare it to a 68030 on a 16 bit bus (falcon) and claim the falcon is twice as fast. Then you both double the clock speed of the 386 (to 32 MHz) and change the 386_SX_ to a 386_DX_ (which is 32 bit external) and now say that the falcon and the 32MHz 386DX are equivalent. Sorry. I just don't follow you. The conclusion may be right, but the reasoning seems inconsistent.
--
William Magro NeXTMail welcome
wmagro@uiuc.edu

1116. Re: Gem

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 05:28:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A55759@MS.maus.de>
Source record: 211753

David Oakley (dxo@cs.bham.ac.uk) wrote:
>But it's all a matter of personal opinion. I looked at Gemini, went "ugh, big
>icons!" and got rid of me, but that's just me. As long as the straight GEM
>desktop comes close to the replacements, I'll use the official version.

If that's all: of course you can replace the icons, and newer versions
of Gemini (I guess you've seen version 1.0) already have smaller
icons.

1117. Overscan modification?

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 05:37:09 UTC
From: yonder@netcom.com
Message-ID: <1993Jan17.053709.8026@netcom.com>
Source record: 211754
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Howdy folks... Any overscan users out here? I just have a coupla questions.

Is it worth the trouble? Basically the answer to this is a function of the number of programs that will take advantage of it.

Would stalker, rufus, and/or connect take advantage of it? How about uniterm?

How about Spectre... would I get the extra Rez in Mac mode?

Basically I would like to be able to get more data on my screen at once.

There is lots of dead space on my SM124, so it would seem that this modification, would give me many more lines/columns of text.... is this true....

Note: I am a monochrome monitor user (SM124)....

Also I have an old 1040STf... I do not have the new TOS 1.4, will this be a problem..?

thanks..... .....Chris

--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@sim.mfg.amdahl.com or chrisr@leland.stanford.edu

1118. Re: AdSpeed?

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 07:06:46 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1jb0i6INNg4r@msuinfo.cl.msu.edu>
Source record: 211755

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>Does the AdSpeed have a cache?

Yes.
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

1119. Re: ctrl-alt-del reset adding utility

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 07:13:08 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1jb0u4INNjni@msuinfo.cl.msu.edu>
Source record: 211756

<SML108@psuvm.psu.edu> writes:

>Hi, has anyone ever written a utility to add ctrl-alt-del warmstarts to
>TOS 1.2 and earlier?

There was one, you may be able to find on atari.archive, called RESET.
Also, I think this feature is built into Universal Item Selector.
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

1120. Re: Linea illegal?

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 07:51:02 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <2b5910ad@p15.f202.n281.z2.fidonet>
Source record: 211757

In a message of <Wed 13 Jan 93 20:25>, Eric R. Smith (2:281/202.0) writes:

ER> I used to be one of those who abhored GEM, and used only line A
ER> and text calls for output. Then I finally bit the bullet and
ER> learned the AES and VDI; and to my surprise they really aren't
ER> hard to use at all, and the extra compatibility and functionality
ER> are definitely worth the effort!

I had the same thing also. I hated GEM and thought it was horribly slow but
some time ago I decided at really was time to get to grips with GEM, with
MultiTOS coming and all, and it really is great.
I still don't like VDI very much but I use it nonetheless for compatibility
reasons. I have found that some smart tricks involving clipping (using it
as little as possible!) can really speed text output up.
And AES is really very nice, it doesn't have a lot of calls but it has just
the right ones and I've even managed to put dialogs with edit-objects in
windows and it looks really nifty!

Ta!
Vincent

FidoNet : 2:281/202.15
NeST : 90:500/202.15
Usenet : vincent@nextjk.wlink.nl

--- MARSmail v1.20/4D
* Origin: For the best host-mode, use Jekyll (2:281/202.15)

1121. Re: ADVOCACY: I *LIKE* Malibu

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 07:55:00 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <2b591146@p15.f202.n281.z2.fidonet>
Source record: 211758

In a message of <Thu 14 Jan 93 01:28>, Warwick Allison (2:281/202.0)
writes:
WA> blablabla..
WA> The choice is black and white.

Hmmm, it's very nice you've put ADVOCACY on top of that message, but I
still hate those kind of messages because I use a modem to get my Usenet.
Your message has nothing to do with the Atari ST and should really be put
in some other news group.

Ta!
Vincent

--- MARSmail v1.20/4D
* Origin: For full duplex transfers, use Jekyll (2:281/202.15)

1122. Re: Gem

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 07:57:32 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <2b5911d1@p15.f202.n281.z2.fidonet>
Source record: 211759

yIn a message of <Thu 14 Jan 93 12:10>, David Oakley (2:281/202.0) writes:

DO> I got TOS 2.05 with my MegaSTE and I've stopped using NeoDesk 3 to
DO> use NewDesk(TM!)... then new version of the Atari Desktop. Once
DO> you've set up some
DO> decent icons and keyboard shortcuts and window colours etc. it's very
DO> nice and I
DO> think it's a lot tidier than NeoDesk.
DO>
DO> But it's all a matter of personal opinion. I looked at Gemini, went
DO> "ugh, big
DO> icons!" and got rid of me, but that's just me. As long as the
DO> straight GEM desktop comes close to the replacements, I'll use the
DO> official version.
DO> Cue desktop flamewar, I fear.

No need, I agree with you completely. I still have a TOS 1.2 machine and
therefore I use Neodeks and prefer it above Gemini which I hate for a
couple of reasons including that the icons look rediculous, but I've seen
Newdesk and will switch over to it without thought as soon as I will be
able to use it on my Falcon (hoping, praying...)

Ta!
Vincent

--- MARSmail v1.20/4D
* Origin: For the best host-mode, use Jekyll (2:281/202.15)

1123. Re: ADVOCACY: Falcon - Why I'm buying it...

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 09:08:51 UTC
From: alien@clinet.fi
Message-ID: <1jb7n3INNrc9@clinet.fi>
Source record: 211760

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
: Not even close, without ScreenBlaster. These days, everyone has a 1M
: video card... they almost all do 1024x768x256 colours. Many of them can
: do nice modes like 320x200x32000...
:
But they are slooooow...hauh.
:
: How can you defend something you've never seen with something people
: have been buying for _years_?
:
Their loss, is it? Before people starts asking something better than
MacroShit and other companies gives us, we've to do with old-standard
pc's.

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VISUAL ART PRODUCTION

Risto Juvonen Internet: alien@clinet.fi
Merisotilaantori 3 c 26 Fidonet: @SMACK! (2:220/110.0)
00160 Helsinki, Finland tel.358-(9)0-654804
---------- Generation X ----------

1124. Re: I can't believe YOU!!!Re: NEW ATARI SUPPORT Part 2

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 09:26:52 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b591895@Kralizec.fido.zeta.org.au>
Source record: 211761

Original to: klasmekj@ucunix.san.uc.edu
In a message of <09 Jan 93 01:27:52>, klasmekj@ucunix.san.uc.edu (3:713/602) writes:

[... comic rant ...]

k> ....sigh....the insanity and immaturity of people like you saddens me.
k> It is hard to believe the mentality of you and your kind.... :^(

Brilliant! I love it! You should get a fulltime job as a standup comedian!
Look out world!

k> | *> Kevin Klasmeier | |

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1125. Re: Gem

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 10:09:00 UTC
From: Andreas_Hoffmann@k.maus.de
Message-ID: <A55266@K.maus.de>
Source record: 211762

Hi Stephan!

p>Does TOS 2.05 work in a 1040STf?

TOS 2.05 does NOT work in a 1040STF. To have a 2.0x TOS in an old ST, you will need TOS 2.06, which came shortly after 2.05. The Problem with 2.05 was that it is bigger than the old 192 kb versions. So ATARI did two things. 1) The TOS start address was moved from $fc0000 (TOS 1.x) to $e00000 (2.x, 3.x). So with TOS 2.05 a 1040 woluld get confused about where to find the TOS. TOS 2.06 finds out on which type of machine it is running and manages address room conversion accordingly. 2) TOS 2.05 and above won't fit into the old type of ROM chips, so ATARI used bigger ones. To put these into a 1040 you need an adapter board, which also contains some logic for address room managing (I think that the 1040 STE has already the bigger sockets). Here in Germany there are several sources to buy such adapter boards (about 160,- DM or 100 $), but I don't know about any supplier outside Germany.

Anyway, there are ways to get an older ST work with TOS 2.06, but I think it's not worth upgrading for 100 $. I'm using GEMINI instead (under TOS 1.04), which provides most of the new Desktop features and more. For me, upgrading would mean to buy a newer machine (MSTE or TT) to get more than just a new TOS. (But this is certainly a matter of personal taste :-)

Hope this helps

Andreas

MAUS-->: Andreas Hoffmann @ K
INET-->: Andreas_Hoffmann@k.maus.de

1126. Re: Flash

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 10:51:33 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1jbdnlINNaud@golem.wcc.govt.nz>
Source record: 211763

> >STORM has all the things everyone wished Flash had (Including ZMODEM)
>except perhaps emulation for all the esoteric terminals UniTerm seems
>to support.
>
>BobR

If you send hime copies of the manuals he will include those terminal modes,
he did ask me for a VT220 manual and I posted that reply here...

Can you help..??

Roger.............. sheppard_r@kosmos.wcc.govt.nz

1127. Re: Falcon, Falcon who has got a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 11:19:55 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1jbfcrINNaud@golem.wcc.govt.nz>
Source record: 211765

In article <1993Jan15.232042.14067@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
>In article 7837@westminster.ac.uk, lmvec@westminster.ac.uk (William Hargreaves) writes:
>It would be nice to think that the delay is due to a secret graphics wonderchip
>that they decided to install in the last minute but alas, it ain't so. This
>falls into the same category of the rumors that the Falcon is delayed because
>they decided to put it in a TT-like case. Sorry, not yet folks. <sigh>
>
>_____ John "HUTCH" Hutchinson _____
>_____ Fair Dinkum Technologies Member - IAAD _____
>_____ "No worries, mate... it's from Fair Dinkum!" _____
>_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

Na, I thought it was because the were having trouble with printing on the Boxes..:-).

Do you realy believe all this BULL John, Don't forget about the 3 years of BULL that we got about FSMGDOS, CDROMS, MIDITASKING, HARDDRIVES, WORDUP, LDWPOWER, it goes on and on.... !!

Roger..... sheppard_r@kosmos.wcc.govt.nz

1128. Re: .APP doesn't work on MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 11:27:00 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.b53tN&lVV9A@yonder.equinox.gen.nz>
Source record: 211766

In <1993Jan14.221304.633@rivers>, ph9991_imm@rivers.acc.uwrf.edu writes:

>> I was about to suggest the bug (?) in tos/gem that causes this to happen
>> using GEM with some programs... if you choose CANCEL and try again a few
>> times it goes in the end. This seems to only happen on STE's.
>> Oh yeah, it's not just with APP, PRG does it too.
>>
>> BTW: anyone know why GEM does that sometimes???
>>
>> Craig
>
> Gosh! I've been using my STe for a couple of years now, why haven't
>any of my desk-accessories gone haywire yet? :)

I wasn't talking about desk-accessories, and i'm definetly not alone
in experiencing this problem.

Simply put, _some_ programs will not run on the first double click, they
bring up the alert box with show/print/cancel. It's only on certain
programs, they almost always do it, and choosing cancel and double
clicking on them again usually gets them going (sometimes it takes
another cancel I think)).

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1129. Battle of the computer systems!!!

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 11:29:40 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.zMnQQ_X2X&g@yonder.equinox.gen.nz>
Source record: 211767

I think this is appropriate in this newsgroup at this stage,
the authors name is at the end of it.

To: All
Subject: The Bulletin Board

I purchased a modem with comsumate glee,
to allow other users to commune with me.
Less than an hour it took me to find,
That most users were one of a kind.

Nerds and hackers and Gurus too,
all vying to log-on and state their view.
Outdoing each other as to how much they know,
on system designing and system flow.

Comparing their system with that of another,
And fighting like children I'm sad to discover.
The system THEY chose is always the best,
Yours will have failed the such and such test.

Fighting with someone who's only a name,
The theme of the arguements always the same.
The machine you've chosen, you thought was a must,
is out of production or the dealer's gone bust.

You should have consulted them long before this,
they could have told you to give that one a miss.
If only you'd listen to expert advice,
To buy bigger and better at a third the price.

Argueing under the guise of debate,
on systems and software and modem baud rate,
detaching myself for a broad overview,
I conclude that these actions apply to me too.

Nonerd
(Peter Rogerson)

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1130. Falcon screen resolutions (ADVOCACY? Who knows?)

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 12:42:38 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Jan17.124238.26567@sol.ctr.columbia.edu>
Source record: 211770

>Not even close, without ScreenBlaster. These days, everyone has a 1M
>video card... they almost all do 1024x768x256 colours. Many of them can
>do nice modes like 320x200x32000...

Does anyone actually use 1024x768 on the 14" monitors that everyone
seems to have on their PC's ? I had to use a PC at this res and after
30 mins I switched it down to 800x600. (Still bigger than the Falcon,
but not *that* much). I found I missed the increased res a bit, but
being able to read what was on the screen was well worth it :-)
This was on an AOC monitor, non-interlaced at 1024x768, and quite a
respected monitor in its own right.

I think you need a 17" monitor to do 1024x768 (although 17" will cope
with 1280x1024, just). The main problem I see is that these things are
incredibly expensive. Over here in the UK we pay something like
(brings out Computer Shopper) 600 -> 1400 pounds RRP, (with the
street price being less at the high end, but not by much).

My point is that although PC's can do this high a resolution, it's
wasted if it's not used. Still, it's nice to know it's there if you
ever splash out on a high res screen.

Simon.
--

____
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

1131. Some realism in the flame wars, please!

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 13:31:36 UTC
From: oscar@contrast.wlink.nl
Message-ID: <727299604.AA01101@contrast.wlink.nl>
Source record: 211797

Hi boris,

Up till now, I've been a lurker, trying not to get involved in anything sticky. But OK, the flesh is weaker than the will...

b> It (Falcon) will be shipping in quantity by march. NOT atari's fault.

How many Atari-lies are you going to accept?

b> The ONLY reason for the PC continuing to exist is no one is
b> willing to admit they got sucking and taken to the cleaners.

b> you can't compare the two machines. The moment you load any
b> software into a PC it slows down! It never does on an ST.

And so on....

Look. I was a Atari-zealot like yourself until a few months ago. I was forced to buy a 386/40 for a programming project, so I started to use it with the same ideas you still seem to have.

Fact is, a US $1500 clone will run Unix with X quite acceptably (it does that right here, in fact). It buries the ST and the Falcon (yes, I saw them/tried them) in speed and graphics, *even under Windows*. Accept it. It's a fact. Defend the Atari machines on their true merits, not on dogmatism. There is more to computing than speed and resolution.

That is my point: I *know* the Atari is rather slow compared to the competition. I know, because I had an ST and a Mac II and a 386/40 sitting together on my (creaking) desk. Why do ST people keep on telling that 386 clones are slow? They aren't. Speedwise, they will make the Falcon look not-so-good. Move the flame wars to another point, please.

(... the Falcon ...)
b> with no more additional software than a cheap modem. It
b> does TRUE multi-tasking unlike the PC and amiga which
b> time-shares.

Did you ever *see* OS/2? It is 'true' multitasking, just as all the PC-Unixes. Besides, cooperative multitasking is all a Quadra 950 manages to do right now. If done well it is not such a problem for the average user.

b> To those about to rant at me:
b> Take it somewhere else. I really hate whinners.

Oh, yes, me too! Awful.... :-)

b> Pc users go and stick to your own sigs too. Put up or shut
b> up.

And so, I will retreat in my former lurking position, quietly reading comp.sys.atari.st, getting some good facts, and some uninformed opinions. Just, please, inform yourself on the facts: clones are not quite what they were three years ago.

Groeten,

Oscar

Ask Not What Your Computer Can Do For You, | Oscar Vermeulen
Ask What You Can Do For Your Computer. | Zoetermeer, Holland

1132. Re: gcc-compiler

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 13:51:27 UTC
From: pal@regent.e-technik.tu-muenchen.dbp.de
Message-ID: <pal.727278687@regent.e-technik.tu-muenchen.de>
Source record: 211771

toni@bl.physik.tu-muenchen.de (Toni Thoma) writes:

>Dear Hackers,
>I am looking for a gcc Compiler for my atari st. This should include
>already the working program. Of course it should be for free!
>Servus and tia,
>Toni

Hi Toni!

Why don't you try ftp.e-technik.tu-muenchen.de using anonymous-ftp?

Have a look into /pub/atari.

Hope this helps & Servus

Peter Loibl
pal@regent.e-technik.tu-muenchen.de

1133. Re: MultiTOS on 68000

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 14:10:42 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <2b5969a6@p15.f202.n281.z2.fidonet>
Source record: 211772

In a message of <Sat 16 Jan 93 11:42>, boris (2:281/202.0) writes:

b> To the guy what complained about the falcon being a vedio/music
b> machine. A falcon has the capability and NOW in development for it is
b> SOFTWARE to link two machines for use as VIDEOPHONES. The machine
b> itself can handle voice mail with no more additional software than a
b> cheap modem. It does TRUE multi-tasking unlike the PC and amiga which
b> time-shares.

Hi Boris,

I'm a great fan of Atari too, you could even call me an Atari chearleader,
I don't care, but what do you mean by saying the Falcon does TRUE
multitasking an the Pc and amiga only time-share? The Falcon also only has
1 CPU, so what are you talking about? The difference between pre-empritve
and cooperative multitasking? Thank god MultiTOS is pre-emptive. I work
quite alot with Mac's (Multifinder & System 7) and everything goes nice and
well until you run some program that doesn't give other
processes any time. Goodbye "multitasking"!
And they don't even decent inter-process-communication. MultiTOS has lots
of those features, even old TOS had them (appl_write/appl_read)

Ta!
Vincent

FidoNet : 2:281/202.15
NeST : 90:500/202.15
Usenet : vincent@nextjk.wlink.nl

--- MARSmail v1.20/4D
* Origin: Verloor m'n koekje in de disco (discotheek) (2:281/202.15)

1134. Re: STalker Zmodem downloads

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 14:14:17 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Jan17.101417.10293@ac.dal.ca>
Source record: 211773

In article <1993Jan17.012438.24887@beaver.cs.washington.edu>, bgilbert@cs.washington.edu (Ben Gilbert) writes:

>
> All this talk about STalker (which is great IMHO) has brought up the
> following question I've been wondering about : does STalker do
> Zmodem recovery? Sometimes when a file is only partially tranferred
> it would be nice not to have to re-transfer the part I already have
> (I've done this before on an MS-DOS machine with Telix).
>
> I've set STalker to keep the aborted downloads, but does it ever
> recognize that part of the file is there and just start appending
> it?
>
>
> Regards,
>
>
> --
> Ben Gilbert e-mail : bgilbert@cs.washington.edu
> Department of Computer Science
> University of Washington

It does for me.

1135. Re: ADVOCACY: Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 15:36:26 UTC
From: chu@acsu.buffalo.edu
Message-ID: <C108oq.FGJ@acsu.buffalo.edu>
Source record: 211774

In article <1jaberINN8eh@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>A 68030 chip, is a 32-bit processor with onboard instruction caching
>(if the same instruction is called soon after, it won't be re-processed,
>saving alot of time)

Not quite. Processor won't have to waste time doing a bus access to
get the line of memory that the instruction it's in (since it's
already in cache), but, of course, it will have to get processed again
(i.e., decoded and executed).

>the 80386SX (the 'standard') is also a 32-bit processor, but only
>has a 16-bit external data Bus. So, the 030 does what the 386 does
>in one cycle, instead of 2!

Well, that's true for 32-bit word access assuming that the 68030 has a
32-bit bus hanging off it. The 68030 has this nifty feature that
allows it to use a 8, 16 or 32 bit and it appears that Atari has
chosen a 16-bit bus (however, the concensus seems to be that the
graphics sub-system has 32-bit access), so for the Falcon there is no
advantage over a 386SX in this respect.

>So, to get an IBM compat' running at the same speed of the falcon,
>you'd need a machine running somewhere around 32Mhz, running a 386DX
>processor (80386DX).

I have no idea where you get 32Mhz from. I suppose if you took some
portable applications, compiled them for both machines and determined
the average CPI (cycles per instruction), you might be able to come
up with something remotely conclusive. However, there are more factors
than just processor speed in determining overall throughput. (Thank
you, Hennessy and Patterson!)

john
chu@acsu.buffalo.edu

1136. Calamus Fonts?

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 15:47:23 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Jan17.104723.14344@umiami.ir.miami.edu>
Source record: 211775

OK, easy question:

Does anyone know of any FTP sites, other than umich, that have PD Calamus
fonts? I got all the ones at Umich and now I am looking for more.

Thanks.
Mark Santora

/^^\
[Mark Santora]
[DLK0MS9S@umiami.ir.miami.edu]
[GEnie : M.SANTORA2 Look with more than your eyes...]
____/

1137. For Sale Misc

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 17:09:57 UTC
From: ce830@cleveland.Freenet.Edu
Message-ID: <1jc3t5INNshq@usenet.INS.CWRU.Edu>
Source record: 211776

```
For sale
The Secret of Monkey Island
1 meg required will work on a hard disk
$20.00

Beetle Mouse
Used about 1 week
300 dpi
$25.00 OBF

--
Ron Field ce830@cleveland.freenet.edu (or) ron@mchome.santa-cruz.
ca.us 514 Margaret Av Aptos Ca 95003 (408)688-1508
Waiting for a Falcon
```

1138. Re: ctrl-alt-del reset adding utility

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 17:27:59 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1993Jan17.172759.21675@a.cs.okstate.edu>
Source record: 211777

```
><SML108@psuvm.psu.edu> writes:
>
>>Hi, has anyone ever written a utility to add ctrl-alt-del warmstarts to
>>TOS 1.2 and earlier?
>
molin@ptb.cl.msu.edu (Michael Olin) writes:
>There was one, you may be able to find on atari.archive, called RESET.
>Also, I think this feature is built into Universal Item Selector.

Definately true. I was trying to fix a computer, and based a false assumption
that 1.4 was installed on the ^alt-del reset of UIS.

jc
```

1139. Is it true that GEnie makes you PAY for Internet e-mail?

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 17:58:04 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1jc6ncINN15m@usenet.INS.CWRU.Edu>
Source record: 211778

Is it true that GEnie makes you PAY for Internet e-mail?

Someone just informed me of this and if it is true, it seems a little money hungry for them to do this.

CompuServe does not make you pay for Internet e-mail, correct?

--

1140. Re: ADVOCACY: Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 18:26:16 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jc8c8INNdkr@golem.wcc.govt.nz>
Source record: 211779

>What the hell's a 80086??

An XT! (Usually about 10Mhz top. Average usually about 6Mhz!

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ===========================
```

1141. Re: Genesis

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 18:28:37 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jc8glINNdkr@golem.wcc.govt.nz>
Source record: 211780

I cannot afford, now do I have access to, GEnie!
^r

Got the screen shots over a week ago! 8-)

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================
```

1142. Re: Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 18:30:33 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jc8k9INNdkr@golem.wcc.govt.nz>
Source record: 211781

WHAT IS A '3DO'!?

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================
```

1143. Re: List of all ST models/features

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 18:32:03 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jc8n3INNdkr@golem.wcc.govt.nz>
Source record: 211782

STFM's can happilly use TOS 1.2 or TOS 1.4

ANd, with TOS 1.4, you can also put a blitter into it!

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ===========================
```

1144. Re: MultiTOS on 68000

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 18:34:57 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jc8shINNdkr@golem.wcc.govt.nz>
Source record: 211783

To your comment about NZ'ers, stuff you! Most of us are Atari supporters,
with only one exception I can think of!

I'd never by a Personal Computer. If I ever get a non-atari machine,
it'll be a Mac'!

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================
```

1145. Re: flash was: Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 18:37:41 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jc91lINNdkr@golem.wcc.govt.nz>
Source record: 211784

Forget about XYZ 2.01. Get XYZ 2.02B

Add's Y-Modem G support, which cuts of a bit of time when using
faster modems. (Gives me usually 238cps transfer rate. Z-Modem about
232 - run it on a 9600 with MNP etc, you'd save whole minutes 8-)

I *never* get any line-noise, so it's a good protocol!

==
O O Computers: Not just machines, they're a way of				
o life. Your computer *IS* your religion!				TARI
_/ Steve Wells - Wellington, New Zealand.	/	\
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================

1146. Re: Fantasy Games

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 18:42:19 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jc9abINNdkr@golem.wcc.govt.nz>
Source record: 211785

Lethal Xcess?! Sequal to wings of death!? Never heard of it,
if it's better than wing's, it must be pretty good though! (Wings
was/is not bad!)

Thalion is it!? Does it still have all the fancy sound!?

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================
```

1147. Re: What is Going On???? Was: 800 birds to take of from Taiwan....

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 18:42:27 UTC
From: ken@isgtec.com
Message-ID: <4011@isgtec.isgtec.com>
Source record: 211786

In article <1j2nc2INNdq7@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
> 800 machines is NOTHING. In November, Sam Tramiel said that he saw them
> coming off of the production lines. Atari should have a hell of a lot
> more than 800 machines!
> ...
> If Atari announced this computer WAY back in September and has ONLY produced
> 1,000 some systems, there has to be something going on or something
> SERIOUSLY wrong.

If you had been following the news, Bob Brodie I believe recently said
on Genie that they've been having production line problems in the
Far East. Atari hires factories to make this stuff, they don't make 'em
in Sunnyvale! Brodie said the reject rate was way too high. So if they're
shipping 800, they probably made several thousand, many of which failed
diagnostics.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

1148. Help on GNU C/C++.

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 18:48:10 UTC
From: jhp@sactoh0.sac.ca.us
Message-ID: <1993Jan17.184810.2820@sactoh0.sac.ca.us>
Source record: 211787

Could someone tell me what is needed to set up Gnu C and
then from there getting to C++(or G++)?

Any and all help is appreciated. E-mail may be better since
I don't want to cause all kinds of havoc here.

Thanks, in advance.
--

- jhp@sactoh0.SAC.CA.US What else can I say? -

1149. A real computer question (old 520 ST)

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 18:55:20 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <C10Hw9.K65@ucunix.san.uc.edu>
Source record: 211788

I have an old 520 STm computer and I like to give it to my younger bother to run video games (I upgraded to a MEGA). The problem I have is that the computer won't respond to the disk drive. When I boot it up, the computer will just sit there, then pop up a blank desktop (no Icons). They external drive is in good shape (It works on my MEGA), so I believe I "blew" a chip inside. Does anyone know which chip controls the Floppy drive? Or what I can do to fix the problem...

Thanks for you time...


```
+-------------------------------------+_
| *> Kevin Klasmeier | |
| *> NET: klasmekj@ucunix.san.uc.edu | |
| *> GEnie: K.Klasmeier | |
| {Cincinnati, Ohio in the US of A} | |
+-------------------------------------+ |
'-------------------------------------'
```

1150. Re: Is it true that GEnie makes you PAY for Internet e-mail?

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 19:34:41 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1jccchINNdv6@life.ai.mit.edu>
Source record: 211789

In article <1jc6ncINN15m@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>Is it true that GEnie makes you PAY for Internet e-mail?

GEnie makes you pay *through the nose* for internet mail. Plus, you can only send mail to a GEnie user IF that use is in the "internet mail program," which is like $10 a month.

>CompuServe does not make you pay for Internet e-mail, correct?

Oh yes, you pay extra on CIS too; several pennies a K.

Dave Baggett

--
dmb@ai.mit.edu Natural Langauge Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

1151. Re: ADVOCACY: Does name calling and distortion do anyone any go

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 19:52:45 UTC
From: gbcusg@gpu.utcs.utoronto.ca
Message-ID: <C10KJy.1os@gpu.utcs.utoronto.ca>
Source record: 211790

In article <73638@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Just to yank the ST cheerleaders chains a little, tonight I upgraded two
>IBM PS/2 Model 70 computers by adding 80387 Math Coprocessors to them.
>
>The upgrade took probably five minutes each.. open the case (no tools
>needed at all), pop out the floppy drive and hard drive (both DESIGNED
>to be easily removable), pull the pop-fasteners to take out the drive
>sub-chassis, then simply insert the coprocessor chip into the socket
>that was already PROVIDED.. put it all back together easily and run
>AUTOCONFIG...
>
>All of a sudden the machines were turbocharged.. FRACTINT (fractal
>generating program) ran like greased lightning...
>
>So.. tell me how you add a Math CoProcessor to *your* ST...????
>
>(God, those PCs are *so clunky*... everyone KNOWS that..!)
>
>BobR

I just pop the cover off my Mega 4 STe and insert a 68881 co-processor and
away we go! The socket for it already exists.

Darren King, GBC --> gbcusg@gpu.utcs.utoronto.ca

1152. Re: MultiTOS on 68000

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 19:59:26 UTC
From: stevem@solbourne.com
Message-ID: <1jcdquINNui@katmandu.solbourne.com>
Source record: 211791

In article <1jacteINN8eh@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>>
>> Not their fault? What a cop out.
>
>Factories usually produce more than one thing. Previously the factory
>probably worked well, and that's why Atari used it. Problems with
>the Falcon, are the factories fault then, Atari aren't running it.
>
>It happens to some extent, quite often!

Yes, thats why a responsible company has more then one vendor, it's called
multi sourcing. There are times when you have to single source, like say
with Micro processors (Then again the vendor will have multiple wafer
sites producing the chips), but never, ever single source the only
product that might save your company.

To me it's just more of the same Atari B.S.

--
"Freedom is irrelevant, self determination is irrelevant. You must comply!"
<<<<<<<<<<<<<<<<<<<<<<<<<*LIVE FREE OR DIE*>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Steve Matson (The original Rocky Mountain nationalist) **COLORADO**

1153. ****HELP******

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 19:59:38 UTC
From: garath@panix.com
Message-ID: <C10KvE.oG@panix.com>
Source record: 211792

I was wondering if any of you could help me. My Interlink program crashed, and for some reason it is not loading up the vt100 emulator. If anyone out there knows what is going on, or better yet, has Interlink that they could E-mail me, I would really appreciate it. I am also looking for a better com program if that would solve my problem. Thanks,

garath@panix.com

1154. Re: Falcon screen resolutions (ADVOCACY? Who knows?)

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 21:05:12 UTC
From: lehmann@cs.tamu.edu
Message-ID: <1jchm8INNj68@tamsun.tamu.edu>
Source record: 211793

In article <1993Jan17.124238.26567@sol.ctr.columbia.edu> sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:
>Does anyone actually use 1024x768 on the 14" monitors that everyone
>seems to have on their PC's ? I had to use a PC at this res and after
>30 mins I switched it down to 800x600. (Still bigger than the Falcon,
>but not *that* much). I found I missed the increased res a bit, but
>being able to read what was on the screen was well worth it :-)
>This was on an AOC monitor, non-interlaced at 1024x768, and quite a
>respected monitor in its own right.

I used 1024x768 for quite a long time before I moved to a nicer system. For X-Windows under AIX I found that 1024x768 was tolerable. I was limited to 256 colors, but I certainly didn't see a performance decrease. That resolution is a bit limiting for windows.

When I moved to a 1280x1024 Image Adapter/A for the 6091 19" monitor for my PS/2 model 80, I was much more impressed. I still had only 256 colors, but the resolution was great. I could display four 80x25 screens with a 10 point font and view them all. The Image Adapter/A was even faster than the 8514/A adapter.

By the way, I have noticed that few people actually refer to IBM hardare but many people call the hardware IBM.

>
>I think you need a 17" monitor to do 1024x768 (although 17" will cope
>with 1280x1024, just). The main problem I see is that these things are
>incredibly expensive. Over here in the UK we pay something like
>(brings out Computer Shopper) 600 -> 1400 pounds RRP, (with the
>street price being less at the high end, but not by much).

The Image Adapter/A with 3Mb of memory was $3000 list price (I don't know how much people actually pay for it, but I believe that the department I worked for paid about $300 for it). Also the 6091 19" monitor was also quite expensive, I think it had a list price of $2000. So for about the price of a low end Volkswagon, I could have purchased these two devices.

>
>My point is that although PC's can do this high a resolution, it's
>wasted if it's not used. Still, it's nice to know it's there if you
>ever splash out on a high res screen.

You really need an operating system on a computer to always use the high resolution of the screen. I consider an operating system to be something like OS/2, AIX, UNIX, NT, and Linux. Under a non-operating sytem like DOS, each program has to be specially compiled to take advantage

of the screen. While DOS may have some device drivers for the screen, it
doesn't have the autoscaling features of other operating systems that had
windowing in mind (or at least a way to handle many different definitions
for the same device type) during their development.
>
>Simon.
Good points, Simon.
>--
>____
>\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
>/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
>~~~~~~

--
Mark Lehmann Senior Texas A&M University
lehmann@cs.tamu.edu UPE Honor Society - Vice President

1155. Re: STalker/Uniterm, etc.

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 21:11:04 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <73765@cup.portal.com>
Source record: 211794

Storm is the name of the new program written by Alan Page, the authro (author) of Flash. It is quite nice and I believe it does do background down/uploads.

I don't own it, just saw it at the last Glendale Atari show.

1156. Re: A letter to Steve Wells re Stalker

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 21:16:01 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <73767@cup.portal.com>
Source record: 211795

Steve, you're wrong about 80 x 24 display with STalker, that's what I'm using right now with the standard screen font. You do it by getting rid of the scroll bars. (if you have a manual RTFM and you'll see how to do that, simple key stroke commands) You have to set the line length to 80 and then you have 80X 24. NICE, the best of both worlds, scroll bars when you want them, not when you don't. Eric is some kind of programmer!

1157. IMAGE SCAN

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 21:20:07 UTC
From: CRA103@psuvm.psu.edu
Message-ID: <93017.162007CRA103@psuvm.psu.edu>
Source record: 211796

I am selling IMAGE SCANNNER for the atari st/ste ...
THis device plugs into your cartridge port and then a small fibre optic hooks u
p to your printer head. You feed your drawing into the printer and the image i
s scanned into the computer in low/med/hi rez! Its not bad for black and white
images even shades of gray, but it takes a little bit of playing around to ge t
a great picture... (I just got it aobut 2 monts ago..) I plan to sell it for
$25. +shipping

Once I thought I was wrong, but then I found out I was mistaken.
==========
-Scott

==========

1158. Re: Connect (was Re: What terminal program....)

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 21:34:03 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <73768@cup.portal.com>
Source record: 211798

Once again today I post that I am using 80 x 24 with the standard screen font on STalker 3, my comm. program of choice when not on GEnie. All you have to do is use the key stroke commands to get rid of the scroll bars and title bar and configure the display to 80 columns.

1159. Re: Stalker vs Uniterm!

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 21:38:12 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <73769@cup.portal.com>
Source record: 211799

I don't quite understand what anyone means about STalker costing a fortune. It cost me about $40 US including CA. sales tax. Thats less than some shareware I've bought for the Mac, and certainly less than comparable comm. software in the commwercial market.

1160. Re: ADVOCACY: Falcon - Why I'm buying it...

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 22:20:12 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.HPf8TACelYs@semprini.tdkcs.waterloo.on.ca>
Source record: 211800

In <C0yz4z.8y1@ecf.toronto.edu>, AL RASHID SHAHIR writes:
> 320x200x32000?? Child's play on the Falcon. Without the screenblaster, the
> Falcon goes up to 768x428x256, btw. And I'm pretty sure the Falcon goes up
> to 320x200x65536, 640x200x65536, the rest of the higher resolutions being
> 256 colour modes.

Point? Please, please tell me you're going to do anything other than
looking at GIFs with it.

Those huge graphics modes are just as much "child's play" on a PC. Or
Mac. Or Amiga.

> [stuff eradicated]

ditto

> Because I've seen AND used one...Don't presume.

Wow, lucky you. Drop into DMC Publishing? I'd much rather have
Nathan's TT setup (20M of RAM and an amazing Cyrel SunRise graphics
board).

The point I have is that _most_ of us will never see a Falcon, let alone
use one. Toronto is probably the only place in Ontario that still has a
few stores carrying Atari equipment.

> Well, when I put memory into the computer, voila!, more memory goes into the
> graphics capability as well, whereas you have to upgrade both _separately_!

Gee, lets ignore the fact that systems with separate video memory are
much faster than systems stuck using the same RAM (that's why Macs, and
Amigas, and PCs, and everything else has separate VRAM).

> The "poor fool" doesn't have pathetic drivers, its just his computer's too
> slow to handle it. Windows at that rez will be mucho slow unless you have
> a 486-33 at least!

It's slow because of the idiot 8Mhz bus. Sending 768k of data over an
8- r 16-bit bus at 8Mhz is _slow_ when there's other things (like disk
and RAM access) having to drip through there as well.

If you were buying a system today, you'd be foolish not to buy a
LocalBus PC (if you were getting PC). They're only a bit more expensive
than a normal PC.

> Here we are comparing graphics capabilities, and then you
> suddenly jump to a 1bit system... Do you know WHY its running at 1bit
> (2 colours) ? Because if it was any higher, the system would be _extremely_

> slow!

It's running in monochrome because that's the best thing for DTP work.
It's running in monochrome because a 19" colour monitor is _expensive_.
It's running in monochrome because a colour card capable of 1600x1280 is
expensive.

It's a MicroChannel '486, only Windows makes it extremely slow.

> Oh and also, the comparison is lousy as monitors that size are out
> of consumer range (why do you think it's at "work")...

No they're not. $1000 isn't expensive if you need it... there are
several TT users on GEnie (that in itself is amazing) with the 1280x960
monochrome monitors. If I was buying a TT, I'd want to buy the
monochrome monitor.

> At a recent Atari show,
> I saw a 1800x1600(i think) screen on a TT running multitos and the screen
> refresh was incredible. In fact they had a bouncing ball demo (bouncing all
> over the screen) while they were doing DTP (Calamus SL), AND playing a game
> behind it! I even saw the same screen having a 24bit graphics show!!

That was because of the Cyrel SunRise card plugged into the back of the
TT. Separate video RAM in it. It was probably "just" 1024x768 or
1280x960 in 24-bits.

Do you have _any_ idea of how expensive the SunRise is? The last time I
heard, it was as much as a TT.

> Why is it so "appropriate"? Why not just have multiple windows, more or less,
> on top of each other? Same results! I would think 768x428 would be ample space
> for a program to display...

It's annoying to have the windows stacked on top of each other... Ask
anyone stuck using Windows on a VGA monitor (640x480x16). I (any many
other people) find it much easier to work in several applications at the
same time when they can see them all... you can also keep an eye on
those nasty apps that are likely to crash at any second.

It's not one program's display area, the more programs you have, the
more display you'll want... It's also faster if they're not
overlapped...
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1161. Re: Is it true that GEnie makes you PAY for Internet e-mail?

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 22:28:21 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <1jcmi5INNbl8@usenet.INS.CWRU.Edu>
Source record: 211601

In a previous article, dmb@case.ai.mit.edu (David Baggett) says:

>In article <1jc6ncINN15m@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>>Is it true that GEnie makes you PAY for Internet e-mail?
>
>GEnie makes you pay *through the nose* for internet mail. Plus, you
>can only send mail to a GEnie user IF that use is in the "internet mail
>program," which is like $10 a month.

So, if you pay the $10 for the "internet mail program" then you can receive
the e-mail for free?

Or do you pay in addition to the $10.

This all seems real stupid. It makes me appreciate the Cleveland Free-Net.

I wonder if people that have free accounts have to pay for things like
Internet e-mail...

>
>>CompuServe does not make you pay for Internet e-mail, correct?
>
>Oh yes, you pay extra on CIS too; several pennies a K.
>

Again, this seems kind of stupid. If you are a member of GEnie or
CompuServe, you can send each other e-mail for free, no?

Thanks.
>Dave Baggett
>__
>dmb@ai.mit.edu Natural Langauge Processing MIT AI Lab
>ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
> PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS
>

1162. Re: ADVOCACY: Re: Convince me to stick with Atari. Why Bo

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 22:38:24 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.FhM69gtAqbk@semprini.tdkcs.waterloo.on.ca>
Source record: 211602

In <C0z00F.9zs@ecf.toronto.edu>, AL RASHID SHAHIR writes:
> >> are good enough for me, I never get the `Out of memory` message on my ST,
> >> which happens quite frequently on PC`s.
> >
> >I get that one when I try to compile the TIFF library for the new (well,
> >10dec92) version of PBM-Plus (since there's no compiled version out
> >there for the ST with all of the programs in it; the one on
> >atari.archive is so minimal as to be useless for me). A friend of mine
> >got the message on his 20M TT too...
>
> I hardly think that ONE occurence on the ST warrants as proof against the
> hundreds of occurences on the IBM...

Lessee... Get out of memory when I use PageStream (well excuuuuuse me
for doing complex pages...). I used to get Out of Memory all the time
before I went to 4M... I can barely believe I surived as long as I did
with "only" 1M.

When I run out of memory on my PC, I make the swapfile larger. Or close
one of the open applications that I'm done with.

If you're still using DOS programs that aren't smart enough to use >
640k, you're stuck with some _bad_ software. Even free software (hmm,
everything compiled with the DOS version of GNU C) can use the
EMS/XMS/whateverthehell memory in PCs. Or, you could use OS/2, and
forget all about the 640k limit...
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1163. Re: ADVOCACY: Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 22:46:10 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.Rt9C9xWE1S6@semprini.tdkcs.waterloo.on.ca>
Source record: 211603

In <1993Jan16.150427@cs.bham.ac.uk>, David Oakley writes:
> I noticed a Motorola/Apple advert in Electronic World over the summer, showing
> the results from a laboratory had done real-life tests (wordprocessor/database
> etc) between a Mac 040 and several 486sx's.

I guess you've never played with a Quadra then... We've got Q700s in
the computer store at U of Waterloo; courtesy of System 7, it feels
about as fast as my ST. Naturally, it'll crunch numbers faster, but it
doesn't feel any faster. I can just imagine sys 7 on slower macs... yikes!

> The 040 running at '25 MHz just beat the '486 running at 50Hz, and was something
> like double the practical speed of a '486 running at 33MHz!

Like they'd show the '040 going slower... ;-) The Motorola processors
are much nicer, but you can't buy a cheap '040 machine _anywhere_.
'486 machines are < $1000 these days.

> Once we get an '040 Falcon, then we can take on the big league with better than
> equal equipment!

But will Atari ever release an '040 machine? EVER? Before the
"Pentium" ('586) or 68060 are released?

It'd certainly be nice to see a Falcon040... It'd be real fast, and
have real nice sound and graphics. It'd also be $3000-$4000.

> Oh no, I'm in a flame-war! What have I done?

;-) We'll all be in alt.hell together...

--
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Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1164. Re: ADVOCACY: Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 22:57:30 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.01zv&vPzgQY@semprini.tdkcs.waterloo.on.ca>
Source record: 211604

In <C0yzvq.9tn@ecf.toronto.edu>, AL RASHID SHAHIR writes:
> My point in bringing that up was that you were comparing the Falcon with all
> its uses to a BASE IBM with _only_ graphics capabilities. If you want to
> compare two computers, you must compare ALL aspects.
> About the sampler bit.. Personally, I'm not going to sample for just my
> listening pleasure!! I'm going to do serious work with it (music). So what
> you have 13M in samples?

Well, you know, that real popular sound card (maybe you've heard of it)
the "SoundBlaster" can sample... You just plug the output from your
stereo or whatever into it. Hmm, much like the Falcon.

Sure, it's not CD or DAT quality, but do I need that? No way. If I did
need it, I could get it.

> Getting a little pissed, huh? ("_console_") Well don't flame if you can't
> take the heat...

Don't enter the flames if you can't bring evidence (oh, wait, with
facts, it'd be a discussion)...

The Falcon030 is a console... I didn't call it a "game console"; you
can't put anything on top of it (like those game consoles), it's all one
piece... console. Touchy?

> [stuff eradicated]
> >Actually, the '030/'386 and '040/'486 are much closer than the '000/'086
> >ever was... A 16Mhz '030 is about the same as a 20Mhz '386.
>
> What the hell's a 80086?? If you check your facts (I'm not even going to
> BOTHER arguing - the facts have been PROVEN), or read further back in this
> newsgroup, you will see that a 68030-33 will surpass the 80486-33...

If you had a clue, you'd know what an 8086 is... the "800086". There
was even a little 80186. Did you know there was an 68008? All of this
is pretty irrelevent.

Any '486 will blow any '030 to shreds; it simply has too much processing
power for the '030. Any Motorola processor will beat any Intel
processor _at_the_same_clock_speed_. So what? Get a faster processor.

Nothing has been proven in this discussion/flamethread. Well, other
than the fact that most people refuse to believe that a PC might be
useful and fast.

> Therefore
> comparing the 68030-16 to a 80386-20 is not advisable.

Huh, why not? They'll give you about the same benchmark results.

> AND have you given
> any thought to the DSP?? This will boost the speed and power of the Falcon,
> making your comparison even more innapropriate.

Only if a program uses it. You can't use the DSP for DTP (unless you're
dealing with 24-bit images you want to filter or something). You can't
use the DSP to make your compiler run faster.

> Refer to the post a little
> while back where someone compared a Falcon to a 486, where he shows how fast
> the Falcon really is...

Look in comp.sys.atari.st.tech for Howard Chu's data-filled summary of
how the various video modes slow down the Falcon. The large modes (big
screen, big number of colours) made the Falcon run half as fast as in
the "small" modes. 16-bit video isn't going to slow down my ray-tracing
on a '486.
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1165. Top Ten Leonard Tramiel Anagrams

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 23:28:37 UTC
From: SML108@psuvm.psu.edu
Message-ID: <93017.182837SML108@psuvm.psu.edu>
Source record: 211605

```
10. Ail, errant model!
9. tremor laid lean
8. random tail leer
7. moral tin dealer
6. le radon lie mart
5. "Dare I tell?" manor
4. Lie more, land rat...
3. lo, errant lie made
2. Read more, ill ant!
1. Ream, not ride, all!
```

1166. Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 23:33:48 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11713@uqcspe.cs.uq.oz.au>
Source record: 211606

Bob_BobR_Retelle@cup.portal.com writes:
>Dave's point is that an ST, as it comes out of the box has *no* CLI
>at all.. there's absolutely no way to issue commands to the computer
>other than by clicking on icons and windows.

A PC-clone "out of the box" doesn't really have an operating system,
that goes on the disks marked "DOS x.y".

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

1167. ADVOCACY: Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 23:43:09 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11715@uqcspe.cs.uq.oz.au>
Source record: 211607

Bob_BobR_Retelle@cup.portal.com writes:

>>Dave, please keep your buddies in line.

>Yes, Dave..
>Make sure they post under the subject lines that Warwick wants
>them to post under..

Dave suggested the "ADVOCACY" subject prefix, and BobR delibrately
deleted it from the subject line.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

1168. Re: meta-comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 23:47:23 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1195@usdtsg.DaytonOH.NCR.COM>
Source record: 211608

In article <1993Jan15.000117.13656@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>
>Don't be fooled! I live in a (relatively) large city in the summer (Columbus,
>Ohio) and there isn't an Atari dealer ANYWHERE. To my knowelege (and I would
>be exstatic if someone would tell me I'm wrong and provide me with an address)
>the closest dealer is probably Dayton, OH.
>
> -Matt

Well, there IS one in Dayton, OH as a matter of fact. "Rising Star
Computers" in Dayton. I don't have the phone #/address at the moment,
but I do believe they advertise in some ST magazines (like AE).

That's where I bought my MegaSTe (traded-up my 1040st), and probably
will be where I get a Falcon as well...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

...they sell software as well as hardware...

1169. Re: STalker Zmodem downloads

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 23:51:58 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1jcreuINNs9a@shelley.u.washington.edu>
Source record: 211609

bgilbert@cs.washington.edu (Ben Gilbert) writes:

>All this talk about STalker (which is great IMHO) has brought up the
>following question I've been wondering about : does STalker do
>Zmodem recovery? Sometimes when a file is only partially tranferred
>it would be nice not to have to re-transfer the part I already have
>(I've done this before on an MS-DOS machine with Telix).

>I've set STalker to keep the aborted downloads, but does it ever
>recognize that part of the file is there and just start appending
>it?

does for me too...you have to set None Specified for downloads...that does
it!!!

If you have overwrite set, it won't do it...duh. =)

Stuart Denman
stusoft@u.washington.edu

1170. Re: ADVOCACY: Falcon - Why I'm buying it...

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 23:52:26 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11716@uqcspe.cs.uq.oz.au>
Source record: 211610

ken@isgtec.com (Ken Newman) writes:
>alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:

>> to be sure I'm going to more or less trade in
>> my F030 for a 24 bit color F040 when it comes out.

>For everyone who has said
>they're going to wait for the Falcon040, uh, if nobody buys the Falcon030,
>Atari is pretty well dead, and there ain't gonna be a F040.

True.

I don't see any reason to "wait for the Falcon040". The approach I prefer
is to get a Falcon030 first, then the Falcon040 when it is released - after
all, you'll already have the SVGA monitor and HD for the 030 - then you
can move across to the 040 - and only have to make up for the $800 for the
base machine. Sell it for $400, and you've only lost $400. And since you
can afford a 68040 based machine, that $400 shouldn't be too much!

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

1171. Re: flash was: Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-17 23:58:15 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73774@cup.portal.com>
Source record: 211611

Ken Newman writes:
>Unfortunately the new prog Storm seems to
>take this feature to ridiculous extremes by adding a Basic interpreter
>to the damn program (gag).

I don't see that as a problem, in fact, since most everyone has some kind of experience with BASIC (as opposed to a proprietary scripting language like Flash uses, or "C" programming like other terminal programs use), it's a lot easier to put together working scripts with a lot less hassle, and without the need to learn a new programming language...

BobR

1172. STalker. Was Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 00:07:02 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.eg.isMfystTumU@jonh.wimsey.bc.ca>
Source record: 211612

In <1j4qgsINNsrb@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>STalker is too expensive. And it's impossible to get 80*24 column screen
>out of it, unless you use a small font, which makes things difficult
>to read (especially those people whos eyes are half stuffed already).

You get what you pay for, I guess. The included GDOS font works
fine for monochrome. I get 80 * 24 all the time, scrolling faster than I
can read at 14,400. That's on a sm124.

>......It does background downloading!? So, it's
>not a major extra. You still have to wait for it, and it's slower than
>single-tasking downloading.

Huh? I don't know what you're doing wrong, but I get 1550 to 1650
cps in background zmodem, and maybe 10-20 cps better in the foreground.
After having used shadow for years, I can't stand not being able to
download in the background. With Stalker in the background, I can have
someone phone me and send me a file without doing a thing.

>Just for the record, how many people out there *do* have 9600bps and
>higher modems!?

Probably a lot more than you think, now the Supras are out.

--
John Henders
Vancouver,BC

1173. NEW PROGRAM -> Get and download remote FTP files in your sleep!

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 00:08:43 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1jcsebINN7u@shelley.u.washington.edu>
Source record: 211613

I have written a soon to be released FTP Manager that can dial, login,
call a remote FTP site, get a bunch of files, download them to your Atari,
and logout. It works with all unix hosts and the commands are slightly
configurable and will be increasingly so. The main program is a shell
that allows management of many sites and the files you want from them.
Files can be selected directly from the index, so you don't have to type
them into the shell. It communicates with a STalker BackTALK script which
impliments this in STalker..other scripts could be written for other modem
programs. Autologing, getting the remote files, and downloading are all
selectable, so you can just get some files if you're already loged in, or
just download a big batch of files.
The timing feature allows you to set the time and date that you
want it to impliment it. It uses a GEM interface and (if I can get a few
bugs out) will run as a desk accessory and in any resolution with at least
640 pixels across. I will post it on atari.archive.umich.edu as soon as I
feel it is good enough...very soon. I'm making it Shareware, so your
support would be appreciated. =)

I'm curious as to how many people would be interested in a program like this.
Any unanswered questions or comments are welcome.

Stuart Denman
stusoft@u.washington.edu

1174. Re: ctrl-alt-del reset adding utility

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 00:16:31 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1196@usdtsg.DaytonOH.NCR.COM>
Source record: 211614

In article <93016.202119SML108@psuvm.psu.edu> SML108@psuvm.psu.edu writes:
>Hi, has anyone ever written a utility to add ctrl-alt-del warmstarts to
>TOS 1.2 and earlier?
>
>I'd like to be able to reset without the modem hanging up...
>
>Scott

I believe that Universal Item Selector has such an option built-into
it. It DOES make life easier at times. Also ctrl-alt-rshift-del for coldboot.

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

1175. Re: Flash

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 00:16:53 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73775@cup.portal.com>
Source record: 211615

Roger Sheppard asked:
>If you send hime copies of the manuals he will include those terminal modes,
>he did ask me for a VT220 manual and I posted that reply here...

>Can you help..??

Yes, I checked with our Terminals department, but all they have is the user's manual and the hardware manual for the VT220.. I need to get in touch with someone in Network Control to see if they have the programming manual Alan needs..

I told him I'd send him that info if I can get it, plus anything else on other terminals we use that I can dig up..

He did say though, that other terminal emulations are a lower priority to some of the other enhancements he's working on, like more downloading protocols..

Also, work on Storm is indefinately delayed, now that he has a real job which is taking up all his time for the moment.

BobR

1176. Re: ADVOCACY: Re: re W Magro's posting

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 00:24:45 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11720@uqcspe.cs.uq.oz.au>
Source record: 211616

dmb@case.ai.mit.edu (David Baggett) writes:

> [calm discussion]

>you can get a complete PC system for less than
>the Falcon will cost you.

You can get a complete C64 system for less than the Falcon will cost you.

?

You CANNOT get all the features of a Falcon for the price of a Falcon.
A DSP board for a PC will cost you $$$'s, for example.

Now, you can argue that you may not "need" a DSP, but a raw comparison
of price, untempered by a comparison of the machines is meaningless.
Start discussing the qualities of the machine, and swear words like
"DOS", "TOSFIXx", etc inevitabley arise.

For this reason, I think it's POINTLESS to argue that DOS machines
are better than Atari machines in this newsgroup. Maybe for the
things <generic> YOU are doing, but what has that to do with ME?
I hate programming on DOS machines. You can't change that, because
you can't change my experiences. I doubt many DOS programmers would
even disagree that DOS programming can be a PAIN - they certainly
complain to me. But they too have their reasons (eg. larger user
base).

I'm really sick and tired of "you can get a complete PC system for less than
the Falcon will cost you". All that means is that you can get a 80x8y
processor machine with zGA graphics.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

1177. Re: ADVOCACY: Does name calling and distortion do anyone any good?

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 00:27:15 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11721@uqcspe.cs.uq.oz.au>
Source record: 211617

chu@acsu.buffalo.edu (John C. Chu) writes:
>warwick@cs.uq.oz.au writes:
>>>The current "Power without the Price" system is probably some 486/50
>>>box from (hopefully, a reputable) mail-order dealer (like Gateway)
>>>running Linux and color X.
>>
>>And that's all. No applications software whoatsoever. It's still only
>>a 386-Unix-hackers toy, John.

>which is what I'm looking for...
>(although I'm not too happy about the 386 part...)

MiNT too is a "Unix-hackers toy". And there is no "386" part.
Take a look at the libraries (I thought you had?).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

1178. Re: ADVOCACY: Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 00:31:57 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73778@cup.portal.com>
Source record: 211618

Warwick rambles:

Dave suggested the "ADVOCACY" subject prefix, and BobR delibrately
deleted it from the subject line.

Wake up, Warwick.. learn how the system operates..

No, maybe I better fill you in, so you don't go around spreading more
lies..

When an article is posted under a Subject line like
"Warwick is a weeie", any reply to that article will be posted under
"Re: Warwick is a weenie".. UNLESS you specifically edit the Subject
line.

Look around... half, or more of the replies to things in this newsgroup
DO NOT have "ADVOCACY" in their Subject lines.. does that mean that
everyone posting those replies deliberately *deleted* it..?

No.. it means they didn't ADD it.. (probably specifically to annoy you,
if you also sent them private E-Mail ordering them to use the word in
their postings, as you sent to me...)

Opinions are one thing, distortions are another.. but outright lies
are something else...

BobR

1179. Re: ADVOCACY: Does name calling and distortion do anyone any go

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 00:36:58 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73779@cup.portal.com>
Source record: 211619

Dan Cable writes:

>Don't you think the "hacksaw" comment is a bit overstated? I'm fairly
>certain that you know perfectly well that any hammer and decently
>sharpened chisel will be sufficient for this purpose :-)

Heh.. nope..! Ask Bill and Pattie how they got the double sided drive
they added to their first 520STFM to fit..

(Actually it was a coping saw I brought over to their house, not a
hacksaw, to be perfectly accurate.. :)

A good tin snips is a prerequisite to doing an AERCO memory upgrade
in a 520ST, a "chip clipper" to remove the 68000 is needed to do most
of the accelerator upgraded if the CPU is soldered in, and a DEKA again
needs the hacksaw treatment..

A well equipped workshop is nice to have for "upgrading" STs..!

BobR

1180. Re: RFD: What to do with comp.binaries.atari.st/comp.sources.atari.st?

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 00:38:20 UTC
From: bensoo@ozrout.uucp
Message-ID: <1993Jan18.003820.1367@ozrout.uucp>
Source record: 211620

In article <1j7fnnINN45k@spud.Hyperion.COM> koreth@spud.Hyperion.COM (Steven Grimm) writes:
>In <1993Jan13.230626.9744@ozrout.uucp> bensoo@ozrout.uucp (Ben Soo) writes:
>>Or can the moderator go into the archives and post some
>>interesting things from there?
>
>We could certainly change the groups to work this way. My biggest concern
>would be that there wouldn't be a clear place to report bugs -- right now,
>you can send them to the submitter. But the group moderator is almost never
>the right person to report bugs to, and that's who'd be listed as submitter
>if pulling files from archives became common practice.
>
>Also, I'm not sure I'd have time to do this (which doesn't mean it's
>necessarily a bad idea).

i guess there's no way to set up an address that either bounces messages sent to it or would automatically mail back a message saying the posted software is from the archive and therefore bug reports should be reported to whatever address is in the software docs.

>>Sure, it's easier to ftp, but a lot of us don't have ftp access.
>
>What about ftpmail servers?

i tried this route abt a half year ago, and was unable to convince the archive site to mail things back to me. i presume it's got something to do with my email address and my stupidity.

>Would people object to allowing the atari.archive automated "new stuff"
>articles to be posted to comp.binaries.atari.st instead of (or in addition
>to) comp.sys.atari.st? That seems like a natural sort of announcement
>to allow on a regular basis.

This sounds good to me.
--
b (bensoo@ozrout.UUCP)
"The animated adventures of Marshall Moo Montana and his
dedicated deputies on a plateau in the sky." --TV listings

1181. THE 3D-O was <Re: Jaguar>

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 00:39:29 UTC
From: oyakea@warren1b.its.rpi.edu
Message-ID: <5+f3ayr@rpi.edu>
Source record: 211621

The 3D-O is a new consumer electronic device along the lines of
the CD-I and CDTV, with the the game playing features of a Sega Genesis.
Unfortunately for all the above parties mentioned it is much more
powerful <from CES reports> than any of the above.
It boasts of a 3d graphics processing engine and 3d graphics handling
routines such as image scaling and rotation.
The 3D-O company from what I heard used to be known as SMSG < San Mateo
Systems Group so I was told>, and is now a consortium of Electronic
Arts, Matsushita <Panasonic>, AT&T, Warner Brothers and some other
secondary share holders, EA being the big wigs in charge....
Any way this system is causing a stir in the console industry as it has
built in interconnectivity..somesort of modem thingy... i am told things
such as pay fo play will be available through phone or cable link..
and interactive tv shows will be available...
ATARI WATCH OUT ... they will soon realise that the Market they founded is
quickly losing its exclusivity (which they should have realised along time
ago)... The 3D-O has big bucks behind it... the only problem i see is its
$700.00 price tag. IT IS TOO EXPENSIVE AND I WILL HONESTLY ADMIT I CAN NOT
AFFORD. I DON'T KNOW IF I WILL HAVE A CLEAR CONSCIENCE EVEN IF I DID.
HOWEVER I MUST ADMIT IT SOUNDS NICE NICE NICE.....

:-)

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|||||
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|||||||||
|||||||||||||
|||| ||||| ||||
||||| ||||| |||||
```

oyakea@rpi.edu

PLEASE DO NOT GET DEFENSIVE AS I AM READY TO TAKE CORRECTIONS FOR ANY
MISTAKES PRINTED ABOVE THANX......
I DO NOT FOSTER BIASED OPINIONS I TRY TO BE AS OBJECTIVE AS POSSIBLE.

1182. Re: LocalBus, PhotoCD, OS/2, high-res video

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 00:45:45 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73781@cup.portal.com>
Source record: 211622

> What's the diggs on OS/2? If you have a system that can handle it comforta
> what will it do for you?

In addition to what Chris posted, one of the best things going for OS/2
is that it uses a "flat memory model" just like the ST..

That is, no more "640K limitation" and no more "extended/expanded" memory
management problems.

Effectively, OS/2 elmiminates one of the last things anyone can point
to and say "PCs suck compared to STs".

BobR

1183. Re: ADVOCACY: Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 00:53:00 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.RjTGNw1wf3c@semprini.tdkcs.waterloo.on.ca>
Source record: 211623

In <1jaberINN8eh@golem.wcc.govt.nz>, Steve Wells writes:
> Just to clear up a point.....
>
> A 68030 chip, is a 32-bit processor with onboard instruction caching
> (if the same instruction is called soon after, it won't be re-processed,
> saving alot of time)

ALL current CISC processors ('030, '040, '386, '486) have onboard caches. The '486s is a tiny 8k, which is why most motherboards have 64k, 128k or 256k of SRAM cache in addition to the on-chip cache.

> the 80386SX (the 'standard') is also a 32-bit processor, but only
> has a 16-bit external data Bus. So, the 030 does what the 386 does
> in one cycle, instead of 2!

Uh, the '030 in the Falcon is chained to a 16-bit bus, exactly the reason a '386sx is so slow. Most PCs (ie, the "standard") have '386s with a full 32-bit data path ("386dx" is what marketroids call it; the original chip).

The '386 does some instructions faster than the '030, and the '030 does some instructions faster than the '386 does. A 32-bit processor on a 32-bit bus does most things faster than a 32-bit processor stuck on a 16-bit bus.

> So, to get an IBM compat' running at the same speed of the falcon,
> you'd need a machine running somewhere around 32Mhz, running a 386DX
> processor (80386DX).

No you don't. '386sx/20 will be about as fast as the Falcon. However, in today's market, a '386dx/40 or a '486sx/25 is cheap enough for someone to buy... a '386sx/20 is going to be _cheap_... About as much as an ST is worth these days.

> Difference in speed is because MS-DOS is (not hacking at it's users)
> functionally slow, so are most BIOS's, and most of the assorted
> internal architecture doesn't help either. Add to that the slow
> speed of many of the graphics cards (some are better than others),
> and it can make a big speed difference!

Add Windows, and it makes things even worse!

However, buy a nice 32-bit machine, with a nice LocalBus video card...

> Remember, I don't care which machine wins, as long as the information
> is a *bit* more correct ;-)

Then you might want to do a bit more research... I think most of the
above is "Intel's designs are terrible! Why would anyone use that
instead of Motorola?!?!?" Intel isn't _that_ bad; their chips are
definitely getting better, and closer to the Motorola equivalents. It's
not like you should be programming them in assembly these days (or
need to, for that matter)...
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1184. Re: Falcon screen resolutions (ADVOCACY? Who knows?)

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 00:58:44 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.WYrFLiYejiw@semprini.tdkcs.waterloo.on.ca>
Source record: 211624

In <1993Jan17.124238.26567@sol.ctr.columbia.edu>, Simon Gornall writes:
> Does anyone actually use 1024x768 on the 14" monitors that everyone
> seems to have on their PC's ? I had to use a PC at this res and after
> 30 mins I switched it down to 800x600. (Still bigger than the Falcon,
> but not *that* much). I found I missed the increased res a bit, but
> being able to read what was on the screen was well worth it :-)
> This was on an AOC monitor, non-interlaced at 1024x768, and quite a
> respected monitor in its own right.

Well, the 15" and 16" SVGA monitors are starting to drop down to the price
of the 14" SVGA monitors....

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1185. Re: Fantasy Games

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 00:59:19 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73782@cup.portal.com>
Source record: 211625

Simon Oke writes:

>| Eye of the Beholder III should be out soon.. the first and second games
>| were terrific..
>|
>No they weren't, they were crap. I played both on Amigas and PCs, and Dungeo
>Master still has the better user interface.

The user interface in Eye of the Beholder is virtually identical to
Dungeon Master. It appears that Westwood copied it almost intact from
DM.. the only significant difference is in the magic system.

Playing EOB was like playing an extension of the Dungeon Master world.
The few differences were easy to get used to, much like Bloodwych and
Captive/Knightmare were virtual copies of the DM user interface.

BobR

1186. Re: ADVOCACY: I *LIKE* Malibu

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 01:07:55 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1jcvtbINNoms@life.ai.mit.edu>
Source record: 211626

In article <2b591146@p15.f202.n281.z2.fidonet>
p15.f202.n281.z2.fidonet!Vincent_Partington@nextjk.wlink.nl writes:
>Hmmm, it's very nice you've put ADVOCACY on top of that message, but I
>still hate those kind of messages because I use a modem to get my Usenet.

We're doing the best we can to make it easy for you to skip the
messages you don't like. We can't create an advocacy newsgroup over
night, and this is the next best thing. Read your newsreader's manual
for information on how to construct a "kill file" that will
automagically mark as read any messages with "ADVOCACY" in the subject
line.

Dave Baggett

--
dmb@ai.mit.edu Natural Langauge Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

1187. Re: Julian Reschke involved with MultiTOS d

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 01:14:27 UTC
From: dk3uz@mcshh.Hanse.DE
Message-ID: <dk3uz.727319667@mcshh.hanse.de>
Source record: 211627

jonal@dhhalden.no (JON ARVID LOVSTAD) writes:

>In article <1j663dINNi03@obelix.uni-muenster.de> julian@math.uni-muenster.de (Julian F. Reschke) writes:
>>> In article <C0su2s.41E@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks)
>writes:>> >Boy, am I looking forward to the Falcon Profibuch!
>>>
>>> will this be available in english?
>>
>>Probably not, because currently there are not enough possible customers to justify
>>the translation costs (more than 1500 pages of technical text -> expensive!).
>>

>How can you be so sure on that? How much will it sell in Germany?? With
>english you have the US + most of the rest of Europe. I'd say a great
>sales potential. Atari could do themselves a favour and cover the
>translation costs... :-)

I can only agree: bring out an English language version of the Profi Book,
forgetting about he German language edition, and you will have a bigger mar-
ket than you ever dared dreaming about!

cu, Eddi

UUCP: uunet!mcsun!unido!mcshh.hanse.de!dk3uz | Real: Edmund H. Ramm
AMPRNET: dk3uz%dk3uz@db0hhn.ampr.org [44.130.0.81] | AX.25: dk3uz@db0hb

1188. Re: A real computer question (old 520 ST)

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 01:20:01 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73783@cup.portal.com>
Source record: 211628

Kevin Klasmeier asked about floppy problems on a 520ST...

The problem (not accessing the floppy at all) could be a dead floppy
controller chip (which unfortunately is almost certain to be soldered
in place), or a dead sound chip (the ST uses the sound chip as part of
the floppy control circuit).

The early STs had problems with "chip creep" where the chips in sockets
tended to come loose with time.. you might want to try opening
the case and pressing all the socketed chips back down firmly.

Loose TOS ROMs can cause various problems, including the one
you described...

> ... like to give it to my younger bother to run video games ...
^^^^^^

(yeah.. I used to feel that way about mine too..! :)

BobR

1189. Re: ADVOCACY: Re: re W Magro's posting

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 01:27:45 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1jd12hINNor9@life.ai.mit.edu>
Source record: 211629

In article <11720@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>You CANNOT get all the features of a Falcon for the price of a Falcon.
>A DSP board for a PC will cost you $$$'s, for example.

Go find out how much an equivalent DSP board (*competitively priced*)
and tell us all how much it would be. Don't waste our time unless
you've done your homework.

>Now, you can argue that you may not "need" a DSP, but a raw comparison
>of price, untempered by a comparison of the machines is meaningless.
>Start discussing the qualities of the machine, and swear words like
>"DOS", "TOSFIXx", etc inevitabley arise.

I want to compile real fast, and that's about it. Other people want to
DTP real fast. Still others want to CAD real fast. The DSP would help
the CAD, but not many of the other common applications.

Curse Atari for putting the stupid DSP on there anyway -- they don't
need a singal processor in that box, they need a graphics processor!
Why can't they make a machine fast enough to drive its own graphics
well? If I'm going to get a computer like a Falcon, it'll be to play
and write games; I mean that's what the whiz-bang graphics and sound
capabilities are really for, of course. (Oh, excuse me, I should have
said "multimedia.") You ain't gonna see Sonic the Hedgehog running on
a Falcon.

>For this reason, I think it's POINTLESS to argue that DOS machines
>are better than Atari machines in this newsgroup.

Better? You're right, that's silly. But "more for the money --" now
that's more reasonable, and happens to be true as far as I can tell.

>I hate programming on DOS machines.

There are software strategies like huge pointers that make the machine
act like a flat memory model like the ST is, and given that, and since
you do all your programming in C++, what's the big deal? Are you going
to be grubbing around writing graphics routines? If so, then don't
bother; you can get perfectly fab prefab code for any graphics mode you
might ever want to use. (Case in point: Abrash's Mode X code in Dr.
Dobb's Journal)

For your own use (and you don't mention using the ST for anything
else), why not put the 386/486 in protected mode and write code just
like on the ST, for that matter? Nothing says you have to restrict
yourself to 8086 compatible code -- the GCC port for the PC in fact
makes executables that can address the full address space without any

hackery at all. What aspect of the PC would make writing STrabble so much harder? I mean, it's just HLL code, not assembly.

>I'm really sick and tired of "you can get a complete PC system for less than
>the Falcon will cost you". All that means is that you can get a 80x8y
>processor machine with zGA graphics.

I can understand why you're sick of hearing it. The truth of the statement means the eventual demise of your favorite machine(s), and that's a hard pill to swallow. The ST/TT/Falcon *were* a lot of fun to program, and the 68000 series are much more enjoyable to grub around with than the Intel chips, I'll be the first to admit. But eventually you have to face the fact that the underlying architecture is only one small piece of the big puzzle; software availability, strength of market, expandability, etc. are all major wins for the PC relative to the ST. And you simply don't know what's out there if you think a PC clone with graphics capabilities equivalent to the Falcon's will cost you more than a Falcon. Keep in mind that the prices quoted for the Falcon have been sans monitor. That's an additional $500 for a good one, a cost that's usually folded into PC clone prices nowadays.

Dave Baggett

--
dmb@ai.mit.edu Natural Langauge Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

1190. Re: A real computer question (old 520 ST)

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 01:27:46 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1jd12ilNN73v@msuinfo.cl.msu.edu>
Source record: 211630

klasmekj@ucunix.san.uc.edu (Kevin J. Klasmeier) writes:

>I have an old 520 STm computer and I like to give it to my younger
>bother to run video games (I upgraded to a MEGA). The problem I have is
>that the computer won't respond to the disk drive. When I boot it up,
>the computer will just sit there, then pop up a blank desktop (no
>Icons). They external drive is in good shape (It works on my MEGA), so I
>believe I "blew" a chip inside. Does anyone know which chip controls the
>Floppy drive? Or what I can do to fix the problem...

Before you go to any extremes, try opening the CPU case, remove the
rf shields, and push all the socketed chips back into their sockets.
(Make sure you discharge any static buildup you may be carrying first...)
You'd be surprised how many of those older machines can be repaired
simply by "re-seating" the socketed chips. Especially the square
chips.
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

1191. Re: ctrl-alt-del reset adding utility

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 01:30:23 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1jd17fINN76p@msuinfo.cl.msu.edu>
Source record: 211631

cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) writes:

>Definately true. I was trying to fix a computer, and based a false assumption
>that 1.4 was installed on the ^alt-del reset of UIS.

Does my memory serve correctly that TOS 1.4 does a cold boot using alt/ctl
rt-shft/delete while UIS does a cold boot using alt/ctl/left-shft/delete?
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

1192. Re: Which ST Sampler?

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 01:35:03 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1jd1g7INNof1@msuinfo.cl.msu.edu>
Source record: 211632

matthew@hitech.com.au (Matthew Smith-Stubbs) writes:

> There is a cartridge that you can use, called 'The Ultimate Cartridge'.

If I'm not mistaken, wasn't this product called "The Ultimate Ripper" ???
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

1193. Re: Is it true that GEnie makes you PAY for Internet e-mail?

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 01:40:09 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Jan18.014009.23442@csi.uottawa.ca>
Source record: 211633

In article <1jcmi5INNbl8@usenet.INS.CWRU.Edu> xx004@cleveland.Freenet.Edu (Atari SIG) writes:
>
>In a previous article, dmb@case.ai.mit.edu (David Baggett) says:
>
>>In article <1jc6ncINN15m@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>>>Is it true that GEnie makes you PAY for Internet e-mail?
>>
>>GEnie makes you pay *through the nose* for internet mail. Plus, you
>>can only send mail to a GEnie user IF that use is in the "internet mail
>>program," which is like $10 a month.
>
>So, if you pay the $10 for the "internet mail program" then you can receive
>the e-mail for free?
>
>Or do you pay in addition to the $10.

Not sure...

>This all seems real stupid. It makes me appreciate the Cleveland Free-Net.
>
>I wonder if people that have free accounts have to pay for things like
>Internet e-mail...
>
>
>>>CompuServe does not make you pay for Internet e-mail, correct?
>>
>>Oh yes, you pay extra on CIS too; several pennies a K.
>>
>
>Again, this seems kind of stupid. If you are a member of GEnie or
>CompuServe, you can send each other e-mail for free, no?

It'll never be completely free; they're not in business to give people services for free.

There is SOME charge for ALL e-mail, it's just that with GEnie, they have extra levels of charges for mail that goes outside GEnie.

On CI$, the recipient of email ALWAYS pays for mail (based on the connect time involved, I presume?), no matter whether the mail came from CI$, or from the InterNet.

It certainly does make the Freenet idea look more and more attractive!

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

1194. Re: ADVOCACY: Does name calling and distortion do anyone any good?

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 01:41:43 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1jd1snINNpk1@life.ai.mit.edu>
Source record: 211634

In article <11721@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>chu@acsu.buffalo.edu (John C. Chu) writes:
>>which is what I'm looking for...
>>(although I'm not too happy about the 386 part...)
>
>MiNT too is a "Unix-hackers toy". And there is no "386" part.
>Take a look at the libraries (I thought you had?).

MiNT's an awesome hack, but in its current form it *is* pretty much a toy, especially on a stock ST. E.g., is there an X server that runs under MiNT? You can get 386 MACH (with X at 1280x1000x256 on a standard multisync monitor), and that includes a Berkeley Unix server as well as a DOS server. It must be pretty neato running Microsoft Flight Simulator in a window under MACH, with a Unix server to boot (so to speak). (I've never tried the DOS server myself, but I've read the docs for it, and they claim Flight Simulator runs fine. Impressive.)

Once you're running Unix, what difference does it make what the underlying CPU is? If you're intending for your stuff to be portable you shouldn't be relying on things like byte ordering anyway, and how many people really want to write Unix assembly language programs? And on the 386 and higher, Unixes behave normally with respect to memory -- no software hackery to get around the 8086 segment crap.

All your favorite GNU stuff runs under 386 MACH. And TeX, and X, and all the good C shells (my personal favorite, Zsh, compiled and ran without incident).

(Don't get me wrong -- I think MiNT is extremely well done.)

Dave Baggett

--
dmb@ai.mit.edu Natural Langauge Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

1195. A Great Thank-You for "ADVOCACY"

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 01:55:14 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Jan18.015514.23874@csi.uottawa.ca>
Source record: 211635

I have to give a great thank-you to all of the people that have been kindly adjusting their article titles so that it is easy to kill STuff written on the "Advocacy" topic that tends towards flamage.

I guess that Dave Baggett is one of those that is to be thanked for helping to encourage this (and I intend NO sarcasm here). I've tried to email you a couple of times, Dave, but my mailer keeps choking.

I would give a further "root" for this, and strongly suggest that to everyone following up a post that you spend 10 seconds making sure that the subject relates to the posting. That's another way of ensuring that it is easy to sort between "flames" and the kernels of useful information. As well, some subjects aren't of interest to all, flame or not.

Thanks.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

1196. Re: STalker Zmodem downloads

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 01:57:00 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.TlmjykeVMr6@semprini.tdkcs.waterloo.on.ca>
Source record: 211636

In <1993Jan17.012438.24887@beaver.cs.washington.edu>, Ben Gilbert writes:
>
> All this talk about STalker (which is great IMHO) has brought up the
> following question I've been wondering about : does STalker do
> Zmodem recovery? Sometimes when a file is only partially tranferred
> it would be nice not to have to re-transfer the part I already have
> (I've done this before on an MS-DOS machine with Telix).
>
> I've set STalker to keep the aborted downloads, but does it ever
> recognize that part of the file is there and just start appending
> it?

Works fine for me! It doesn't screw up the CPS display either (some
zmodems count the recovered bytes as throughput... you end up with 900
CPS on a 2400 baud line!)... Quite nice! Somebody always seems to pick
up the phone when I'm half-way through a 300-500k file... ;-)
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1197. Re: ADVOCACY: Re: re W Magro's posting

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 01:59:03 UTC
From: SML108@psuvm.psu.edu
Message-ID: <93017.205903SML108@psuvm.psu.edu>
Source record: 211637

In article <11720@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison)
says:
>
>dmb@case.ai.mit.edu (David Baggett) writes:
>
>> [calm discussion]
>
>>you can get a complete PC system for less than
>>the Falcon will cost you.
>
>
>You can get a complete C64 system for less than the Falcon will cost you.
>
>
> ?
>
>
>You CANNOT get all the features of a Falcon for the price of a Falcon.
>A DSP board for a PC will cost you $$$'s, for example.
>
>Now, you can argue that you may not "need" a DSP, but a raw comparison
>of price, untempered by a comparison of the machines is meaningless.
>Start discussing the qualities of the machine, and swear words like
>"DOS", "TOSFIXx", etc inevitabley arise.
>
>For this reason, I think it's POINTLESS to argue that DOS machines
>are better than Atari machines in this newsgroup. Maybe for the
>things <generic> YOU are doing, but what has that to do with ME?
>I hate programming on DOS machines. You can't change that, because
>you can't change my experiences. I doubt many DOS programmers would
>even disagree that DOS programming can be a PAIN - they certainly
>complain to me. But they too have their reasons (eg. larger user
>base).
>
>I'm really sick and tired of "you can get a complete PC system for less than
>the Falcon will cost you". All that means is that you can get a 80x8y
>processor machine with zGA graphics.

Well, a really way-cool 486 system runs about $2500, and this will give you
a LocalBus 66 MHz half-an SGI IRIS at integer math but blows chunks at
floating point wonderbox. Now let's all pretend for the moment that
Microsoft Windows does not exist (I know, hard as it's so big and ugly
but try)... Are PCs still a pain to program under Linux or OS/2 and
if so, what's painful about them that isn't a pain on an ST?

It really seems like LocalBus has removed most of my objections to PC graphics so inform me as to what remains wrong with the PC other than Bill "Satan Lives" Gates...

I can only think of one problem: the sound still sucks...

Next point, if a DSP board can be stuck into the LocalBus interface, then it wouldn't need a big buffer anymore, would it? Wouldn't this make it a lot cheaper? Perhaps even truly affordable? LocalBus runs at 33MHz, that's both faster than the DSP and the Falcon...

Correct me if I'm wrong, really...

Scott

1198. Re: ADVOCACY: Falcon030 competes with '486dx-33

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 02:00:18 UTC
From: ritz@ritz.mordor.com
Message-ID: <9301171134@ritz.mordor.com>
Source record: 211638

Andrew C. Stoffel (oddjob@oz.plymouth.edu) wrote:
OS/2> In article <73732@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
OS/2>
OS/2> >For modem applications, RS-232 is probably the best way to go,
OS/2> >unless perhaps the Apple system works without needing hardware
OS/2> >handshaking..?
OS/2> >BobR
OS/2>
OS/2> [This really belongs elsewhere but it's so nice to see a real thread
OS/2> here I thought I'd join in :-)]
OS/2>
OS/2> Interestingly enough..... in order to use a high speed (v42bis (?)) modem
OS/2> on a Mac you need a special cable that implements hardware handshaking
OS/2> (Costs more than the standard Mac modem cable also). Found that out
OS/2> when we purchased a few here for testing and somebody wanted one of
OS/2> these test modems to work on his Mac.

Unless, of course, your Mac has an ethernet card and you just use
FTP to get your stuff downloaded (like I do at work). <grin>

Yes, you are right, the cable is a little extra. Big deal the SCSI
cable for the Falcon is "funny and costs extra" too.

Cheers,

Chris

--
Christopher Mauritz | My views reflect those of my
ritz@ritz.mordor.com | company since I own the company.
{backbone}!rutgers!spcvxb!ritz!ritz | Ritz International, Inc.
OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 | Import/Export Consultants

1199. Re: Canadian support was: Re: RFD: What to do with

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 02:00:18 UTC
From: ritz@ritz.mordor.com
Message-ID: <9301171120@ritz.mordor.com>
Source record: 211639

AL RASHID SHAHIR (alrashi@ecf.toronto.edu) wrote:

OS/2> I guess you don't read too well... Oh well, I'll tell you again:
OS/2> Mac's are _expensive_ while ST's are _cheap_. GET IT?? Usually when you can
OS/2> sell something at a higher price, you get more of a percentage (percentage
OS/2> of MONEY, if you couldn't figure that out...)

How does this bit of reasoning still survive??? I invite you to visit your
neighborhood Mac seller. They are definitely competetive with Atari in
the price department. You can get a full blown Mac LCII with color monitor
4 megs of RAM, 80 meg hard disk for approximately $1600-1700 in New York
City. Even if the street price of a Falcon comes in a little lower with
a similar configuration (which is not very likely) how many people do you
think would buy an Atari to save a hundred bucks (or less)? That whole
support and availability of software thing REALLY comes into play here.
All religious arguments aside, I just don't see Atari being able to pull
this off. In 1985, they had a great value, but now they are just another
face in the crowd, and more people recognize the face of Apple and
the PC clone companies.

Summary: Falcons will not be cheaper than their Apple counterparts. This
is not definite yet, as Falcons are not yet available (another
strike against Atari), but it seems likely.

OS/2> >Or do you have an "Atari Cheerleader" definition for it..?
OS/2> Not really Mr. "IBM Cheerleader".

Hey, IBM or Apple, take your pick. Both platforms now provide better
value and better support than Atari. I use Macs and PC clones and
I like them both. Hell, I even liked my old 1040ST, but by today's
standards, it is a fancy game machine.

OS/2> >The Mac sequencers suck.. OK.. does that make the dealer "Anti-Atari"..?
OS/2>
OS/2> Duhh...The store doesn't CARE if the sequencers SUCK! They just want MORE
OS/2> MONEY. Easy enough for you to understand yet??

Gee, that whole supply and demand thing again. Imagine that...people want
a product so they'll pay more for it.

Better luck next time,

Chris

--
Christopher Mauritz | My views reflect those of my
ritz@ritz.mordor.com | company since I own the company.

{backbone}!rutgers!spcvxb!ritz!ritz | Ritz International, Inc.
OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 | Import/Export Consultants

1200. Re: A letter to Steve Wells re Stalker

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 02:24:25 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jd4cpINN41n@golem.wcc.govt.nz>
Source record: 211640

In article <73767@cup.portal.com>, Dave_Ninjajr_Flory@cup.portal.com writes:
>Steve, you're wrong about 80 x 24 display with STalker, that's what I'm
>using right now with the standard screen font. You do it by getting rid
>of the scroll bars. (if you have a manual RTFM and you'll see how to do
>that, simple key stroke commands) You have to set the line length to 80
>and then you have 80X 24. NICE, the best of both worlds, scroll bars when
>you want them, not when you don't. Eric is some kind of programmer!

Scroll bars are a simple command to put in/take out! (It's a LOT
easier to not have them.... 8-)

Problem is, if you want to view the capture, you have to turn them back
on again, and because the whole thing is using GEM windowing, the screen
updating isn't exactly the fastest. (Okay, it's perfectly acceptable,
but, what the heck 8-)

Can you get rid of the shaded-bar at the top of the screen (the 'move'
bar') and the menu bar!? If so, then it's feasible. But you can only
have one or the other. (or neither if you want 80*25).

You might well be right - I didn't use it to a great extent (trying
to use it on a 1me, 8Mhz machine, with a color monitor, a 2400 modem,
and no Hard-Drive is pointless.... Makes the multi-tasking bit virtually

==
O O Computers: Not just machines, they're a way of				
o life. Your computer *IS* your religion!				TARI
_/ Steve Wells - Wellington, New Zealand.	/	\
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================

1201. Re: Stalker vs Uniterm!

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 02:27:26 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jd4ieINN41n@golem.wcc.govt.nz>
Source record: 211641

> I don't quite understand what anyone means about STalker costing a fortune
> It cost me about $40 US including CA. sales tax. Thats less than some
> shareware I've bought for the Mac, and certainly less than comparable
> comm. software in the commwercial market.

Note the key-word there, 'mac' 8-) Anything for the mac' is more
expensive than it's ST-equivalent.... A rip-off really, I don't know
why the company isn't in the same trouble Atari is, charging such
outrageous prices!

$40, is still, $40 - Uniterm, unless you register, costs nothing!

Methinks the author has stopped supporting Uniterm now, as the last
version, was.. The *last* version! I may of course, be mistaken!

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ===========================
```

1202. Re: Gem

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 02:30:48 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jd4ooINN41n@golem.wcc.govt.nz>
Source record: 211642

If you use NEO-Desk, try using Tera-Desk. It does virtually everything
NEO-Desk does, is a LOT smaller, takes up less RAM & disk-space,
is 100% compatible with TOS 2.?? NEWDESK.RSC icon files. And is
also, free-ware!! There should be a release in the next couple of
weeks, with a lot of new features & fixes!

Current version is 1.4 from memory!

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ===========================
```

1203. Re: ****HELP******

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 02:34:28 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jd4vkINN41n@golem.wcc.govt.nz>
Source record: 211643

> I was wondering if any of you could help me. My Interlink program crashed
> for some reason it is not loading up the vt100 emulator. If anyone out th
> knows what is going on, or better yet, has Interlink that they could E-mai
> I would really appreciate it. I am also looking for a better com program
> that would solve my problem. Thanks,
>

If you like Interlink, try having a look at FreeZe Dried Terminal.
Has pretty similar features, but with built in ANSI (not VT100 8-(
the ANSI also supports more commands, and is faster than Interlink's!

Interlink, if you go into the setup/config menu, there is a list of
emulations. One of them will say VT100 or XXXX click on this, and then
select your *.EMU file to load in as default!

If you use VT100 a lot, and want something quick, try Uniterm.

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================
```

1204. Re: Is it true that GEnie makes you PAY for Internet e-mail?

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 02:53:35 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73788@cup.portal.com>
Source record: 211644

>On CI$, the recipient of email ALWAYS pays for mail (based on the
>connect time involved, I presume?), no matter whether the mail came
>from CI$, or from the InterNet.

This is only true if you are not participating in the Basic
Services flat-rate program. The flat-rate includes a large
amount of free E-Mail from other CIS members. I believe there
is a charge for sending InterNet mail under the flat-rate,
but I imagine that's because as a commercial node, they have to
pay for the interface, as GEnie does.

I haven't had a chance to check for sure, but I *think*
receiving InterNet mail is included in the flat-rate, but I could
be wrong on that...

BobR

1205. Re: Gem

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 03:00:07 UTC
From: hmallat@robin.cs.hut.fi
Message-ID: <1jd6fnINNiv1@sauna.cs.hut.fi>
Source record: 211645

In <2b5911d1@p15.f202.n281.z2.fidonet> Vincent_Partington@p15.f202.n281.z2.fidonet writes:

>No need, I agree with you completely. I still have a TOS 1.2 machine and
>therefore I use Neodeks and prefer it above Gemini which I hate for a
>couple of reasons including that the icons look rediculous, but I've seen
>Newdesk and will switch over to it without thought as soon as I will be
>able to use it on my Falcon (hoping, praying...)

> Vincent

I don't know about Neodesk, but in my personal opinion the Gemini
icons look pretty good (in version 1.21, the older version's big icons
weren't so cool)

And in case you don't like them, you can do your own by editing the
resource file. Just enlarge the form a bit and add yours after those
which already are there. Remember to add both big and small icons.
Could have been easier, but it's bearable this way too.

Hmm, it looks like I cannot live without Gemini anymore. That
probably means I'll have to pay the shareware fee...
--
Lashing out the action, returning the reaction /
Weak are ripped and torn away / Hannu Mallat
Hypnotizing power, crushing all that cower / hmallat@niksula.hut.fi
Battery is here to stay /

1206. Re: ADVOCACY: Falcon - Why I'm buying it...

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 03:38:46 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea._ghPqo5j04g@yonder.equinox.gen.nz>
Source record: 211646

In <C0uzyt.FAJ@ecf.toronto.edu>, AL RASHID SHAHIR writes:
>In article <H.ea.TmHFgFAaJFI@yonder.equinox.gen.nz> craig@yonder.equinox.gen.nz writes:

>>everyone!
>
>Everyone my ass!! You mean to tell me "everyone" has a 24bit XGA card??? Thats
>what I meant as a good graphics card. The SVGA which is standard on IBM's is
>not an "incredible graphics card". Even the Falcon has better colour, and
>almost the same rez!

SVGA is sufficient for most people's needs.. the only thing I can think of
that would need more than that is multi-media. For home users, the only
real use at this stage would be for showing off... I guess it will be
in games eventually though. There will be some pretty wicked games!!

>>>And for what reason? (I've asked! And the usual answer boils down to - showing
>>>off...) Hey, showing off is great, but I'm not shelling out for a damn
>>>show case machine!!
>>
>>It is useful having a reasonable screen resolution. Have you ever tried using
>> Windows? When you get into the world of multi-tasking, you'll have more
>> than one window on the screen at a time (a different program in each one).
>> You need to have a decent resolution so you can see each window clearly.
>
>Its too bad that you're ignoring the Falcon's capabilities but let me ask
>you this...(I'm assuming you're assuming that the Falcon's screen rez is not
>large enough)

Nope, I thought it would be, I wan't argueing that, I was pointing
out a reason that you need a decent resolution, after whoever I replied to
said there's no need for it.

>...How the hell do you compare something you know about with
>something you don't?

As I said, I wasn't comparing the machines, I was pointing out an example
that needs a reasonable resolution to run... at the moment I don't really
know of one for the ST (everything is designed around it's poor screen
modes), so I used one on the PC, which will also be true for the falcon.

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1207. Re: ADVOCACY: Re: Convince me to stick with Atari. Why Bo

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 03:59:34 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.mSw1a_TAxps@yonder.equinox.gen.nz>
Source record: 211647

In <1993Jan14.225826.13650@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:

>> The current user base is a different story though, we've already got
>> the machines, they're not too bad for their age, they could have
>> done with a faster serial port & multitasking that the amiga from
>> the same period has, but they're nice to use. There's still lots of new
>> software coming out from the PD/Shareware writers.
>
>A faster serial port? I've never even _heard_ of one going over 19,200bps. Is
>this new, or is my serial-port info. a little dusty?

Umm, i'm not too sure what you're asking there!

I borrowed a ZyXel modem, ideally you should lock the computer onto 38K min,
because when you connect to another ZyXel, with v.42bis data compression
they can go way up to 48K (I think .. 40 something anyway). On an ST you're
restricted to 19.2K as that's all it can handle... it does handle that
fine though, and even at that speed, you're flying along! :-)

An amiga owner told me on his standard amiga, he connects to his modem at 38K.

Now I only wish I could afford one of my own!

Craig.
--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1208. Re: ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 04:01:54 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.Z&4Iqn9bY1_@yonder.equinox.gen.nz>
Source record: 211648

In <1993Jan14.230224.13651@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:
>> A company I used to work for was prosecuted for using pirated software. Here
>> it was POLICY to buy one copy of Lotus-123, MS-Word, Harvard Graphics etc
>> etc and then distribute them round the Company (around 1500 employees, and 400
>> PC's).
>
>Dave--
>
>This may be an extreme example, but I think it successfully illustrates the
>pervassiveness of piracy in he clone-realm.

But would it be any different if there were the same numbers of Atari's
in Companies ????

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1209. Re: ADVOCACY: Re: Convince me to stick with Atari. Why Bo

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 04:08:36 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.W&zH_iioAho@yonder.equinox.gen.nz>
Source record: 211649

In <1993Jan16.050830.15283@erenj.com>, Marcelino Bernardo writes:

>The software I use on my ST is better than equivalents on the PC or Mac
>The software I use on my ST is better than equivalents on the PC or Mac
>The software I use on my ST is better than equivalents on the PC or Mac
>The software I use on my ST is better than equivalents on the PC or Mac
>....
>
>It's not working! I don't think I'm doing this right. Am I supposed
>to tap my heels 3 times and wish very hard?

Yeah, i'm wondering too....

can anyone tell me if there is some uucp software for the ST that will
give me better preformance than the 4 cps i'm getting at the moment on
a 2400bps modem !!!! Somehow I don't think so.

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1210. convince me to stay atari

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 05:29:18 UTC
From: george kirkaldie <george.kirkaldie@canrem.com>
Message-ID: <1993Jan18.4514.29286@dosgate>
Source record: 211650

-> I'd like to know why I should buy a TT or Falcon030 (but I would
-> never consider the current model... too limited, too much of a hassle
-> to set up properly on my desk, too expensive for what you get)
-> instead of buying a nice new Mac IIci or IIvx or IIvi or whatever I
-> can get a good

Hmm, you are always welcome to try my TT out, slow as it may be.

You just have to get over the mess on my desk. But, hey, there's usually
a decent CD playing. (right now, SOD live)

anyway, Mac's are just too expensive, remember I only paid $1600 for the
TT.
--
Canada Remote Systems - Toronto, Ontario
World's Largest PCBOARD System - 416-629-7000/629-7044

1211. Re: ADVOCACY: Price comparisons (was Stalker vs Uniterm)

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 05:29:24 UTC
From: mbernar@erenj.com
Message-ID: <1993Jan18.052924.16074@erenj.com>
Source record: 211701

In article <1jd4ieINN41n@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>> I don't quite understand what anyone means about STalker costing a fortune
>> It cost me about $40 US including CA. sales tax. Thats less than some
>> shareware I've bought for the Mac, and certainly less than comparable
>> comm. software in the commwercial market.
>
>Note the key-word there, 'mac' 8-) Anything for the mac' is more
^^^^^^^^
>expensive than it's ST-equivalent.... A rip-off really, I don't know
>why the company isn't in the same trouble Atari is, charging such
>outrageous prices!
>

When will Atari fanatics give up on this myth? It's so easily
disproven by simply looking at some catalogs: MacWarehouse and E.A. Brown.

Here are some comparisons:
Atari Mac:
SimCity $39.95 $29.00
Space Ace II $39.95 35.00

Most of the things that are available on the Mac and PC are not even available
for the ST. For instance, while the Miracle Piano is available for the PC,
Mac and even Nintendo, it is not on the ST despite it's built-in MIDI
interface.

Also, check out the prices of the new Macs. They're not as expensive
as they used to be compared to the ST's and the clones.
Of course you can continue to bury your head in the sand.

Marcelino
mbernar@erenj.com

1212. Re: _MCH cookie on ST book

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 05:42:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A55825@MS.maus.de>
Source record: 211702

I wrote: (:-)
>Unfortunately, there are no TOS 2.06 release notes, so there's no official
>information about the value for the _MCH cookie for ST books and Mega STEs.
>
>To all ST book owners: please check the value of your _MCH cookies and report
>by *email* to me (please include information about the nationality of your
>TOS ROMs).

Thanks to Eric Smith, the question is already answered. The _MCH cookie
is 0x10001.

1213. Re: Linea illegal?

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 05:42:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A55826@MS.maus.de>
Source record: 211703

Craig Graham (Craig.Graham@newcastle.ac.uk) wrote:
>I could be mistaken (correct me if I'm wrong) but I read in a book somewhere
>that
>the Linea routines are called BY the VDI. If this is true, then isn't using
VDI
>bound to be slower due to calling two routines instead of the Linea directly.

Line-A and ROM-VDI share the same subroutines. But the VDI doesn't call
Line-A with Line A instructions, but uses direct JSR's. In addition, VDI
can do more things at once with one call (== one trap): plot multiple
pixels or draw multiple characters. This is why VDI output sometimes
is considerably *FASTER* than Line A.

1214. Re: Falcon, Falcon who has got

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 05:42:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A55827@MS.maus.de>
Source record: 211704

William Hargreaves (lmvec@westminster.ac.uk) wrote:
>Rumours have it that Atari were all set to release the Falcon before Christmas
>but a last minute decision was made by atari not to when they saw the Graphics
>spec. of the new A1200. They are apparently with-holding the machine will
they
>soup it up so as it can compete with the A1200.

The Falcon *has* been released before Christmas. There are people out
who bought Falcons last month :-)

1215. gemulator (was re: last t

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 05:43:37 UTC
From: george kirkaldie <george.kirkaldie@canrem.com>
Message-ID: <1993Jan18.4514.29287@dosgate>
Source record: 211705

```
-> Not that anyone buys any Atari peripherals, beyond the monitor
-> (because of those nasty custom monitor ports)... They're much too
-> expensive.

I've ordered a few of those "Nasty custom monitor" 13-pin DIN plugs from
Pioneer, seems the only place that you can get them. Pioneer uses them
to hook up their CD-Changers.
--
Canada Remote Systems - Toronto, Ontario
World's Largest PCBOARD System - 416-629-7000/629-7044
```

1216. Re: Some realism in the flame wars, please!

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 06:20:15 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jdi6vINN57c@golem.wcc.govt.nz>
Source record: 211706

OS/2 does NOT HAVE 'TRUE' multitasking!

Multi-tasking is running 2 or more processes AT THE EXACT SAME TIME!

You can't do this without a chip to do it, or without halving the
speed of the machine for each extra process! (e.g. every program
you wish to multi-task!)

If the machine has a dedicated chip, (such as a DSP board...) okay..
Maybe even a powerful enough co-processor!

It performs one operation (program #1), then the next (program #2)
etc. Which is what most programs do (or variations of it). This may
not be the exact way it works - but a stock 386, without any fancy
extras won't do it!

(fancy extra's include $300 cards etc.)

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ===========================
```

1217. Re: Some realism in the flame wars, please!

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 06:22:47 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jdibnINN57c@golem.wcc.govt.nz>
Source record: 211707

> How many Atari-lies are you going to accept?

Look up the definition of 'lie' in the dictionary!

Purposeful telling of mis-truths. Knowledgably giving misleading information.

Atari has not been doing this, how were they supposed to *KNOW* that the factory would have problems!? No matter what people say, they are not prophets/soothsayers/fortune-tellers etc.

Maybe people should learn proper english etc. before they post to this group!?

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ===========================
```

1218. SCSI disks and ST ?

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 07:05:02 UTC
From: robin@sherwood.Aus.Sun.COM
Message-ID: <1jdkquINNmnv@sunaus.Aus.Sun.COM>
Source record: 211708

I have access to a SCSI disk (MD21 embedded controller).

Will this work with an ST ?

TIA,
Robin.

1219. Top Ten Reasons for Falcon Delay

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 07:05:24 UTC
From: SML108@psuvm.psu.edu
Message-ID: <93018.020524SML108@psuvm.psu.edu>
Source record: 211709

Top Ten Reasons for the Delay in Releasing the Falcon

10. Leonard heard about Video Toaster(tm) and decided to add heating element to motherboard.

9. Bob discovered a defect in the packaging and rejected the whole first batch.

8. Sam found out entire factory staff was pronouncing name "FALL-CON", not "FAL-KUHN" and fired them all citing "I only give people one chance to get it right."

7. Leonard read in the Enquirer that Ferrite bead rings cure impotence and was hoarding the entire supply in his office thus delaying FCC approval.

6. Copyright brouhaha ensued when Jack pulled into Atari Headquarters in his vintage Ford Falcon.

5. Sam's new office found to have dangerously high levels of radon: Entire new factory staff pulled from assembly line and provided with hand fans to insure proper ventilation of his office.

4. Lynx Development Team rejected second batch of Falcons when they discovered that they didn't have built-in sprite scaling/rotation.

3. Factory staff went on strike when Sam decided that ventilating his office is a privilege and that they should pay for the honor rather than vice-versa.

2. Terrifying dreams about Darek M., Dave B., and Bob R. marauding through Atari Headquarters with automatic weapons haunt Jack and forced him to temporarily close Atari Headquarters to install new security system.

And the Number One Real Real Reason for the Delay!

1. Weeks wasted as Leonard pulled Eric away from OS development and forced him to work on his new Amiga(tm)-killing idea: Multi-Toast.

Scott

1220. Re: ADVOCACY: I *LIKE* Malibu

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 07:12:31 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C11G0x.DDp@news2.cis.umn.edu>
Source record: 211710

In article <1jcvtbINNoms@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
... We can't create an advocacy newsgroup over
>night, and this is the next best thing. Read your newsreader's manual
>for information on how to construct a "kill file" that will
>automagically mark as read any messages with "ADVOCACY" in the subject
>line.

Ummm.. Dave. Sorry to have to put this to you, but there are probably a fair number of people reading messages from comp.sys.atari.st who are NOT using a newsreader. They don't have the option of using a kill file. If you're wondering who these people could possibly be, take a look at the Internet List-of-Lists under INFO-ATARI.

[As an example, my only access to this newsgroup was e-mail, up until we actually connected with the Internet back in '88.]

-- DPZ

1221. Re: ADVOCACY: Re: re W Magro's posting

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 07:16:47 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C11G80.DGv@news2.cis.umn.edu>
Source record: 211711

In article <1jd12hINNor9@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
> ... Keep in mind that the prices quoted for the
>Falcon have been sans monitor. That's an additional $500 for a good
>one, a cost that's usually folded into PC clone prices nowadays.

Dave, do you really mean to say that those great "under $1000" prices people have been slinging around as the typical cost of a -386SX system INCLUDES a $500 monitor?!?

I expect you answer will be "no", so start backtracking about what you REALLY meant to say.

-- DPZ

1222. Re: STalker vs. Uniterm (was Re: A letter to Dave Baggett

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 08:29:04 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.hOz976A_h8U@yonder.equinox.gen.nz>
Source record: 211712

In <H.ea.5_qOHaRk42o@semprini.tdkcs.waterloo.on.ca>, Chris Herborth writes:

>I use the 9-point (or is it 10-point?) Gemini Bold font from the Gemini
>desktop replacement package. 80x24, with the scrollers and title bar,
>and whatnot. The 9-point Gemini Bold is only a bit smaller than the
>8x16 monochrome font I usually look at...

on a mono monitor.... but will this work on a colour monitor????

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1223. Re: ADVOCACY: Falcon - Why I'm buying it...

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 08:34:04 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.4CEHLiN9MA2@yonder.equinox.gen.nz>
Source record: 211713

In <H.ea.y&OTCQlqoMM@semprini.tdkcs.waterloo.on.ca>, Chris Herborth writes:

>If the Falcon could do multitasking, you'd be complaining about the
>"small" resolutions (ie, 640x480 with overscan) too. 1024x768 is much
>more appropriate for all those programs running at once. Granted,
>unless MultiTOS is made available for free, most people will only be
>running one program at a time, or running a few character-based programs
>via MiNT and TOSWIN.

[humor mode on]

Of course you're right, cause ST owers _never_ pirate software, only
those people with other machines do that... everyone knows that's
a fact!

[humor mode off]

(and roms are piratable if they release it that way)

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1224. Re: ADVOCACY: Re: re W Magro's posting

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 08:39:38 UTC
From: wmagro@uiuc.edu
Message-ID: <C11K23.4E1@news.cso.uiuc.edu>
Source record: 211714

In article <C11G80.DGv@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>In article <1jd12hINNor9@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
>> ... Keep in mind that the prices quoted for the
>>Falcon have been sans monitor. That's an additional $500 for a good
>>one, a cost that's usually folded into PC clone prices nowadays.
>
>Dave, do you really mean to say that those great "under $1000" prices people
>have been slinging around as the typical cost of a -386SX system INCLUDES a
>$500 monitor?!?
>
>I expect you answer will be "no", so start backtracking about what you REALLY
>meant to say.
>
>-- DPZ

I think I can quote a 386sx system that meets these requirements:

Zora computer in Computer Sources, January.

386SX basic system at 33MHz: $254.
Includes motherboard, cpu, clock, 1.44 meg floppy, ide controller,
floppy controller, mini tower case, power supply.
add Sony 1304 monitor: $550
add 1meg SVGA 1024x768 accelerated VGA card with 65536 colors: $168
this is a Diamond Speed Star 24x card. it has special driver to
offload much of the graphics processing in Windows for something
like a 20x increase in performance.

That comes to $972. I could save $50 on the monitor (by getting a non sony brand--you did ask for a $500 monitor, after all). I could save another $120 dollars by going for a non-accelerated VGA card. What would my $170 buy me? A 40 meg IDE hard drive.

So there you go. A $1000 system with hard drive 386sx at _33MHz_, $500 monitor, and a 40 meg hard drive. That wasn't so hard.

Oh, you want it from a reputable dealer? Add $300. *:^)

--
William Magro NeXTMail welcome
wmagro@uiuc.edu

1225. Re: SCSI disks and ST ?

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 08:42:16 UTC
From: wmagro@uiuc.edu
Message-ID: <C11K6I.4GJ@news.cso.uiuc.edu>
Source record: 211715

In article <1jdkquINNmnv@sunaus.Aus.Sun.COM> robin@sherwood.Aus.Sun.COM (Robin Peatfield) writes:
>I have access to a SCSI disk (MD21 embedded controller).
>
>Will this work with an ST ?
>
>TIA,
>Robin.

yes. details to you in e-mail.
--
William Magro NeXTMail welcome
wmagro@uiuc.edu

1226. Re: ctrl-alt-del reset adding utility

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 08:43:56 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.tE1xVgsOyRQ@yonder.equinox.gen.nz>
Source record: 211716

In <93016.202119SML108@psuvm.psu.edu>, <SML108@psuvm.psu.edu> writes:
>Hi, has anyone ever written a utility to add ctrl-alt-del warmstarts to
>TOS 1.2 and earlier?
>
>I'd like to be able to reset without the modem hanging up...

This won't solve your problem, it does the DTR thing even with re-booting
this way.

What you want to do it tell your modem this before you connect to
someplace

at &d

this tells the modem to ignore the DTR signal.

of course the downpoint with using that is you can't hang up on the
other end with most terminal programs, but that's not a problem with
an external modem, just hit the power switch on it! :-)

(i'm talking about dropping carrier on them there, not on the propper
loggoff sequence of most bbs's)

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1227. Re: off_line reader

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 08:51:38 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.RWTtOreAbpw@yonder.equinox.gen.nz>
Source record: 211717

In <199316.4514.29203@dosgate>, "les dodman" writes:

>Hi, is there an Off_Line Reader for the Atari ST? If there is, is it in
>the public domain as freeware or shareware? Thank you for your response
>in advance. ....

What for?

for uucp, there's Hermes, or Mercury (the former being the reccomended one)

for QWK, there's a few, MTQWK, Maximiser, Tailmail, and a few more,
but noone on internet seems to know about these. I've got em, the
first 2 came from GEnie I think, and Tailmail came to me from a friend
in Canada. All are pretty useless.

To become a fido point, there's a port of Binkley term, but it's a bit
flakey, you need several other programs with it, and it's a bitch of
a thing to set up.

If you want any of these get in touch with me by email and i'll
post a few discs to you. Mercury & Hermes are available on FTP sites.

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1228. Re: problem with 4 meg expansion on 1040 ste..

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 09:52:20 UTC
From: walter@lkn.e-technik.tu-muenchen.de
Message-ID: <walter.727350740@sun>
Source record: 211722

kort@fwi.uva.nl (Jan Kort (I33)) writes:

>I recently installed 4 meg in my 1040 ste, and it all works great. But when
>I try to open a folder the computer doesn't do anything anymore..
>I can't move the mouse, and the screen remains still.
>When I start up any program before I open a folder, everything works fine,
>so I expect this is a software bug ? If it's a known bug, is there a fix for
>it ?
>P.S. I've got a: 1040 ste with 4 megabyte and tos 1.6

maybe you left the old RAM chips inside. Then there are too many
chips sucking the power of the address lines, the driver chips are
overloaded.
You can avoid this problem by cutting the address lines to the old
, not used RAMs, the easiest point is at the small resistors before.

Greetings from Munich, Bavaria!
Walter.

1229. Upgrading an ST-520

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 09:59:19 UTC
From: mae@hplb.hpl.hp.com
Message-ID: <1993Jan18.095919.11018@hplb.hpl.hp.com>
Source record: 211729

Sorry if this is obvious to you, but my brother has one of these machines and wants to upgrade it to 1 meg or beyond. Shop prices for this seem rediculous and since I can get the memory, all I want to know is what to do.

Can anybody instruct me on what is needed to upgrade a 512k machine to 1 meg, or
is it best to pay for a shop upgrade?

Thanks in advance for any advice you can give,

Regards,

Mark Eve.

1230. Re: Compatability and attitudes

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 10:18:33 UTC
From: richard@star.ic.ac.uk
Message-ID: <1993Jan18.101833.16239@sol.ctr.columbia.edu>
Source record: 211723

In article <1993Jan15.134236.9255@gdr.bath.ac.uk>, mapmh@gdr.bath.ac.uk (M Hagger) writes:
|> I've been having a discussion with Neil Forsyth about dodgy
|> programming on such machines as ST's and obviously on to Falcons etc,
|> it would seem that one of the problems with programs is perhaps the
|> approach to writing them in that programmers just see the machine as a
|> games machine or perhaps a one time application machine - the user
|> sticks in a disc and turns the machine on....and switches off when
|> he/she gets bored. We'd need a change of attitude towards more
|> serious applications before programmers would feel the need for
|> writing programs that did things legally and became more compatible
|> with future generations of machines. Of course I'm not saying that
|> all programmers do this, but whilst a significant number of users only
|> work from floppy drive systems the incentive to write legal programs
|> doesn't seem to be there.
|>
|> Anyone else got any thoughts on this?
|>
|> Mark

I think a lot of the problem is not so much attitude as ignorance.
If you can't envisage a possible use of your program you're not likely
to cater for it (and working with GUI's, the programmer really needs
to cope with everything).
So people without hard disks, and who don't have much idea of how
the file system works will use explicit paths to files, people who
do just press reset when they want to loads something new up,
won't include a quit option (it seems you have to do this a lot
anyway wth all the gdos incompatibilities around).

Also, you might try to cope with a situation you can envisage, but
you can't test. So it doesn't work anyway.

One thing I would like to know is how MultiTos responds to the mouse.
i.e. does topping a window top all the applications windows?
is a window actually 'active' (i.e. recevies mouse button events). when it's
not the top one (like I'm told scroll bars are)?

and loads more.

The thing is I don't know, I can write a program which will work fine
now, but under multitos will not be useable.

So I suppose it comes down to documentation, what is there available
(cheaply - 100 quid seems steep for atari docs - better than nothing though)
to the hobbiest which not only explains how to access a file, but also
explains how you should access it.

Am I totally off the track here?

Richard

1231. Re: Hexmines v1.2

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 10:19:37 UTC
From: gehnen@apathix.informatik.rwth-aachen.de
Message-ID: <gehnen.727352377@apathix>
Source record: 211724

doucet@ripolin.laas.fr (Jean-Etienne Doucet) writes:

>To all people who have liked Hexmines:
>the new version 1.2 is being uploaded at a.a.u.e .....
>These games are for STs/STEs only, no TTs, neither Falcons.
^^^^^^^

What have you done ? Hexmines 1.1 runs well on my TT....

Gerrit

1232. Desktop features, was: Re: Gem

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 10:26:28 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan18.102629@cs.bham.ac.uk>
Source record: 211725

Though I like Atari NewDesk, there are one or two things missing. The most obvious of these is interprocess communication. There are several protocols currently set up for this, including a Codeheads protocol and the Gemini one which I've seen several programs use.

Recently I got a CPX which is to do with Atari's own protocol, the Atari Clipboard, using scrp_read() and scrp_write(). What's it about? How do you use it?

Also, anyone use TRASH.CPX and can give me a quick summary in English?

Thanks

David.

.___ .
//_ //|
< David Oakley, ASTRAsoft shareware producers for the ST > || || |
< dxo@cs.bham.ac.uk; 6 Watlands Rd, Audley, S.O.T ST78QQ UK. > || || /_
< It's a common mistake, made by all truely stupid people > _/|| ||_/ |
< - Kryten > |_/ |_| _|/

1233. Re: RFD: What to do with comp.binaries.atari.st/comp.sour

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 11:00:11 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <17mkXB5w165w@dogbox.acme.gen.nz>
Source record: 211742

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

> How about this:
>
> comp.sys.atari.st - current newsgroup
> comp.sys.atari.st.tech - current newsgroup
> comp.sys.atari.announce - announcements of new software/where to get it
>
> If the Falcon takes off, add:
>
> comp.sys.atari.falcon
> comp.sys.atari.falcon.tech
>

How about adding

comp.sys.atari.zines - Atari online magazines

To that creation list? The alt group exists, albeit with lousy
propagation, so it's not really as if it's adding bandwidth to
the net.

I wouldn't mind running the vote, but email charges would kill me.

--
Alan Brown. (SysAdmin)
dogbowl@dogbox.acme.gen.nz Palmerston North
Dawghaus BBS -> +64 (6) 357-9245 New Zealand
"A wet and windy place in the South Pacific"

1234. Re: Mail utility for MiNT/INIT ?

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 11:03:45 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Jan18.110345.16728@sol.ctr.columbia.edu>
Source record: 211726

In article <A54037@K.maus.de>, Andreas_Hoffmann@k.maus.de (Andreas Hoffmann) writes:
} Hi folks!
}
} Just recently I installed MiNT 0.95 and INIT 1.0 from the MiNT distribution kit
} I found on a.a.u.e.. _WHOW!_!!! Connecting a AT286 via modem1, I had a real
} multiuser system on my ST, behaving like a EUNUCHS box. But then, there was no
} mail utility included. Has anyone seen a mail utility for MiNT/INIT? (well... I
} am the only (lonely) user on my system, and the two terminals stand cosy
} side by side, but I'm kind of pedantic...:-))
}
} If any kind soul knows how to mail on a MultiMiNT system, please let me
} know how and where to get it from (mail servers preferred, because I don't
} have easy access to ftp).

I too would like to hear from anyone with a mail utility ported to MiNT
so that I can put it into the distribution.

Simon.
--

```
_______________________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

1235. Re: Compatability and attitudes

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 11:11:17 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <C11r2u.Kvq@cs.bham.ac.uk>
Source record: 211727

In article <1993Jan18.101833.16239@sol.ctr.columbia.edu> richard@star.ic.ac.uk (Richard Syratt) writes:
>So I suppose it comes down to documentation, what is there available
>(cheaply - 100 quid seems steep for atari docs - better than nothing though)
>to the hobbiest which not only explains how to access a file, but also
>explains how you should access it.
>
>Richard

Has the quality of the cheap Atari docs improved at all since the ST Applications review?

(For those without the review, the general comment feeling was 'Thank God', but they could have done a better editing job and made it a more professional looking effort)

Compare the price though, with buying all the Inside Mac books!!! I wouldn't resent paying #100 if the docs were well done.

1236. TT and scanners

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 11:44:15 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Jan18.114415.15680@news.unige.ch>
Source record: 211728

Following a remarkable correspondence about my new TT and Spectre GCR - to which the conclusion seems to be that no two people see the same effects ;-) - here's another problem:
does anybody know of a driver for a Hawk CP14 scanner that works on the TT?

tia,
Mike

1237. Re: WavePlayer for STe/TT

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 12:07:41 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C11tot.K7x@newcastle.ac.uk>
Source record: 211732

This should definitely have gone in comp.binaries, not here.....

Craig.

1238. Re: Julian Reschke involved with MultiTOS d

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 12:20:20 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <C11u9x.3nB@hermes.hrz.uni-bielefeld.de>
Source record: 211730

In article <...>, dk3uz@mcshh.Hanse.DE (Edmund Ramm) writes:

|> (...)
|> I can only agree: bring out an English language version of the Profi Book,
|> forgetting about he German language edition, and you will have a bigger mar-
|> ket than you ever dared dreaming about!

(own stuff finally deleted)

flame, flame, flame...

--
TeSche (Torsten Scherer), Estudiante de la computacion en la
Universidad de Bielefeld, Calle de la Universidad 25, D4800 Ciudad de Bielefeld
****
internet e-mail : itschere@techfak.uni-bielefeld.de
tesche@dave.hrz.uni-bielefeld.de (sis onz nuu)
uteca066@unibi.hrz.uni-bielefeld.de (will fade away soon)
**(EOT)*

1239. Re: Mail utility for MiNT/INIT ?

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 12:31:51 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <C11ut3.3uo@hermes.hrz.uni-bielefeld.de>
Source record: 211731

In article <...>, sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:

|> (...)
|> I too would like to hear from anyone with a mail utility ported to MiNT
|> so that I can put it into the distribution.

I too was thinking about such a program, and I was also thinking about writing a small one. BUT: When I say small one, I really mean small. It's very probable that lot's of others would like it to be UN*X mail compatible, and that's where I stopped my thoughts. BUT: If it needn't be UN*X compatible, it should be rather easy. I've just thought about what to do that there's no deadlock if the pipe (or whatever it is that you put your mails through) get's too full. Perhaps we should start a little discussion about the facilities people would like to have. For me, personally, just a small mailer-daemon which doesn't lock up (i.e. it's really save!) and a small mailer program with just commands to r)ead, m)mail and q)uit would be enough and perhaps I'll sit down later and write it.

TeSche
--
TeSche (Torsten Scherer), Estudiante de la computacion en la
Universidad de Bielefeld, Calle de la Universidad 25, D4800 Ciudad de Bielefeld
****
internet e-mail : itschere@techfak.uni-bielefeld.de
tesche@dave.hrz.uni-bielefeld.de (sis onz nuu)
uteca066@unibi.hrz.uni-bielefeld.de (will fade away soon)
**********(EOT)*

1240. Re: Gem

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 13:24:55 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Jan18.132455.27090@cs.ruu.nl>
Source record: 211744

In <1993Jan15.152112.27503@unix.brighton.ac.uk> pf21@unix.brighton.ac.uk (Paul) writes:

>Hear hear, GEMS WONDERFULL (1.62) especially with a accelerator !!!
>Now, I won't hear another bad word said against it.
>
>THE END
>
>FULL STOP
>

Well well, the good old English view of computers. I hope you don't mind me
calling my TT/TOS 3.06 with an accellerator wonderful as well?

--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

1241. New upload on atari.archive

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 13:36:44 UTC
From: boender@dutiws.twi.tudelft.nl
Message-ID: <C11xt9.Gn5@dutiws.twi.tudelft.nl>
Source record: 211745

```
Hi all,
I've uploaded two files to atari.archive.umich.edu:
- less-177.zoo, a -mbaserel and -mpcrel version of less that actually
works (i.e., shell escapes, regex searches, the whole works).
- shlutl18.zoo, a -mbaserel and -mpcrel version of the GNU shell utilities
version 1.8, including stuff like 'test', 'expr', 'su'.

Comments, bug reports, flames to:
Hildo Biersma
boender@dutiws.twi.tudelft.nl
```

1242. Re: RFD: What to do with comp.binaries.atari.st/comp.sources.atari.st?

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 13:50:56 UTC
From: arjm@dcs.ed.ac.uk
Message-ID: <C11yGz.Ms0@dcs.ed.ac.uk>
Source record: 211733

In article <C0qIL3.wF@hpbbrd.bbn.hp.com>, clausb@hpbbrd.bbn.hp.com (Claus Brod) writes:
> But I guess that you can at least use ftpmail servers, can't you?
>
Excuse me, but what are ftpmail servers? If they are some sort of file transfer
via mail, a number of us don't have international email either.
--
Andy MacCormack, aka armless, aka arjm@uk.ac.ed.dcs
--

1243. 386SX prices

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 14:02:44 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <18JAN93.09024459@cc4.crl.aecl.ca>
Source record: 211734

Irregardless of the price of a 386SX system, the question still remains,
"Why would anyone WANT to cripple him/herself with a 386SX?". These CPUs
were outdated before they were released. Absolutely useless machines.
The RESPECTABLE dealers around here discourage SX purchases; some even
REFUSE to sell SXs. So, who cares how little they cost. After all,
you can get a great deal on a Commodore 128 as well!

1244. Re: ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 14:19:48 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.eg.N79egCkuuRE@jonh.wimsey.bc.ca>
Source record: 211662

In <H.ea.FH&lt92CZgQ@yonder.equinox.gen.nz> craig@yonder.equinox.gen.nz
(Craig Shore) writes:

>Bull! Software piracy has been around since the days of the C64 & ZX Spectrum
> It's in our human nature that if we can get it free, why pay for it!

Actually, I think the first pirated software was Bill Gates' basic
for the Altair.

--
John Henders
Vancouver,BC

1245. SCSI -> ST Hookup Help

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 14:20:42 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Jan18.142042.3490@unix.brighton.ac.uk>
Source record: 211735

I have seen an offer of an SCSI Seagate 84MB Hard Drive for 125.00 pounds.
This appears to be a *very* good bargain, but it is w/out a power supply
or connector.

Can anyone advise me as to the availability and cost of these parts.I have
an Atari 520STE and have a desperate need for a hard drive, but have little
knowledge of them so your advice on this buy is very welcome.

I have also been offered the chance to buy second-hand drives from IBM
machines at my old college and I understand I would need some sort of
connectors for these too. Any ideas? Thanks very much.

--
+---+
| On the end of every wizards staff is a knob! - T.Pratchett |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix
+---+

1246. Dungeon Master/FTL question

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 14:28:09 UTC
From: mbernar@erenj.com
Message-ID: <mbernar-180193093154@mbernarmac1.erenj.com>
Source record: 211736

My Dungeon Master refuses to boot up (bombs) and I'm getting pressure from
my son (6 yrs) to fix it. I presume that the disk is corrupted and the
only way to fix it is to order a replacement. My manual has the following
address for replacement orders:
Post Office Box 112489
San Diego, CA 92111
Is this address still correct? I'd like to know before I send my disk in.

Marcelino Bernardo
mbernar@erenj.com

1247. Re: MultiTOS on 68000

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 14:30:13 UTC
From: leonp@cs.kun.nl
Message-ID: <C120AE.HDB@sci.kun.nl>
Source record: 211746

In <D0TgXB1w165w@sys6626.bison.mb.ca> boris@sys6626.bison.mb.ca (boris) writes:

>After having just read the latest Znet Bob Brodie has said that MultiTos
>will be able to run on ALL atari machines (ST series to present)

> The falcons are having production problems because of the FACTORY and
>not atari. This shortage of supply is world-wide and Atari is bringing a
>second supplier in to pick up where the first supplier has f*#$%%^ up.

>It has had FCC approval since sept.
>It will be shipping in quantity by march. NOT atari's fault. The factory
>has lousy quality control and is being taken to task for it.

Pity, that's one of the reasons I bought a 486 pc!

>PC's???? Just because thousands and thousands of computer illiterate
>persons are willing to buy a dumb machine for an outrageous price and
>slog thru DOS to run thousands of pieces of taudry software doesn't mean
>everyone is a herd animal. Load up your vaunted PC with enough cards to
>make it able to handle everything a stock ST does. Put in windows and
>norton utilities to meet the stock ST operating system, Run word perfect
>on your lauded PC is twice as slow as my ST and costs tree or four times
>as much.

Hmmmm, some considerations from a former Atari user,
but I have to add that I still think atari makes great machines.
PC's aren't that bad. It's simply a myth.
Using dos is not the best way to go but it has some nice touches to:
* Tons and tons of nice software, commercial as well as pd (or shareware)
* High quality software. There's is no point in denying this.
I uased a lot of programs on my atari and I liked them very much.
They are really high quality products, but this holds also
for dos applications.
They may not look that sexy (perhaps due to the "borland" look), but
if you want that just use their counterparts in windows 3.x

Of course you can say that windows sucks, but:
* Yes, windows is based on too old software techniques (dos)
* Yes, windows is slow on a 386sx16, but it is surpricingly fast
on a 386Dx ot 486 DX, and these machines are cheap!
* Windows looks sexy. Much better imho than GEM!
So it doesn't matter what's underneath. Windows looks good and
there are a lot of VERY good programs for windows and this is just
what people want!

So stop whining about those stupid pc's and admit that they to
can be (and actually are) used for many different applications

without any problems.

Some pros for pcs are the easy extensibility.
I mean adding 4MB to any pc (>=386SX) is very EASY and CHEAP.

> I've played might and magic on a friend's PC and if that's the quality
>of your thousands of pieces of software, well I will die laughing it it
>for the rest of my days.
> The ONLY reason for the PC continuing to exist is no one is willing to
>admit they got sucking and taken to the cleaners. IBM had a virtual
>monopoly back in the beginning and got a lot of people to invest in a
>machine quickly surpassed. Now they survive on the basis of the sheer
>inertia of the herd. Any machine where you have to load in A windows
>environment is archaic and not worth the plastic it's made of.

Here you go again, stop it please!

>you can't compare the two machines. The moment you load any software into
>a PC it slows down! It never does on an ST.

Sure, running software takes no time on an ATARI!
Get a hold of yourself.

More stuff deleted ...

The best way to support the Atari community is to discuss
the pros and contras of its software and hardware but don't bash users
of other systems. They made a choice and the usually had a good reason for it
(I had, linuc/c++ programming/lots of memory neede).

Bye,

Leon Pillich
University of Nijmegen, Holland
email: leonp@cs.kun.nl

Life is what's happening when you're making other plans ...
John Lennon

1248. Re: Overscan modification?

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 14:56:24 UTC
From: ue@nathan.do.open.de
Message-ID: <H.eg.7QVZT9vL&3_@nathan.do.open.de>
Source record: 211718
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993Jan17.053709.8026@netcom.com>, Christopher Russell writes:

Hi,
>Howdy folks... Any overscan users out here? I just have a coupla
>questions.
Sure, let's go :-)

>Is it worth the trouble? Basically the answer to this is a function
>of the number of programs that will take advantage of it.
It is worth the trouble. There are some dirty programs that won't work in
Overscan mode, but you'be got to swich back (manually and automatically)

>Would stalker, rufus, and/or connect take advantage of it? How about
>uniterm?
Stalker: Never used it. Rufus & Connect: Yes. Uniterm: NO

>How about Spectre... would I get the extra Rez in Mac mode?
Propably no. I never used Spectre...

>There is lots of dead space on my SM124, so it would seem that this
>modification, would give me many more lines/columns of text.... is
>this true....
Even with Overscan you'll still have some border left. I got 6 more
columns and 3 or 4 more lines. That's great for text processor etc
(full 80 columns even with a window!)....

>Note: I am a monochrome monitor user (SM124)....
Same here...

>Also I have an old 1040STf... I do not have the new TOS 1.4, will this
>be a problem..?
Well, TOS 1.4 (or, to be correct 1.04) is old. 2.06 is the current version
for all ST(E) models. Overscan will work with 1.02 but I would recommend a
newer TOS version for better HD performance and less crashes...
/s/
--
Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

1249. Re: ADVOCACY: Does name calling and distortion do anyone any good?

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 15:07:04 UTC
From: chu@acsu.buffalo.edu
Message-ID: <C121zt.D2M@acsu.buffalo.edu>
Source record: 211737

In article <11721@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>MiNT too is a "Unix-hackers toy". And there is no "386" part.
>Take a look at the libraries (I thought you had?).

Yeah, I know and yeah, I have. However, as impressive an achievement as MiNT is, (I never boot up my STe without it) I wouldn't mind X and more muscle as my computing needs really are starting to strain the STe.

While I think Falcon, marketed properly, could be a good move for Atari, it's not a good move for me. (Maybe their next machine, 1/2 :-))

john
chu@acsu.buffalo.edu

1250. Re: ADVOCACY: Falcon - Why I'm buying it...

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 15:17:41 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.93Jan18151058@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 211683

>>>>> On 14 Jan 93 11:29:10 GMT, craig@yonder.equinox.gen.nz (Craig Shore) said:
> country any more.)) but could someone tell me, how would the falcons
> screen resolution handle several windows on the screen at once?

By overlapping the windows so that only the window you're working on is
fully visible? 90% of the time that'll be perfectly acceptible (its how I
work on suns with 11?? by whatever screens - two decent sized shelltools
almost fully visible on the screen at once)

Kev

1251. Re: Anyone used "REDACTEUR" WP program

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 15:18:38 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <727370318.17018@minster.york.ac.uk>
Source record: 211664

In article <1993Jan15.002937.13659@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>> Has anyone used the feature-packed "REDACTEUR" word processor? I have Word
>> Writer ST (and am very happy with it, but it looks prety dated and many
>> features are becoming annoying). Redacteur looks a lot like WWST, has anyone
>> switched up to Redacteur FROM Word Writer? Are they similar? Any help is
>> appreciated. Oh, also! The manual is HUGE, but is it well written...size
>> isn't everything...well I HEARD that anyway :^) Well, i've never PERSONALLY
>> heard that :^) :^)
>
>I've heard about Redacteur. Where does one get it? PD/Shareware or standard
>commercial outlet? What does the word "Redacteur" actually mean?

Redacteur (I believe it means "editor" in French) is a commercial product.
An English language version is distributed by the ST Club in the UK:

The ST Club, 2 Broadway, Nottingham, NG1 1PS
Tel: +44 602 410241

Personally, I'd recommend That's Write rather than Redacteur. I'm currently
waiting for my upgrade to That's Write 2 to arrive, but That's Write 1.5 is
pretty damn good. Redacteur worries me in that it only supports 10 and 12
point text. You can make it use larger fonts, but only by hacking type
offsets around and other jiggery-pokery.

That's Write has excellent font handling (bit map only), does not require
GDOS, and is very fast both in screen display and printing. It's distributed
in the UK through COMPO (I don't have their address)

(I have no connection with the ST Club or COMPO -- I'm just a satisfied
customer of both)

> -Matt

Mat

Mathew Lodge	"What think you, my lord, of... Love?"
mjl-b@minster.york.ac.uk	"You mean rumpy-pumpy?"
Langwith College, Uni of York, UK	-- Blackadder II

1252. Re: Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 15:50:38 UTC
From: gbcusg@gpu.utcs.utoronto.ca
Message-ID: <C1240E.AFz@gpu.utcs.utoronto.ca>
Source record: 211739

In article <1849@rwja.umdnj.edu> choudhri@njmsa.UMDNJ.EDU (Ajay Choudhri) writes:
>
>Does anyone have any solid info on the Atari Jaguar?
>With the advent of the 3DO and dominance of Sega/nintendo in the
>home-console market, does it stand a chance?
>
>If anyone does have info on it, please post it or even e-mail it to
>me and I'll summarize to the net.
>
>i really think the viability of Atari really depends on its cash flow
>from the Lynx and Game systems, the Falcon/St/TT series computers are
>not going to produce alot of money for the folx in Sunnyvale.

Rumours are all that I have heard but here goes:

Twin 68030 processors for parallel processing.
'Virtual Reality' headset (eye and ear phones'
Very high price (to compete with 'Neo-Geo', not nintendo and sega)

Darren King, GBC -->gbcusg@gpu.utcs.utoronto.ca

1253. Re: SCSI disks and ST ?

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 15:57:57 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Jan18.105757.14345@umiami.ir.miami.edu>
Source record: 211743

In article <1jdkquINNmnv@sunaus.Aus.Sun.COM>, robin@sherwood.Aus.Sun.COM (Robin Peatfield) writes:
> I have access to a SCSI disk (MD21 embedded controller).
>
> Will this work with an ST ?
>
> TIA,
> Robin.
>

It will work with an adapter board. Personally I am running a 44 removable hard drive mechanism with the new ICD LINK. It is a small adapter plug that you attach between a DMA cable and the SCSI port on your HD and it translates it. It works amazingly well and I couldn't be happier with my purchase. It costs around $90 and its primary distributer is TOAD COMPUTERS in MD.

Mark Santora

1254. Re: meta-comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 15:58:59 UTC
From: ritz@ritz.mordor.com
Message-ID: <9301185570@ritz.mordor.com>
Source record: 211740

Peter Kocourek (qsi@contrast.wlink.nl) wrote:
OS/2> Christopher Mauritz wrote in a message on 12 Jan 93 to All
OS/2>
OS/2> CM> competance of the management. I wonder how long it will be
OS/2> CM> before NASDAQ unlists Atari all together (it is practically
OS/2> CM> a penny stock) and ATC is relegated to the likes of the Vancouver
OS/2> CM> exchange...Imagine that....
OS/2>
OS/2> Minor nitpick: Atari is listed on the AMEX, not on the NASDAQ OTC. I agree
OS/2> with the rest of your post wholeheartedly. Atari's stock isn't that far
OS/2> from bankruptcy level.

Oooops, you are right. Sorry about that.

Cheers,

Chris

--
Christopher Mauritz | My views reflect those of my
ritz@ritz.mordor.com | company since I own the company.
{backbone}!rutgers!spcvxb!ritz!ritz | Ritz International, Inc.
OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 | Import/Export Consultants

1255. Re: Can I run an ST or a Falcon as X-terminal?

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 16:03:57 UTC
From: gbcusg@gpu.utcs.utoronto.ca
Message-ID: <C124ML.BBG@gpu.utcs.utoronto.ca>
Source record: 211741

In article <1jacbjINN8eh@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>The Falcon has networking capabilities. It can (apparently) hook up
>to IBM's and Mac's with not too much trouble!
>
>(It can also I presume plug into Mega STE's, and TT's). Software is
>around here somewhere. (I think there's even some Shareware stuff
>somewhere!)
>
>
> ==
> | O O Computers: Not just machines, they're a way of | ||| |
> | o life. Your computer *IS* your religion! | ||| TARI |
> | _/ Steve Wells - Wellington, New Zealand. | / | \ |
> ========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================
>

Yes the Falcon has networking capabilities, but it's localtalk. Anyone who
has ever used localtalk knows that the only thing it is useful for is
printer sharing. The speed of localtalk is 230,400 bps. This is not
acceptable for any kind of file or application sharing.

Darren King, GBC --> gbcusg@gpu.utcs.utoronto.ca

1256. Re: MultiTOS on 68000

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 16:51:12 UTC
From: pjj@cs.man.ac.uk
Message-ID: <7246@m1.cs.man.ac.uk>
Source record: 211684

wells_s@kosmos.wcc.govt.nz writes:
>>I hate to jump in here but how can it not be Atari's fault? Did someone
>>else pick the factory?...

>Previously the factory
>probably worked well, and that's why Atari used it. Problems with
>the Falcon, are the factories fault then, Atari aren't running it.

Interesting news-item in ST Applications this month (I can't remember if
they gave it an official source):
They wrote that the Falcons were OK, but the test equipment was wrong, so
several batches were junked before someone tried to find out what was going
wrong by hand. I wonder who supplied/set-up the test equipment.

1257. Re: Falcon, Falcon who has got a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 17:18:26 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <1993Jan18.171826.24802@syma.sussex.ac.uk>
Source record: 211747

From article <1993Jan15.232042.14067@newshost.lanl.gov>, by hutch@bellman.lanl.gov (John Hutchinson):
> While this is a popular rumor it just isn't the case. According to Bob
> Brodie's conference on GEnie this week, the delay is due to the poor quality
> control of the current assembly line contractor. Too many units were failing
> to meet specs. Supposedly this has now been worked out (or is in the process
> of being worked out).

There was a story in the current issue of the UK mag ST Applications
that in fact the Falcons were OK, but the *test equipment* was faulty.
Atari junked a whole batch of good Falcons before they realised.

Maybe this is apocryphal, but it's a good story anyway.

Does anyone have access to Taiwanese rubbish dumps?

Graham

1258. Re: Money Managing and Tax programs

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 17:22:26 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1993Jan18.112228.13@janus.arc.ab.ca>
Source record: 211657

In article <1j277cINNt88@tamsun.tamu.edu>, lehmann@cs.tamu.edu (Mark A Lehmann) writes:
>Well, I am going to break down and use this wonderful dazzling favorite
>computer of mine for a real world task.
>
>I would like to manage my budget and taes on it.
>
>So what are your recommendations?
>
>What is a good checkbook balancing program? I was thinking of just using
>the OPUS speadsheet. Is there something better?
>
>What about a 1992 US TAX preparation program? I have a PC Speed program that
>can run Parsons Personal Tax Edge program, but I have to use DOS for that
>and the screen picture will probably look bad. If I am going to shell out
>several dollars for a program (and I will only use a commercial program for
>TAXes) I'd like it to use the GEM facilities.
>
>Does the tax program print out pages that can be directly submitted to the
>IRS?

I am currently using Pha$ar (v4.06). This is a nice program but it has a few quirks that take getting used to. It has a U.S. Tax module but being Canadian I have no idea how useful it is. It supposedly available from Pacific Software (Z*Net 92-23). I paid about $40 for it a few years back.

Bob

1259. Chess programs for ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 17:33:48 UTC
From: jmoakler@gssec.bt.co.uk
Message-ID: <1993Jan18.173348.6114@gssec.bt.co.uk>
Source record: 211655

Apologies if this subject has been done to death before.
I'm new to the newsgroup and didn't see anything in the FAQ which helped me.

I'm considering buying an ST (or the forthcoming Falcon) and one of the programs I'm interested in is chess.

I'm not too bothered about fancy graphice etc, but more in the playing ability of the program.

Does anyone have any good recommendations, along with an idea of the playing strength.

Fell free to email to me direct, and I can summarise on the net if there is enough interest.

****
* Joe Moakler jmoakler@gssec.bt.co.uk
* BT Glasgow Engineering Centre "Mostly Harmless"
****

1260. RE: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 17:34:24 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1993Jan18.113425.14@janus.arc.ab.ca>
Source record: 211658

In article <3655.723.uupcb@almac.co.uk>, craig.dunn@almac.co.uk (Craig Dunn) writes:
>Having read all the ballyhoo about compatibility problems, graphics etc.
>etc. ad infinitum there is still one over riding fact to take into
>account when comparing the two formats..
>
>Cost.
>
>To get the same performance out of a PC as you can out of the Atari
>Falcon you would have to spend at least four times as much money.
>
>That is a fact! Not a fantasy.
>
>This is an important factor when you take into account the current state
>of the economy and the fact that the public automatically look at their
>wallets before comparing performance. (See the rise is Lada and Skoda
>sales..)
>
>Why can't everyone just accept that most computers are great at certain
>things and crap at others...Atari's and PC's included.
>
>Fuel to the fire..?
>
>Comments welcomed.
>
>Craig
>

Well Craig this may all be true but the bottom line is that cost/performance should not be the main selling feature for most people. I personally would be looking at available software as well as service and availability. Sadly the Atari sucks in this area. I might be able to track down someone who is selling new Atari's but it is getting harder and harder to find commercial software and addons for Atari (you won't believe how hard it was to find a non-atari mouse for my Atari here). I have had my Atari for many years and still love it. Unfortunately there are no longer any Atari dealers here in Edmonton (Alberta, CANADA) and it's practically impossible to find software or hardware for the Atari (any recommendations on a reliable mail order source). I cannot truly recommend an Atari to friends because of this. I think the Falcon is an impressive machine (based on literature) but if you can't find software for it who cares (sigh).

Bob

1261. testing mail2news gateway....ignore

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 17:42:58 UTC
From: gijs@mbase.hacktic.nl
Message-ID: <H.zSxZbAW4&Cc@mbase.hacktic.nl>
Source record: 211566

Hi, sorry to waste space.

This was posted by mailing to
comp.sys.atari.st.usenet@decwrl.dec.com
--
gijs@mbase.hacktic.nl
M-BASE lives!

1262. GOT ONE !!!! (FALCON)

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 18:15:42 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C12Aq6.IFu@newcastle.ac.uk>
Source record: 211750

I finally managed to put my name on a Falcon today. An ATARI dealer in Edinburgh (Scotland) got a shipment on Xmas eve, and there was one left when I called today. And now it's mine!!!!!!!!!

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

1263. FOR SALE : PROTAR HARD DISC

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 18:21:02 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C12Az2.IoD@newcastle.ac.uk>
Source record: 211651

FOR SALE:

PROTAR ProGate II 40DC Hard Drive.

- 250 pounds (UK) or nearest offer.

- 3 Monthes Old (Still under guarantee for 9 monthes)
- Comes with MiNT + GNU C/C++ & much more software ready installed,
ideal for person wanting to get into the MiNT scene.

Contact CRAIG GRAHAM,
38 Brighton Grove,
Fenham,
Newcastle,
England.
TEL: UK (091) 2737650 after 6.00pm

REASON FOR SALE:
Just bought a Falcon with 65Meg internal Hard Drive.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

1264. Re: Compatability and attitudes

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 18:22:15 UTC
From: gbcusg@gpu.utcs.utoronto.ca
Message-ID: <C12B14.IEK@gpu.utcs.utoronto.ca>
Source record: 211748

In article <C11r2u.Kvq@cs.bham.ac.uk> cjr@cs.bham.ac.uk (Chris Ridd) writes:
>In article <1993Jan18.101833.16239@sol.ctr.columbia.edu> richard@star.ic.ac.uk (Richard Syratt) writes:
>>So I suppose it comes down to documentation, what is there available
>>(cheaply - 100 quid seems steep for atari docs - better than nothing though)
>>to the hobbiest which not only explains how to access a file, but also
>>explains how you should access it.
>>
>>Richard
>
>Has the quality of the cheap Atari docs improved at all since the ST
>Applications review?
>
>(For those without the review, the general comment feeling was 'Thank
>God', but they could have done a better editing job and made it a more
>professional looking effort)
>
>Compare the price though, with buying all the Inside Mac books!!! I
>wouldn't resent paying #100 if the docs were well done.

I would gladly pay the equivalent of the price of the Inside Mac books if
the Atari documentation were of equal quality!

Darren King, GBC --> gbcusg@gpu.utcs.utoronto.ca

1265. Re: 386SX prices

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 18:29:06 UTC
From: gbcusg@gpu.utcs.utoronto.ca
Message-ID: <C12BCI.Iy2@gpu.utcs.utoronto.ca>
Source record: 211749

In article <18JAN93.09024459@cc4.crl.aecl.ca> csullogg@cc4.crl.aecl.ca writes:
>Irregardless of the price of a 386SX system, the question still remains,
>"Why would anyone WANT to cripple him/herself with a 386SX?". These CPUs
>were outdated before they were released. Absolutely useless machines.
>The RESPECTABLE dealers around here discourage SX purchases; some even
>REFUSE to sell SXs. So, who cares how little they cost. After all,
>you can get a great deal on a Commodore 128 as well!

You are saying that a 386sx is outdated? Do you mean that a 32 bit processor that communicates only 16 bits at a time is too slow? Gee, didn't I just describe the Falcon030's architecture? Wake up. If you contend that the 386sx is useless, then you have to admit that the Falcon's (and Mac IIsi, Classic II, and LCII) are equally as useless. The 16MHz '030 may outperform the quivalent 386sx but because it is on a 16-bit bus, it suffers from the same problem.

Darren King, GBC --> gbcusg@gpu.utcs.utoronto.ca

1266. The Falcon is available in Switzerland!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 18:36:08 UTC
From: host_3@elpp1.epfl.ch
Message-ID: <1993Jan18.193608.1@elpp1.epfl.ch>
Source record: 211653

No, it is not, and that is sad.
Did you ever think that Atari will maybe pass out before putting the Falcon on the market ?
You will never see any Falcon on your desk. And if you do, none of your neighbours will have one.

Bad joke, a bit childish, but Atari deserves it. They aren't any more with us. Last month, I was still sure I would buy a Falcon, now I am not sure. For the same money I could get a 386 or an Amiga 1200, NOW.
That is sad, my friends.

1267. 68040 board for TT?

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 18:48:31 UTC
From: PSPRENG@CIPVAX.BIOLAN.UNI-KOELN.DE
Message-ID: <1993Jan18.184831.170298@rrz.uni-koeln.de>
Source record: 211660

Hi!

Does anyone around here know about an 040 board for the TT? I'd *really* like
to have one. I just got notion of a german magazine ('ST Magazin') selling
(or, at least, willing tell an ALREADY EXISTING 040 board for the ST!!), and
I wonder why there's non for the TT yet. Can't be too difficult to build one,
can it? ;-)
Well I'm desperately searching, but very fruitless for now. :-(
So, If anyone out there knows something, let me know!

Thanx in advance, Joe

Joerg.Hessdoerfer@EUROPA.rs.kp.dlr.de

1268. Communications software?! HELP!

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 18:52:01 UTC
From: awest@ub.d.umn.edu
Message-ID: <1jeu8hINN3et@ub.d.umn.edu>
Source record: 211656

OK, now that my modem questions have been answered (thank you all, BTW), I am wondering, how do I get the necessary software to use it. I have access to the atari archive, but how can I get a program from there to my computer at home? (Right now I can ftp throgh a UNIX system, and have access to PC's and Macintosh's with ftp capabilities. Is there a way I can get the programs from the archive onto say, a Macitosh, and then save it onto an Atari disk?) I am confused about this. Without the software, I cannot use a modem, and without the modem, I cannot access the software...HELP!

Andrew West
awest@ub.d.umn.edu

--
| |) |==| "We're all in the *
| | | | mood for a melody, *
*. * * * and you've got us *
feelin' alright." *

1269. Re: Fantasy Games

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 18:57:20 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Jan18.185720.9575@prime.mdata.fi>
Source record: 211652

In article <1jc9abINNdkr@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>Lethal Xcess?! Sequal to wings of death!? Never heard of it,
>if it's better than wing's, it must be pretty good though! (Wings
>was/is not bad!)

Ahh, somebody is talking about my favourite shoot'em up! It is better
that the number one version, it has better graphics, bigger sprites
(not slower), and I think the playability is up a little. But the
main reason for it being better than WOD I is that there is a two
player (simultaneous of course) option, so that you can play together
with your friend. The weapons are, too, in my opinion nicer.

>Thalion is it!? Does it still have all the fancy sound!?

It has the sound, and it pronounces better (or the quality is better).
You ought to try it!

BTW, I've played through all the levels, with and without a friend,
try and do the same!

```
> ============================================================================
> | O O Computers: Not just machines, they're a way of | ||| |
> | o life. Your computer *IS* your religion! | ||| TARI |
> | \_/ Steve Wells - Wellington, New Zealand. | / | \ |
> ========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================
>
```

```
--
-----------------------------------------------------------------------
| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |
-----------------------------------------------------------------------
```

1270. Re: ADVOCACY: Re: re W Magro's posting

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 18:57:27 UTC
From: bud@ms.uky.edu
Message-ID: <1993Jan18.135727.10024@ms.uky.edu>
Source record: 211654

davidli@simvax.labmed.umn.edu writes:

>In article <1jd12hINNor9@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
>> ... Keep in mind that the prices quoted for the
>>Falcon have been sans monitor. That's an additional $500 for a good
>>one, a cost that's usually folded into PC clone prices nowadays.

>Dave, do you really mean to say that those great "under $1000" prices people
>have been slinging around as the typical cost of a -386SX system INCLUDES a
>$500 monitor?!?

>I expect you answer will be "no", so start backtracking about what you REALLY
>meant to say.

>-- DPZ

Lets see...I've got the tenth anniversery issue of 'Computer buyers guide
and handbook' here....flipping through the pages, the first 386sx system
I see is from Future Tech systems inc. Features:

386sx at 25 megahertz
2 meg of ram, expandable to 16 meg
80 meg hard disk (ide), with cache
14 inch VGA monitor <===============

price: $1169

A little over $1000, but as it's the first one I found, it seems likely
that a little shopping around would turn up one < $1000.

If you want to spend $1459, they have a 33 megahertz 386dx with monitor,
4 meg of ram, and a 120 meg hard drive.

--
Dr. William K Glunt | Are you ABNORMAL?
APSU Dept of Math and CS| Then you are probably better than most people!
Clarksville TN | Are alien space monsters bringing a STARTLING NEW
home phone 615 645 8938 | WORLD? from _The book of the SubGenius_

1271. Re: Help me with Sprites!

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 19:18:23 UTC
From: ph9991_imm@rivers.acc.uwrf.edu
Message-ID: <1993Jan18.131823.640@rivers>
Source record: 211663

In article <1jac90INN8eh@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
> Do not use LDW-Basic! It is old(ish), and not supported!

But it's all I've got!

> If you want to use BASIC, then your best best is GFA-Basic. It's
> probably the faSTest basic around for the ST. And it has a lot of
> commands that you can use for chopping out sprites and bouncing them
> around the screen/controling them etc.!
>
> This of course, is probably not the news you wanted ;-) But, GFA
> is probably one of the 4 most popular programming languages on the ST
> (STOS, C, Assembler, and GFA Basic are probably the Biggest).

Where can I get GFA Basic? I have no Atari support here in River Falls, (other than FTP and this newsgroup) and I don't trust any of the numbers or addresses in the software catalog that Atari sent me.

> On this subject, is there a SHareware/PD implementation of PASCAL
> (Yes, I know 8-) For the ST!?

Sorry, wouldn't know.
--
L. Imm
larry.o.imm@uwrf.edu

1272. Re: Help me with Sprites!

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 19:49:11 UTC
From: moffatd@dcs.glasgow.ac.uk
Message-ID: <C12F1z.7n9@dcs.glasgow.ac.uk>
Source record: 211659

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>On this subject, is there a SHareware/PD implementation of PASCAL
>(Yes, I know 8-) For the ST!?

Modpas pascal is a SH/PD implementation of PASCAL, among others it
is available from most PD Libs.

Darren J Moffat

@@
@ moffatd ~ "Maybe One Day the computer will reprogram me !"@
@@
--

Darren J Moffat

1273. Spectre GCR and Mega STe

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 19:50:45 UTC
From: 6069050@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93018.42645.6069050@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 211661

I had some experienced with Spectre GCR on a Mega STe w/4MB ram and 50MB HD.
The first thing I found out (the hard way) is that Spectre GCR does not
work with a 1.44 meg floppy. Gadgets by Small claims in its sales literature
that they offer "great" customer support. The fact is that I FAX'd them four
letters, in addition to mailing them, and I never got a reply. My Atari
dealer, B and C ComputerVisions of Santa Clara, CA, also tried to get some
help from Gadgets - nothing. Through trial and error, which included removing
the internal floppy and replacing it with a 720 K floppy, and then back
again, we finally figured out that an external 720 K floppy works pretty well.
I am still experiencing the following bugs, which I understand are common to
other users of this Mac emulator. One problem I have is that once in a while,
(maybe once out of ten times), the Spectre will not recognize a Mac disk.
When this happens, I can fix this by going out of Mac mode into Atari Spectre
mode and formatting a blank disk in Mac format. Even doing it single sided
seems to work. Sometimes, the emulator will not recognize a so-called
"Spectre" format disk, either. The solution to this is the same. I have had
no luck with the so-called "Transverter" program on Spectre (the one that
supposedly tranverts Mac files to Atari files, and vice-versa.) I have had
a little better luck with a new program called "MacSee" that just came out.
It's available for about $50, and does transvert files, but it's still
pretty buggy. You have to save all word processing files to ASCII in either
mode, and even then sometimes you can only transvert one page at a time.
(Does anyone else have experience using MacSee or Spectre Transverter?)
All in all, having an Atari with Spectre GCR is not a replacement for a real
Macintosh. Spectre GCR has a lot of "undocumented features" (bugs). And
if my experience is any indication, Gadgets by Small won't be much help.
Does anyone else have anything to add?

1274. Sprites, Hardware, Chips et al.

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 20:08:56 UTC
From: ph9991_imm@rivers.acc.uwrf.edu
Message-ID: <1993Jan18.140856.644@rivers>
Source record: 211667

In addition to any information on hardware sprites...

Is there any information on STe chip register/address assignments?

I'll be the first one to admit that LDW-Basic is old and unsupported, (when I first bought it, Logical Design Works was just about to close shop). But I still haven't found any down and dirty tech stuff on an ST!

So throw me your worst! (but I would prefer the best). In LDW-Basic, PEEK's and POKE's reduce to a few 68000-codes (preferred option being register-variables) I can't see any (easy) way of optimizing that.

What happened to the good ole' days of the C64/128's when you could buy ONE reference manual for the machine and you could use it to totally rebuild an old C64, or construct one from scratch? And they didn't withhold anything. (none of this "for further information consult..." bulls**t)

Is there someone out there who's trying to hide something? Hmmm... :)

If anyone can (and is willing to) share any inside info on my STe (or ST's or whatever) please help. My lack of information is my only handicap.

BTW... The revised edition manual that comes with Mark Williams C also has NO INFORMATION on hardware sprites. Damn! (though it did help alot with my bound VDI and AES routines :)

Larry I.
--
larry.o.imm@uwrf.edu

1275. Re: Some realism in the flame wars, please!

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 22:16:37 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.93Jan18221637@SunLab40.essex.ac.uk>
Source record: 211672

In article <1jdi6vINN57c@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

> OS/2 does NOT HAVE 'TRUE' multitasking!
>
> Multi-tasking is running 2 or more processes AT THE EXACT SAME TIME!
>
> You can't do this without a chip to do it, or without halving the
> speed of the machine for each extra process! (e.g. every program
> you wish to multi-task!)
>

If this is the way you wish to define multi-tasking, then unix is not a multi-processing OS either, and nor will the Falcon be, since you will be able to run a maximum of 2 processes, assuming that they never want to access memory simultaneously.

Ha. Get a life, and learn what the real world means by 'multi-tasking'.

--
Simon Oke, 3rd year Computer Science
undergraduate at the University of Essex, UK.

1276. Re: Some realism in the flame wars, please!

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 22:19:55 UTC
From: grier@bnr.ca
Message-ID: <C12M17.88@news.rich.bnr.ca>
Source record: 211676

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
> OS/2 does NOT HAVE 'TRUE' multitasking!
>
> Multi-tasking is running 2 or more processes AT THE EXACT SAME TIME!
>
> You can't do this without a chip to do it, or without halving the
> speed of the machine for each extra process! (e.g. every program
> you wish to multi-task!)
>
> If the machine has a dedicated chip, (such as a DSP board...) okay..
> Maybe even a powerful enough co-processor!
>
> It performs one operation (program #1), then the next (program #2)
> etc. Which is what most programs do (or variations of it). This may
> not be the exact way it works - but a stock 386, without any fancy
> extras won't do it!
>
> (fancy extra's include $300 cards etc.)

Not to quibble but Multi-tasking has nothing to do with multi-processors.
Parallel processing is a really neat to have feature for those times
when a system gets those nasty compute bound tasks.

Yes OS/2, DOS, Windows 3.1, Mac Multi-Finder, and TOS are all multi-tasking
systems. Only OS/2 is a PRE-EMPTIVE multi-tasking system. Mint/Multi-TOS
is a pre-emptive multitasking system for Atari. System 7 is a pre-emptive
multitasking system for the MAC.

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC

1277. Re: The Best CLI ??? (was Re: ADVOCACY: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 22:30:10 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Jan18.223010.15405@csi.uottawa.ca>
Source record: 211665

In article <H.ea.GMs3arLTJD_@yonder.equinox.gen.nz> craig@yonder.equinox.gen.nz writes:
>In <1j3q42INNh9c@life.ai.mit.edu>, David Baggett writes:
>>It's just MS-DOS, I imagine, but it's still an IBM-distributed CLI for
>>PC's. If Atari bundled a copy of Gulam with every ST it would be the
>>same thing. They don't do that, and therefore there's no official,
>>Atari-sanctioned standard CLI that you can always assume people will
>>have.

I don't think there's any way to win here; if Atari bundled a CLI with
the computer, people would complain "It's hard to use!" They'l get
flamed no matter what.

I appreciate the problem with BOTH options; it is probably better that
they chose NOT to bundle a CLI, because it means that there is no
constriction of any "standardized" lowest common denominator.

If there WAS a "standard" CLI, then people would continually be
griping about people that use non-standard features of other shells.

>I saw some messages recently about a CLI called Okami in the fidonet
> atarist echo saying that it was the best.
>(I've since got in touch with the author, who kindly mailed me a copy
> of the latest version. It should also be on a.a by now.)

It's there now.

>Unfortunatly it only has German docs, but it's suppost to have the most
> features.
>
>Has anyone here used both Gulam & Okami? which do you think is better?
> I have't had a play with either yet, i'm still using Mupfel - mainly
> because it sort of set itself up with Hermes, don't ask me how, I woudn't
> have a clue!!, the others can't find the files on the HD, I guess I need
> to figure out how to set them up.

Mupfel is a nice little shell; it doesn't have the programming
features that other shells have, which is somewhat unfortunate.

That is, most other shells have commands to do loops, counters, and
the likes, rather than merely "simple" macros.

I'd rather have the csh "foreach" command... Very useful...

>I'd be interested to see what other people that actually make a lot
> of use of cli's think of it?

There are two truly "pro" type shells for the ST; namely tcsh and ksh.
These are ports of two of the most popular shells from the UNIX world.

I prefer tcsh; the fact that it is both MiNT and TOS friendly is a great bonus. Unfortunately, ksh does NOT work under TOS.

These shells don't have very many utilities bundled with them; you need a good set of file utilities. The advantage is that it means that you don't have to depend on the (possibly mediocre/buggy) commands that are "built-in," but can use whatever is available elsewhere.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

1278. For sale: Okimate 20 printer, Printmaster Plus, EasyDraw

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 22:37:12 UTC
From: georgew@tekig1.PEN.TEK.COM
Message-ID: <8318@tekig7.PEN.TEK.COM>
Source record: 211671

Printmaster Plus $10
Make greeting cards, etc. Works with most 9-pin printers and Okimate 20.

EasyDraw 2.0 $10
Drawing program from Migraph. Works with Epson FX and Okimate 20.

Okimate 20 color printer $50
My kids used this a lot for color screen dumps when they were younger, but they're into DTP now, so I bought a 300 DPI printer. This is the Atari ST version of the printer, which emulates Atari SMM804 graphics (basically Epson 9 pin) as well as doing color screen dumps and 24-pin NLQ text. Included: 2 1/2 black ribbons, 1 1/2 color ribbons, and about 250 sheets of fanfold paper. Doesn't include printer cable, since it uses a standard Centronics cable - about $10 from any computer store. Also, the current print head has one of the 24 pins burned out; new ones cost about $20 by mail order and just snap into place. I'll enclose an order form from the company that sells paper, ribbons, and print heads.

All of the above come with original boxes and manuals, and I'll pay shipping in the continental U.S. (I live in Oregon.)

George.S.Walker@tek.com *OR* georgew@tekig1.pen.tek.com
OR uunet!tektronix!tekig1.pen.tek.com!georgew

1279. Yes, SXs are dogs

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 22:45:42 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <18JAN93.17454267@cc4.crl.aecl.ca>
Source record: 211666

Try using an SX with Windows and SUFFER. Anyone who buys or supports
the concept of an SX must have a LOT of time to kill. Our group
actually GAVE away a COMPAQ 386SX @ 20MHz to another group so we
could get a 486 clone (which, BTW, was cheaper than the SX).

Mr. Barnett somehow feels that the 386SX actually compares
with the 68030 machines. That's like saying a 16 MHz AT running
Windows 2 or 3 is as fast as an 8 MHz ST running GEM. Hey,
I don't think so. The SX was a dog from the beginning and JUST
DOES NOT DESERVE ANYONE DEFENDING ITS EXISTENCE. Please, if anyone
must be pro PC, at least defend something worth defending.

I have a 386 @ 40 MHz with an AAMAZING SVGA monitor - it sits idle
while I run Pagestream or Calamus on my 8 MHz MegaST. Why, because
I have struggled to find well priced, easy to use PC software with
a consistent user interface that does not consume 200 MBytes of
disk space to do the type of work I do on my ST so effortlessly
and I could not. I retail both PCs and Atari equipment and I
simply PREFER to use the Atari stuff. That's the right system
for me; it may not be for the PC enthusiasts.

1280. Re: Can I run an ST or a Falcon as X-terminal?

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 23:04:43 UTC
From: mbernar@erenj.com
Message-ID: <1993Jan18.230443.29915@erenj.com>
Source record: 211668

In article <C124ML.BBG@gpu.utcs.utoronto.ca> gbcusg@gpu.utcs.utoronto.ca (I. Barnett) writes:
>In article <1jacbjINN8eh@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>>The Falcon has networking capabilities. It can (apparently) hook up
>>to IBM's and Mac's with not too much trouble!
>>
>
>Yes the Falcon has networking capabilities, but it's localtalk. Anyone who
>has ever used localtalk knows that the only thing it is useful for is
>printer sharing. The speed of localtalk is 230,400 bps. This is not
>acceptable for any kind of file or application sharing.
>
I use both localtalk and ethernet. And while localtalk is slower than
ethernet it is certainly useful for more things than printer sharing.
On my Mac IIci connected to localtalk, I do the following routinely:
- Apple file sharing (slower that ethernet, but faster than floppy-floppy)
(useful for launching small applications occasionally
although I avoid using Word this way)
- ftp and telnet (on-site file transfers of ~18kbytes/sec max,
through internet, typically <10kbytes/sec which
is about the same as with ethernet connection.)
- Network backup to tape during off-hours
I don't know about X, which is the main topic of this thread as I've never
tried it. My point is that localtalk is not as useless as the previus post
claim it to be.

Marcelino Bernardo
mbernar@erenj.com

1281. Re: STalker Zmodem downloads

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 23:25:52 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.eg.YEK&UK9xHB6@jonh.wimsey.bc.ca>
Source record: 211691

In <1993Jan17.012438.24887@beaver.cs.washington.edu> bgilbert@cs.washington.edu (Ben Gilbert) writes:

>I've set STalker to keep the aborted downloads, but does it ever
>recognize that part of the file is there and just start appending
>it?

Yes, it does recovery fine, as long as the part transfered didn't get corrupted when you lost the connection. However, that hasn't happened for me since I started useing serialfix 1.1. I used to use the highspeed fix program, but it didn't do proper rts/cts. Since I switched to the serialfix 1. program, I haven't had any problems with flow control.

Also, unlike the person who got a slow down at 2400 baud with Stalker, I actually found and 19200, STalker is faster than xyz. Of course, it's hard to get an accuarate comparison, as xyz seems to use a precessor dependent timing calculation, where STalker doesn't.

--
John Henders
Vancouver,BC

1282. Re: on the need for 'virtual memory'

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 23:41:33 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <JSW0S6@heaven7.in-berlin.de>
Source record: 211687

davidli@simvax.labmed.umn.edu writes:
> Can someone who knows the history of UNIX please comment on whether the
> early versions of UNIX 'required' virtual memory in order to work? My
> own impressions are that the PDP computers didn't have any virtual
> memory, and that most programs that were larger than memory consisted of
> a series of intelligent overlays. (My impression is partially formed by
> experience with UNIX 7.0 on a PDP-11/34, requiring a grand total of
> 10 megabytes of hard disk space, and the fact that one of the selling
> points of the VAX series of computers was the fact that they had virtual
> address space.)

Hi,

let's get something straight here. UNIX does not need virtual memory in the sense that a process (or in fact the sum of all concurrently running processes) can use more memory than is physically available. Swapping (on a per-process base, i e either a process is in or it is out) came into the picture quite early, but paging (on a per-page base, i e a process can be partially in and partially out) is a rather "recent" addition.

What UNIX does need, and has always needed, is a virtual address space, i e the possibility to have several process use the same logical address to refer to different physical memory locations. Look at the semantics of the fork() system call, and you'll understand.

Unfortunately, ST series machines do not have anything that even remotely resembles any kind of virtual memory/address support (as contrasted to PCs, who have virtual address translation, via segment registers, built into every CPU since the 8088 [don't flame me, I do hate Intel CPUs alright]), so when they ported Minix to the ST, they had one hell of a problem. A curious scheme named "shadowing" was finally implemented; if a process forkes, its memory image is copied to a new location. Each time the copy is scheduled to run, the original and the copy are actually exchanged in memory so that both processes run at the same address! This changes as soon as one of the processes exec()s a program and thus gets a all-new memory image.
--
Nur nicht an die eigene Nase, \ PE \ Martin P. Ibert, Westendallee 100d /
nur nicht vor der eigenen Tï¿½r, \ WERNER \ D-1000 Berlin 19, +4930-3056541 /
nur nicht aus der eigenen Tasche,_________\ martini@heaven7.in-berlin.de /
alles, was ihr wollt -- nur nicht von mir! \ martini@cs.tu-berlin.de /

1283. Re: Some realism in the flame wars, please!

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 23:44:01 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Jan18.234401.3879@sol.ctr.columbia.edu>
Source record: 211674

Unread news in comp.sys.atari.st 1 article + 927 oldIn article
<OKES.93Jan18221637@SunLab40.essex.ac.uk>, okes@essex.ac.uk (Simon Oke) writes:
} In article <1jdi6vINN57c@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz (Steve Wells)
writes:
} | OS/2 does NOT HAVE 'TRUE' multitasking!
} |
} | Multi-tasking is running 2 or more processes AT THE EXACT SAME TIME!
} |
} | You can't do this without a chip to do it, or without halving the
} | speed of the machine for each extra process! (e.g. every program
} | you wish to multi-task!)
} |

I actually thought this was the definition of multiprocessing, not
multi-tasking. thought multi-tasking was the splitting of many
programs over one CPU in such a way as they were all prioritised with
a deterministic algorithm.

Simon

____
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

1284. Re: Can I run an ST or a Falcon as X-terminal?

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 23:44:04 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.eg.Gcm4hqRltZY@jonh.wimsey.bc.ca>
Source record: 211692

In <H.ea.3KFM1kotvAY@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>No-can-do on a Falcon... No VME slot for the Ethernet card. Rumour has
>it that there are VME Ethernet cards for the TT and even an X server,
>but nobody seems to have been able to find out concrete information to
>add to the FAQ...

Actually, I beleive the Falcon is supposed to have a new printer
port design with all the i/o lines available, so one of the printer port
Ethernet cards should be workable. Of course, whether anyone will write
a driver for it is the question.
One of the biggest buyers locally for the ST a few years back was a
Government research lab that used ST's as terminals for their mainframe.
They found the ST was cheaper than dumb terminals for the machine, and
could be used for local proceessing as a bonus. I wonder if a
screenblaster like hack could get you a high res 2 plane screen mode, or
even 3 or 4 planes for greyscales. Does anyone know?

--
John Henders
Vancouver,BC

1285. Re: Top Ten Leonard Tramiel Anagrams

Newsgroup: comp.sys.atari.st
Date: 1993-01-18 23:54:39 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11740@uqcspe.cs.uq.oz.au>
Source record: 211679

SML108@psuvm.psu.edu writes:

> 7. moral tin dealer
> 4. Lie more, land rat...
> 3. lo, errant lie made

Come one, you can do better than that:

What Jack did when he was giving out Atari stock to his sons, and got to Leo:
Allot remainder

The lucrative, high-profit job Leonard used to do:
Almond retailer

Leonard at a press release:
Animate droller

Leonard's new job in Tiawan:
Terminal loader

What happened when Leonard read the annual profit and loss report:
Atari-men rolled

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

1286. Re: ADVOCACY: Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 00:05:17 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C12qwu.ADo@ecf.toronto.edu>
Source record: 211673

In article <1j9m6jINN7fr@lynx.unm.edu> cfaehl@polaris.unm.edu (Chris Faehl) writes:
>In article <C0v1rE.LqK@ecf.toronto.edu> alrashi@ecf.toronto.edu (AL RASHID SHAHIR)
writes:
>>In article <1j4fnqINNbup@lynx.unm.edu> cfaehl@polaris.unm.edu (Chris Faehl) writes:
>>>In article <3655.723.uupcb@almac.co.uk> craig.dunn@almac.co.uk (Craig Dunn) writes:
>>>>Having read all the ballyhoo about compatibility problems, graphics etc.
>>>>etc. ad infinitum there is still one over riding fact to take into
>>>>account when comparing the two formats..
>>{Shtuff gone!}
>>
>>HUH? A 386-16??? You must be joking!! At least a 486dx-33 is needed!! (Ever use
>
>No, I was not. I don't believe that a 16MHz 68030 is as fast as a 486dx at
>33MHz. I don't think you can prove that it's anywhere close. If you're talking
>about graphics speed, so you use a local bus machine - that does add some
>cost, but I'm sure any graphics you could do on it would be quite a bit
>faster than whatever the falcon's capable of.
>>real-time sampling/playback? 386-16? pshaw!) Oh and how about the incredible
>>sampler BUILT-IN to the Falcon? You'd need an incredible sound card to have
>>16bit sound and 8 channels (4 stereo channels) with sampling/playback with
>>digital distortion fx...(don't think there's one that EXISTS). In fact, the

You are failing to take into account the DSP chip. This increases the speed
and power substantially to make the Falcon fully comparable with the 486dx.
I have used the Falcon, and I can say that I have seen graphic manipulation
that I have NEVER seen on the IBM (I also own an IBM)! As for the speed of
the Falcon, it all boils down to a few facts: 1) a 68030-16 outperforms a
80386-33. Just back-read some posts or even read Amiga newsgroups for a little
while and you'll find ample proof. In fact, even the 68000 can whip a 386 in
a lot of fields. The motorola is just a better chip.

>you know, you can get what you're looking for not much more than $300.

From where? The heaven's above? NO WAY can you get a 16bit, 8channel,
capable of 50Khz sampling rate sound card for the IBM for "not much more
than $300". That's BETTER than CD quality if you didn't know...(CD samples at
44.7 KHz).
>
>>Falcon sampler is better than a lot of commercial DEDICATED samplers!
>
>You know not that which you speak, sir. I sold Ensoniq samplers for a time,
>and they were certainly capable of everything you suggest the Falcon is.

Its really hard to take you seriously here... In fact its pretty impossible...
Okay, the Falcon has 16bit 8channel mono, 4 channel stereo, capable of up to

50 KHz sound. An Ensoniq sampler that matches all those spec's costs
$2500CDN. Don't believe me? Try checking up on the Ensoniq 16R! Anything less
than this is already inferior no matter what the cost. Not convinced? How about
the AKAI S1001? This is slightly better than the Falcon (it has a few more
channels) but the price tag? $3000+!! The AKAI S1000 is a little inferior than
the Falcon and yet it still costs $2000!! More examples?? Anything less than
the ROLAND S700 series of samplers is inferior to the Falcon. Want to know
how much anyone of the S700 series cost? In the neighbourhood of $8000!
I could go on and on here, but I think you can catch my drift. In fact, its
pretty damn ironic that my friend just recently bought a Ensoniq 16R. Taking
one look at the Falcon specs, he started regretting that he shelled out so
much money for a dedicated sampler!

>>How about the midi capabilities??
>>
>Good music boards have them. Better support for the Falcon, though, I'll
>giove you.

Not only better support! I used to own a sequencer for the IBM... It was
far, far inferior to what I used when I FIRST joined the Atari market. Even
to this day, I have NEVER seen a half decent sequencer on the IBM - nope, not
even the Cubase port. If you think the port was good, you had better take a
look at the "old" ST one...The results will stun you.
>
>>I admit four times the price is a bit much, but twice as much is much more
>>like it.
>>
>>Oh yeah, you can't just call a 68030-16 a 386-16! In fact, its ludicrous to
>
>Like calling apples oranges. Get some benchmarks sometime. They're not too
>far apart, the two.

EXACTLY!! You can't compare the two at all! What's your point here? They're
not too far apart??? First you say they're totally different, then you say
they're not far apart? What's your argument? As for being similar...looks
like you've been brainwashed into thinking that Intel is even close to being
as good as Motorola. You know the recent chipspeed doubling that Intel just
pulled? (The 25Mhz to 50Mhz switch) That technique was used by Motorola years
ago! In fact the technology gap is so wide between the two, IBM is already
pulling out of Intel and investing in Motorola - re: their RISC computers.
>

AcEzE.
--
********** WHO AM I, YOU SAY? ********** "If time is money, we
********** SHAHIR AL RASHID**aka**ACEZE ********** are all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------
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1287. Re: Which ST Sampler?

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 00:08:20 UTC
From: matthew@hitech.com.au
Message-ID: <727402094.6752@hitech.com.au>
Source record: 211593

molin@ptb.cl.msu.edu (Michael Olin) writes:

>> There is a cartridge that you can use, called 'The Ultimate Cartridge'.

>If I'm not mistaken, wasn't this product called "The Ultimate Ripper" ???

Quite possible. The ad I saw did call it 'The Ultimate Cartridge'
though...
--
Matthew Smith-Stubbs \ Whoever laughs last - probably didn't get
Brisbane, Australia \ the joke in the first place, I always
E-mail : matthew@hitech.com.au \ say.

1288. Re: Canadian support was: Re: RFD: What to do with

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 00:14:22 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C12rBy.B82@ecf.toronto.edu>
Source record: 211675

In article <73735@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Golly.. that sure was an informative and fact filled response..
>
>So you're saying that an Atari dealer would be Anti-Atari
>because he's in business to make money..?
>
>And he can make money selling Macs, but not Ataris..?
>
>So what does that say about Atari...?
>
>BobR

Here we go AGAIN!!! Don't you get it?? They were selling Atari's by the DOZEN!
Then they figured out that they could sell Mac's by the dozen. So, they
naturally went for the bigger profit! There, understand now??
This is making me sick. You're not even here and yet you have the cheek to
assume that you know it all. In fact, you'll just about use any old excuse
to put down the Atari, won't you?

Let me reiterate...I DON'T GIVE A SHIT ABOUT ATARI CORP. I NEVER HAVE.
But the MINUTE you start hacking on the COMPUTERS, I GET PISSED OFF AND I
START FLAMING. Get it? This is not a pro-AtariCorp. message. Sheesh...

AcEzE.
--
********** WHO AM I, YOU SAY? ********** "If time is money, we
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****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------
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1289. MVG

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 00:15:49 UTC
From: CRA103@psuvm.psu.edu
Message-ID: <93018.191549CRA103@psuvm.psu.edu>
Source record: 211681

MVG for sale!!!! with manuels... $25.... +shipping... contact me if interested.
.

Once I thought I was wrong, but then I found out I was mistaken.
==========
-Scott

==========

1290. Re: Preliminary Falcon030 product list

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 00:18:10 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C12rIA.BnE@ecf.toronto.edu>
Source record: 211677

In article <73738@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
[crap]
>I know..!! Take the disks over to show your IBM and Mac owning
>friends (who are busy doing DTP and MIDI applications NOW), and
>wave the disks in their faces and laugh.. "You just look out..!
>SOME DAY I'll be able to run this disk on a Falcon, and then
>you just look out..!"
>
>Just a few things to do with Falcon disks instead of whining...
>
>BobR

IBM? MIDI? Hahahah. IBM? DTP? Hahahaha.
Mac's a good line but IBM? Hahahaha.

Guess what? I've ACTUALLY USED ONE! Makes us users wonder where the hell you're living, huh? I guess you guys in the STATES really have it tough, huh? Well guess what? I think you guys deserve it... (most of you anyway).

AcEzE.
--
********** WHO AM I, YOU SAY? ********** "If time is money, we
********** SHAHIR AL RASHID**aka**ACEZE ********** are all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------
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1291. Canadian support was: Re: RFD: What to do with

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 00:24:28 UTC
From: qsi@contrast.wlink.nl
Message-ID: <727425006.AA01135@contrast.wlink.nl>
Source record: 211720

Al Rashid Shahir wrote in a message on 16 Jan 93 to All

ARS> I guess you don't read too well... Oh well, I'll tell you again:
ARS> Mac's are _expensive_ while ST's are _cheap_. GET IT?? Usually
ARS> when you can sell something at a higher price, you get more
ARS> of a percentage (percentage of MONEY, if you couldn't figure
ARS> that out...)

You still haven't answered BobR's question, have you? I wonder why...

And about comparing prices of Macs and ST's: I think you are in dire need of a reality check. Students at universities in the States can get a IIci nowadays for less $1300; that's a 25 MHz 68030/68882, plus usual Mac goodies thrown in for good measure. ST's _used_ to be cheaper than Macs. Now, if you can get them at all, you get an obsolete 8 or 16 MHz 68000 machine, whose software base is steadily shrinking. Feel free to delude yourself, though. But you're gonna feel very silly in the morning.

Oh, BTW, how about answering BobR's question?

YHS:QSI!

1292. Re: Is it true that GEnie makes you PAY for Internet e-ma

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 00:25:18 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea._0q79QUhL8I@yonder.equinox.gen.nz>
Source record: 211562

In <1jc6ncINN15m@usenet.INS.CWRU.Edu>, Len Stys writes:
>
>
>Is it true that GEnie makes you PAY for Internet e-mail?
>
>Someone just informed me of this and if it is true, it seems a little
>money hungry for them to do this.

Yup, it's true, and no, not really money hungry. I pay $15 per meg
for my international mail, and $3 per meg for my national, no, that's
not through GEnie, that's through the internet site I use. It's the
only one here, and that is the real cost of the mail to them, they
just pass it on to us.

>CompuServe does not make you pay for Internet e-mail, correct?

Nope, but with the fees they charge, it's no wonder they can do that!
Like it's over $60 per hour ($1 per minute) .. that's $30US, or US$0.50 per min

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1293. Re: ADVOCACY: Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 00:29:11 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C12s0o.Cyv@ecf.toronto.edu>
Source record: 211678

In article <1jc8c8INNdkr@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>>What the hell's a 80086??
>
>An XT! (Usually about 10Mhz top. Average usually about 6Mhz!
>
>
No way, Jose! A standard 8088 runs at 3.17 Mhz!! Just thought ya might wanna
know...B^D

AcEzE.

--
********** WHO AM I, YOU SAY? ********** "If time is money, we
********** SHAHIR AL RASHID**aka**ACEZE ********** are all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------
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1294. Re: Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 00:31:25 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C12s4D.DAu@ecf.toronto.edu>
Source record: 211680

In article <1jc8k9INNdkr@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>WHAT IS A '3DO'!?
>
>
> ==
> | O O Computers: Not just machines, they're a way of | ||| |
> | o life. Your computer *IS* your religion! | ||| TARI |
> | _/ Steve Wells - Wellington, New Zealand. | / | \ |
> ========================WELLS_S@KOSMOS.WCC.GOVT.NZ=========================
>
Just found out about it.. Seems that they had it at the Las Vegas Show last
week... Anyway its a 32bit Risc games console. It's got a circular case with
funny things on the top. It sorta looks like an oil barrel...B^D. Just
thought ya might wanna know!

AcEzE.

--
****************** WHO AM I, YOU SAY? ****************** "If time is money, we
************ SHAHIR AL RASHID**aka**ACEZE ************* are all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ------------------------
** This message brought to you by the Bollocks Bros. ** no fate but what we make

1295. ADVOCACY: Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 00:42:38 UTC
From: qsi@contrast.wlink.nl
Message-ID: <727425006.AA01137@contrast.wlink.nl>
Source record: 211721

Al Rashid Shahir wrote in a message on 16 Jan 93 to All

>Nope. A _complete_ '486/33 system costs what the 4M/65M Falcon
>_console_ costs.

ARS> Getting a little pissed, huh? ("_console_") Well don't flame
ARS> if you can't take the heat...

You have a most marvelous tendency to ignore the content of messages.
(Have you answered BobR's question yet?) The fact remains, a 486/33 IS
cheaper than a Falcon; no matter what you call it.

>> the '030/'386 and '040/'486 are much closer than the '000/'086
>>ever was... A 16Mhz '030 is about the same as a 20Mhz '386.

ARS> What the hell's a 80086?? If you check your facts (I'm not
ARS> even going to BOTHER arguing - the facts have been PROVEN),

He meant a 8086. Are you dense, or what?

ARS> or read further back in this newsgroup, you will see that a
ARS> 68030-33 will surpass the 80486-33... Therefore comparing the

Wrong. It was shown, that a 68040/33 (internally at 66 MHz) will
outperform a 486DX2/33 (internally at 66 MHz). Perhaps you would do well
to check your facts. Oh, BTW, a 030/50 is slightly slower than a 040/25.

ARS> 68030-16 to a 80386-20 is not advisable. AND have you given

Yes it is.

ARS> any thought to the DSP?? This will boost the speed and power
ARS> of the Falcon, making your comparison even more innapropriate.

How many applications currently use it? How many applications will
potentially use it? What use is a DSP in a word processor?

ARS> Refer to the post a little while back where someone compared
ARS> a Falcon to a 486, where he shows how fast the Falcon really
ARS> is...

No such thing was shown.

YHS:QSI!

1296. Re: Canadian support was: Re: RFD: What to do with

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 00:52:23 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C12t3B.G0C@ecf.toronto.edu>
Source record: 211682

In article <9301171120@ritz.mordor.com> ritz@ritz.mordor.com (Christopher Mauritz) writes:
>AL RASHID SHAHIR (alrashi@ecf.toronto.edu) wrote:
>
>neighborhood Mac seller. They are definitely competetive with Atari in
>the price department. You can get a full blown Mac LCII with color monitor
>4 megs of RAM, 80 meg hard disk for approximately $1600-1700 in New York
>City. Even if the street price of a Falcon comes in a little lower with

Huh? I was talking about the sequencing part of the Atari. Why would I want
to spend $1600-$1700 for a computer when I can get a 1040STFM for, hmmm
$600 and then buy Cubase or something for about another $200-$300? Buying
that MacLCII is totally useless if you ask me... As for the Falcon, I wasn't
even TALKING about it! You don't need a Falcon to sequence!! Any old 520ST
with a bit more memory or HD is good enough! My set-up (4meg 1040Ste, 2
monitors AND sequencing software -Cubase & Notator) cost me .... about $1000)
will run rings around ANY MAC (I'm not even gonna bother comparing a PC to it)
at the same price! Plus I have the added advantage that the sequencer I use
is one of (if not THE) BEST out!
>
>Better luck next time,
Big words from someone who: a) doesn't know what I'm talking about.
b) calls an ST a GAMES machine (shows how much you
know about it...)
and c) doesn't even own one...

>Chris.

AcEzE.
--
********** WHO AM I, YOU SAY? ********** "If time is money, we
********** SHAHIR AL RASHID**aka**ACEZE ********** are all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------
** This message brought to you by the Bollocks Bros. ** no fate but what we make

1297. Re: ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 01:21:36 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C12uG0.JsD@ecf.toronto.edu>
Source record: 211685

In article <H.ea._sv_q0rNksA@yonder.equinox.gen.nz> craig@yonder.equinox.gen.nz writes:
>
>>Final Statement:
>>My position on this whole subject is :
>>The *MAGNITUDE* of piracy on the IBM platform far exceeds that of the
>>*MAGNITUDE* of piracy on the ATARI platform.
>>Nothing you, or anyone else, say will make me change my mind.
>>This has already wasted enough time...
>
>You can look at the magnitude in several ways,
> a. no of people doing it
> b. percentage of a users on that system doing it
> c. no of titles being pirated
>
>Of course a & c are going to be a lot bigger then the ST, for the simple
> reason that there's a hell of a lot more PC's out there than there are
> ST's
> Craig.
>
>--
>* Craig Shore. Phone (Voice) +64 3 3852501 *
>* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

That was my whole point. Who cares about the PERCENTAGE? Does percentage give
any kind of indication how much money is being lost? Jeez, now you went and
made me break my own rule... And by magnitude, I used the accepted worldwide
meaning: "absolute number"---> in this context. Go check a dictionary or
something...sheesh. Please, please read my posts more carefully next time.

AcEzE.

--
****************** WHO AM I, YOU SAY? ****************** "If time is money, we
************ SHAHIR AL RASHID**aka**ACEZE ************* are all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ------------------------
** This message brought to you by the Bollocks Bros. ** no fate but what we make

1298. Re: ADVOCACY: I *LIKE* Malibu

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 01:41:04 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1jfm7gINNemn@life.ai.mit.edu>
Source record: 211686

In article <C11G0x.DDp@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>Ummm.. Dave. Sorry to have to put this to you, but there are probably a fair
>number of people reading messages from comp.sys.atari.st who are NOT using a
>newsreader.

They can burst the digests using MH and grep for subject lines then.
Besides, what are *you* proposing we do about it? Why don't you run
the new newsgroup creation process if you're so worried about the
info-atari subscribers?

>[As an example, my only access to this newsgroup was e-mail, up until we
>actually connected with the Internet back in '88.]

I read and posted to this group via info-atari several years ago, so I
can sympathize.

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

1299. Re: Communications software?! HELP!

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 01:44:55 UTC
From: ph9991_imm@rivers.acc.uwrf.edu
Message-ID: <1993Jan18.194455.646@rivers>
Source record: 211585

In article <1jeu8hINN3et@ub.d.umn.edu>, awest@ub.d.umn.edu (The Piano Man) writes:
> OK, now that my modem questions have been answered (thank you all, BTW), I am
> wondering, how do I get the necessary software to use it. I have access to
> the atari archive, but how can I get a program from there to my computer at
> home? (Right now I can ftp throgh a UNIX system, and have access to PC's and
> Macintosh's with ftp capabilities. Is there a way I can get the programs
> from the archive onto say, a Macitosh, and then save it onto an Atari disk?)
> I am confused about this. Without the software, I cannot use a modem, and
> without the modem, I cannot access the software...HELP!!

Well, here in River Falls, I go down to the PC lab and hop onto a
'486 using dosshell and Proterm. Then I login, do the necessary FTPing, and once
the files are in my account, ZMODEM them to the PC! Then it's just a matter of
copying the files from the TEMP directory on the PC onto an Atari disk (msdos
compatible)

Larry I.
--
larry.o.imm@uwrf.edu

1300. BoB Brodie COnference __LONG__

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 01:48:27 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Jan18.204827.14346@umiami.ir.miami.edu>
Source record: 211688

Well, since everyone is babling about the Bob Rrodie conference on Genie two weeks ago, I am going to post the ENTIRE transcript below. Don't flame me, I am just posting, and it is LONG. So read and complain to the net...

Cheers!
Mark Santora

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Friday Night Special Edition Real Time Conference

Dateline Atari! with Bob Brodie

Host - Lou Rocha

Friday, Jan. 8th, 1993

<[Lou] ST.LOU> Happy New Year to all our GEnie members! Welcome to the first 1993 installment of Dateline Atari! with Bob Brodie. Bob is typing at us from Sunnyvale, the home of Atari Corp. and we expect to hear all the latest developments, especially with regard to the Falcon and its software-in-progress.

This week we saw a post from John Towns that SpeedoGDOS was very, very close. There was also a later comment that it will be sold due to licensing fees. Let's start there... Bob, what is the status of SpeedoGDOS?

<Everyone else, please /RAIse your hands if you have a question for Bob.>

<BOB-BRODIE>
Good evening, and a Happy New Year to one and all! I hope that the holidays were enjoyable for everyone. I know that I enjoyed the time that I spent with my family in the two weeks of vacation time that I had over the Christmas holidays.

Let's get started and talk Atari!!

First I'd like to give some status reports on some projects that we're working on here at Atari. MultiTOS has a recent beta version go out to our developers just before Christmas. This version appears to be working quite well, although not perfect (I found a bug today, and got it fixed!!). We're now focusing on an installation program for MultiTOS, which was presented to me for evaluation yesterday. You'll be pleased to know that the entire package fits on a single 1.44 meg floppy. At this point in time we're planning on allowing ALL Atari 68000 computers to be able to run MultiTOS. There was some discussion that we might compile MultiTOS in such a fashion that only users with 68030 boards, TT030s, or Atari Falcon030s would be able to use MultiTOS. In speaking to the TOS group, they feel confident that they will have a shippable version of MultiTOS next week. Still to be decided is how we are going to distribute MultiTOS to our customers. Once that decision is made, we'll let you know via an announcement here on GEnie, and in Atari Explorer Online Magazine.

SpeedoGDOS, our scalable font replacement for GDOS/FontGDOS/FSM GDOS is just about ready, too. As is the case with MultiTOS, we're evaluating the installation package very carefully so as to make it very easy for end users to install SpeedoGDOS. Presently the package consists of a five diskette set, which includes lots of BitStream fonts. I have been VERY impressed with this system. I had lived with extreme system slowdown when running FSM GDOS with more than 12 fonts on my system at work. I'm now running 71 Speedo fonts, with no noticeable performance degradation at all!!

Our customers will be able to call an 800 phone number that BitStream operates to order fonts to use with SpeedoGDOS. While not all of the BitStream font families have Speedo fonts in them, there is over 1,000 typefaces available that do.

We've decided to change the name of Concierge (previously ST Sutra) to Atari Works. It is still undergoing some testing, although it is much improved from when it was shown back at the Toronto Show last April. Much of the work has focused on the database portion of the program to improve the database import capabilities of the program. We're in the process of expanding our beta test group, and we're getting lots of good input from them for improvements in Atari Works. I'm very pleased with how the program is improving, and am even starting to use it myself much more often than before. Many of our staff members here at Atari, like the Administrative Assistants are starting to use Atari Works for their everyday word processor of choice.

Now, regarding the Atari Falcon030. I spoke at length with Sam Tramiel about the production/shipment status of this product on Monday. The sub-contractor that has been manufacturing Atari Falcon030s for us has not been able to meet our Q/A or production requirements. The number of the machines coming from this factory that have failed diagnostic tests is completely unacceptable to Sam. He is _angry_ about this, as producing Atari Falcon030s is of paramount importance to us. Representatives from the factory

were due in Sunnyvale on Monday afternoon to discuss a resolution of these problems with Sam. Regardless of the outcome of that meeting, Sam indicated to me that he was meeting with a representative from another factory to bring on board another manufacturer to produce Falcons for us. We expect this to delay significant shipments of Falcons until March.

There have been some rumors circulating that the Falcon030 is not FCC approved, and this is reason for the delay. This is simply not true!! As Atari indicated months ago, the Falcon has met with FCC approval. I note with some amusement that a request for FCC numbers was made by ST Report's staff in the message bases on GEnie, AFTER our offices had closed for the holidays. Until today, there was never a request made to our offices for the actual FCC number via anything resembling conventional means, like a phone call, letter, or fax. Not even a request in email!! Today, Ralph Mariano called me and asked about the FCC status of the Falcon, and discussed in detail with me his attempts to have the FCC provide him with the number. I don't understand why he has had problems getting this information, as it is a matter of public record.

At the time of his call, I didn't have the number at my desk...but I do now! So, as promised, here is the FCC approval number for the Atari Falcon030: EBAF030ST, application dated September 18, 1992, granted November 5, 1992.

Falcon030s will continue to be available in small quantities until we get our second sub-contractor on board, or the production problems with the original contractor are resolved. Review units are being provided to publications that we believe can assist us in "getting the word out" on the Falcon. I'm ready to take on any questions that might be ready, Lou!

<[Lou] ST.LOU> Thanks Bob... our first question is from JCD at New Dimensions. Go ahead JCD

<[JCD] NEWDIMENSION> Bob, what are Atari's plans to help deter low-ball prices from mail-order houses? Will The Falcon only be available through Atari or will they be available through distributors, too? Atari only, I hope.

<BOB-BRODIE> Hi Jeff, we are working on a new dealer agreement that we think will have a lot more "teeth" to it, something akin to what some other well known manufacturers, although not necessarily a computer manufacturer use as their dealer agreement. We feel, as do many of our dealers, that the issues isn't so much mail order, it's the price that the units are sold for. ga

<BRIAN.H> Hi Bob, A few people have been inquiring in the BBS about an up-to-date list of AUTHORIZED Atari Service Centres. This would prevent some mail order problems and keep the customers happy. Can this be done? ga

<BOB-BRODIE> Brian, I'd prefer to hold off on that, since we're in the process of re-doing the dealer agreement. I can understand the concern about some users in finding out about authorized vs. Non author.. and I'll try to make that available AFTER we have the new set up done. Probably happen in April or March. ga

<[Lou] ST.LOU> Thanks Brian. Next we have Andreas from AEO magazine.

<[Andreas@AEO] AEO.2> Atari Works(better name!) is a great program, and with the addition of Speedo, even on a mere MSTe, it is fast and clean. The output is some of the best I have seen on my DJ500. I hope we can see this program bundled with new machines and available for older machines too... can you expand on this Bob?

<BOB-BRODIE> Hi Andreas, I need to send you an updated version. You're not... up to date with some latest changes!! Atari Works is a fully integrated data base, word processor, and spread sheet with a spell-checker and thesaurus included with the program. I think as you have indicated, everyone will be very pleased with the results of the product. Many different printers are supported, and the new installation program makes things a BREEZE! ga

<[Lou] ST.LOU> Thanks Andreas... you took part of my question ;-) Next we have Chris Cassaday.

<[Chris C.] C.CASSADAY> Bob, all that you have said is extremely good news! Any comments on pricing of SpeedoGDOS, MultiTOS, and Atari Works? And when can I realistically expect to see them on my hard drive? About Multi-TOS: Are there separate 68000 and 68030 ? ga

<BOB-BRODIE> Thanks Chris, re pricing on MultiTOS, I'm not sure what the price will be for it. I'm confident that you'd love the pricing I have in mind.... I think we should UPLOAD it exclusively to GEnie, and let nature take it's course. I'm not 100% sure that will happen at this point, though...but it might!! Pricing on Speedo is more related to the pricing of the fonts. We have to pay a royalty on the fonts, and that is the real determining factor. Works is probably going to retail for about $100, and perhaps be bundled with all machines that are sold after it's ready. ga

<[Lou] ST.LOU> Here comes Jonesy!

<[Jonesy] M.JONES52> Bob, are the review units being bundled with a 'setup package' to help the reviewers get a representative look at what's available now, and a taste of things to come? And what's in it? <g> (Love your idea for MultiTos, btw!)

<BOB-BRODIE> Hi Mark, yes they are. We also bundle a copy of the International Software Guide. We try not to show them too much of what the ... future might hold, as we want them to write about the here and REAL SOON NOW <grin>, and yet show them that we are

planning for the future. ga

<[Lou] ST.LOU> Ringo is next Bob... on his own account so be gentle!

<[Ringo] R.MONFORT1> Bob B. I notice that Computer graphics world magazine had a Falcon announcement what other publications will have a Falcon for review. specially the ones that doe multimedia? GA

<BOB-BRODIE> Yes Ringo, we have made inroads with about 19 different mags to have announcements and or reviews on the Atari Falcon030. Let me look real quick on my desk and see if I have it handy... Found it! Applied Techniques, Business Week, BYTE, CNN, Computer Retail Week, COmputer Technology, Computing NOW, Datamation, Design News, E.Q. Magazine, EDN News, Eyecom Magazine Keyboard, Motorola DSP Newsletter, MultiMedia World, New Media, Newsbytes, Noteworthy, PC Laptop Computers, Scientific Computering & Automation, Studio Software Report and a bunch of others that I can tell you about in email! :) ga

<[Lou] ST.LOU> JCD is back with his second question... then C.FLUEGEL and Kent Cavaghan. Others may /RAIse their hands again! ;-)

<[JCD] NEWDIMENSION> Will Jerry Pournelle be getting a Falcon soon? I understand he's had an Amiga A1200 for some time now to review. Also, MultiTOS looks great on my TT030. I think everyone will be very pleased. ga

<BOB-BRODIE> We have already spent quite a bit of time with Jerry showing him a Falcon030, and expect him to get a review unit soon. We opted to provide one to BYTE Magazine first, rather than just one for Jerry. Perhaps saying JUST one for Jerry is a bad way of phrasing it, because obviously we want him to have one. I was present when we did the demo for him, and he's very enthusiastic about the Atari Falcon030. Especially the sound capabilities. I agree with your sentiments about MultiTOS, I'm in the process of doing everything to it that no one should do <GRIN>, and finding a few more interesting events. Eric Smith was in my office for a while today, and we had a nice time...and an update came out in a matter of hours. ga

<[Lou] ST.LOU> GA C.FLUEGEL.

<C.FLUEGEL> I was talking to James Grunke about the NAMM show and the Falcon roll out. He said originally he had planned on having plenty of Falcons on hand but that there were problems and he may not have any for sale, but he hoped to have a few. What are the current plans at the NAMM show? As the Falcon already has a good following in the Audio Realm (I get people in everyday asking about it, they don't know who makes it, but they here it is supposed to be great)... How big of a showing will atari have??

ga

<BOB-BRODIE> We have a very large room at NAMM this year, that will feature... 16 workstations with developers manning them. There will be a number of Atari Falcon030s there for people to see, and try there In the event we are able to resolve our problems with the production at the factory (particularly with the Q/A issues) then we will be able to fill the orders that much sooner. I expect to take orders for machines at NAMM, we will once again, be the premier computer at NAMM, as Apple and IBM have both bowed out. There has been terrific coverage in the music mags have been ringing my phone off the hook for information on the Falcon. I can also assure you that the show will be well covered here on GEnie, and in the Atari Press as well. Atari Explorer Online, our official online newsletter, and the excellent Z*Net Online magazine will be covering the show, as well as AtariUser Magazine providing the memorable print coverage for the show. ga

<[Lou] ST.LOU> Thanks Bob... now we have Kent Cavaghan. GA Kent

<[Kent@OakSpri] K.CAVAGHAN2> Bob, in regards to your idea on uploading MultiTos, would disk vendors be allowed to distribute it as well or will it be limited distribution like FontGdos (just curious :}) I think it's a great idea either way. ga

<BOB-BRODIE> Hi Kent, I confess that I haven't even considered that at this point in time. I'm much more focused on getting the product done. I appreciate you bringing that issue to my attention, and I'll be sure to pass along that concern to the staff here. Good Point!!! ga

<[Lou] ST.LOU> GA Matt Rivman.

<[Matt] M.RIVMAN1> Mr. B. (Bob) I appreciate the entry level status of the Falcon 030 and agree with it. But as one of those who long for tower, pizzabox', detachable Keyboard what can you say about near future 030, 040 config's ? Sorry to harp on it! Re: Apple and IBM bowing out of NAMM .... Cowards!

<BOB-BRODIE> :-) Hi Matt, I've always respected someone who knows when to do a graceful retreat! :) Re the Falcon box, let me put it this way....we've made other entry level home computers in the past, like the ST, and the STE. Both of them _ultimately_ were placed in a two piece unit later on in the products life span. So it is not unreasonable to guess that the Falcon might one day be in a different case...many of our products have. But the real issue is when will it happen? With the ST, it was over a year after the original machines shipped. With the STE, about two years. ga

<[Lou] ST.LOU> GA Andreas.

<[Andreas@AEO] AEO.2> Atari ST Format had a comparison of the A1200 to the F030, favoring (guess who?) AEO should have an article based on a similar topic soon. Already there are graphics cards and accellerator cards available for the F030. Bob, do you think once the crush is over we can get the TOS crew on GEnie or Delphi to bug them about TOS hints? thanks Lou!

<BOB-BRODIE> Sure, that would be an excellent idea, Andreas. Once the "crush" is over, I think we can probably get someone like Eric Smith (who will probably kill me for volunteering him) online for a CO or for some activity in the message bases. Of course, here on GEnie, John Townsend is already online, although not as active as before. There is a topic here on GEnie for programming q's to be left to TOWNS, I think it is CAT 3 Topic 31...could be wrong though! :) ga

<[Lou] ST.LOU> Harj... save us! ;-)

<[Harj] H.NAGRA1> Any idea on the number of Falcons that will be released in January to the general public? I'm very disappointed in the delay...any chance the Falcons in March will have the much rumoured new case design? ga

<BOB-BRODIE> Harj, I'd prefer not to give out actual numbers, until they are in the warehouse. Believe me, when I spoke to Sam about the availability of the Falcon, he was thoroughly disgusted with the entire situation. The shortage of the Falcons is not a US problem it is a world wide problem...we're almost competing against our subsidiaries around the world to get product at this point in time Re the case...check out my answer from before. :) I share you disappointment in the delay and so does Sam.

<[Lou] ST.LOU> Ready for more Bob? Chris. GA.

<[Chris C.]
C.CASSADAY> Bob, there are some rumors in Euro mags about CD-ROM versions of the Falcon030. Can you comment on future variants of the Falcon030, and whether these new machines will necessitate the newer cases. ga

<BOB-BRODIE> Chris, No...I can't. Other than what I've already stated about the case structure in other questions. There is no question that the machine will mature, the question is how quickly will that happen. Current versions of the Falcon030 are ready for a CD unit out of the box, there will be no reason to wait. I can only guess that having the CD included (if such a thing were done) would be reflected in the price of such a wonderful machine. :) ga

<[Lou] ST.LOU> LYRE from AEO... fire away!

<[33] Lyre] AEO.3> Bob, you mentioned that their will be developers displaying their products at NAMM. Can you tell us which developers will be attending and the programs they will be demonstrating?

<BOB-BRODIE> I can tell you the developers, but I'm not 100% up to speed on what they are going to be showing. The developers are D2D Systems Chro-Magic, CodeHead Software, Barefoot Software, Goldleaf Pub. Thinkware, Dr. T's, Compo, Gadgets by Small, Hotz Technology, Digital FX, Okital, Steinberg, and Yamaha, along with a new developer that I am not personally familiar with name MGI. They are from Germany. GA

<[Lou] ST.LOU> C Fluegel.

<C.FLUEGEL> VERY large hard drives, where and what will be available? Is PLI still supporting the Atari? SCSI-2 and 2 1/2 drives are still quite uncommon. Also, when will WE the public and or dealers find out how the meeting with the folks who are actually building the Falcons went? GA

<BOB-BRODIE> I think it really depends on the application that you're using as for how much hard disk space you will need to get things done. I've not had any problems with connecting any type of common disk drives, like a Maxtor to a Falcon030. You don't have to have a 2 1/2" drive, that's just what the IDE drive is that is internal for the Falcon. Since the SCSI-II port is there it is EASY to connect up bigger units. We have hooked up 340 meg Maxtor units with no problems, pulled 'em right out of a TT030, which isn't SCSI-II. Please bear in mind that the pricing on the hard disks is not something we control, but is the same for all of hard disks that are produced across the market. Re the meeting... after I have a chance to speak to Sam, I'll try to pass along the meeting. I can assure you he wasn't going into the meeting with the reps that are NOT meeting our expectations with a smile on his face. On the other hand, the second company that we will be bringing on board is run by an old friend of the Tramiels, and I expect to see results from them quickly, like within a month. ga

<[Lou] ST.LOU> Oooo... I love techie-talk, Bob ;-) Next we have JCD, then Chris Oates and George from JMG Soft in Hamilton, CANADA! GA JCD...

<[JCD] NEWDIMENSION> Concerning the redesign of the ST Book, what are some of the changes it is going through? Additionally will the floppy drives in future machines ever be replaced with Floptical drives or the like? C.FLUEGEL: We sell fixed HD's up to 3.6 Gig!!

<[Lou] ST.LOU> Nice plug JCD ;-)

<BOB-BRODIE> You forgot to include pricing, Jeff. You're slipping. <-: Re the ST Book, you can expect things like back lighting in the LCD screen, and possibly floppies or PCMIA connectors. There are some discussions about changing the microprocessor in the unit to something that is a little bit more "contemporary" than an 8Mhz 68000. Please bear in mind that we're focusing on the Falcon and the Jaguar right now, the ST Book is not getting 100% of our attention at this point in time. ga

<[Lou] ST.LOU> Chris Oates, thanks for waiting. Your question please?

<C.OATES2> Hi Bob. I already take the hypothetical nature of two-piece Falcons as a given, but do you see it as likely that if and when such machines ship they will contain the VME bus slot that we Mega STE and TT owners have? I for one have already invested a good deal of money in a Crazy dots 15 board, which surpasses current Falcon graphics (and possibly future) and would like to think that I can take the card with me when I upgrade my machine... GA

<BOB-BRODIE> Chris, obviously I can't make promises about such a prospective product with certainty, but I will be happy to encourage that suggestion to the design team. We use graphics cards here at Atari as well, and believe me, we hate spending money we don't need to just as much as you hate to. ga

<[Lou] ST.LOU> Let me put in an extra plug for the VME Bob! Now we have George from JMGSoft.

<[George] JMGSOFT> First off, thanks Bob for doing these RTCs. I don't envy the position myself... But to the question... What is being done, if anything, for the Canadian market. Since the Canadian Sub closed up, it has been pretty bleak and dismal up here when it comes to Atari support. No service, information, parts, and things just aren't ticking very well. I am still trying to resolve issues that date back to August when the subsidiary closed up. It this all we can expect up here in the North? It doesn't look pretty, since I don't think the Atari brass considers Canada too seriously anymore. GA

<BOB-BRODIE> George, I was not aware that there were problems in getting service and repairs done. We have a specialist in Canada to deal with our Canadian dealers, who is well acquainted with Canada in the persona of Randy Tjin. Before we went off on holidays, Sam and I personally checked on the repair logs, and we were told that they were running about a week to get each item out, and in fact were on target for their dates. If there is other needs that haven't been taken care of, please FAX the details to me at the office so we can address them. Certainly the changeover to the US from Canada has not gone smoothly, but we are committed to continuing to do business in Canada. If you have specific needs as far as information goes...we know each other, George. ASK! My address online, and phone numbers are pretty well known, and I invite your call. Thanks for the comments about being online, though!

<[George] JMGSOFT> Thanks for your continuing commitment. I'll be in touch :-)

<[Lou] ST.LOU> Dave Stuart is the last one in line.... last chance to /RAIse your hands folks. GA Dave. Bob... let me know when have had enough for this month ;-)

<[D. STUART] AEO.7> Does the FALCON include any 'bundled' software? And if so, is there an opportunity to develop said software directly for ATARI ??? GA

<BOB-BRODIE> Yes, the Falcon will be bundled with 8 applications when it is shipped. The products include Audio Fun Machine, Falcon D2D, a direct to disk recorder, System Audio Manager, ProCalc, a full scientific calendar, Talking Clock, CalAppt, a calendar/rolodex type of utility, and a couple of games, BreakOut and LandMines. YES...there is an opportunity to write that software for Atari. We in fact used outside developers for some key components of the software, like the System Audio Manager. GA

<[Lou] ST.LOU> Here's Dorothy...!

<D.A.BRUMLEVE> I've seen numerous rumors about the Falcon already shipping to dealers in small quantities in Germany and in England, and yet you refer here to "when it is shipped". Are the rumors false? Or do you just mean "when it is shipped in NA"?

<BOB-BRODIE> Excellent question, Dorothy. I do in fact mean in North America. There are small shipments of Falcon030s being sent to dealers in other parts of the world. Some of those units have been sold without MultiTOS, and with other minor problems. Like the CalAppt Manual that shipped in Germany is written in English. Another example of the Q/A problems that we've had with the factory.

<D.A.BRUMLEVE> I don't think many of us would consider an English manual a problem. ;-)

<BOB-BRODIE> Virtually all of the machines that we've had here in the US have gone to either review sources or developers. I agree with your sentiments about the English manual here, but the German TOS and Keyboard might prove challenging...or should I say educational??? <grin>ga

<[Lou] ST.LOU> Whew.... you must be getting tired. Four more Bob.

<[Lou] ST.LOU> Kent Cavaghan, C.Fluegel, Dave Stuart and Brian Harvey.

<[Kent@OakSpri] K.CAVAGHAN2> Bob, there has been some concern about registrations that are sent into Atari and what if anything they are used for? Will the lists that are created used for follow ups and promos or are they just being recycled :} ga

<BOB-BRODIE> Kent, they are indeed used, we build customer lists from them and they are in fact used for follow ups. We expect to be using them much more in the future than in the past. GA

<[Curt/ Guitar] C.FLUEGEL> The original plans were to have "demo units" at dealers before Job 10 is now listen-only. any major rollout, is this still the plan? Even if you have to change

manufacturers, can we still expect to see a demo unit here at Guitar Center? (James Grunke said we should, I hope it is true).. GA... Ps if I send you $900, will you send me a Falcon j/k

<BOB-BRODIE> Curt, the bidding is much higher than that at this point....NO! <grin> Seriously, we intend to make demo units available for the dealers and regard this as a very important step in the process of both selling and marketing the Falcon. We do have a demo unit plan for our dealers that purchase directly from us, which is one of the benefits of dealing directly with Atari, rather than thru another re-seller or distributor. We have, when possible, shipped units to dealers for special exhibitions on a temporary basis. If you have a specific need for a unit for a really important event for your dealership, then feel free to contact me. ga

<[Lou] ST.LOU> Dave Stuart... from AEO! GA

<[D. STUART] AEO.7> BOB ... Just thought I'd mention here, then, that I've E-mailed you a proposal re: the previous query! Aside from that, what is the latest concerning AIM - if you know anything. I know this is a change of topic, but one of interest to all! GA

<BOB-BRODIE> I always forward those things along to our dev support group, but I'll be happy to send it along again. We do get an awful lot of those, it's possible that they overlooked yours, and for that, I apologize. Regarding AIM, I really haven't spoken to Pattie or Bill in sometime myself. I know no more than you... it's been a while since I've seen an issue of AIM, and they seem to be a bit behind in their issues. But since Explorer is also a bit behind, I'm not about to cast stones. But since we're now speaking about EXPLORER, I'm happy to report that the latest issue of Atari Explorer has just come back from the printer, and looks FABULOUS! This is the first issue under the capable efforts of Mike Lindsay and Darren Meer since they have taken over the magazine. Mike is lurking tonight here online as AEO.MAG, so be sure to say hi to him!! ga

<[Lou] ST.LOU> Our last questioner is from my fellow RTC sysop... Brian <Brain> Harvey. ;-) GA

<BRIAN.H> What about the Jaguar? Will it be finished this year? Is it as good as the rumours? Will this be the GAME machine??? I am not trying for rumours, just the facts [grin].GA

<BOB-BRODIE> Hi Brian, it looks FABULOUS. Sometimes mere words are a poor tool to describe things...and this is one of those cases. During my discussions with Sam earlier this week, we went over to the lab and had a peek at the Jaguar. I was astonished at the quality of the machine. We've begun shipping developer units out now, and have had developer symposiums for the units as well. The

very-well-known-programmer, whose name I cannot reveal that is here in Sunnyvale working with us on the Jaguar is VERY enthusiastic about the machine. The demo that he showed us was extraordinary, both colorful and fast, the horizontal scrolling was smooth, and very, very very fast!!!! Howzat, Brian?? :) ga

<BRIAN.H> Thanks Bob. Sounds great!!!!

<[Lou] ST.LOU> Bob... while you get your closing statement ready.. Brian has a little announcement... then so do I ;-)

<BRIAN.H> I have a quick plug for the next RTC!! Everyone, don't forget the roundtable conference next Wednesday night with the IAAD. What's the IAAD? The Independent Association of Atari Developers (IAAD) The RTC begins at 10 pm EST, Wednesday, January 13. Ask about current and future products. Meet the folks who bring your computer to life with software and hardware enhancements!

D.A. Brumleve DMC Publishing
WizWorks! FAST Technology
Step Ahead Software Inc. ICD Inc.
CodeHead Technologies Dragonware Missionware
Ditek Clear Thinking
Oregon Research Associates Lexicor
Dr. Bobware Beckemeyer Development Tools
Paradigm Software Products Fair Dinkum Technologies
It's All Relative TEAM Software
NewSTar Technology Management and more... GA

<[Lou] ST.LOU> Thanks to Bob for a magnificent evening and thanks to all the users who stopped by - old and new faces alike... especially my good friend Martha Dycus who stayed to the very end! Yea Martha! I would also like to mention that the inaugural GEnie Notes Column will appear in the next issue of Current Notes! Eight pages of great GEnie news. Make sure your friends see it!

<[Lou] ST.LOU> OK Bob... you were great, great, great!!!! So you can have the last word tonight. GA

<BOB-BRODIE> Lou, thanks again for doing such a stellar job of running the RTC. Once again, I've had a wonderful time being here on GEnie, our official online service. I appreciate the opportunity to gather here on this monthly basis, and think that it will continue to work well for ALL of us. I'm looking forward to next months CO already with great anticipation, the first ones have gone over so very well. Thanks again for attending, and good night!!

Dateline Atari! with Bob Brodie is held on the first Friday of each month. Watch the RTC Banner for details. See you on February 5th, 1993 for the next installment of Dateline Atari! with Bob Brodie.

You are also invited to drop in on Monday or Wednesday evenings each week. Bob Brodie can often be found "with the gang" on those nights too! All Real Time Conferences begin at 10:00 p.m. Eastern Time.

1301. ADVOCACY: 386's ARE under $1000 WITH monitor

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 01:55:33 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1jfn2IINNerr@life.ai.mit.edu>
Source record: 211689

In article <C11G80.DGv@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>In article <1jd12hINNor9@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
>> ... Keep in mind that the prices quoted for the
>>Falcon have been sans monitor. That's an additional $500 for a good
>>one, a cost that's usually folded into PC clone prices nowadays.
>
>Dave, do you really mean to say that those great "under $1000" prices people
>have been slinging around as the typical cost of a -386SX system INCLUDES a
>$500 monitor?!?

OK, I'm not going to post that a 386SX system is less than $1000 with
monitor. Actually, I'm going to post that a *386DX-40* system is less
than a $1000. This time, I'll take the liberty of posting the name and
phone number of the company:

November 1992 PC Sources, p. 546
"Dee One Systems"
(800) 831 8808

386DX-40 Motherboard & CPU w/64K cache
4MB RAM
1.2 and 1.44M floppies
130M hard drive
SVGA card
SVGA (multisync) monitor
Internal clock/calendar
Case & power supply
101-key "enhanced" keyboard

System cost: $994

Note that these prices are at least 4 months old. The current prices
are surely somewhat lower.

>I expect you answer will be "no", so start backtracking about what you REALLY
>meant to say.

Ah, no.

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

1302. RE: ADVOCACY: Falcon - Why I'm buying it...

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 02:06:05 UTC
From: qsi@contrast.wlink.nl
Message-ID: <727425006.AA01136@contrast.wlink.nl>
Source record: 211738

Al Rashid Shahir wrote in a message on 16 Jan 93 to All

ARS> 320x200x32000?? Child's play on the Falcon. Without the
screenblaster,
ARS> the Falcon goes up to 768x428x256, btw. And I'm pretty sure
ARS> the Falcon goes up to 320x200x65536, 640x200x65536, the rest
ARS> of the higher resolutions being 256 colour modes.

Do you have any idea how much that slows performance? Howard Chu posted
(in c.s.a.st.tech I believe) some timings of running an ARC on the Falcon,
in various graphics modes. The results were that in the "true color"
(which it isn't) modes, the execution of the ARC slowed down dramatically.

ARS> Well, when I put memory into the computer, voila!, more memory
ARS> goes into the graphics capability as well, whereas you have

Yeah, only you can't put memory into the Falcon. It comes in 1,4 or 14
megabyte configs; so you must upgrade from 4 to 14 if you want any more
RAM, and that is done with some highly non-standard method. You can't plug
in the cheap SIMMs you can use on any MS-DOS machine or Mac.

ARS> to upgrade both _separately_! The "poor fool" doesn't have
ARS> pathetic drivers, its just his computer's too slow to handle
ARS> it. Windows at that rez will be mucho slow unless you have
ARS> a 486-33 at least! Here we are comparing graphics capabilities,

Wrong. Windows runs quite well (faster than a normal ST in fact) on most
386 systems.

ARS> and then you suddenly jump to a 1bit system... Do you know
ARS> WHY its running at 1bit (2 colours) ? Because if it was any
ARS> higher, the system would be _extremely_ slow! Oh and also,

No. Because there isn't any bandwidth left to display more. And, have you
ever heard of graphics accelerators? In the Mac world they are common, on
sold with most 24-bit color cards. Any such thing for the ST or Falcon?
Forget it...

If you want to talk about slow, you should have a look at a Falcon
scrolling some text. At the Atari Messe in Duesseldorf last August, I
played with a Falcon running a word processor, and scrolling one line up
took almost a second. You could literally see the first the red part of
the text being drawn, and only after that it became black. That's _real_
slow.

ARS> Why is it so "appropriate"? Why not just have multiple windows,
ARS> more or less, on top of each other? Same results! I would think

ARS> 768x428 would be ample space for a program to display...

There is only one conclusion possible from this utterly nonsensical statement: you have never used a multitasking system.

YHS:QSI!

1303. Re: Preliminary Falcon030 product list

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 02:13:39 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1jfo4jINNfo2@life.ai.mit.edu>
Source record: 211690

In article <C12rIA.BnE@ecf.toronto.edu> alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:
>IBM? MIDI? Hahahah. IBM? DTP? Hahahaha.
>Mac's a good line but IBM? Hahahaha.

Why do you discount these things? Again, you just saying "XYZ Ha ha"
doesn't make anyone believe anything. I've used DTP applications on
the PC that work just fine. In fact all the major DTP programs run on
the PC, while Interleaf, Frame Maker, etc. don't run on the ST (which I
can only assume you were making the comparision with).

For Jon Q. Luser, though, I think Mac's are the best DTP systems. I
remember people cranking out the most beautiful stuff with even
MacWrite and Microsoft Word in the computer labs at U of Maryland. (In
fact, so many people from the community who weren't students would slum
off the UMCP machines that we had to consider an ID card policy. We
were going through 150,000+ pages of printing in peak weeks.) But I
digress as usual.

>Guess what? I've ACTUALLY USED ONE! Makes us users wonder where the hell you're
>living, huh? I guess you guys in the STATES really have it tough, huh? Well
>guess what? I think you guys deserve it... (most of you anyway).

Please don't say things about peoples' countries, OK? It's not nice,
and tends to really piss people off for no good reason. And given
demographics you are least likely to be correct when you generalize
about the US -- we are probably the *least* homogeneous group under a
single flag on Earth.

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

1304. Re: Fantasy Games

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 02:24:16 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.&Qj33s&3S0U@semprini.tdkcs.waterloo.on.ca>
Source record: 211559

In <1jc9abINNdkr@golem.wcc.govt.nz>, Steve Wells writes:
> Lethal Xcess?! Sequal to wings of death!? Never heard of it,
> if it's better than wing's, it must be pretty good though! (Wings
> was/is not bad!)
>
> Thalion is it!? Does it still have all the fancy sound!?

Yup! You got it! Lethal Xcess has lots of neato options that I couldn't
look at (I think it had STe DMA sound, or chip sound, or Replay sound)...

There are three levels of difficulty... something like "Easy", "Normal"
and "Lethal"...

The number of moving objects (without slowing down the animation or
game play) will make you _flip_... You'll swear you're on an '030 machine!
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1305. Re: MultiTOS on 68000

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 02:34:04 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.Xyy&a4m47pU@semprini.tdkcs.waterloo.on.ca>
Source record: 211560

In <1jc8shINNdkr@golem.wcc.govt.nz>, Steve Wells writes:
> To your comment about NZ'ers, stuff you! Most of us are Atari supporters,
> with only one exception I can think of!
>
> I'd never by a Personal Computer. If I ever get a non-atari machine,
> it'll be a Mac'!

Since you can't call your ST a workstation, or a mainframe, or a mini,
it's a personal computer... 'sides, IBM's PC was _really_ wimpy...

;-) [just being pedantic]

--
------------------==----------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1306. Re: Top Ten Leonard Tramiel Anagrams

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 02:38:48 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.cCfl9Tqr1CU@semprini.tdkcs.waterloo.on.ca>
Source record: 211561

In <93017.182837SML108@psuvm.psu.edu>, <SML108@psuvm.psu.edu> writes:

> 4. Lie more, land rat...

I thought that one was the best, most appropriate anagram...

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1307. Re: ADVOCACY: Re: Convince me to stick with Atari. Why Bo

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 04:31:51 UTC
From: SML108@psuvm.psu.edu
Message-ID: <93018.233151SML108@psuvm.psu.edu>
Source record: 211698

In article <H.ea.RNH8C1y4Bg_@yonder.equinox.gen.nz>, craig@yonder.equinox.gen.nz (Craig Shore) says:
>
>No, sorry, I didn't mean it to come across that way, I was refering to
> right now, why people are sticking with an 8Mhz ST rather than going out
> and buying something a bit more fancy and faster if they had the money.

Well, I have $3,000 to spend on a new machine. With this money I can purchase a top of the line of just about anything out there yet I am sticking with my 1040 ST for now... Why? When I invest in a new computer it MUST be to the ST what the ST was to the Atari 800. I haven't seen anything do that yet although it is clear that the time is approaching... If only the Falcon were 32 MHz with a 32 bit databus... Oh well, no hurry, my ST has lasted me seven years and the SGI Indigo I have in my office kicks the butt of anything I'll end up buying so I've got the best of both worlds for now...

Answer your question?

Scott

1308. Re: ADVOCACY: Re: a blurbread/new

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 05:20:59 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan19.002059.13771@bsu-ucs>
Source record: 211693

>>>>Hmm! Is it like the 3D movement system I've seen in Castle Wolfenstein 3D?
>>>
>>> Yeah, but quite a bit better; Underworld models lighting and does
>>> non-rectangular surfaces. Essentially, it's a texture-mapped flight
>>> simulator in a dungeon, and you ride around on a motorcycle. :)
>>
>>Wow! That sounds pretty cool! On a motorcycle? Hmm...in an Ultima game? Did
>>they decide to lose the Dungeons&Dragon-type fantasy setting?
>
> Well you don't *really* ride around on a motorcycle -- you're supposed
> to be walking. But it goes so fast that you *feel* like you're zooming
> around on a motorcycle. (Or a skateboard, at least.)

Heheh....."Skate-puinks in Underworld" will be part II! Heheh.

-Matt

1309. Re: Julian Reschke involved wi

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 05:28:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A55872@MS.maus.de>
Source record: 211719

Edmund Ramm (dk3uz@mcshh.Hanse.DE) wrote:
> I can only agree: bring out an English language version of the Profi Book,
>forgetting about he German language edition, and you will have a bigger mar-
>ket than you ever dared dreaming about!

Sure, I would win some hundred english readers, but I would lose at least
a quarter of the German customers. And nobody pays *me* for these
few hundred hours of translation. I might be crazy, but I'm not *that*
crazy :-)

1310. Re: ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 05:33:49 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan19.003349.13774@bsu-ucs>
Source record: 211694

> Anyone who tries to make the point that piracy is more rampant
> on the PC platform is just reinforcing the argument that the ST
> is dead.. that there is no longer anything worth copying on
> it, and that there are so few users left that no one cares to
> copy anything.

What? Hello-o? McFly? BobR, i followed your post going, "Uh huh....
Uh huh.....Yea.....Yea....!!!???" I'd like to see you support this conclusion
of how No pirates = No good software = Dead ST. Heh.

1) None of those elements _necessarily_ hangs together.
2) Subjectively (to you) there may be no good software;
however, I think you're exactly wrong.
3) I _know_ there enough users left to support a pirate base,
albeit relatively small.

-Matt

1311. Re: Fantasy Games

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 05:37:30 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan19.003730.13775@bsu-ucs>
Source record: 211695

> Well, I guess that's fine for you... once you finish Knightmare you can
> play it over and over again.. I guess you don't need any new games to
> satisfy you..
>
> Meanwhile, Captive has just been ported to the PC, and I've got a huge
> backlog of games to play.. Might and Magic 1,2 and 3.. Ultima 1 through
> 7, and Ultima Underworld.. Wizardry, more versions than I can count..
> Eye of the Beholder III should be out soon.. the first and second games
> were terrific..
>
> But I guess I don't have to bother telling you.. you're happy playing
> Dungeon Master over and over...

Assuming you _own_ all these games:

I wish I had money oozing out of _my_ pockets like this!!!

-Matt

1312. Re: Some realism in the flame wars, please!

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 05:44:28 UTC
From: (unknown)
Message-ID: <1993Jan19.054428.3796@newsroom.utas.edu.au>
Source record: 211696

In article <1jdi6vINN57c@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>
> OS/2 does NOT HAVE 'TRUE' multitasking!
>
> Multi-tasking is running 2 or more processes AT THE EXACT SAME TIME!

Are all atari users this fucking dumb?
You are getting multiPROCESSING and multiTASKING totally confused.
Learn some computer science before you open your arse to speak again!

1313. FALCON is DEAD!

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 05:49:26 UTC
From: (unknown)
Message-ID: <1993Jan19.054926.3987@newsroom.utas.edu.au>
Source record: 211697

Face you atari-lamers the falcon is dead!
Heck even the shitty amiga1200 is alive and selling... while the
falcons rots in the factory...

Looking into the future... i only see 3D0, amiga, and ibm's
no sign of any fucking ataris!

hahahah!

1314. Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 05:51:42 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan19.005142.13777@bsu-ucs>
Source record: 211700

> By what criteria do you measure "performance"?
>
> MIPS? MegaNOPS? MegaFLOPS? Real-world applications perhaps?
> If the latter, whose idea of real-world applications? A musician
> might prefer the Falcon, but the applications *I* use from day to day
> are compilers, text editors and games.
>
> \begin{my_personal_opinion}
>
> The Falcon may have great audio abilities, but I REALLY COULDN'T GIVE A TOSS.

From what some here say, your compiler may be very useful, and interesting to play wait, on the DSP (Digital Signal Processor) chip. It soundslike it's a pretty handy little chip.

-Matt

1315. Re: ADVOCACY: Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 06:05:11 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan19.010511.13780@bsu-ucs>
Source record: 211699

In article <1jc8c8INNdkr@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>>What the hell's a 80086??
>
> An XT! (Usually about 10Mhz top. Average usually about 6Mhz!

Wait a minute...

There was an 8086, an 8088 then and 80286. Or so I thought. Weren't these the first three processors?

-Matt

1316. Re: OS/2 for the PC

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 06:28:04 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan19.012804.13784@bsu-ucs>
Source record: 211553

> More people aren't using OS/2 becuase:
>
> a) OS/2 1.x was _terrible_... even worse than Windows 3.0
> b) People using DOS aren't aware of the fact that it'll do DOS
> better than DOS can; not to mention the added functionality
> they'll be getting (multitasking, a GUI, etc).
> c) People using DOS/Windows are convinced that, "Oh well, Windows
> is pretty sucky, OS/2's probably just as bad. Might as well
> stick with what I have now."
> d) MS has brainwashed people into thinking Windows is "cool" and
> "the way of the future".
> e) People are too lazy (and too stupid) to install any software
> onto their system, beyond the stuff that came with it in the
> first place (betcha there's a million DOS 3.3 users still out
> there).
> f) They were too intimidated by the installation diskettes...
> there's ~29 of them.

So...If I ever were to become infected with the clone-virus, but I did not become lazy or stoopid, OS/2 would likely be the best choice for me if my primary uses for the computer are wordprocessing, and T-comm; secondary are programming and games-playing?

-Matt

1317. Re: Fantasy Games

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 06:30:02 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan19.013002.13785@bsu-ucs>
Source record: 211554

> What is everyones favourite game/s!?
>
> Most addictive game. Paradroid 90

There's Paradroid (any version) for the ST?!?!?!?!? That's one of my all-time favorites from the (relatively) early C64 days!?! Where can I get a copy?!?

-Matt

1318. Re: Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 06:51:10 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan19.015110.13787@bsu-ucs>
Source record: 211556

In article <1849@rwja.umdnj.edu>, choudhri@njmsa.UMDNJ.EDU (Ajay Choudhri) writes:
>
> Does anyone have any solid info on the Atari Jaguar?
> With the advent of the 3DO and dominance of Sega/nintendo in the
> home-console market, does it stand a chance?

From what I've gathered here, it's the Falcon, less is home-computer-specific parts (i.e. keyboard, diskdrive, etc.)

-Matt

1319. Re: ********* Joystick?! **********

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 06:55:36 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan19.015536.13788@bsu-ucs>
Source record: 211555

Any joystick that wroks on:
> Amiga
> Commodore 64/128
> Vic 20
> Atari 2600/7200
or Sega Genisis/Master System

> Will plug into the Atari 16 or 32-bit machines! (e.g. the ST)
>
> I use a 'Quickjoy Jetfighter' WHich has served well for almost
> a year! (Which is good life for a joystick). Shouldn't be any more than
> about $15US.

I have a Wico "Red Ball-"handle joystick that's still going after ~7years of
INTENSE play (read:beating, throwing acroos room by cord hitting wal, etc.
:)

-Matt

1320. Re: ADVOCACY: Re: a blurb

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 07:00:20 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73866@cup.portal.com>
Source record: 211551

Well, Matt... I agree there are still pirates in the Atari world.. there will be until the last Atari disk derezzes and the last Atari gasps its last gasp..
But the huge volume of Atari piracy that was rampant a few years ago has completely died off.. there's so little left to pirate that they've mostly moved on to greener pastures..
Why would any self-respecting pirate stay in a marketplace that has so few new releases..? Why would anyone want to pirate old stuff..? Pirates want lots of NEW stuff.. and that surely isn't available in the Atari market...
I think your equation was backwards anyway.. the real situation is: Dead ST = No Good Software = No Pirates.

BobR

1321. Re: ADVOCACY: Re: re W Magro's posting

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 07:08:38 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73867@cup.portal.com>
Source record: 211552

Scott (SML108@psuvm.psu.edu) writes about PCs...
>I can only think of one problem: the sound still sucks...
>Correct me if I'm wrong, really...
You're wrong, Scott...

An $85 Thunderboard will blow you away with the sound in a game
like Wolfenstein 3D..

A $95 SoundBlaster will do the same..

Add a little more and get a SoundBlaster Pro, or a ProAudio 16..

PCs are no longer "bleep and boink".
BobR

1322. Re: AdSpeed?

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 07:17:13 UTC
From: sav@nanette.sto.pdb.sni.de
Message-ID: <1jg9tpINNgp7@nanette.sto.pdb.sni.de>
Source record: 211557

Yes the 16Mhz AdSpeed is great. Factor ca. 175% und 99% compatible.
The 1% is V1.0 of VIP Spreadsheet which screws up its redraws. For games
I use the accessory to toggle back to 8 Mhz.

1323. Re: Any caveats?

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 07:19:04 UTC
From: sav@nanette.sto.pdb.sni.de
Message-ID: <1jga18INNioi@nanette.sto.pdb.sni.de>
Source record: 211558

Put MINIX on your ST. Then you can play at UNIX (aka LINUX) without
having to buy an intel chip.

1324. Re: ADVOCACY: Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 07:46:22 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73870@cup.portal.com>
Source record: 211563

AL RASHID SHAHIR writes:
>In fact, its pretty damn ironic that my friend just recently bought a
>Ensoniq 16R. Taking one look at the Falcon specs, he started regretting
>that he shelled out so much money for a dedicated sampler!

Except that your friend can use his Ensoniq sampler *NOW*

How long until he can actually buy a Falcon..?

How long until he can actually buy sampler software that will
equal what he can do *NOW* with his Ensoniq..?

Maybe your friend could afford to sit around and drool over the
Falcon specs for months, instead of actually using his sampler??

BobR

1325. Re: ADVOCACY: Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 07:51:19 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73871@cup.portal.com>
Source record: 211564

AL RASHID SHAHIR writes:

>>An XT! (Usually about 10Mhz top. Average usually about 6Mhz!
>No way, Jose! A standard 8088 runs at 3.17 Mhz!! Just thought ya might wanna
>know...B^D

Umm.. what planet do you live on..?

The standard IBM XT runs at 4.77 Megahertz.

"Turbo XTs" run at anywhere from 8 to 12 Megahertz..

My "experimental system" runs at 12 Mhz, but with a NEC V20 chip
actually runs about 20% faster than an 8088.. in fact, it does
things like unARCing a lot faster than my 8 Mhz ST...

It's pretty sad that misinformation about other computer
platforms has to be spread around, just to make one favored
system look better...

BobR

1326. Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 07:58:38 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73872@cup.portal.com>
Source record: 211565

Matt (01mbmccabe@leo.bsuvc.bsu.edu) writes:
>From what some here say, your compiler may be very useful, and interesting t
>play wait, on the DSP (Digital Signal Processor) chip. It soundslike it's a
>pretty handy little chip.

Except that the DSP chip has its own instruction set, its own
compiler, and its own set of intended applications.

It can't do general purpose processing, it's not a "math
coprocessor", and it can't do anything to aid most programs.

The DSP can do high-speed multiply and shift operations on real-time
streams of data such as audio or video, but it's essentially worthless
for most general purpose applications.

The compilers most people have and use are likewise worthless for use
with the DSP...

BobR

1327. Re: Canadian support was: Re: RFD: What to do with

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 08:25:00 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73875@cup.portal.com>
Source record: 211569

Well, Al... guess you've either missed my messages about how I feel about my ST, or you've just ignored them..

I like my ST better than anything else I've ever used. In fact, I'm using it right now, even though I've got two PCs here in the same room, and several other kinds of computers available to me.

You may not care about Atari Corp, but the fact is, they're actively killing the computer you and I both care about.

When a dealer would rather sell Macintoshes than Ataris, that concerns me, because it means one less place for people to go and buy STs.

When Atari Corp makes their dealers turn to other kinds of computers to make a living, it means that all the people who might have bought Atari computers at that dealer will never have a chance to know what an ST is like...

When Atari Corp kills off another dealer, that means that the day when there are NO Atari dealers is one step closer.

You and I may know the "best kept secret in the computer world" but Atari Corp seems determined to make sure that no one else ever hears about the ST or any other Atari products. And THAT concerns me.

Our feelings on the matter are a lot closer than you know...

BobR

1328. Re: Preliminary Falcon030 product list

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 08:31:59 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73877@cup.portal.com>
Source record: 211570

Well, Al.. maybe you can tell all us poor USA (and other countries) what local Atari dealership you walked into one day and bought your Falcon from, over the counter..??

Seems a little odd that YOU have one (and seem to think that gives you the right to sneer at the rest of the world), while hardly anyone else on the Planet Earth has even seen one...

BobR

1329. Re: Hexmines v1.2

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 08:32:58 UTC
From: doucet@ripolin.laas.fr
Message-ID: <8681@laas.laas.fr>
Source record: 211573

In article 727352377@apathix, gehnen@apathix.informatik.rwth-aachen.de (Gerrit Gehnen) writes:
>doucet@ripolin.laas.fr (Jean-Etienne Doucet) writes:
>
>>To all people who have liked Hexmines:
>>the new version 1.2 is being uploaded at a.a.u.e .....
>>These games are for STs/STEs only, no TTs, neither Falcons.
> ^^^^^^^
>
>What have you done ? Hexmines 1.1 runs well on my TT....
>
> Gerrit

(Gerrit, I've got problems with your address...; anyway,
this may be of interest (how much?) to some people, so let's go:)

I'm very glad to hear Hexmines works well on TT;
v1.2 should do so as there are only added features such as scores.

Ok, I guess I'll have to modify my ad:
"These games are for STs/STEs/TTs, maybe Falcons ?"
(All this sounds more optimistic.)

CU.

+-------------------------+-------------------------+
| Jean-Etienne DOUCET | LAAS - CNRS |
| doucet@laas.laas.fr | Toulouse FRANCE |
+-------------------------+-------------------------+
| If you put your ear against a snail's shell, |
| you can hear its heart beat. |
| Particularly when it's just been running... |
+---+

1330. Re: 386SX prices

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 08:48:07 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1jgf87INN3kl@tortoise.cis.ohio-state.edu>
Source record: 211571

In article <C12BCI.Iy2@gpu.utcs.utoronto.ca> gbcusg@gpu.utcs.utoronto.ca (I. Barnett) writes:
>
>You are saying that a 386sx is outdated? Do you mean that a 32 bit processor
>that communicates only 16 bits at a time is too slow? Gee, didn't I just
>describe the Falcon030's architecture? Wake up. If you contend that the
>386sx is useless, then you have to admit that the Falcon's (and Mac IIsi,
>Classic II, and LCII) are equally as useless. The 16MHz '030 may outperform
>the quivalent 386sx but because it is on a 16-bit bus, it suffers from the
>same problem.

Yes but the LCII and the Falcon030 have things that are not on the 386SX. They have Video subsystems that just can't be added to a 386SX and be expected to work well. The audio system of the LCII is quite advanced as PC boards go, *and* it's intergated on the board so it doesn't suffer from the bus lag that permeates PCs. You can make up for that lag with a) CPU speed or b) LocalBus. With the speed that a 386SX runs windows, the machine is already a little anemic on power, a problem that will just get worse from on out. A computer is more than just the CPU-it's a gestalt. While I don't really like the idea of the LCII and Falcon being crippled with a 16bit bus, they at least have *something* going for them. And software for PC is being written now with a 386DX-33 being considered the norm. Would you really want to run a program *slower* than the norm. (This is basically true of the LCII now, but is definately not for the Falcon).

A side point to...the Falcon only has a 16 bit bus to the CPU, the DSP gets it's chunks on a 32-bit bus, and the Video system is primed to grab memory 64-bits at a time. So it's not "just a 16-bit bus".

>
>Darren King, GBC --> gbcusg@gpu.utcs.utoronto.ca
>

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

1331. Re: Some realism in the flame wars, please!

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 08:52:06 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73881@cup.portal.com>
Source record: 211572

Steve Wells writes:

>OS/2 does NOT HAVE 'TRUE' multitasking!
>Multi-tasking is running 2 or more processes AT THE EXACT SAME TIME!

Give me a F*****G break.. go take "Computing 101" at your local
Community College and then come back and lecture us about what "TRUE"
multitasking is..

>It performs one operation (program #1), then the next (program #2)
>etc. Which is what most programs do (or variations of it). This may
>not be the exact way it works - but a stock 386, without any fancy
>extras won't do it!

You've described more or less what multi-tasking is here..
(Did you take Computing 101 already..?)

So why can't an 80386 do multitasking, when a Motorola 68000 has been doing
multitasking in the Amiga since 1985...?

BobR

1332. HELP: Mega STE or Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 08:55:46 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Jan19.085546.1149@unix.brighton.ac.uk>
Source record: 211580

I have just had the most exciting opportunity. I am able to sell my Atari 520STE and can afford either a Falcon or the Mega 2 STE. Any suggestions as to which would be best suited. Are there any problems?

I want to do C programming and other (serious) applications in the main, so games are not a worry. However, I have a mono monitor, and second disk drive, which I wish to connect to the purchased machine (no probs there I think), and would like to upgrade the memory and connect a hard drive over the course of the year.

I guess this sorta thing has often been asked, so if someone has like a FAQ on it, that would be fine. Thanks.

--
+---+
| On the end of every wizards staff is a knob! - T.Pratchett |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix
+---+

1333. Re: Preliminary Falcon030 product list

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 09:07:12 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1jggc0INN3np@tortoise.cis.ohio-state.edu>
Source record: 211574

In article <C12rIA.BnE@ecf.toronto.edu> alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:
>In article <73738@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>[crap]
>> [Yes but those DOS/Mac people have software NOW]
>>
>>BobR
>
>IBM? MIDI? Hahahah. IBM? DTP? Hahahaha.
>Mac's a good line but IBM? Hahahaha.
>

Uh I hate to rain on your parade, but the big two Mac DTP programs run
on Windows now (That's Quark Express and Aldus Pagemaker). There have been
articles in MacWeek and on Clarinet on how the number of IBMs doing DTP has
risen dramatically with the release of these two programs. Seems the
purchasing guys are just oozing joy now that they can force the artzy types
into using *their* favorite hardware.

That's why I sit going "go NeXT, go Apple, Go SGI, go Atari, go Ami.. go
Amig.. (well some things are hard to say....)". If people don't get on the
ball we're going to wake up in a few years to the bland diet of Windows
and other Microsoft products. Well hey at least Microsoft might throw
in a R4000 or Alpha for spice every once in awile....

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

1334. Re: Upgrading an ST-520

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 09:07:56 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73888@cup.portal.com>
Source record: 211575

Upgrading a 520ST can take one of two directions.

The first, and crudest (although possibly the most reliable) is to rely on "piggybacking" RAM chips on top of the existing RAM chips.

This method is only effective up to 1 Megabyte of memory. It also is extremely demanding, requiring good soldering skills in order to avoid damaging the existing RAM, and thus destroying the entire computer.

The second method is to buy a "memory upgrade" board. Most of these are of the "solderless" variety. These rely on the dubious methods of jamming socket pins down over existing chips on the motherboard, and hoping or praying that they'll remain securely connected.. or, of removing chips from the motherboard, jamming "daughterboards" down into the sockets, then pushing the removed chips into sockets on the daughterboards. These installations may work for weeks or months, but are almost guaranteed to cause problems eventually, as the connections loosen with movement or motherboard flexing from normal keyboard movement.

The very best memory board upgrades are those which require their connections to be soldered onto the ST motherboard, giving a reliable connection. Unfortunately, most of these have disappeared from the market, since they require some technical skill to install.

Another possiblity, and the "Official Atari Corp Memory Upgrade", is to trash the existing ST, and buy another, newer one with more memory already in it.

None of the ST line are "user upgradable" as far as Atari Corp's official policy goes..

BobR

1335. Re: ADVOCACY: Re: Convince me to stick with Atari. Why Bo

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 09:10:08 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1993Jan19.091008.2550@cs.hw.ac.uk>
Source record: 211581

In article <1993Jan15.000628.13658@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu
writes:
>What about Atari UK? Last impression I got, was that this division was well on
>its feet -- possible even to say...doing well? It seems there is a fair amount
>of good software being developed there, no?

Atari UK have just about wiped the ST from the UK publics memory. At Christmas
there were no Falcons and no TV (or much else for that matter) advertising
campaign even for the Lynx. If you are a developer they won't talk to you
unless you are working with a Falcon. Like Atari US, Atari UK would shoot
themselves in the foot but their aim isn't good.

BTW> This is not Atari bashing just the facts as seen here from the UK.
I like my ST and I like my Falcon/Sparrow but I'm depressed that I might not
be able to feed them.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

1336. Re: Dungeon Master/FTL question

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 09:11:59 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73890@cup.portal.com>
Source record: 211576

Marcelino Bernardo asked about FTL's current address..

As far as I know, that address should still be valid for FTL..

You could check for sure by calling them at: (619) 453-5711

BobR

1337. Re: Preliminary Falcon030 product list

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 09:16:08 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1jggsoINN3ps@tortoise.cis.ohio-state.edu>
Source record: 211577

In article <1jfo4jINNfo2@life.ai.mit.edu> dmb@ai.mit.edu writes:

>For Jon Q. Luser, though, I think Mac's are the best DTP systems. I
>remember people cranking out the most beautiful stuff with even
>MacWrite and Microsoft Word in the computer labs at U of Maryland. (In
>fact, so many people from the community who weren't students would slum
>off the UMCP machines that we had to consider an ID card policy. We
>were going through 150,000+ pages of printing in peak weeks.) But I
>digress as usual.
>

I used to think that Mac's were the best DTP systems...then I saw some
Postscript output from some crappy sample NeXT program and I began to
understand what Apple had done to their Postscript Printing. For a follow
up course I was exposed to the output of Calumus SL on an Atari Laser printer.
Needless to say...I see Quark/Pagemaker output all the time (I work
in a Mac Lab) and the output just doen't look as "clean". I don't know
exactly what I mean by that...except that to me the difference is
obvious and I usually don't pay much attention to that sort of thing,
and I was bigoted towards the Mac when I made the judgement.

I'm just wondering what PasteUp really runs like....

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

1338. Re: Yes, SXs are dogs

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 09:20:29 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73893@cup.portal.com>
Source record: 211578

The 80386SX was a lower cost way for computer users to move up to the power of an 80386... at the same time that Atari was still selling 1985 technology.

NOW.. TODAY.. 1993.. the '386SX is no longer a competitive platform, not because Atari has done anything new, but because the cost of the 80386DX and 80486SX/DX chips have come way down in price.

Why is it that you must always be stuck in yesterday's technology, Greg..?

BobR

1339. What is the address and phone number of Compo?

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 09:32:05 UTC
From: millerm@CS.ColoState.EDU
Message-ID: <Jan19.093205.39583@yuma.ACNS.ColoState.EDU>
Source record: 211582

Does anyone know the address and phone number of the U.S. distributor
of Compo products? Please e-mail me at one of the addresses below.

Thanks,

```
|Mark Miller, computer science |"The most important human endeavor is the |
|major at C.S.U. |striving for morality in our actions. Our |
|millerm@cs.colostate.edu |inner balance and even our very existence |
|mmiller@nyx.cs.du.edu |depend on it. Only morality in our |
| Atari friend! ||| |actions can give beauty and dignity to |
| )|( |life." --- Albert Einstein |
| World Peace / | \ There's nothing else quite like it. |
```

1340. CoNnect was:Re: STalker vs Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 09:37:25 UTC
From: wwc@vsnhda.cern.ch
Message-ID: <1993Jan19.093725.21522@dxcern.cern.ch>
Source record: 211579

> Speaking of CoNnect, what the f* does it do to know that it's been run on
> your machine? I don't want to reverse it to get 'unlimited' trials, I just
> want to put it back to the way it used to be!

Don't spend all your good ideas on this item. There are many problems
to be solved in this wolrd and CoNnects ability to run only a limited
time is not a major problem ,-)

Just send your registration fee to me or Mike and you won't have to think
about this stuff any longer ,-)

Wolfgang

1341. Fortune V1.0 for FALCON to be posted

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 10:50:57 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1jgmehEINN5lq@uni-erlangen.de>
Source record: 211583

We proudly present FORTUNE, the first application for the ATARI FALCON 030
to be posted to archive.umich.edu.

Perhaps you have seen programs like fortune on Unix systems. Whenever
you login to the computer, the fortune program writes a fortune onto
the screen like "everything that can go wrong will - Murphy's law".

As the FALCON has unique sound features it is clear that our fortune
does not only write these cites, it really says them! So you will hear
Captain James T. Kirk, Alf and a lot of other persons telling
you a fortune of the day.

FORTUNE comes with a bundle of fortune sound files and a complete
manager to edit these sounds and texts.
The harddisk recording program that is necessary to create the samples
will be posted, too.

FORTUNE V1.0 beta will be posted (hopefully) on Januar 22.

Harald Schoenfeld
Bernd Spellenberg

P.S.: If you have any questions or comments, mail to us.
--
Harald Schoenfeld | I'm afraid I can't
(hs@cnve.rrze.uni-erlangen.dbp.de) | do that, Dave

1342. Re: ADVOCACY: Falcon - Why I'm buying it...

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 11:22:28 UTC
From: jvance@leakey.oac.uci.edu
Message-ID: <2B5BE474.7012@news.service.uci.edu>
Source record: 211584

craig@yonder.equinox.gen.nz writes:
> The internet site i'm getting my feed off is running on an Amiga. It's
> got 4 dialin lines for users, is connected _live_ to the internet.
> There's no way the ST could do what they've got one (yes 1) amiga
> doing there.
>
>* Craig Shore. Phone (Voice) +64 3 3852501 *
>* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

Do tell. Why would that be that the ST couldn't do what the amiga
is doing? (in my definitions ST includes ST/E/TT, amiga includes
500-4000). What software/hardware differences do you see that limit
the ST from what the Amiga does in their case. Just wondering.
My understading is that it is possible (and has been done) to
connect an ST to the net "live" with TCP/IP protocols. And that it's
also possible to have multiple serial ports for multiple dial-in
lines.
What am I missing? I'm not asking what the amiga can do that the ST
can't, just why you think that the ST can't in this scenario.

--
Joachim Vance (The Underdog)
^~^~^~

1343. Re: FALCON is DEAD! (no more flamewars please)

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 11:33:53 UTC
From: XILEF@EZINFO.VMSMAIL.ETHZ.CH
Message-ID: <1993Jan19.113353.13291@bernina.ethz.ch>
Source record: 211588

In <1993Jan19.054926.3987@newsroom.utas.edu.au> (Dumb writes:
[some lines with non-interesting bullshit deleted]

please do not respond to the above article. i think, there were enough flame-
wars recently. I hate it to have "160 unread articles" and most of them
are crap.
Xilef

1344. Re: ADVOCACY: Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 11:37:45 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Jan19.113745.14677@email.tuwien.ac.at>
Source record: 211586

craig@yonder.equinox.gen.nz (Craig Shore) writes:
: In <1993Jan14.155352.4055@email.tuwien.ac.at>, Marinos Yannikos writes:
:
: >I'm not trying to start (or participate in) a flame-war, but I wanted
: >to point out that the fact that PCs in the 90's still boot up with a
: >CLI as standard, while every home-computer (STs, Amigas) has a nice
: >Shell with GUI as standard is very strange to say the least
:
: Most PC owners I know have it boot up with a nice menu that you just
: point & click on the program you want to run, or they have it boot
: up with windows.

Well, most PC owners I know don't - Some have DOSSHELL (I hope I got that
right), but that's some program too, eh? :) Looks a bit strange that
mouse cursor! A GUI using text mode?

: The PC isn't built with anything as standard, you have to purchase
: DOS seperate if you want it!!

I don't know about the USA, but here in Austria, you can't buy a PC without
DOS! (if you buy a complete system)

: 1/2 of the fun of using a computer is learning all the tricks it can
: do and how to master it for home users.

Sure, but most people who use PCs to do some work aren't having much 'fun'
trying to get used to that great DOS user-interface!

-Marinos

1345. Re: Spectre GCR and Mega STe

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 11:40:47 UTC
From: rfriedel@csd4.csd.uwm.edu
Message-ID: <1jgpbvINNiru@uwm.edu>
Source record: 211587

In article <93018.42645.6069050@LMSC5.IS.LMSC.LOCKHEED.COM>
6069050@LMSC5.IS.LMSC.LOCKHEED.COM writes:
>I had some experienced with Spectre GCR on a Mega STe w/4MB ram and 50MB HD.
>The first thing I found out (the hard way) is that Spectre GCR does not
>work with a 1.44 meg floppy. Gadgets by Small claims in its sales literature
>that they offer "great" customer support. The fact is that I FAX'd them four
>letters, in addition to mailing them, and I never got a reply. ....
> ....
>All in all, having an Atari with Spectre GCR is not a replacement for a real
>Macintosh. Spectre GCR has a lot of "undocumented features" (bugs). And
>if my experience is any indication, Gadgets by Small won't be much help.
>Does anyone else have anything to add?

I have had similar experiences with non support.

I bought my Spectre GCR from a net user last Feb or March. I fiddled around
with it for a while and could not get it to write Mac disks. I have both an
internal and external drive and neither worked. Later last spring I bought
a 4 meg upgrade through the net for my 1040ST. The Z-RAM upgrade was very
unstable. It did not fit tightly enough in the video shifter socket on the
1040. THe appropriate fix is to replace the crummy, cheap socket that comes
with the 1040 with a good one. (I'd go for a gold plated socket with the
circular contacts; the ones that would grip the pins from all four sides.)
Recently, I removed the socket and simply soldered the RAM upgrade to the
mother board. It seems to work better now.

I FAXed Gadgets a description of my problems and got a return about 6 months
later. In June, I talked to Dave at an Atarifest in Milwaukee, and asked
for help. He said I should upgrade my software. (Mine was 2.4, 2.6, ?)
I sent in the upgrade with a check for $20. I heard nothing and still have
not received anything. I don't think they ever cashed my check. Last Fall
I finally sent in a registration card, thinking that was what they needed
to send me the upgrade. I am extremely disappointed and cannot recommend
anything from Gadgets because of their crummy service. For a long time, I
thought he was simply waiting to send my uprade for a new version of his
software but that does not seem to be the case.

Ron Friedel

--
Ron Friedel
GeoSciences UW-Milwaukee
rfriedel@csd4.csd.uwm.edu

1346. Radio-FAX with ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 11:45:38 UTC
From: BRARDA@VXCLIA.CERN.CH
Message-ID: <BRARDA-190193124223@128.141.55.206>
Source record: 211590

In France, there is a program named COM_3.1 that can do that with a small
interface (it can do FAX, RTTY, SSTV, MORSE).
Note that the program is in french.
It costs 275 Francs and is available at :
Pressimage
210, Rue du Faubourg Saint Martin
75 010 PARIS
FRANCE

Phone : (1) 46 07 21 97

I think you can pay from outside France by International Mandat.

1347. Re: FALCON Specific Programs/Documents Urgently Required !!

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 11:45:48 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Jan19.114548.14924@email.tuwien.ac.at>
Source record: 211589

EENG6826@RyeVm.Ryerson.Ca () writes:
: GER2EN21 does not work on the Falcon. It bombs after selecting a file.
: Since it works fine on the TT, that rises some compatibility issues
: about the Falcon ? If less programs run on it then on the TT, pretty
: you'll be left with no programs to run.
:
: Carlos Varela

Well, just because one (your) program doesn't run on the Falcon and
runs on the TT you can't conclude that the Falcon is less compatible
than the TT! What resolution did you use on the Falcon? If you used
eg. Line-A, you can't handle more than 4 bitplanes!
The only problem I've found with my programs (during the Atari Fair)
was that it seems that Atari changed some MFP interrupt priorities,
and a little demo (using rasters and VBL) worked on the older Falcons
but not on the newer ones...

-MY

1348. For Sale: Neodesk

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 11:46:20 UTC
From: adrian@robots.ox.ac.uk
Message-ID: <1993Jan19.114620.2339@hamlet.robots.ox.ac.uk>
Source record: 211592

```
For Sale: Neodesk 3 and Neodesk CLI v1
\pounds 25 o.n.o
Metacomco Lattice C v3.04 and Macro Assembler v12.0
\pounds 20 o.n.o

All original disks and manuals. I'm prepared to trade for other Atari
software. Make me an offer.

- Adrian Cox

--
__________I don't believe you're leaving cause me and Charles Manson \
/ ADRIAN COX \_____________________________| like the same ice cream \
/ Robotics Research Group, Engineering Science, Parks Rd, Oxford, OX1 3PJ \
\____________Phone:_+44-865-2-73147__Fax:_+44-865-2-73908_________________/
```

1349. Re: Compatability and attitudes

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 12:10:52 UTC
From: richard@op.ph.ic.ac.uk
Message-ID: <1993Jan19.121052.18249@sol.ctr.columbia.edu>
Source record: 211591

In article <C11r2u.Kvq@cs.bham.ac.uk>, cjr@cs.bham.ac.uk (Chris Ridd) writes:
|> In article <1993Jan18.101833.16239@sol.ctr.columbia.edu> richard@star.ic.ac.uk (Richard Syratt) writes:
|> >So I suppose it comes down to documentation, what is there available
|> >(cheaply - 100 quid seems steep for atari docs - better than nothing though)
|> >to the hobbiest which not only explains how to access a file, but also
|> >explains how you should access it.
|> >
|> >Richard
|>
|> Has the quality of the cheap Atari docs improved at all since the ST
|> Applications review?
|>
|> (For those without the review, the general comment feeling was 'Thank
|> God', but they could have done a better editing job and made it a more
|> professional looking effort)
|>
|> Compare the price though, with buying all the Inside Mac books!!! I
|> wouldn't resent paying #100 if the docs were well done.

I'm not convinced that the docs are the be all and end all though.
It seems suspicious to me that they've been released now and not earlier,
makes me wonder about their future lifespan. If I remember correctly, the
info was all ST specific, no STE,TT stuff, would there be falcon stuff? Ha!
And what about multitos? I doubt that'll be covered - no you'll need to
wait 7 years before you can get hold of info on that. Is it still worth
100 quid?

Richard

1350. Re: Picture viewers

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 12:50:02 UTC
From: tsch0098@rz.uni-hildesheim.de
Message-ID: <1993Jan19.125002.4538@rz.uni-hildesheim.de>
Source record: 211599

In article 14594@unix.brighton.ac.uk, ddv@unix.brighton.ac.uk (Domenico De Vitto Hoopy unix frood) writes:
>Does anyone have a GIF/JPEG viewer/converter for the ST ???

Have u ever used Gemview ? I love it ...

>
>Is PictSwitch 0.7 still the best picture viewer/converter for the ST (notE) ?

I don't know PictSwitch 0.7, so where can I get it WITHOUT ftp access ?

>
>
>Any advice/ftp addresses most helpfull...
>Dom De Vitto

Ciao, Thorsten

Thorsten Schnurawa, Kruppstr. 1, 3200 Hildesheim, 05121/513970
email: tsch0098@rz.uni-hildesheim.de

- Lieber vier Ringe als einen Stern -

1351. Re: Some realism in the flame wars, please!

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 13:00:00 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <727448399.26898@minster.york.ac.uk>
Source record: 211594

In article <1jdi6vINN57c@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>Multi-tasking is running 2 or more processes AT THE EXACT SAME TIME!

Most people agree that "multi-tasking" is the _apparent_ simultaneous execution of programs through time-slicing. I call what you're referring to as multi-tasking "true parallelism"

>You can't do this without a chip to do it, or without halving the
>speed of the machine for each extra process! (e.g. every program
>you wish to multi-task!)

This isn't exactly true. You don't halve the speed of the machine for each process, since one process can run while another waits for I/O, goes to sleep, etc. etc.

> ========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================

Mat

Mathew Lodge	"What think you, my lord, of... Love?"
mjl-b@minster.york.ac.uk	"You mean rumpy-pumpy?"
Langwith College, Uni of York, UK	-- Blackadder II

1352. Domark Championship Manager. Help needed.

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 13:06:06 UTC
From: CHBRIN5@nyx.uni-konstanz.de
Message-ID: <16B5BC64E.CHBRIN5@nyx.uni-konstanz.de>
Source record: 211595

A friend of mine bought the Domark Championship Manager while staying in England. For easier transport he threw away the box and took disks and manual back to Germany. There he discovered that the copy protection requires you to enter some data from the box, which he doesn't have. Domark didn't answer his letter, so could anybody here help out?

Please reply by E-mail to chbrin5@nyx.uni-konstanz.de

<* Kai Hortmann - University of Konstanz - Germany *>
<* chbrin5@dknkurz1.bitnet or chbrin5@nyx.uni-konstanz.de *>

1353. Re: HELP: Mega STE or Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 13:08:14 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan19.130814@cs.bham.ac.uk>
Source record: 211596

In article <1993Jan19.085546.1149@unix.brighton.ac.uk>, mm68@unix.brighton.ac.uk (Lost Boy) writes:
|> I have just had the most exciting opportunity. I am able to sell my Atari 520STE
|> and can afford either a Falcon or the Mega 2 STE. Any suggestions as to which
|> would be best suited. Are there any problems?
|>
|> I want to do C programming and other (serious) applications in the main, so
|> games are not a worry. However, I have a mono monitor, and second disk drive,
|> which I wish to connect to the purchased machine (no probs there I think),
|> and would like to upgrade the memory and connect a hard drive over the course
|> of the year.
|>
|> I guess this sorta thing has often been asked, so if someone has like a FAQ
|> on it, that would be fine. Thanks.

At the moment you can get Mega STe's fairly cheap with harddrives, and they're easily upgradable to 4Mbs and new TOS chips (though watch the warrantee!), but obviously the Falcon is the Atari future with good graphics and all that... It depends on budget and whether you want it NOW!

David

```
.___ .
//_ //|
< David Oakley, ASTRAsoft shareware producers for the ST > || || |
< dxo@cs.bham.ac.uk; 6 Watlands Rd, Audley, S.O.T ST78QQ UK. > || || /\_
< It's a common mistake, made by all truely stupid people > _/|| ||\_/ |
< - Kryten > |_/ |_| \_|/
```

1354. ADVOCACY: Re: 386SX prices

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 13:54:30 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.TN2Ow5Oihwo@semprini.tdkcs.waterloo.on.ca>
Source record: 211670

In <18JAN93.09024459@cc4.crl.aecl.ca>, csullogg@cc4.crl.aecl.ca writes:
> Irregardless of the price of a 386SX system, the question still remains,
> "Why would anyone WANT to cripple him/herself with a 386SX?". These CPUs
> were outdated before they were released. Absolutely useless machines.
> The RESPECTABLE dealers around here discourage SX purchases; some even
> REFUSE to sell SXs. So, who cares how little they cost. After all,
> you can get a great deal on a Commodore 128 as well!

Nobody's been saying "buy a '386sx"... We've been saying, "Hey, look...
With a monitor, the Falcon030 4M/65M costs as much as a Mac LC II 4M/80M
or a '486sx/25 4M/100M... Hmmm."

The '386sx is just like the '030 in the Falcon... A 32-bit processor
hampered by a 16-bit bus.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1355. SX dog-days

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 14:00:56 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <19JAN93.09005656@cc4.crl.aecl.ca>
Source record: 211598

kevin K. asked me to describe why the SX CPU is a dog. Here goes:

The SX was meant to keep the cost of upgrading from a 286 to a 386 system to a reasonable cost. At one time, the cost difference (CDN$) between an AT and a true 386 system was $500-$600 on average and could be as much as $1000. The SX CPU brought that difference down by a factor of about 2.

The SX, being a 16 bit external and a 32 bit external, plus its design meant that it had to have two write cycles to the bus. Therefore, if a person had an AT @ 16 MHz and an SX @ 16 MHz, the SX actually ran SLOWER than the AT. For example, the AT would Landmark out at about 21-22 and the SX would Landmark out at about 15. So, if a person bought a 16 MHz 386SX, he actually got poorer performance than a 16 MHz AT. A 20 MHx SX system would give about the same performance as a 16 MHz AT.

THAT'S WHY THE SX WAS A DOG FROM THE BEGINNING.

Anyone who wants to buy a 33 MHz SX system SHOULD NOT!!!. The price difference to a real 386 is small enough that a person would have to be crazy to get the SX.

Hope this helps.

1356. Re: .APP doesn't work on MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 14:14:19 UTC
From: d92pp@efd.lth.se
Message-ID: <1993Jan19.141419.9506@lth.se>
Source record: 211600

In article <H.ea.b53tN&lVV9A@yonder.equinox.gen.nz>, craig@yonder.equinox.gen.nz (Craig Shore) writes:
|> In <1993Jan14.221304.633@rivers>, ph9991_imm@rivers.acc.uwrf.edu writes:
|>
|> >> I was about to suggest the bug (?) in tos/gem that causes this to happen
|> >> using GEM with some programs... if you choose CANCEL and try again a few
|> >> times it goes in the end. This seems to only happen on STE's.
|> >> Oh yeah, it's not just with APP, PRG does it too.
|> >>
|> >> BTW: anyone know why GEM does that sometimes???
|> >>
|> >> Craig
|> >

When I read this I remember something I found out some time ago. This bug is depending on the length of the program's file specification (that is, including folder, such as "A:\AUTO\SEBRA.PRG"). If the file spec has a particular length, this bug happens (sometimes). So, to cure it, you just change the program file's name (to another length), and you should get rid of your problems. I know this happened on my Swedish TOS 1.62, but my (also Swedish) TOS 2.06 doesn't contain this bug.

Since I no longer use TOS 1.62, I won't bet my life this works (but I'm pretty sure and it's quick & simple). There *should* be some bug fix around, somewhere, by someone... 8)

Patrik

1357. ZPCAD

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 14:54:04 UTC
From: mbdqbest@diamond.sara.nl
Message-ID: <1993Jan19.145406.2930@news.sara.nl>
Source record: 211669

Does anyone know how to reach Burkhard Strausz, the author of ZPCAD?
E-mail to ac3.maus.de does not work anymore.

Robert Best
rwbest@sara.nl

1358. Re: problem with 4 meg expansion on 1040 ste..

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 16:30:28 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <7340118@hpfcso.FC.HP.COM>
Source record: 211567

Pull the old ones all the way out. You don't want them driving the data bus.

Ted.

1359. Re: Atari OS chips...6 or 2

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 16:33:44 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <7340119@hpfcso.FC.HP.COM>
Source record: 211568

The two chip set will not work in your machine unless you add some logic
to drive the chip select lines during the entire address space. You will also
need to supply two extra address lines to the two chip set.

Ted.

1360. Re: Overscan modification?

Newsgroup: comp.sys.atari.st
Date: 1993-01-19 19:43:08 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jhlkcINNgma@golem.wcc.govt.nz>
Source record: 211597
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
> Well, TOS 1.4 (or, to be correct 1.04) is old. 2.06 is the current version
> for all ST(E) models. Overscan will work with 1.02 but I would recommend a
> newer TOS version for better HD performance and less crashes...

Careful! Atari refer to those versions as 1.4, and 1.2 not 1.04 and 1.02!

(As long as you are understood it's not a problem however 8-)

Don't use a TOS version lower than 1.4/1.04 with a Hard-Drive, or it
will be *slow*!

(Without any patches, it takes all day 8-(

==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================
```

1361. Re: FALCON is DEAD!

Newsgroup: comp.sys.atari.st
Date: 1993-01-20 05:29:50 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.Ga6IgX&_PAE@yonder.equinox.gen.nz>
Source record: 211528

In <1993Jan19.054926.3987@newsroom.utas.edu.au>, Dumb Atari Fucker writes:

>Face you atari-lamers the falcon is dead!
>Heck even the shitty amiga1200 is alive and selling... while the
>falcons rots in the factory...

It is? Then why can't you get it in this country?????
They're still waiting for it! Get your facts right before you start
trying to cause flame wars ! :-)

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1362. Re: PC Bigotry

Newsgroup: comp.sys.atari.st
Date: 1993-01-20 06:06:20 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.dI&C&C3493M@yonder.equinox.gen.nz>
Source record: 211529

In <1993Jan19.171558.23471@tsla.noava.lisc.lockheed.com>, John Hoffman writes:
>I must say that I am astonished at the number of posts that are in the
>comp.sys.atari.st newsgroup which are posted by PC users trying to convince
>users of Atari computers that they should get rid of there Ataris and buy PC
>clones.

I think you got that wrong!

Most posts here are by people that either own _both_ or own an ST
and know some _facts_ about the PC.

Most posts are also not trying to convince you to buy a PC, they're defending
the PC against all the bullshit posted by some ST users that obviously
have never had any close contact with a PC, but go on flaming it like
they own one as well.

>What I fail to
>understand is why most PC users feel motivated to spend time reading Atari
>posts and actually respond in derogatory and insulting fashion trying to
>convince atari users that they are stupid, misguided and in need of superior
>wisdom.

As I said, I haven't seen any PC only users here, they're duel users (they
have both) and they're maily defending the PC against lies.

BTW: I only own an ST. I stick up for the PC as I don't have any favourite
computer that I love and will defend until it's death. Anything reasonable
will do for me. I just wish my ST's software was up to scratch... never
mind, one day i'll get around to learning C.

Craig.
--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1363. Re: Picture viewers

Newsgroup: comp.sys.atari.st
Date: 1993-01-20 13:27:32 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1993Jan20.132732@cs.bham.ac.uk>
Source record: 211547

In article <1jhlpdINNgma@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
|> > >Does anyone have a GIF/JPEG viewer/converter for the ST ???
|> >
|> > Have u ever used Gemview ? I love it ...
|>
|> Try Photochrome 3.0. It's faster than GEM-View, and does a better job
|> of it! (As long as you want it converted into 320*200 that is 8-)
|>
|> Why does GEM-View use the outdated IMG format to save it's pictures!?
|> Or can you chop out bits and save them back in GIF, or Some other ST
|> format!?
|>
|> Also, on an ST, GEM-View only shows 16 colors, Photochrome will show
|> all 256 colors of a VGA GIF, and will convertit into 4096 which makes
|> them look GREAT!
|>
|> (I've never seen the 19600 color mode, or however many it is - 4096
|> looks good enough for me ;-)
|>
|>
|> ==
>	O O Computers: Not just machines, they're a way of				
>	o life. Your computer *IS* your religion!				TARI
>	_/ Steve Wells - Wellington, New Zealand.	/	\
> ========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================

The 19200 colour mode (96 colours per line * 200 lines) from 32k colours is absolutely fantastic! If you haven't see it then find someone with an STE and be impressed. At last my STE can do something my mates A500 can't !

I have only two gripes with PhotoChrome 3 and that is it doesnt handle IFF files as well as it does GIF files (ie no squash to fit or display area selection) and it can't as yet do JPEG files :(

+-----------------------+---+ _ _ _
|Ian Rae | "Baldrick, this is the stickiest situation | | | | |
|Software Engineer | since Sticky the stick insect got stuck on | | | | |
|University of Birmingham| a sticky bun." - Blackadder goes Forth | / /| |\ \
+-----------------------+---+ /_/ |_| _\

1364. Re: Serial Ports (was ADVOCACY: Convince me to stick with Atari.)

Newsgroup: comp.sys.atari.st
Date: 1993-01-20 16:03:33 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <7340120@hpfcso.FC.HP.COM>
Source record: 211535

RS232 is not a standard! Ever wonder what RS stands for:

Recommended Standard.

1365. Re: All these wars...

Newsgroup: comp.sys.atari.st
Date: 1993-01-20 17:20:39 UTC
From: bcballi@cs.vu.nl
Message-ID: <C15xIG.4u8@cs.vu.nl>
Source record: 211505

In article <19930120.030847.527@almaden.ibm.com>
evilandi@vnet.ibm.com (Andrew Oakley) writes:
>In <1993Jan19.223300.11966@donau.et.tudelft.nl>,
>kint@duterl.et.tudelft.nl
>wrote:
>:If you are NOT seriously going to write about the Atari line of
>:computers,then please DO NOT WRITE articles here!I would like to
>:acquire more knowledge about my Atari by reading and writing
>:articles.
>
> HEAR HEAR.
>
> I think I shall stop reading this "nonews"group unless I see an
> improvement over the next week.

My idea, exactly.

Gerco (bcballi@cs.vu.nl)

1366. Re: SCHWARTZ+RICHTER Animations for ST/e?

Newsgroup: comp.sys.atari.st
Date: 1993-01-20 22:29:24 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <93020.172924EENG6826@RyeVm.Ryerson.Ca>
Source record: 211533

I think I converted something called Amy vs The Walker to .SEQ format.
I'll have to take a look. Its probably BIG!

Carlos Varela

1367. Re: ADVOCACY: Falcon - Why I'm buying it...

Newsgroup: comp.sys.atari.st
Date: 1993-01-20 23:23:32 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C16EB9.EG3@ecf.toronto.edu>
Source record: 211502

In article <727425006.AA01136@contrast.wlink.nl> qsi@contrast.wlink.nl (Peter Kocourek) writes:
>Al Rashid Shahir wrote in a message on 16 Jan 93 to All
>
> ARS> 320x200x32000?? Child's play on the Falcon. Without the
>screenblaster,
> ARS> the Falcon goes up to 768x428x256, btw. And I'm pretty sure
> ARS> the Falcon goes up to 320x200x65536, 640x200x65536, the rest
> ARS> of the higher resolutions being 256 colour modes.
>
>Do you have any idea how much that slows performance? Howard Chu posted
>(in c.s.a.st.tech I believe) some timings of running an ARC on the Falcon,

The point was that the graphics capabilities on the Falcon were pretty good. The original question posed to me was that the compatible had good graphics capabilities, but did the Falcon? This was my answer. Don't jump into the middle of a thread without reading the whole thread first...
>
[conjured away!]
>
> ARS> to upgrade both _separately_! The "poor fool" doesn't have
> ARS> pathetic drivers, its just his computer's too slow to handle
> ARS> it. Windows at that rez will be mucho slow unless you have
> ARS> a 486-33 at least! Here we are comparing graphics capabilities,
>
>Wrong. Windows runs quite well (faster than a normal ST in fact) on most
>386 systems.

Tell that to the guy who told it to me. Faster than a normal ST? Weeeel, since your comparing a 68000 to a 80386dx, shouldn't it? What's yer point? BTW, I was talking about very high rez rate with lotsa colours, only a 486dx handles that well.
>
[dissapeared!]
>
>If you want to talk about slow, you should have a look at a Falcon
>scrolling some text. At the Atari Messe in Duesseldorf last August, I
>played with a Falcon running a word processor, and scrolling one line up
>took almost a second. You could literally see the first the red part of
>the text being drawn, and only after that it became black. That's _real_
>slow.

Sorry, but I played around with a 7 month old developer Falcon, the other day and I never noticed this. I'm not saying that you're lying but maybe the program sucked or something? BTW, I played with it for about 5-6 hrs and never

experienced drastic cuts in speed..In fact, speed remained pretty constant!
>
> ARS> Why is it so "appropriate"? Why not just have multiple windows,
> ARS> more or less, on top of each other? Same results! I would think
> ARS> 768x428 would be ample space for a program to display...
>
>There is only one conclusion possible from this utterly nonsensical
>statement: you have never used a multitasking system.
>

Utterly nonsensical, eh? My what a presumptious attitude! In fact, I am on
a IRIS 4D/380S Silicon Graphix system (running IRIX 4.0.5) network with SUN
terminals at the moment. It's pretty fast :8 33Mhz Mips processors. In fact,
I'm typing this up right now!! In fact, I use it EVERYDAY!! And do you know
what?? It MULTITASKS!! And I frequently put windows on top of each other!
There! Happy? Sheesh.

AcEzE.
--
********** WHO AM I, YOU SAY? ********** "If time is money, we
********** SHAHIR AL RASHID**aka**ACEZE ********** are all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------
** This message brought to you by the Bollocks Bros. ** no fate but what we make

1368. Re: Can I run an ST or a Falcon as X-terminal?

Newsgroup: comp.sys.atari.st
Date: 1993-01-20 23:30:22 UTC
From: gfarrell@cs.sfu.ca
Message-ID: <1993Jan20.233022.24728@cs.sfu.ca>
Source record: 211501

In article <H.eg.Gcm4hqRltZY@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> One of the biggest buyers locally for the ST a few years back was a
>Government research lab that used ST's as terminals for their mainframe.
>They found the ST was cheaper than dumb terminals for the machine, and
>could be used for local proceessing as a bonus. I wonder if a

This reminds me, when I was doing a co-op term a couple of years ago at the Dominion Astrophysical Observatory, they were using STs as vt100/Tektronix terminals for their Sun server (they weren't using Uniterm, though...I think the programme was called VT650). I'm not sure there are many left, at this point, as they were slowly being replaced by Sparcs.

Just a little Atari trivia...
>
>
>--
> John Henders
> Vancouver,BC

Gordon Farrell |e-mail:gfarrell@cs.sfu.ca |"Shee, you guys are so unhip
| gordonf@sfu.ca | it's a wonder your bums
Simon Fraser University | | don't fall off."
Burnaby, B.C., Canada | | -Zaphod Beeblebrox
--

Gordon Farrell |e-mail:gfarrell@cs.sfu.ca |"Shee, you guys are so unhip
| gordonf@sfu.ca | it's a wonder your bums
Simon Fraser University | | don't fall off."

1369. Re: ADVOCACY: Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-20 23:33:43 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C16Es8.G22@ecf.toronto.edu>
Source record: 211503

In article <727425006.AA01137@contrast.wlink.nl> qsi@contrast.wlink.nl (Peter Kocourek) writes:
>Al Rashid Shahir wrote in a message on 16 Jan 93 to All
>
>>Nope. A _complete_ '486/33 system costs what the 4M/65M Falcon
>>_console_ costs.
>
> ARS> Getting a little pissed, huh? ("_console_") Well don't flame
> ARS> if you can't take the heat...
>
>You have a most marvelous tendency to ignore the content of messages.
>(Have you answered BobR's question yet?) The fact remains, a 486/33 IS
>cheaper than a Falcon; no matter what you call it.

While you have a marvelous tendency to ignore the contents of machines.
(No I haven't cuz I can't remember. BobR, help me out?). The fact remains
that you have still not compared the machines with the IBM having the
same (comparably) capabilities, however hard you yell it.
>
>
> >> the '030/'386 and '040/'486 are much closer than the '000/'086
> >>ever was... A 16Mhz '030 is about the same as a 20Mhz '386.
>
> ARS> What the hell's a 80086?? If you check your facts (I'm not
> ARS> even going to BOTHER arguing - the facts have been PROVEN),
>
>He meant a 8086. Are you dense, or what?

Hey are you a jerk, or what? I didn't know whether he meant 8086, 8088, 80286
or that he really thought there was a 80086.
>
[Kidnapped!]
>
> ARS> any thought to the DSP?? This will boost the speed and power
> ARS> of the Falcon, making your comparison even more innapropriate.
>
>How many applications currently use it? How many applications will
>potentially use it? What use is a DSP in a word processor?
>
How many applications have you currently used? How would I know how many
will use it? What use is a 486 running at 50 Mhz when you're word processing?

AcEzE.
--
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********** SHAHIR AL RASHID**aka**ACEZE ********** are all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------
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1370. Re: IT IS UNFORTUNATE ..

Newsgroup: comp.sys.atari.st
Date: 1993-01-20 23:40:58 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1jknuaINNdj7@shelley.u.washington.edu>
Source record: 211506

heidelj@alleg.edu (Jason Heideloff) writes:

> No, if Atari wanted to be competitive, they would have had an 030 machine
> on the market by '90 and an 040 machine on the market by '92.

If they wanted to be competitive with NeXT and Mac Quadra that is...
Then obviously they'd have to be comparatively priced...

I don't think that's Atari's intention. They wanted to make a machine
that the average joe would buy. The average joe does not buy an '040
machine (at least not the ones I know).

Look at Tandy; they were by far the largest clone seller even before they
made a '486. They sold to the average joe.

Dan Aylward
dud@u.washington.edu

1371. Re: FALCON is DEAD!

Newsgroup: comp.sys.atari.st
Date: 1993-01-20 23:42:37 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C16F72.HK7@ecf.toronto.edu>
Source record: 211504

In article <9301204372@ritz.mordor.com> ritz@ritz.mordor.com (Christopher Mauritz) writes:
>AL RASHID SHAHIR (alrashi@ecf.toronto.edu) wrote:
>
>OS/2> Oh yes, you say the future is in IBM? Fat chance from a
>OS/2> company just about to fold!!!
>
>Bahahahahaha! IBM is the largest computer manufacturer in the
>world. It is so entertaining hearing a user of Atari products
>predicting the "fold"ing of IBM. I think I'm going to have to put
>that one in my .sig.
>
Largest computer manufacturer in the world? Hmm, could you tell me where you got that interesting snippet of info? Do you use an "IBM" product? (NOT a compatible) In fact, isn't it true that compatible makers pay nothing to IBM? (Or at least, next to nothing - but I'm pretty sure it's nothing) As for its "folding", have you seen the losses IBM are taking? They're RISC market is close to dead. They're PC market is so bad, they had to release a "pure compatible" (ie Ambra). They had to lose x hundred thousand jobs all over the world just recently. Why don't you put all this into your .sig? Then again, its pretty entertaining to see a "compatible" user who doesn't even know the current business status of the company that he's supposedly supporting!

AcEzE.
--
********** WHO AM I, YOU SAY? ********** "If time is money, we
********** SHAHIR AL RASHID**aka**ACEZE ********** are all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------
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1372. Re: Carter Graphics: opinions?

Newsgroup: comp.sys.atari.st
Date: 1993-01-20 23:44:27 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1jko4rINNe4p@shelley.u.washington.edu>
Source record: 211507

wbdst+@pitt.edu (William B Dwinnell) writes:

>Has anyone else dealt with Carter Graphics? How do they compare with
>say, San Jose, or Toad? The physical drive I got from them (SyQuest88,
>with CPU switch) was good, but the response time, and lag from order
>to delivery was out of hand (months!). Anyone else want to share
>their experience with Carter Graphics?

Yes, I bought my Mega STe there a year ago. It was not a bad experience
by any means; I got a great price, and they were very flexible. I found a
place in Computer Shopper that had cheaper hard drives and SIMMS, so I got
just the CPU from Carter, and the Atari HD installation kit, with no problems.

Dan Aylward
dud@u.washington.edu

1373. Re: I'm with Dave (was Re: A letter to Dave Bagget)t

Newsgroup: comp.sys.atari.st
Date: 1993-01-20 23:47:27 UTC
From: gfarrell@cs.sfu.ca
Message-ID: <1993Jan20.234727.24846@cs.sfu.ca>
Source record: 211511

In article <1993Jan19.162233.25941@mnemosyne.cs.du.edu> brayl@nyx.cs.du.edu (Bill Rayl) writes:
>
>I thought I'd point out that if it weren't for CodeHead Software's
>bringing over Calligrapher, there wouldn't be any commercial word
>processor supported on the ST anymore.

And what of Wordflair II?

>I'll leave you to draw your own conclusions.
>
> Pattie Rayl
>

--
Gordon Farrell |e-mail:gfarrell@cs.sfu.ca |"Shee, you guys are so unhip
| gordonf@sfu.ca | it's a wonder your bums
Simon Fraser University | | don't fall off."
Burnaby, B.C., Canada | | -Zaphod Beeblebrox
--

--
Gordon Farrell |e-mail:gfarrell@cs.sfu.ca |"Shee, you guys are so unhip
| gordonf@sfu.ca | it's a wonder your bums
Simon Fraser University | | don't fall off."

1374. LARRY RICHARDSON

Newsgroup: comp.sys.atari.st
Date: 1993-01-20 23:49:39 UTC
From: CRA103@psuvm.psu.edu
Message-ID: <93020.184939CRA103@psuvm.psu.edu>
Source record: 211510

Larry.... I appear to have lost you internet address please reply... thanks.
sorry... continue with the ATARI ST chat ...

1375. ADVOCACY: Flame Wars in general...

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 00:04:17 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C16G76.Kzv@ecf.toronto.edu>
Source record: 211508

Never let it be said that I enjoyed the occasional flame war, but I too sense
the need to cease and desist. There! Officially I will try not turn on my
flamer, okay? I'm pretty tired of going thorugh the same arguments over&over
...etc. So as of now, I will stop flaming. Go ahead flaming me if you'all
want, but I'll stop replying. If you're DYING to flame me, use e-mail!
For all you guy's that don't even KNOW me, just ignore this post.
Let's try to keep this newsgroup a little more amiable, eh?
From now on, if it's anything to do with ADVOCACY, I'll probably e-mail
if I feel the need for comments (this is two-way).
There! Feel better? I do! Long live Flames!!!! B^D

AcEzE.

--
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****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------
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1376. Re: ADVOCACY: Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 00:11:52 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.llTuPF2Gi5Y@yonder.equinox.gen.nz>
Source record: 211530

In <C14KK8.EK1@ecf.toronto.edu>, AL RASHID SHAHIR writes:

>And it seems to me that all you IBM compatible advocaters never want to concede
>that the Falcon is a damn good computer.

I don't doubt at all that the Falcon is a good computer.

THE FALCON IS A *_GOOD_* COMPUTER

there you go, I said it.. happy?

What I do doubt, is your knowledge. You sit here flaming the hell out of
the PC in which probably 50% (just a wild stab in the dark, no facts to
back that up) are based on mis-information, or your assumptions.
All we're trying to tell you is that _BOTH_ computers are good.... you give
the impression the PC is a piece of shit... which it definetly _is not_.

At the moment the main advantage the PC has over the Falcon is that
you can buy it!, and you can buy it cheap.
The Performance difference is not that significant when comparing the
availability, service, extra's, and COST for a lot of users.

Craig.
--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1377. Re: Amiga Rules (Duh.)

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 00:14:23 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan20.191424.13870@bsu-ucs>
Source record: 211517

> All you Atari owners should dump 'em and buy an Amiga 1200 today.
>
> Nick.
> .

All computers suck. Everyone should dump them and invest in an abacus,
slide-rule, and a shit-load of filing cabinets!

-Matt

1378. Re: ADVOCACY: Re: Porky pig.

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 00:28:08 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11778@uqcspe.cs.uq.oz.au>
Source record: 211509

craig@yonder.equinox.gen.nz (Craig Shore) writes:
>Warwick Allison writes:

>>In my experience, cheap PC-clones are flaky. You STILL get what you pay
>>for, even with the low prices of The Clones.

>They're still guarenteed the same, 1 or 2 years (depending on the part
> you're talking about), so if it busts, get it fixed or replaced
> for free.

Unfortunately, computers aren't like cars, despite the silly analogies
I've been hearing lately. With cars, if everything works fine in the
first two years, nothings likely to suddenly fail for another ten.

But with computers, a flakey component can work PERFECTLY for any amount
of time then DING - suddenly a chip pops out of its socket (ok, easy
to fix). Or a dry joint finally develops just under the spacebar that
you bash everytime you fire a smart-bomb.

So, while this doesn't have much to do with "advocacy", it's worth
considering when comparing warranties.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = GNUized |
/ * <-- Computer Science Department, |||||| Atari Machine-Specific |
_.-._/ University of Queensland, _// || _ C++ game library |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1379. ADVOCACY: Canadian support was: Re: RFD: What to do with

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 00:33:21 UTC
From: qsi@contrast.wlink.nl
Message-ID: <727576933.AA01170@contrast.wlink.nl>
Source record: 211538

Al Rashid Shahir wrote in a message on 19 Jan 93 to All

ARS> This is making me sick. You're not even here and yet you have
ARS> the cheek to assume that you know it all. In fact, you'll just
ARS> about use any old excuse to put down the Atari, won't you

At least BobR isn't saying absurd things like

ARS> As for the speed of the Falcon, it all boils down to a few
ARS> facts: 1) a 68030-16 outperforms a 80386-33. Just back-read
ARS> some posts or even read Amiga newsgroups for a little while
ARS> and you'll find ample proof. In fact, even the 68000 can whip
ARS> a 386 in a lot of fields. The motorola is just a better chip

That is what I call "any old excuse." Yes, Motorola chips are better than
Intel ones, but not by that big a margin. Claiming that a 68000 can "whip"
a 386 is pie in the sky. Talk about cheek to know it all.

So much for excuses.

YHS:QSI!

1380. ADVOCACY: RE: 386SX prices

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 00:33:50 UTC
From: qsi@contrast.wlink.nl
Message-ID: <727576933.AA01169@contrast.wlink.nl>
Source record: 211537

I. Barnett wrote in a message on 18 Jan 93 to All

IB> You are saying that a 386sx is outdated? Do you mean that a
IB> 32 bit processor that communicates only 16 bits at a time is
IB> too slow? Gee, didn't I just describe the Falcon030's architecture?
IB> Wake up. If you contend that the 386sx is useless, then you
IB> have to admit that the Falcon's (and Mac IIsi, Classic II,
IB> and LCII) are equally as useless.

Whoa! The IIsi has a full 32 bit bus, unlike the LC and LC II. After all, the IIsi is a _real_ Mac. :-) The system runs at 20 MHz, and with a 68882 added to it (as I have) it runs fairly consistently at half the speed of a IIfx.

YHS:QSI! (A slightly irate IIsi owner :-))

1381. Re: Amiga Rules

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 00:40:55 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1993Jan21.004055.15083@cs.nott.ac.uk>
Source record: 211512

In article <C15Fp5.K5z@dcs.glasgow.ac.uk> odonneln@dcs.glasgow.ac.uk (Nicholas Odonnell) writes:
>All you Atari owners should dump 'em and buy an Amiga 1200 today.
>
>Nick.
>.

Is it just me or are all am*** owners insecure knowing they have an inferior machine?
Oh, and they're invariably assholes too, as this one shows!

1382. Games/Entertainment

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 00:51:02 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jks1mINNt1p@golem.wcc.govt.nz>
Source record: 211514

Okay, so, we've established that a lot of people like Lethal Xcess
(I want it.... 8-(

Has anyone seen/played/purchased 'Amber-Star'. Which is the latest
Ultima/dungeon master clone. (But better than Ultima 6). Looks
very nice. But how does it stand up!? (HD installable, which is
good!).

How about people reporting on some of the more recent games that they
have bought, or acquired. (Or even, just played.... etc.)

I had a look at a friends Super Space Invaders. (oldish, but not bad),
which is a mega-souped up version of (you guessed it), space
invaders. Nice graphics. An incredible intro', and end-game
sequence (resembling Don-Bluth type games like Space Ace, with respect
to animation etc.). And good title music. The game itself is basically
space invaders, with pick-up powers, different attack forms, mother
ships here & there. Two player at-once mode. Good clean graphics
and sprites etc. Not bad at all - not very easy either!

Also, No Second Prize. This is a motor-bike racing game, with VERY
high-speed 3D graphics, mega-smooth scrolling etc. The game itself
has a lot of varied tracks. Enough to keep most people happy for a
while. A pretty good introduction sequence. A replay-mode,
(replays the last 20-seconds, from various view-points). You can
select various people to control, all with different skills etc.
The aim of the game is (to win) to complete all tracks with the
highest score, and win the classic-bike that the yuppies (who you
play) have been racing against (and who you control), have pooled
their money together to buy, and must decide who keeps it by holding
this mini-season race!

This famous Paradroid 90 game, for anyone who hasn't seen it. Is basically
a shoot-em up. With a bit of strategy thrown in! You control a
influence droid, with weak weaponry, and virtually non-existant
armor. You can take over other droids 'minds' by getting close enough
to link circuitry. You can either make this automatic, or have a
sub-game to compete against the host droid to see if you manage to
take it over. The aim of the game is, to destroy all the droid on the
ship, by using elevators, rechargers, taking over some of the many
assorted droids (from the cleaner droids, to the master combat droid)
and eventually clearing the ship of the gone-haywire droids, and
proceding to the next ship. (a total of 3-ships from memory, you can
start on #1 or #2!!) This game has suitable graphics, and is VERY
addictive!! (I thought so anyway). It has a lot of different bits
'n' pieces throughout the game you can use to your advantage (like

blowing up rechargers with a droid still in them, which blows them
up due to the power released - blows both up that is....) USe
the computers to find out what decks you have to 'clean'. and get
information on the other droids etc.

Great - classic - game!!!

==
O O Computers: Not just machines, they're a way of				
o life. Your computer *IS* your religion!				TARI
_/ Steve Wells - Wellington, New Zealand.	/	\
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================

1383. Spectre GCR: Knowing What To Do

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 01:10:30 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993Jan21.011030.23808@ultb.isc.rit.edu>
Source record: 211515

Ok, recently I've seen confused folks posting about their problems with Spectre GCR. Well, I'll try and help you folks because I had some of the same problems when I started out with Spectre (thank God for technichal knowlege!). Just to let you know, yes, it really works. Right now I use Spectre on my Mega STe and it works perfectly fine.

Clearing up problems:

1. Why won't it read my disks?

I occasionally had this problem at "random" intervals myself. I eventually found out that when Spectre didn't read disks (Mac or Spectre) I had booted up my machine from the hard drive without a disk installed. To solve this problem, I put in a disk with a virus protector (a nice bonus) and just boot up with it there every time I turn on the computer. Simple. I think the reason for this is that the STe seems to ignore floppys when you don't have one in the drive when you boot. This may not be true for all machines but it works on mine.

- Also, Spectre DOES NOT handle 1.44 meg disks. Dave has stated this himself before. Also, if you are a 1.44 meg disk user, boot with a 720k floppy as stated above and don't access a 1.44 floppy before you boot spectre (if you do, access a 720k disk) this ensures that the disk controller is not in 16 MHz mode.

- Another problem that crops up is the inability to read Spectre disks. The Mac mode system says "This disk needs minor repairs" I think that this may have to do with certain CDEV or INIT files you use in Mac mode. This problem only cropped up recently for me, so I'll see if I can find a fix.

2. What's my version? What's wrong with it?

You NEED the following versions of stuff:
* Spectre 3.0 or later (earlier versions are too buggy to work with current mac software not to mention they don't have good sound support.)
* System 6.0.5 and the Finder to match. DON'T use 6.0.7 or 6.0.8 or 7.x.x Spectre is only compatible with 6.0.5 so far. The others might boot up but they will only cause headaches. Don't mix 'n match Systems/Finders.

3. Caching and the Mega STe/TT.

I'm not sure about the TT but the same idea should apply to the TT. You must keep the cache off on the Mega STe but you can kick it into 16MHz non-cached mode safely. (TT users, the idea is to kill the caches unless they are on board the Microprocessor). I think the idea behind this is that the Mega STe reserves a portion of memory for instruction caching and the Mac software crashes right into it (why should the Mac care about STe reserved

memory that it thinks isn't supposed to even be there). Actually, I have used the cache with mixed success. However, if you want to use cached 16Mhz mode on a Mega STe you MUST have a full 4 Megs. Then select the 2.5 megs of ram from the memory configuration menu in the Spectre main menu. This seems to work but sometimes, the config makes the system do flaky things so if I'm really desparate for saftey (like when typing a paper) I go back to non-cached. Oh, if you try to use the cache without 4 megs, the machine will crash, guaranteed!

4. Spectre Disks/Mac Disks and the Transverter.

To format a Spectre disk you can use the formatter in the Spectre main menu or use DC Format using the following settings:
9 Sectors per track, 80 sectors, seek rate of 2 ms (2ms is important!).

- Note: The transverter will NOT read HFS (Mac) disks or HFS (mac) hard drives. Only regular Spectre disks. Kind of cheesy, huh? Well, I think so too. Wait until the next version. BTW, I've heard Mac See has plenty of bugs. Whatch out.

5. Dave is just ignoring me!! (or is he)

Give the man a break. He is running a sing person runned buisiness. He used to give good service when he was just living off Spectre alone. He is now entrenched in tons of projects including wading through the tons of code in the color Mac ROMs, working on the newest Spectre GCR version, the Falcon GCR, the Chromax board, etc. This is straight from the horse's mouth so to speak. If you don't belive it, read his article in Current Notes. So give the guy a break! It's just him, his wife and his kids. The man has guts to do such a job practically alone!

6. Any more questions?

If you have a question I didn't answer here, drop me a line in my computerized mail box. I've been using Spectre for a while, so I prob. have the answer to your problem. However, try not to flood my mail box, it is a bit full so make sure the question is in dire need.

7. Woops, I forgot color.

BTW, don't bother using a color monitor. Spectre is virtually useless in it. The solution to this problem is to buy a multisync monitor or a monochrom monitor. Sorry.

1384. Re: floptical advice please!

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 01:19:42 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1jktneINNm67@shelley.u.washington.edu>
Source record: 211516

hutch@bellman.lanl.gov (John Hutchinson) writes:

>One word of caution however... flopticals are nifty but they are s-l-o-w
>compared to the speed and convenience of a typical hard disk. I think they
>would be great for backups but not ideal for your primary storage device.
>This is IMHO and others here may voice different opinions, of course.

They are a whole heck of a lot faster than floppies! I can copy a 200,000 byte file in just one 1/2 second read! Not as fast as a hard drive, but it's no VW like you make it sound! s-l-o-w is hardly the word I would use...I would say F-A-S-T...consider the medium...if the motor didn't have to get up to speed it would be almost as fast as a hard drive, I know, I have one! With a good buffer, like the one with ICD Link, it can do all the repeated writing and reading at once, so it doesn't have to get up to speed, making it even faster!

Stuart Denman
stusoft@u.washington.edu

1385. Re: ADVOCACY: Falcon - Why I'm buying it...

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 01:20:44 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.eg.U0FfD2rw3Ig@jonh.wimsey.bc.ca>
Source record: 211531

In <2B5BE474.7012@news.service.uci.edu> jvance@leakey.oac.uci.edu (Joachim Vance) writes:

> Do tell. Why would that be that the ST couldn't do what the amiga >is doing? (in my definitions ST includes ST/E/TT, amiga includes >500-4000). What software/hardware differences do you see that limit >the ST from what the Amiga does in their case. Just wondering.
> My understading is that it is possible (and has been done) to >connect an ST to the net "live" with TCP/IP protocols. And that it's >also possible to have multiple serial ports for multiple dial-in >lines.
> What am I missing? I'm not asking what the amiga can do that the ST >can't, just why you think that the ST can't in this scenario.

As it sits, the only wat the Atari could do this is if someone did some serious MiNT hacking. While we had multiport serial cards from Double Click, and I have heard there may be a few VME ones available, there is no port of b or cnews, much less INN. You would need MiNT drivers, a working cron for MiNT, and a different file system , especially if you were going to provide shell accounts.
It would be considerable easier to do this under os-9, where I've heard there are cnews and rn ports, but I don't know if they have a TCP/IP driver, or multi-srial port driver.
While the ST and TT are physically capable of it, the interest in porting and setting up such a system is obviously not present.

--
John Henders
Vancouver,BC

1386. Re: atari archive??

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 01:28:49 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1jku8hINNghm@elroy.jpl.nasa.gov>
Source record: 211513

In article <1j7b5dINNs9@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>> BTW anyone with a Falcon - is it possible to say run ST-hi res programs
>> in one of the new color video modes? (if even to make a little software
>> "hack" to make the software *think* it's in ST hi? Just wondering...

>The Falcon will display all three ST resolutions on whatever monitor
>you happen to have plugged into the thing!
>
>(It interlaces or something like that to get the 640*400 for ST-High)

On an SC1224 (or TV or similar display) it will use interlace, on a VGA
monitor it will be displayed directly (noninterlaced).

To tell a program that it's in ST-high rez when it really isn't would be
rather silly, particularly if the program then proceeds to write all over
the screen under that assumption. (The results would be pretty colorful,
though...)

The Falcon demonstrates yet another reason (that many folks have been saying
for years already) not to write directly to screen memory - the true-color
mode isn't laid out in memory the same way as the other modes. So even though
I have a set of routines that correctly handles an arbitrary number of
bit-planes in the usual ST layout, it draws garbage on a true-color screen.
Quite the drag...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

1387. Re: ADVOCACY: Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 02:05:39 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Jan20.210539.15182@miavx1.acs.muohio.edu>
Source record: 211518

In article <1993Jan20.190826.9103@magnus.acs.ohio-state.edu>,
dhbutler@magnus.acs.ohio-state.edu (Who... Me?) writes:
>> I run System 7 on my PowerBook 100 (The one with a 16MHz 68000) and
>>it runs just as well as my 1040ST does with TOS 1.4 under GEM. People who
>>call System 7 a dog has never used it for a long period of time. (Whee,
>>that oughta get everyone going!) One thing I've noticed is if you have the
>>desktop at 16M colors, it does slow down a lot. (The mac that is, no matter
>>what version of System it's running.)
>
> I use System 7 A LOT, as in For a Loooonnnggggg period of time, even in plain
> old 1 bit Black&White mode. I use it most frequently on a MAC II with 8 megs of
> ram running in 16 colors (yeah, 16, NOT 16 million), and almost everytime I do
> anything I wish it were faster. I intend to partition the Hard Drive and take
> it back to system 6.0.8 As soon as I have time.
>
> System 7 is DOG slow, anyone that tells you otherwise has the patience of a
> saint!-)

Wow, I must be a saint then!!! :-) I did run 6.0.8 for awhile till
I got 4 megs put into my machine, but after using 7, I couldn't stand to
keep it.

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
-----=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 20-JAN-1993

1388. Re: Amiga Rules

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 02:33:54 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1993Jan21.023354.21356@news.uit.no>
Source record: 211519

In article <C15Fp5.K5z@dcs.glasgow.ac.uk> odonneln@dcs.glasgow.ac.uk (Nicholas Odonnell) writes:
>All you Atari owners should dump 'em and buy an Amiga 1200 today.
>Nick.

May I apologize for this posting. I do not think it is representative for Amiga owners and I hope you will not have to see more of this.

(I _do_ have my own thoughts about Atari, but I do not believe in posting them anywhere outside a .advocacy newsgroup.)

Hey Nick, why don't you read some of Emily Postnews' articles in news.*.newusers?
--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northernmost university	Life is worth living. |
#Disclaimer: This university and me does not agree.

1389. Re: Leonoids (game for Dave Baggett)

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 02:42:39 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1jl2ivINNer3@life.ai.mit.edu>
Source record: 211520

In article <24684.9301192032@m1.cs.man.ac.uk>
@computer-science.manchester.ac.uk,@fcsl.co.uk:ija@service (ija) writes:
>Here's an idea for a *great* game for Dave to write with GW. I'm sure
>he'll enjoy it <grin>.

He did. :)

>Basically the game starts off with a few largish digitised pictures of
>Leonard's head and a little triangular space-ship... You can probably
>guess the rest! Question is - will LT threaten to sue for breach of
>copyright or what?

I don't think I want to push my luck that much with the L-meister, but
it does remind me of an X game written by one of the grad students in
the lab here: "Blast Don Kennedy". (For those who don't know, DK is a
former Stanford Universitry president who did lots
generally--viewed-as-unethical stuff.)

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

1390. Re: All these wars...

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 02:48:38 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1jl2u6INNes4@life.ai.mit.edu>
Source record: 211521

In article <1993Jan20.122015.25870@email.tuwien.ac.at> nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
>I agree! A comp.sys.atari.st.advocacy group should be
>created as soon as possible!

See news.announce.newgroups. RUN THE VOTE. We will all vote yes.

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

1391. Re: Compatability and attitudes

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 02:58:33 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11787@uqcspe.cs.uq.oz.au>
Source record: 211522

craig@yonder.equinox.gen.nz (Craig Shore) writes:

>It's sooo depressing to have to copy them to floppy and try all sorts
> of modes etc to find out how to get them to go.

>I should note that Dave Badgett's (sp?) games are an exception to this
> rule - they install on the HD just fine.

NOTE: Craig can only be talking about SHAREWARE/PD games off THE NET,
since almost all commercial floppy-only games boot automatically.

Dave Badgered games are pretty good I agree, but all that is required is
for the programmer to use paths like "data/foo.pi1" rather than
"A:/data/foo.pi1". No hard, really. Reason? Who knows - I don't - who
here posted that "attitude & compatibility" article? They had the
reason perhaps.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = GNUized |
/ * <-- Computer Science Department, |||||| Atari Machine-Specific |
_.-._/ University of Queensland, _// || _ C++ game library |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1392. ADVOCACY: Re: NEWSFLASH : FALCON RELEASED

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 03:26:53 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11788@uqcspe.cs.uq.oz.au>
Source record: 211523

jorngh@dhhalden.no (JORN GUNNAR HALONEN) writes:

>...
>to sell his flat in south London. The production barracks in
>Iraq is currently working in high gear too keep up with the
>demands.

>And a last thing, this is a rumour. It may not be entirely true.

This and the "Switzerland" post suggests to me that the "anti"
side is the big distributor of misinformation, despite BobR's
"battle against misinformation".

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = GNUized |
/ * <-- Computer Science Department, |||||| Atari Machine-Specific |
_.-._/ University of Queensland, _// || _ C++ game library |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1393. Re: The Best CLI ??? (was Re: ADVOCACY: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 03:40:49 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11789@uqcspe.cs.uq.oz.au>
Source record: 211524

craig@yonder.equinox.gen.nz (Craig Shore) writes:

>I saw some messages recently about a CLI called Okami in the fidonet
> atarist echo saying that it was the best.
>(I've since got in touch with the author, who kindly mailed me a copy
> of the latest version. It should also be on a.a by now.)

Okami has some very good features. Since I'm still working on a slow
8MHz ST, I need a shell with things like "ls" built-in, so MiNT, tcsh,
ksh, bash etc, are unrealistic for me at the moment.

Okami, Gulam, and Mupfel all have built-in things like "ls".

Okami and Gulam have control-flow commands like "if" and "while",
Mupfel doesn't.

The big trouble with Okami (in fact, the real reason I don't use it)
is that it doesn't expand wildcards. For example:

mup> zoo a foo.z *.c

works under Mupfel, because Mupfel expands the "*.c" into the list of
files. Okami on the other hand, does not - it does as DOS programs do:
assumes that the program itself will expand the wildcard.

One useful point thought that the author of Okami indicated to me
was that you could force woldcard expansion by using Ctrl-Esc.

A second problem with Okami is that it cannot really be used under TOS,
since prssing Control-C while an internal command is executing (eg. ls),
cases okami to terminate.

A third is that Okami does not yet use ARGV argument passing.

Probably the best thing about Okami is that the author is still
working on it, whereas Gulam is no longer supported. Mupfel is
still supported, but is severely lacking in features.

However, Mupfel is what I currently use.

Anything that lets me type:

```
vi *.[ch]
make
vi *.[ch]
make
vi *.[ch]
make
vi *.[ch]
```

```
make
vi *.[ch]

Will do for me :-)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = GNUized |
/ * <-- Computer Science Department, |||||| Atari Machine-Specific |
\_.-._/ University of Queensland, _// || \\_ C++ game library |
_____ v ____ Brisbane, Australia. ______ |_/ || \_| _________________________|
```

1394. ADVOCACY: Re: FALCON is DEAD!

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 03:45:59 UTC
From: jmcrmack@unix2.tcd.ie
Message-ID: <jmcrmack.727587959@unix2.tcd.ie>
Source record: 211526

In <1993Jan20.110328.24017@galadriel.bt.co.uk> ant@galadriel.bt.co.uk (Antony Espindola) writes:

>From article <1993Jan19.054926.3987@newsroom.utas.edu.au>, by (Dumb Atari Fucker):
>> Face you atari-lamers the falcon is dead!
>> Heck even the shitty amiga1200 is alive and selling... while the
>> falcons rots in the factory...
>>
>>

>A friend of mine who owns the local computer shop is well pissed off
>with the new Amiga 1200 - he's had nearly every single one returned
>because of teething trouble with operating systems and stuff.
>They may be sellin' but they sure ain't workin'.

Same for the shop I worked in here in Dublin. They got in a few a1200's
And ALL of them were returned because they refused to work
>Antony.
Sean.

>Norwich Atari User Group.
>Associations of Atari User Groups.
>Dolphin Software.
>Great Britain.

1395. Re: Re: Amiga Rules (Duh.)

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 03:48:45 UTC
From: S112397@UMRVMA.umr.edu
Message-ID: <1993Jan21.035059.25937@umr.edu>
Source record: 211527

>> All you Atari owners should dump 'em and buy an Amiga 1200 today.
>>
>> Nick.
>> .
> All computers suck. Everyone should dump them and invest in an abacus,
>slide-rule, and a shit-load of filing cabinets!

>Matt
B-b-but what about my cool games and pirated software?
How am I gonna play it?

1396. Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 03:49:57 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11790@uqcspe.cs.uq.oz.au>
Source record: 211525

A comp.sys.atari.st reader writes:

>[The DSP] can't do general purpose processing, it's not a "math
>coprocessor", and it can't do anything to aid most programs.

Who here uses "zoo"? "lzh"? "arc"?

All of these applications could benefit immensely from a DSP-based
implementation.

>The DSP can do high-speed multiply and shift operations on real-time
>streams of data such as audio or video, but it's essentially worthless
>for most general purpose applications.

There is nothing to stop your "real-time streams of data" being a
zoo file, or lzh file.

Another great "real-time streams of data" is the analog phone-line
audio. By emulating a modem, the DSP can implement any of the
current modem standards - all in software, with just a simple
device to actually make the external coinnection to the phone line.

>The compilers most people have and use are likewise worthless for use
>with the DSP...

Many people use GCC. There is a Motorola-supplied Free port of GCC
to the DSP56000.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = GNUized |
/ * <-- Computer Science Department, |||||| Atari Machine-Specific |
_.-._/ University of Queensland, _// || _ C++ game library |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1397. Programs - I need ideas...!

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 06:07:54 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.Jzc7W7uBf8g@elfhaven.ersys.edmonton.ab.ca>
Source record: 211532

Hi!

I am in need of ideas for applications to write. What would people like
to see? I am at a serious loss for good ideas at the moment, which is
why I am asking.

--
Regards,

<< +-+ >>
<< Michel Forget >>
<< ~~~~~~ >>
<< mforget@elfhaven.ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< My cat worships the Sacred Halogen Torchiere! >>
<< --- >>

1398. Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 06:55:54 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <74042@cup.portal.com>
Source record: 211534

Steve Wells writes:
[A lot of good applications for a Digital Signal Processor]

Except..

>Co-Processor. Programs should be able to use it as a secondary processor
>to speed up a lot of operations. (e.g. A MUCH enhanced blitter etc.)

A DSP has a VERY limited instruction set, highly optimized toward
multiply and shift operations, the kinds of things you'd want
to do to a stream of real-time signals (ie: audio or video)

It CAN'T do the things a math-coprocessor can do, so its use
as a "co-processor" would be extremely limited.

It would be almost worthless as a graphics blitter in addition
because it has a limited memory space available to it, and has
no direct access to video memory. All I/O would have to be done
over the bus, ie, too slow for much use as a graphics blitter.

>Parallel processing (ahem 8-) Running (from memory) 3 processes in
>parallel (at the same time). Giving high quality multi-tasking
>capabilities if it's used correctly!

Only if the process (DSPs don't multitask, it would be pointless
on a chip designed for highspeed manipulation of data streams)
was something useful. If it was doing something like processing
video data while the main CPU ran something else, it could
be called parallel processing, but you couldn't do anything like
running two general purpose programs in parallel.

(DSPs could of course be run in parallel, if the computer was
designed to handle more than one.)

All the other applications mentioned would make good use of
the specialized power of the DSP.

BobR

1399. Re: Canadian support was: Re: RFD: What to do with

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 07:15:13 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <74045@cup.portal.com>
Source record: 211536

>Sorry, but I can't remember Mr. BobR's original question.

The question was, why would a retailer be "anti-Anything" that
he sells..?

(Unless it was the other unanswered question, which was, where
did you buy your Falcon..?)

BobR

1400. Re: Fantasy Games

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 07:45:06 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <74048@cup.portal.com>
Source record: 211539

Jon Thackray writes:
>>Well, Dungeon Master has worn a bit thin now... but Chaos Strikes back is
>Well you can get some more fun out of both by changing the ground
>rules a bit. Try playing with a party of one only. Try it with a
>reincarnated character (DM only, I think Chaos Strikes Back would be
>impossible like this, though I could be wrong!). Try completing in
>minimal real time (DM takes about four hours, maybe less for all I
>know. No idea what Chaos Strikes Back takes).

All *very* good ideas..!

Other things to try.. take a party through the game using
Magic only.. or try using Fighters and no magic..

(And if you're a REAL Dungeon Master "Champion", you'll know why
those ideals can't be reached... though it's fun to try.. :)

Just for fun, I recently started a new party, and went through
the first six levels without using any weapons... it's VERY
interesting trying to kick Purple Worms to death..!
My characters were all pretty high level Ninjas by the time they
got to Level Six... (Had to use magic though.. kicking a Wasp
to death is no fun, and the "Green Ghost" banshee on Level Four
can't be touched without magic...)

And yes, Chaos Strikes Back can be won with just one reincarnated
Champion... "Raalf, Bad Dude of Romulus" (a Detroit area "inside
joke") had some bad moments all alone there now and then, but
in the end, Balance and Good were restored to the world...

Dunno about speed... knowing where you *have* to go, and where
you can avoid going would help a lot... although that also
results in much weaker Champions from having less combat
experience (though if you know enough about the Dungeon to
avoid places that aren't necessary, you'll probably know enough
to keep your people alive, even if they're weaker..)

I played through the Amiga version of DM one Saturday and Sunday,
but I had to go down *every* corridor, and fight *every* monster
to be sure that there hadn't been any changes (FTL wouldn't
tell me, and I had to know if my hintbook had to be changed for
the Amiga release..), so I didn't set any speed records..

Probably the *most* fun though, is to play through a Dungeon
that's been modified... it all *feels* familiar, but the
corridors don't all connect in the familar way.. just when
you think you're safe, a Purple Worm comes wandering up a

tunnel that didn't used to be there...!

(Yup.. if I had to choose only one program that would continue
to run on my ST, I'll bet you could guess which one it would be)

:)
BobR

1401. Re: Upgrading an ST-520

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 08:05:07 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <74051@cup.portal.com>
Source record: 211540

David PZ writes:

>Then you're willing to admit that plugging in a new sound board on an Intel
>clone is NOT an "upgrade"? You're willing to admit that the only "upgrade"
>a computer system is the replacement of the CPU?

Plugging a device into a port on a computer is NOT an upgrade.

Plugging a modem into an serial port is NOT an upgrade.

Plugging a printer into a parallel port is NOT an upgrade.

Plugging a monitor into a video port is NOT an upgrade.

Plugging a joystick into a game port is NOT an upgrade.
Plugging a cartridge into the ST's cartridge port is NOT an upgrade.

Inserting a sound card into a PC is a sound upgrade.

Inserting more RAM chips or SIMMs is a memory upgrade.

Inserting a better video card is a video upgrade.

Inserting a high density floppy controller is a floppy upgrade.

Changing the motherboard to utilize a better CPU is a system
upgrade.

ALL "PC" systems allow the above "upgrades".

NO "ST" sysems allow the above "upgrades".
Ask Atari Corp. if their ST systems are "user upgradable".

BobR

1402. Re: Upgrading an ST-520

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 08:12:25 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <74053@cup.portal.com>
Source record: 211541

davidli@simvax.labmed.umn.edu writes:
>In article <73970@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>>According to EVERY Atari representative I've ever talked to, the Atari TT
>>is the FIRST Atari Computer product that is "user upgradable".

>You're original posting stated that NO Atari computer was considered "user
>upgradable" by Atari corporation. The quote above shows that you are
>DELIBERATELY spreading false information.

>Are you man enough to admit you made a mistake in your generalization, or ar
>you going to whine again?

Ah.. a "mistake in generalization" is DELIBERATELY spreading
false information, eh..?

If I said "NO Atari computer..." then I was mistaken, and should
said "NO ST..."

(If you reallllly wanted to catch me out, you could have
mentioned that the original Atari 800 was indeed user upgradable
with 16K memory cards... too bad.. you missed your chance..)

Tell you what though.. .Portal archives message threads, so I'll
go back and see if I can find the original posting..

Funny though.. all the semantic games in the world won't change
the fact that Atari Corp themselves say that the TT is the first
Atari computer to be user-upgradable...

BobR

1403. Re: PC Bigotrynex

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 08:24:37 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <74055@cup.portal.com>
Source record: 211542

Bernard (x91mikowski@gw.wmich.edu) writes:
>Thanx for that blast of FRESH AIR John! I'm getting quite tired of all the
>too... Why doesn't this group get back to the reason for which it was creat
>NEWS and SUPPORT!

I've read a few similar posts recently... my thoughts on the
lack of Atari content are that there just isn't any Atari
"News and Support" recently, so the vacuum is being filled
with Atari owners "bashing" everything else in sight...

Tell you what, Bernard... why don't you start..?

What's new in the Atari world that we can discuss..?

BobR

1404. Re: PC Bigotry

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 08:33:07 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <74056@cup.portal.com>
Source record: 211543

Craig Shore writes:

>As I said, I haven't seen any PC only users here, they're duel users (they
> have both) and they're maily defending the PC against lies.

That's an interesting comment..!

People who own just PCs have far better things to do with their
time and computers than come here and try to evangalize Atari
owners...

They do things like Desktop Publishing, Word Processing, Graphics
and Music, Business Applications, and even Games, on their PCs...

If you read any of the PC newsgroups, you find people who are
busily and happily using their computers, instead of fighting
over the remains of a dead software company, or trying their
best to defend the bizzare business practices of the company that
manufactures their computer. (Or discussing how great it will
be.. someday.. when the new _________ computer is finally
released... someday...)

PC owners don't much care about the Atari world.. if they even
know it exists...

It's Atari owners who exist in more than just the "Atari ghetto"
who seem to rub the "Atari religious" the wrong way...

"The Truth" is not welcome here...

BobR

1405. Re: Leonoids (game for Dave Baggett)

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 08:40:42 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <74057@cup.portal.com>
Source record: 211544

Heh.. at one time I seriously considered doing a game to be
titled "Escape from Rockville"...

Starring none other than "Neil Harass", and his willing
puppet, "Darling"...

But then I decided I had better things to do...

Hmmm... but then again, with Game Workbench...

:)
BobR

1406. Re: Falcon 030 in BYTE

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 08:47:18 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <74058@cup.portal.com>
Source record: 211546

Annius V. Groenink writes:

>Hmm. Same story for the TT. A good one-page review and then they completel
>shut up until the next one comes out!

Did you ever read any of the coverage of the 520ST when it first came out?

Cover stories in Byte magazine, Creative Computing.. features about how the "Jackintosh" was going to bury all the other kinds of computers.. Articles about how MicroSoft was going to port all its Macintosh applications to the ST (Atari people said so, so it must have been true), and how Atari Corp was poised to take over the computer market with its amazing new, cost effective ST computer...

And then... and then... and then, nothing happened.

Atari fumbled, and didn't recover...

And the magazines went on to other, more realistic kinds of things.

(I still have those 1985 issues with the STs on the covers.. pretty sad.)

BobR

1407. Re: All these wars...

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 08:52:10 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <74059@cup.portal.com>
Source record: 211545

Andrew Oakley writes:

> HEAR HEAR.

> I think I shall stop reading this "nonews"group unless I see an improveme
>over the next week.

Well, Andrew... the same invitation is open to you, too..

What kind of Atari News do you have to share..?

What new products or software applications have shown up on your local
Atari dealer's shelves this past week..?

What hardware enhancements have been added recently..?
What can you tell us about the most recent major upgrade to your favorite
Atari application..?

BobR

1408. Re: All these wars...

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 08:58:16 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <74060@cup.portal.com>
Source record: 211548

Marinos Yannikos writes:

>I agree! A comp.sys.atari.st.advocacy group should be
>created as soon as possible!

No.. Atari Corp needs to do something, as soon as possible.

With new products, new software, new applications, new information,
there wouldn't be any need for an "advocacy" group..

There'd be so much chatter about all the great new products and programs
that you couldn't get a flamewar in edgewise...

Who would want to waste time arguing about silly stuff when there would
be great new applications to discuss..?

Think about this... ONE new Atari dealer opens in California somewhere,
and it's a world-wide media event... that's pretty sad..!

BobR

1409. Re: All these wars...

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 09:05:03 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <74061@cup.portal.com>
Source record: 211549

One thing that everyone seems to be missing here is that there ALREADY are two separate Atari newsgroups...

comp.atari.tech is where all the "nitty gritty", "informative" Atari discussions take place.. its mandate specifically precludes any kind of "flame wars"...

If you don't want to read discussions about how Atari computers compare with other brands of computers, then don't read the "general" newsgroup..

Otherwise, it's "Open Season" for anything and everything...

BobR

1410. Re: Fantasy Games

Newsgroup: comp.sys.atari.st
Date: 1993-01-21 10:36:27 UTC
From: richard@op.ph.ic.ac.uk
Message-ID: <1993Jan21.103627.21451@sol.ctr.columbia.edu>
Source record: 211550

In article <wmtwen.727449117@rw8.urc.tue.nl>, wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
|> cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
|>
|> >I just finished Omega a few weeks ago... It's a characters-only
|> >fantasy-oriented game, like NetHack. Way cool...
|> FINISHED Omegaaaaaaa???!!!?????
|> Surely you have not become Guild Master of all the guilds yet?
|> At least it can't be done with just one character, you will need to play
|> the game at least twice or so.
|> And did you do it with or without deleting dungeonlevel files?
|> Without it is near to impossible to finish Omega within 40 years.
|> But Omega is really really a wonderful game to play. Too bad no new
|> versions of Omega are made (well Hildo Biersma still fixes bugs of
|> course, but the original creator of Omega no longer develops Omega)
|>
|> Erlend.

I had a look at Omega last night, quite a long look... It's wonderful,
the most involved RPGish game I've seen. I reckon it's better than
the ultima.

I don't think I'll thank you guys for bringing it to my attention, I've
got a thesis to write and a job to find and ... :-(

Richard

p.s. Anyone got any info on the different deities - spells etc., or do
I have to find this out as I go along?

1411. Re: STalker vs Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1993-01-22 09:19:43 UTC
From: jason@ab20.larc.nasa.gov
Message-ID: <JASON.93Jan22091943@ab20.larc.nasa.gov>
Source record: 211459

In article <1993Jan21.121423.10420@ac.dal.ca> cordes@ac.dal.ca (John Cordes) writes:
-> In article <3_800_842_fidonet2b57bb25@Kralizec.fido.zeta.org.au>,
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
-> > Original to: ken@isgtec.com
-> > In a message of <10 Jan 93 05:43:54>, ken@isgtec.com (3:713/602) writes:
-> >
-> <material deleted>
->
-> > If you only have an ST, use Uniterm, you don't have the speed or need for
-> > anything more.
-> >
-> > If you have a Mega STe, an accelerated ST, or a TT, use either STalker
-> > (whose VT100 is pretty good when you set it up right, particularly if you
-> > disable it's default behaviour of clearing the history buffer on a
-> > clear-home) or CoNnect, which is as close to flawless as I have ever seen a
-> > terminal emulator get.
-> >
-> I like STalker very much, but I do find the occasional clearing of the
-> history buffer to be a nuisance. It seems to me that Eric R./Gribnif
-> claimed that it would be too hard to detect the control sequences that do
-> that, when running in VT100 mode; do you know of a way to overcome the
-> problem? Thanks.
->
-> John

Both of those are good for some circumstances. If you dial in
to a Unix system on a regular basis, use the ST Unix Windows client.
It lets you open several terminals at one time and takes better
advantage of the Unix system. The only problem is if you have a low
bandwidth modem, one window producing a lot of output will make the
others really slow. The client and server side of Unix Windows is
available through anonymous ftp, but I don't remember what sites right
now. I've only run this on my 1040, so I have no idea if it works on
newer Atari machines.

--
Jason C. Austin
j.c.austin@larc.nasa.gov

1412. Re: ADVOCACY: Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-22 16:27:36 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Jan22.112737.15207@miavx1.acs.muohio.edu>
Source record: 211454

In article <1jnch0INNigv@tortoise.cis.ohio-state.edu>, tbrown@cis.ohio-state.edu (ted croft brown) writes:
> In article <1993Jan19.143745.15153@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>> I run System 7 on my PowerBook 100 (The one with a 16MHz 68000) and
>>it runs just as well as my 1040ST does with TOS 1.4 under GEM. People who
>>call System 7 a dog has never used it for a long period of time. (Whee,
>>that oughta get everyone going!) One thing I've noticed is if you have the
>>desktop at 16M colors, it does slow down a lot. (The mac that is, no matter
>>what version of System it's running.)
>>
>
> How much memory do you have in it anyway? My Dad's Powerbook 100 2/20 was
> basically useless under Sys 7 due to no memory and enemic harddisk and he
> switched it back to Sys 6. A shame because all the neat keyboard tricks in
> Sys 7 make it ideal for a Powerbook.

Yea, It was basically useless with only 2 megs of ram, but with 4 megs it has no problem running system 7. (Also, if you upgrade, I found it to be cheaper to mail-order the ram and then take it to your local authorized dealer to have it installed.)

> To my opinon, Sys 7 doesn't seem fast on *any* Mac. I don't quite know what
> it is but the Mac just *seems* slower. The only problem is that besides the
> frequent crashes under Sys 7 it's just so damn useful that you want to keep
> it.

I found it to be too useful to stay with 6.0.8. (Which is what I used when I only had two megs of ram.)

Later.....

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can never own enough / __ ___ ___ \rlcollins@miavx1.acs.muohio.edu
computer equipment" / / / / / / \RC1DSANU@miamiu.acs.muohio.edu
/ / _ / / / \rcollins@apsvax.aps.muohio.edu
||| "Power Without / /__/ /__/ /___ \ R.COLLINS1 on GEnie
/ | \ The Price" / \
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 22-JAN-1993

1413. RAM Disk, .lzh files

Newsgroup: comp.sys.atari.st
Date: 1993-01-22 19:42:31 UTC
From: awest@ub.d.umn.edu
Message-ID: <1jpin7INNmjs@ub.d.umn.edu>
Source record: 211467

Just a couple questions:

1. What is a RAMdisk? How do I create one?
2. What do I use to extract ".lzh" archives, and where
can I get instructions?

Please email some help!

Sincerely ignorant,

Andrew West
awest@ub.d.umn.edu

--
| |) |==| "We're all in the *
| | | | mood for a melody, *
*. * * * and you've got us *
feelin' alright." *

1414. Re: PC Bigotrynex

Newsgroup: comp.sys.atari.st
Date: 1993-01-22 19:52:33 UTC
From: robert@informix.com
Message-ID: <robert.727732353@labyrinth>
Source record: 211451

Bob_BobR_Retelle@cup.portal.com writes:

Bob,

Do you have any idea how silly this looks?

>Unfortunately, as I mentioned in another posting, I think a lot of this
>is due to the effects of the market. People who own a computer in a
>thriving, vital market have better things to do with their computers than
>to engage in flamewars..

Do you have a compatible? Are you involved in a flamewar?

Next we'll get someone saying:

"As an English Major, English Majors always uses well Englich."

Robert C.
--

Disclaimer: My company has not yet seen fit to
elect me as spokesperson. Hmmpf.

1415. Re: NEWSFLASH : FALCON RELEASED

Newsgroup: comp.sys.atari.st
Date: 1993-01-22 20:45:01 UTC
From: mfallero@doc.bmd.trw.com
Message-ID: <1993Jan22.134501.594@doc.bmd.trw.com>
Source record: 211455

In article <1993Jan20.131541.7755@ugle.unit.no>, stigvi@Lise.Unit.NO (Stig Vidar Hovland) writes:
> In article <jorngh.366.727480750@dhhalden.no>, jorngh@dhhalden.no (JORN GUNNAR HALONEN) writes:
> >
> > Yeah, you read right ! Two Falcons were actually released
> > in UK yesterday, it was supposed to be three but one machine
> > was D.O.A. The UK Atari manager was nevertheless pleased and
> > stated that this proves Atari's dedication to the market. He
> > also gave hopes of five (yes five !) new machines in the next
> > few months, and an additional 30 (!) cute beasts if he managed
> > to sell his flat in south London. The production barracks in
> > Iraq is currently working in high gear too keep up with the
> ^^^^
> > demands.
> >
> > And a last thing, this is a rumour. It may not be entirely true.
> >
>
> If UN and USA could stop bombing these barracks, we probably would see
> more Falcons in the (near) future.
>
> Stig Vidar Hovland - stigvi@lise.unit.no

Well, STig,
I'll tell President Clinton to stop the bombing because you want
to buy a new computer. I'm sure he'll see that your new Falcon is
much more important that forcing Saddam to comply with the treaty
Iraq signed at the end of Desert Storm.

The following has nothing to do with computers but:
I participated in NATO exercises in Norway during the mid/late 70's
when I was in the Marines and have to say that I think that
Norwegian women are the most beautiful and healthy looking I've ever seen.

Mark Falleroni
TRW Defense Systems
Ogden Engineering Operations
Ogden, Utah 84403

1416. Re: Some realism in the flame wars, please!

Newsgroup: comp.sys.atari.st
Date: 1993-01-22 21:05:21 UTC
From: rwa@aupair.cs.athabascau.ca
Message-ID: <rwa.727736721@aupair.cs.athabascau.ca>
Source record: 211469

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>OS/2 does NOT HAVE 'TRUE' multitasking!
>Multi-tasking is running 2 or more processes AT THE EXACT SAME TIME!
>You can't do this without a chip to do it, or without halving the
>speed of the machine for each extra process! (e.g. every program
>you wish to multi-task!)

This is a use of the term `multi-tasking' with which I was not previously acquainted. In fact, the entire field of Computing Science is not aquainted with it. You are describing multi-processing. Have you considered taking a few CS courses? Just basic survey courses would be helpful, by the sound of your posts. They're easy credits; you know, `hacks for jocks' (apologies to geology's `rocks for jocks' courses).

BTW, multiprocessing with heterogenous processors is generally not much good in general purpose computing environments. It gets too difficult to optimally distribute the threads of a job when they're architecturally dependant. All the really whizzy multi-processors are homogenous; for instance, big Crays and the Connection Machines.

Now as regards the claim that the DSP chip is a big performance enhancement -

The idea that you can get big gains *in the general case* from specialized hardware is often referred to as "Pike's Inequality", and has been tried (and subsequently abandoned) repeatedly in the history of computing. Spending the transistor budget on the CPU(s) always seems to win out. Come on over and lurk in comp.arch to get a feel for the issues.

On the other hand, I cheerfully agree that special-purpose machines (simulators, controllers, dsp's, games boxes, & c) can get useful boosts by optimizing their architecture for a restricted problem domain.

regards,
Ross

--
Ross Alexander rwa@cs.athabascau.ca (403) 675 6311 ve6pdq@nebulus.ampr.ab.ca
"All television is children's television." -- Richard P. Adler

1417. Re: ISO, Atari Corporate History material

Newsgroup: comp.sys.atari.st
Date: 1993-01-22 21:17:19 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan22.161719.13988@bsu-ucs>
Source record: 211460

> gmg@unify.com (Gary M. Gealy) writes:
>
>> Can anyone out there point me in the right direction for some information on
> Atari corporate history?
>
> Bright in the mid 80s, went down the shitter after that...
>
> Thanks to the Tramiels.

That's not entirely correct, and somewhat over-generalized.

Any peaks Atari had over its entire history have been mild. Ever since Bushnell left the company it's been on a spiral down the tubes. Do you have any idea how many CEO's Atari had between Bushnell (late 70's?) and the Trameil's (early to mid 80's?) I read a case study in my Principles of Management class a few years ago, and I seem to remember about 4 (give or take one). One of the later CEO's was imported by Warner from the _textile_ industry! Unless you can think of a way to make a solid company out of practices like this, you should probably thank the Tramiel's for buying Atari and not letting it go straight down the toilet like Warner was!

If you want to criticize Jack Tramiel for not running the company in a 'perfect' manner, you probably can, but remember, and think how much more Atari is exposed to their customer's (yopu and me) critical eye more than say IBM or ANY of the clone comanies, or the Apple Corp. Maybe Atari should takeon practices more like Apple and company, and keep us more at arms length so they could work out their problems without all of us knowing every little detail. I personally can't find a legitimate way to criticize them much, as, Jack Tramiel's and my positiopn were reversed I would probably do thing with just as much apparent logic.

Also, as far as the microcomputer market is concerned, I don't think there is _that) teremendous of a difference between Atari's future and IBM's. (The key there is what market I am talking about -- IBM does business in MANY other markets than that of the microcomputer!) I really don't think the current 80x86 line can be considered to be a large part of their future due mostly to the clone market, so they will not have so great of footing as one might think. This will make Atari, Apple, and IBM much more competitive with each other. I think it will be very similar to how it was in the mid-80's, with the exception that Apple will obviously have a much larger share of the market than it did then.

-Matt the economic forecaster!

1418. Re: Falcon, Falcon who has got a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-01-22 21:21:13 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan22.162113.13989@bsu-ucs>
Source record: 211461

```
>>Why have Atari made the Falcon a 32-bit machine with only a 16-bit data bus.
>>Surely, this will mean it only runs half as fast as it should.
>
> No.
>
> Certainly, a 32-bit CPU <-> RAM databus is superior to the 16-bit bus,
> but "half as fast" is far from accurate...
>
> You see, the CPU doesn't spend all it's time accessing memory. Many
> instructions involve no memory access at all. Others access memory,
> but also spend a lot of time processing the instruction. And if an
> instruction or data is already in the on-chip cache, it will be just as
> fast regardless of the bus width.
>
> A 16-bit bus is slower than a 32-bit bus, but it is also cheaper - just
> as the architecture for a 16MHz chip is much cheaper than for a 32MHz
> chip.

can someone make a list of typical sorts of programs that would be really
"memory-intensive" so as to really suffer from this 16-bit memory bus?

-Matt
```

1419. Falcon ad sighted, anyone?

Newsgroup: comp.sys.atari.st
Date: 1993-01-22 21:49:19 UTC
From: brymastr@eng.umd.edu
Message-ID: <1jpq4vINNeh@mojo.eng.umd.edu>
Source record: 211456

```
Well, people have seen Falcon write-ups in magazines, but has
anyone seen an Ad for the Falcon anywhere? I'd like to see
what Atari has to say about it. Thanks....
```

1420. Other tools for the Workbench

Newsgroup: comp.sys.atari.st
Date: 1993-01-22 21:51:35 UTC
From: daroloso@math.uwaterloo.ca
Message-ID: <C19zDz.178@math.uwaterloo.ca>
Source record: 211452

With the eventual release of the Game Workbench, I was wondering
what additional tools are recommended by the authors or beta-testers.
Which compiler?
make?
lint?
additional libraries?
editor?
etc.

Dani Roloson
KWEST
Kitchener-Waterloo Eight Sixteen Thirty-two Atari User Group

1421. Re: ADVOCACY: I *LIKE* Malibu

Newsgroup: comp.sys.atari.st
Date: 1993-01-22 22:00:06 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.eg.DZTWsritxG6@jonh.wimsey.bc.ca>
Source record: 211462

In <H.ea.SHDogsnf7xs@yonder.equinox.gen.nz> craig@yonder.equinox.gen.nz (Craig Shore) writes:

<concerning kill files>

>How do you do that on the ST??? I'm using Hermes, and from what I can
> tell, you have to do it manually?!

Use nn.

--
John Henders
Vancouver,BC

1422. Re: MiNT-Term

Newsgroup: comp.sys.atari.st
Date: 1993-01-22 22:00:14 UTC
From: sbparker@infocom.UUCP
Message-ID: <659@infocom.UUCP>
Source record: 211453

There is also another program which I have started to use recently,
called MTT10 by Stephan Baucke. The program and documentation are
in German but the program works very well for me.

It fits very nicely into a TOSWIN window, and although it doesn't
provide any fancy terminal emulations, it's good enough for me to be
able to post this message while looking up the name of the
program's author in another.

Don't be put off if you can't read German - MTT's configuration file
example (the DEFAULT.MTT) is pretty easy to interpret.

It also comes with zmodem built-in. This can be set to kick into action
the moment you request the remote end to begin transmission.
--

____
sbparker (Stephen B Parker) EMAIL --> sbparker@infocom.co.uk
~~~~~~
~~~~~~

1423. Recommended Falcon monitor?

Newsgroup: comp.sys.atari.st
Date: 1993-01-22 22:02:58 UTC
From: selick@csa.bu.edu
Message-ID: <108007@bu.edu>
Source record: 211458

What is/will be the recommended monitor for the Falcon (if/when it becomes available to me) to be able to use all of the screen solutions in all of the colors, and in a reasonably crisp manner? I'm hoping that the answer isn't a $1200 monitor from Atari (the price I'm hoping the Falcon will cost with 4 megs and a 65 meg hard drive). Will there be support for other lower cost monitors that, perhaps, the IBM community has been using for years and I might find used for $3-$400 US? Also, they (Sam Tramiel in Boston in October) said that the Falcon could display sm124 monichrome mode on a color monitor. Is the SM1224 acceptable for this, or are they speaking of some $600 multi-sync monitor? I'd like to sell (not now, but when I'm looking to trade in for a Falcon) my 1040 ste w/4 megs, an sm124, and a sc1224 to pay for the falcon & a monitor. What will this system be worth when the falcon comes out (speculations, of course) and what would I get for a used Supra scsi host adaptor? (Assuming, of course, that I won't need one with a falcon).

1424. EPSF files and Pagestream --problems

Newsgroup: comp.sys.atari.st
Date: 1993-01-22 22:47:23 UTC
From: komives@lamar.ColoState.EDU
Message-ID: <Jan22.224723.71012@yuma.ACNS.ColoState.EDU>
Source record: 211457

I just confirmed a problem that I thought I had. I can't get EPSF files made with Pagestream 2.2 to import and print in Pagestream the way I could with 2.1.
I have an old template that has an EPSF file embedded in it made with 2.1. It prints fine in 2.2. That old EPSF file also imports and prints correctly in new documents.

New EPSF files appear to import correctly but when I print I get nothing .

Both the EPSF files made with 2.2 and with 2.1 print when I just send them to my postscript printer from the file selector.

I have tried puttin "EPS" in the special text box in the printer config. menu. I have also left it out. In both cases I get the same null result.

Any ideas? E-mail (or post if you think this is of general interest).

1425. Re: Why Atari can't succeed in the United States

Newsgroup: comp.sys.atari.st
Date: 1993-01-23 01:22:46 UTC
From: brayl@nyx.cs.du.edu
Message-ID: <1993Jan23.012246.8736@mnemosyne.cs.du.edu>
Source record: 211463

Jon,

I don't understand. Could you please explain your reasoning behind your statement that the Lynx puts Atari on firm financial ground?

Perhaps you haven't heard that Toy R Us has dropped the Lynx? Maybe you didn't know that Toys R Us was Atari's biggest purchaser of the Lynx? Toys R Us has over 35 percent of the toy market; the toy market is a multi-million, if not billion, dollar a year product market. And Atari lost this major business account.

Because Toys R Us dropped the Lynx, their competitors don't have to carry the Lynx any mor; and this is exactly what is happening. Babbages, Eletronic Boutique, Kay Bee Toys, etc, have cut back or stopped handling the Lynx.

Pattie Rayl

1426. Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-23 01:45:28 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.eg.Z&KmMlFO&XY@jonh.wimsey.bc.ca>
Source record: 211474

In <74042@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>Only if the process (DSPs don't multitask, it would be pointless
>on a chip designed for highspeed manipulation of data streams)
>was something useful. If it was doing something like processing
>video data while the main CPU ran something else, it could
>be called parallel processing, but you couldn't do anything like
>running two general purpose programs in parallel.

Actually, I think this is what is generally refered to as parallel processing, though as the dsp is a different chip for the main processor, I would guess it's more accurately co-processing. With true parallel processing computers, like the ill-fated ATW, the main use is for pipelined operations, where one processor can have an operation running with the output data fed to another processor.
The dsp will hopefully be used for all kinds of interesting applicatioons, but the limited instruction set seems to rule out things like compilers, word processors, and other common operations. Possibly it might be useful for recalculating large spreadsheets, though most spreadsheets tend to involve floating point math. I haven't done a lot of floating point to scaled integer conversion, so I don't know if the dsp would be useful for speeding it up or if the overhead of converting would outweight the speed up from using the dsp.
3D virtual reality software could benifit enormously from the dsp, but if the machine slows down as much as is reported in the true-colour mode, then the limited resolution of the lower rez modes would make the Falcon more of a hobbiest level machine for that. That fits in well with it's target market, but I wouldn't expect to see Terminator IV graphics done on it.

--
John Henders
Vancouver,BC

1427. Re: Fantasy Games

Newsgroup: comp.sys.atari.st
Date: 1993-01-23 01:52:40 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.eg.LM8csJcgr&c@jonh.wimsey.bc.ca>
Source record: 211475

In <74048@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>All *very* good ideas..!

<deleted>

Another pair of great games for the ST are Captive and Knightmare, though Knightmare suffers from appearing to have been shortened at the last moment and rushed to market. However, you could ensure you never needed another game on your ST by actually trying to finish Captive. I think it would take somewhere in the neighbourhood of >90 years, as I have heard the program will generate 10,000 levels.

Does anyone know the fate of Captive II, as Mirrorsoft was the distributer, and Zenobot's game list doesn't show Captive II as being picked up by another distributer?

--
John Henders
Vancouver,BC

1428. Re: Recommended Falcon monitor?

Newsgroup: comp.sys.atari.st
Date: 1993-01-23 02:00:12 UTC
From: wbdst+@pitt.edu
Message-ID: <2387@blue.cis.pitt.edu>
Source record: 211464

I believe that The Falcon030 will use a normal multisync, no? You can decent monitors at J&R Computer World (NC (NYC retailer- reputable mail-oreder), starting in the low 300s. Shoot for a NEC, if you've got the money. J&R is great, and you can call them at 800-221-8180.

1429. Re: ISO, Atari Corporate History material

Newsgroup: comp.sys.atari.st
Date: 1993-01-23 02:07:31 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1jq993INNou5@msuinfo.cl.msu.edu>
Source record: 211465

01mbmccabe@leo.bsuvc.bsu.edu writes:

>If you want to criticize Jack Tramiel for not running the company in a
>'perfect' manner, you probably can,

Thank you. That's what I did. The Tramiels are Atari's biggest obstacle,
bar none. Sam is clearly a pathological liar, as you'll recall he stated
he had seen the production line spewing Falcons back in September (?) yet
today they're finding out these 3-month-old machines are defective???

>Also, as far as the microcomputer market is concerned, I don't think there is
>_that) teremendous of a difference between Atari's future and IBM's. (The key

I don't really give a flip if IBM folds or not. It's irrelevant to the
state of Atari. The current state of Atari is directly attributable to
the state of Atari's management, and no amount of smoke screening is
gonna hide that. Of course, the people at Forbes were probably mis-
informed...

>This will make Atari, Apple, and IBM much more competitive with each other. I

If you think Atari is EVER gonna compete with IBM, then I have some prime
development property in Florida I'd like to sell you.
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

1430. Re: floptical advice please!

Newsgroup: comp.sys.atari.st
Date: 1993-01-23 03:08:39 UTC
From: dcable@nyx.cs.du.edu
Message-ID: <1993Jan23.030839.11824@mnemosyne.cs.du.edu>
Source record: 211466

u0h36@keele.ac.uk (Adam Turnbull) writes:

>stuff deleted

>The fact that they are slower than floppies is all that is putting me
>off - I don't have an existing hard drive, and I don't think a floptical
>rest deleted<

They are decidedly not slower than floppies. ICD's Ratehd reports 120ms
seek time and 99kbs data transfer. No way are the hard drive manufacturers
quaking in their boots about this performance, but its not all that bad.
If it will give you a better feeling for the speed, I could copy some
files, run a database sort, etc. and compare the times to a Syquest.

Dan

--
dcable@nyx.cs.du.edu

1431. Flaky monochrome display on Mega STE

Newsgroup: comp.sys.atari.st
Date: 1993-01-23 04:00:07 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <81425@hydra.gatech.EDU>
Source record: 211468

I recently bought a Sony CPD-1302 multiscan so for the first time of my Atari ownership I have high resolution capabilities. I have been using monochrome often and have noticed that on occassion the screen will shift to the left and have 7 vertical black lines evenly spaced accross the screen. This will go away after a reboot or a few minutes. I turned off the monitor, waited a few seconds, then turned it back on and the display was the same. So I assume it is not the monitor but the Mega STE. Is this a known bug in the Mega STE?

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

1432. Re: PC Bigotrynex

Newsgroup: comp.sys.atari.st
Date: 1993-01-23 04:26:12 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jqhd4INNlkf@golem.wcc.govt.nz>
Source record: 211470

```
> What is the deal with those 66mHz claims anywho? I've heard that it's not
> altogether a true statement -- one of those claims that _should_ be follow
> a little asterisk for disclaimer. Anyone?
>

There is now 100Mhz capability. Not that anyone cares, right!? 8-)

==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================
```

1433. Re: STalker vs Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1993-01-23 04:41:53 UTC
From: ken@isgtec.com
Message-ID: <4058@isgtec.isgtec.com>
Source record: 211477

In article <3_800_842_fidonet2b57bb25@Kralizec.fido.zeta.org.au>
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
> Except that flash is grostically incompatible,

English contains no such word, what language is this? :) Flash is
incompatible with what? Again this is not English, being an incomplete
sentence. Maybe Flash doesn't work on a TT, I don't know, but I also
don't care, not having a TT.

> and Uniterm, whilst I like it
> very much, is too uncomfortable to use (and can only talk to the first
> serial port).

Now there's a logical analysis - whatever an uncomfortable term program
is...

> STalker comes with a version of
> the TMail ANSI font, which looks _really_good_...

Somehow I doubt that what you call really good is at all related to
what I do... in mono you can probably get a fair font at less than
8x16, but that 8-bit width just can't be shrunk much.

> and if you have a halfway
> decent screen accelerator (NVDI or Warp9) it will pretty well keep up with
> 9600 on an ST, something that Flash doesn't seem to all that well.

Sigh. Why do people say stuff like this? Right now I'm using vi through
Flash 1.6 at 19200 baud, and screen redrawing is excellent. I also
use Quick ST, which I hear is not as fast as Warp9. BTW, I tried STalker
with the same Quick ST, and it was still the slowest vt100 emulation
I've ever seen. Do you even use vt100 termcaps on a Unix system?

> If you only have an ST, use Uniterm, you don't have the speed or need for
> anything more.

Or Flash 1.6.

> If you have a Mega STe, an accelerated ST, or a TT,

use Flash 1.6 :)

> use either STalker
> (whose VT100 is pretty good when you set it up right,

hah! unless you don't want lines over 80 chars displayed correctly.

> CoNnect, which is as close to flawless as I have ever seen a
> terminal emulator get.

Does it have an editable capture buffer with word wrap? Is it as fast as Flash 1.6?

I get the feeling a lot of people use term programs to just dial up bulletin boards in TTY mode, without ever using a real editor or something that requires vt100, and then telling me about vt100 emulation.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

1434. Omega Grotesque Finished

Newsgroup: comp.sys.atari.st
Date: 1993-01-23 09:49:55 UTC
From: kfason@lamar.ColoState.EDU
Message-ID: <Jan23.094955.48678@yuma.ACNS.ColoState.EDU>
Source record: 211476

I just got my hands on the Omega Grotesque Finished Demo. It is the grotesque but with bug fixes acoording to the author, and some other neat things at the end of it when the scroller goes down. Anyway's, I will put it at atari.archive tomorrow, as Its 2:50am my time, and I have to meet my parents in 6 hours...bummer...

Could the author send me mail? I'd like to talk to you. I remember you putting a message that you put it for FTP, we talked b4, but I lost your address. thanx! C ya!
-KF

1435. Re: Question : ___ M-ROS ___

Newsgroup: comp.sys.atari.st
Date: 1993-01-23 10:08:21 UTC
From: coonstot@quads.uchicago.edu
Message-ID: <1993Jan23.100821.24576@midway.uchicago.edu>
Source record: 211471

In article <743@vercors.frec.bull.fr> heritier@delta4.frec.bull.fr (Franck HERITIER) writes:
>Does someone know what is M-ROS for Atari ST ? What is the editor
>of this multitask system ? Can you evaluate it ?
>
>Thanks.
>
>Frank.

M-ROS is the multitasking environment developed by Steinburg-Jones for use with their MIDI software.(Cubase, editor/librarians, etc.) It also, I believe, allows communication between various components of Cubase itself and between Cubase an other programs that would be running simultaneously. (Midi data exchange, triggering, events, etc.)

M-ROS works behind the scenes whenever you load any Steinburg-Jones package. IT has no editor as such. In fact, if I am not mistaken, Cubase itself needs M-ROS to function properly (independent of their other packages.) HOWEVER, M-ROS is a PART of the Cubase package and is not a seperate load.

There is another package distributed with Cubase called "Switcher" which allows you to load multiple programs and have them run simultanteously. It is limited only by resident RAM(no swapping capabilities that I know of-- though newer versions of Cubase have loadable modules to aid memory crunches.) This would be the closest thing to an editor for M-ROS that I can imagine. Essentially it's a menu screen that you call up using an alt-key combination. You can also jump directly to other programs by using alt-#.

Switcher is primarily intended to be used with Steinburg-Jones software though it will work with others. (I have, for example, run Word Perfect simultaneously with my Cubase without any trouble.)

BCnya,
Charles O. Onstott, III

P.S. Even if you meant M-TOS, I thought this might clear some things up for those who weren't sure what it was.

P.P.S. If you're in to MIDI and don't have Cubase, you're not really in to MIDI. Rush out and buy it as soon as you can-- it's phenomenal. (Also, the only reason

why I keep my Atari.)
--
Charles O. Onstott, III (coonstot@midway.uchicago.edu)
Graduate Student in Religion and the Human Sciences
The University of Chicago Divinity School
"[T]he problem of history cannot be solved by avoiding it." (B. McGinn)

1436. Computers are worthless.

Newsgroup: comp.sys.atari.st
Date: 1993-01-23 10:48:04 UTC
From: coonstot@quads.uchicago.edu
Message-ID: <1993Jan23.104804.25798@midway.uchicago.edu>
Source record: 211472

In article <1993Jan20.191424.13870@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>> .
>All computers suck. Everyone should dump them and invest in an abacus,
>slide-rule, and a shit-load of filing cabinets!

I second that! Just imagine the benefits:

1.) No more hassels with porting software between platforms.
2.) No more hassels reading flame wars over whose platform
is the best.(so that we can port from it anyway)
3.) No more wrist problems, eye problems, social problems.
4.) No more hassels over whether you have TOS, Unix or NOT[x].
5.) Addendum to 4: No more mind boggling recursive aliases(Mint, Gnu)
6.) No more worries over whether the $$$ you just shelled out
on the latest software or hardware will become wasted in 30 mintues.
(For those using Apple's, etc who boycotted the FSF)
7.) Sleep would become an actual possibility.
8.) No more fears of an impending global nuclear war
because some kid nick-named "Terminator" hacked a little too much.

> -Matt

BCnya,
Charles O. Onstott, III

p.s. I forgot to mention: no more hassles about 'hassels'
being sent world-wide within a 24 hour period which indicate
that one is a sloppy typer.
--
Charles O. Onstott, III (coonstot@midway.uchicago.edu)
Graduate Student in Religion and the Human Sciences
The University of Chicago Divinity School
"[T]he problem of history cannot be solved by avoiding it." (B. McGinn)

1437. 14.4 modem - What handshaking to use?

Newsgroup: comp.sys.atari.st
Date: 1993-01-23 12:47:20 UTC
From: yonder@netcom.com
Message-ID: <1993Jan23.124720.4450@netcom.com>
Source record: 211473
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello, I just got my new high speed modem. It works great, but occasionally will loose text on long screen dumps, etc. I have tried XON/XOFF and hardware handshake, but neither seems to help. I have this same problem in both Spectre and Mac (Spectre GCR) modes.

How do you folks with Fast modems have your comm. programs setup?

I am using Uniterm with a 1040stf (old) and Digicom Scout Plus modem.

(I have same problem in all programs that I use in both Spectre and Mac mode.)

thanks......

--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@sim.mfg.amdahl.com or chrisr@leland.stanford.edu

1438. Re: PC Bigotrynex

Newsgroup: comp.sys.atari.st
Date: 1993-01-23 16:42:56 UTC
From: ritz@ritz.mordor.com
Message-ID: <930123907@ritz.mordor.com>
Source record: 211480

(01mbmccabe@leo.bsuvc.bsu.edu) wrote:
OS/2> > I've noticed that all the snippets of wisdom accumulated over the millenia,
OS/2> > all the valuable lessons people have learned time and time again, have been
OS/2> > completely forgotten by the vast majority of computerphiles. It is completely
OS/2> > amazing to me that so many people are running around under the impression that
OS/2> > people should be judged by the type of computer they own or language they
OS/2> > choose to program in--and that money _can_ buy happiness and bigger _is_
OS/2> > always better. I have run into many people who flagrantly brag that they
OS/2> > own a 66 MHz 486. That really is pathetic when you stop and think about it.
OS/2>
OS/2> What is the deal with those 66mHz claims anywho? I've heard that it's not
OS/2> altogether a true statement -- one of those claims that _should_ be followed by
OS/2> a little asterisk for disclaimer. Anyone?

He is talking about the DX2 66mhz chip. It runs at 66mhz internally and
33mhz externally. That way, a person who has a machine with a 33mhz bus can
pop the new chip in and get a vast improvement in performance. Depending
on what kinds of applications you run, the actual performance boost
varies. For me, I noticed almost a doubling of performance in ray tracing
(under OS/2), but no big shakes for spreadsheets and word processing.
However, it seems to make a HUGE difference when I'm running unix on my
machine. Processing 500K of compressed news batches only takes about
a minute and compiles are very fast.

This clock doubling technology thing is nothing new. Motorola chips
have been doing it for a long time...they just don't make a big deal
out of it.

The bottom line: If you don't have any heavy math or mpu piggy
programs to run, you're probably better off spending your hard
earned bucks on a faster hard disk or more memory.

Cheers,

Chris

--
Christopher Mauritz | My views reflect those of my
ritz@ritz.mordor.com | company since I own the company.
{backbone}!rutgers!spcvxb!ritz!ritz | Ritz International, Inc.
OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 | Import/Export Consultants

1439. Re: STalker vs Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1993-01-23 18:05:13 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Jan23.180513.27617@csi.uottawa.ca>
Source record: 211479

In article <4058@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>> and Uniterm, whilst I like it
>> very much, is too uncomfortable to use (and can only talk to the first
>> serial port).
>
>Now there's a logical analysis - whatever an uncomfortable term program
>is...

I don't know either. I'm quite "comfortable" with Uniterm...

>> and if you have a halfway
>> decent screen accelerator (NVDI or Warp9) it will pretty well keep up with
>> 9600 on an ST, something that Flash doesn't seem to all that well.
>
>Sigh. Why do people say stuff like this? Right now I'm using vi through
>Flash 1.6 at 19200 baud, and screen redrawing is excellent. I also
>use Quick ST, which I hear is not as fast as Warp9. BTW, I tried STalker
>with the same Quick ST, and it was still the slowest vt100 emulation
>I've ever seen. Do you even use vt100 termcaps on a Unix system?

The "problem" is that STalker is TOO compatible with GEM. If it
weren't written for maximal compatibility with all sorts of STs, it
would be quite possible to make it faster.

It wasn't designed PARTICULARLY for speed, but rather to actually
WORK.

Most of the OTHER terminal programs aren't too happy about running on
systems with any kind of special graphics hardware, for instance.

>> If you only have an ST, use Uniterm, you don't have the speed or need for
>> anything more.
>
>Or Flash 1.6.

I'd agree that Flash is one of the choices.

>> If you have a Mega STe, an accelerated ST, or a TT,
>
>use Flash 1.6 :)
>
>> use either STalker
>> (whose VT100 is pretty good when you set it up right,
>
>hah! unless you don't want lines over 80 chars displayed correctly.

Unfortunately, that IS one of my gripes about STalker. A terminal program can't be completely compatible with BOTH GEM and VT1xx at the same time, without making SOME compromises.

>> CoNnect, which is as close to flawless as I have ever seen a
>> terminal emulator get.
>
>Does it have an editable capture buffer with word wrap?

No, but you can use almost any text editor to edit captured text while it's running.

I use Sudden View; others may prefer other editors. The really GOOD thing about it all is that CoNNect doesn't try to be a text editor as well as a communications program.

>Is it as fast as Flash 1.6?

No, but then it uses GEM, and Flash doesn't.

Does Flash 1.6 use GEM, or does it do arcane things that make it incompatible with newer hardware?

>I get the feeling a lot of people use term programs to just dial up
>bulletin boards in TTY mode, without ever using a real editor or
>something that requires vt100, and then telling me about vt100 emulation.

I'm sure you're correct.

However, there ARE some of us that require proper VTxxx emulation. I'm currently editing this message using GNU Emacs, and it requires better than VT52. I usually emulate VT220 using Uniterm, and that works extremely well.

Important point: Under UNIX, you can make almost ANY kind of terminal emulation compatible, so long as you set up a correct TERMCAP entry.

Flash was one of the programs that actually included a set of TERMCAP entries;

Uniterm does flawless VT52/100/102/220 emulation (as far as the standard TERMCAP entries are concerned), and thus doesn't need any kind of special TERMCAP.

CoNNect also seems to do pretty good emulation of VT52/100/102/220 and I think VT320, and correspondingly doesn't require any modified TERMCAP entries. Depending on the screen size,
stty rows xxx columns xxx may be needed, but even THAT is done in "standard" fashion. GNU-Emacs was quite happy with the way CoNNect did this.

I expect that all that STalker needs is for someone to come up with an appropriate TERMCAP entry, to make up for the "lies" about its VT100 emulation.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

1440. Re: Why Atari can't succeed in the United States

Newsgroup: comp.sys.atari.st
Date: 1993-01-23 18:23:40 UTC
From: ekrimen@wet.UUCP
Message-ID: <5228@wet.UUCP>
Source record: 211482

In article <1993Jan23.012246.8736@mnemosyne.cs.du.edu> brayl@nyx.cs.du.edu (Bill Rayl) writes:
>
>Perhaps you haven't heard that Toy R Us has dropped the Lynx?

Has this actually been confirmed, or is it just a rumor that everyone keeps repeating, therefore making it true? On Christmas Eve, the Toys 'R' Us down the block from me had tons of Lynx stuff.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

1441. Re: Profibuch (was Julian Reschke involved...)

Newsgroup: comp.sys.atari.st
Date: 1993-01-23 19:19:07 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1js5nbINNfes@rs2.hrz.th-darmstadt.de>
Source record: 211483

```
In article <8701@charon.cwi.nl> jansteen@cwi.nl (Jan van der Steen) writes:
>apelled@cix.compulink.co.uk (Adam Pelled) writes:
>> (Julian F. Reschke) writes:
>>> (William Rosenkranz) writes:
>>>> (Sander Stoks) writes:
>>>>> Boy, am I looking forward to the Falcon Profibuch!
>>>> will this be available in english?
>>> Probably not, because currently there are not enough possible
>>> customers to justify the translation costs (more than 1500 pages
>>> of technical text -> expensive!).
>> i'm not so sure. There are a lot of English speaking countries; Britain
>> and the States. i would think that there would be sufficient demand to make
>> it worth somebodies while.

>Right! Not to mention all countries who's inhabitants don't speak German
>but *do* speak (or at least can read) English.
>
>And besides, doesn't computer jargon write much easier in English in the
>first place! It took me some context switching to figure out that the
>German word "speigern" means "to store in memory" although that's
>not the fault of the German language but more of my limited knowledge of
>the language :).

For the price of the Profibuch (80.-DM ~ $50 per 1200+ pages) you should
be still 'liquid' (in money terms) enough to also buy a German dictionary.
This way you'll learn some German, which will be for your future
career probably even more profitable than knowing the VDI calls. (har)
Since most of the stuff you can guess, (like what's Malloc gonna do ??) and
the jargon draws quite a lot from English, this I think oughta be feasible.

(I had to read english manuals from the tenderest age, there was nothing
else available (sob))

Nat!
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Artist of the month: STOPPOK VfL Bochum: "Unabsteigbar"
```

1442. Re: Falcon, Falcon who has got a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-01-23 19:21:11 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1js5r7INNevj@rs2.hrz.th-darmstadt.de>
Source record: 211484

In article <1993Jan22.162113.13989@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>> You see, the CPU doesn't spend all it's time accessing memory. Many
>> instructions involve no memory access at all. Others access memory,
>> but also spend a lot of time processing the instruction. And if an
>> instruction or data is already in the on-chip cache, it will be just as
>> fast regardless of the bus width.
What about if a DMA transfer is going on, is this done over the video
(32 bit part) ?

>can someone make a list of typical sorts of programs that would be really
>"memory-intensive" so as to really suffer from this 16-bit memory bus?
>
Anything that's video intensive f.e.

Nat!
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Artist of the month: STOPPOK VfL Bochum: "Unabsteigbar"

1443. Re: Some realism in the flame wars, please!

Newsgroup: comp.sys.atari.st
Date: 1993-01-23 19:27:42 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Jan23.192742.2177@alw.nih.gov>
Source record: 211481

In article <rwa.727736721@aupair.cs.athabascau.ca> rwa@aupair.cs.athabascau.ca (Ross Alexander) writes:
>wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>
>>OS/2 does NOT HAVE 'TRUE' multitasking!
>>Multi-tasking is running 2 or more processes AT THE EXACT SAME TIME!
>>You can't do this without a chip to do it, or without halving the
>>speed of the machine for each extra process! (e.g. every program
>>you wish to multi-task!)
>
>This is a use of the term `multi-tasking' with which I was not
>previously acquainted. In fact, the entire field of Computing Science
>is not aquainted with it. You are describing multi-processing. Have
>you considered taking a few CS courses? Just basic survey courses
>would be helpful, by the sound of your posts. They're easy credits;

So, Mr. CS Expert, why don't YOU tell all us ignorant folks what TRUE multitasking is, instead of blasting somebody who at least has part of it right? Why not explain why "multiprocessing" keeps being invoked here, when essentially single processor systems are being discussed? I always thought Unix was a multitasking operating system, since it can run 2 or more processes simultaneously. True, it is unequal sharing due to process priorities, and there is also overhead to consider, but one component of multitasking is certainly the ability to run 2 or more processes (or tasks) at the same time, at least as it appears to the user. Sure, this has to be time-sliced on a single processor system so it's only apparently simultaneous, but the comment on halving the time should have given you a clue that multiprocessing was not being discussed. The Falcon may have a couple coprocessors, but I wouldn't characterize it as a system capable of TRUE multiprocessing, so I can't understand why people keep bringing it up.

If you have something useful to contribute, please do so; but sniping at someone who doesn't have your obviously superior background in Computer Science without sharing your expertise seems a bit nasty, IMHO.

Rick Venable | "Eschew
FDA/CBER Biophysics Lab | Obfuscation"
rvenable@helix.nih.gov | -- the Phantom Nerd

1444. NetHack 3.0j, MiNT 0.95 (ATARI ST)

Newsgroup: comp.sys.atari.st
Date: 1993-01-23 19:58:42 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.fJHMZYm3U2w@semprini.tdkcs.waterloo.on.ca>
Source record: 211486
Cross-posted to: comp.sys.atari.st,rec.games.hack

[Atari ST specific message here... Most rec.games.hack readers can
ignore it.]

NetHack 3.0j (Atari version ported by Eric Smith) works quite nicely in
a TOSwin window under the MiNT multitasking kernel...

Now all we need is for someone to create a GDOS font something like the
one hackfnt.prg installs... I'm going to make a Warp-9 version of that
font for users of this excellent screen accelarator. I'm afraid it
won't make things look any nicer under TOSwin, but...

If anyone knows of any GDOS font creation utilities, or if anyone would
like to volunteer to create a GDOS font for NetHack, _please_ email me.
Thanks.
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1445. Re: All these wars...

Newsgroup: comp.sys.atari.st
Date: 1993-01-23 21:41:15 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Jan23.214115.12207@prime.mdata.fi>
Source record: 211485

```
In article <74061@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>
>If you don't want to read discussions about how Atari computers compare
>with other brands of computers, then don't read the "general" newsgroup..
>
>Otherwise, it's "Open Season" for anything and everything...
>
>BobR

But.. fact is that the "general" group contains much (?) more than
just the flamewars, and of course there are people who want to read
them too. And everybody doesn't have a clear picture of what goes
to which of the two groups.

--
------------------------------------------------------------------------
| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |
------------------------------------------------------------------------
```

1446. Re: STalker vs Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1993-01-23 22:23:26 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.eg.SVuh8OoNPkY@jonh.wimsey.bc.ca>
Source record: 211488

In <1993Jan21.121423.10420@ac.dal.ca> cordes@ac.dal.ca (John Cordes) writes:

>In article <3_800_842_fidonet2b57bb25@Kralizec.fido.zeta.org.au>,
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
>>.... if you
>> disable it's default behaviour of clearing the history buffer on a
>> clear-home)

>...It seems to me that Eric R./Gribnif
>claimed that it would be too hard to detect the control sequences that do
>that, when running in VT100 mode; do you know of a way to overcome the
>problem? Thanks.

After I read the first note I read through the manual looking for
how to disable screen clearing, and I can't find it anywhere, so please
elaborate.

--
John Henders
Vancouver,BC

1447. Re: All these wars...

Newsgroup: comp.sys.atari.st
Date: 1993-01-23 22:39:14 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.eg.IXFJ924ewvM@jonh.wimsey.bc.ca>
Source record: 211489

In <1993Jan21.134856.9418@email.tuwien.ac.at> nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:

>dmb@case.ai.mit.edu (David Baggett) writes:
>:
>: See news.announce.newgroups. RUN THE VOTE. We will all vote yes.
>:

>I would, but:
>2. I don't think my account will last very long if I get a couple of
> 1000s votes! :-)

Somehow, I doubt that thousands of votes would be a problem. Most votes are big if they get 400. Obscure, low interest votes like this would be hard pressed to pass the 100+~ plus rule.

>So, before I give it a try, is there anyone else willing to do this?

No, I have kill files.

--
John Henders
Vancouver,BC

1448. Re: All these wars...

Newsgroup: comp.sys.atari.st
Date: 1993-01-23 22:44:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.eg.jsFLJk30H0A@jonh.wimsey.bc.ca>
Source record: 211490

In <1993Jan21.134856.9418@email.tuwien.ac.at> nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:

>dmb@case.ai.mit.edu (David Baggett) writes:

>: >I agree! A comp.sys.atari.st.advocacy group should be
>: >created as soon as possible!

I know the attribution's screwy here, but one point I'd like to mention in case it actually makes it to an official RFD. If an advocacy group is formed, it should probably be called comp.sys.atari.advocacy, as the atari hierarchy will be the root if the falcon arrives, and I'd hope it doesn't make sense to have a seperate advocacy group for the falcon. In fact, after the Falcon is released, I'd expect traffic in the *.st groups to diminish.

--
John Henders
Vancouver,BC

1449. Re: POWERDOS ???

Newsgroup: comp.sys.atari.st
Date: 1993-01-23 22:52:25 UTC
From: rchan@terapin.com
Message-ID: <rchan.3f12@terapin.com>
Source record: 211487

In article <1jjtacINNmat@rs2.hrz.th-darmstadt.de>,
cbvetter@rbg.informatik.th-darmstadt.de (Chris Vetter) writes:
>I recently stumbled upon a file, called POWERDOS.ZOO, while I was ftping...
Well
>, I unZOOed it and read about multitasking stuff, POWERDOS
>would do to my Atari ?!
>
>Before it will smash my HD and my nerves, can someone tell me please what's
this
> all about ?
>
>sincerely,
>Chris

Don't worry about it smashing your hard disc. It simply replaces all the slower GEM disc access routines with faster assmebly language ones. You'll love it since it turns your hard disc into a speed demon. It also eliminates a lot of the TOS bugs like the infamous 40 folder limit.

The multi tasking is really just a potential. It provides the pipes and speed needed for effective multi tasking. Software that takes advantage of this is supposed to allow multi tasking.

The only problem I had with PowerDos is with programs that like to be at the top of RAM (like CodeHeads RAMdisc). PowerDOS won't let these load after it, so you will have to put any programs that must be at top before running PowerDOS.

------------------------------------------------------------------------**
	Ronald Chan [rchan@terapin.com]		USDA Agricultural Research Service	
	[rchan@tatertot.com]		Albany, California	
	A Pocket Knight *--{------------		[Internet Address Pending]	
------------------------------------------------------------------------**

1450. Re: Why Atari can't succeed in the United States

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 00:18:28 UTC
From: s914534@minyos.xx.rmit.OZ.AU
Message-ID: <1jsn8kINNd95@escargot.xx.rmit.OZ.AU>
Source record: 211372

brayl@nyx.cs.du.edu (Bill Rayl) writes:

>Jon,

>I don't understand. Could you please explain your reasoning behind
>your statement that the Lynx puts Atari on firm financial ground?

>Perhaps you haven't heard that Toy R Us has dropped the Lynx?
>Maybe you didn't know that Toys R Us was Atari's biggest purchaser
>of the Lynx? Toys R Us has over 35 percent of the toy market; the
>toy market is a multi-million, if not billion, dollar a year
>product market. And Atari lost this major business account.

>Because Toys R Us dropped the Lynx, their competitors don't have to
>carry the Lynx any mor; and this is exactly what is happening.
>Babbages, Eletronic Boutique, Kay Bee Toys, etc, have cut back or
>stopped handling the Lynx.

There was a very interesting tv program on recently about Japanese trade practices and how they are making it very hard for Americans to break into their own markets. One case in point stood out - a new hand held game system (don't remember which) was to be carried by Toys R Us until Nintendo stepped in threatening supplies of its entertainment systems unless Toys R Us dropped the product.

Has Atari been stepping on Nintendos toes?

> Pattie Rayl

1451. Re: PC Bigotrynex

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 00:49:34 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <74233@cup.portal.com>
Source record: 211494

Robert Coleman writes:

>Bob,

>Do you have any idea how silly this looks?

>>Unfortunately, as I mentioned in another posting, I think a lot of this
>>is due to the effects of the market. People who own a computer in a
>>thriving, vital market have better things to do with their computers than
>>to engage in flamewars..

>Do you have a compatible? Are you involved in a flamewar?

Ah.. ok, I see I inadvertantly omitted a single word from that paragraph..

Let's see if you get the thought this way..
People who *only* own a computer in a
thriving, vital market have better things to do with their computers than
to engage in flamewars..

Yes, I own PC compatible computers, but I also own an Atari ST,
which is part of a dying, sickly market, and it appears I'm
engaged in several flamewars with people who seem to think that
spreading misinformation about other brands of computers is
somehow going to make everything in the Atari market suddenly
turn around and become respectable again.

It's akin to someone saying "I own a Yugo, and while they're
not made any more, and there are no dealers left to buy them or
parts and service for them, Pintos burst into flame, and Corvairs
flip over, so everything but Yugos sucks.."
BobR

1452. GIF viewers and GIF89a

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 00:54:31 UTC
From: frank@jplpost.jpl.nasa.gov
Message-ID: <frank.26.727836871@jplpost.jpl.nasa.gov>
Source record: 211493

I've been putting together an anonymous ftp site to distribute, among other things, GIF files of images from JPL's space missions. Besides the picture files we would also like to offer people shareware/freeware GIF viewers for various platforms, including Atari.

From the faq for alt.binaries.pictures.utilities, I see some recommendations for Atari GIF viewers. However, it does not make it clear whether these viewers will work with GIF89a files; on other platforms, many viewers bomb when trying to view a GIF89a file. (The main thing about GIF89a is that the file contains an embedded caption in the form of a "comment extension block." Files under the previous GIF87a standard just had the image.)

I don't have access to an Atari, and so I wonder if anyone can recommend which GIF viewers do or don't work with GIF89a files. (If you need to get your hands on a GIF89a file you can visit our ftp site, pubinfo.jpl.nasa.gov (128.149.6.2); the GIFs, all of which are GIF89a with embedded captions, are in the directory /images.)

Thanks much if anyone can make any comment.

Frank
frank@jplpost.jpl.nasa.gov

1453. Re: All these wars...

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 01:09:37 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <74234@cup.portal.com>
Source record: 211495

Marinos Yannikos writes:

Well thanks, I can read already. Thanks for the insult too!

Ok, so maybe you've missed all the messages I've posted giving
my position on my Atari computer and my PCs. I'm not going to
repeat it.

>Are you serious? Do you actually flame in comp.sys.atari.st "just to
>have something to fill the void"??? Have you ever thought about the
>fact that a lot of people that are reading this group have to pay
>money for that?

Again, you've obviously never actually read anything I've written
or haven't understood any of it.

>I've seen plenty of these messages in comp.sys.atari.st too, but in the
>last couple of weeks I've almost seen more messages from you alone
>complaining about Atari Corp., don't you ever get bored?

Nope... I use my Atari 520ST daily, and enjoy correcting the
abject misinformation that appears here almost daily.. most of
it about other brands of computers. If someone posts something
incorrect about Atari computers, I'll correct that too.
If you want to define that as participating in a flame-war,
it's a free world...

: Like I said.. we don't need a new newsgroup to handle all the Atari flames.
: what we need is for Atari Corp to DO SOMETHING...
:

By the way, what are your thoughts on this..?

BobR

1454. Re: 14.4 modem - What handshaking to use?

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 01:11:36 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jsqc8INN79v@golem.wcc.govt.nz>
Source record: 211497
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Using 9600bps or higher, on Atari's, requires the program 'SERFX'
(or whatever it is). 'Serial Fix' just adjusts the Handshaking,
so it's a bit more stable!

(It works - if you don't have that, or Turbo-CTS, then get it!)

Should be available at all good FTP sites!

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================
```

1455. Re: a bunch of stuff for the Atari

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 01:18:02 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <74236@cup.portal.com>
Source record: 211496

Chris Herborth writes:

>2) Where can I go to buy all these wonderful products?

Joppa Computer Products (301) 6761948 has an extensive list of
Atari products they sell, which they include with each order
they ship. They'd probably be happy to send one out if you call.

It's not like having a local dealer to go to to actually see
anything new, but at least it's there.

BobR

1456. Re: Fantasy Games

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 01:35:46 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.93Jan24013546@SunLab40.essex.ac.uk>
Source record: 211478

In article <C16CJI.5x9@ecf.toronto.edu> alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:
| >Well you can get some more fun out of both by changing the ground
| >rules a bit. Try playing with a party of one only. Try it with a
| >reincarnated character (DM only, I think Chaos Strikes Back would be
| >impossible like this, though I could be wrong!). Try completing in
| >minimal real time (DM takes about four hours, maybe less for all I
| >know. No idea what Chaos Strikes Back takes).

Done that. DM takes a day (a weekend with one character). Chaos takes longer.
I had to spread it out over a couple of weeks. The problem with finishing
Chaos with one character is the area of demons at the end.

| Better still, aren't there some DM dungeon editors out there? I'm not sure
| if there are any for Chaos Strikes Back. ANYWAY, just get the editor, and
| MAKE yer own dungeons!! Much more fun that way!!!! Even better, make an
| impossibly hard dungeon and get a dungeon-aholic games player to play it
| and watch the expression on his face!!!!! B^D

Actually, I am one of the co-authors of the CSB editor that appeared on a
ST Format coverdisk 2.5 years ago, so I know how to edit the dungeon fine.
There are problems: you can't add pits, doors, transporters, objects or
wall features. You can't delete doors or transporters. So there is limited
scope for decoration. The only real reason for the existence of these editors
is cheating (printing maps, opening doors etc). That's how one of my
friends completed Chaos within 11 days of its release :-)

--
Simon Oke, 3rd year Computer Science
undergraduate at the University of Essex, UK.

1457. Spectre with 14.4 modem -- Handshaking?

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 02:59:50 UTC
From: yonder@netcom.com
Message-ID: <1993Jan24.025950.25281@netcom.com>
Source record: 211498
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

thanks to the folks who suggested that I use Serfix on my St.. it worked great to solve my handshaking problems with my new faster modem.

My next question is how can I get this same clean handshaking when I am using my Spectre GCR. Handshaking does not seem to work under Spectre either.

Can anybody suggest anything? Does anybody else have this problem?

.......thanks......
.....chris

P.S. I use Z-term primarily, but I tried others and had the same handshaking problems. My modem is a 14.4 baud Digicomm Scout Plus modem. My ST is an old 1040STf with old ROMs. My Spectre is version 3.0.

--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@sim.mfg.amdahl.com or chrisr@leland.stanford.edu

1458. Is there SLIP software for the ST?

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 06:26:50 UTC
From: Mike Stramba <stramba@zooid.guild.org>
Message-ID: <1993Jan24.062650.12340@zooid.guild.org>
Source record: 211368

Is anyone using / know where I can find SLIP software for the ST?

Mike

1459. Atari ST and FAX (questions)

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 06:40:51 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <C1CIK4.5Jz@watserv1.uwaterloo.ca>
Source record: 211351

I really want to get a FAX modem running on my atari. What is the
best way to go for modems? Is a 2400 data 9600 fax modem adequate? Do I
really need a full blown 14.4k FAX modem? What about software? I hear
Joppa has good s/w... can someone give me their address and phone number
and relate any experiences with this s/w? What other s/w opions exists?
Thanks for the help.

brett maraldo
plexus productions

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

1460. ---------->HELP<----------

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 07:09:26 UTC
From: alx@ceti.csustan.edu
Message-ID: <1993Jan24.070926.24963@koko.csustan.edu>
Source record: 211499

I own an atari st 1040, which I use to log onto
another machine then to the net. But for some reason
I'm getting these lines going across and up and down.
This makes it entirely impossible to see, so now I'm
just stuck. I tried hooking up my tv to the keyboard,
but it turns out that my keyboard doesn't have an input
on the rear pannel like it's supposed to.......

So what do you think the problem is?

Does it have an easy remedy?

Is there any way around getting it hooked up to a tv unit
(even though, my computer doesn't have a hookup)?

I JUST WANT IT TO WORK AGAIN.....

--
Thanks. L L L L
8-()-8 L L L L
L L L____L L

1461. Re: ctrl-alt-del reset adding utility

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 07:18:14 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <2b62430b@p15.f202.n281.z2.fidonet>
Source record: 211364

In a message of <Sun 17 Jan 93 02:21>, SML108 (2:281/202.0) writes:

S> Hi, has anyone ever written a utility to add ctrl-alt-del warmstarts
S> to TOS 1.2 and earlier?
S> I'd like to be able to reset without the modem hanging up...

You could also configure your modem so that it won't hang up whern the
DTR-line is toggled. On most modems AT&D1 will accomplish this. The only
problem is that you then have to use +++ATH to hang up.
Stalker can be so configures that it wikll use +++ATH when you want to hang
up.

Ta!
Vincent

FidoNet : 2:281/202.15
NeST : 90:500/202.15
Usenet : vincent@nextjk.wlink.nl

--- MARSmail v1.20/4D
* Origin: For real-time data compression, use Jekyll (2:281/202.15)

1462. Setting up mint

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 07:21:51 UTC
From: ICRTB@ASUACAD.BITNET
Message-ID: <93024.002151ICRTB@ASUACAD.BITNET>
Source record: 211500

I am having trouble setting up mint to work with the Manager program. I want to be able to run something like TCSH in a window. I keep getting a "can't get a pky error" or something to that effect. I figure it isn't setting where to find the MGR program, and I am not sure of the proper set up for the mgr.rc file. I did manage to get it working once by putting it on a disk, instead of hard drive and both Mint and MGR in the same directory. It then loaded TCSH when I opened a window but gave a Mint error and crashed. Without manager I was able to get TCSH working. Any help would be appreciated.

Thank You,
Chris Wentling
GR8902@SIUCVMB.SIU.EDU via ASUACAD newsreader

1463. Re: Gem

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 07:23:02 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <2b62446e@p15.f202.n281.z2.fidonet>
Source record: 211365

In a message of <Mon 18 Jan 93 04:00>, Hannu Mallat ~ PurpleHaze
(2:281/202.0) writes:

HM> I don't know about Neodesk, but in my personal opinion the Gemini
HM> icons look pretty good (in version 1.21, the older version's big
HM> icons weren't so cool)

I only know Gemini v1.2. But there were also other things about it I didn't
like. Neodesk works for me.

HM> And in case you don't like them, you can do your own by editing the
HM> resource file. Just enlarge the form a bit and add yours after
HM> those which already are there. Remember to add both big and small
HM> icons. Could have been easier, but it's bearable this way too.

Hmmm, I could edit the RSC myself but I don't feel like doing so. I'm not
to keen on that kind of stuff. I'd rather do other things with my
computer....like programming instead of configuring a desktop I spend
maximum 10-20 minutes on per day.

Ta!
Vincent

FidoNet : 2:281/202.15
NeST : 90:500/202.15
Usenet : vincent@nextjk.wlink.nl

--- MARSmail v1.20/4D
* Origin: Beneden met de Osdorp Posse! (2:281/202.15)

1464. Re: floptical advice please!

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 08:33:32 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.eg.pHrfzrGw_Ss@jonh.wimsey.bc.ca>
Source record: 211377

In <1993Jan23.030839.11824@mnemosyne.cs.du.edu> dcable@nyx.cs.du.edu (Dan Cable) writes:

<on flopticals>

>They are decidedly not slower than floppies. ICD's Ratehd reports 120ms
>seek time and 99kbs data transfer. No way are the hard drive manufacturers
>quaking in their boots about this performance, but its not all that bad.
>If it will give you a better feeling for the speed, I could copy some
>files, run a database sort, etc. and compare the times to a Syquest.

I just ran ratehd on my Syquest. It does 34ms seek time and 497kps transfer. My quantum does 24ms, and 1197kps. I think the floptical would be a good backup device, but it's so close in price to a hard dirve i doesn't seem that cost effective.

--
John Henders
Vancouver,BC

1465. Re: Julian Reschke involved with MultiTOS d

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 10:01:56 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b625b2b@Kralizec.fido.zeta.org.au>
Source record: 211353

Original to: dk3uz@mcshh.Hanse.DE
In a message of <17 Jan 93 23:47:23>, dk3uz@mcshh.Hanse.DE (3:713/602) writes:

d> I can only agree: bring out an English language version of the Profi Book,
d> forgetting about he German language edition, and you will have a bigger
d> mar- ket than you ever dared dreaming about!

I want one too! Sybex have about 10 faxes from me alone about it 8)

d> cu, Eddi

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1466. Re: Some realism in the flame wars, please!

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 10:04:48 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b625c04@Kralizec.fido.zeta.org.au>
Source record: 211354

Original to: wells_s@kosmos.wcc.govt.nz
In a message of <18 Jan 1993 06:20:1>, wells_s@kosmos.wcc.govt.nz
(3:713/602) writes:

ws> OS/2 does NOT HAVE 'TRUE' multitasking!
ws>
ws> Multi-tasking is running 2 or more processes AT THE EXACT SAME TIME!

(Rolls on floor, holding sides and narrowly missing squashing the cat)

What the F* have you been smoking??

I was pretty sure you had your facts stuffed, now I _know_ it.

ws> TARI | | _/ Steve Wells - Wellington, New Zealand. |

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1467. Re: Serial Ports (was ADVOCACY: Convince me to stick with Atari.)

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 10:32:59 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <oXPVXB6w165w@dogbox.acme.gen.nz>
Source record: 211355

moffatd@dcs.glasgow.ac.uk (Darren Moffat) writes:

> I think you will find that RS stands for Radio Spares
> which is a large Components company.
^overpriced

For the humour impaired: :-) :-)

1468. Re: an atari IBM

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 10:35:17 UTC
From: jonc@status.gen.nz
Message-ID: <iXPuXB3w165w@status.gen.nz>
Source record: 211491

craig@yonder.equinox.gen.nz (Craig Shore) writes:

> In <1993Jan20.011911.4724@cssc-syd.tansu.com.au>, Barry Lightbody writes:
>
> >He has the feel of the IBM keyboard, which required some eprom burning
> > by the way, fan cooled, and has plenty of space for expantion.
> >
> >If any one is interested I will get details from him and post it to the grou
>
> I'd be interested in seeing the details of how to connect the keyboard
> posted to this group.

If you do not want to do it yourself there is a great kit from "CT" in
Germany. I have written an article in Z*NET back in 1989 about how to
convert your ST to an IBM case and the pros and cons.

This is why I jump into the Atari is NON upgradeable flame all the time.

Jon Clarke Z*NET Pacific
-=-=-=

1469. Re: PD Spreadsheets

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 10:48:44 UTC
From: jonc@status.gen.nz
Message-ID: <XJquXB4w165w@status.gen.nz>
Source record: 211492

cjp@aber.ac.uk (C J Price) writes:

> I did have a PD spreadsheet, but was not very impressed. If you can
> get hold of UK mags, then February's Atari ST User magazine has
> Micro-office Professional Spreadsheet on the cover, instructions in
> the mag, and they'll also sell you the full manual for pounds 7-50.
>
> ST Format had Kuma's old spreadsheet offering on the front some months
> back, and do a back issue service, so you could also get that.

There is a PD spreadsheet program called "Sheet". It works well enough
for most applications. We used to use it at our old user group for
accounts and I think the chaps still use it for that purpose and also
billing for the PD libary.

Jon Clarke Z*NET Pacific
-=-=-=

1470. Re: UNITERM script file help needed.

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 11:57:24 UTC
From: herby@danubix.ul.open.de
Message-ID: <H.ea.Tvf8UWM2ahU@danubix.ul.open.de>
Source record: 211360

In <H.ea.rmtX0DdMErQ@yonder.equinox.gen.nz>, Craig Shore writes:
>I need a script file to watch the modem, waiting for a RING , then send an
> ata to the modem, wait for the CONNECT, then send a text message, or textfile
> if possible, drop carrier, and run itself again.

Try this (not tested):

```
:1
hangup()
echo('\r\nWaiting for Ring\r\n')
if(!get('RING',10)) echo('\r\nNo Ring\r\n') jump(1)
send('ATA\r')
if(!get('CONNECT',20) jump(1)
send('Text whatever you like\r\n')
hangup()
jump(1)
```

Modem must be configured to send the needed strings !

cu l8ter mfG herby@danubix.ul.open.de
--
* E-Mail: herby@danubix.ulm.sub.org ccc_damp@rzmain.rz.uni-ulm.de *
* herby@danubix.ul.open.de Fido: 2:241/7902.1 *
* Forchenweg 14 W-7900 Ulm/Donau Voice: 0731-6021657 *
* ULM: Letzte Stadt vor Bayern Don't marry, beer happy *

1471. Re: ---------->HELP<----------

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 12:19:05 UTC
From: wbdst+@pitt.edu
Message-ID: <2433@blue.cis.pitt.edu>
Source record: 211356

Can you be more precise than just "I'm getting these lines going
across and up and down"? On the monitor, or just on the diaplxxx
display area? Is the monitor flickering?

1472. Re: Profibuch (was Julian Reschke involved...)

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 15:59:05 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.122.727891145@dhhalden.no>
Source record: 211363

In article <1js5nbINNfes@rs2.hrz.th-darmstadt.de>
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:

>For the price of the Profibuch (80.-DM ~ $50 per 1200+ pages) you should
>be still 'liquid' (in money terms) enough to also buy a German dictionary.
>This way you'll learn some German, which will be for your future
>career probably even more profitable than knowing the VDI calls. (har)
>Since most of the stuff you can guess, (like what's Malloc gonna do ??) and
>the jargon draws quite a lot from English, this I think oughta be feasible.
>
>(I had to read english manuals from the tenderest age, there was nothing
>else available (sob))
>
>Nat!
>--

Sure, a German dictionary might do it for many of those out there. Still,
there is a motivation problem. A lot of people out there just don't want to
go and pick up a dictionary to read a book.

What about if some of us who can I/O both German and English volunteered to
translate a chapter each...??

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

1473. Re: Profibuch (was Julian Reschke involved...)

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 17:16:53 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1juiu5INNe8k@rs2.hrz.th-darmstadt.de>
Source record: 211362

In article <jonal.122.727891145@dhhalden.no> jonal@dhhalden.no (JON ARVID LOVSTAD) writes:
>Sure, a German dictionary might do it for many of those out there. Still,
>there is a motivation problem. A lot of people out there just don't want to
>go and pick up a dictionary to read a book.
>
>What about if some of us who can I/O both German and English volunteered to
>translate a chapter each...??
>
I am pretty sure the motivation for people to translate a chapter for people
who can't find the motivation to pick up a dictionary is even less.

Nat!

--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Artist of the month: STOPPOK VfL Bochum: "Unabsteigbar"

1474. Re: Programs - I need ideas...!

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 17:17:27 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <93024.121727EENG6826@RyeVm.Ryerson.Ca>
Source record: 211384

How about doing a program that converts an FLI to SPC pictures ?
Its not that hard. The FLIs don't use any complicated compression
I was able to do the first frame in an afternoon.

Carlos Varela

1475. Help setup modem

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 17:51:05 UTC
From: tb1153@csc.albany.edu
Message-ID: <TB1153.93Jan24175105@thor.albany.edu>
Source record: 211375

A friend at SUNY-Albany would like to use his 520ST as a terminal to work off the school's UNIX cluster. I have been pleasantly surprised by the machine but don't know anything about it.

1. What cable should be used to connect the 25-pin "modem" port to the external Hayes-compatible modem?
2. Is there shareware that can enable him to emulate a VT100 and use Kermit protocol?
3. Where to find good shareware.

He has a double-sided 3.5 inch disk drive, which I assume is 720K. A user in the Netherlands tells me that the machine could probably read IBM formatted disks (since I will have to download it and get it to him somehow).

All help appreciated.
--
Tim Beidel
Albany, NY
tb1153@csc.albany.edu
71064.2106@compuserve.com

1476. GNU ZIP v0.8.1 ported to Atari

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 18:24:15 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Jan24.182415.22950@tdb.uu.se>
Source record: 211424

I've just put the binaries of the latest GNU ZIP (v0.8.1) at ftp.uni-kl.de
in the /pub/incoming/atari-directory. Unfortunately I didn't mange to get a
connection to atari.archive (too many users), so if someone could put it
there for me I would be happy since I can't put it there myself (I'm off
back to the army within less than 10 minutes :-). Otherwise I'll put it
there next weekend when I'm home again...

Enjoy!

Daniel Eriksson Internet : m91der@tdb.uu.se, den@hgs.se
Gardskarsvagen 6B Fidonet : 2:205/229 (Doomdark's Revenge)
814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72905 or 72901

1477. Re: ADVOCACY: RE: PC Bigotry

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 18:33:09 UTC
From: carter@cae.wisc.edu
Message-ID: <1993Jan24.123310.5268@doug.cae.wisc.edu>
Source record: 211359

In article <727877294.AA01212@contrast.wlink.nl> qsi@contrast.wlink.nl (Peter Kocourek) writes:
>John Hoffman wrote in a message on 19 Jan 93 to All
>
> JH> I must say that I am astonished at the number of posts that
> JH> are in the comp.sys.atari.st newsgroup which are posted by
> JH> PC users trying to convince users of Atari computers that they
> JH> should get rid of there Ataris and buy PC clones. This actually
>
>Most of these are still Atari owners (I do not have a PC) who are utterly
>disgusted at what Atari has done to their computer. The original ST was
>unsurpassed in price and performance, and held the promise of a very
>bright future. By now, a lot of us are totally disillusioned, and are
>pointing out that the Falcon is not a computer that fits the "Power
>without the price" motto.
>
> JH> What are some of the unique strengths of the ST? It is the
> JH> only system that can provide reasonable emulation of both IBM
> JH> systems and Macintosh systems. It has a very dynamic software
>
>Which is totally irrelevant by now. When the Mac Plus cost as much a small
>car, Spectre was a really good buy. Now, you can get a second-hand SE with
>harddisk for the price of Spectre. And besides, Spectre has become
>obsolete itself; no color, no System 7, no TT support... And the story of
>PC prices is well documented in this newsgroup.
>
> JH> environment that isn't totally dominated by a small collection
> JH> of Megapowerful software houses. It is possible for a developer
> JH> to write software for the atari and become a star in the atari
> JH> comunity.

Not only is there no money in designing Atari software for the commercial sector, the software tools are not as good, in fact pitiful if you consider what the PC and Mac have. Right now, I use Turbo C and thats a very fine environment but its bare minimum now, 3 years ago it was great!

Thats a shame...

>
>So what? A star does not a full belly make. The reason there is virtually
>no new software for the ST, is that you can't make any money. At the end
>of the month, somebody's got to pay the bills. And being a star in the
>Atari community is no substiture for hard cash.
>
> JH> The markets on other computer systems are considerably

> JH> more saturated. Seems to me that someone wanting to break into
> JH> software development wouldn't have made a bad choice starting
> JH> with a system like atari and then moving up to a PC after the
>
>Why waste time on programming the Atari? Move to where the money is right
>away.
>

My view is you go where the tools are, in that you find the best
environment to produce the best software, and Atari is a long cry from
that these days.

>
>YHS:QSI!
>

But, of course, that hasn't stopped me from writing my senior thesis on
the machine...(ie My MEGA STE 4/40)...I still enjoy writing software on
the machine. In this way it can retire and run my communications software
until it dies and I port it somewhere else! I'll probably forever keep the
machine because it has done so much for me...almost like a friend...lots
of memories in this ole brand name...

-Greggy POO

1478. Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 18:35:17 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1junh5INN6s5@anaconda.cis.ohio-state.edu>
Source record: 211369

In article <H.ea.bHSHEmfuoiE@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <11790@uqcspe.cs.uq.oz.au>, Warwick Allison writes:

>> Another great "real-time streams of data" is the analog phone-line
>> audio. By emulating a modem, the DSP can implement any of the
>> current modem standards - all in software, with just a simple
>> device to actually make the external coinnection to the phone line.
>

I believe that some high end modems already do that. From what I understand the high end Zyzel (?) modem has two cheap DSPs, a 68000 and a ROM. A modem upgrade usually consists on buying a new $35 ROM. Of course the modem is expensive to begin with....of course it's also really cool..fax modem, alternate ring detection, caller ID, supposedly can digitize incoming voice messages...wish I could afford one.

I have heard that there is doubt that the 56001 could do a 9600 baud modem and do error correction and detection at the same time. Anyone know for sure? I've heard plenty of people talk about implementing a modem on the 56001 (when NeXT debuted the slabs, when Cork was talking about releasing an Apple CI clone w/DSP, now, and at various other times in between....) but have never heard of someone actually *doing* it. Does anyone know (with some degree expertise) just how good a modem the 56001 could make? If it isn't at least 9600b with V.32,V.42 then by the time you bought the program and bought the hardware to hook up the phone, you would probably be getting into the price range of a real modem.

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

1479. Help VidiChrome

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 18:46:39 UTC
From: mbyd_ltd@uhura.cc.rochester.edu
Message-ID: <1993Jan24.184639.24216@galileo.cc.rochester.edu>
Source record: 211370

My Vidichrome disk has become corrupted and I didn't have a spare copy. Would anyone have old copy laying around? I have a VidiST that I got off the net and it didn't come with much documentation other than a slip of paper showing version 1.28 additions.

Is there someway I could get an upgrade, if there is one? Any replies would be welcome. I would really like to get this thing working well. Any hints or tricks would be also welcome.

THanks.

1480. Re: Atari ST and FAX (questions)

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 19:01:50 UTC
From: ekrimen@wet.UUCP
Message-ID: <5230@wet.UUCP>
Source record: 211366

In article <C1CIK4.5Jz@watserv1.uwaterloo.ca> bmaraldo@watserv1.uwaterloo.ca (Commander Brett Maraldo) writes:
>
> I really want to get a FAX modem running on my atari. What is the
>best way to go for modems? Is a 2400 data 9600 fax modem adequate? Do I
>really need a full blown 14.4k FAX modem? What about software? I hear
>Joppa has good s/w... can someone give me their address and phone number
>and relate any experiences with this s/w? What other s/w opions exists?

I really like my SupraFAXmodem with V.32bis, so I'd recommend it. You could also go for the slower speed version with V.32 (9600).

Charles Smeton, the programmer for Joppa's Straight Fax, recently bought the rights to it and started his own company, NewSTar. Support on GEnie is excellent. Unfortunately, I don't have a phone number or address for it. It's good software too. :^) I'm not aware of other fax software for the North American market.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

1481. Re: Why Atari can't succeed in the United States

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 19:12:07 UTC
From: jonc@status.gen.nz
Message-ID: <wuDVXB2w165w@status.gen.nz>
Source record: 211352

brayl@nyx.cs.du.edu (Bill Rayl) writes:

>
> Jon,
>
> I don't understand. Could you please explain your reasoning behind
> your statement that the Lynx puts Atari on firm financial ground?
>
> Perhaps you haven't heard that Toy R Us has dropped the Lynx?
> Maybe you didn't know that Toys R Us was Atari's biggest purchaser
> of the Lynx? Toys R Us has over 35 percent of the toy market; the
> toy market is a multi-million, if not billion, dollar a year
> product market. And Atari lost this major business account.

Pattie,

Who the heck is this little American firm called Toy R U (grin).
Please remember that Atari have a global presence in the market
place and just beacuse the USA is not doing so well, try to
remember there is LIFE outside your borders.

Here in Asia Pacific (the real one not California USA) the Lynx
was the most requested xmas present for children 3-15yrs and large
volumes have been sold over the xmas period. The same goes for
Europe from the conversations I have had with friends up that way.

Like it or not (and most of us are NOT) Atari has a firm footing in
the home console/games/video games industry (read the news.groups on
internet to get an idea of HOW big) and if they are to claw their way
back to a firm footing this is an ideal vehicle in which to do it.

We in this news.group use the st(generic term) series of computers
made by the same company. Therefore sometimes it is hard for us the
users to see the wood from the trees and tend to forget if the sales
of a product are no good, commercial realisim says stop supporting that
product line. This maybe why there has traditionaly been a so called
lack of support in the USA for the st series of machines due to lack
of market penitration (who knows I like others am only commenting on
what I have seen) and Atari not going at it with the ST/STE/TT and
the likes where they have in other countries that have proved to be
profitable.

Back to the subject at hand.

If you and your magazine were to ask Atari how many Lynx's have
been sold on a GLOBAL basis (out side the back yard USA) you might
be in a pleasant suprise.

Jon Clarke Z*NET Pacific
-=-=-=

1482. Weird question about the parallel port

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 19:24:40 UTC
From: jthomas@access.digex.com
Message-ID: <1juqdoINN6c2@digex.digex.com>
Source record: 211357

I'm using Spectre GCR to do a lot of Mac word processing, as well as downloading things from my local Internet provider. I rely on the fact that the Spectre software turns the Mac serial printer port output into parallel output on the ST's printer port. Running MultiFinder I can print in the background over the printer port and download at the same time. I want to go to a serial printer (well, it's more complicated than that, but I'll explain later), and I'm wondering if I can keep using the printer port, running the output through a parallel-serial converter.

Has anyone used a parallel to serial adapter on the Atari printer port to drive serial devices?

I know Spectre internally converts the Mac OS's serial output intended for a Mac printer port into parallel output, but is anything done for input? Is this even a reasonable question? (I don't know of any bidirectional parallel devices, although I have seen ads for bidirectional parallel-serial converters.)

The GCR manual doesn't go into a lot of depth as to the nature of Spectre's internal serial-parallel conversion. A one-way (output only) conversion would be sufficient to drive parallel printers, but wouldn't work at all if I tried to hook up a serial device that needed to be able to talk back.

(Actually, my ultimate goal is even more complicated, involving directing Spectre printer output through a null-modem cable into a 486 box running a Unix clone, where a daemon process will handshake like a LaserWriter, accept the PostScript output, and pipe it to GhostScript, a free Gnu Public Licensed PostScript emulator... but that's some time in the future)

Joe

1483. Re: Why Atari can't succeed in the United States

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 19:32:24 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1juqs8INNjmd@usenet.INS.CWRU.Edu>
Source record: 211361

In a previous article, ekrimen@wet.UUCP (Ed Krimen) says:

>In article <1993Jan23.012246.8736@mnemosyne.cs.du.edu> brayl@nyx.cs.du.edu (Bill Rayl)
writes:
>>
>>Perhaps you haven't heard that Toy R Us has dropped the Lynx?
>
>Has this actually been confirmed, or is it just a rumor that everyone keeps
>repeating, therefore making it true? On Christmas Eve, the Toys 'R' Us down
>the block from me had tons of Lynx stuff.
>
>
>--
> ||| Ed Krimen
> ||| ekrimen@wet.uucp
> / | \ E.KRIMEN (GEnie)
>

Ed,

"I" have been told by three salespeople from three different
stores that Toys'R'Us is dropping the Lynx. I have also been told by
five other people that they heard the same thing.

--

1484. Re: .AU sound-file player/convertor?

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 19:36:44 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.8urRFV6LIDU@semprini.tdkcs.waterloo.on.ca>
Source record: 211396

In <16B5D11F0E.C556212@mizzou1.missouri.edu>, Jeoff Hines writes:
> I have seen a lot of these *.AU sound files on various sites, but when I
> ftp one, the sound quality is severly distorted. As I understand it, this is
> a Sound Blaster file, which is used to digitize entire songs.
> Is there anyone out there that knows of an ST player or convertor that
> can handle the .AU format? I have a Replay 4 cartridge and an ST (not STe).
> I also have access to an IBM (with no sound card).
> Thanks for reading my plea for help....

I'm pretty sure .au is the format for Sun workstation sound files...
Dave Baggett wrote a .au to .spl (Atari format) converter, and it's in
his digistuf.arc on atari.archive.umich.edu in Sound/Players.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1485. Re: ADVOCACY: Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 19:45:06 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.44T3_CYVyIc@semprini.tdkcs.waterloo.on.ca>
Source record: 211395

In <1993Jan21.230132.13941@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:
> > Normally, you just get [DOS/Windows] 'bundled' with the PC, so I don't think
> > anyone really knows (or cares) that it's a 3rd party product, not part of
> > the OS! The dealers themselves probably don't care about that either!
>
> I wonder if, when ordering a full blown clone-system from one ofo the
> mail-order giants, they'd alternatively bundle OS/2 instead of Microsoft
> 'junk?'

Most of the will do something like that, or at least drop the price of the
system by the price of DOS/Windoze.

Some will put unix on it for the price of the system software...
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1486. Re: GIF viewers and GIF89a

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 19:53:34 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jus3uINNcja@golem.wcc.govt.nz>
Source record: 211371

> Frank
> frank@jplpost.jpl.nasa.gov

There is a PD program that converts GIF-89a into 87a format. 89-a
really is pointless, as it seems to make no difference at all in the
size or structure of the GIF file that actually make life easier.

WHat actually *is* the difference between 89a & 87a!? (Apart from
the 89a etc. at the start of the file...)

==
O O Computers: Not just machines, they're a way of				
o life. Your computer *IS* your religion!				TARI
_/ Steve Wells - Wellington, New Zealand.	/	\
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================

1487. Re: Atari ST and FAX (questions)

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 19:57:17 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jusatINNcja@golem.wcc.govt.nz>
Source record: 211358

You should be able to get a 9600 fax/modem send& recieve fax&modem
at 9600bps, for around $500 max' these days. (Or, for as little
as $250). Joppas ST-Fax or whatever it is, is practically the only
fax software for the ST - so the only way you can use a Fax-Modem,
is to attempt to find this, and fork out more money for it!

Meanwhile, the Am*ga has PD software which does the same. (And one
wonders why there is more for the thing!? 8-(

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================
```

1488. Atari Monitors for Sale

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 19:58:35 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <93024.145835JJL101@psuvm.psu.edu>
Source record: 211367

```
Atari Monitors for Sale:

Atari SC1224 color monitor: $125
Atary SM147 monochrome monitor: $125

Shipping details can be worked out, drop me a line if interested.
------------------
J.J. Lehett : Atari's, puzzles, games, MIDI, fractals, Kawai K4's...

- Work: JJL101@psuvm.psu.edu Penn State CAC
- Genie: J.LEHETT2
- Delphi: JLEHETT@delphi.com
```

1489. Re: CANNON BJ-5

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 20:01:46 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.PI0r_T8ZwGU@semprini.tdkcs.waterloo.on.ca>
Source record: 211398

In <C184vJ.J3p@nmrdc1.nmrdc.nnmc.navy.mil>, Jim Allor writes:
> I recently saw the Cannon bubble jet BJ-5 for $300. I'd like to use
> it with Pagestream, mainly. Does anyone have any experience with this
> combination. What is the quality and cost of running a bubblejet. Its
> says its 360DPI, but is the quality good.

From what I've seen of Cannon BJ printers, I'll stick with my "merely"
300dpi HP Deskjet 500. It doesn't cost any extra for a sheet-feeder,
it'll hold 50 pages in the input and output trays, it's _really_ easy to
refill the ink cartridges (saving you anywhere up to $20 over the cost
of a new cartridge), and the output is barely distinguishable from most
300dpi laser printers.

From what I've heard on GEnie, the BJ is nicer for printing text, the DJ
for printing graphics... Since most of my output comes from PageStream,
the DJ was a clear winner, IMHO.

You should be able to find a used DJ for $300 or $400; many users
upgraded to the colour deskjet (Deskjet 500C or the new Deskjet 550C).
--
-------------------==-------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1490. ADVOCACY: (was Re: Falcon)

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 20:10:12 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.EDk4FXZWpMQ@semprini.tdkcs.waterloo.on.ca>
Source record: 211397

In <1993Jan21.142427.3114@aber.ac.uk>, Herbert Martin Sauro writes:
> This months UK Atari User has a two page spread by Atari, advertising
> the Falcon and ST Applications are hoping to have a reivew of the
> Falcon next month.

Who's going to see it other than current Atari users?

Atari needs to put a two-page spread into BYTE or MacWorld/MacUser (I've seen adds from _IBM_ [not cloners] about multimedia systems in the Mac magazines) or something. With the dwindling numbers of current Atari users, the Falcon is going to FLOP if we're the only ones that know about it.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1491. Re: NEWSFLASH : FALCON RELEASED

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 21:37:34 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.YZtPiGGixIg@semprini.tdkcs.waterloo.on.ca>
Source record: 211399

In <1993Jan22.134501.594@doc.bmd.trw.com>, mfallero@doc.bmd.trw.com writes:
> I'll tell President Clinton to stop the bombing because you want
> to buy a new computer. I'm sure he'll see that your new Falcon is
> much more important that forcing Saddam to comply with the treaty
> Iraq signed at the end of Desert Storm.

Well, given the state of the US economy (and ours, courtesy of Free
Trade), it might not be such a bad idea... Stimulating sales of
something should be more important than playing, "We'll bomb you at
will! We are POWERFUL! Bwa-ha-ha..."

Hmm, maybe this should be in alt.fan.desert-storm or whatever...
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1492. Re: PC Bigotrynex

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 21:48:34 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.HkqTGyaJhdc@semprini.tdkcs.waterloo.on.ca>
Source record: 211400

In <1993Jan22.121036.13975@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:
> What is the deal with those 66mHz claims anywho? I've heard that it's not
> altogether a true statement -- one of those claims that _should_ be followed by
> a little asterisk for disclaimer. Anyone?

Like the Motorola 68040, the "dx2" '486s run at twice the speed
internally. Thus, a "'486dx2/66" is a 486/33 running at 66Mhz inside
the chip, which will speed things up a bit. Not 2x, but...

You could also call a 68040/33 a "68040dx2/66" if you wanted, but
Motorola has never tried to make the 2x internal speed thing a marketing
point. IMHO, a more honest approach.

--
-------------------==-------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1493. Re: Spectre 3.0 & apple file exchange?

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 22:32:24 UTC
From: wmagro@uiuc.edu
Message-ID: <C1DqM0.BxG@news.cso.uiuc.edu>
Source record: 211373

```
In article <107964@bu.edu> selick@csa.bu.edu (Steven Selick) writes:
>
>Has anybody tried/gotten to work the apple file exchange program on the
>Spectre? I want to convert a prodos 3.5" disk to mac. Where do I get the
>afe program, and what system do I need to run it?
>-Steve
>selick@csa.bu.edu

I've used it several times, though I prefer transverter for ST<->mac
transfers. Can't you ftp afe from apple.com?
--
William Magro NeXTMail welcome
wmagro@uiuc.edu
```

1494. Re: How to format 720k MFM (Mac disks) under apple file exchange?

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 22:35:53 UTC
From: wmagro@uiuc.edu
Message-ID: <C1Dqrt.C1E@news.cso.uiuc.edu>
Source record: 211374

In article <1993Jan22.005407.15198@miavx1.acs.muohio.edu> writes:
> Can someone tell me the trick to format 720k MFM disks under Apple
>File exchange? Thanks.
>
>Later.......
>
The trick was to click on the disk icon when presented with the disk
format dialog box. I tried it and it works. Under system 7, however the
feature has been (apparently) removed.
--
William Magro NeXTMail welcome
wmagro@uiuc.edu

1495. Re: Recommended Falcon monitor?

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 23:06:42 UTC
From: wmagro@uiuc.edu
Message-ID: <C1Ds76.CIy@news.cso.uiuc.edu>
Source record: 211376

In article <108007@bu.edu> selick@csa.bu.edu (Steven Selick) writes:
>
>What is/will be the recommended monitor for the Falcon (if/when it
>becomes available to me) to be able to use all of the screen solutions
>in all of the colors, and in a reasonably crisp manner? I'm hoping that
>the answer isn't a $1200 monitor from Atari (the price I'm hoping the
>Falcon will cost with 4 megs and a 65 meg hard drive). Will there be
>support for other lower cost monitors that, perhaps, the IBM community
>has been using for years and I might find used for $3-$400 US? Also,
>they (Sam Tramiel in Boston in October) said that the Falcon could
>display sm124 monichrome mode on a color monitor. Is the SM1224
>acceptable for this, or are they speaking of some $600 multi-sync

I saw a falcon running the ST high mode on an SC1224. Frankly, it just
didn't cut it. The dot pitch of the SC1224 is just too coarse to display
this mode. On a .28mm VGA monitor, monochrome should look just fine. If
you've ever seen a regular mac II, it's black text on white background is
what 640x480 on a .25 dotpitch trinitron looks like. More than adequate.
--
William Magro NeXTMail welcome
wmagro@uiuc.edu

1496. KQ IV -software bug or just plain stupid??

Newsgroup: comp.sys.atari.st
Date: 1993-01-24 23:26:32 UTC
From: mpeirce@maths.tcd.ie
Message-ID: <1993Jan24.232632.4998@maths.tcd.ie>
Source record: 211386

Hi people of the world.

A wee young non-netter contact of mine finds that in Kings Quest IV (Sierra)
that every time he digs a hole in the graveyard at night and types "look in
hole" the whole darn game crashes?????

Is this a software bug? -or is his version just corrupted?
If it is a bug how does one avoid it? :-)

Me? -I ain't even got that far yet.... :-)

Thanks,

Mike.E

Ps. If anyone knows what I'm waffling on about please bung something in
the email to me -I study too hard to read this group regularly :-)

--

Mail: Tragedy and Travesty, Romance and Sin,
mepeirce@unix1.tcd.ie Miracles in Majesty, that's where I've been.
-Homer.

1497. Re: an atari IBM

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 00:11:32 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.Da4K6VaKCq6@yonder.equinox.gen.nz>
Source record: 211382

In <iXPuXB3w165w@status.gen.nz>, Jon Clarke writes:

> If you do not want to do it yourself there is a great kit from "CT" in
> Germany. I have written an article in Z*NET back in 1989 about how to
> convert your ST to an IBM case and the pros and cons.
>
> This is why I jump into the Atari is NON upgradeable flame all the time.
>
> Jon Clarke Z*NET Pacific

Do you still have the article you wrote Jon?
If so, please post it... seems a few people are interested in doing it.

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1498. Need Cad-3D 2.02 Update info!

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 00:35:56 UTC
From: bcc@lanai.Eyring.COM
Message-ID: <1993Jan25.003556.29820@fcom.cc.utah.edu>
Source record: 211378

We just bought some of Antic Software's going out of business stuff, but now have a minor problem: In the Cyber Control stuff there is a readme file that says, "The first thing you need to do is upgrade to version 2.02 of Cad 3D because most of this stuff won't work with version 2.0" (which is what we have.)

Is there a way for us to upgrade? Is there anyone left who still handles this package? Are Tom Hudson, Darrel Anderson, Gary Yost, or Mark Kimball around? We don't want to steal software, we aren't asking for anyone to pirate a copy of this stuff; we'd just like to know if it is possible to use what we bought.

Thanks!
--
Brian Cooper bcc@Eyring.COM
Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS

1499. Re: Carter Graphics: opinions?

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 02:45:15 UTC
From: bq035@cleveland.Freenet.Edu
Message-ID: <1jvk7rINN6e2@usenet.INS.CWRU.Edu>
Source record: 211379

In a previous article, dud@hardy.u.washington.edu (Daniel Aylward) says:

>wbdst+@pitt.edu (William B Dwinnell) writes:
>
>
>>Has anyone else dealt with Carter Graphics? How do they compare with
>>say, San Jose, or Toad? The physical drive I got from them (SyQuest88,
>>with CPU switch) was good, but the response time, and lag from order
>>to delivery was out of hand (months!). Anyone else want to share
>>their experience with Carter Graphics?
>
>Yes, I bought my Mega STe there a year ago. It was not a bad experience
>by any means; I got a great price, and they were very flexible. I found a
>place in Computer Shopper that had cheaper hard drives and SIMMS, so I got
>just the CPU from Carter, and the Atari HD installation kit, with no problems.
>
>Dan Aylward
>dud@u.washington.edu
>

I have to report dissatisfaction with their speed. While constantly assuring
me of ever-increasing ship dates, they strung me along for a long time while
I was waiting for my 20 meg hard drive. After more than a month had passed
since my order, they informed me that they weren't carrying 20 meg hard drives
any more. But they cut me a pretty good deal on a 52meg hard drive, and when
that sucker arrived, I was too happy to anymore curse. In the end, I guess I
was happy.
--
* __ _____ Brian Jepson
* /__) __ . __ __ / __ _ / _ __ iqm229@uriacc.uri.edu
*/___) / / (_// / (__/ (_/ /_) _) (_) / / bq035@freenet.cwru.edu
* `- /

1500. Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 02:53:08 UTC
From: SML108@psuvm.psu.edu
Message-ID: <93024.215308SML108@psuvm.psu.edu>
Source record: 211380

In article <73872@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com says:
>
>Matt (01mbmccabe@leo.bsuvc.bsu.edu) writes:
>>From what some here say, your compiler may be very useful, and interesting t
>>play wait, on the DSP (Digital Signal Processor) chip. It soundslike it's a
>>pretty handy little chip.
>
>Except that the DSP chip has its own instruction set, its own
>compiler, and its own set of intended applications.
>
>It can't do general purpose processing, it's not a "math
>coprocessor", and it can't do anything to aid most programs.

And what exactly disqualifies the DSP as a general purpose computer?
It has a memory, a CPU, and I believe enough instructions to make it
capable of universal computation. Therefore, it can run any program
that your main CPU can run albeit in DSP assembler versus your processor's
assembler. It's about the neatest thing about the falcon... Alas in a year
or so everyone is going to have them and from the stats on the 56001
in the Falcon garnered from comp.dsp, they'll have a better one...
FYI Apple and Commodore will be putting in the AT&T DSP3210 chip into
their computers. It has full floating-point support and both address and data
bus are 32 bit. The 56001 has only integer instructions built-in and
I believe a 16 bit databus and 24 bit address bus... I also believe that
the price of DSP boards is probably about to plummet for everybody...
I'd wait and see what people manage to make them do before you make
any conclusions about their capabilities... I think one could put
together a really nifty pipelined graphics co-processor with a couple
of them....

It's going to be a good year for computers. I'd advise anyone ready to
upgrade to wait and see what everyone releases this year...

Scott

1501. Re: Carter Graphics: opinions?

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 03:22:56 UTC
From: wbdst+@pitt.edu
Message-ID: <2463@blue.cis.pitt.edu>
Source record: 211381

The only reason I thought I might not be alone with an unfortuneate experience with Carter Graphics, is that my friend, who got his SyQuest from them for his ST, said basically the same thing. I almost cancelled, and went to Toad, but the woman I spoke with there was so nice, that I felt bad. (Plus, I needed a CPU switch on the drive, so that I could share it with my IBM!)

1502. Re: Help setup modem

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 03:40:38 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.Dd8mmfLFpM2@yonder.equinox.gen.nz>
Source record: 211391

In <TB1153.93Jan24175105@thor.albany.edu>, BEIDEL TIMOTHY writes:

>1. What cable should be used to connect the 25-pin "modem" port
> to the external Hayes-compatible modem?

Just a standard RS232C one.

>2. Is there shareware that can enable him to emulate a VT100
> and use Kermit protocol?

Yup, Uniterm, available on
chsun.chuug.ch /archive/software/atari/Uniterm/
any probs, contact the author poole@chuug.ch

Or CoNNect available on
atari.archive.umich.edu /atari/Telecomm/ USA
or ftp.uni-kl.de /pub/atari/Telecom/ Germany
the author is for this is here, he reads this newsgroup.

>3. Where to find good shareware.

anon ftp site (problems? contact)
---------------------- ----------------------------
atari.archive.umich.edu (weiner@atari.archive.umich.edu) USA
ftp.tu-clausthal.de (BWWL@ibm.rz.tu-clausthal.de) Germany

atari.archive is mirrored in the UK somewhere, can't remember the
name off hand though.

>He has a double-sided 3.5 inch disk drive, which I assume is 720K.
>A user in the Netherlands tells me that the machine could probably
>read IBM formatted disks (since I will have to download it and
>get it to him somehow).

That is true. For him to format it, depending on which version of
TOS in his ST he has, he may need to use a special format program,
on other ST's, just format from the desktop. If it's formatted on
the IBM then passed onto the ST it will be read in no problems at all.

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1503. Re: Is there SLIP software for the ST?

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 03:45:54 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.ivMwKJB4iS_@yonder.equinox.gen.nz>
Source record: 211392

In <1993Jan24.062650.12340@zooid.guild.org>, Mike Stramba writes:
> Is anyone using / know where I can find SLIP software for the ST?

I think this is what you want, TCP/IP software right?

if so,...

ftp.tu-clausthal.de (139.174.1.3)
/pub/atari/telecomm/tcpip/

Index Index
ka9q_st.lzh TCP/IP software
sticp.lzh older TCP/IP software with better docs.

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1504. Re: ADVOCACY: Re: Porky pig.

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 05:24:39 UTC
From: mbernar@erenj.com
Message-ID: <1993Jan25.052439.8917@erenj.com>
Source record: 211385

In article <9301217343@ritz.mordor.com> ritz@ritz.mordor.com (Christopher Mauritz) writes:
>Warwick Allison (warwick@cs.uq.oz.au) wrote:
>OS/2> craig@yonder.equinox.gen.nz (Craig Shore) writes:
>OS/2> >Warwick Allison writes:
>OS/2>
>OS/2> >>In my experience, cheap PC-clones are flaky. You STILL get what you pay
>OS/2> >>for, even with the low prices of The Clones.
>OS/2>
>OS/2>
>OS/2> But with computers, a flakey component can work PERFECTLY for any amount
>OS/2> of time then DING - suddenly a chip pops out of its socket (ok, easy
>OS/2> to fix). Or a dry joint finally develops just under the spacebar that
>OS/2> you bash everytime you fire a smart-bomb.
>OS/2>
>
>I really wish you would lay off the complete misinformation. Any
>electrical engineering major (I was one for 3 years) will tell you
>that over 90% of the time if an electronic component is bad it
>will fail quickly. That is why most reasonable manufacturers these
>days ('cept Atari...but they're not reasonable) will burn in the
>machine for 72 hours or so.
>

Tell that to an ancient computer running a spectrometer in our lab.
Recently, it started behaving eratically (i.e. computes wrong numbers!)
When we called the manufacturer, they suggested we pull out the cpu card
and reseat all the socketed chips. It worked! We've had to do this
twice now. My guess is that it's due to oxidation on the contacts of cheap
sockets. Anyway, the moral is that
although what you say is true for semiconductors, it is not always true
for the conductors (mechanical conections).

This thread about cheap PC clones is interesting. I remember when I bought
my brand new 1040STf years ago that the first one didn't work right. The
dealer then suggested I give it the twist (grab each end and twist) which
he found works most of the time to seat some socketed chips inside. At the
time, there were complaints here in this newsgroup about Atari using cheap
sockets. Back then, Warwick's statement was being made in flame wars by
PC clone and Macintosh advocates about the Atari ST.

Marcelino Bernardo
mbernar@erenj.com

1505. Re: ADVOCACY: Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 05:54:57 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11830@uqcspe.cs.uq.oz.au>
Source record: 211301

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>> For around $300? Good luck.

>I don't care, but I'm sure I were to blow a few minutes looking through
>Computer Shopper, I could see a DSP board for $300.

Go on then. We're all standing here waiting for you to either do that,
or stick your other foot in your mouth.

>The Falcon is underpowered/overpriced... oh, I said that already. A
>few times an article, I think...

Because you keep ignoring the DSP.

I understand you. If the Falcon didn't have the DSP, I wouldn't by it.
It would be underpowered and overpriced.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = GNUized |
/ * <-- Computer Science Department, |||||| Atari Machine-Specific |
_.-._/ University of Queensland, _// || _ C++ game library |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1506. Re: GIF viewers and GIF89a

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 06:03:01 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <74312@cup.portal.com>
Source record: 211383

Steve Wells asked about the difference between the GIF87a and GIF89a standards...

I don't have a full list of the enhancements right here, but some of them include:

The ability to include comments with the picture, which allows giving credits and a description, among other information...

The ability to include animation (although I've only seen this done a very few times).

The ability to include more than one image in a single file...

I know there are more, but those are few of the changes.

BobR

1507. Darek

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 06:15:01 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1k00h5INNh20@golem.wcc.govt.nz>
Source record: 211387

Could Darek M. Please get in contact with me!

ASAP!

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ===========================
```

1508. Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 06:24:28 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1k012sINNbf6@life.ai.mit.edu>
Source record: 211389

In article <93024.215308SML108@psuvm.psu.edu> <SML108@psuvm.psu.edu> writes:
>And what exactly disqualifies the DSP as a general purpose computer?

It's optimized for a fairly restricted set of operations, that's all.
Yes, it's Turing-equivalent, but that doesn't mean the constant factors
are small. :) The point is that while you can do "general purpose"
things on a DSP, you're probably better off doing those things on a CPU
that is optimized for "general purpose" things. In other words, don't
use your DSP coprocessor for your B-Tree algorithms; your 68030 will
run them faster.

The other issue is, of course, I/O. The DSP is clearly a big loser for
general purpose I/O (e.g., files and screen RAM) when compared to the
CPU on the motherboard.

>It's going to be a good year for computers. I'd advise anyone ready to
>upgrade to wait and see what everyone releases this year...

Isn't this always the case? That's what I love about this industry...

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

1509. Re: Incompatibility FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 06:36:03 UTC
From: mbernar@erenj.com
Message-ID: <1993Jan25.063603.9759@erenj.com>
Source record: 211390

In article <1993Jan21.111119.13061@cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>With recent net discussions about software incompatibilities with new Atari
>hardware perhaps we should have a technical section in the FAQ which points
>out the things one should avoid. Not that I think that every commercial
>software developer reads News but at least it would help the ST net community.
>

On this subject: Is there a FAQ or a person who could answer if Dungeon
Master, Falcon, Pha$ar etc. would break if I upgrade my 1040STf to TOS 2.06?
A TOS 2.06 compatibility list would be nice.

Marcelino Bernardo
mbernar@erenj.com

1510. Re: ADVOCACY: (was Re: Falcon)

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 06:53:25 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Jan25.115326.15257@miavx1.acs.muohio.edu>
Source record: 211388

In article <H.ea.EDk4FXZWpMQ@semprini.tdkcs.waterloo.on.ca>,
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
> In <1993Jan21.142427.3114@aber.ac.uk>, Herbert Martin Sauro writes:
>> This months UK Atari User has a two page spread by Atari, advertising
>> the Falcon and ST Applications are hoping to have a reivew of the
>> Falcon next month.
>
> Who's going to see it other than current Atari users?
>
> Atari needs to put a two-page spread into BYTE or MacWorld/MacUser (I've
> seen adds from _IBM_ [not cloners] about multimedia systems in the Mac
> magazines) or something. With the dwindling numbers of current Atari
> users, the Falcon is going to FLOP if we're the only ones that know
> about it.

Heck, even Commodore has been running Amiga ads in Byte for several
months now. (And Byte even includes Amigas in some of their articles.)

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You like Earth Jazz, she likes Klingon \rlcollins@miavx1.acs.muohio.edu
opera, so you compromise, and listen to \RC1DSANU@miamiu.acs.muohio.edu
Klingon opera." -Odo, Star Trek- Deep Space Nine \rcollins@apsvax.aps.muohio.edu
\ R.COLLINS1 on GEnie
-----=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 25-JAN-1993

1511. Re: Atari OS chips...6 or 2

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 07:23:12 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1k04h0INNhto@golem.wcc.govt.nz>
Source record: 211394

In article <7340119@hpfcso.FC.HP.COM>, rossin@hpfcso.FC.HP.COM (Ted Rossin) writes:
>The two chip set will not work in your machine unless you add some logic
>to drive the chip select lines during the entire address space. You will also
>need to supply two extra address lines to the two chip set.
>
> Ted.

A lot of machines have the logic fitted for both 2 and 6 chip sets, some 2 chip machines don't have the Rom sockets fitted and some have them the rong way around..

Board No. for machines... Mega 2 C100501
4 C100167

520STF C070243
1040ST C070789
1040ST C103225

These are boards that have the 2-6 chip logic fitted...

Roger..... sheppard_r@kosmos.wcc.govt.nz

1512. RGB Pinstriping : Is there a cure?

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 07:25:41 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C1EFAt.27s@ecf.toronto.edu>
Source record: 211393

B
B
Distribution: comp
Organization: University of Toronto, Engineering Computing Facility

I have noticed that my ST produces some sort of pinstriping effect vertically across the monitor.

I have checked the monitor with another source, and so I believe it to be the RGB circuitry.

Someone has suggested to me that it may be the manner in which the R, G, and B are output.

Does anyone have any idea what causes this, and how to correct it?

If you have an answer, it would save me a great ammount of time!

1513. SCSITAPE Driver

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 08:52:16 UTC
From: quentin@dragons_lair.uk.sun.com
Message-ID: <14061@texsun.Central.Sun.COM>
Source record: 211401

Can anybody either supply me with a copy of a scsitape driver for the atari or point me to the right place to extract one over the net.I pulled one from twitterpatter almost a year ago, but trying to run LZH on it gives corrupt header.
Apologies if I'm posting to the wrong group.

quentin.hordle

1514. Re: ctrl-alt-del reset adding utility

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 09:08:19 UTC
From: John_Collis@equinox.gen.nz
Message-ID: <John_Collis.7wfj@equinox.gen.nz>
Source record: 211402

Vincent_Partington@p15.f202.n281.z2.fidonet wrote:
: In a message of <Sun 17 Jan 93 02:21>, SML108 (2:281/202.0) writes:

: S> Hi, has anyone ever written a utility to add ctrl-alt-del warmstarts
: S> to TOS 1.2 and earlier?
: S> I'd like to be able to reset without the modem hanging up...

: You could also configure your modem so that it won't hang up whern the
: DTR-line is toggled. On most modems AT&D1 will accomplish this. The only
: problem is that you then have to use +++ATH to hang up.
: Stalker can be so configures that it wikll use +++ATH when you want to hang
: up.

: Ta!
: Vincent

: FidoNet : 2:281/202.15
: NeST : 90:500/202.15
: Usenet : vincent@nextjk.wlink.nl

: --- MARSmail v1.20/4D
: * Origin: For real-time data compression, use Jekyll (2:281/202.15)

1515. Re: RAM disk, lharc...

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 09:24:28 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Jan25.092428.2085@unix.brighton.ac.uk>
Source record: 211404

awest@ub.d.umn.edu (The Piano Man) writes:
>
> First, what is a "RAM-disk" and how do I create one?

A RAM disk is a clever little program that fool your st into thinking it
has another drive connected when in fact the drive in a block of memory.

This is *very* simplistic, but the principle is that because a ram-disk
is in memory, access is *very* fast. You can get alot of different ram-disk
set up programs, which offer various features including reset-proof
ramdisks (remember memory gets wiped when you turn off, so copy everything
you want off of the disk before you switch off!) so that you can recover
your ramdisk after a reset (pretty handy).

> What programs should I use, and where are the directions for archivers for
> .lzh files?? (I just want to extract them!!!)

.lzh files need the lharc.ttp program, most pd archives hold at least
one version of this program. lancs.pdsoft in the uk have it, atari.archive
too, look in your nearest local archive.

--
+---+
| On the end of every wizards staff is a knob! - T.Pratchett |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix
+---+

1516. Re: IBM CORPORATE LOSS

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 09:25:54 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1993Jan25.092554.26383@cs.hw.ac.uk>
Source record: 211413

In article <C15nCD.F4@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk
(Craig Graham) writes:
>I was most amused to hear on the Evening News (on the Radio), that IBM has just
>made the biggest corporate loss EVER in the history of corporate losses......

(With apologies to those who read this group for informative articles)

A friend of mine was told these 'facts' at his employee induction course with
a clone manufacturer.

"IBM has so many employees worldwide that if they were all in one
place and that place was called a country then it would be the fifth
largest country in the world."

"IBM has so much money in the bank that the interest alone can pay
those peoples wages such that they could stop making computers
tomorrow and still keep everyone in a job if they had a mind to."

I dunno how true these statements are but even if there is some truth in them
then I doubt that the financial loss will hurt them much.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

1517. Re: ctrl-alt-del reset adding utility

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 09:29:29 UTC
From: John_Collis@equinox.gen.nz
Message-ID: <John_Collis.7wjb@equinox.gen.nz>
Source record: 211403

Johnc (John_Collis@equinox.gen.nz) wrote:
: Vincent_Partington@p15.f202.n281.z2.fidonet wrote:
: : In a message of <Sun 17 Jan 93 02:21>, SML108 (2:281/202.0) writes:

: : S> Hi, has anyone ever written a utility to add ctrl-alt-del warmstarts
: : S> to TOS 1.2 and earlier?
: : S> I'd like to be able to reset without the modem hanging up...

: : You could also configure your modem so that it won't hang up whern the
: : DTR-line is toggled. On most modems AT&D1 will accomplish this. The only
: : problem is that you then have to use +++ATH to hang up.
: : Stalker can be so configures that it wikll use +++ATH when you want to hang
: : up.

: : Ta!
: : Vincent

: : FidoNet : 2:281/202.15
: : NeST : 90:500/202.15
: : Usenet : vincent@nextjk.wlink.nl

: : --- MARSmail v1.20/4D
: : * Origin: For real-time data compression, use Jekyll (2:281/202.15)

1518. Re: Profibuch (was Julian Reschke involved...)

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 09:40:20 UTC
From: lsmichae@cip.informatik.uni-erlangen.de
Message-ID: <1k0ci4EINN4eg@uni-erlangen.de>
Source record: 211412

wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:

>For the price of the Profibuch (80.-DM ~ $50 per 1200+ pages) you should
>be still 'liquid' (in money terms) enough to also buy a German dictionary.
Isn't that a *big* ignorant? Just imagine, you want to spend 50 bucks for a
book in e.g. chinese or russian, can't speak the language and say that's
cheap? You even would by a even more expensive dictionary and a grammar
book to learn the language from an instant?

Well, if you would do so, that's your problem, but it won't help our
english speaking friends.

English is established as the international language for scientific and
computer science books, that's because english is a language that is
spoken world wide. And that's why computer books are usually written in
english.

>This way you'll learn some German, which will be for your future
>career probably even more profitable than knowing the VDI calls. (har)
I would doubt that. You judge again without evidence.

>(I had to read english manuals from the tenderest age, there was nothing
>else available (sob))
That's right, maybe because the computer science language *is* indeed
english.

Regards,
Larry

+---+------------------------+
| lsmichae@immd4.informatik.uni-erlangen.de | IRC: Pit HAM: DB3BW |
| Lars "Larry" Michael (Mr. GIF) +------------------------+
| Graduate Student of Computer Science | "What's the number |
| at Univ. of Erlangen/Nuremberg Germany | for 911 again?" |
+---+------------------------+

---------------------------- cut here ----------------------------
---------------------------- cut here ----------------------------
Larry

+---+------------------------+
| lsmichae@immd4.informatik.uni-erlangen.de | IRC: Pit HAM: DB3BW |
| Lars "Larry" Michael (Mr. GIF) +------------------------+
| Graduate Student of Computer Science | "What's the number |
| at Univ. of Erlangen/Nuremberg Germany | for 911 again?" |
+---+------------------------+

1519. OMEGA HELP????????

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 10:05:01 UTC
From: storm@fwi.uva.nl
Message-ID: <1993Jan25.100501.28518@fwi.uva.nl>
Source record: 211408

HI all,

I was wondering if anybody couldhelp me with the game Omega
I just got it recently from ftp and get killed all the time.
Because I run it on a one-floppy system this means wasting too
much time.

Maybe anybody has or knows where to find a FAQ???

Thanks Richard

--
Richard Storm, storm@fwi.uva.nl ||
University of Amsterdam.

1520. Re: Programs - I need ideas...!

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 10:09:10 UTC
From: richard@op.ph.ic.ac.uk
Message-ID: <1993Jan25.100910.7271@sol.ctr.columbia.edu>
Source record: 211405

In article <H.eg.Jzc7W7uBf8g@elfhaven.ersys.edmonton.ab.ca>,
mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:
|> Hi!
|>
|> I am in need of ideas for applications to write. What would people like
|> to see? I am at a serious loss for good ideas at the moment, which is
|> why I am asking.
|>
|> --
|> Regards,
|>
|> << +-+ >>
|> << Michel Forget >>
|> << ~~~~~~ >>
|> << mforget@elfhaven.ersys.edmonton.ab.ca >>
|> << ~~~~~~ >>
|> << My cat worships the Sacred Halogen Torchiere! >>
|> << -- >>

OK, here's a few, not so much what I'd like to see, more what you could do anyway:
(Leaving out dtp and wordprocessors because I can't imagine trying to
write these would be anything but boring).

Along dtp lines, how about something which will read in a picture/image
colour/greyscale display it on any monitor/mode allow loads of image
processing to be done and then output it in a format which all (most?)
dtp/document applications can cope with. There seem to be a few commercial
things around of this kind.
Continuing with image processing, what about a character recognition program?
Should be quite good fun.

You could also try for an object drawing package. I'm sort of having a bash
at this myself, but I've got side tracked now by omega... It's not boringly
simple if you've never done it before (grouping objects/changing their positions/
etc.)

One other thing I can think off, especially now that you can just feed
sound directly into a falcon, and that's something which will process
sound samples (off line), to clean them up, alter/edit them etc.

Well there's loads there, generally quite a lot of work involved, but
you did say "applications" above.

Richard

(strange cat you've got)

1521. installed base (was Re: ADVOCACY: (was Re: Falcon))

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 10:18:43 UTC
From: hitt@Xenon.Stanford.EDU
Message-ID: <1993Jan25.101843.13695@CSD-NewsHost.Stanford.EDU>
Source record: 211406

Chris writes:

> With the dwindling numbers of current Atari
> users, the Falcon is going to FLOP if we're the only ones that know
> about it.

Just what is the (approximate) installed base of Ataris and about
how many people are using them? (Surely this can't be an FAQ.)

(BTW, if the sound on the Falcon is as good as the claims made for it,
it should have a natural market among audiophiles.)

dan

1522. Re: meta-RFD.comp.sys.atari

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 10:34:43 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan25.103443@cs.bham.ac.uk>
Source record: 211407

I put my backing to David Paschall-Zimbel's reorganisation of the atari newsgroups. Thanks to all those who posted reactions to my mailing, and I've passed these on to David so hopefully when he comes up with the Request For Discussion he'll already have a large base of support.

Thanks, and got for it David!

David Oakley

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

1523. Right! More Picture Conversion stuff!

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 10:52:56 UTC
From: mcsdc1ph@dct.ac.uk
Message-ID: <1993Jan25.105256.3043@dct.ac.uk>
Source record: 211409

Hokay, first I asked for a program to convert IFF's and GIFs to ST/e.

I got Photochrome 3.

Excellent utility.

Now, is there a program out there to do the reverse, i.e. convert SP?, PCS pictures (ie. spectrum 512/4096 and photochrome 19200/32768 col pics) to The Amobeas IFF?

There had better be, as a certain Amobea owning friend of mine is getting paranoid, thinking that STE is a greedy machine who only takes, and doesen't give!

Thanks in advance for any help given....

Feekzoid

1524. Re: Falcon, Falcon who has got a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 11:27:26 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Jan25.112726.11738@dcs.warwick.ac.uk>
Source record: 211410

In article <1993Jan22.162113.13989@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>
>can someone make a list of typical sorts of programs that would be really
>"memory-intensive" so as to really suffer from this 16-bit memory bus?
>
> -Matt

Programs that should be using the blitter, but don't.
Eg. copying areas of memory, drawing sprites, scrolling in a window, etc.
(The blitter has 32-bit access and is faster at doing this sort of thing
anyway).

- Leo

1525. Re: PC Bigotrynex

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 12:10:37 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Jan25.121037.3207@email.tuwien.ac.at>
Source record: 211411

Bob_BobR_Retelle@cup.portal.com writes:
: [...]
: Yes, I own PC compatible computers, but I also own an Atari ST,
: which is part of a dying, sickly market, and it appears I'm
: engaged in several flamewars with people who seem to think that
: spreading misinformation about other brands of computers is
: somehow going to make everything in the Atari market suddenly
: turn around and become respectable again.

Well, you're also engaged in flamewars with persons who haven't spread
misinformation about other brands of computers but are getting tired of
reading dozens of postings that don't contain anything useful for this
newsgroup...

: BobR

-MY

1526. Re: Amiga Rules

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 12:16:44 UTC
From: csg022@cch.coventry.ac.uk
Message-ID: <C1Esrx.A0z@cck.coventry.ac.uk>
Source record: 211420

In article <C15Fp5.K5z@dcs.glasgow.ac.uk> odonneln@dcs.glasgow.ac.uk (Nicholas Odonnell) writes:

>All you Atari owners should dump 'em and buy an Amiga 1200 today.
>Nick.

I know I should have let this go straight in a KILL file but....

Don't you think Amigas will be next for the dustbin?
--
+---+
| csg022 is M B Procter | Sincerity, if you can fake that you've got it made. |
| Coventry Uni. England | Whoever said that was thinking of Anne Diamond |
+---+

1527. Re: Assembler routine that generates random numbers?

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 12:34:29 UTC
From: csg022@cch.coventry.ac.uk
Message-ID: <C1EtLI.HDI@cck.coventry.ac.uk>
Source record: 211428

In article <1993Jan20.203516.18565@prime.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:

>Does anybody know how to generate random numbers on a computer? I know
>of the GEMDOS/BIOS/XBIOS call that does that, but I wonder if it could
>be done faster? I'm supposed to do a program that has to do with
>probability and such things, and I'd like a fast and flexible random
>routine in assembler.. so if anybody has ideas, they're welcome!

Erm, read the value in the address that holds the screen raster line position? I don't know the exact address, but no doubt someone will.

--
+---+
| csg022 is M B Procter | Sincerity, if you can fake that you've got it made. |
| Coventry Uni. England | Whoever said that was thinking of Anne Diamond |
+---+

1528. Re: Flaky monochrome display on Mega STE

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 12:35:37 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Jan25.123537.4918@email.tuwien.ac.at>
Source record: 211414

gt1448b@prism.gatech.EDU (David P. Forrai) writes:
:[...] So I assume it is not the
: monitor but the Mega STE. Is this a known bug in the Mega STE?

This is the 'Shifter-bug', a lot of STe's have it, and it can be
fixed by replacing the shifter chip...

-MY

1529. Re: Spectre GCR: Knowing What To Do

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 12:52:33 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Jan25.125233.29198@news.unige.ch>
Source record: 211415

In article <1201@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
> In article <C17wC1.CEA@news.rich.bnr.ca> grier@bnr.ca (Brian Grier) writes:
> >
> >Another neat trick that works is format a small partition, under 5 meg,
> >of your HD as an MFS(not HFS) partition. Transverter can use this HD
> >partition as well as the 400k Spectre format floppy. This turns the
> >tranverter into something really usefull.
>
> Forgive me if I answer my own question, but how do you format a HD
> partition in MFS mode? Going to the format option under Spectre 2.65,
> thr MFS box is greyed-out. Was this option added later (in say 3.0) or
> is something just screwy with my setup?

The MFS option is greyed out if your partition is too big - you must
first prepare your 4ish meg. TOS partition, _then_ go to Spectre.
Transverting to hard disk is great. But I STILL do not understand why
I could transvert to my MFS partition on my Mega ST, but cannot on my TT :-(

Mike Morris

1530. Why Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 12:59:58 UTC
From: woom@ludd.luth.se
Message-ID: <1993Jan25.125958.7782@ludd.luth.se>
Source record: 211416

Why buy a falcon seems to be the hot question nowadays...

My reason will undoubtly be the soundspecs. Too bad CBM didn't include better sounds in the A1200...

Anyway, do anybody out there have any serious info on when atari will release the machine? I'm getting a bit bored waiting for it (dreaming?)...

/Da Wooom

1531. Re: Amiga Rules (Duh.)

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 13:01:33 UTC
From: ant@galadriel.bt.co.uk
Message-ID: <1993Jan25.130133.26692@galadriel.bt.co.uk>
Source record: 211439

From article <1993Jan20.191424.13870@bsu-ucs>, by 01mbmccabe@leo.bsuvc.bsu.edu:
>> All you Atari owners should dump 'em and buy an Amiga 1200 today.
>>
>> Nick.
>> .
> All computers suck. Everyone should dump them and invest in an abacus,
> slide-rule, and a shit-load of filing cabinets!
>
Yeah, like he says - go buy a A1200.

Antony.

Norwich Atari User Group.
Associations of Atari User Groups.
Dolphin Software.
Great Britain.

1532. Re: Fantasy Games

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 13:40:34 UTC
From: jont@harlqn.co.uk
Message-ID: <JONT.93Jan25134034@ml.harlqn.co.uk>
Source record: 211418

In article <74048@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

Other things to try.. take a party through the game using
Magic only.. or try using Fighters and no magic..

(And if you're a REAL Dungeon Master "Champion", you'll know why
those ideals can't be reached... though it's fun to try.. :)

No magic obviously won't work, the Zo Kath Ra spell is irreplacable.
No fighting I'm not sure about (though if you include hacking through
doors as fighter skills then you certainly can't do without them). You
can't complete level 9 without using Ninja skills. Priest skills are
probably dispensable if you're prepared to sleep a lot.

Just for fun, I recently started a new party, and went through
the first six levels without using any weapons... it's VERY
interesting trying to kick Purple Worms to death..!
My characters were all pretty high level Ninjas by the time they
got to Level Six... (Had to use magic though.. kicking a Wasp
to death is no fun, and the "Green Ghost" banshee on Level Four
can't be touched without magic...)

Ah, but in a minimal real time attempt you simply dodge the banshee.
Ditto most of the purple worms. Indeed, if you hide in the screamer
regeneration room after releasing them from the end of level 4 there's
a good chance they'll all go straight past.

And yes, Chaos Strikes Back can be won with just one reincarnated
Champion... "Raalf, Bad Dude of Romulus" (a Detroit area "inside
joke") had some bad moments all alone there now and then, but
in the end, Balance and Good were restored to the world...

Now, that's interesting. Defeating the initial set of worms must be a
bit close, or can one hide from them for a while. And can one complete
the game without needing to fall through the floor at any stage (which
would be bad news for a low level character)?

Dunno about speed... knowing where you *have* to go, and where
you can avoid going would help a lot... although that also
results in much weaker Champions from having less combat
experience (though if you know enough about the Dungeon to
avoid places that aren't necessary, you'll probably know enough
to keep your people alive, even if they're weaker..)

Yes, knowing where to go and what is necessary is the key to rapid
completion.

BobR
--

Jon Thackray jont@uk.co.harlqn 44 223 872522 (voice)
Harlequin Ltd. jgt1@uk.ac.cam.phx 44 223 872519 (fax)
Barrington Hall
Barrington
Cambridge CB2 5RG
England

1533. Re: Falcon's sighted in USA

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 14:12:05 UTC
From: mlake@irscscm.UUCP
Message-ID: <1993Jan25.141205.19901@irscscm.UUCP>
Source record: 211417

In article <1jnds6INNil7@tortoise.cis.ohio-state.edu> tbrown@cis.ohio-state.edu (ted croft brown) writes:
>In article <1993Jan20.012029.18482@wam.umd.edu> cmedley@wam.umd.edu (Flip) writes:
>>
>>Toad Computers in Severna Park, MD, has four Falcons but I didn't get to see
>>the actual CPUs. The boxes were sitting right out in front of their sales
>>desk and one box contained two "engineer's samples" and the other box had no
>>distinctive markings to differentiate it from a production model....
>>
>
>I would be more heartened by this if the same thing hadn't happened at
>WAACE. Atari, for some strange reason, had some Falcons which were
>distributed to some developers and taken elsewhere by Reebok sent and
>stored at Toad for the week before WAACE. Toad had the Falcon030 boxes
>in plain sight all through WACCE but they weren't TOAD's and they weren't
>for sale. In fact I heard the Toad guy uh...the best term is "whining" to
>Bill Reebok that they ought to be able to keep one of them. Since some of
>them were marked samples, this might just be the same sort of thing.
>
>Did you ask if they were for sale?
>

I visited Toad Computers on Saturday and asked about the Falcons. The
lady working the store at the time (Jennifer?) told me thay have not
received any Falcons to resell yet let alone any demonstration models
from Atari. She went on to say that they set up a Falcon every
Thursday (?) but that it's borrowed from some individual.

--
Marshall Lake
mlake%irscscm%media@uunet.uu.net
...!uunet!{media,mimsy!bogart}!irscscm!mlake
mlake@irscscm.UUCP

1534. Falcon & Jaguar news

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 14:13:54 UTC
From: evilandi@vnet.ibm.com
Message-ID: <19930125.081506.274@almaden.ibm.com>
Source record: 211426

Page 374 of Teletext On 3 (the data service provided by the UK's ITV television network) today features a brief interview with an Atari UK spokescreature.

It said that Atari is currently *stockpiling* Falcons rather than supplying them before the March launch date, so that there will be plenty of stock ready.

The Jaguar was said to be nearly ready; it is a cartridge console with custom graphics & sound chips, and will sell for UKP100-200 (USD150-300). A summer/autumn 1993 launch is expected.

Andrew Oakley <evilandi@vnet.ibm.com> (JANET: <evilandi@com.ibm.vnet>)
IBM Warwick, UK (I speak FROM IBM, not FOR IBM) UK Tel. 0926 464830

Evil Andi of GOTHIC DOMAIN SOFTWARE: Computing for the culture-shocked
Budgie UK titles: Ballpark, Flipped & Square Off
Shareware titles: ST-Zine Disk Mag Kit, Quiz Construction Kit & others
---
"So how big is IBM?" "No comment" "THAT big, eh?" :-)

1535. Hunter - Is it any good?

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 14:16:10 UTC
From: jpa@cs.bham.ac.uk
Message-ID: <C1EyAz.lyp@cs.bham.ac.uk>
Source record: 211419

Can someone please post a 'review' (or just comment on) the game Hunter.
I am especially interested in how complex the game is (do you need to think about strategies when playing or is it just a shoot'em up), and how long its appeal lasts.

Thanks,

Jonathan.

Jonathan Alma J.P.Alma@cs.bham.ac.uk
School of Computer Science
University of Birmingham, UK, B15 2TT.

The opinions expressed are my own and not those of Birmingham University

1536. Help ! SPECTRE vs. Mac

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 14:38:02 UTC
From: danny@nessie.mcc.ac.uk
Message-ID: <1993Jan25.143802.7704@nessie.mcc.ac.uk>
Source record: 211422

Hello there,

I'm considering upgrading to an Apple Mac but I understand that there is a
plug in cartridge that will turn my ST into an Apple Mac.
My question is : How good is it ? How transparent to the user is it ?
Should I buy it or upgrade ?

Thankyou for your time (in advance),

Danny

1537. PERSONAL to #### D. OAKLY

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 14:51:41 UTC
From: ant@galadriel.bt.co.uk
Message-ID: <1993Jan25.145141.27242@galadriel.bt.co.uk>
Source record: 211421
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Personal to D. Oakly (Birmingham, UK).

Tried to return your mail but it bounced.
Please mail me with a valid address.

Antony.

Norwich Atari User Group.
Associations of Atari User Groups.
Dolphin Software.
Great Britain.

ant@galadriel.bt.co.uk

1538. Re: .AU sound-file player/convertor?

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 15:20:00 UTC
From: Frank.Moehle@arbi.informatik.uni-oldenburg.de
Message-ID: <1993Jan25.153026.20939@arbi.Informatik.Uni-Oldenburg.DE>
Source record: 211429

C556212@mizzou1.missouri.edu (Jeoff Hines) writes:

> I have seen a lot of these *.AU sound files on various sites, but when I
>ftp one, the sound quality is severly distorted. As I understand it, this is
>a Sound Blaster file, which is used to digitize entire songs.
In fact, you're totally wrong. .AU means a-law or u-law format, which is
a kind of logarithmically downscaling 12 bit to 8 bit. .AU is very common
on SUN SPARC stations and some other big machines.

> Is there anyone out there that knows of an ST player or convertor that
>can handle the .AU format?
a) Have a look at atari.archive.umich.edu, in atari/sounds or one of it`s
subdirectories. As far as i know, they have a convertor from .au to .snd .
(very noisy, though). It may be a part of the "digistuf" package.

get sox5beta.tar.Z from "ftp.cwi.nl" , compile it on your favourite
unix host or use the atari version of GCC and it`s utilities.
SOX can convert between almost any sound format, including sone very common
formats from DOS, UNIX, PC and MAC, and does a very accurate job.

Hope this helps

Frank
--
==
CS Student | I may be late,
Real : Frank Moehle, 2900 Oldenburg, west germany | but I'm worth
Inhouse : faramir!moesel | waiting for.
UUCP : moehle@uniol +-----------------
DOMAIN : Frank.Moehle@arbi.informatik.uni-oldenburg.de
------------------------------>Fascinating.<---------------------------------
**** It`s how you DO it, not how you don't. ****

1539. Re: floptical advice please!

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 15:33:10 UTC
From: u0h36@keele.ac.uk
Message-ID: <C1F1vC.JsG@gabriel.keele.ac.uk>
Source record: 211423

I finally made my choice. Things turned out a little more expensive than I had first hoped, but I'll soon be getting a 85mb Data Pulse + drive (cost just under £400). Speed was very important, and I didn't really want to find myself running out of space, so 40/50 meg drives were out too (I couldn't get hold of them if I'd have wanted too). Of course, there's bound to be more problems in actually getting it... the path to hard drive ownership has not been smooth for me so far!

Thanks for the info folks,
Adam

1540. Re: Right! More Picture Conversion stuff!

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 15:51:06 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1202@usdtsg.DaytonOH.NCR.COM>
Source record: 211432

In article <1993Jan25.105256.3043@dct.ac.uk> mcsdc1ph@dct.ac.uk writes:
>
[stuff deleted]
>Now, is there a program out there to do the reverse, i.e. convert SP?, PCS
>pictures (ie. spectrum 512/4096 and photochrome 19200/32768 col pics) to
>The Amobeas IFF?

I believe the *registered* version of Gemview 2.13 lets you save
in IFF, GIF, BMP, and some other formats. IFF and GIF would work with
your Amiga friend, and BMP would work with Windows, I believe.
Unregistered, you still could save as GIF...

>There had better be, as a certain Amobea owning friend of mine is getting
>paranoid, thinking that STE is a greedy machine who only takes, and doesen't
>give!

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

...dunno about converting PCS pics, however...

1541. Re: KQ IV -software bug or just plain stupid??

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 15:58:20 UTC
From: borrmann@Informatik.TU-Muenchen.DE
Message-ID: <1993Jan25.155820.18808@Informatik.TU-Muenchen.DE>
Source record: 211425

A few weeks ago I discovered that bug, too. But KQ IV and my Atari ST didn't crash throwing bombs. Kings Quest IV popped up a dialog box saying something like 'Oops! You've discovered a bug. Please contact the Sierra customer support' and after pressing the RETURN-key the program exited. Well, it seems this is indeed a bug! On the other hand the bug only shows up if you dig a hole in the cemetery at the wrong place (the program tells you, that you dig a hole and don't find anything of interest; after the 6th hole your shovel breaks) and look into the hole you just dug. To avoid the bug simply (???!) find out how to stop the baby ghost's fretful crying and/or where to dig (well, my guess. I'm stuck at that place, too): KQ IV only lets you dig in the graveyard if and only if you have visited the nursery while the baby ghost was in (and crying). It seems to me that there is still another (mother?) ghost in the room trying to quiet the baby because the cradle is rocking.

Alexander

1542. 1.44 MB drives on MSTE, just replace it !

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 16:47:02 UTC
From: ebeling@theo.physik.uni-bremen.de
Message-ID: <ebeling.14.0@theo.physik.uni-bremen.de>
Source record: 211433

High Guys,

just a quick remark. I just exchanged my old DD drive in an 1990 MSTE against a HD drive, I also changed DIP 7 to on. And guess what it worked at once !!!!

So before buying expensive hardware add-ons, check out if your MSTE can handle a HD drive. The floppy controller, a WD 1772 02-02, gets a little warmer, but it works !

Bye,

Walter

1543. Re: Fantasy Games

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 16:50:03 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.93Jan25164310@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 211449

Hmm, I can see why pure fighters couldn't make it, but I can't think why pure magic users couldn't. Any chance of spilling the beans 8-)

On the subject of Dungeon master, was it actually possible to kill the Dark Lord by combat? I know they'd put an ending in where the white lord wiped you out if you'd killed the dark lord, but was that for real?

Kev

1544. Re: Help ! SPECTRE vs. Mac

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 16:50:32 UTC
From: bjgrier@bnr.ca
Message-ID: <C1F5G8.IMD@news.rich.bnr.ca>
Source record: 211443

danny@nessie.mcc.ac.uk (Danny Graham) writes:
> Hello there,
>
> I'm considering upgrading to an Apple Mac but I understand that there is a
> plug in cartridge that will turn my ST into an Apple Mac.
> My question is : How good is it ? How transparent to the user is it ?
> Should I buy it or upgrade ?
>
> Thankyou for your time (in advance),
>
> Danny

What you should consider is what you intend to use the MAC for. If it will be a stand-alone system then Spectre could be very usable to you. If you will need to join a local-talk network then Spectre will be of very little use with-out Dave Smalls Mega-talk board, which only fits into MegaSTs. I use Spectre 128, not GCR and it fits my needs.

With Spectre you can setup your system to become a MAC on boot-up so their is very little difference in that regard. The only really noticeable difference I've found is the way Disk inserts/ejects take place.

Spectre works fine with AdSpeed-ST, though if your system has 2.5meg of memory you have to do some extra key-strokes, which I think is needed for ALL STs.

1545. Re: Hexmines v1.2

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 16:50:58 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.dl0lu3NFGmA@semprini.tdkcs.waterloo.on.ca>
Source record: 211427

In <8698@laas.laas.fr>, Jean-Etienne Doucet writes:
> Quite a long time ago, I've asked -- on the net -- if there were
> some ways to simulate the GET/PUT GFA Basic instructions in C ?
> (Preferably HSC)

Nobody answered?!? Sheesh! We all must've been in a flame war or
something... ;-)

> So what ? I stick to GFA Basic for writing games and only use
> C for writing programs with no (or little) graphics

IMHO, GFA BASIC is nasty and hellishly incompatible... Hopefully I
won't start another flame war by saying that.

> For people who don't know what GET and PUT are:
> GET x1,y1,x2,y2,CH$
> copy the screen portion given by x1,x2,y1,y2 into the string CH$
> PUT x,y,CH$
> copy back the screen portion in CH$ as a rectangle with x,y being
> the upper left point coordinates.

Have you done any VDI programming? It needs a little bit of setting up,
but not too much. And it'll generally work in any resolution...

vro_cpyfm() is the function you're after:

Copy Raster, Opaque

```
int vid_handle, mode, points[8];
struct fdbstr
{
int *fd_addr; /* ptr to image data area [just a buffer] */
int fd_w; /* width in pixels */
int fd_h; /* height in pixels */
int fd_wdwidth; /* image width in words (ie, 16-bits) */
int fd_stand; /* standard format or ST format flag */
int fd_nplanes; /* number of colour bit planes */
int fd_r1, fd_r2, /* reserved for future use */
fd_r3;
} src, dst;

vro_cpyfm( vdi_handle, mode, points, &src, &dst );
```

For more info, grab a VDI book, or beg someone for sample code... ;-)
I'd type the rest of the manual page, but it's quite long. Useful mode
values are 3 (replace dst with src), 6 (XOR dst with src).
--

Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1546. MULTI-TOS release, when did it happen ??

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 16:52:09 UTC
From: ebeling@theo.physik.uni-bremen.de
Message-ID: <ebeling.15.0@theo.physik.uni-bremen.de>
Source record: 211434

High,

Bob Brodie announced a MULTI-TOS release some time ago. When did it happen,
or did I just miss this important day ?

If somebody from ATARI is reading this: FORGET ABOUT INSTALLATION PROGRAMS,
RELEASE IT !!!! You might want to use atari.achive.umich.edu. All users will
promise fast bug reports (no doubt about that).

Still waitin'.............

Walter

1547. ** WANTED 1040STe **

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 16:52:32 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <C1F5JL.4H@mentor.cc.purdue.edu>
Source record: 211431

I am looking for a used 1040STe, with TOS 1.62 or 2.06.

I will consider any RAM configuration.
I only want the computer and mouse and the owner's manual.
I will pay a very fair price.
Obviously, the computer should be in perfect working order.

I will consider STe's with other upgrades such as AdSpeed etc.
and will pay accordingly for the upgrade's value.

Thanks in Advance,
Jody Lenn

lenn@atari.archive.umich.edu
lenn@mentor.cc.purdue.edu
GEnie: J.LENN1

1548. Re: Why Atari can't succeed in the United States

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 16:59:16 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.lJdo7QJExj2@semprini.tdkcs.waterloo.on.ca>
Source record: 211430

In <1jsn8kINNd95@escargot.xx.rmit.OZ.AU>, UT writes:
> There was a very interesting tv program on recently about Japanese trade
> practices and how they are making it very hard for Americans to break into
> their own markets. One case in point stood out - a new hand held game system
> (don't remember which) was to be carried by Toys R Us until Nintendo stepped in
> threatening supplies of its entertainment systems unless Toys R Us dropped the
> product.
>
> Has Atari been stepping on Nintendos toes?

Well, there was that LAW SUIT they filed (unsuccessfully) against Nintendo
a while back...

Oh, and the Lynx is competing with the GameBoy; competition seems to be
stepping-on-our-toes to Nintendo.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1549. Re: ADVOCACY: Falcon - Why I'm buying it...

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 17:00:24 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.93Jan25165340@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 211448

>>>>> On 21 Jan 93 22:16:36 GMT, cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) said:

> I guess you didn't try using one of the nice 16-bit colour modes, eh?
> Howard Chu (You know, great ST developer type? Ports GNU C for fun?)
> reported that the system ran about 50% of normal speed in the
> large/many-coloured modes.

But are you going to be running a text editor in 16 bit colour? Personally I'd be happy with a high resolution 16 color display for most of my work (hopefully one of the same quality I get on my SM124), and the higher colour modes for games/art work.

Kev

1550. Re: Profibuch (was Julian Reschke involved...)

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 18:03:39 UTC
From: healy@nosc.mil
Message-ID: <1993Jan25.180339.24554@nosc.mil>
Source record: 211437

Actually, german is similar enough to english that you have a chance
of comprehending it with a dictionary (as opposed to something like
japanese or chinese).

1551. Re: floptical advice please!

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 18:20:11 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan25.132011.14027@bsu-ucs>
Source record: 211435

> The fact that they are slower than floppies is all that is putting me
> off - I don't have an existing hard drive, and I don't think a floptical
> would be up to the job of running gcc/mint/tcsh/latex and whatever at a
> reasonable speed. I do like the idea of keeping related bunches of
> programs all on one disk though - just pop in the disk corresponding to
> what you're going to do tht session.

I'm not sure if the above is a typo, but Flopticals are several times faster
than a regualr floppy drive. If the above _is_ a typo, then yes, Flopticals
are slower than a hard-drive.

-Matt

1552. Re: PD Spreadsheets

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 18:56:57 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C1FBB0.Gow@news2.cis.umn.edu>
Source record: 211436

In article <XJquXB4w165w@status.gen.nz>, jonc@status.gen.nz (Jon Clarke) writes:
> There is a PD spreadsheet program called "Sheet". It works well enough
>for most applications. We used to use it at our old user group for
>accounts and I think the chaps still use it for that purpose and also
>billing for the PD libary.

Additional notes: "Sheet" is a shareware spreadsheet with a BASIC-like
language interface added. There is a version of this software
available on the atari.archive.umich.edu server in the
../Applications/Spreadsheets directory.

-- David Paschall-Zimbel

1553. Re: Help ! SPECTRE vs. Mac

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 19:19:25 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1993Jan25.121926.4284@arizona.edu>
Source record: 211438

In article 7704@nessie.mcc.ac.uk, danny@nessie.mcc.ac.uk (Danny Graham) writes:
> Hello there,
>
> I'm considering upgrading to an Apple Mac but I understand that there is a
> plug in cartridge that will turn my ST into an Apple Mac.
> My question is : How good is it ? How transparent to the user is it ?
> Should I buy it or upgrade ?
>
> Thankyou for your time (in advance),
>
> Danny

Spectre GCR from Gadgets by Small plus a set of Mac ROMS will cost you about $500,
which will effectively turn your ST into a Mac-Plus (mono--no color options yet).
It currently runs System 6.0.5 pretty good--no system 7. And almost all the Mac software
I've tried (besides a few games) has worked flawlessly. It's very
transparent to the user, once you get used to different control keys and taking
floppy disks out yourself.

For your ST, I'd say you need at least 2M RAM and a hard drive (as for any Mac).
And of course you need a Mono monitor.

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

1554. UNIXMODE aware file utilities?

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 19:39:47 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1k1fm3lNN28ft@rs1.rrz.Uni-Koeln.DE>
Source record: 211442

Hi Atari Networld,

having learned about UNIXMODE recently, I wonder whether there are file utilities (you know, those goodies like ls.ttp, cp.ttp, rmdir.ttp etc., that make shells fun to use) that are UNIXMODE aware. All I could find so far is a package called futilbin.zoo. This is pretty complete, works well, but it doesn't seem to know about UNIXMODE. The files in that package were created in November 1991. Are there any more recent versions available?

Greetinx & many thanx in advance,

Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

1555. Re: Hunter - Is it any good?

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 20:52:56 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1k1jv8INNnb6@golem.wcc.govt.nz>
Source record: 211441

Hunter:

Hunter is optionally, either a Strategy, or an Action game. It has
options to alter the size of the mission, to such a degreee that you
can only complete it using strategy. (To some extent).

Basicaly, no matter what you do - you have to go around shooting people
and blowing up silo's etc.

The graphics are quite acceptable for such a game, with plenty of shades
of green :) Some of the graphics are a bit odd, in one case you have
to find a person, which I found quite difficult, because the guy I
was supposed to find, looked like a coat-rack in a house.

It takes hours to finish it, but has a reasonable amount of variety to
keep you going for a while. The 3D works reasonably well, apart from
the fact that as soon as you go behind something, you can't walk through
the back of it, which causes problems, as the objects turn invisible,
making navigation awkward. Getting into/out of vehicles is simple enough,
but occassionally you keep hopping back into them, when you are nowhere
there them, which is rather annoying!

Plenty of little extras, like sharks swimming around. The enemy soldiers
swim out to greet you with a bullet through the head. Little animals
wander around which you aren't supposed to kill, or you lose credit.

Assortet different weapons, ranging from a hand-pistol, to a rocker
launcher, and timed explosives.
Bulls that charge at you (persistently).

Lots of different buildings etc. Assorted enemy weaponry, dozens
of different vehicles to get into, ranging from a surf-board,
to an apache-like helicopter.

If you like a bit of violence it's good. For those who like high-speed
shoot 'em ups, it's probably not, as it can take quite a while before
anything can happen! (Lots of travelling....)

ST-Format (and others) had a review of it, around a year ago, so you
may be able to trace down their review. From memory, ST-Format gave
Hunter around 85% somewhere!

==
O O Computers: Not just machines, they're a way of				
o life. Your computer *IS* your religion!				TARI
_/ Steve Wells - Wellington, New Zealand.	/	\
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================

1556. Re: PC Bigotrynex

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 21:08:54 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.eL2Hg85D8ng@fredrik.atari.no>
Source record: 211440

In <1jqhd4INNlkf@golem.wcc.govt.nz>, Steve Wells writes:
>> What is the deal with those 66mHz claims anywho? I've heard that it's not
>> altogether a true statement -- one of those claims that _should_ be follow
>> a little asterisk for disclaimer. Anyone?
>>
>
>There is now 100Mhz capability. Not that anyone cares, right!? 8-)
>
>
Oh, this was what I've been waiting for all my life: A computer with
a processor whos clock frequency is reciveable on my FM-Tuner! I *MUST*
have one of those }B^)

Evil grin

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-------------------------------------------------------
```

1557. TOS2.06 from CodeHead.

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 22:25:26 UTC
From: rdt154k@monu6.cc.monash.edu.au
Message-ID: <1993Jan25.222526.19624@monu6.cc.monash.edu.au>
Source record: 211444

Can anyone please provide information regarding TOS2.06.
I need a contact number + fax number + an address as to where
I can purchase from. Also what is the current cost of the
MEGA BUS version.

Thanks in advance.

---
* Nino Benci. Chief Technical Officer. *
* Department of Physics, Monash University, Clayton Campus. *
* Wellington Rd, Clayton, Victoria, Australia. 3168. *
* Tel (61) (3) 565 3649. Fax (61) (3) 565 3637 *
* email: rdt154k@monu6.cc.monash.au *

1558. Re: A1200

Newsgroup: comp.sys.atari.st
Date: 1993-01-25 22:53:40 UTC
From: cpb1001@phx.cam.ac.uk
Message-ID: <1993Jan25.225340.769@infodev.cam.ac.uk>
Source record: 211445

In article <1993Jan22.150322.2869@dcs.warwick.ac.uk>, leo@dcs.warwick.ac.uk (Leo Hendry) writes:
|> This is not meant to start a flame war, and it is probably best to resist from
|> following up if at-all possible.
|> I thought a few ST users (and would be Falcon users) would be interested to
|> know that there are several problems with the A1200.
|> 1) The modulators have a habit of failing after an hours use. One guy
|> in c.s.a.h is on his 4th because of this problem, and several others have had
|> more than one replaced. As far as I know this problem has not been ironed out
|> yet.
|> 2) Misc. display glitches. These appear on all machines when using
|> certain monitors and the problem looks here to stay.
|> 3) Under-powered PSUs. Some early ones cannot handle HDs.
|> 4) Keyboard problems. This appears to be a serious problem, which
|> might not be fixable. Symptoms are keys sometimes not responding and keys
|> registered as pressed after one pressed later is. This basically means you
|> can't use the machine for wordprocessing unless you can't type.
|>
|> The other problems I reported earlier seem to have been fixed now.

It does seem that the early 1200's had a few bugs, but I bought one a few weeks ago and none of this has happened to me.

Don't know about the modulator, since I'm using a monitor, but I havent had any display glitches, my PSU is powering an 80 meg Harddisk, and doesn't even get warm after several hours use, and my keyboard works perfectly.

Chris Brown

1559. MiNT Distribution kit problem

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 00:13:00 UTC
From: ee90grb@brunel.ac.uk
Message-ID: <C1Fpxo.39r@brunel.ac.uk>
Source record: 211446

I am having a problem with the mint distribution kit.

I have got the INIT=/bin/sh line in mint.cnf and it start up sh OK.
The problem is that it does not seem to run the /etc/profile script.
Also if I type tcsh the login.csh also does not seem to run.
Can anyone help?

P.S I have an ICD host adaptor and when I installed the MinixFS file system
whenever I was instructed to reset the computer I switched off the computer
and hard drive. Reseting this way seemed to cause no problems whatsoever

Thanks

Gareth Blades

ee90grb@brunel.ac.uk

1560. Re: MULTI-TOS release, when did it happen ??

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 00:28:14 UTC
From: ersmith@netcom.com
Message-ID: <1993Jan26.002814.5051@netcom.com>
Source record: 211450

In article <ebeling.15.0@theo.physik.uni-bremen.de> ebeling@theo.physik.uni-bremen.de (Walter Ebeling) writes:
>Bob Brodie announced a MULTI-TOS release some time ago. When did it happen,
>or did I just miss this important day ?

MultiTOS has not been released yet.

I should also point out here that the pricing and distribution methods for MultiTOS have not yet been finalized. Bob Brodie expressed *his personal opinion* on how *he* would like to see MultiTOS distributed, and he was definitely not promising that MultiTOS would be free.

(Don't bother telling me your opinion: I have no influence on the decision. I only work here :-))

Eric

1561. Re: Julian Reschke involved with MultiTOS d

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 01:01:17 UTC
From: gfarrell@cs.sfu.ca
Message-ID: <1993Jan26.010117.11960@cs.sfu.ca>
Source record: 211303

In article <memo.883178@cix.compulink.co.uk> apelled@cix.compulink.co.uk writes:
>
[...]
> ... There are a lot of English speaking countries; Britain
>and the States. i would think that there would be sufficient demand to make
>it worth somebodies while.

And what of Canada? (You know, that big, pink blob just north of the U.S.).
Sheesh, we're used to being forgotten by Americans, but the British, too?

>
> Adam.

Gordon
--

Gordon Farrell |e-mail:gfarrell@cs.sfu.ca |"Shee, you guys are so unhip
| gordonf@sfu.ca | it's a wonder your bums
Simon Fraser University | | don't fall off."

1562. gcc/g++ installation question

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 01:27:50 UTC
From: jreiss@magnus.acs.ohio-state.edu
Message-ID: <1993Jan26.012750.23019@magnus.acs.ohio-state.edu>
Source record: 211302

Hello, all!

I recently pulled all the gcc/g++ files off of umich. At least I thought I did. I haven't had time to install them here at school yet, but I gave my Dad a copy at home and he's been having some problems getting it working. So he asked if I'd use my USENET feed (since he lost his some time ago) to post a few questions about the installation.

So here they are. Any help would be GREATLY appreciated.

1. What programs/files do I need to run GNU c and g++? This includes libraries, header files, programs and anything else important.

2. Where do they go? (as far as directory structure and such.)

3. What kind of environmental variables are needed?

As I said above, I thought we'd gotten all the important archives off of umich, but apparently it looks like we're missing some of the files. Also, I guess some of the files got garbaged up somehow (most notably a few of the include files).

So any answers I can get to the above three questions would really help us get this whole thing set up. As both my Dad and I are looking to learn c++, this seemed like a decent system to start up with.

Thanks in advance for your advice!

Joe
--
_____ | jreiss@magnus.acs.ohio-state.edu
| |___) | """
_/OE | \EISS | If we keep up at this bandwidth, we'll blow up any
`---- | minute now. Me poor bairns canna take much more.

1563. Cocktail recipe program for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 02:21:29 UTC
From: despair@netcom.com
Message-ID: <1993Jan26.022129.27218@netcom.com>
Source record: 211304
Cross-posted to: rec.food.drink,comp.sys.atari.st

I have the above program and have corrupted one of the database files.
I cannot find it at any ftp sites; does anyone know of a cocktail recipe
program for the st? I cannot remember the name, but chances are good it
is the one I am using (or a decent substitute) Many thanks, and
regards.
--
Scott Hanson This has been a recording.
despair@netcom.com

1564. Computer reliability

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 03:22:46 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <74370@cup.portal.com>
Source record: 211305

Marcelino Bernardo makes a good point about semiconductor reliability versus mechanical reliability...

Oxidation can occur even with the best gold plated connectors, and when you're dealing with multi-megahertz clock speeds even the slightest added capacitance can throw things off.. the added resistance of a bad connection can also play havoc with signal levels, especially with older logic which doesn't have radical voltage swings between logic levels.

Many times "fixing" the mainframes where I work will be as simple as removing and reseating a circuit board.. just wiping the oxidation from the fingers is enough to get it working again.

So while Warwick had it completely backwards in regard to the reliability of the semiconductor electronics in a computer, he was right about the mechanical reliability.

(The top of my 520 ST's case hasn't had the screws in it for longer than I can remember. Whenever there's a problem, the first "fix" I try is opening the top and pushing all the chips back down.. nine times out of ten, that's all it needs)

BobR

1565. Re: Fantasy Games

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 03:37:34 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <74372@cup.portal.com>
Source record: 211306

Jon Thackray writes about Dungeon Master/Chaos Strikes Back:

[a single Champion in CSB]

>Now, that's interesting. Defeating the initial set of worms must be a
>bit close, or can one hide from them for a while. And can one complete
>the game without needing to fall through the floor at any stage (which
>would be bad news for a low level character)?

The key to surviving that first room in CSB is to back up quickly
while casting Light, then getting the hell out of there...

You can always come back and fight the worms (indeed, you do
return to this room later), but until you get some weapons and
armor, it's best to leave them alone.. there are some nice
items in the secret room off the side of the first room, but
there's a good chance you'd be trapped by worms if you try to
get in there right away.

Falling IS bad... you just have to try not to do it until you
build up some health. Also, again knowing where to go, and what
to avoid is important.. I doubt any single Champion could
make it the first time anyone played the game.. but then again,
I used to doubt a single Champion could make it through DM..

:)
BobR

(Oh.. about a "magic only" trip through DM.. MON fireballs will
"open" doors in CSB, but I never did try it in DM.. the door at the
"None Shall Pass" area can be ignored (there's nothing much worth
getting), but the "Don't Let a Closed Door Stop You" door has to go..
the Champions would have had to have been practicing fireballs for a
while to get that much power on Level 4.. still, it should be possible)

1566. Turlock/Modesto

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 06:56:46 UTC
From: alx@ceti.csustan.edu
Message-ID: <1993Jan26.065646.6712@koko.csustan.edu>
Source record: 211311

Are there any atari st users in the towns mentioned above?
I live in Turlock, have a faulty 1040st, and I need to isolate
a problem by using a similair machine.......Can anyone please help.

I'm getting lines flying up on my monitor, which make it
impossible to do anything.....

Please e-mail responses to : alx@ceti.csustan.edu

--
Thanks. L L L L
8-()-8 L L L L
L L L____L L

1567. Re: PC Bigotrynex

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 07:10:47 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1k2o5nINN35t@golem.wcc.govt.nz>
Source record: 211308

> >There is now 100Mhz capability. Not that anyone cares, right!? 8-)

> Oh, this was what I've been waiting for all my life: A computer with
> a processor whos clock frequency is reciveable on my FM-Tuner! I *MUST*
> have one of those }B^)
>
> **Evil grin**

Okay, so I put a capital M instead of a lower-case! 8-)

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================
```

1568. Re: A1200

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 07:12:28 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1k2o8sINN35t@golem.wcc.govt.nz>
Source record: 211307

> It does seem that the early 1200's had a few bugs, but I bought one a fe
> ago and none of this has happened to me.
>
> Don't know about the modulator, since I'm using a monitor, but I havent
> display glitches, my PSU is powering an 80 meg Harddisk, and doesn't eve
> warm after several hours use, and my keyboard works perfectly.
>
>
> Chris Brown

That's one lucky person out of the 50,000 or so machines that have been
produced! (1:50000 - not a bad ratio ;-)

Just how many machines *have* they made/sold so far!?

```
================================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ=============================
```

1569. Re: Fantasy Games

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 07:23:20 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1k2ot8INN35t@golem.wcc.govt.nz>
Source record: 211309

> Hmm, I can see why pure fighters couldn't make it, but I can't think why
> pure magic users couldn't. Any chance of spilling the beans 8-)

You *have* to cast ZO-KATH-RA to prove you are a wizard.

You also have to 'cast your magic, cast your might' in one of the
rooms in the 2nd level! (don't *need* to do all the rooms, but it
helps!)

> On the subject of Dungeon master, was it actually possible to kill the D
> Lord by combat? I know they'd put an ending in where the white lord wipe
> you out if you'd killed the dark lord, but was that for real?

Just for the heck of it, I did over 5000 damage to him, and he was
still wandering around!

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ===========================
```

1570. where is the FAQ for Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 08:35:09 UTC
From: hitt@Xenon.Stanford.EDU
Message-ID: <1993Jan26.083509.3079@CSD-NewsHost.Stanford.EDU>
Source record: 211310

Can someone please give me a pointer to where the FAQ is for the
Falcon?

dan

1571. Re: FALCON is DEAD.... NOT, IBM is...

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 09:08:34 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.37.728039314@dhhalden.no>
Source record: 211312

In article <1993Jan22.115450.24837@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>From: leo@dcs.warwick.ac.uk (Leo Hendry)
>Subject: Re: FALCON is DEAD!
>Date: Fri, 22 Jan 1993 11:54:50 GMT
>In article <1993Jan21.154134.14631@sae.com> malay@sae.com writes:
>>In article 9301204372@ritz.mordor.com, ritz@ritz.mordor.com (Christopher Mauritz) writes:
>>>AL RASHID SHAHIR (alrashi@ecf.toronto.edu) wrote:
>>>
>>>OS/2> Oh yes, you say the future is in IBM? Fat chance from a
>>>OS/2> company just about to fold!!!
>>>
>>>Bahahahahaha! IBM is the largest computer manufacturer in the
>>>world. It is so entertaining hearing a user of Atari products
>>>predicting the "fold"ing of IBM. I think I'm going to have to put
>>>that one in my .sig.
>>>
>>>Chris
>>
>>Just to clear something up - IBM does NOT sell the most computers in the
>>world - in fact, IBM is lucky to be number 3 - Apple outsold everybody in
>>1992. If you add IBM machines + clones then total machines sold will be
>>more than everybody else sells - but the clone manufacturers are going to
>>be the death of IBM as a PC manufacturer - why do you think they need to
>>layoff so many people - why did they record nasty losses for 1992???
> ^^^^^
>You call $7.2 billion "nasty"? That has got to be the understatement of
>the year. Here in the UK we are worrying about 3 1/2 entire countries being
>.038 billion pounds short a year!
> Well OK, I am using the strict definition of a billion for the UK budget
>deficit and an American billion for IBM, but still $7 200 000 000.00 is the
>biggest corporate loss in the history of the known universe.
>
>- Leo

Here in Norway it took a company called Datavarehuset 6 months to from they launched their IBM-clone until they outsold IBM. Which they also are doing today. Party on....

Greets

Rune Hyldmo

1572. Re: A1200 versus Falcon 030... FAQ...NOT

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 09:34:49 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.38.728040889@dhhalden.no>
Source record: 211314

In article <1jooboINN28i@escargot.xx.rmit.OZ.AU> s914534@minyos.xx.rmit.OZ.AU (UT) writes:
>From: s914534@minyos.xx.rmit.OZ.AU (UT)
>Subject: Re: A1200 versus Falcon 030 once again (FAQ?)
>Date: 22 Jan 93 12:12:40 GMT
>jornmoe@fredrik.atari.no (Joern Moe) writes:
>
>>These days the atari and amiga people are arguing which computer have
>>the fastest cpu (Falcon 030 versus A1200). The 68030 have better performance
>>than a 68020 when placed in an equal arcitecture. Additionaly the A1200 runs
>>at 14.4 Mhz, wheras the F030 runs at 16Mhz (i realy think its 16.01xxxMhz)
>>giving it a extra 10% over the A1200. Summing it all up, my bet is that
>>this is a dead race!
>
>Shouldn't that be 16Mhz - 25% ?
>
>Also the Falcon doesn't have the custom graphics chips that the 1200 has,
>so its going to be slower still. Remember the ST 68000 was faster than the
>the 68000 used in the Amiga - yet most Amiga games ran faster than their ST
>counterparts - because everything had to be done by the CPU in the ST.
>
>I can't see much changing - musicians will go for the Falcon, the general
>public will go the 1200. In Europe its the games that sell machines, and
>with its better graphics specifications, Atari marketing and the well known
>Amiga name, the 1200 will wipe the floor with the Falcon (when/if it becomes
>available).......NOT

Games sell machines in Europe? Here are three questions for ya.

1. Have you ever been read a German computer-mag. Games what is that??

2. Do games sell machines in Europe just because they do so in England?

3. Did the IBM-PC have good games in the 80's? Did it sell anyway. Did it
sell more than Amiga?

4. Is the A1200 any good without any Fast-ram? Does fast-ram cost money.

5. Does the A1200 have a DSP to make stunning zoom-effects.

5 1/2. Does the A1200 have 16-bit sound. Does a 16-bit A1200 card cost money?

6. Does the A1200 work properly? Is Amiga 1200 a quality product or a rush
job?

7. Is it better to launch a product with lots of faults or wait untill the
machine works properly?

8. Are there any "A1200 only" games out there yet. If not what's the use? Games sell machines don't they?

9. Are everybody sick and tierd of all this questions now?

10. Have anybody discoverd that I have written more than three questions?

11. Do everybody want me to stop now?

12. Do you think I will?

To all those who answerd "YES" on question 12.... You were right.

Party on dudes

Greetings from

Rune Hyldmo

1573. Re: .AU sound-file player/convertor?

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 09:39:56 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1k30tcEINNjsn@uni-erlangen.de>
Source record: 211313

We are writing a program that deals with sounds for the Falcon at the moment. The first Beta version Fortune 1.0 is already posted to atari.archive.umich.

We would like to include as many different sound file formats for in- and export as possible. So if you have any specific information about these formats (and their file headers) please mail them to us.

At the moment we support DVSM (the format of our harddisk recorder) and AVR. But that is not enough :-)

H. Schoenfeld
B. Spellenberg

--
Harald Schoenfeld | I'm sorry Dave,
(hs@cnve.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

1574. Re: an atari IBM

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 09:39:56 UTC
From: jonc@status.gen.nz
Message-ID: <0ocyXB2w165w@status.gen.nz>
Source record: 211447

craig@yonder.equinox.gen.nz (Craig Shore) writes:

> In <iXPuXB3w165w@status.gen.nz>, Jon Clarke writes:
>
> > If you do not want to do it yourself there is a great kit from "CT" in
> > Germany. I have written an article in Z*NET back in 1989 about how to
> > convert your ST to an IBM case and the pros and cons.
> >
> > This is why I jump into the Atari is NON upgradeable flame all the time.
> >
> > Jon Clarke Z*NET Pacifi
>
> Do you still have the article you wrote Jon?
> If so, please post it... seems a few people are interested in doing it.
>

I will have a dig around here for it Craig.

Jon Clarke Z*NET Pacific
-=-=-=

1575. Re: Assembler routine that generates random numbers?

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 10:08:36 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Jan26.100836.26156@dcs.warwick.ac.uk>
Source record: 211315

In article <C1EtLI.HDI@cck.coventry.ac.uk> csg022@cch.coventry.ac.uk (PROC) writes:
>In article <1993Jan20.203516.18565@prime.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:
>
>>Does anybody know how to generate random numbers on a computer? I know
>>of the GEMDOS/BIOS/XBIOS call that does that, but I wonder if it could
>>be done faster? I'm supposed to do a program that has to do with
>>probability and such things, and I'd like a fast and flexible random
>>routine in assembler.. so if anybody has ideas, they're welcome!
>
>Erm, read the value in the address that holds the screen raster line
>position? I don't know the exact address, but no doubt someone will.

I may be wrong, but I think there is a gap between finishing the last line and starting the next refresh, in which case you would tend to get the same value a lot of the time. There is also a delay returning back to the left of the screen after a line has been sent. Good idea though, and still useful in some circumstances even if I'm right.

- Leo

1576. Re: Hunter - Is it any good?

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 10:14:37 UTC
From: jpa@cs.bham.ac.uk
Message-ID: <C1GHsE.43J@cs.bham.ac.uk>
Source record: 211320

Thanks for all the help and advice given on this subject - I'm off to 'invest' my hard (un)earned cash in a copy.

Jonathan.

Jonathan Alma J.P.Alma@cs.bham.ac.uk
School of Computer Science
University of Birmingham, UK, B15 2TT.

The opinions expressed are my own and not those of Birmingham University

1577. Re: Profibuch (was Julian Reschke involved...)

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 10:18:46 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Jan26.101846.10771@cs.ruu.nl>
Source record: 211317

In <8701@charon.cwi.nl> jansteen@cwi.nl (Jan van der Steen) writes:

>
>Right! Not to mention all countries who's inhabitants don't speak German
>but *do* speak (or at least can read) English.
>
>And besides, doesn't computer jargon write much easier in English in the
>first place! It took me some context switching to figure out that the
>German word "speigern" means "to store in memory" although that's
>not the fault of the German language but more of my limited knowledge of
>the language :).
>
>Jan van der Steen (anyway a profibuch owner)

I'm sure you're copy of the profibuch is in Dutch! Which I find striking considering the current discussion. I mean THAT wasn't necessary AT ALL! But it seemed that there was enough of a market to do that. For your information, Holland has 15 million inhabitants, and hardly any other people on the world (OK, another 30 million?) read Dutch.

--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

1578. Re: Question : ___ M-ROS ___

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 10:23:04 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Jan26.102304.11365@cs.ruu.nl>
Source record: 211318

In <1993Jan23.100821.24576@midway.uchicago.edu> coonstot@quads.uchicago.edu (charles orville onstott) writes:

>Switcher is primarily intended to be used with
>Steinburg-Jones software though it will work with others.
>(I have, for example, run Word Perfect simultaneously with
>my Cubase without any trouble.)

It is, however, a pain to use a program that sends MIDI strings in parallel to Cubase. I wrote an MT-32 patch editor that runs as an accessory. Not only does Cubase hide my windows without a clear reason, it also sends MIDI bytes right through my Midiws calls. I get all kinds of exclusive checksum errors and buffer overflows on the 32. As all sequencing software I know, beneath the nice surface there is utter crap, in Cubase as well.

--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

1579. Re: 030 sync cycles (...)

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 11:29:19 UTC
From: elendir@inf.enst.fr
Message-ID: <1983@enst.enst.fr>
Source record: 211319

Stig Vidar Hovland writes

] Mr. Joern Moe has probably circuit diagrams for the Falcon and in that case
] he should know what he is talking aboat. With additional hardware, it is
possible
] to terminate an access to 16 bit memory with STERM.

Of course with additionnal hardware you can do everything. But I remember
something in the developer documentation (v 0.3, July 92) speaking of wait
states...
Anyhow, a 32 bit synchronous access in 4 cycles has 2 wait states in it. And
that, you cannot discuss it :-)

--

In memoria di mori di Furiani.

1580. Re: Setting up mint

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 11:31:46 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C1GLCy.8Aw@newcastle.ac.uk>
Source record: 211321

First thing to check is memory available.....TCSH takes a lot of space, and
MGR gives that message if it either cann't find the default window shell, OR
hasn't got enough memory to run the program.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

1581. WordPlus - WordPerfect conversion

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 11:40:33 UTC
From: mbdqbest@diamond.sara.nl
Message-ID: <1993Jan26.114033.2937@news.sara.nl>
Source record: 211316

I've written a program/accessory which converts text documents
from 1st WordPlus to WordPerfect 5.x and vice versa.
It works reliably.

Robert Best
email: best@rijnh.nl

1582. Re: Profibuch (was Julian Reschke involved.

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 12:02:17 UTC
From: julian@math.uni-muenster.de
Message-ID: <1k3989INN1ciu@obelix.uni-muenster.de>
Source record: 211322

In article 10771@cs.ruu.nl, avgroeni@cs.ruu.nl (Annius Groenink) writes:
>
> I'm sure you're copy of the profibuch is in Dutch! Which I find striking
> considering the current discussion. I mean THAT wasn't necessary AT ALL!
> But it seemed that there was enough of a market to do that. For your
> information, Holland has 15 million inhabitants, and hardly any other people
> on the world (OK, another 30 million?) read Dutch.

This was a decision made by Sybex Netherlands (and, btw, it didn't pay off at all, at least not for me). Please understand that these decisions aren't made by the authors. Sybex decides.

_____________ cut here _____________________
Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de
________ correct me if I'm wrong ___________________

1583. Re: A1200 versus Falcon 030... FAQ...NOT

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 12:25:35 UTC
From: m92mmy@tdb.uu.se
Message-ID: <1993Jan26.122535.8059@tdb.uu.se>
Source record: 211326

RUNE HYLDMO writes:

>1. Have you ever been read a German computer-mag. Games what is that??

There are other mags.

>2. Do games sell machines in Europe just because they do so in England?

At least they do so in Scandinavia

>3. Did the IBM-PC have good games in the 80's? Did it sell anyway. Did it
> sell more than Amiga?

Who cares.

>4. Is the A1200 any good without any Fast-ram? Does fast-ram cost money.

Yes, it is good without Fast-ram, why don't you get the specs. before
you put out statements like that one. I believe that you do not know much about
the AGA-chipset.

>5. Does the A1200 have a DSP to make stunning zoom-effects.

Commodore will release a DSP this summer + OS-support for it,
and it won't be simple cheap stuff like the one in the Falcon,
it will be a good quality product.

Does the Falcon have a PCMCIA-slot ?

>5 1/2. Does the A1200 have 16-bit sound. Does a 16-bit A1200 card cost money?

We will have it soon.

>6. Does the A1200 work properly? Is Amiga 1200 a quality product or a rush
> job?

A couple of machines sold in the U.K was faulty, other than that the A1200 is perfect.

>7. Is it better to launch a product with lots of faults or wait untill the
> machine works properly?

This has nothing to do with the A1200, get your facts straight.

>8. Are there any "A1200 only" games out there yet. If not what's the use?
> Games sell machines don't they?

Yes there are.

/Mattias

____
Mattias Myrberg

m92mmy@bellatrix.tdb.uu.se

1584. Re: Compatability and attitudes

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 12:30:19 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.93Jan26122327@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 211323

The argument about using non standard disk formats for the game software itself is all well and good. OTOH, I can see no possible reason why some software insists on using its own format for save game files. Its a bit stupid having umpteen floppies with different 5k or so save files on each one because the standard TOS routines weren't used for file access.

Kev

1585. Re: CANNON BJ-5

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 12:57:08 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan26.125708@cs.bham.ac.uk>
Source record: 211325

I don't know about the BJ-5, but I bought a BJ-10e last year and it's one of the best investments I've made... with the exception of my Mega STe of course! :-)

There is sometimes a very sligh problem with line overlap, just like conventional 24-pin printers, but in 48-pin mode the quality if absolutely superb... The ink soaks into the paper JUST slightly so it has an aliasing effect you don't get on lasers so lines look smoother.

I use it with the BJ-100 (I think) driver in Calamus 1.09 and though I haven't seen the output of a DeskJet I'd have to be REALLY impressed to beat the BJ.

One BJ-10e devoted writer!

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

1586. Re: STOS_3D_Manual?

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 12:57:16 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Jan26.125716.29160@email.tuwien.ac.at>
Source record: 211324

e90-frt@tekn.hj.se (TOMAS FRIDN) writes:
: I'm looking for manual to STOS 3D.
:
: Both a manual for the creator and a list on
: all commands.

Erm... pardon my ignorance, but isn't that a bit illegal?
I know the copyright law in Sweden isn't up to eg. the US
standard, but then you shouldn't ask here on Usenet, where
the whole world can read it!
(I assume you haven't got the original, ignore this if I'm wrong)

-MY

1587. Re: ADVOCACY: (was Re: Falcon)

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 13:02:20 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan26.130220@cs.bham.ac.uk>
Source record: 211327

In article <H.ea.EDk4FXZWpMQ@semprini.tdkcs.waterloo.on.ca>,
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
|> In <1993Jan21.142427.3114@aber.ac.uk>, Herbert Martin Sauro writes:
|> > This months UK Atari User has a two page spread by Atari, advertising
|> > the Falcon and ST Applications are hoping to have a reivew of the
|> > Falcon next month.
|>
|> Who's going to see it other than current Atari users?
|>
|> Atari needs to put a two-page spread into BYTE or MacWorld/MacUser (I've
|> seen adds from _IBM_ [not cloners] about multimedia systems in the Mac
|> magazines) or something. With the dwindling numbers of current Atari
|> users, the Falcon is going to FLOP if we're the only ones that know
|> about it.
|>
|> --
|> ------------------===------------------
|> Chris Herborth
|> cherborth@semprini.tdkcs.waterloo.on.ca

Yeah, a good amount of advertising is essential. Do you think the magazines would take more notice of Atari if Atari advertised in them thus giving the some dosh? I'm inclined to think that some adverts in say Computer Shopper or possibly (though less useful these days) PCW would be a really smart move on Atari's part.

David

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

1588. comp.sys.atari.advocacy

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 13:19:55 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan26.131955@cs.bham.ac.uk>
Source record: 211328

Hi!

A week ago I posted message with a draft proposal for an advocacy section, which I suggested should be called comp.sys.atari.st.advocacy.

Well I've had 10 positive replies, and most suggest the group should be just atari.advocacy.

John Chu sent me a copy of an article posted by David Paschall-Zimbel which had a whole list of new groups. Sorry but I haven't got the time to do something like that myself.

I replied to David but he hasn't mailed me back yet.

I'm getting mail on this all the time, so I'll leave it until Friday and then if nothing else has happened by then I'll properly post my RFD to news.newgroups etc.

At the foot is my proposal again... Anything you think needs adding, write to me NOW!

OK?

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

REQUEST FOR DISCUSSION
======================

This is a request for discussion on the creation of a newsgroup for debates about the Atari range of personal computers.

Group Name
==========
comp.sys.atari.advocacy

Status
======
Unmoderated

Rationale
=========
This group will separate a section of discussion from the current newsgroup comp.sys.atari.st and atari.8bit.

The discussion of advocacy currently takes up over 50% of the items in the atari.st newsgroup and so it is felt that the original purpose of the newsgroup is being left behind.

New users and people who need information about the Atari ST can continue to use the original group and would hopefully get more attention if there is less advocacy mail present.

What a FAQ for this group could contain is also a matter for discussion.

Discussion
==========
Comments on this proposed new newsgroup should be posted to the USENET newsgroup news.groups. If the reader is not able to do so, comments may be e-mailed to any of the proposers, at the addresses below, and we will post them.

Voting
======
If no problems arise, voting will start one month from the posting date of this RFD.

Proposers
=========
David Oakley dxo@cs.bham.ac.uk
Ian M Rae imr@cs.bham.ac.uk
Annius V. Groenink avgroeni@cs.ruu.nl
Jan Kim kim@vax.mpiz-koeln.mpg.dbp.de

1589. Re: A1200 versus Falcon 030 once again (FAQ?)

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 13:47:09 UTC
From: mapmh@sunlab1.bath.ac.uk
Message-ID: <C1GrMM.C2C@sunlab1.bath.ac.uk>
Source record: 211329

In the referenced article, s914534@minyos.xx.rmit.OZ.AU (UT) writes:
>jornmoe@fredrik.atari.no (Joern Moe) writes:
>
[deletions]
>
>Also the Falcon doesn't have the custom graphics chips that the 1200 has,
>so its going to be slower still. Remember the ST 68000 was faster than the
>the 68000 used in the Amiga - yet most Amiga games ran faster than their ST
>counterparts - because everything had to be done by the CPU in the ST.
>
Depends what you mean by most? Granted anything that was sprite based
run a damn site faster on an Amiga, but anything that was processor
intensive like any 3d simulations or other such interesting games
(well, I'm slightly biased here as I'm not much of a fan of normal
shoot-em-ups) generally ran faster on an ST.

Horses for courses I guess.

Mark

1590. Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 14:37:54 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1993Jan26.143754.13878@ugle.unit.no>
Source record: 211330

In article <93024.215308SML108@psuvm.psu.edu>, <SML108@psuvm.psu.edu> writes:
> bus are 32 bit. The 56001 has only integer instructions built-in and
> I believe a 16 bit databus and 24 bit address bus... I also believe that

The 56001 has two 24 bit databusses and one instruction bus. It support fix point instructions
and it has two 56 bit accumulators and a lot of 24 bit registers. The 56001 is indeed a very good processor.

Stig Vidar Hovland - stigvi@lise.unit.no

1591. Re: Falcon & Jaguar news

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 14:57:30 UTC
From: saj@chinet.chi.il.us
Message-ID: <C1Guvw.A8n@chinet.chi.il.us>
Source record: 211331

In article <19930125.081506.274@almaden.ibm.com> evilandi@vnet.ibm.com (Andrew Oakley) writes:
> Page 374 of Teletext On 3 (the data service provided by the UK's ITV
>television network) today features a brief interview with an Atari UK
>spokescreature.

Anyone know who, exactly? As we've argued over before, it's important to know who said something to know how seriously to take it.

> The Jaguar was said to be nearly ready; it is a cartridge console with
>custom graphics & sound chips, and will sell for UKP100-200 (USD150-300).
>A summer/autumn 1993 launch is expected.

This looks like something that should be Atari's #1 survival priority. Any home product ought to be in stock for Christmas, but for a game machine it's ultimately critical. That pretty well means launch no later than Sept. 1, absolutely drop dead otherwise.

Steve saj@chinet.chi.il.us

1592. Re: Removeable media

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 15:05:48 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan26.150548.5166@newshost.lanl.gov>
Source record: 211332

In article Fzq@gpu.utcs.utoronto.ca, gbcusg@gpu.utcs.utoronto.ca (I. Barnett) writes:

>The new Syquest drives (model 5110C) will read and write 44 meg drives,
>although the writes to 44 meg cartidges will be 2x as slow.

Darren, do you mean 2x slower than 88Mb cart writes (understandable, I guess)
or 2x slower than writes on a 44Mb mechanism (not understandable).

'tanks,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1593. Re: Profibuch (was Julian Reschke involved...)

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 15:37:34 UTC
From: ts9@irz207.inf.tu-dresden.de
Message-ID: <1k3lruINN1de@irz401.inf.tu-dresden.de>
Source record: 211333

Hi!

In article <1k0ci4EINN4eg@uni-erlangen.de>, lsmichae@cip.informatik.uni-erlangen.de (Lars Michael) writes:

|>>For the price of the Profibuch (80.-DM ~ $50 per 1200+ pages) you should
|>>be still 'liquid' (in money terms) enough to also buy a German dictionary.
|>Isn't that a *big* ignorant? Just imagine, you want to spend 50 bucks for a
|>book in e.g. chinese or russian, can't speak the language and say that's
|>cheap? You even would by a even more expensive dictionary and a grammar
|>book to learn the language from an instant?
|>
|>Well, if you would do so, that's your problem, but it won't help our
|>english speaking friends.

Maybe you know someone who will translate the german Profibuch into english.
Maybe you will find someone who will launch the english book.

Solange Du aber niemanden findest, musst Du es auf deutsch lesen. Duerfte fuer Dich ja kein grosses Problem sein.

No doubt it were silly to write an english book for german readers. Most people like to read books in their own language. Aren't you? Maybe it's SYBEX's opinion that there are not enought readers for an english Profibuch. If this is wrong - tell SYBEX.

|>English is established as the international language for scientific and
|>computer science books, that's because english is a language that is
|>spoken world wide. And that's why computer books are usually written in
|>english.

Yes, english is established as ..., an english is spoken worldwide. But if I go to China and can't read their books, it would be *MY* problem. Even if it is a book about computer science.

Wie dem auch sei - lesen bildet.

ketchup

1594. Re: PC Bigotrynex ADVOCACY (for .killrc)

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 15:43:41 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan26.154341.10206@newshost.lanl.gov>
Source record: 211334

In article 1662@csi.uottawa.ca, cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
>
>Did you study psych, John? You seem to know the right terminology...
>You ARE quite right about the reasons for flame wars.

Yep, in my younger, wilder years. :)

>The other "half" of the reason is the fact that a forum like Usenet
>doesn't "punish" people very much for making mistakes - not even BIG
>ones like saying that my computer is...<omitted>

Very true. It's a "safe" way to be a little naughty. And if one uses an
anonymous address, it's the same logic as kids making crank phone calls.

>>I have run into many people who flagrantly brag that they own a 66
>>MHz 486. That really is pathetic when you stop and think about it.
>Yup, it IS pathetic. For that kind of money I'd get one of the
>low-end Sparc systems, and run rings around those 486es. :-)

Well, maybe you have some really great educational discounts in Canada, but
down here I can't get a Sparc for $1500 which is what you can buy a bare-bones
486-66 for nowadays at retail. P.S.: Getting a Sparc 10 installed in my day
job office soon... fun, fun, fun!

>But you may be missing the point that to many people, flaming IS fun!

I admit that at times, good natured "arguing" can be fun. But "flaming" is a
different animal altogether, IMHO, and certainly not a socially redeeming
grace. :) It reflects poorly on those who participate and makes the newsgroup
a worthless waste of time rather than the help forum it could and should be.
The ADVOCACY line helps... thanks to those that use it.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1595. Re: Yes, SXs are dogs

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 16:26:55 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan26.162655.16116@newshost.lanl.gov>
Source record: 211335

In article 74134@cup.portal.com, Bob_BobR_Retelle@cup.portal.com () writes:
>Mark Santora writes:
>
>
>> Not to flame, but there is nothing liek the real thing... And at $229, w
>>ROMS, I could get another Ste...
>
>Umm.. not to flame, but why would you want to buy a GEMulator without
>ROMs, when it comes with TOS 2.06...?

I may be mistaken, but I believe $229 is the new price for Gemulator _without_
ROMs. Maybe Darek can clarify if no one lambasts him for a commercial post. :)

BTW, if anyone really wants a Gemulator, I have one _with_ TOS 2.06 and the
latest extra-cost software upgrade for sale. Send me email if interested.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1596. Re: NEWSFLASH : FALCON RELEASED

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 16:40:54 UTC
From: lmvec@westminster.ac.uk
Message-ID: <1993Jan26.164054.18600@westminster.ac.uk>
Source record: 211336

stigvi@Lise.Unit.NO (Stig Vidar Hovland) writes:
: In article <jorngh.366.727480750@dhhalden.no>, jorngh@dhhalden.no (JORN GUNNAR HALONEN) writes:
: >
: > Yeah, you read right ! Two Falcons were actually released
: > in UK yesterday, it was supposed to be three but one machine
: > was D.O.A. The UK Atari manager was nevertheless pleased and
: > stated that this proves Atari's dedication to the market. He
: > also gave hopes of five (yes five !) new machines in the next
: > few months, and an additional 30 (!) cute beasts if he managed
: > to sell his flat in south London. The production barracks in
: > Iraq is currently working in high gear too keep up with the
: ^^^^
: > demands.
: >
: > And a last thing, this is a rumour. It may not be entirely true.
: >
:
: If UN and USA could stop bombing these barracks, we probably would see
: more Falcons in the (near) future.
:
: Stig Vidar Hovland - stigvi@lise.unit.no

In that case, BOMBS AWAY!!!!!!!!!!!!!!!!!!!!!!

Will

1597. Re: 030 sync cycles (...)

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 16:46:29 UTC
From: grier@bnr.ca
Message-ID: <C1GzxH.9L3@news.rich.bnr.ca>
Source record: 211337

elendir@inf.enst.fr writes:

> Stig Vidar Hovland writes
>
>] Mr. Joern Moe has probably circuit diagrams for the Falcon and in that case
>] he should know what he is talking aboat. With additional hardware, it is
> possible
>] to terminate an access to 16 bit memory with STERM.

> Of course with additionnal hardware you can do everything. But I remember
> something in the developer documentation (v 0.3, July 92) speaking of wait
> states...
> Anyhow, a 32 bit synchronous access in 4 cycles has 2 wait states in it. And
> that, you cannot discuss it :-)

Well if you are making "a 32 bit synchronous access in 4 cycles" on a 16 bit
bus there can be NO WAIT STATES. To get 32 bits you must make two 16 bit
accesses. Since each access requires 2 clock cycles, two accesses require
4 clock cycles.

I think what you meant is that 4 clock cycles, to access 32bits, on a
16 bit bus is the equivalent of 2 wait states on a 32 bit bus.

Brian, WS1S (ST/TT user)
Bell Northern Research
Research Triangle Park, NC

1598. Re: PC Bigotrynex

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 16:55:35 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan26.165535.20002@newshost.lanl.gov>
Source record: 211338

In article 13975@bsu-ucs, 01mbmccabe@leo.bsuvc.bsu.edu () writes:
>
>What is the deal with those 66mHz claims anywho? I've heard that it's not
>altogether a true statement -- one of those claims that _should_ be followed by
>a little asterisk for disclaimer. Anyone?

Matt, at this time, all 66MHz 486 machines use what's known as "speed-doubling" technology. Simply put, it allows the 486 processor to run at twice its rated speed (33 --> 66) while the other board components operate at normal speed. The end result is an average overall speed increase of around 85%, give or take a little, depending on how processor intensive your current task is.

Love them, hate them, or somewhere inbetween, you gotta admit that Intel did a real slick one with these speed-doubler chips and were smart enough to keep the prices reasonable (relatively). Of course... pc's need all the speed they can muster just to remain usable. :) IMHO! IMHO!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1599. Re: floptical advice please!

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 17:01:53 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan26.170153.20750@newshost.lanl.gov>
Source record: 211339

In article 11824@mnemosyne.cs.du.edu, dcable@nyx.cs.du.edu (Dan Cable) writes:
>u0h36@keele.ac.uk (Adam Turnbull) writes:
>
>>stuff deleted
>
>>The fact that they are slower than floppies is all that is putting me
>>off - I don't have an existing hard drive, and I don't think a floptical
>>rest deleted<
>
>They are decidedly not slower than floppies. ICD's Ratehd reports 120ms
>seek time and 99kbs data transfer. No way are the hard drive manufacturers
>quaking in their boots about this performance, but its not all that bad.
>If it will give you a better feeling for the speed, I could copy some
>files, run a database sort, etc. and compare the times to a Syquest.

Dan, that sounds like a great benchmark comparison. I'm sure several
netters would be interested in noting your results.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1600. Re: A1200 versus Falcon 030 once again (FAQ?)

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 17:03:23 UTC
From: lmvec@westminster.ac.uk
Message-ID: <1993Jan26.170323.19322@westminster.ac.uk>
Source record: 211340

s914534@minyos.xx.rmit.OZ.AU (UT) writes:
: jornmoe@fredrik.atari.no (Joern Moe) writes:
:
: >These days the atari and amiga people are arguing which computer have
: >the fastest cpu (Falcon 030 versus A1200). The 68030 have better performance
: >than a 68020 when placed in an equal arcitecture. Additionaly the A1200 runs
: >at 14.4 Mhz, wheras the F030 runs at 16Mhz (i realy think its 16.01xxxMhz)
: >giving it a extra 10% over the A1200. Summing it all up, my bet is that
: >this is a dead race!
:
: Shouldn't that be 16Mhz - 25% ?
:
: Also the Falcon doesn't have the custom graphics chips that the 1200 has,
: so its going to be slower still. Remember the ST 68000 was faster than the
: the 68000 used in the Amiga - yet most Amiga games ran faster than their ST
: counterparts - because everything had to be done by the CPU in the ST.
:
: I can't see much changing - musicians will go for the Falcon, the general
: public will go the 1200. In Europe its the games that sell machines, and
: with its better graphics specifications, Atari marketing and the well known
: Amiga name, the 1200 will wipe the floor with the Falcon (when/if it becomes
: available).

Right on! I wouldn't be suprised if in 18 months from now Atari will be no
more.

Will

1601. Re: TOS2.06 from CodeHead.

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 17:31:28 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan26.173128.24830@newshost.lanl.gov>
Source record: 211341

In article 19624@monu6.cc.monash.edu.au, rdt154k@monu6.cc.monash.edu.au (Mr N Benci) writes:
>Can anyone please provide information regarding TOS2.06.
>I need a contact number + fax number + an address as to where
>I can purchase from. Also what is the current cost of the
>MEGA BUS version.

Nino, I cannot confirm he has any in stock, but I'd suggest you first check with Phil Reeves at Paragon Computers Pty Ltd in Perth, WA (sorry, don't have his phone number handy but directory assistance should get it for you). They are the largest Atari dealer in Oz, to my knowledge, and a good place to start.

Failing that, you can check with CodeHead in the U.S.:

CodeHead Technologies voice 213-386-5735
P.O. Box 74090 fax 213-386-5789
Los Angeles, CA 90004

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1602. Russia needs help

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 18:03:54 UTC
From: timur@athena.mit.edu
Message-ID: <1993Jan26.180354.20402@athena.mit.edu>
Source record: 211342

Dear netters!

I have a request from my Moscow (Russia) friend. As I'm totally incompetent in what concerns Atary, I'm forwarding his request to you. Help greatly appreciated. Please communicate to him directly, his e-mail address :

avk@global.geogr.msu.su

****

Organization: Faculty of Geography, Moscow State Univ.
From: avk@global.geogr.msu.su (Andrey Kushlin)
Date: Thu, 14 Jan 93 12:13:21 -0500 (EST)
Subject: Software Consultation Needed

[..stuff deleted...]

Please ask them whether they can recommend any communication software for Atari 1040ST that is capable of supporting the UUCP protocol and generating messages with the RFC822 headers (RFC822 is a standard for the Format of ARPA Internet Text Messages, by David H. Crocker).

I do have a standard communications program for my Atari 1040ST, it's called FLASH, but it does not support the UUCP protocol.

If they know anything that meets my demands, please ask them how it can be obtained (free or what's the price).

[...stuff deleted ...]

1603. Re: Cocktail recipe program for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 18:13:16 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.mOdfPOhSTm_@yonder.equinox.gen.nz>
Source record: 211343

In <1993Jan26.022129.27218@netcom.com>, Scott Hanson writes:

>I have the above program and have corrupted one of the database files.
>I cannot find it at any ftp sites; does anyone know of a cocktail recipe
>program for the st? I cannot remember the name, but chances are good it
>is the one I am using (or a decent substitute) Many thanks, and
>regards.

I think i've got it here somewhere... wasn't it on a coverdisk sometime?

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1604. Re: ADVOCACY: Re: re W Magro's posting

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 18:21:25 UTC
From: neurom@stein.u.washington.edu
Message-ID: <1k3vf5INNj7j@shelley.u.washington.edu>
Source record: 211344

Okay, let me put in my two cents worth. I work at a computer store. Therefor, I know the prices. I'll do my best to list off some of the things that you'd need in a PC to do what the Falcon comes standard with.

Falcon PC Price
^^^^^^ ^^^^^^ ^^^^^^
68030 80386dx $240 (+100 for case)
2mb RAM 4mb RAM (minimum) $160
MultiTOS OS/2 2.0/Windows NT $120+ (and a wait on windows)
TOS Roms Boot from HD/Floppy We'll get to that later
16-bit color Windows accelerator $170+
w/ 640x480x32k
Graphics Blitter "" ""
1.44mb FDD 1.44mb FDD $60
16-bit stereo 16-bit stereo card $230
8voice playback Not available. Probably VESA.
SCSI II connector SCSI II board $100 or on sound board
MIDI ports MIDI extender $75+
LAN port Ethernet Board $80+
Internal IDE IDE board $35 (w serial, parallel, game)

Hard disks and monitors I won't go into, because they can use the same ones. They both need monitors ($250-$300), but the PC requires an HD, at least 85mb more if you're not a fool. That adds at least $280.

Welcome to the real world, folks.

:
A

M

1605. Falcons made in Iraq?

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 18:46:10 UTC
From: SML108@psuvm.psu.edu
Message-ID: <93026.134610SML108@psuvm.psu.edu>
Source record: 211345

One question to the people who have claimed the Falcon is being produced in Iraq: If this is true, then how do they get past the total trade embargo placed on Iraq by the United Nations?

Methinks they're not being made there...

Scott

1606. Re: Fantasy Games

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 19:05:28 UTC
From: IO20066@MAINE.MAINE.EDU
Message-ID: <93026.140528IO20066@MAINE.MAINE.EDU>
Source record: 211346

Speaking of fantasy games....does anyone remember the simplistic but classic Rogue? My copy got eaten by a bad drive years ago and the game is no longer made....has anyone got a copy they could part with?

Mike Woodsum
University of Maine

1607. Atari Mega ST2 (complete system) for sale

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 19:07:38 UTC
From: horj@vax5.cit.cornell.edu
Message-ID: <1993Jan26.140738.17035@vax5.cit.cornell.edu>
Source record: 211347
Cross-posted to: comp.sys.atari.st,cornell.marketplace

I've decided to go the way of the PC rather than of the Atari ST; thus, I'm putting all my ST stuff up for sale. This is a nice system for playing games and doing MIDI stuff on -- ST is the system of choice for many computer musicians. For serious use, you'd probably want to add an external hard disk.

I'd prefer to sell all this together, but good offers for the components will be considered.

PRICE : $1,200 or best offer for the whole shebang:
Atari Mega ST2 -- 2 Meg RAM, single floppy (TOS in ROM)
Atari SM-124 hi-res mono monitor
Atari SC-1224 lo- and medium-res color monitor
mouse & keyboard
2 joysticks (one *very* nice Wico pistol grip, one TAC-2)
Casio CZ-1000 programmable synth (8-channel polyphony; *not* velocity sens.)

Software:
Pipe Dream Bard's Tale AC/Fortran
Oids Blockbuster Captain Blood
Populous Wargame Construction Set Marble Madness
Empire Dungeon Master Barbarian
Music Studio Beckemeyer Programmer's Toolkit (csh, make)

All software has original disks, code wheels, and not much else.

All necessary cables are included, of course, as well as two 6' MIDI cables.

Respond via e-mail (HORJ@vax5.cit.cornell.edu), and we can work from there.

--
Eric Scheirer -- Cornell University, Ithaca, NY -- (607) 253-2431
"I got remote control and a color TV; I don't change channels so they must've changed me." -- Billy Joel

1608. Re: STOS_3D_Manual?

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 19:26:45 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1k439lINN667@golem.wcc.govt.nz>
Source record: 211348

In article <e90-frt.1.728047663@tekn.hj.se>, e90-frt@tekn.hj.se (TOMAS FRIDN) writes:
>I'm looking for manual to STOS 3D.
>
>Both a manual for the creator and a list on
>all commands.

If you look in the box, there is a manual in there!

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================
```

1609. Re: Falcon, Falcon who has got a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 19:35:41 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1k56veINNpf7@tortoise.cis.ohio-state.edu>
Source record: 211349

In article <C1Hnxn.nJ@ecf.toronto.edu> giggey@ecf.toronto.edu (GIGGEY Mike S) writes:

>Whats so different about the Falcon doing this for graphics when all data
>bus transfers on the PC are done at 16 bits and depending on your setup at
>8 bits. Not only that, the data transfer speeds are limited on the PC
>further slowing down graphics speed. Plus the PC doesn't have a blitter.
>

This is not true for some Local Bus machines. The Local Bus is wide enough
to support a graphics card with enough bus leftover to snarf stuff off the
harddrive at amazing speeds.

But, if the info I just read off of ibm.pc.hardware is true, then using an
IDE harddrive is useless as they all have controllers timeed to 8Mhz and
have to be reworked to work with Local Bus. (One person called Maxtor and
they hadn't started yet!) Unfortuantly I think there are Fast SCSI II
Local Bus Cards....

Of course we are talking a significant $$ over the Falcon here!

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

1610. Re: IBM CORPORATE LOSS

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 19:50:00 UTC
From: mattias@tse.uucp
Message-ID: <1993Jan26.195000.16199@tse.uucp>
Source record: 211350

In article <1993Jan25.092554.26383@cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>In article <C15nCD.F4@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk
>(Craig Graham) writes:
>>I was most amused to hear on the Evening News (on the Radio), that IBM has just
>>made the biggest corporate loss EVER in the history of corporate losses......
>
>(With apologies to those who read this group for informative articles)
>
>A friend of mine was told these 'facts' at his employee induction course with
>a clone manufacturer.
>
> "IBM has so many employees worldwide that if they were all in one
> place and that place was called a country then it would be the fifth
> largest country in the world."

Hmm... Last time I worked for IBM (August 1992), after the big job cuts then,
worldwide labor force was around 360 000... Before the cuts, it MAY have
been as high as 400 000 once upon a time... Now, if you take the world's
population as 5 000 000 000, then IBM is less than 1/12 500 of the world's
population.. Now, Canada is nowhere near the top 10 in population, and we have
30 million people..
>
> "IBM has so much money in the bank that the interest alone can pay
> those peoples wages such that they could stop making computers
> tomorrow and still keep everyone in a job if they had a mind to."
>
This, I do not doubt.. Sure IBM had a big loss, but keep in mind that they
wrote off 7.5 BILLION for pensions which other corporations will have to
do later (new US law which they don't HAVE to comply with until 1994, I think)
IBM figured that this year was probably a write-off anyway (due to the
recession) and thus they might as well REALLY kill this year, and take it to
the competition next year (btw, this is just a GUESS as to why they did it now
- I am no longer affiliated with IBM).

>I dunno how true these statements are but even if there is some truth in them
>then I doubt that the financial loss will hurt them much.
>
>+---+
>! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
>! Neil Forsyth !
>! Department of Computing and Electrical Engineering !
>! Heriot-Watt University !
>! Edinburgh, Scotland !
>! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
>! "'Have you got any?' he asked, expecting the answer no" - Monty Python !

```
>+-------------------------------------------------------------------------+

Mattias
--
Mattias Hembruch
>> My views do not necessarily reflect those of the TSE. <<
E-mail: mattias@tse.asd.tse.ca
```

1611. Message for JON CLARKE.NZ

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 20:12:13 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <3a4ZXB1w165w@sys6626.bison.mb.ca>
Source record: 211251

```
Send me your net address.
```

1612. Using PC hard drive with ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 20:41:09 UTC
From: ern+@pitt.edu
Message-ID: <2575@blue.cis.pitt.edu>
Source record: 211252

I have a 65 meg RLL hard disk that I recently removed from my 386 clone. I would like to use it with my Atari 1040ST. I'll need a power supply, interface card, and drivers, I would guess. Does anyone sell kits for doing this?

Thanks for your help!

Ernest Obusek

ern+@pitt.edu

1613. GFA 3.5E

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 20:50:32 UTC
From: ah334@yfn.ysu.edu
Message-ID: <1993Jan26.205032.28230@news.ysu.edu>
Source record: 211253

have a small puzzle...Using GFA 3.5E, I can get some things
to compile (a couple small prgs, an acc, etc). But most thngs
won't, rather they will, but all give an out of memory error.
since I'm using a 4 meg machine wih no background/auto prgs, this
hould be impossible...

--
Atari is a religion.
Welcome to the 90's.
Sherry ||| Mackiewicz
/ | \

1614. Re: Fantasy Games: Captive help.

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 21:26:11 UTC
From: stucs202@uk.ac.bham.computer-centre.ibm3090
Message-ID: <932626212611@ibm3090.bham.ac.uk>
Source record: 211254

```
================================================================================
Hello all!

Having completed DM many times, I've just bought Captive, the game plays
well but I have a couple of probs/queries......

1) Having found the third planet and landed there I can't find the
entrance!!

2) There are credits for music, yet there isn't any (I have a 2mb STE)

3) What are the STE enhancements?

Thanks for any help.

**********************************************
* Jon Henderson, * *
* STUCS202, * LONG LIVE THE MOOSE! *
* UK.AC.BHAM.IBM3090, * *
**********************************************
```

1615. SMPTEtrack Platinum ???

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 21:33:07 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.728083987@groucho.phil.ruu.nl>
Source record: 211255

References: <20JAN93.07101154@cc4.crl.aecl.ca>

csullogg@cc4.crl.aecl.ca writes:

> SEMTE TRACK PLATINUM
> SMPTE TRACK GOLD

Huh??? Does SPMTEtrack Platinum already exist??? Why don't I know...???
Anybody anymore info one on this one? Pleeeazzze...

Hendrik "a very happy SMPTE Track Gold user" Jan

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

1616. Re: ADVOCACY: Re: Last time on this one

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 21:38:16 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan26.163816.14075@bsu-ucs>
Source record: 211256

```
>> I wonder if, when ordering a full blown clone-system from one ofo the
>> mail-order giants, they'd alternatively bundle OS/2 instead of Microsoft
>> 'junk?'
>
> Most of the will do something like that, or at least drop the price of the
> system by the price of DOS/Windoze.
>
> Some will put unix on it for the price of the system software...

To fibnd out first-hand, I called several of the "giants" about their
full0-blown sytems (Computer, monitor, printer, OS, etc.) and asked if they'd
bundle OS/2 for me. In all cases the answer was a resounding, "NOPE."

I wonder if Microsoft owns them too?

I also called a few of the smaller places who advertise similar full-blown
clone packages, and a percentage (~50%) of them were willing to bundle OS/2
rather than Microsloth.

FYI

-Matt
```

1617. Re: PC Bigotrynex

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 21:46:03 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan26.164603.14078@bsu-ucs>
Source record: 211257

> In <1993Jan22.121036.13975@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:
>> What is the deal with those 66mHz claims anywho? I've heard that it's not
>> altogether a true statement -- one of those claims that _should_ be followed by
>> a little asterisk for disclaimer. Anyone?
>
> Like the Motorola 68040, the "dx2" '486s run at twice the speed
> internally. Thus, a "'486dx2/66" is a 486/33 running at 66Mhz inside
> the chip, which will speed things up a bit. Not 2x, but...
>
> You could also call a 68040/33 a "68040dx2/66" if you wanted, but
> Motorola has never tried to make the 2x internal speed thing a marketing
> point. IMHO, a more honest approach.

My point exactly. This speed "doubling," in my opinion, is purely a result of
clone-fever -- more, more, faster, faster! I'd just like a little asterisk.

-Matt

1618. AEO issue 2, part 2

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 21:52:28 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Jan26.215228.5684@prime.mdata.fi>
Source record: 211258

I got AEO issue 2 yesterday, but only the first part. Where can I
"complain", I'm too afraid to mail to stmagazine@whatever :). I
already edited the headers away, so I can't get the posters address..
--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

1619. Re: A1200 versus Falcon 030 once again (FAQ?)

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 22:21:38 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1993Jan26.222138.21584@infodev.cam.ac.uk>
Source record: 211259

In article <C1GrMM.C2C@sunlab1.bath.ac.uk>, mapmh@sunlab1.bath.ac.uk (Mark Hagger) writes:
|> In the referenced article, s914534@minyos.xx.rmit.OZ.AU (UT) writes:
|> >jornmoe@fredrik.atari.no (Joern Moe) writes:
|> >
|> [deletions]
|> >
|> >Also the Falcon doesn't have the custom graphics chips that the 1200 has,
|> >so its going to be slower still. Remember the ST 68000 was faster than the
|> >the 68000 used in the Amiga - yet most Amiga games ran faster than their ST
|> >counterparts - because everything had to be done by the CPU in the ST.
|> >
|> Depends what you mean by most? Granted anything that was sprite based
|> run a damn site faster on an Amiga, but anything that was processor
|> intensive like any 3d simulations or other such interesting games
^^^^^^^^^^^^^^

Not strictly true, the custom chips can be used to draw polygons in hardware, much faster than the main processor can. Most of the 3D stuff that ran slowly was ported ST stuff, which wasn't reprogrammed to take advantage of the graphics processor :-)

Chris Brown

1620. message authors

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 22:37:24 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1204@usdtsg.DaytonOH.NCR.COM>
Source record: 211260

Folks, just a quick suggestion. Make sure that when you quote someone,
that you leave their name (or at least email address) in the quote.
That way no one gets blamed for someone else's remarks... Thanks...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"there's nothing sure in Life but Death and Texas..." - Kelly Bundy

1621. Re: MULTI-TOS release, when did it happen ??

Newsgroup: comp.sys.atari.st
Date: 1993-01-26 23:50:04 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.hS0WljtTQb_@yonder.equinox.gen.nz>
Source record: 211261

In <1993Jan26.002814.5051@netcom.com>, Eric R. Smith writes:

>I should also point out here that the pricing and distribution methods
>for MultiTOS have not yet been finalized. Bob Brodie expressed *his
>personal opinion* on how *he* would like to see MultiTOS distributed,
>and he was definitely not promising that MultiTOS would be free.

If it does happen, i.e. it's free, Bob said he'd put it on GEnie,
would you do the same for internet? i.e. put it on atari.archive.umich.edu??

>(Don't bother telling me your opinion: I have no influence on the
>decision. I only work here :-))

You are writing it though... surley that must give you some influence...
well at least an oppotrunity to suggest it anyway! :-)

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1622. Atari Dealer in Chicago Area?

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 00:10:23 UTC
From: coonstot@quads.uchicago.edu
Message-ID: <1993Jan27.001023.12088@midway.uchicago.edu>
Source record: 211262

Does anyone know if there is an Atari dealer in the
Chicago area?

Thanks,
Charles
--
Charles O. Onstott, III (coonstot@midway.uchicago.edu)
Graduate Student in Religion and the Human Sciences
The University of Chicago Divinity School
"[T]he problem of history cannot be solved by avoiding it." (B. McGinn)

1623. Re: Falcons made in Iraq?

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 00:28:24 UTC
From: healy@nosc.mil
Message-ID: <1993Jan27.002824.26821@nosc.mil>
Source record: 211263

Oh, I'm afraid you have been misinformed. They're being made in Libya :-)

1624. Re: Falcons made in Iraq?

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 00:46:08 UTC
From: dmb@rice-chex.ai.mit.edu
Message-ID: <1k4m0gINNp5h@life.ai.mit.edu>
Source record: 211264

In article <93026.134610SML108@psuvm.psu.edu> <SML108@psuvm.psu.edu> writes:
>... If this is true, then how do they get past the total trade embargo
>placed on Iraq by the United Nations?

Hey, that's "EE-RAHK" not "AYE-RACK"! Saddam only gives people ONE
CHANCE to pronounce it correctly!

(Sorry, I couldn't resist.)

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

1625. Re: PC Bigotrynex

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 01:15:54 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C1HnIs.MKH@ecf.toronto.edu>
Source record: 211265

I hope you aren't calling the 68040 just a speed doubled 68030. The 68040
has numerous improvements including a larger internal cache and a Floating
Point chip on board. The larger cache makes it a lot easier to implement
a machine without resorting to wait states or even to an external cache.
The 256 bytes of data and instruction caches each was one of the main reasons
the TT was really not that fast a machine.
512

1626. Re: Right! More Picture Conversion stuff!

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 01:20:57 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C1Hnr6.30@ecf.toronto.edu>
Source record: 211266

It doesn't seem too long ago when Amiga users said the atari didn't have anything to give. I also find it kinda ironic that Photochrome does a better job at displaying raytraced pictures from a certain raytracer than what the amiga does.

1627. DeskJet Fault

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 01:22:53 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1k4o5dINN8qe@golem.wcc.govt.nz>
Source record: 211202

Well can any one help me, I have a second hand Deskjet to evaluate,
but things don't look right..

If I use Script to print out ver 1.0 , it looks a bit fuzzy, dots that
should not be there, even happends in Epson mode as well, with the correct
printer driver, this error is repeatable 100% and is not random like
a faulty print head...

Could this be a Script fault..??

If I try the built in test, the text looks clean, but the top parts of the
letters are lighter than the bottom, this is on every line of text...

What program can I use that supports this printer with its built font
and with external fonts, like what Script does...

Or is it correct that these printers don't work to well with the ST range
of computers..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

1628. Re: Falcon, Falcon who has got a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 01:24:57 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C1Hnxn.nJ@ecf.toronto.edu>
Source record: 211267

In article <1993Jan25.112726.11738@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>In article <1993Jan22.162113.13989@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>>
>>can someone make a list of typical sorts of programs that would be really
>>"memory-intensive" so as to really suffer from this 16-bit memory bus?
>>
>> -Matt
>
>Programs that should be using the blitter, but don't.
>Eg. copying areas of memory, drawing sprites, scrolling in a window, etc.
>(The blitter has 32-bit access and is faster at doing this sort of thing
>anyway).
>
>- Leo

Whats so different about the Falcon doing this for graphics when all data bus transfers on the PC are done at 16 bits and depending on your setup at 8 bits. Not only that, the data transfer speeds are limited on the PC further slowing down graphics speed. Plus the PC doesn't have a blitter.

1629. Re: STOS_3D_Manual?

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 01:39:28 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C1HoLt.2I1@ecf.toronto.edu>
Source record: 211268

In article <1993Jan26.125716.29160@email.tuwien.ac.at> nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
>e90-frt@tekn.hj.se (TOMAS FRIDN) writes:
>: I'm looking for manual to STOS 3D.
>:
>: Both a manual for the creator and a list on
>: all commands.
>
>Erm... pardon my ignorance, but isn't that a bit illegal?
>I know the copyright law in Sweden isn't up to eg. the US
>standard, but then you shouldn't ask here on Usenet, where
>the whole world can read it!
>(I assume you haven't got the original, ignore this if I'm wrong)
>
>-MY

That's a big problem with getting a program on those magazine disks.
People automatically asume that it is public domain and act accordingly.

1630. Re: A1200 versus Falcon 030... FAQ...NOT

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 01:42:17 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C1HoqL.2tu@ecf.toronto.edu>
Source record: 211269

In article <1993Jan26.122535.8059@tdb.uu.se> m92mmy@tdb.uu.se (Mattias Myrberg) writes:
>RUNE HYLDMO writes:
>
>>1. Have you ever been read a German computer-mag. Games what is that??
>
> There are other mags.
>
>>2. Do games sell machines in Europe just because they do so in England?
>
> At least they do so in Scandinavia
>
>>3. Did the IBM-PC have good games in the 80's? Did it sell anyway. Did it
>> sell more than Amiga?
>
> Who cares.
>
>>4. Is the A1200 any good without any Fast-ram? Does fast-ram cost money.
>
> Yes, it is good without Fast-ram, why don't you get the specs. before
> you put out statements like that one. I believe that you do not know much about
> the AGA-chipset.
>
>>5. Does the A1200 have a DSP to make stunning zoom-effects.
>
> Commodore will release a DSP this summer + OS-support for it,
> and it won't be simple cheap stuff like the one in the Falcon,
> it will be a good quality product.
>
> Does the Falcon have a PCMCIA-slot ?
>
>>5 1/2. Does the A1200 have 16-bit sound. Does a 16-bit A1200 card cost money?
>
> We will have it soon.
>
>>6. Does the A1200 work properly? Is Amiga 1200 a quality product or a rush
>> job?
>
> A couple of machines sold in the U.K was faulty, other than that the A1200 is perfect.
>
>>7. Is it better to launch a product with lots of faults or wait untill the
>> machine works properly?
>
> This has nothing to do with the A1200, get your facts straight.
>

>>8. Are there any "A1200 only" games out there yet. If not what's the use?
>> Games sell machines don't they?
>
> Yes there are.
>
>/Mattias
>
>____
>Mattias Myrberg
>
>m92mmy@bellatrix.tdb.uu.se
>

Why do you say the Atari has a cheap DSP system in it. It is the same DSP
chip that is used on the NEXT computer. Not a flabby system.

1631. Re: IBM CORPORATE LOSS

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 02:01:46 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11849@uqcspe.cs.uq.oz.au>
Source record: 211270

neil@cs.hw.ac.uk (Neil Forsyth) writes:

> "IBM has so many employees worldwide that if they were all in one
> place and that place was called a country then it would be the fifth
> largest country in the world."

> "IBM has so much money in the bank that the interest alone can pay
> those peoples wages such that they could stop making computers
> tomorrow and still keep everyone in a job if they had a mind to."

China = 1000M
India = 866M
USA = 252M [CIS excluded - it's a collection of countries]
Indonesia = 193M
Brazil = 155M

So, let's say IBM has at LEAST 156M employees. (though I've probably
missed some other HUGE country somewhere, like Australia :-])

Now let's pay them all the EXTREMELY pitiful wage of $1600 per year.

Now, let's say we get 25% interest on IBM's cash in the bank. Tell me
where I can do that well!!!

So, IBM must have 4*156000000*1600 dollars. ie. ONE ENGLISH BILLION DOLLARS,
just sitting in the bank.

>I dunno how true these statements are but even if there is some truth in them
>then I doubt that the financial loss will hurt them much.

No truth whatsoever.

>A friend of mine was told these 'facts' at his employee induction course with
>a clone manufacturer.

Tee hee, those clone manufacturers probably use the new 100000MHZ chip, too...

Here's an equivalent argument:
"I heard Atari has $10,000,000,000,000,000.
Even if that is only 0.001% true, that's $100,000,000,000,
and let's face it, 0.001% is very much!"

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = GNUized |
/ * <-- Computer Science Department, |||||| Atari Machine-Specific |
_.-._/ University of Queensland, _// || _ C++ game library |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1632. Re: Why Atari can't succeed in the United States

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 02:27:27 UTC
From: jhauser@pine.CS.Berkeley.EDU
Message-ID: <1k4ruf$s4@agate.berkeley.edu>
Source record: 211271

In <1jsn8kINNd95@escargot.xx.rmit.OZ.AU>, UT writes:
> One case in point stood out - a new hand held game system
> (don't remember which) was to be carried by Toys R Us until Nintendo stepped in
> threatening supplies of its entertainment systems unless Toys R Us dropped the
> product.

Isn't that illegal in my country? (U.S.A.)

Repeal prohibition. History repeats itself. Repeal prohibition. History r
John Hauser---jhauser@cs.berkeley.edu---Boy of DESTINY o o o o o o o o o o o

1633. Re: ADVOCACY: Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 03:14:02 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.JzZmhOEx5ww@semprini.tdkcs.waterloo.on.ca>
Source record: 211207

In <11830@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>
> >> For around $300? Good luck.
>
> >I don't care, but I'm sure I were to blow a few minutes looking through
> >Computer Shopper, I could see a DSP board for $300.
>
> Go on then. We're all standing here waiting for you to either do that,
> or stick your other foot in your mouth.

I didn't realise I had one foot in my mouth already. Grabbing my Jan.93
Computer Shopper, I looked through a few pages from the back. The first
Falcon-quality sound card:

Sound Blaster 16 ($239) - 8-bit and 16-bit digitized voice channel;
20-voice StereoFM music synth; MIDI interface; built-in power amp (hmm,
Falcon doesn't have one of those)

Next, I found a DSP card. Not quite as versatile as a general-purpose
DSP board, but it was the first one I found; if I were interested in the
DSP, I'm sure I could find another one (or twelve). Oh, and I guess I'm
embarassed in front of the world, eh? It's $425. Not quite around
$300 but in the ball park:

Sound 2000 ($425) - CD Quality sound up to 44.1 kHz sampling; 32
simultaneous stereo voices with 16/32-bit DSP sampled sound (DSP model
not specified); 127 MIDI instrument sound patches, 47 percussion sounds
built-in; 16-bit digital audio recording (1 stereo or 2 mono
channels)/16-bit digital audio playback (2 stereo or 4 mono channels)
with MIDI interface. Oh, and bundled software.

> Because you keep ignoring the DSP.

Because I have no use for it (it's not going to speed up POV-Ray or
Lexicor's stuff for me) and I haven't seen a useful (to me) application
of it yet. Other than JPEG decompression/compression, which a faster
CPU will handle quite nicely.

> I understand you. If the Falcon didn't have the DSP, I wouldn't by it.
> It would be underpowered and overpriced.

I think it still is. Then again, you've probably got more of a use for
the DSP than I do.
--
------------------==------------------
Chris Herborth

cherborth@semprini.tdkcs.waterloo.on.ca

1634. Re: gcc/g++ installation question

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 03:29:44 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.ySBGMutC2Bk@semprini.tdkcs.waterloo.on.ca>
Source record: 211208

In <1993Jan26.012750.23019@magnus.acs.ohio-state.edu>, Joseph W Reiss writes:
> 1. What programs/files do I need to run GNU c and g++? This includes
> libraries, header files, programs and anything else important.

I got all of the 2.2.2 files, the latest MiNT libraries, and a bunch of
other stuff, and jammed it all together... ;-) Warwick or Howard Chu
would be a much better reference here.

> 2. Where do they go? (as far as directory structure and such.)

Wherever you want. Don't mix the C++ and C include files though. Mine
live in:

g:\gnu\bin GCC/G++ binaries
g:\gnu\incl C include files
g:\gnu\incl++ C++ include files
g:\gnu\lib C/C++ libraries

> 3. What kind of environmental variables are needed?

Here's the appropriate part from my mupfel.mup (or tcsh.rc under MiNT):

```
# some of these are probably redundant...
setenv GCCEXEC g:\gnu\bin\
# setenv GCC_EXEC_PREFIX g:\gnu\bin\
# use "unsetenv GCC_EXEC_PREFIX" under tcsh instead of the next line!
setenv GCC_EXEC_PREFIX
setenv GNUEXEC $GCCEXEC
setenv GNULIB "g:\gnu\lib;g:\usr\lib"
setenv GNUINC "g:\gnu\incl;g:\usr\incl"
setenv GCCLIB $GNULIB
setenv GCCINC $GNUINC
setenv GXXINC "g:\gnu\incl++;g:\gnu\incl++\ams"

# Just in case I forget...
alias cc gcc
```

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1635. Re: FALCON is DEAD.... NOT, IBM is...

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 03:32:19 UTC
From: lehmann@cs.tamu.edu
Message-ID: <1k4vo3INNb16@tamsun.tamu.edu>
Source record: 211217

>Here in Norway it took a company called Datavarehuset 6 months to from they
>launched their IBM-clone until they outsold IBM. Which they also are doing
>today. Party on....
>
>Greets
>
>Rune Hyldmo

Wow that is really impressive. What was the pricing on the 3090-600E with vector process and 6 parallel processor mainframe clone? How many models of the E/S 9000 mainframes did they have? Did they also sell the 200 page per minute laser printers for it? How about clones of the smaller computers like the AS/400 minicomputers? What type of Database applications worked on the AS/400 clones? Were they still compatible with the old System/36 machines? How about the smaller machines like the RISC System/6000's? Did they have the full pizza-box to refrigerator size RISC Processors? Could they still handle 256 users logged in at the same time? And then to IBM's smallest market of micro-computers. Did they offer a 24-hour replacement maintenance service?

My point is that while micro-computers are great for home use and a just at the EARLY infancy of office use, many of the problems of large scale computing with thousands of users spread of thousands of mile just isn't available and/or practical right now. Big computers still sell for lot's of money and that is where big companies like DEC and IBM stay in business.

I agree that micro-computers are a might force on the horizon and that in the next decade more applications with evolve for large scale distributed BUSINESS computing. But banks, airplane companies, space agencies, defense systems, etc. can't wait for the future. These industries need the powerful mainframe hardare **AND** software that already is designed NOW! PC's will most likely take this place in the future and it will be a lucrative area of computing, but the business systems are not largely in-place in the highly profitable areas of business and scientific computing.

Look at the large picture if you are going to express generalizations.
I'm not flaming, just mentioning a view point that many microcomputer users don't seem to mention.
--
Mark Lehmann Senior Texas A&M University
lehmann@cs.tamu.edu

1636. Re: Hunter - Is it any good?

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 03:35:24 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.uP7eLmDUZ9s@semprini.tdkcs.waterloo.on.ca>
Source record: 211209

In <C1EyAz.Iyp@cs.bham.ac.uk>, Jonathan P Alma writes:
> Can someone please post a 'review' (or just comment on) the game Hunter.
> I am especially interested in how complex the game is (do you need to think about
> strategies when playing or is it just a shoot'em up), and how long its appeal
> lasts.

Well, I've had it for several months now... I love it! Hunter is
really cool, and tonnes of fun to play. The 3-D vector graphics are
pretty realistic (well...) and fairly fast. The controls are easy
enough to figure out and easy enough to use. I usually play it on the
Mission setting, and it's quite challenging...

Highly recommended; some people will probably hate it though. A friend
of mine, much into wargames, hated it when I showed it to him.

--
-------------------==-------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1637. Re: IBM CORPORATE LOSS

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 03:37:29 UTC
From: wbdst+@pitt.edu
Message-ID: <2600@blue.cis.pitt.edu>
Source record: 211272

Why IBM would keep such a large amount of money in the bank is a very good question. The answer? They don't. Even if they had that much money in the bank, they'd still have to pay off their shareholders and debtors. Use your heads, people!

1638. Re: RayShade on Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 03:39:14 UTC
From: wbdst+@pitt.edu
Message-ID: <2601@blue.cis.pitt.edu>
Source record: 211273

```
For that matter, has anyone compilerd (sorry, I meant 'compiled')
PoV for the Atari?
```

1639. Re: FALCON is DEAD.... NOT, IBM is...

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 04:03:52 UTC
From: wbdst+@pitt.edu
Message-ID: <2605@blue.cis.pitt.edu>
Source record: 211219

But mainframe sales have already peaked (back in 1991, at 8.22 billion),
and shows no signs of reversing. Also, most mainframe sales are replacements
for older mainframes. That, plus the fact that technological development
is advancing on microcomputers workstations, and midrange systems is
why IBM is in trouble, and why DEC is betting the farm on Alpha and Unix.
No, mainframes aren't gone yet, but their glory days are over,
especially now that you can get "mainframe replacements" from companies
like Pyramid which will compete (technologically) with IBM's ES/9000s, at
a fraction of the cost.
So much for rusty iron....

1640. Two 1040ST systems for sale

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 04:05:23 UTC
From: csk@po.CWRU.Edu
Message-ID: <1k51m3INNm5b@usenet.INS.CWRU.Edu>
Source record: 211274

Two 1040St systems for sale:
1040ST, 1 meg memory, Atari SC1224 monitor, Golden
Image mouse. $400 or best offer

1040ST, 1 meg memory, Atari SC1224 monitor, Golden
Image mouse, external 5 1/4 disk drive, and the following
software: Falcon, Mavis Beacon typing, Hostage. $600 or best
offer. Also available free: null modem cable for playing Falcon
head-to-head combat with another ST!

We would really like to unload these systems; they have built-in
MIDI ports and are perfect for music applications.
Prices negotiable, if interested, send mail to Carl Kashuk
(csk@po.cwru.edu)

--
It's easier to put on slippers than to carpet the whole world
-Stuart Smalley (Al Franken)

1641. Re: Fantasy Games

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 04:06:58 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <74437@cup.portal.com>
Source record: 211299

Kevin Donovan asked about the "magic only" Dungeon Master game...

I think it should be possible, as long as your magic users could do powerful enough fireballs to blast through the doors that can't be opened any other way.. (the ones that normally are "chopped" to get through).

Also, there's the "Cast your Influence, Cast your Might" spot in the Vault.. if you allow your magic users to throw physical objects, then you could get through there..

But even if you disallowed throwing, there are enough keys to bypass one of the areas on Level 3 and still get through to the next Level..

As for actually killing Lord Chaos, not as far as I know..
BobR

1642. Re: DeskJet Fault

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 04:35:12 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Jan27.043512.18042@csi.uottawa.ca>
Source record: 211275

In article <1k4o5dINN8qe@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>Well can any one help me, I have a second hand Deskjet to evaluate,
>but things don't look right..

Question: Which model? There are 3 (I assume you're not talking
about the colour editions :-)):
a) Desk Jet ("Classic")
b) Desk Jet+
c) Desk Jet 500

They're all rather similar, but ARE distinct, and have somewhat
different features. For instance, the set of built-in fonts grows for
the later printers.

>If I use Script to print out ver 1.0 , it looks a bit fuzzy, dots that
>should not be there, even happends in Epson mode as well, with the correct
>printer driver, this error is repeatable 100% and is not random like
>a faulty print head...
>
>Could this be a Script fault..??

It could be, but it's not 100% clear.

>If I try the built in test, the text looks clean, but the top parts of the
>letters are lighter than the bottom, this is on every line of text...

This probably indicates that you need to replace the ink cartridge.
I've never had this particular problem with my DJ, but then I tend to
replace the ink cartridge, and you may have a nearly dead one.

Not a major problem, depending on how much HP charges for the
cartridges Down Under.

If some of the ink nozzles have gunked up, that could cause the
problem. I'd suggest running it through a couple of "priming" cycles;
there's a button marked "PRIME," which I think makes the printer try
to run some ink through ALL of the nozzles while sitting off-line.
That might clear the nozzles. Otherwise, you probably just have to
get a new cartridge.

>What program can I use that supports this printer with its built font
>and with external fonts, like what Script does...

That's Write supports both internal and "external" fonts; FSM/FONTGDOS
support the Deskjet too. There's a driver file for ST-Writer on
atari.archive.umich.edu; I'm not TOO familiar with the support of
other word processors for the DJ.

Any of the major desktop publishing packages (Pagestream/Calamus)
support the DJ; they tend to do bitmapped graphics, and thus make
little use of the internal fonts.

I use TeX to get "the most" out of my Deskjet; unfortunately, there
are implementations of TeX that run under UNIX, which presumably
disqualifies it from being a "quality" piece of software, under
certain classifications. On the other hand, TeX was written by Donald
Knuth. Enough said :-).

>Or is it correct that these printers don't work to well with the ST range
>of computers..??

The only printers that have "better" support on the ST are the Atari
laser printers, and there's some question there...

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

1643. Re: Falcons made in Iraq?

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 04:39:21 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1k53lpINN9re@golem.wcc.govt.nz>
Source record: 211203

> One question to the people who have claimed the Falcon is being produced
> Iraq: If this is true, then how do they get past the total trade embarg
> placed on Iraq by the United Nations?
>
> Methinks they're not being made there...
>
> Scott

It would seem *very* unlikely!

I'm 99.9% sure they aren't! Besides, think of the huge shipping &
transport costs that would be involved! 8-)

□
Contrary to popular belief, money IS everything! |||
To cause a catastrophic disaster, you need a computer! ||| TARI
If several things can go wrong, the one that will / | \
cause the most damage, happens first! At least it goes!
WELLS_S@KOSMOS.WCC.GOVT.NZ□

1644. Re:Zillions of Questions(old post)

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 06:11:47 UTC
From: S112397@UMRVMA.umr.edu
Message-ID: <1993Jan27.062318.12083@umr.edu>
Source record: 211276

I would like to thank Steven Wells of answering my post,
now some advice for anybody out there who (like me) need to
be able to copy data from a small disk to a large disk.
In other words, those of you who ftp Atari STuff from various
sites (thanks atari.archives.umich.edu and your mirror
wuarchive.wustl.edu, a REALLY BIG THANKS, I MEAN REALLLLLLY
BIGGGGG THANKKKSSSSS TO YOUUUUUUU) but must use an IBM to do so
(and therefore must use a standard format disk instead of adding
sectors and tracks) use Fast Copy III (f_copy3.??? at the archives
above) Why? Cause you can do it real easy like. Just use new conf
to reconfigure you IBM disk to extra tracks and sectors (now you can't
use it on the IBM again, but who cares!) RAH STeven Wells RAH Atari
Archive (both incarnations) RAH Fast Copy III RAH RAH RAH, YAAAAAAAAAA!!!

The preceding was brought to you by a much relieved Sam Groves
s112397@umrvma.umr.edu (if you really care :) :) :) :) :))

1645. Re: A1200 versus Falcon 030 once again (FAQ?)

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 07:02:45 UTC
From: bull@vaxc.cc.monash.edu.au
Message-ID: <1993Jan27.180246.91116@vaxc.cc.monash.edu.au>
Source record: 211277

> : jornmoe@fredrik.atari.no (Joern Moe) writes:
> :
> : >These days the atari and amiga people are arguing which computer have
> : >the fastest cpu (Falcon 030 versus A1200). The 68030 have better performance
> : >than a 68020 when placed in an equal arcitecture. Additionaly the A1200 runs
> : >at 14.4 Mhz, wheras the F030 runs at 16Mhz (i realy think its 16.01xxxMhz)
> : >giving it a extra 10% over the A1200. Summing it all up, my bet is that
> : >this is a dead race!

Although I am an Amiga user, I am not anti-Atari. I've seen the Falcon in action and came away moderately impressed. The Falcon still falls short on some areas I consider important (no internal slots is one point against the Falcon in my book), but I won't dismiss the Falcon out of hand.

Now on to Joern's comments. In an equal architecture an 030 will outperform an 020 every time, yes. But isn't the Falcon's 030 running on a 16 bit bus (not counting the graphics subsystem)? In this case, the difference in clock speed is somewhat balanced by the difference in bus size (16 bit on Falcon, 32 bit on A1200).

In a test of raw compute power (eg calculating mandelbrots), I would expect the Falcon to be faster because of the better caches on the 030 and the higher clock speed. In a general use environment where you're moving the mouse about, opening and closing windows, loading programs and files from disk, etc, I would give the edge to the A1200, because of it's wider system bus (and better throughput capability as a result).

Bull@vaxc.cc.monash.edu.au OR bull@monu1.cc.monash.oz
DOD# 251 '84 VF 750 Closet Ducatisto
Disclaimer. If you love your llama, let it lambada.

1646. Re: 14.4 modem - What handshaking to use?

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 07:13:20 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.jQrYJGoObxM@elfhaven.ersys.edmonton.ab.ca>
Source record: 211278
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993Jan23.124720.4450@netcom.com>, Christopher Russell writes:

[> Hello, I just got my new high speed modem. It works great, but
[> occasionally will loose text on long screen dumps, etc. I have tried
[> XON/XOFF and hardware handshake, but neither seems to help. I have
[> this same problem in both Spectre and Mac (Spectre GCR) modes.
[>
[> How do you folks with Fast modems have your comm. programs setup?
[>
[> --
[> Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
[> yonder@netcom.COM or clr40@sim.mfg.amdahl.com or chrisr@leland.stanford.edu

Using high speed modems on the ST is not all that hard, if you have the right
software. You need a program caled SERFIX11.LZH (ZIP, ZOO, ARC?) that goes in
your AUTO folder. It will correct a bug that is present in all Atari systems,
with the exception of the TT I believe. Then set your software to use
RTS/CTS and your modem to use the factory default settings. From there things
will work fine. At least, they did with me. I still have trouble doing
uploads at high speed sometimes, but you will not lose text and you will have
no problems downloading (or uploading in most cases).

I hope this helps you out.

--
Regards,

<< +-+ >>
<< Michel Forget >>
<< ~~~~~~ >>
<< mforget@elfhaven.ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< My cat worships the Sacred Halogen Torchiere! >>
<< -- >>

1647. Re: Cocktail recipe program for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 09:46:04 UTC
From: mlrettel@cip.informatik.uni-erlangen.de
Message-ID: <1k5lksElNNrau@uni-erlangen.de>
Source record: 211230
Cross-posted to: rec.food.drink,comp.sys.atari.st

despair@netcom.com (Scott Hanson) writes:

>I have the above program and have corrupted one of the database files.
>I cannot find it at any ftp sites; does anyone know of a cocktail recipe
>program for the st? I cannot remember the name, but chances are good it
>is the one I am using (or a decent substitute) Many thanks, and
>regards.

I don't know of that program, but I'm very interested in it. Is it
public domain?

I've made a database by my own with some drinks, but it is not working
correctly and it is VERY SLOW (*yawn*). For example: searching all
drinks with white rum inside lasts about 3 to 4 minutes. :-(

So: if anyone knows about this program, and where to get it (if it is a
pd-program), please email or post here.

thanks.

michael

Michael Rettelbach, Universitaet Erlangen-Nuernberg,
Informatik VII, Martensstr. 3, 8520 Erlangen, Germany
email: mlrettel@immd7.informatik.uni-erlangen.de
Phone: +49 9131 / 85 7009 Fax: +49 9131 / 39388

1648. Re: Cocktail recipe program for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 10:14:02 UTC
From: jarleb@athena.uio.no
Message-ID: <1993Jan27.101402.2861@ulrik.uio.no>
Source record: 211279

In article <H.ea.mOdfPOhSTm_@yonder.equinox.gen.nz>, craig@yonder.equinox.gen.nz (Craig Shore) writes:
|>From: craig@yonder.equinox.gen.nz (Craig Shore)
|>Newsgroups: comp.sys.atari.st
|>Subject: Re: Cocktail recipe program for Atari ST?
|>Reply-To: craig@yonder.equinox.gen.nz
|>
|>In <1993Jan26.022129.27218@netcom.com>, Scott Hanson writes:
|>
|>>I have the above program and have corrupted one of the database files.
|>>I cannot find it at any ftp sites; does anyone know of a cocktail recipe
|>>program for the st? I cannot remember the name, but chances are good it
|>>is the one I am using (or a decent substitute) Many thanks, and
|>>regards.
|>
|>I think i've got it here somewhere... wasn't it on a coverdisk sometime?
|>
|> Craig.
|>

Yes it was, I think it was a couple of years ago. But the program has been on a.a.u.e, It was named cocktail.lzh, and I though it was in Applications/Databases, but when I looked after, I couldn't find it anywhere under Applications, but a search with archie could be the thing :-)

Jarle.

Internet: jarleb@medusa.uio.no
or Jarle.Brinchmann@astro.uio.no

1649. Q: DAT Streamer for the ST (SCSI) ?

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 10:17:50 UTC
From: TOBIAS@cip.physik.uni-stuttgart.de
Message-ID: <1k5ngeINNk3r@info2.rus.uni-stuttgart.de>
Source record: 211229

The subject line says it all.

Anything known about DAT Streamers (price, speed, capacity) on
the ST ?

Thanks in advance. Tobias.

1650. Re: Cocktail recipe program for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 10:18:11 UTC
From: jarleb@athena.uio.no
Message-ID: <1993Jan27.101811.3120@ulrik.uio.no>
Source record: 211280

Ehmmm, I managed to send out my former post without the info archie gave me

Here it is:

cocktail.lzh is in :

rusmv1.rus.uni-stuttgart.de (In the atari dir)

/applications/persutls

sun.rz.tu-clausthal.de

/pub/atari/misc

(This was a pretty European search, it might be on other sites as well)

Jarle.

Internet: jarleb@medusa.uio.no
or Jarle.Brinchmann@astro.uio.no

1651. Re: Julian Reschke involved with MultiTOS d

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 10:19:42 UTC
From: jonc@status.gen.nz
Message-ID: <J89ZXB1w165w@status.gen.nz>
Source record: 211201

gfarrell@cs.sfu.ca (Gordon James Farrell) writes:

> In article <memo.883178@cix.compulink.co.uk> apelled@cix.compulink.co.uk writ
> >
> [...]
> > ... There are a lot of English speaking countries; Britain
> >and the States. i would think that there would be sufficient demand to make
> >it worth somebodies while.
>
> And what of Canada? (You know, that big, pink blob just north of the U.S.).
> Sheesh, we're used to being forgotten by Americans, but the British, too?

What about Australia and New Zealand, a few other pink blobs in the
south Pacific?
>
> >
> > Adam.
>
> Gordon
> --
> ____
> Gordon Farrell |e-mail:gfarrell@cs.sfu.ca |"Shee, you guys are so un
> | gordonf@sfu.ca | it's a wonder your bums
> Simon Fraser University | | don't fall off."

Jon Clarke Z*NET Pacific
-=-=-=

1652. Re: Programs - I need ideas...!

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 10:40:02 UTC
From: mapmh@sunlab1.bath.ac.uk
Message-ID: <C1IDMr.2FE@sunlab1.bath.ac.uk>
Source record: 211281

In the referenced article, richard@op.ph.ic.ac.uk (Richard Syratt) writes:
>In article <H.eg.Jzc7W7uBf8g@elfhaven.ersys.edmonton.ab.ca>,
mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:
>|>
>|> I am in need of ideas for applications to write. What would people like

Are there any decent PD floppy disc sector editors out there? Ie
something that allows you to page through the data on a disc,
hopefully searching for certain information if you want. Dunno, just
a thought anyway.

[deletions]

>(Leaving out dtp and wordprocessors because I can't imagine trying to
>write these would be anything but boring).

Actually although at first glance this may appear to be true, somewhat
surprisingly I found it quite interesting (and instructive) to put
together a working word processor, its a good exercise in dynamic
memory management, file handling etc etc, plus of course you get to
put all those functions that you've always wanted on a word processor
but were afraid to ask for.

>
>(strange cat you've got)
I'll second that.

Mark

1653. Bl*!#y Lharc

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 10:43:06 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.93Jan27103613@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 211282

I thought I'd take a look at the Gemfast libraries the other day, so I downloaded them from a.a. I wanted the sources since I'm using Lattice C, which is not supported in binary form, so I downloaded the sources in the form of several .lzh archives. I then tried to unarc them to my hard disk. After about 30 minutes of waiting hoping in vain that lharc would stop writing to the disk, I resigned myself to having to reboot the machine, screwing up that partition of my hard disk in the process (rebooting when a file is being written to and the FATs/directory haven't yet been updated). Lharc had gotten seriously confused by the files, and tried to write something to an infinitely large file. I've got 3 problems with this, all of which reinforce the arguments people have made against lharc in the past:

1) Why does lharc not recognise that an archive is in a format it no longer supports/doesn't support yet (in my case the former, I suspect)

2) Why does Lharc not respond to an abort signal such as Ctrl-C, and stop what its doing cleanly (just doing a listing of the archive contents had the above effect as well, and even the low level, hacky, interrupt anything feature of my shell wouldn't stop it)

3) Why doesn't Lharc recognise the disk full condition in the above example and stop then. At least then the disk wouldn't be corrupted?

FWIW, I tried using lharc versions 2.??c, d, i and l (2.?? - I can't remember the minor version number, is it 2.01?)

Kev

1654. Re: FALCON is DEAD!

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 10:51:51 UTC
From: mapmh@sunlab1.bath.ac.uk
Message-ID: <C1IE6F.31C@sunlab1.bath.ac.uk>
Source record: 211283

>Listen, pal, I know exactly what's going on at IBM. The pc business is
[deletions]
>However, IBM has realized that the mainframe market
>is dwindling and
[deleted]
Curious one that, maybe someone should tell Cray Research and the
numerous other mainframe manufacturers plus the dozens of big
firms who regularly solve massive problems on mainframes that this is
happening so that they can go solve their problems on micros.

>Anyway, what does this have to do with Atari? Absolutely nothing.
Atari have recently announced the launching of the Atari MF, this will
apparently be a multi processor mainframe system capable of nearly 15
GFlops and will retail at around 15 million US dollars. An
unconfirmed report suggests the machine is in fact a large box with
4000 Atari ST's in it, this was denied by a spokesman, but he did
mention that attempts to open the 'box' would result in all the
contents melting down into a pile of plastic and silicon.

Mark

1655. Re: Profibuch (was Julian Reschke involved...)

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 11:47:14 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1k5so2INN2ffr@rs1.rrz.Uni-Koeln.DE>
Source record: 211284

In <jonal.122.727891145@dhhalden.no> jonal@dhhalden.no (JON ARVID LOVSTAD) writes:

>What about if some of us who can I/O both German and English volunteered to
>translate a chapter each...??

I think this is a good idea, and I'd certainly volunteer for such
a project (I'm native German, and my English... well, look at my
postings, it sort of works... :-). However, it seems to me that
we have another example here how copyright can prevent a good
plan from being done. Copyright "protection" of printed books
normally states that the book may not be translated to another
language without explicit consent of the publisher.
This means, if we can find a group that is willing to translate
the Profibuch, we'd have to get into contact with Sybex. I'd
expect that then, the Sybex folks would doubt the professionalism
of such a bunch of people as translors. They may finally agree,
but under the obligation that the translated version may not be
made available to anyone but them. Then, they'll take the English
version, and if they think it is properly done, there might be a
chance they actually print it.
Because of all these hassles that would inevitably accompany a
Profibuch translation project, I restrict my statement about
volunteering the following way: I would do it, but only if
someone else negotiated with Sybex in advance and made sure that
they are going to publish it.
Maybe Julian Reschke can comment on whether there is a chance to
get things going under such reasonable conditions.

Greetinx, Jan

P.S.: Is there anyone from the pro-copyright fraction who wants
to argue that volunteers translating the Profibuch would do any
harm to Sybex...?

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

1656. Re: RayShade on Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 12:01:57 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Jan27.120157.17841@email.tuwien.ac.at>
Source record: 211297

wbdst+@pitt.edu (William B Dwinnell) writes:
:
: For that matter, has anyone compilerd (sorry, I meant 'compiled')
: PoV for the Atari?

Sure, with GCC and MiNT it's just compile-and-run, I even wrote a
simple converter for the MTV-compatible .RAW output (which can
be displayed with Photochrome)...

-MY

PS: Great raytracer, but unfortunately it's not allowed to spread
it in compiled form...

1657. Re: Recommended Falcon monitor?

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 12:16:34 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Jan27.121634.27371@rhrk.uni-kl.de>
Source record: 211285

selick@csa.bu.edu (Steven Selick) writes:

>What is/will be the recommended monitor for the Falcon (if/when it

I'm using a NEC Multisync 3D with it. It can display _all_ Falcon
resolutions. As far as I know there are only very few other monitors who can
handle this.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

1658. Re: Cocktail recipe program for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 12:34:30 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <1k5vgmINNgi7@info2.rus.uni-stuttgart.de>
Source record: 211224

Try BAR from Roland Fricke. Very nice.

Gerd

##
internet: CASTAN@cip.physik.uni-stuttgart.de
(Neuer Rechnername! Der alte bleibt aber noch einige Zeit gueltig.)
##
Real Name: # Einem Land, dessen Sprache das Wort "Kultur - Beutel"
Gerd Castan # hervorgebracht hat, ist nicht zu trauen.
Hoehbergstr. 16 # (Luisa Francia)
D-7000 Stuttgart 60 # obHack: Writing LIFE in Lotus 1-2-3

1659. Re: Julian Reschke involved with MultiTOS d

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 12:37:50 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Jan27.123750.12979@cs.ruu.nl>
Source record: 211286

In <1993Jan26.010117.11960@cs.sfu.ca> gfarrell@cs.sfu.ca (Gordon James Farrell) writes:

>In article <memo.883178@cix.compulink.co.uk> apelled@cix.compulink.co.uk writes:
>>
>[...]
>> ... There are a lot of English speaking countries; Britain
>>and the States. i would think that there would be sufficient demand to make
>>it worth somebodies while.
>
>And what of Canada? (You know, that big, pink blob just north of the U.S.).
>Sheesh, we're used to being forgotten by Americans, but the British, too?

No, it's just that the English still don't accept Canada as a nation.

--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

1660. Re: Falcon, Falcon who has got a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 13:42:04 UTC
From: glens@natinst.com
Message-ID: <1k63fcINNovo@falcon.natinst.com>
Source record: 211205

In article <1k56veINNpf7@tortoise.cis.ohio-state.edu> tbrown@cis.ohio-state.edu (ted croft brown) writes:
>
>This is not true for some Local Bus machines. The Local Bus is wide enough
>to support a graphics card with enough bus leftover to snarf stuff off the
>harddrive at amazing speeds.

But software (games) can't really be written to use local bus video.
The software (games) vendors need to target the largest maket which is still
(and probably will be for a very long time) video on the ISA bus. I know
local bus video is software transparent to VGA but the games will be 'timed'
for VGA on the ISA.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@natinst.com

1661. Re: IBM CORPORATE LOSS

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 13:46:48 UTC
From: wbdst+@pitt.edu
Message-ID: <2616@blue.cis.pitt.edu>
Source record: 211223

You guys are missing a basic business point here. IBMs loss cannot simply
be absorbed by its savings, as it will not be producing anything to
make that money. This will hurt their SCF, and their stock would only
fall further (to say nothing of their bond rating, over at Moody's).
Plus, any money IBM has got stashed away would be put to better use
than a savings account. If they have money out there, it would be
invested, and investments tend to be less liquid than savings. They'd
be able to get their hands on that money eventuaolly, but if I worked
at IBM, I sure wouldn't like knowing that that was where my
paycheck was coming from. Lastly, IBM's holding s are not its to just
dole out when it doesn't make monyxxx money, they belong to the shareholders
(and creditors have some claim on them too).
No, I don't think IBM will go under tomorrow, and even a hurt IBM will
outdo a lucky (hypothetical) Atari in the foreseeable future.

1662. Re: FALCON is DEAD!

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 13:50:42 UTC
From: wbdst+@pitt.edu
Message-ID: <2617@blue.cis.pitt.edu>
Source record: 211221

You've got your market segments mixed up. Cray sells supercomputers. IBM sells mainframes (and minis, workstations, and micros). The mainframe market is sliding, in a part because of those very businesses you described who are so costly to keep the mainframe running. Why do you think IBM has been pushing the RS/6000 lately?

1663. Re: RayShade on Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 14:00:37 UTC
From: doucet@ripolin.laas.fr
Message-ID: <8730@laas.laas.fr>
Source record: 211218

In article 2601@blue.cis.pitt.edu, wbdst+@pitt.edu (William B Dwinnell) writes:
>
>For that matter, has anyone compilerd (sorry, I meant 'compiled')
>PoV for the Atari?

PoV is on the cover disk of the Feb'93 issue of the (French) STart Micro Mag.
I haven't tried it, all I know is that 2 Megs are required.

+-------------------------+-------------------------+
| Jean-Etienne DOUCET | LAAS - CNRS |
| doucet@laas.laas.fr | Toulouse FRANCE |
+-------------------------+-------------------------+

1664. Re: OMEGA HELP????????

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 14:01:56 UTC
From: csg022@cch.coventry.ac.uk
Message-ID: <C1IMzB.9tp@cck.coventry.ac.uk>
Source record: 211204

In article <1993Jan25.100501.28518@fwi.uva.nl> storm@fwi.uva.nl (Richard G.C. Storm (I89)) writes:

>HI all,
>I was wondering if anybody couldhelp me with the game Omega
>I just got it recently from ftp and get killed all the time.
>Because I run it on a one-floppy system this means wasting too
>much time.

The author will hate me for this....
Try editing the ODLAIR.DAT file to have no monsters and
loads of treasure.....
Sorry.

--
+---+
| csg022 is M B Procter | Sincerity, if you can fake that you've got it made. |
| Coventry Uni. England | Whoever said that was thinking of Anne Diamond |
+---+

1665. Re: Recommended Falcon monitor?

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 14:17:29 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1k65hpEINN7ib@uni-erlangen.de>
Source record: 211236

You can use any kind of multi scan monitor to connect it to the FALCON.
This monitor will be able to show all non-interlaced resolutions.

It could be possible that the interesting resolution 640x400 truecolor interlaced can not be shown on any kind of VGA-monitors. For this resolution you will probably need a normal TV.

--
Harald Schoenfeld | I'm sorry Dave,
(hs@cnve.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

1666. Remember TEMPEST? Does it exist for the atari?

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 14:43:13 UTC
From: mwtilden@math.uwaterloo.ca
Message-ID: <C1Iow4.Fz4@math.uwaterloo.ca>
Source record: 211234

I've always wanted to get the old arcade game TEMPEST for my ST. It
was an old vector-monitor game popular in the 80s where you went
through a variety of shapes blowing away baddies that came up at you.
Very stylish. You can still see them around some of the arcades. Don't
know if the atari can handle the speed or not but it's be great to
see. Could be handled entirely by the mouse. Something I'd definitely
pay shareware costs for, maybe others would too.

Is all.

--
Mark Tilden: _-_-_-__--__--_ /(glitch!) M.F.C.F Hardware Design Lab.
-_-___ | \ /\/ U of Waterloo. Ont. Can, N2L-3G1
|__-_-_-| \/ (519)885-1211 ext. 2454
"MY OPINIONS, YOU HEAR!? MINE! MINE! MINE! MINE! MINE! AH HAHAHAHAHAHAHAHAHA!!"

1667. Re: A1200 versus Falcon 030 once again (FAQ?)

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 15:08:12 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.93Jan27150124@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 211287

>>>>> On 22 Jan 93 12:12:40 GMT, s914534@minyos.xx.rmit.OZ.AU (UT) said:
>> NNTP-Posting-Host: minyos.xx.rmit.oz.au

>> jornmoe@fredrik.atari.no (Joern Moe) writes:

>>These days the atari and amiga people are arguing which computer have
>>the fastest cpu (Falcon 030 versus A1200). The 68030 have better performance
>>than a 68020 when placed in an equal arcitecture. Additionaly the A1200 runs
>>at 14.4 Mhz, wheras the F030 runs at 16Mhz (i realy think its 16.01xxxMhz)
>>giving it a extra 10% over the A1200. Summing it all up, my bet is that
>>this is a dead race!

> Shouldn't that be 16Mhz - 25% ?
No, the fact that the 030 is running at 16Mhz compared to the 020's 14.4
will give the 030 a 10% improvement. The fact that the 030 is on a 16
bit bus and the 020 a 32 might give a 25% improvement to the 020. He was
talking (quite obviously, actually) about the effect of the clock speed
isolated from any other issues.

> Also the Falcon doesn't have the custom graphics chips that the 1200 has,
> so its going to be slower still. Remember the ST 68000 was faster than the
> the 68000 used in the Amiga - yet most Amiga games ran faster than their ST
> counterparts - because everything had to be done by the CPU in the ST.

I don't buy that. My friend used to have a 1040ST. He sold it and bought an
A500 about 12 months ago because the Amiga had more games available for it
(he only used both machines for games). He's now bought an A1200. One of the
first things he noticed about the A500 was that it ran equivalent games slower
than the ST. For the record, he had about 3 (maybe 4) meg of ram in the A500,
configured (as chip or fast ram) in what he'd been told was the optimum
configuration for extra speed.

Kev

1668. Re: Falcons made in Iraq?

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 15:48:59 UTC
From: scott@winnetou.santafe.edu
Message-ID: <SCOTT.93Jan27084859@winnetou.santafe.edu>
Source record: 211288

In article <93026.134610SML108@psuvm.psu.edu> <SML108@psuvm.psu.edu> writes:
> One question to the people who have claimed the Falcon is being produced in
> Iraq: If this is true, then how do they get past the total trade embargo
> placed on Iraq by the United Nations?
> Methinks they're not being made there...
> Scott

HAHAHAH! Oh my... This groups IS better than rec.humor ...

Scott

1669. Re: NEWSFLASH : FALCON RELEASED

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 15:54:48 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1k6b88INN7kd@usenet.INS.CWRU.Edu>
Source record: 211242

In a previous article, lmvec@westminster.ac.uk (William Hargreaves) says:

>stigvi@Lise.Unit.NO (Stig Vidar Hovland) writes:
>: In article <jorngh.366.727480750@dhhalden.no>, jorngh@dhhalden.no (JORN GUNNAR HALONEN)
writes:
>: >
>: > Yeah, you read right ! Two Falcons were actually released
>: > in UK yesterday, it was supposed to be three but one machine
>: > was D.O.A. The UK Atari manager was nevertheless pleased and
>: > stated that this proves Atari's dedication to the market. He
>: > also gave hopes of five (yes five !) new machines in the next
>: > few months, and an additional 30 (!) cute beasts if he managed
>: > to sell his flat in south London. The production barracks in
>: > Iraq is currently working in high gear too keep up with the
>: ^^^^
>: > demands.
>: >
>: > And a last thing, this is a rumour. It may not be entirely true.
>: >
>:
>: If UN and USA could stop bombing these barracks, we probably would see
>: more Falcons in the (near) future.
>:
>: Stig Vidar Hovland - stigvi@lise.unit.no
>
>In that case, BOMBS AWAY!!!!!!!!!!!!!!!!!!!!!!

I ___HEARD___ that the factory that the United Nations thought were making
nuclear weapons were ACTUALLY making Falcon030 computers.

Since it was targeted by the U.S. and DESTROYED, we will have to wait
another six months for Falcons.

I believe I heard a represenative from Iraq saying that they will "rebuild"
this factory, however.

So, at least there is some good news.

>
>Will
>

--

1670. FRACTAL ?

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 16:01:31 UTC
From: e90-frt@tekn.hj.se
Message-ID: <e90-frt.7.728150491@tekn.hj.se>
Source record: 211289

I'm looking for a book in fractals, it rather would be a
book that give you som exampels in PASCAL or BASIC.

If anybody have or knows such a book please give me
the title,auther and if possible ISBN.

1671. Re: STalker vs Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 16:24:21 UTC
From: wwc@vsnhda.cern.ch
Message-ID: <1993Jan27.162421.7164@dxcern.cern.ch>
Source record: 211102

In article <4084@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>I tried Connect over the weekend, but 90% of it is in German, and I
>wrestled with it for a half hour trying to get it to use a smaller font
>so that I could see 24x80, but gave up. It has so many extra status lines
>and menu bars that the font would have to be pretty small. It also was
>*surprise* too slow IMO. Might be very nice in TT high though. :)

It is indeed even without GDOS possible to install GDOS fonts using CoNnect.
Just put a folder named GEMSYS in the CoNnect-folder and place there all
the GDOS fonts you want to use. In the display dialogue you ca then select
one of theese fonts. Included in the archive there is a font
named CONNECT.FNT which is not to small to work with but you can see 24x80
on the window.As CoNnect is completly based on GEM you probably will
need a screen accelerator like NVDI or WARP9 to work on a normal 8MHz
ST. But CoNnect uses a lot of optimisations in output that you can surely
call it one of the fastest GEM-based Comms-Programs on the ST. And CoNnect
iss the only one, that passes the vttest (Test for vt100/vt102 Compatibility)
programme completly.

And! For registered users there will be an english manual (more than
100 pages) available in about 2 months. (better English than my one ;)

Wolfgang

1672. Re: Falcons made in Iraq?

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 16:44:15 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1k6e4vINN16fc@rs1.rrz.Uni-Koeln.DE>
Source record: 211240

In <1993Jan27.002824.26821@nosc.mil> healy@nosc.mil (Mike Healy) writes:

>Oh, I'm afraid you have been misinformed. They're being made in Libya :-)

That's quite true. And the Falcons have been stockpiled there
until recently. Then, Atari decided to ship them on supertankers
throughout the world, for reasons of cost effectivity since the
quantities were so large. Unfortunately, two of the shops have
gone wreck, hence the worldwide shortage...

:-)

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

1673. Re: Recommended Falcon monitor?

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 16:52:58 UTC
From: grier@bnr.ca
Message-ID: <C1IuwA.3nJ@news.rich.bnr.ca>
Source record: 211290

> You can use any kind of multi scan monitor to connect it to the FALCON.
> This monitor will be able to show all non-interlaced resolutions.
>
> It could be possible that the interesting resolution 640x400 truecolor inter-
> laced can not be shown on any kind of VGA-monitors. For this resolution
> you will probably need a normal TV.
>
> --
> Harald Schoenfeld | I'm sorry Dave,
> (hs@cnve.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

I would not recommend a multi-sync. Just get a VGA monitor. Once you
start using the higher resolutions you rarely go back to any ST
resolution. On my TT, the only time I switch to an ST resolution is
to run CAD-3D V2.0. Otherwise I stay in TT medium resolution.

I spent a considerable amount extra on a multi-sync monitor, and I
did not need to.

Brian, WS1S (ST/TT User/Developer)
Bell Northern Research
Research Triangle Park, NC

1674. .QWK OFF-LINE READERS

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 17:07:23 UTC
From: dsc3jwa@nmrdc1.nmrdc.nnmc.navy.mil
Message-ID: <C1IvKC.H4D@nmrdc1.nmrdc.nnmc.navy.mil>
Source record: 211291

I'm looking for a good .QWK format off-line reader for bbs mail (Either public domain or canned) please advise or (if pub domain) please uuencode and send.

Thanks in advance,
Jim Allor dsc3jwa@imc20.med.navy.mil
--
Jim Allor dsc3jwa@nmdsc20.nmdsc.nnmc.navy.mil
dsc3jwa@vmnmdsc.nmdsc.nnmc.navy.mil
Naval Medical Data Services Center, Bethesda Maryland

1675. Re: PC Bigotrynex

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 17:19:54 UTC
From: mattias@tse.uucp
Message-ID: <1993Jan27.171954.22552@tse.uucp>
Source record: 211210

In article <H.eL2Hg85D8ng@fredrik.atari.no> jornmoe@fredrik.atari.no writes:
>In <1jqhd4INNlkf@golem.wcc.govt.nz>, Steve Wells writes:
>>> What is the deal with those 66mHz claims anywho? I've heard that it's not
>>> altogether a true statement -- one of those claims that _should_ be follow
>>> a little asterisk for disclaimer. Anyone?
>>>
>>
>>There is now 100Mhz capability. Not that anyone cares, right!? 8-)
>>
>>
>Oh, this was what I've been waiting for all my life: A computer with
>a processor whos clock frequency is reciveable on my FM-Tuner! I *MUST*
>have one of those }B^)
>
>**Evil grin**

I can see it now: the people who NOW buy those computers which look nice
and have flashy demos, will buy computers which SOUND nice on their FM Tuners.
:-)

"This computer you bought is a piece of crap!"
"Yeah, but listen to it on my $5k system with 25 equalizers! Sounds sweet,
don't it?"

REAL computer generated MUSIC :-)
Mattias
--
Mattias Hembruch
>> My views do not necessarily reflect those of the TSE. <<
E-mail: mattias@tse.asd.tse.ca

1676. ADVOCACY: Prices, Prices, and more Prices.....

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 17:20:16 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Jan27.122016.15290@miavx1.acs.muohio.edu>
Source record: 211292

Well, I just received the recent Micro Center ad, and form the
looks of the prices, I really don't see anyone buying a Falcon other then
musicians.

First, we have the Macs..... Hmmmmmm, a LC II with 4 megs of ram
and 80 meg hard drive... $1190 (All prices I'm going to quote are without
monitor, just to keep it in line with the Falcon without monitor) IIsi,
same config, $1500.

Oh, you don't like Macs. How about an Intel based machine.
MicroCenter doesn't even carry any 386 machines. (Except for notebooks.) A
Compaq Prolinea, with a 486sx, 120 meg hard drive, SVGA, and 4 megs of ram.
(Also a fax/modem) $1398! (Also included is one-year on-site support!!)

As much as I would like the Falcon to succeed, I don't see it
having any sort of success anywhere but the musical world, and then only
until a DSP card comes out for the Mac or Intel world. (And people use the
argument that since they weren't built in, software won't support them. Is
that why Miami here just bought 12 macs for use with Midi? Once a DSP card
is released, support will follow)

(I'm not associated with Micro Center at all, and I'm not trying to be an
advertisement, I just wanted people to see prices other than mail-order.)

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You like Earth Jazz, she likes Klingon \rlcollins@miavx1.acs.muohio.edu
opera, so you compromise, and listen to \RC1DSANU@miamiu.acs.muohio.edu
Klingon opera." -Odo, Star Trek- Deep Space Nine \rcollins@apsvax.aps.muohio.edu
\ R.COLLINS1 on GEnie
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 27-JAN-1993

1677. ST-Falcon Swap Scheme Concept

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 17:46:35 UTC
From: sbrown@cs.hw.ac.uk
Message-ID: <1993Jan27.174635.14917@cs.hw.ac.uk>
Source record: 211293

Newsgroups: comp.sys.atari.st
Subject: ST-Falcon swap scheme concept
Summary:
Expires:
Sender:
Followup-To:
Distribution: world
Organization: Dept. of Computing & Electrical Eng., Heriot-Watt University, Scotland
Keywords:

Wouldn't it be a great idea if Atari were to offer ST owners a swap scheme
in order for them to get their hands on a Falcon?

I bought a 520STFM in March 1990, right before Atari decided to dwindle the
price of an STE; since then I've upgraded to 1Mb, got a sampling cartridge
and an external floppy disk drive: the point is, if I were to get a Falcon,
all this stuff would be useless! If a swap scheme was in operation, Atari
could take our old hardware (use it for spares or sell it again for cheaper
perhaps) and give us a spanking new Falcon: obviously we would have to give
Atari some money as well; they can't give away Falcons!

I seem to remember Commodore offering a similar scheme for Amiga 500 owners
upgrading to a CD-TV. If Commodore can do it, it must be viable (that or
Commodore have egg on their faces). Atari don't even have to operate it -
perhaps respectable mail order companies could do it, keeping the STs and
disk drives, etc. for resale or repairs.

Despite my enthusiasm for such a concept, I doubt very much whether it will
come true: I'll have to sell my ST system for a pittance (FMs can't be worth
very much now if you can get an STE mail order for 250 pounds) and save up
the money to afford the (allegedly) newly-boxed Falcon when it arrives on
March 1st (or whenever).

Well, I suppose, if you don't dream, then you'll never have a dream come true!
(do sing along, Captain Sensible fans!)

Before I go, a question: 'Will Sensible Soccer be available on the Falcon?'

Cheerio, Atarians.

STUART BROWN |Norman Lamont has 'not normal man' as an
2nd Year, Bsc Computer Science |anagram of his name: explains a lot!
Heriot-Watt University |
Edinburgh |Bruce Willis has an anagram of his name:
Scotland |'curb willies'!

1678. Re: SCHWARTZ+RICHTER Animations for ST/e?

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 18:10:10 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1k6j62INN87u@phakt.usc.edu>
Source record: 211233

In article <93020.172924EENG6826@RyeVm.Ryerson.Ca> <EENG6826@RyeVm.Ryerson.Ca> writes:
>I think I converted something called Amy vs The Walker to .SEQ format.
>I'll have to take a look. Its probably BIG!

This has made me curious. I know lots of graphics stuff dies on a TT
(Gemview is a big exception, Mgif too), but what animation stuff works on the
TT? What plays .SEQ?

And while I'm on it, where can we get a copy of this Amy Vs The Walker?
(and what is it?)

>Carlos Varela

-MikeB

1679. Re: NEWSFLASH : FALCON RELEASED

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 18:49:58 UTC
From: afsfpel@cidsv03.cid.aes.doe.CA
Message-ID: <1993Jan27.184958.22405@cid.aes.doe.CA>
Source record: 211250

In article <1k6b88INN7kd@usenet.INS.CWRU.Edu>,
aa399@cleveland.Freenet.Edu (Len Stys) writes:
|>

<Lots of silliness deleted>

|>
|> I ___HEARD___ that the factory that the United Nations thought were making
|> nuclear weapons were ACTUALLY making Falcon030 computers.
|>
|> Since it was targeted by the U.S. and DESTROYED, we will have to wait
|> another six months for Falcons.
|>
|> I believe I heard a represenative from Iraq saying that they will "rebuild"
|> this factory, however.
|>
|> So, at least there is some good news.
|>

And I've heard that the Iraqi government just imposed a ban on the
export of Falcons. A senior External Affairs official in Ottawa is
quoted as saying
"Well, that's the last straw!". Rumour has it we're sending in the Canadian
Navy.

Yves Pelletier afsfpel@cid.aes.doe.ca

1680. Re: Falcons made in Iraq?

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 19:09:08 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan27.190908.11363@newshost.lanl.gov>
Source record: 211294

In article 134610SML108@psuvm.psu.edu, <SML108@psuvm.psu.edu> () writes:
>One question to the people who have claimed the Falcon is being produced in
>Iraq: If this is true, then how do they get past the total trade embargo
>placed on Iraq by the United Nations?
>
>Methinks they're not being made there...
>
>Scott

The "truth" is that the Al Rashid hotel was not actually struck by an errant cruise missile... the damage was caused by some dweeb in the lobby who powered up an Iraq made 110v Falcon on 220v ac and the DSP blew!!!

And if you believe THIS, I've got some prime beachfront property in New Mexico you might be interested in! :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1681. Using Atari ST & UNIX-Box with NFS-Like software

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 19:10:18 UTC
From: sledge@rama.informatik.rwth-aachen.de
Message-ID: <1k6mmqINNqdd@urmel.informatik.rwth-aachen.de>
Source record: 211241

Hi folks,

I'm desperatly in search of a solution for my problem.
At home I'm running a 486/33 with 16mb as an ISC-Unix box.
But still there is my old atari-st with 1mb and a 50 mb harddisk,
tied to my unix-box via rs232, using 19200 baud. so far, so good.

Using uniterm or any other terminal-soft it is possible to use the
atari-harddisk for sources or seldom used resources.
BUt this solution is not perfect. It must be possible to access the
ataris HD directly from the AT, but how.
Something like a NFS should it be.
So here my question to you atari-wizards (hope there are some):

Is there any PD-soft (or cheap soft) which covers my needs ??

ANY help will be appreciated.

answer via email, please. I'll post a summary, if desired.

Thanks in advance Thomas

--
+--------------------+ snail: Reihstrasse 61, W-5100 Aachen, Germany
| Thomas Bueschgens | phone: 49 241 404817 (ans. mach.) / 49442 (8n1,2400)
+--------------------+ email: sledge@pool.informatik.rwth-aachen.de
Trust me, I know what I'm doin' (Sledge Hammer)

1682. ****** Thanks ******

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 19:31:37 UTC
From: awest@ub.d.umn.edu
Message-ID: <1k6nuplNNpbj@ub.d.umn.edu>
Source record: 211212

I know that this is wasted bandwidth in some people's opinions, but I just wanted to thank all of the people that answered some of my recent questions posted here. Even with all of the bickering and such going on, it's nice to have a GREAT resource like this to get going with my computer. I had put my 1040ST on ice for a couple of years because I had no support what-so-ever where I live, and this group has given my computer new life!

Andrew West
awest@ub.d.umn.edu

ps...as long as I'm here, I'll ask another silly question:

On the panel of my computer it says "Atari 1040ST" and then there is a tiny letter "f" right next to the 1040ST. What does this mean?

--
| |) |==| "We're all in the *
| | | | mood for a melody, *
*. * * * and you've got us *
feelin' alright." *

1683. Re: GFA 3.5E

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 19:31:37 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan27.193137.14940@newshost.lanl.gov>
Source record: 211295

In article 28230@news.ysu.edu, ah334@yfn.ysu.edu (Sherry Mackiewicz) writes:
>
> have a small puzzle...Using GFA 3.5E, I can get some things
>to compile (a couple small prgs, an acc, etc). But most thngs
>*won't*, rather they will, but all give an out of memory error.
>since I'm using a 4 meg machine wih no background/auto prgs, this
>hould be impossible...
>

Sherry, you didn't mention it but which machine (aka, which TOS) are you using? This sounds like a problem with TOS 2.05/2.06 in which the compiler doesn't like XCONTROL.ACC. There are two fixes:

1) Run the compiler _without_ XCONTROL.ACC loaded.

2) Change the RESERVE memory setting in the compiler source code and recompile. Start up your interpretor and load MENU.GFA (the compiler source code) find the RESERVE line near the beginning of the file and change it to some huge number (I use RESERVE 150000, I think). Then RUN the program in interpreted mode and use it to compile _itself_ saving the newly compiled file as MENU.PRG. Tricky, eh? For safety's sake, be sure you maintain a backup copy of the original MENU.GFA source, OK? ;-)

Anyhow, either of these should resolve the compile problem judging from how you described it. If not, let us know...

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1684. Re: Recommended Falcon monitor?

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 19:33:33 UTC
From: smiller@bcarh838.bnr.ca
Message-ID: <1993Jan27.193333.19740@bnr.ca>
Source record: 211104

In article <C1IuwA.3nJ@news.rich.bnr.ca>, grier@bnr.ca (Brian Grier) writes:

|> I would not recommend a multi-sync. Just get a VGA monitor. Once you
|> start using the higher resolutions you rarely go back to any ST
|> resolution. On my TT, the only time I switch to an ST resolution is
|> to run CAD-3D V2.0. Otherwise I stay in TT medium resolution.

But if you get a multisync, you can use it on your Falcon030, Falcon040?,
PC, Mac, or whatever you get next time. If it syncs down to 15 kHz
you can even use it with your ST. (But then, next time, you'll probably
want 1280x960)

(A related question: I know the NEC 3d syncs down to 15khz; but what is the
range of the 4D? The 3FG will NOT go down to 15khz, so it's falcon only)

--
****
Scott Miller, in the bowels of Bell-Northern Research Voice:(613) 763-2992
.signature USES DISCLAIMER Ottawa, Ontario, Canada
****

1685. Anyone have vidichrome for sale???

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 20:00:13 UTC
From: mbyd_ltd@uhura.cc.rochester.edu
Message-ID: <1993Jan27.200013.12652@galileo.cc.rochester.edu>
Source record: 211248

My version of vidichrome has gone bad. Nope! I don't have a backup. Would anyone have a copy they are willing to partwith??? Keep in mind I am a student with limited funds.

1686. Re: ST-Falcon Swap Scheme Concept

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 20:10:08 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C1J40y.2KJ@news2.cis.umn.edu>
Source record: 211103

In article <1993Jan27.174635.14917@cs.hw.ac.uk>, sbrown@cs.hw.ac.uk (Stuart Brown) writes:
>Despite my enthusiasm for such a concept, I doubt very much whether it will
>come true: I'll have to sell my ST system for a pittance ...

Rather than sell for a pittance, consider donating your equipment to a teacher who does not yet own a microcomputer. There is freeware and shareware available for many of the tasks a teacher might want (there is even shareware gradebook software available, although I don't know how well it travels outside the United States).

There are also a number of preschools who would love to get their hands on a 512ST with RF modulator, but could never afford a computer on their limited budgets. The ST, along with children-oriented software such as the KidPrograms by D.A. Brumleve, would be greatly appreciated.

-- David Paschall-Zimbel

1687. Re: Falcons made in Iraq?

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 20:42:59 UTC
From: bjgrier@bnr.ca
Message-ID: <C1J5Jn.7B2@news.rich.bnr.ca>
Source record: 211112

> The "truth" is that the Al Rashid hotel was not actually struck by an errant
> cruise missile... the damage was caused by some dweeb in the lobby who powered
> up an Iraq made 110v Falcon on 220v ac and the DSP blew!!!
>
> And if you believe THIS, I've got some prime beachfront property in New
> Mexico you might be interested in! :)

I've got some property between the Florida Keys ...

1688. Re: RayShade on Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 21:18:16 UTC
From: alien@clinet.fi
Message-ID: <1k6u6oINN2v1@clinet.fi>
Source record: 211115

doucet@ripolin.laas.fr (Jean-Etienne Doucet) writes:
>PoV is on the cover disk of the Feb'93 issue of the (French) STart Micro Mag.
>I haven't tried it, all I know is that 2 Megs are required.

What's PoV? What I can do with it? Modeller?

> +-------------------------+-------------------------+
> | Jean-Etienne DOUCET | LAAS - CNRS |
> | doucet@laas.laas.fr | Toulouse FRANCE |
> +-------------------------+-------------------------+

```
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VISUAL ART PRODUCTION
```

Risto Juvonen Internet: alien@clinet.fi
Merisotilaantori 3 c 26 Fidonet: @SMACK! (2:220/110.0)
00160 Helsinki, Finland tel.358-(9)0-654804
------------------- Generation X --------------------------

1689. Re: Falcon, Falcon who has got a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 21:55:27 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1k70cfINN3aq@tortoise.cis.ohio-state.edu>
Source record: 211110

In article <1k63fcINNovo@falcon.natinst.com> glens@natinst.com (Glen Sescila) writes:
>In article <1k56veINNpf7@tortoise.cis.ohio-state.edu> tbrown@cis.ohio-state.edu (ted croft brown) writes:
>>
>>This is not true for some Local Bus machines. The Local Bus is wide enough
>>to support a graphics card with enough bus leftover to snarf stuff off the
>>harddrive at amazing speeds.
>
> But software (games) can't really be written to use local bus video.
>The software (games) vendors need to target the largest maket which is still
>(and probably will be for a very long time) video on the ISA bus. I know
>local bus video is software transparent to VGA but the games will be 'timed'
>for VGA on the ISA.

Yes that's true. You can't take advantage of a feature unless you can be assured it's there (which is a deadly assumption when it's Local Bus (of some time, they aren't all the same) and an PC). But it will affect the users perception of GUI use (windows, OS/2, NeXTStep 486).

As I said a similar problem seem to crop up using IDE harddrives. They never expected to run them off a bus faster than 8Mhz so never designed them to handle more than that.

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

1690. Re: NEWSFLASH : FALCON RELEASED

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 21:59:37 UTC
From: mbernar@erenj.com
Message-ID: <mbernar-270193170231@esemac.erenj.com>
Source record: 211300

In article <1k6b88INN7kd@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu
(Len Stys) wrote:
>
>
> In a previous article, lmvec@westminster.ac.uk (William Hargreaves) says:
>
> >stigvi@Lise.Unit.NO (Stig Vidar Hovland) writes:
> >: In article <jorngh.366.727480750@dhhalden.no>, jorngh@dhhalden.no (JORN GUNNAR
HALONEN) writes:
> >: >
> >: > Yeah, you read right ! Two Falcons were actually released
> >: > in UK yesterday, it was supposed to be three but one machine
> >: > was D.O.A. The UK Atari manager was nevertheless pleased and
> >: > stated that this proves Atari's dedication to the market. He
> >: > also gave hopes of five (yes five !) new machines in the next
> >: > few months, and an additional 30 (!) cute beasts if he managed
> >: > to sell his flat in south London. The production barracks in
> >: > Iraq is currently working in high gear too keep up with the
> >: ^^^^
> >: > demands.
> >: >
> >: > And a last thing, this is a rumour. It may not be entirely true.
> >: >
> >:
> >: If UN and USA could stop bombing these barracks, we probably would see
> >: more Falcons in the (near) future.
> >:
> >
> >In that case, BOMBS AWAY!!!!!!!!!!!!!!!!!!!!!!
>
>
> I ___HEARD___ that the factory that the United Nations thought were making
> nuclear weapons were ACTUALLY making Falcon030 computers.
>
> Since it was targeted by the U.S. and DESTROYED, we will have to wait
> another six months for Falcons.
>
> I believe I heard a represenative from Iraq saying that they will "rebuild"
> this factory, however.
>

I believe you were slightly misinformed. The factory was just making cheap
Falcon decoys.:-) This was a Tramiel strategy to mislead Commodore.

Marcelino
mbernar@erenj.com

1691. Re: Recommended Falcon monitor?

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 22:23:40 UTC
From: bjgrier@bnr.ca
Message-ID: <C1JA7G.8z2@news.rich.bnr.ca>
Source record: 211296

In article <1993Jan27.193333.19740@bnr.ca>, smiller@bcarh838.bnr.ca (Scott Miller) writes:
|> In article <C1IuwA.3nJ@news.rich.bnr.ca>, grier@bnr.ca (Brian Grier) writes:
|>
|> |> I would not recommend a multi-sync. Just get a VGA monitor. Once you
|> |> start using the higher resolutions you rarely go back to any ST
|> |> resolution. On my TT, the only time I switch to an ST resolution is
|> |> to run CAD-3D V2.0. Otherwise I stay in TT medium resolution.
|>
|> But if you get a multisync, you can use it on your Falcon030, Falcon040?,
|> PC, Mac, or whatever you get next time. If it syncs down to 15 kHz
|> you can even use it with your ST. (But then, next time, you'll probably
|> want 1280x960)
|>

Well I do not have any specs on a falcon 040 so I do not know if it
going to do a higher resolution than 640x480. If it does then a super-vga
monitor would be in order. However there are monitors that are multi-sync
that do not go down to ST-low/medium (15khz), but do cover VGA, XGA, and SVGA,
these cost around $150 -> $200 less than full-fledged multi-syncs.

I say look to the future. More resolution is GOOD. Besides clone owners
are dumping colour VGA monitors for around $100, making them the best deal.

You know all that upgradability does cost and with the glut of VGA monitors
on the used market, people basically have to give them away. Such a pity,
pay $400 -> $500 for a VGA monitor, and two years later its almost worthless,
to a clone owner that is. :)

Brian, WS1S (ST/TT User/Developer)
Bell Northern Research
Research Triangle Park, NC

1692. Re: IBM CORPORATE LOSS

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 23:24:49 UTC
From: jonc@status.gen.nz
Message-ID: <3J01XB1w165w@status.gen.nz>
Source record: 211206

wbdst+@pitt.edu (William B Dwinnell) writes:

>
> Why IBM would keep such a large amount of money in the bank is a very good
> question. The answer? They don't. Even if they had that much money in the
> bank, they'd still have to pay off their shareholders and debtors. Use
> your heads, people!

Bill,

It is hard to mind read 10,000 miles what was this and the other replies
in add of ?

If you quote the previous post we tend to understand your comments a
little better.

Jon Clarke Z*NET Pacific
-=-=-=

1693. Re: Profibuch (was Julian Reschke involved...)

Newsgroup: comp.sys.atari.st
Date: 1993-01-27 23:40:51 UTC
From: jansteen@cwi.nl
Message-ID: <8747@charon.cwi.nl>
Source record: 211298

avgroeni@cs.ruu.nl (Annius Groenink) writes:
>In <8701@charon.cwi.nl> jansteen@cwi.nl (Jan van der Steen) writes:
>>
>>Jan van der Steen (anyway a profibuch owner)
>>
>I'm sure you're copy of the profibuch is in Dutch! Which I find striking
>considering the current discussion. I mean THAT wasn't necessary AT ALL!

I don't know what gave you the idea that my copy is in Dutch? It isn't.

Jan van der Steen

--
-=-
Jan van der Steen jansteen@cwi.nl
Centre for Mathematics and Computer Science (CWI)
Kruislaan 413, 1098 SJ Amsterdam, The Netherlands

1694. Re: NEWSFLASH : FALCON RELEASED

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 00:24:19 UTC
From: mfallero@doc.bmd.trw.com
Message-ID: <1993Jan27.172419.613@doc.bmd.trw.com>
Source record: 211216

In article <H.ea.YZtPiGGixIg@semprini.tdkcs.waterloo.on.ca>,
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
> In <1993Jan22.134501.594@doc.bmd.trw.com>, mfallero@doc.bmd.trw.com writes:
>> I'll tell President Clinton to stop the bombing because you want
>> to buy a new computer. I'm sure he'll see that your new Falcon is
>> much more important that forcing Saddam to comply with the treaty
>> Iraq signed at the end of Desert Storm.
>
> Well, given the state of the US economy (and ours, courtesy of Free
> Trade), it might not be such a bad idea... Stimulating sales of
> _something_ should be more important than playing, "We'll bomb you at
> will! We are POWERFUL! Bwa-ha-ha..."
>
> Hmm, maybe this should be in alt.fan.desert-storm or whatever...
> --
> ------------------==------------------
> Chris Herborth
> cherborth@semprini.tdkcs.waterloo.on.ca

Hmm, maybe this should be in alt.hate.USA...

Mark Falleroni

1695. Need Info on g++ and gcc for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 00:36:11 UTC
From: jhurwitz@access.digex.com
Message-ID: <1k79prlNN1id@digex.digex.com>
Source record: 211235

I was wondering if some one could help me. I would like to install g++ and gcc on my ST. However when I look on umich for the files I see a number of them for both gcc and g++. Could someone send me a list of the files I need to get up and running. I would be very appreciative of your help. Thanx alot in advance.


```
__/ / . + .
_/__/_/\
_/____/ \/ J. Hurwitz ,
. / / \/| . *
/ / /|/ The MIDI master . o
/_____/ / |
//____/\\/ / Roaming Cyberspace "Space is the place"
/ o \ ||/ .
| o o |// . -Sun Ra +
\o o// jhurwitz@access.digex.com
--^-- . *
+ ' +
```

1696. ADVOCACY: More prices, prices, prices

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 01:41:23 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Jan27.204123.15299@miavx1.acs.muohio.edu>
Source record: 211211

Well, I just thought I would post some more prices. (I have the
flyer in my hands now instead of going from memory)

These are from Cincinnati's Micro Center Store. (I won't post a
number, I don't want this to be to big of a advertisement :-) Everything
doesn't include a monitor, unless specified)

Macintosh prices:

Mac LC II 4/80 $1079 (with keyboard)
Mac IIsi 5/80 $1449 (without Keyboard)

Intel Based: (MicroCenter didn't even advertise any 386 based systems
(except notebook computers))

Entry Level System:
486sx, 1 meg, 40 meg hd, gray-scale monitor, dos 5 (oohh!)
$799

Complete System:
486sx, 2megs, 100 meg hd, vga monitor, Windows (ooohh!)
$999

486dx system:
486dx, 4 megs, 100 meg hd, svga monitor, Windows, mouse
$1499

Accelerated Windows System:
486sx, 4 megs, 100 meg hd, svga monitor, accelerated
graphics card
$1399
(for $200 more you can get this with a 486dx2 at 50Mhz)

I don't see with these prices that any company can ever successfully
release a "non-standard" computer and have it succeed. Unless... it was
backed by solid support and offered better value for the money.

(I just wanted to post solid numbers from something other than mail-order
places)

Later.....

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You like Earth Jazz, she likes Klingon \rlcollins@miavx1.acs.muohio.edu
opera, so you compromise, and listen to \RC1DSANU@miamiu.acs.muohio.edu
Klingon opera." -Odo, Star Trek- Deep Space Nine \rcollins@apsvax.aps.muohio.edu
\ R.COLLINS1 on GEnie
-----=======}}}}}}}}(((((((())))))))}}}}}}}}=======----- 27-JAN-1993

1697. If .AU file is 12 bit, what happened to 4 extra bits?

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 02:17:54 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <16B6311D72.C556212@mizzou1.missouri.edu>
Source record: 211220

While trying to convert an .AU file to something my Replay 4 cart. could handle, I asked for help converting the file here on the net. One of the replies (sorry I lost your name) told me that the .AU file is a 12 bit Sparc station file. If such is true, then when I ran the DIGISTUFF convertor file that turned it into an 8-bit unsigned .SND file, why wasn't the file size cut down by 30%? (In fact, it was the same size!) If there is some funny math going on, where might I find a 12 bit sound player to take advantage of the extra sampling? Or was that somehow done by the convertor? The converted sound quality is on par with what I expected from an 8000 HZ sample comprised of only 1.2 Meg, but lasting 6 minutes. Is a Sparc station's reproduction really supposed to be that much better?
Jeoff Hines c556212@mizzou1.missouri.edu

1698. Word Processor Question (Wierd, Sorry)

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 02:19:59 UTC
From: church@fraser.sfu.ca
Message-ID: <church.728187599@sfu.ca>
Source record: 211226

This is kinda wierd, but - here I go.

There is a program on IBM PC's called pfs: Professional Write.
Nothing special, but for one attribute: It has a "drawing mode" where
the ASCII Line Drawing Character Set is "painted" onto the screen with
the cursor. You just choose the line style (Single or Double) and it
places the appropriate characters on the screen. This is great for
tables.

What makes this unusual is that I am WELL AWARE that there are better
ways to do tables and graphics that the 1979 (?) IBM line drawing
standard. However, my father switches regularly between his PC at
work and his Atari at home, and this method ACTUALLY WORKS FOR HIM!!!

He doesn't want nor need anything else. So what do I want?

Is there a program like this for the ST? He'd like to be able to
"paint" at home as well. Just a simple ASCII text editor that has
a similar mode.

Flames are not supported, nor appreciated. He can't afford a laser
printer, and I'm just being kind.

The ever unselfless,

____
/ _ _ __
Mike | |__| |__ __ _ ____| |__
| | _|) | | / _\ _\ )
| |_| | | |/ | | (__ | |
_______/_|__|_/__|______/_|__|
church@sfu.ca

1699. Re: GFA 3.5E

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 02:49:19 UTC
From: ah334@yfn.ysu.edu
Message-ID: <1993Jan28.024919.4558@news.ysu.edu>
Source record: 211222

In a previous article, hutch@bellman.lanl.gov (John Hutchinson) says:
>
>Sherry, you didn't mention it but which machine (aka, which TOS) are you
>using? This sounds like a problem with TOS 2.05/2.06 in which the compiler
>doesn't like XCONTROL.ACC. There are two fixes:
>
>1) Run the compiler _without_ XCONTROL.ACC loaded.
>
>2) Change the RESERVE memory setting in the compiler source code and recompile.
> Start up your interpretor and load MENU.GFA (the compiler source code) find
> the RESERVE line near the beginning of the file and change it to some huge
> number (I use RESERVE 150000, I think). Then RUN the program in interpreted
> mode and use it to compile _itself_ saving the newly compiled file as
> MENU.PRG. Tricky, eh? For safety's sake, be sure you maintain a backup
> copy of the original MENU.GFA source, OK? ;-)
>
>Anyhow, either of these should resolve the compile problem judging from how
>you described it. If not, let us know...
>
>Cheers,
>---
>
>_____________________________ John "HUTCH" Hutchinson ____________________________
>_____________________ Fair Dinkum Technologies Member - IAAD _____________________
>_____________________ "No worries, mate... it's from Fair Dinkum!" _____________________
>_____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________
>
>
I'm using an STe (1.62?). I'll try the secnd method. Thanks!

--
Atari is a religion.
Welcome to the 90's.
Sherry ||| Mackiewicz
/ | \

1700. Re: PC Bigotrynex (ADVOCACY)

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 03:50:06 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11856@uqcspe.cs.uq.oz.au>
Source record: 211127

Bob_BobR_Retelle@cup.portal.com writes:

>>>People who own a computer in a
>>>thriving, vital market have better things to do with their computers than
>>>to engage in flamewars..

Then he changes his mind to...

>People who *only* own a computer in a
>thriving, vital market have better things to do with their computers than
>to engage in flamewars..

ie.
If you only own a PC, you have better things to do than engage in
flamewars, BUT if you own an Atari, engaging in flamewars is better
than using your PC.

You work it out. That's EXACTLY what his statements mean.

Of course, it's not what he meant - he just loves flaming. Roll on c.s.a.a!

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = GNUized |
/ * <-- Computer Science Department, |||||| Atari Machine-Specific |
_.-._/ University of Queensland, _// || _ C++ game library |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1701. Re: .QWK OFF-LINE READERS

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 03:59:14 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.7n2hkZ4yUOU@yonder.equinox.gen.nz>
Source record: 211231

In <C1IvKC.H4D@nmrdc1.nmrdc.nnmc.navy.mil>, Jim Allor writes:

>I'm looking for a good .QWK format off-line reader for bbs mail (Either
>public domain or canned) please advise or (if pub domain) please uuencode
>and send.
>
>Thanks in advance,
>Jim Allor dsc3jwa@imc20.med.navy.mil

In the next few days i'll be sending some to the FTP site
atari.archive.umich.edu , there's another one which is one of the
better ones that i'll send there in the next few weeks, i'm waiting
to receive it from the author.

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1702. Re: Zillions of Questions(old post)

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 04:20:48 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.b2P272xlm8_@yonder.equinox.gen.nz>
Source record: 211232

In <1993Jan27.062318.12083@umr.edu>, S112397@UMRVMA.umr.edu writes:

>RAH Fast Copy III RAH RAH RAH, YAAAAAAAAAA!!!

Just don't get to cosy with FastCopy III, it is suppost to occasionally
make a corrupt copy/backup. Just make sure you have safe copies of
your disc before you go playing around with FastCopy III on it.

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1703. Re: Programs - I need ideas...!

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 04:26:40 UTC
From: marshall@cs.uq.oz.au
Message-ID: <11857@uqcspe.cs.uq.oz.au>
Source record: 211133

In <H.eg.Jzc7W7uBf8g@elfhaven.ersys.edmonton.ab.ca> mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:

>Hi!

>I am in need of ideas for applications to write. What would people like
>to see? I am at a serious loss for good ideas at the moment, which is
>why I am asking.
How about something like Xtree (on PC's)? that is: a graphical tree of disk directories (hard & floppy), and all sorts of useful mainpulations, arcing, viewing, etc?

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

1704. Re: Profibuch (was Julian Reschke involved...)

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 04:30:56 UTC
From: marshall@cs.uq.oz.au
Message-ID: <11858@uqcspe.cs.uq.oz.au>
Source record: 211138

I have learned a L-I-T-T-L-E bit of German, but looking up every few word in a dictionary is VERY tedious, and after n hours one just gives up! Anyway, you would need a damn good and expensive German-English dictionary! I find I can cope for short docs, but a book??!!

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

1705. Re: PC Bigotrynex (ADVOCACY)

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 04:54:42 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1k7ouiINN6vj@tortoise.cis.ohio-state.edu>
Source record: 211227

In article <11856@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:

>You work it out. That's EXACTLY what his statements mean.
>
>Of course, it's not what he meant - he just loves flaming. Roll on c.s.a.a!

I'm wondering how much of the recent flame fests are just that...people
who love to argue.

I mean the simple facts (as I see them) are:
- '486 machines are getting mighty cheap nowdays
- if most of us *really* thought they were better we'd be posting
in comp.sys.ibm.pc or comp.os.os2.misc
- The Falcon is a nice computer with some neat things especially
in the sound department (if you're a musician
you're probably salivating....)
- Just because it's good doen't mean a thing
- The Falcon still has plenty of hardships against it:
o Atari makes it and people pick on them
o Atari makes it (and they market so well....)
o Those '486 boxes get cheaper all the time
o Apple is actually starting to sell computers at only
slightly outragous prices (LCIII 4/80 1379 ?!?, got
this off one of the mac bases so who knows)
o Hey the price on that Falcon looks a little high too
(Assuming a 4/65 is $1300, sure hope that's closer to
$1100 than $1300)
o Atari makes it (so important it's in here thrice!)

Of course the main point is that Atari (and the Atari community) just can't
put our heads in the sand and ignore PC and Macs (*warning! cheap shot
coming*)(But we can ignore the Amiga). I haven't seen some of the new crop
of Atari software but I haven't heard of anything that quite competes with
Excel or Word let alone Quicken and the host of CD-ROM stuff that abounds
for the PC and the Mac.

But, there also seems to be some neat stuff coming out for the Falcon
Blackmail, a Genlocking Video Titling thingy, better MIDI software, and
better paint programs. I wonder if anyone is doing ISDN on the DSP.
(It's possible because it's done on the NeXT with *less* DSP memory).
There's also the rumor of a Falcon 040 and a CD-ROM Falcon (which might
be able to run CD-I stuff). But I guess we really should try to go
vapor for vapor with the PC/Mac world. If you think Atari is the master of
RSN you haven't *ever* listened to Microsoft (You know what NT stands for?
Not Today, Not Tommorrow. Next Tuesday.....)

Oh golly. How can one post so much mindless drivel in one night? Easy
when you're stuck in a lab with *nothing* to do, you post drivel right?

>--
>Warwick
> _-_|\ warwick@cs.uq.oz.au |||||| AMS = GNUized |
> / * <-- Computer Science Department, |||||| Atari Machine-Specific |
> _.-._/ University of Queensland, _// || _ C++ game library |
>_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

1706. Re: A1200 versus Falcon 030... FAQ...NOT

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 05:01:40 UTC
From: s914534@minyos.xx.rmit.OZ.AU
Message-ID: <1k7pbkINNb9j@escargot.xx.rmit.OZ.AU>
Source record: 211238

```
Q13 Can I buy a Falcon?
```

1707. Re: ST-Falcon Swap Scheme Concept

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 05:09:18 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <C1JszI.Kv1@ucunix.san.uc.edu>
Source record: 211249

In article <1993Jan27.174635.14917@cs.hw.ac.uk> sbrown@cs.hw.ac.uk (Stuart Brown) writes:
>Wouldn't it be a great idea if Atari were to offer ST owners a swap scheme
>in order for them to get their hands on a Falcon?
>
>I bought a 520STFM in March 1990, right before Atari decided to dwindle the
>price of an STE; since then I've upgraded to 1Mb, got a sampling cartridge
>and an external floppy disk drive: the point is, if I were to get a Falcon,
>all this stuff would be useless! If a swap scheme was in operation, Atari
>could take our old hardware (use it for spares or sell it again for cheaper
>perhaps) and give us a spanking new Falcon: obviously we would have to give
>Atari some money as well; they can't give away Falcons!

Though this would be good for the consumers, it would be devastating to
the dealers. Because there are so few dealers out there, Atari must not
pull a fast one on them. Many dealers offer swaps themselves, but in my
opinion you can get a better deal by selling you computer here on the
net. It would be different if Atari had an expected 1,000,000 userbase
willing to buy the FALCON but they don't, they have no choice but to
distribute this fine computer through the dealer network....

+-------------------------------------+_
*> Kevin Klasmeier	
*> NET: klasmekj@ucunix.san.uc.edu	
*> GEnie: K.Klasmeier	
{Cincinnati, Ohio in the US of A}	
+-------------------------------------+ |
'-------------------------------------'

1708. Re: Falcon, Falcon who has got a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 05:19:32 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1k7qd4INN464@elroy.jpl.nasa.gov>
Source record: 211228

In article <1js5r7INNevj@rs2.hrz.th-darmstadt.de>
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
>In article <1993Jan22.162113.13989@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>>> You see, the CPU doesn't spend all it's time accessing memory. Many
>>> instructions involve no memory access at all. Others access memory,
>>> but also spend a lot of time processing the instruction. And if an
>>> instruction or data is already in the on-chip cache, it will be just as
>>> fast regardless of the bus width.
>What about if a DMA transfer is going on, is this done over the video
>(32 bit part) ?

Good question, dunno what a good test would be.
>
>>can someone make a list of typical sorts of programs that would be really
>>"memory-intensive" so as to really suffer from this 16-bit memory bus?
>>
>Anything that's video intensive f.e.

Note that in the monochrome video modes, the bustest program (posted here
last December?) shows no slowdown whatsoever for 16 bit accesses, and less
than .01% slowdown for 32 bit accesses. (I.e., the 68030 cache delivers
100% of the theoretical performance.) I posted my timing results to both
this group and comp.sys.amiga.advocacy; I am still waiting to see the
equivalent results for an A1200. If you need the source code again I will
send it to you; I rewrote it in MIT syntax (for GAS) and still have the
original Motorola syntax posting.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

1709. Re: SCHWARTZ+RICHTER Animations for ST/e?

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 05:33:25 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <93028.003325EENG6826@RyeVm.Ryerson.Ca>
Source record: 211225

Path:
ryevm.ryerson.ca!ryelect!torn!spool.mu.edu!howland.reston.ans.net!usc!phakt.usc.
edu!not-for-mail
From: baffoni@phakt.usc.edu (Juxtaposer)
Newsgroups: comp.sys.atari.st
Subject: Re: SCHWARTZ+RICHTER Animations for ST/e?
Date: 27 Jan 1993 10:10:10 -0800
Organization: University of Southern California, Los Angeles, CA
Lines: 14
Distribution: na
Message-ID: <1k6j62INN87u@phakt.usc.edu>
References: <1993Jan19.143354.2881@dct.ac.uk> <1jhlsmINNgma@golem.wcc.govt.nz>
<93020.172924EENG6826@RyeVm.Ryerson.Ca>
NNTP-Posting-Host: phakt.usc.edu

In article <93020.172924EENG6826@RyeVm.Ryerson.Ca> <EENG6826@RyeVm.Ryerson.Ca>
writes:
>I think I converted something called Amy vs The Walker to .SEQ format.
>I'll have to take a look. Its probably BIG!

This has made me curious. I know lots of graphics stuff dies on a TT
(Gemview is a big exception, Mgif too), but what animation stuff works on the
TT? What plays .SEQ?

And while I'm on it, where can we get a copy of this Amy Vs The Walker?
(and what is it?)

>Carlos Varela

>MikeB

Amy vs The Walker is an animation in which The Walker (from the STAR WARS
movies is chased by Amy branding (sp?) a screwdriver (sp?). The animation
looks like a cartoon and its very well done. It looks like an Sunday
morning cartoon. You can probably get this one and many more at any amiga
FTP site. They are in IFF ANIM format and have to be converted frame by
frame to the ST (Unless someone made a converter that I'm not aware of!)
The name of the author is Eric Schwarz.

Carlos Varela

1710. Re: Falcons made in Iraq?

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 06:09:41 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1k7tb5INNn7p@msuinfo.cl.msu.edu>
Source record: 211243

SML108@psuvm.psu.edu writes:

>One question to the people who have claimed the Falcon is being produced in
>Iraq: If this is true, then how do they get past the total trade embargo
>placed on Iraq by the United Nations?

They haven't...
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

1711. Re: Happy Australia Day!

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 07:51:00 UTC
From: rasas@minyos.xx.rmit.oz.au
Message-ID: <1k8394INNc5m@escargot.xx.rmit.OZ.AU>
Source record: 211142

ken@isgtec.com (Ken Newman) writes:

>I dunno, my calendar says that today is Australia Day. So since there
>are several people around here that are from the underside of the
>world :), I thought I'd write this. Hey, this isn't a flame, or an
>insult, or about IBM PC's, or Atari going bankrupt! Wow!

Goodonya Ken!

Cheers,

--
_-_|\ Greg Patten.
/ \
_.-.*/ <-- Melbourne, Australia.
v email: rasas@minyos.xx.rmit.oz.au

1712. Re: Fantasy Games: Captive help.

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 08:15:16 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <74491@cup.portal.com>
Source record: 211237

Jon Henderson had some questions about Captive..

I dunno about the music.. my 520ST never gave me any, and I'd assumed that the STe might be supported.. but I guess not..

The only thing I can think of is that the game was originally developed on the Amiga, and maybe they left the music out of the Atari port.. (Captive is available now for the PC too, but I haven't seen it yet, so I don't know if they get any music or not...)

As for finding the entrances on the planets, the best way is to get a Radar Dev-Scape and leave it turned on as you explore.. the entrances will show up as a bunch of radar blips..
Other than that, using the "right hand rule" is one way to cover as much area as possible.. just stay to the right as you move, always turning right whenever you can.. (or left.. it doesn't matter, as long as you're consistant). You still have to check out all the walls that might hide a door, but you should be able to cover the surface area without missing anything..

Also, the "Mapper" Dev-Scape works on the planet surfaces too. You can use it to see if you've missed anything.

BobR

1713. Re: Happy Australia Day!

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 08:39:50 UTC
From: jonc@status.gen.nz
Message-ID: <49y2XB2w165w@status.gen.nz>
Source record: 211213

ken@isgtec.com (Ken Newman) writes:

>
> I dunno, my calendar says that today is Australia Day. So since there
> are several people around here that are from the underside of the
> world :), I thought I'd write this. Hey, this isn't a flame, or an
> insult, or about IBM PC's, or Atari going bankrupt! Wow!

Hmm to think Allan Bond won the America's Cup a few years ago.

- Look at Bond now
- Look where the Cup is now

Warwick, some day to remember (grin)

Jon Clarke Z*NET Pacific
-=-=-=

1714. Re: IBM CORPORATE LOSS

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 08:44:43 UTC
From: jonc@status.gen.nz
Message-ID: <9gZ2XB3w165w@status.gen.nz>
Source record: 211214

warwick@cs.uq.oz.au (Warwick Allison) writes:

> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>
> > "IBM has so many employees worldwide that if they were all in one
> > place and that place was called a country then it would be the fifth
> > largest country in the world."
>
> > "IBM has so much money in the bank that the interest alone can pay
> > those peoples wages such that they could stop making computers
> > tomorrow and still keep everyone in a job if they had a mind to."
>
> China = 1000M
> India = 866M
> USA = 252M [CIS excluded - it's a collection of countries
> Indonesia = 193M
> Brazil = 155M
>
> So, let's say IBM has at LEAST 156M employees. (though I've probably
> missed some other HUGE country somewhere, like Australia :-])
> Warwick

Yes you did Warwick, there is a major factory in Wangerata in NSW with
the head office in Sydney. The NSW factory produces among other thinks
AS400's, PS2's etc etc

Jon Clarke Z*NET Pacific
-=-=-=

1715. Re: A1200 versus Falcon 030 once again (FAQ?)

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 08:48:38 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Jan28.084838.15709@dcs.warwick.ac.uk>
Source record: 211239

In article <1993Jan26.222138.21584@infodev.cam.ac.uk> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
>In article <C1GrMM.C2C@sunlab1.bath.ac.uk>, mapmh@sunlab1.bath.ac.uk (Mark Hagger) writes:
>|> Depends what you mean by most? Granted anything that was sprite based
>|> run a damn site faster on an Amiga, but anything that was processor
>|> intensive like any 3d simulations or other such interesting games
> ^^^^^^^^^^^^^^
>
>Not strictly true, the custom chips can be used to draw polygons in hardware,
>much faster than the main processor can. Most of the 3D stuff that ran slowly was
>ported ST stuff, which wasn't reprogrammed to take advantage of the graphics
>processor :-)
>
>Chris Brown

I have heard programmers say more than once that it is just too much hassle using some of the Amiga's hardware (and naturally, too slow when used through the OS, which is the only compatable way), and they much prefered a machine with a processor fast enough to handle things itself (ie STs).
I was looking through an Amiga manual some time back now, and I from what I remember, all the hardware can do is draw horizontal lines. Now while this is exactly what is needed by most polygon drawing routines, unless the polygon is very large the setting up of the coprocessor takes longer than embeded 68000 code would to draw the horizontal lines. If you access the hardware through the OS (Which is now the only way because CBM no longer document the new chipsets at a hardware level), then you would have to have a gigantic polygon for it to be faster using some coprocessor or other.
Sprites are a different matter though - from what I remember they are overlaid on the screen memory by the video circitry with out taking any processor time or changing the screen memory. As has been said this makes the Amiga far, far better than the ST for those moronic Super Mario-type games that 5 year olds seem to like to much.

- Leo

1716. Re: Message for JON CLARKE.NZ

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 08:48:56 UTC
From: jonc@status.gen.nz
Message-ID: <0NZ2XB4w165w@status.gen.nz>
Source record: 211215

winnipg@sys6626.bison.mb.ca (Winnipg) writes:

> Send me your net address.

This got my attention (how about you -grin-)

Jon Clarke Z*NET Pacific
-=-=-=

1717. Re: Profibuch (was Julian Reschke involved...)

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 08:58:22 UTC
From: y0000028@rzab0.rz.tu-bs.de
Message-ID: <1993Jan28.085822.6753@ibr.cs.tu-bs.de>
Source record: 211130

Sorry about my last post!

It was truncated because I was trying to suggest something illegal.

Axel Kielhorn

1718. Re: Incompatibility FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 09:20:07 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1993Jan28.092007.18916@cs.hw.ac.uk>
Source record: 211140

In article <1993Jan25.063603.9759@erenj.com> mbernar@erenj.com
(Marcelino Bernardo) writes:
>On this subject: Is there a FAQ or a person who could answer if Dungeon
>Master, Falcon, Pha$ar etc. would break if I upgrade my 1040STf to TOS 2.06?
>A TOS 2.06 compatibility list would be nice.

If I remember correctly, Dungeon Master used direct DMA for it's disk access
(BAD!) and so doesn't care what TOS version you have and thus will probably
work fine. Not that using TOS to load should make a difference.

Falcon is file based but may or may not work depending on whether
it loads to an absolute address since that address may be in use by TOS.

As for Pha$ar, I have no idea. Never heard of it.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

1719. Re: Julian Reschke involved with MultiTOS d

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 10:03:48 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Jan28.100348.26529@sol.ctr.columbia.edu>
Source record: 211244

In article <1993Jan27.123750.12979@cs.ruu.nl>, avgroeni@cs.ruu.nl (Annius Groenink)
writes:
}
} No, it's just that the English still don't accept Canada as a nation.

One cannot believe that ones perception could be so dim. Still, where
is said pink blob ?

:-)
--
____
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

1720. Hardrive problem!

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 10:34:44 UTC
From: storm@fwi.uva.nl
Message-ID: <1993Jan28.103444.28589@fwi.uva.nl>
Source record: 211141

Hi all,

A friend of mine bought a new harddrive for his atari.
It runs fine and works well until he switches off his computer.
After switching it on again some records and files are just
missing.

Anybody out there had the same problem and knows what to do
or should he just buy another :-)

Thanks Richard

--
Richard Storm, storm@fwi.uva.nl ||
University of Amsterdam.

1721. Re: RayShade on Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 10:50:47 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Jan28.105047.7456@email.tuwien.ac.at>
Source record: 211246

alien@clinet.fi (Risto Juvonen) writes:
: doucet@ripolin.laas.fr (Jean-Etienne Doucet) writes:
: >PoV is on the cover disk of the Feb'93 issue of the (French) STart Micro Mag.
: >I haven't tried it, all I know is that 2 Megs are required.
:
: What's PoV? What I can do with it? Modeller?
:

POV (Persistance Of Vision) is a very sophisticated raytracing program,
which is based on the old DKB raytracer (I think). It generated several
file formats (targa, ppm(?), raw, .dmp), and is perhaps the most complex
although not the slowest raytracer you can get for free. It can even
map GIFs on surfaces etc.

-MY

PS: I've been asked to send the original distribution and diffs to
atari.archive, I'll see what I can do... I could also upload
ca. 6Mb of zoo-ed .raw pictures (24 bit 320x200) that can
be displayed with Photochrome - these were generated from the
sample 'scene' files that come with POV.

1722. Atari ST System For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 10:59:50 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <C1K97r.1B8@watserv1.uwaterloo.ca>
Source record: 211247
Cross-posted to: misc.forsale,comp.sys.atari.st,rec.music.synth,ont.forsale,kw.forsale,uw.forsale

I'd like to upgrade my computer system so I am going sell off my old tried and true Atari ST system. I am looking for either a Mega 2/4 or STE as a replacement. The system listed below that is for sale has been with me for 6 years and used without a major problem. I am not sure of asking prices so mine may be out of line - I can't tell.

Atari 520ST (original) upgraded to 4 meg with Datafree board. You can either have my spiffy black computer (both case and keys) or I can repackage in a standard grey atari case. The 4 meg upgrade has been complete reliable. I use this machine everyday extensively with no problems.

ICD 48Meg hard disk system. Case, nice power supply, drive and battery backed RT clock. Good drive based around a 138 RLL disk. Space and connectors for another drive. Will load with software.

External SF314 doubls sided floppy drive.

Atari SM1224 colour monitor.

I would like to see $700CDN for this system, negotiable.

Brett Maraldo
plexus productions

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

1723. RE:Atari ST and FAX (questions

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 11:05:00 UTC
From: Andreas_Hoffmann@k.maus.de
Message-ID: <A59552@K.maus.de>
Source record: 211245

In article A49959@HB (So, 24.01.93) bmaraldo@watserv1.uwaterloo.ca wrote:

b>Is a 2400 data 9600 fax modem adequate? Do I
b>really need a full blown 14.4k FAX modem?

2400 Baud data connections are boring! I bought a 2400 modem because I couldn't afford a better one. But then I started saving my money for a 14.4k modem very soon.

In addition, I think it's more economic to buy a 14.4k modem. You have to spend 3 to 4 times as much money for it than for a 2400 modem, but it gives you 6x more speed (prices here in Germany, only approx.) and by this will reduce your telephone bill.

I don't have any experience with FAX, but I think that the same suggestions as above should apply here.

Bye,

Andreas

MAUS-->: Andreas Hoffmann @ K
INET-->: Andreas_Hoffmann@k.maus.de

1724. Re: minix (was Re: Any caveats?)

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 11:25:11 UTC
From: gert@targon.UUCP
Message-ID: <2920@targon.UUCP>
Source record: 211118

In article <H.ea.RhyJqajwMls@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <1jga18INNioi@nanette.sto.pdb.sni.de>, Dr.Savory writes:
>> Put MINIX on your ST. Then you can play at UNIX (aka LINUX) without
>> having to buy an intel chip.
>
>Is the ST version of Minix limited the same way the PC version is? It's
>stuck with a max size of 64k for executables (bleh!)...
>
No, this restriction applies only to the original Intel (PC) version of Minix.
The author (A.Tanenbaum) insists on keeping Minix compatible to those poor
8086 PC's (which may be right because that version of Minix was sold the most).
On the 68000 version of Minix your physical memory is the limit :-)

>Minix is a cool thing... You get a unix-like OS (pretty damn close!)
>with full source code and whatnot, for about $100 (if memory serves).
>
I think the current (1.5) version is $170. It has grown a lot though.
--
Gert Kanis, AP SWZ +----------------------+
Siemens Nixdorf Information systems | I do not represent |
P.O.box 29, 4130 EA Vianen, Netherlands. | anyone elses opinion.|
E-mail: outside Europe: kanis.via@sni-usa.com +----------------------+
Europe: gert@targon.UUCP Alternative: kanis.via@sni.de

1725. Re: A1200 versus Falcon 030 once again (FAQ?)

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 11:36:57 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <728221016.20355@minster.york.ac.uk>
Source record: 211147

In article <1993Jan26.222138.21584@infodev.cam.ac.uk> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
>In article <C1GrMM.C2C@sunlab1.bath.ac.uk>, mapmh@sunlab1.bath.ac.uk (Mark Hagger) writes:
>|> Depends what you mean by most? Granted anything that was sprite based
>|> run a damn site faster on an Amiga, but anything that was processor
>|> intensive like any 3d simulations or other such interesting games
> ^^^^^^^^^^^^^^
>Not strictly true, the custom chips can be used to draw polygons in hardware,
>much faster than the main processor can. Most of the 3D stuff that ran slowly was
>ported ST stuff, which wasn't reprogrammed to take advantage of the graphics
>processor :-)

Jez San, the leader of the team that wrote Starglider I and II, said that both machines ran at roughly the same speed when doing 3D polygon work. The ST did the 3D calculations slightly faster since the processor ran faster (less DMA going on), but the Amiga drew the polygons faster (custom hardware).

Overall, the two effects balanced out.

>Chris Brown

Mat

Mathew Lodge	"What think you, my lord, of... Love?"
mjl-b@minster.york.ac.uk	"You mean rumpy-pumpy?"
Langwith College, Uni of York, UK	-- Blackadder II

1726. Re: Assembler routine that generates random numbers?

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 12:02:14 UTC
From: sbrown@cee.hw.ac.uk
Message-ID: <1993Jan28.120214.19307@cs.hw.ac.uk>
Source record: 211149

The well-known computer scientist Knuth wrote a number of volumes of books entitled 'The Art of Computer Programming', one of which contains a section on the generation of random numbers.

Having required a random number generator for a Pascal program recently, I used the following relationship:

```
seed:= (109 * seed + 853) Mod 4096;
```

This gives a series of random numbers guaranteed to not start repeating itself for at least 4096 uses of the generator; this may be sufficient for most needs.

This relationship could be implemented in 68000 as follows:

```
random:
move.w seed,d0
mulu #109,d0
add.l #853,d0
divu #4096,d0
swap d0
move.w d0,seed
rts
seed
dc.w 0
```

This gives d0.w as a reply in the range 0 <= d0.w <= 4095. The seed could start off as anything you want, but to make it more random you could read the current time (just as the seed for the system random number generator) or you could even use the system's random number generator to make the seed up for your random number generator!!!

If you want to do values outside the range 0 to 4095 or increase the number of uses before repeating, I recommend reading Knuth's book as it describes strict rules for getting the best random numbers possible on computer.

I hope this helps you. Bye!!

STUART BROWN
2nd Year, Bsc Computer Science
Heriot-Watt University
Edinburgh
Scotland

1727. Re: Assembler routine that generates random numbers?

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 13:19:23 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Jan28.131923.16697@email.tuwien.ac.at>
Source record: 211101

```
sbrown@cee.hw.ac.uk (Stuart Brown) writes:
: [...]
: random:
: move.w seed,d0
: mulu #109,d0

: add.l #853,d0
-> add.w #853,d0

: divu #4096,d0
: swap d0
Why not remove these two and use

and.w #4095,d0

instead? This will almost halve the time needed to calculate
the random number...

: move.w d0,seed
: rts
: seed
: dc.w 0

-MY
```

1728. PC DITTO

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 13:25:41 UTC
From: jat@cch.coventry.ac.uk
Message-ID: <C1KFyw.DAB@cck.coventry.ac.uk>
Source record: 211107

This is a problem someone has asked me, I've never used pc ditto so I can't really answer it, so I figure one of you lot maybe able to help !

> I have got an atari st and a copy of pc ditto, when emulating dos the
> *&$%$%# thing will not allow me access to my beloved hard disk!!!

A nice simple well explained solution would be most welcome,

thanks in advance,

Jase.

--
\ / "Me, the artist, has produced all this with my own imagination
/\/\ and skill... Oi!! Yes, you at the back, stop laughing !" 8~}
\/ -- \ <jat@uk.ac.cov.cch> is (Mirrir, Skippy, Jase, Slarts... Pick 1 :-)

1729. Re: A1200 versus Falcon 030 once again (FAQ?)

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 13:29:18 UTC
From: cpb1001@phx.cam.ac.uk
Message-ID: <1993Jan28.132918.2596@infodev.cam.ac.uk>
Source record: 211106

In article <1993Jan28.084838.15709@dcs.warwick.ac.uk>, leo@dcs.warwick.ac.uk (Leo Hendry) writes:
|> I have heard programmers say more than once that it is just too much hassle
|> using some of the Amiga's hardware (and naturally, too slow when used through
|> the OS, which is the only compatable way), and they much prefered a machine
|> with a processor fast enough to handle things itself (ie STs).
|> I was looking through an Amiga manual some time back now, and I from what I
|> remember, all the hardware can do is draw horizontal lines. Now while this
|> is exactly what is needed by most polygon drawing routines, unless the polygon
|> is very large the setting up of the coprocessor takes longer than embeded
|> 68000 code would to draw the horizontal lines. If you access the hardware
|> through the OS (Which is now the only way because CBM no longer document the
|> new chipsets at a hardware level), then you would have to have a gigantic
|> polygon for it to be faster using some coprocessor or other.

Well in use this doesn't actaully seem to be the case. I have a program, written in compiled BASIC on my 1200, which uses the AmigaDOS Graphics.library to bulid up shapes from filled triangles using the blitter, and it is incredibly fast. It also uses a negligible amount of processor time and any other programs I'm running (including 25fps animations) still run at full speed. The point is that if you use the Co-processor to perform your effects, the processor is still free to perform other tasks.

|> Sprites are a different matter though - from what I remember they are
|> overlaid on the screen memory by the video circitry with out taking any
|> processor time or changing the screen memory. As has been said this makes the
|> Amiga far, far better than the ST for those moronic Super Mario-type games
|> that 5 year olds seem to like to much.

Actually, the hardware sprites tend never to be used by games, which rely on the blitter to produce software sprites. They are, however, used quite a lot under AmigaDOS. The mouse pointer is a sprite, and SoundTracker and MED type programs tend to use them as equalizer bars. They are quite good in these circumstances since, as you correctly point out, they are overlaid on top of the screen, and can have their own resoloution and palette.

Chris Brown

1730. SPL to AVR Convertor

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 13:31:34 UTC
From: jmcrmack@unix2.tcd.ie
Message-ID: <jmcrmack.728227894@unix2.tcd.ie>
Source record: 211148

I was wondering if there is an SPL TO AVR(I think it's AVR for Stereo Master)convertor so that I can use my .spl samples on Stereo Master.

Sean.

So Who needs a .sig anyway?

1731. Re: Assembler routine that generates random numbers?

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 13:41:58 UTC
From: doucet@ripolin.laas.fr
Message-ID: <8739@laas.laas.fr>
Source record: 211053

I've got one pseudo random algorithm that is not so bad: here it is
(sorry, I can't write assembler):

```
M : INTEGER := 971;
A : INTEGER := 11_113;
B : INTEGER := 104_322;
SEED : INTEGER; -- has to be initialized !!!

function RANDOM return FLOAT is
-- returns a pseudo random X: 0.0 <= X < 1.0
begin
M := M + 7;
if M > 9_972 then
M := M - 9_871;
end if;

A := A + 1_907;
if A > 99_990 then
A := A - 89_989;
end if;

B := B + 73_939;
if B > 224_728 then
B := B-96_233;
end if;

IRAND := ((SEED*M + A + B) rem 100_000) / 10;
return FLOAT (IRAND) / 1.0E+4;
end RANDOM;
```

You'll note it uses long integers.
Bye.

+-------------------------+-------------------------+
| Jean-Etienne DOUCET | LAAS - CNRS |
| doucet@laas.laas.fr | Toulouse FRANCE |
+-------------------------+-------------------------+
| If you put your ear against a snail's shell, |
| you can hear its heart beat. |
| Particularly when it's just been running... |
+---+

1732. Re: A1200 versus Falcon 030 once again (FAQ?)

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 13:42:07 UTC
From: f92-jgr@byse.nada.kth.se
Message-ID: <1993Jan28.134207.7116@kth.se>
Source record: 211051

In <1993Jan28.084838.15709@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:

>In article <1993Jan26.222138.21584@infodev.cam.ac.uk> cpb1001@cl.cam.ac.uk (C.P. Brown)
writes:
>>In article <C1GrMM.C2C@sunlab1.bath.ac.uk>, mapmh@sunlab1.bath.ac.uk (Mark Hagger)
writes:
>>|> Depends what you mean by most? Granted anything that was sprite based
>>|> run a damn site faster on an Amiga, but anything that was processor
>>|> intensive like any 3d simulations or other such interesting games
>> ^^^^^^^^^^^^^^
>>
>>Not strictly true, the custom chips can be used to draw polygons in hardware,
>>much faster than the main processor can. Most of the 3D stuff that ran slowly was
>>ported ST stuff, which wasn't reprogrammed to take advantage of the graphics
>>processor :-)
>>
>>Chris Brown

>I have heard programmers say more than once that it is just too much hassle
>using some of the Amiga's hardware (and naturally, too slow when used through
>the OS, which is the only compatable way), and they much prefered a machine
>with a processor fast enough to handle things itself (ie STs).
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>remember, all the hardware can do is draw horizontal lines. Now while this
>is exactly what is needed by most polygon drawing routines, unless the polygon
>is very large the setting up of the coprocessor takes longer than embeded
>68000 code would to draw the horizontal lines. If you access the hardware
>through the OS (Which is now the only way because CBM no longer document the
>new chipsets at a hardware level), then you would have to have a gigantic
>polygon for it to be faster using some coprocessor or other.
> Sprites are a different matter though - from what I remember they are
>overlaid on the screen memory by the video circitry with out taking any
>processor time or changing the screen memory. As has been said this makes the
>Amiga far, far better than the ST for those moronic Super Mario-type games
>that 5 year olds seem to like to much.

>- Leo

Arrgh! Don't talk about things you don't understand! The amiga hardware is
quite possible of filling polygons. The blitter can be used in a fillmode
which allows it to fill areas outlined with 1 pix wide lines. So what you do
when you want to fill a polygon is to:
1. draw the outlines of the polygon with the blitter. (Yes, the lines DON't
have to be horizontal! *surprise!*)
2. fill the polygon with the blitter.

3. and it is all done!
This gives you a 1 bitplane polygon which then is copied (with the blitter)
onto the screen bitmap. So don't say the blitter is worth less!!!

OK, this goes for an amiga 500, if you have a faster cpu you might gain some
time by using the cpu to do some work.

And about the OS.... Nobody cares about comodore! If they don't release
a Hardware Ref. someone will (some hacker maybe). BTW the reason to why C.
don't release a ref. is maybe because they wan't to include there new chipsets
in it! The chipset that is about to be release sometime next winter... :)

Now for the sprites! If there is one thing you Atari coders don't have to worry
about it is the amigas sprite hardware, it is useless! It is only possible to
show 8 (eight!), 2 bitplane, 16 pixels wide objects. Ok, they are nice but
they are to few. Almost no game uses them for anything important.

Finally I would like to get some information about a computer I don't know
anything about, the atari st! :) So if you have been hardware bashing the
atari and think you could convince me to buy one (or a Falcon!), then please
send me a mail. (Yes i am tired of the amiga!)

****
Jocke, email: f92-jgr@nada.kth.se
****

1733. Clip Art and Stuff.

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 14:45:54 UTC
From: ac999111@umbc.edu
Message-ID: <1k8rj2INNjgt@umbc8.umbc.edu>
Source record: 211109

A while ago I asked for information on FTP sites with Adobe fonts or Clip art that would work with the St. Alot of people asked me for info, but I'm afraid I only had one response.. and that was with fonts.

If you need fonts, look at wuarchive.wustl.edu in the /mirrors/win3/fonts/ directory and there are some fonts there.. (although many wouldn't work with pagestream, sigh.)

If anyone else knows of a good place to get clip art and fonts, feel free to mail me... thanks.

Paul Danckaert
ac999111@umbc.edu

1734. ST SOFTWARE FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 14:58:59 UTC
From: ganderso@unl.edu
Message-ID: <1k8sbjINNhg8@crcnis1.unl.edu>
Source record: 211105

I have the following ST games for sale. They are all in like-new condition, with all the original boxes and docs (though the GUNSHIP and BORROWED TIME boxes do show some wear). These all ran fine on both my STe and STf with color monitor (except where noted) -- your mileage may vary. I'm asking --$11 each-- and I'll pay the shipping (within the U.S.). Plus, I've got some ST magazines, some with disks, that I'll include with each order as long as they last.

BORROWED TIME Sam Spade-type P.I. game
DEFENDER OF THE CROWN knighthood, chivalry, jousting, questing, etc
GUNSHIP attack helicopter sim (STf only)
HARLEY-DAVIDSON motorcycle sim/biker game
MEAN STREETS future-P.I. in San Francisco
OO-TOPOS escape from a hostile planet
PREHISTORIC TALE dino-arcade (plus bonus game WINGS OF DEATH)
PRESIDENT ELECT presidential campaign & election sim
ROGUE addictive dungeon adventure game

*****

1735. Re: Assembler routine that generates random numbers?

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 14:59:38 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Jan28.145938.711@dcs.warwick.ac.uk>
Source record: 211108

```
In article <1993Jan28.120214.19307@cs.hw.ac.uk> sbrown@cee.hw.ac.uk (Stuart Brown) writes:
>
>random:
> move.w seed,d0
> mulu #109,d0
> add.l #853,d0
> divu #4096,d0 } EEK!
> swap d0 } OUCH!
> move.w d0,seed
> rts
>seed
> dc.w 0
>

Your not seriously suggesting using DIVU to get the modulo 4096 are you?
What is the matter with good old AND #4095,D0? Why ADD.L?
The fastest way (probably) is

seed EQU 0
LEA base(PC),A6
.
.
random:
MOVE.W seed(A6),D0
MULU.W #109,D0
ADD.W #853,D0
AND.W #4095,D0
MOVE.W D0,seed(A6)
RTS
base:
DC.W 0

Use the 128x-16x-4x+x expansion for 109x may or may not be faster still,
but probably not worth while because you would change another register.

- Leo
```

1736. Question about Falcon SCSI-2 bus.

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 15:01:04 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <7168@tuegate.tue.nl>
Source record: 211057

Hello,

I have just finished reading a book that described some of the
functions of the SCSI bus (not SCSI-2).
One of the most interesting features of the SCSI bus was "bus
arbitration". This allows drives to temporarily disconnect from the bus
to free the bus so other drives and printers and so speed up all
communication. It could possibly even allow more than one computer to
share the same bus and drives.
Can the Falcon SCSI-2 bus do this too?

Erlend.

1737. STe abilities exploitation list!

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 15:17:51 UTC
From: mcsdc1ph@dct.ac.uk
Message-ID: <1993Jan28.151751.3185@dct.ac.uk>
Source record: 211111

Hallo.

I'm a proud STe owner, and I thought it would be a good idea if everyone could contribute towards a list of games that use the STe's mega abilites!

Unfortunately, I don't know any, so how about we just start one, eh?

Oh! Hang on, I do know one game that use the STE abilities, ROBOCOP III.

Right, everyone else take over!

Incidentally, the reason for this plea, is simply because I wish to know of more games that I can show off to the stinking Amobea owners!!!!!!

Thanks!

Feekzoid

1738. Re: Profibuch (was Julian Reschke involved

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 15:20:09 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan28.152009.26520@newshost.lanl.gov>
Source record: 211054

In article 1k5so2INN2ffr@rs1.rrz.Uni-Koeln.DE, aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
>P.S.: Is there anyone from the pro-copyright fraction who wants
>to argue that volunteers translating the Profibuch would do any
>harm to Sybex...?

I don't know about the pro-copyright stuff, Jan, but it would be illegal to translate the book and distribute same, even if it was done for free. The copyright laws are very explicit on this and extend across international boundaries. Not that anything would likely happen, but that's the risk.

A more legal approach would be to attempt a letter writing campaign to Sybex (is Abacus their US subsidiary or not?) requesting (demanding?) an English version of the book. They might even pay attention... not!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1739. Re: Is there SLIP software for the ST?

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 15:22:30 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <16B64E647.BWWL@ibm.rz.tu-clausthal.de>
Source record: 211124

In article <1993Jan24.062650.12340@zooid.guild.org>
Mike Stramba <stramba@zooid.guild.org> writes:

> Is anyone using / know where I can find SLIP software for the ST?
>
>Mike
>

Hi!

I am using slip from the ka9q-package.
tcp/ip (incl. slip) can be obtained via anonymous FTP from
"ftp.tu-clausthal.de" (139.174.2.10) or via mail to
"mail-server@ftp.tu-clausthal.de"

cd /pub/atari/telecomm/tcpip

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

1740. PowerDOS

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 15:40:13 UTC
From: "Gerry O'Rourke"
Message-ID: <1993Jan28.154013.24995@bmers95.bnr.ca>
Source record: 211136

I downloaded Powerdos from a.a, bit I can't get it to do anything for me.
There is no Configur file in the archive, & I cant't figure out how to set it
up properly.

If there is anyone out there who has or who knows something, please post a
reply as it certainly looks interesting.

Some questions:
1. Does it work with all versions of TOS.

2. What is the difference between it and Mint/Multitos.

3. How much faster are the disk routines.

4. How do you set up the programs to muti-task.

Regards

Gerry O'Rourke
E-mail gigxr01@nt.com

1741. Modem and ATSpeed

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 15:42:49 UTC
From: matthias@asl.uni-bielefeld.de
Message-ID: <C1KMBD.DKw@hermes.hrz.uni-bielefeld.de>
Source record: 211122

Hi,
I am wondering if anyone has any experience with a modem and a DOS
emulator like ATSpeed? I tried many times to use my modem under dos but failed
Can anyone give me a hint what to do? I was successful of using my modem under
TOS but the BTX terminal program I have is not so nice. (And the Fax program
is not gratis:( )
I would appreciate any suggestion

Thanks in advance

Matthias

1742. Re: Word Processor Question (Wierd, Sorry)

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 15:46:51 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1993Jan28.154651.25963@digi.lonestar.org>
Source record: 211120

In article <church.728187599@sfu.ca> church@fraser.sfu.ca (Mike James Church) writes:
>
>There is a program on IBM PC's called pfs: Professional Write.
>Nothing special, but for one attribute: It has a "drawing mode" where
>the ASCII Line Drawing Character Set is "painted" onto the screen with
>the cursor. You just choose the line style (Single or Double) and it
>places the appropriate characters on the screen. This is great for
>tables.

Guess what: Protext has this same capability. A copy of this software
(version 4.3, I think) is on the cover disk of the latest (?) ST Format
magazine. I was just playing with this capability the other day by
drawing boxes around a centered title. Nifty.

On a different topic, one of the best editors for the PC is Multi-Edit.
Multi-Edit has the line draw mode as well. It it fast and offers
excellent mouse support with drop down menus (similar to an ST). There
is a *fully* functional demo version of the program available (no
spelling checker, no extended programming language support, etc. but
allows almost all other functions including saving and printing files).
Screen scrolling is via mouse movement. Being a demo, it is freeware.
Your Dad should get this - he will be impressed.

IMHO, the Multi-Edit interface is a lot more intuitive than Sudden View
(with my admittedly very brief exposure to Sudden View), even though
there is significant overlap in the underlying concepts.

Roy C. Gosewehr
--

| GEnie: R.C.Gosewehr | rgoseweh@digi.lonestar.org | uunet!digi!rgoseweh |

1743. Games I'll keep my atari for when I get a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 15:49:32 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1993Jan28.154932.29692@cs.nott.ac.uk>
Source record: 211113

>Before I go, a question: 'Will Sensible Soccer be available on the Falcon?'

Stunt car racer. (CHAOS??)
Need I go on?

Martin

1744. Ideas for programs: FAX

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 15:50:31 UTC
From: matthias@asl.uni-bielefeld.de
Message-ID: <C1KMo7.DpH@hermes.hrz.uni-bielefeld.de>
Source record: 211123

Not a long time ago someone asked for ideas for new programs. Here is one.
There is only one FAX-program avaible and that has to be changed.
If anyone feels smart enough to write such a program I would take it and I bet
I wouldn't be the only one.

bye

Matthias

1745. Re: PC DITTO

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 16:19:00 UTC
From: hojo@cbnewsb.cb.att.com
Message-ID: <1993Jan28.161900.10893@cbfsb.cb.att.com>
Source record: 211058

In article <C1KFyw.DAB@cck.coventry.ac.uk>, jat@cch.coventry.ac.uk (STBW) writes:
> This is a problem someone has asked me, I've never used pc ditto so I can't
> really answer it, so I figure one of you lot maybe able to help !
>
> > I have got an atari st and a copy of pc ditto, when emulating dos the
> > *&$%$%# thing will not allow me access to my beloved hard disk!!!
>
> A nice simple well explained solution would be most welcome,
>
> thanks in advance,
>

The Hard Disk, just like the floppies you want to read on a IBM PC, have to
be made compatible. There are several (1-3) bytes in the TOS partitin header
that have to be made right. There is a fixup program floating around from
Avent Gard to do this.(I know you can't ask them).

Also, PC Ditto only knows about 4 partitions
and the old Supra partitioning scheme.
If you use HDX 3.01 and Big partitions PCDitto will fail.

Howard Johnson
ATT BELL LABS
att!mtatm!hcj
hcj@mtatm.att.com

1746. New Version of ST Blank

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 16:44:24 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <728239464.26269@minster.york.ac.uk>
Source record: 211139
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

People might like to know that the latest version of ST Blank, V2.0.1, and its assembler source have been posted to comp.(sources|binaries).a.st and uploaded to atari.archive.umich.edu. I only posted them today, so give the files some time to appear in the various places.

Changes from version 2.0.0 (posted just before Christmas) are:

1) The AUTO folder part doesn't crash if there's no .INF file
2) The dialogues have been tidied up and now look better in medium and low resolution.
3) There's an "about" dialogue as well (purely for aesthetic reasons!)

Mat

Mathew Lodge	"But my Lord! I've been in your family
mjl-b@minster.york.ac.uk	since 1532!" "So has syphilis"
Langwith College, Uni of York, UK	-- Blackadder II

1747. Re: PC Bigotrynex

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 17:17:25 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan28.121725.14192@bsu-ucs>
Source record: 211070

>>What is the deal with those 66mHz claims anywho? I've heard that it's not
>>altogether a true statement -- one of those claims that _should_ be followed by
>>a little asterisk for disclaimer. Anyone?
>
> Matt, at this time, all 66MHz 486 machines use what's known as "speed-doubling"
> technology. Simply put, it allows the 486 processor to run at twice its rated
> speed (33 --> 66) while the other board components operate at normal speed. The
> end result is an average overall speed increase of around 85%, give or take a
> little, depending on how processor intensive your current task is.
>
> Love them, hate them, or somewhere inbetween, you gotta admit that Intel did a
> real slick one with these speed-doubler chips and were smart enough to keep the
> prices reasonable (relatively). Of course... pc's need all the speed they can
> muster just to remain usable. :) IMHO! IMHO!

Real slick. Like a used car salesman.

-Matt

1748. Re: Question about Falcon SCSI-2 bus.

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 17:45:08 UTC
From: neurom@stein.u.washington.edu
Message-ID: <1k9634INNend@shelley.u.washington.edu>
Source record: 211114

In article <7168@tuegate.tue.nl> wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
>Hello,
>
>I have just finished reading a book that described some of the
>functions of the SCSI bus (not SCSI-2).
>One of the most interesting features of the SCSI bus was "bus
>arbitration". This allows drives to temporarily disconnect from the bus
>to free the bus so other drives and printers and so speed up all
>communication. It could possibly even allow more than one computer to
>share the same bus and drives.
>Can the Falcon SCSI-2 bus do this too?
>
>Erlend.

Yes, it can. In fact, the SCSI-II interface can transfer data at up to 10Mb/sec!!!
No more waiting, hu?

1749. Re: Remember TEMPEST? Does it exist for the atari?

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 17:53:46 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <62043@aurs01.UUCP>
Source record: 211119

In article <C1Iow4.Fz4@math.uwaterloo.ca> mwtilden@math.uwaterloo.ca (Mark W. Tilden) writes:
>
>I've always wanted to get the old arcade game TEMPEST for my ST. It
>was an old vector-monitor game popular in the 80s where you went
>through a variety of shapes blowing away baddies that came up at you.
>Very stylish. You can still see them around some of the arcades. Don't
>know if the atari can handle the speed or not but it's be great to
>see. Could be handled entirely by the mouse. Something I'd definitely
>pay shareware costs for, maybe others would too.

I have a TEMPEST arcade game at home and it's my opinion that it would not port well to any home computer. The main reason is the controller. TEMPEST uses a free spinning rotary knob, and I can't see how one could emulate that action with a mouse, joystick or trackball. On some of the screens it could work (the ones where your movement is essentially left-right), but the circular and figure-8 screens wouldn't translate at all.

Of course, if someone wanted to market a rotary controller with the game it would be another story...

****
Jonathan Whitcomb, Alcatel Network Systems, Raleigh, North Carolina
* UUCP: whitcomb%aurfs1.aur.alcatel.com@rockdal.aud.alcatel.com *
* GEnie: J.WHITCOMB3 *
****

1750. Re: PC DITTO

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 18:05:28 UTC
From: moffatd@dcs.glasgow.ac.uk
Message-ID: <C1Ksx6.35r@dcs.glasgow.ac.uk>
Source record: 211116

jat@cch.coventry.ac.uk (STBW) writes:

>This is a problem someone has asked me, I've never used pc ditto so I can't
>really answer it, so I figure one of you lot maybe able to help !

>> I have got an atari st and a copy of pc ditto, when emulating dos the
>> *&$%$%# thing will not allow me access to my beloved hard disk!!!

Try using the Setup program (can't remember what it is called)
Also tru checking to see if your HD is setup to 1:1 interleave
cause if it is you've not much change of using it under DOS.

I've only ever used PD Ditto on a floppy system (Very slow)
So I'm not sure of the exact config.

Darren

--

Darren J Moffat

1751. Re: Speedo GDOS questions...

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 18:28:03 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1993Jan28.182803.27454@olymp.informatik.uni-bonn.de>
Source record: 211125

In article <C18vvE.2Ds@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>In article <7082@tuegate.tue.nl>, wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
>SpeedoGDOS will be using BitStream fonts. You will not need a font-editor,
>since there are well over 1,000 typefaces available commercially.
^^^^^^^^^^^^
This is the reason why I *do* need a font editor.

>You won't want a font-editor or conversion utility because bitmapped ST fonts
>are too crude when compared to the quality of a true vector font.

You're mixing two different things. I want a font editor because I do not
have a free APL2 font, and I don't want to buy one. I don't care about
bitmapped ST fonts. Also, I think that Speedo GDOS can also handle those.

-- Volker
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

1752. Re: Fantasy Games

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 18:54:34 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1993Jan28.185434.17552@unix.brighton.ac.uk>
Source record: 211062

You don't actually fight Lord Chaos, you need to use the staff, but only to cast flux cages, not as a physical weapon per say.

1753. Atari Mega ST2 (complete system) for sale

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 20:13:10 UTC
From: horj@vax5.cit.cornell.edu
Message-ID: <1993Jan28.151311.17086@vax5.cit.cornell.edu>
Source record: 211117
Cross-posted to: misc.forsale.computers.other,comp.sys.atari.st,cornell.marketplace

I've decided to go the way of the PC rather than of the Atari ST; thus, I'm putting all my ST stuff up for sale. This is a nice system for playing games and doing MIDI stuff on -- ST is the system of choice for many computer musicians. For serious use, you'd probably want to add an external hard disk.

I'd prefer to sell all this together, but good offers for the components will be considered.

PRICE : $1,200 or best offer for the whole shebang:

Atari Mega ST2 -- 2 Meg RAM, single floppy (TOS in ROM)
Atari SM-124 hi-res mono monitor
Atari SC-1224 lo- and medium-res color monitor
mouse & keyboard
2 joysticks (one *very* nice Wico pistol grip, one TAC-2)
Casio CZ-1000 programmable synth (8-channel polyphony; *not* velocity sens.)

Software:
Pipe Dream Bard's Tale AC/Fortran
Oids Blockbuster Captain Blood
Populous Wargame Construction Set Marble Madness
Empire Dungeon Master Barbarian
Music Studio Beckemeyer Programmer's Toolkit (csh, make)

All software has original disks, code wheels, and not much else.
AC/Fortran and the Beckemeyer, I have manuals for.

All necessary cables are included, of course, as well as two 6' MIDI cables.

Respond via e-mail (HORJ@vax5.cit.cornell.edu), and we can work from there.

--
Eric Scheirer -- Cornell University, Ithaca, NY -- (607) 253-2431
"I got remote control and a color TV; I don't change channels so they must've changed me." -- Billy Joel

1754. Re: Word Processor Question (Wierd, Sorry)

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 20:15:11 UTC
From: srb242@chomsky.uni-muenster.de
Message-ID: <1k9esfINNi7s@chomsky.uni-muenster.de>
Source record: 211145

Hi,

In article <church.728187599@sfu.ca> church@fraser.sfu.ca (Mike James Church) writes:
>
>Is there a program like this for the ST? He'd like to be able to
>"paint" at home as well. Just a simple ASCII text editor that has
>a similar mode.
>

as far as I know, uEmacs ought to be able to do this. On
ftp.uni-muenster.de in /pub/atari/Editors is a recent copy of this
editor. You will need one of the macro-packages that come with uEmacs
to do the job (do not ask me, which one, I never needed to do this).
Apart from that, you will need a program, that installs an IBM-style
font in your computer. There will probably be some GDOS versions that
can do this, though I remember, I used to have a program that did this
without GDOS. For printing, you should not have any difficulties, if
you set your printer to IBM-mode.

Please be aware, that uEmacs is a very powerful editor but might not
be suited for beginners. Depending on your fathers skills, this
suggestion might not help you :-(

Still hoping, I was of some help to you

Markus

1755. Re: GIF viewers and GIF89a

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 20:43:49 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1k9gi5INNm0u@elroy.jpl.nasa.gov>
Source record: 211061

In article <frank.26.727836871@jplpost.jpl.nasa.gov> frank@jplpost.jpl.nasa.gov (Frank O'Donnell) writes:
>I've been putting together an anonymous ftp site to distribute,
>among other things, GIF files of images from JPL's space
>missions. Besides the picture files we would also like to offer
>people shareware/freeware GIF viewers for various platforms,
>including Atari.
>
>From the faq for alt.binaries.pictures.utilities, I see some
>recommendations for Atari GIF viewers. However, it does not make
>it clear whether these viewers will work with GIF89a files; on
>other platforms, many viewers bomb when trying to view a GIF89a
>file. (The main thing about GIF89a is that the file contains an
>embedded caption in the form of a "comment extension block."
>Files under the previous GIF87a standard just had the image.)

I added GIF89a support to MGIF, the monochrome GIF viewer (that uses Floyd-Steinberg dithering to display grayscales, written by Bill Rosencrantz). My code was added to version 3.5, but I've sent it off to be integrated into the 4.0 release, so a new version should appear soon that's got all the new bells and whistles...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

1756. Re: ****** Thanks ******

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 20:45:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1k9gkcINNj5r@golem.wcc.govt.nz>
Source record: 211121

> On the panel of my computer it says "Atari 1040ST" and then there is
> a tiny letter "f" right next to the 1040ST. What does this mean?

F=Floppy. It means the computer has an internal Floppy Drive, instead
of the external which the previous model had!
M=Modulator, means the machine has an RF-Modulator built in
E=enhanced. (STE). Extra paletter, Blitter, DMA, etc. etc.

1757. Re: ADVOCACY: Prices, Prices, and more Prices.....

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 21:11:19 UTC
From: glens@natinst.com
Message-ID: <1k9i5nINN597@falcon.natinst.com>
Source record: 211071

In article <1993Jan27.122016.15290@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>(And people use the
>argument that since they weren't built in, software won't support them. Is
>that why Miami here just bought 12 macs for use with Midi? Once a DSP card
>is released, support will follow)

Well there are plenty of DSP boards for both the Mac and the PC right now. Where is the software support? Right now you have to use the software from the company who makes the board. Until a defacto standard board evolves (ala Sound Blaster) for DSP you won't see the software support. The point is that ANY Falcon software that would benifit from the DSP can use it.

Btw, I have heard here on the net that a next generation Mac will have a built in DSP later this year. Will Apple build a plug in DSP card for older Macs that will be compatible with the built in one? If they don't will software be written to use it or is it for use by the system only (QuickDraw GX ???).

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are exact opposites. InterNet: glens@natinst.com
---

1758. Re: PC DITTO

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 21:24:18 UTC
From: cummins@osuunx.ucc.okstate.edu
Message-ID: <930128152418@john.ucc.okstate.edu>
Source record: 211059

> > I have got an atari st and a copy of pc ditto, when emulating dos the
> > *&$%$%# thing will not allow me access to my beloved hard disk!!!
>

Humm... I used to boot pcditto from hard disk... And from floppy as well,
I could sebd my config.sys, and autoexec.bat with a few added comments.

Email me?
jc

--
John Cummins cummins@a.cs.okstate.edu Technician / Engineer in Training
Atari OS2 DataCommunications Troublshooting FiberOptics Laziness

1759. Re: Question about Falcon SCSI-2 bus.

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 21:24:23 UTC
From: cummins@osuunx.ucc.okstate.edu
Message-ID: <930128152423@john.ucc.okstate.edu>
Source record: 211060

In article <1k9634INNend@shelley.u.washington.edu> neurom@stein.u.washington.edu (Neuromancer) writes:

> Yes, it can. In fact, the SCSI-II interface can transfer
> data at up to 10Mb/sec!!!
> No more waiting, hu?
>

Okay... now I need SOCKETS, and the ability to eaisly NFS mount drives using a SCSI <-> ethernet adapter! I recon if the sockets are proper, that KAQ9 could avail itself of them... Running under MultiTos, with sendmail and nntp daemons, I could trash my 486-33 and OS2. (seems kind of funny.... Guess I'm a cheerleader too then....)

--
John Cummins cummins@a.cs.okstate.edu Technician / Engineer in Training
Atari OS2 DataCommunications Troublshooting FiberOptics Laziness

1760. Re: ADVOCACY: Prices, Prices, and more Prices.....

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 21:57:10 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Jan28.165710.14404@umiami.ir.miami.edu>
Source record: 211126

In article <1993Jan27.122016.15290@miavx1.acs.muohio.edu>, rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
> Well, I just received the recent Micro Center ad, and form the
> looks of the prices, I really don't see anyone buying a Falcon other then
> musicians.
>
> First, we have the Macs..... Hmmmmmm, a LC II with 4 megs of ram
> and 80 meg hard drive... $1190 (All prices I'm going to quote are without
> monitor, just to keep it in line with the Falcon without monitor) IIsi,
> same config, $1500.
>
> Oh, you don't like Macs. How about an Intel based machine.
> MicroCenter doesn't even carry any 386 machines. (Except for notebooks.) A
> Compaq Prolinea, with a 486sx, 120 meg hard drive, SVGA, and 4 megs of ram.
> (Also a fax/modem) $1398! (Also included is one-year on-site support!!)
>
> As much as I would like the Falcon to succeed, I don't see it
> having any sort of success anywhere but the musical world, and then only
> until a DSP card comes out for the Mac or Intel world. (And people use the
> argument that since they weren't built in, software won't support them. Is
> that why Miami here just bought 12 macs for use with Midi? Once a DSP card
> is released, support will follow)
>
> (I'm not associated with Micro Center at all, and I'm not trying to be an
> advertisement, I just wanted people to see prices other than mail-order.)
>
> Later.......
>
> ----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))){{{{{{{{=======--------

While I agree that Atari is in very ruff shape I would like to point out that the prices you mention are after serious discounting. Sure, I Falcon 4/65 retails for $1295, but after discounting, I expect it around $1000. Let's be practical for a minute. After the Die Hards get their hands on them and the machine begin to rest in quantity, the price will drop. How much can you get a 1 meg STe for (ans $379). It retails at $599! That is one hell of a drop. I expect the same will happen to the Falcon.

Will I buy one? I think so, bt in the two piece case. It will be the 030 configuration at 33Mhz I suppose. I know I won't be able to afford the 040. And it will suit me just fine. ANd if I can get Mac II or 486 emmulation off it, hey that's even better. For the record, I own no emmulator for my Mega ST and have never really seen the use for it. All my software does everything I need it to, and more. I doubt I will ever use Calamus SL to its fullest potential, but that's cool.

So cool. Computers aren't the end all/be all that they want to be. All the technology filtering down to us home users is already out of date. So use what you can and enjoy it for what it is. That's why you bought the thing in the first place...

I have no further communications.
Mark Santora

1761. Re: Fantasy Games: Captive help.

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 22:09:59 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C1L48o.CpC@ecf.toronto.edu>
Source record: 211068

In article <74491@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Jon Henderson had some questions about Captive..
>
>I dunno about the music.. my 520ST never gave me any, and I'd
>assumed that the STe might be supported.. but I guess not..
>
[something's missing!]
>
>BobR

You're absolutely right there! Nada music comes out of my STe.....
Anybody know if I'm not doing something incredibly wrong or is it supposed
to be like that? Oh yes, before I forget... For the robots that fly in the
air, what's the best way to kill 'em? The way I use is to run to the nearest
electrical outlet, charge up my hand, and start shooting the upper part of
the screen... This kills 'em but when I'm pressed, it seems reeeely hard to
actually find an electrical outlet..... Thanx!

Vaya con Dios,
AcEzE.
--
********** WHO AM I, YOU SAY? ********** "If time is money, we
********** SHAHIR AL RASHID**aka**ACEZE ********** are all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------
** This message brought to you by the Bollocks Bros. ** no fate but what we make

1762. Re: FALCON is DEAD!

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 22:12:03 UTC
From: healy@nosc.mil
Message-ID: <1993Jan28.221203.22292@nosc.mil>
Source record: 211055

Actually, Cray manufactures supercomputers, which is still a happening
area.

1763. Falcon Info?

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 22:15:42 UTC
From: mcyr@weber.ucsd.edu
Message-ID: <1k9lueINN17m@network.ucsd.edu>
Source record: 211066

Does anyone know of a contact to find out about the Falcon? I would like to know (1) how much it costs, (2) specs, (3) what kind of development environment is available, and (4) what products are currently available and specifically geared towards the Falcon's DSP capabilities.

Many thanks in advance!

- Andy

1764. Re: ADVOCACY: Prices, Prices, and more Prices.....

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 23:06:24 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1k9otgINNb5u@tortoise.cis.ohio-state.edu>
Source record: 211144

In article <1k9i5nINN597@falcon.natinst.com> glens@natinst.com (Glen Sescila) writes:

>Btw, I have heard here on the net that a next generation Mac will have a
>built in DSP later this year. Will Apple build a plug in DSP card for older
>Macs that will be compatible with the built in one? If they don't will
>software be written to use it or is it for use by the system only
>(QuickDraw GX ???).
>

Yes Apple is expected to realease DSP Macs this summer. Here's the blurb
from Murph's Vaporware Column:

****
Apple's first two multimedia
workstations (codenamed Cyclone--see last July's column) will debut in
June. These Macs will have two sets of digital signal processor (DSP)
chips and Fast and Wide SCSI. Prices of $2,500 and $5,500 are expected.
At least 25 developers are already writing software to take advantage of
the DSP chips jointly developed by Storm Technology and SuperMac
Technology. An even more powerful "media server" is expected in the
fall.
****

With Storm Technology involved you can bet that you won't have to wait
for jpeg decompression to be in the hardware. I don't know for sure, but
I would guess that Apple (or some third party) will release a DSP card for
the older Macs. Considering the Mac architecture, I don't really see a
problem for a card to gain the same level OS support as built in hardware.
And once that is done, all programs looking to see if it is present will
find it and use it. (A similar thing happens with Quicktime right now.)
This means that once you add the card it can have immediate effects on other
programs (like Photoshop and any Quicktime program). Since Photoshop is
one of the biggest users of DSP add-on boards on the mac, I really see that
being available at release time.

Of course, we still have *no* idea at how good the sound will be, and what
level of video it supports. At least one of the machines is supposed to be
an 040. Of course the Falcon is still cheaper, and it should have at least
a 3 month head start (assuming release for Falcon in March). I've just
developed a "wait and see" attitude.

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

1765. Re: ADVOCACY: More prices, prices, prices

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 23:28:10 UTC
From: wbdst+@pitt.edu
Message-ID: <2753@blue.cis.pitt.edu>
Source record: 211069

I'm not disputing anything you said in your message, but one thing is worth noting: IBM clones differ widely based upon the manufacturer, and especially the make of the BIOS. Just ask anyone who bought a Tandy! What brand systems are those, and what BIOS do they use? I have owned systems with IBM, AST, and DTK BIOS, and they were all trouble-free, but I have hrxxx heard of pronblems with some clones. I don't know, but AMI is also supposed to be good.

1766. Re: Remember TEMPEST? Does it exist for the atari?

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 23:53:25 UTC
From: FRACYON@dirac.physics.jmu.edu
Message-ID: <1993Jan28.235325.18531@hub.cs.jmu.edu>
Source record: 211137

In <C1Iow4.Fz4@math.uwaterloo.ca> mwtilden@math.uwaterloo.ca writes:

>
> I've always wanted to get the old arcade game TEMPEST for my ST. It
> was an old vector-monitor game popular in the 80s where you went
> through a variety of shapes blowing away baddies that came up at you.
> Very stylish. You can still see them around some of the arcades. Don't
> know if the atari can handle the speed or not but it's be great to
> see. Could be handled entirely by the mouse. Something I'd definitely
> pay shareware costs for, maybe others would too.
>
> Is all.
>
> --
> Mark Tilden: _-_-_-__--__--_ /(glitch!) M.F.C.F Hardware Design Lab.
> -_-___ | \ /\/ U of Waterloo. Ont. Can, N2L-3G1
> |__-_-_-| \/ (519)885-1211 ext. 2454
> "MY OPINIONS, YOU HEAR!? MINE! MINE! MINE! MINE! MINE! AH HAHAHAHAHAHAHAHAHA!!"

I wrote an Amiga version of it for the June 1992 issue of Compute!
(AmigaResource)

If you can program in assembly, it should be easy to move it over to the
Atari.

It doesn't use any Amiga specific libraries and the only thing you would have
to do is make atari display 3 384*384 bitplanes (can be converted to 640*400
by changing 2 constants), rewrite the code that uses the blitter to
draw lines, rewrite the lines that start the sound playbacks, remove
the code for the title/demo screen since it uses the copper to display more
than 8 colors, replace any entry and exit codes, and the lines that
read the mouse port.

Unfortunetly, the only Ataries I see are on TV (Some "business school"
shows some lady learning wordprocessing on a ST) so I can't do it myself.

p.s. The code belongs to Compute!, you should get their permission before
changing it.

Ali Fracyon J A M E S M A D I S O N U N I V E R S I T Y
P.O. Box 486 // Amiga,
Harrisonburg, VA 22801 \X/ Computer for the creative mind.

1767. Weird ethernet idea (was: Falcon as X-terminal?)

Newsgroup: comp.sys.atari.st
Date: 1993-01-28 23:54:30 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1k9rnmINN1nb9@rs1.rrz.Uni-Koeln.DE>
Source record: 211150

In <3_800_842_fidonet2b6115c1@Kralizec.fido.zeta.org.au>
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:

>If somebody would release information (read hard data/source code) on NCD's
>Xremote we might have a chance. As it is, ethernet hardware is _expensive_
>-it's only the huge volumes associated with the PC market that make the low
>prices possible.

I'm most illiterate regarding ethernet hardware stuff, but
reading this, a weird question comes to my mind: Would a hardware
hack be possible that allows using a PC ethernet card on an
Atari? Years ago, when hard disks for STs were a real big deal,
there was a "cheap solution" developed by the c't magazine, for
using certain PC hard disks with an ST, so ST owners could
benefit from the more affordable prices for PC hard disks. Maybe
we can once more take advantage of the mass market prices for PC
peripherals in such a way?

Could some hardware guru comment on this, please?

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

1768. CoNnect trouble: How To Dial????

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 00:06:34 UTC
From: js@phil.ruu.nl
Message-ID: <js.728265994@groucho.phil.ruu.nl>
Source record: 211074

Hi!

After examining CoNnect 1.91 I'm stunned by the following weird
behaviour: I enter a number in the dialer, and click the phone icon.
Then I get the message the window is already connected; no dialing
takes place. Deep shit.

Has anyone ever dialed successfully with this neat-looking spiffy
program? If so, please tell me all about it. I'll summarize to the net
if there is anything worth mentioning.

Cheers, Jeroen.

1769. WANTED: Used Hard Drive (& other stuff)

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 01:13:53 UTC
From: "Who... Me?" <dhbutler@magnus.acs.ohio-state.edu>
Message-ID: <9301290113.AA22198@photon.magnus.acs.ohio-state.edu>
Source record: 211134

I've recently purchased an unmodified 1040 STf for my father and younger sisters to use as a word-processor and so forth. It currently has TOS 1.0, and I would like to purchase a small, preferrably used, hard drive for this computer (it currently has only 1 double-sided drive). My father is unwilling to shell out much cash or I would suggest a new/larger drive. If anyone has a used drive for sale, please let me know what you would want for it.

also: I installed WordUp 3.0, and have it working fairly well. Unfortunately, in the process of moving at some point in the past I have misplaced the manual. If anyone has WordUp 3.0 for sale my father would be happy to purchase it (including the manual). Since the company is now out of business I have also had no luck in finding laser-printer drivers for this program (TurboJet). If anyone has TurboJet 2.0 or newer for sale, or knows where I can purchase this, please let me know...

Finally: This machine sometimes runs into the "40 folder bug". Unfortunately, FoldrXXX.prg *CRASHES* the machine upon loading! This is very annoying! What other options do I have?

Finally Finally: If anyone has a memory upgrade or newer ROMS that would work in this machine and wants to get rid of them tell me the price you would ask and I'll see what he says.

Thanks!

--->
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

||| // "This is not a novel to be tossed away lightly;
/ | \ \// it should be thrown with great force." -Dorothy Parker

1770. GDOS problem

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 01:22:15 UTC
From: "Who... Me?" <dhbutler@magnus.acs.ohio-state.edu>
Message-ID: <9301290122.AA22269@photon.magnus.acs.ohio-state.edu>
Source record: 211135

Is there any way to use GDOS or G+Plus on a larger-than-standard monitor?
I've never had any luck trying to do this :-(, the regular old ST 640*400
screen just shows up in the corner of the larger monitor. Very annoying. Oh,
for reference, this is with that wonderful piece of junk called the ISAC card.
(Don't buy one...)
-->
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

||| // "This is not a novel to be tossed away lightly;
/ | \ \// it should be thrown with great force." -Dorothy Parker

1771. Re: STalker vs Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 01:44:13 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1ka25dINNg06@phakt.usc.edu>
Source record: 211132

In article <4084@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>I tried Connect over the weekend, but 90% of it is in German, and I
>wrestled with it for a half hour trying to get it to use a smaller font
>so that I could see 24x80, but gave up. It has so many extra status lines
>and menu bars that the font would have to be pretty small. It also was
>*surprise* too slow IMO. Might be very nice in TT high though. :)

Ken,

I don't know if you missed it, but in the conneng.txt file, it
describes how to make CoNnect English-user friendly. All you have to do is
to move connect.rsc out of the connect directory (or delete it) and rename
the conneng.rsc file to connect.rsc. Doing this will make all of the menus,
etc., into english. In fact the only thing that will not appear in English is
the manual (and soon even that will appear in English :). Also, you can remove
any of the sliders to give you the extra room you need. Using the included
Fonts, you can use a font that is decently readable while still giving you
80x24 screen (to do that, just put the ANSI and ANSILITE fonts in to a folder
called GEMSYS in the same directory as CoNnect).
It is a bit slow, but that can be fixed with a screen accelerator
like Warp9 or NVDI.

>ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

If you have any other questions, feel free to post or email me at
baffoni@aludra.usc.edu.

-MikeB

1772. Re: PC DITTO

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 03:56:29 UTC
From: bossoj@vccnw02.its.rpi.edu
Message-ID: <6bs3qnl@rpi.edu>
Source record: 211146

On the subject of PC Ditto: Does anyone know if 3.01 will run on the Falcon?? I have a couple IBM programs that I use, and I can't see spending $300 bucks on an emulator just to run them!

Joe

1773. Re: Atari Dealer in Chicago Area?

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 05:48:10 UTC
From: foroughi@optima.UUCP
Message-ID: <30796@optima.cs.arizona.edu>
Source record: 211052

From article <1993Jan27.001023.12088@midway.uchicago.edu>, by coonstot@quads.uchicago.edu (charles orville onstott):
> Does anyone know if there is an Atari dealer in the
> Chicago area?

There was a place in the Roger's Park area called Software Plus. If there're still in business you should be able to find them in the Yellow Pages.

1774. Re: Clip Art and Stuff.

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 06:15:40 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <93029.011540EENG6826@RyeVm.Ryerson.Ca>
Source record: 211143

Path: ryevm.ryerson.ca!ryelect!torn!cs.utexas.edu!usc!howland.reston.ans.net!
paladin.american.edu!darwin.sura.net!haven.umd.edu!news.umbc.edu!nobody
From: ac999111@umbc.edu (ac999111)
Newsgroups: comp.sys.atari.st
Subject: Clip Art and Stuff.
Date: 28 Jan 1993 09:45:54 -0500
Organization: University of Maryland, Baltimore County Campus
Lines: 15
Message-ID: <1k8rj2INNjgt@umbc8.umbc.edu>
NNTP-Posting-Host: umbc8.umbc.edu

> while ago I asked for information on FTP sites with Adobe fonts or Clip
>rt that would work with the St. Alot of people asked me for info, but
>'m afraid I only had one response.. and that was with fonts.
>
>f you need fonts, look at wuarchive.wustl.edu in the /mirrors/win3/fonts/
>irectory and there are some fonts there.. (although many wouldn't work with
>agestream, sigh.)
>
>f anyone else knows of a good place to get clip art and fonts, feel free
>o mail me... thanks.
>
>aul Danckaert
>c999111@umbc.edu

For clip art, take a look at mac ftp sites. They seem to have lots
of clip art for the mac. The problem is they're in HQX (Like UUE) format.
You've to use something called xbin. Its available in C source code as
xbin.shar.

Carlos Varela

1775. Re: FRACTAL ?

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 06:49:53 UTC
From: John_Collis@equinox.gen.nz
Message-ID: <John_Collis.874u@equinox.gen.nz>
Source record: 211056

TOMAS FRIDN (e90-frt@tekn.hj.se) wrote:
: I'm looking for a book in fractals, it rather would be a
: book that give you som exampels in PASCAL or BASIC.

: If anybody have or knows such a book please give me
: the title,auther and if possible ISBN.

Try This one it has Examples in GFA Basic:

Computers and Chaos - ISBN 1-85058-247-5

By Conrad Bessant

Published by:

Sigma Press
1 South Oak Lane,
Wilmslow,
Cheshire SK9 6AR
UK

Hope this helps

JohnC

1776. NetHack 3.1

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 07:48:41 UTC
From: hmallat@robin.cs.hut.fi
Message-ID: <1kangpINNsun@sauna.cs.hut.fi>
Source record: 211080

Looks like NetHack 3.1 is here! The sources have started appearing in comp.sources.games, and I was wondering if someone would be kind enough to compile it. The source look *huge*! I have just 2 megs of memory, and we all know how awesome GCC's demands are, don't we?

So, if anyone was kind enough... anyone?

Here's the announcement that was in c.s.g. a few days ago:

[This is pre-announcement of the impending post of NetHack 3.1. The following info describes some of the enhancements in more detail. This will be a *huge* post - on the order of 100 parts - and will take place over several days. Please wait until everything has been posted before sending requests for email or reposts of missing parts. Also, check your neighboring systems or the c.s.g. archive sites for any parts you're missing. Bugs should be sent to the address listed in the README file - not to me. Thanks, too, to the NetHack development team for their efforts. -br]

NetHack 3.1 is a product of two years of intensive work by the NetHack Development Team and its Amiga, Atari, Macintosh, OS/2, MSDOS, and VMS ports sub-teams. These include over thirty members from different countries. The team wishes to express its gratitude to the management of linc.cis.upenn.edu for its generous support of this unique development activity.

NetHack 3.1 is a new generation of NetHack. Here is a list of some of its main new features:

* Unlike 3.0, NetHack 3.1 is a multi-dungeon game. New dungeons "branch" off the main dungeon at different locations.

* A unifying mythology was adopted for the game. There are tasks which must be completed in various dungeons before the main task of capturing the Amulet can be undertaken. There are different quests for the different character classes.

* There is a new multi-level endgame full of surprises.

* Many of the monsters in NetHack 3.1 now can wield weapons, zap wands, read scrolls, and cast spells. Fighting them must take these special abilities into consideration.

* The game's display was completely re-written. It is now based on a line-of-sight principle, and it gives a new "feel" to the game. The new display was written with a standardized window interface, which allows easy substitution and addition of windowing systems independent of operating system. For example, the UNIX port now supports X11 as well as the traditional tty.

* Numerous local changes were made, and many new monsters, objects, and intelligent artifacts were added.

You will discover the details and the rest of the changes for yourselves.

As we did with 3.0, we will periodically release patchlevel revisions of NetHack 3.1, which will include bug fixes and further development results. Avoid applying free-lanced patches, if you want to take advantage of these patchlevel updates.

Despite our effort, there are, no doubt, many bugs still in the code. The Amiga and Macintosh ports, in particular, still have rough edges due to time constraints on their port-team members. A port to Windows NT is underway but is not suitable for release at this time. We call upon you to help in debugging both the game and the ports. The address of the NetHack development team remains nethack-bugs@linc.cis.upenn.edu.

As always, your comments and suggestions will be appreciated. Enjoy.

--- and another article in c.s.g...

A compressed tar file of the entire NetHack 3.1 tree has been archived at two locations:

(East) ftp.uu.net ~ftp/usenet/comp.sources.games/nethack31.tar.Z
(West) ftp.world.net ~ftp/pub/games/nethack31.tar.Z

[There was a problem with the early versions, so if you ftp'd it prior to 28 Jan, you should get a corrected copy.]

If anyone copies these to other archive sites (especially outside the US), let me know so I can post the info.

In about a week, linc.cis.upenn.edu will update their archives with split tar files of 3.1. The archive on linc is organized by system architecture, so you don't have to get the architecture specific files for systems you don't want or need.

As always, the regular comp.sources.games archive sites will have copies of what is posted (i.e. the 108 individual shar files).

-Bill Randle
Moderator, comp.sources.games
Tektronix, Inc.
billr@saab.CNA.TEK.COM

--------end of included articles
--
Confusion is not a state of mind, it's a way of life.

1777. Not to fan any flames, but...

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 08:05:52 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <74577@cup.portal.com>
Source record: 211063

neurom@stein.u.washington.edu (Neuromancer) writes:

>Welcome to the real world, folks.

Well.. ok.. how about:

> PC Price
> ^^^^^^ ^^^^^^
>80386dx $240 (+100 for case)

$169 (+59 for case, including a 200watt P.S.)

>4mb RAM (minimum) $160

$128

>IDE board $35 (w serial, parallel, game)

$17

These are REAL prices.. I just bought them this week.

(and the 386DX, 40Mhz, 64K cache, upgradable to 486 motherboard had
BOTH it's CPU and AMI BIOS chips included... :)

I think the most important point is that I was able to walk into
a local computer store and buy these components (or a complete system
had I wanted one) right NOW.

Note.. this is NOT to say the "Falcon sucks".. until I actually see
one, and have a chance to actually use one, I'm reserving my opinion.

But, THIS is the real world... not a "someday" computer.

BobR

1778. Re: Remember TEMPEST? Does it exist for the atari?

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 08:30:27 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Jan29.083027.12869@dcs.warwick.ac.uk>
Source record: 211067

In article <62043@aurs01.UUCP> whitcomb@aurxc3.aur.alcatel.com.UUCP (Jonathan Whitcomb) writes:
>
>I have a TEMPEST arcade game at home and it's my opinion that it would
>not port well to any home computer. The main reason is the controller.
>TEMPEST uses a free spinning rotary knob, and I can't see how one could
>emulate that action with a mouse, joystick or trackball. On some of the
>screens it could work (the ones where your movement is essentially
>left-right), but the circular and figure-8 screens wouldn't translate at
>all.
>
>Of course, if someone wanted to market a rotary controller with the game
>it would be another story...

Didn't Atari licence Tempest to Superior Software who released it on the BBC Micro? I never played it myself, but it got quite good reviews. Can anyone remember how the controls worked?

- Leo

1779. Re: PC Bigotrynex

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 08:39:45 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <74580@cup.portal.com>
Source record: 211064

The point that's being forgotten in all this talk about the PC's DX2 "speed doubling" is that this is exactly the same way the Mega STe is a "16 Megahertz" computer, and the TT is a "32 Megahertz" computer. The Mega STe runs at 8 Mhz external to the CPU.. the TT runs at 16Mhz external to the CPU...

If the Intel approach is to be considered "marketing flim-flam", what does that say about these Atari machines..?

"Bigotry" goes both ways...

BobR

1780. Re: PC DITTO

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 08:44:00 UTC
From: diane.karagian@idcbbs.com
Message-ID: <4616.1019.uupcb@idcbbs.com>
Source record: 211098

hojo@cbnewsb.cb.att.com (HC Johnson) writes:
HJ>In article <C1KFyw.DAB@cck.coventry.ac.uk>, jat@cch.coventry.ac.uk (STBW) writes:
HJ>> This is a problem someone has asked me, I've never used pc ditto so I can't
HJ>> really answer it, so I figure one of you lot maybe able to help !
HJ>>
HJ>> > I have got an atari st and a copy of pc ditto, when emulating dos the
HJ>> > *&$%$%# thing will not allow me access to my beloved hard disk!!!
HJ>>
HJ>> A nice simple well explained solution would be most welcome,
HJ>>
HJ>> thanks in advance,
HJ>>
HJ>
HJ>The Hard Disk, just like the floppies you want to read on a IBM PC, have to
HJ>be made compatible. There are several (1-3) bytes in the TOS partitin header
HJ>that have to be made right. There is a fixup program floating around from
HJ>Avent Gard to do this.(I know you can't ask them).
HJ>
HJ>Also, PC Ditto only knows about 4 partitions
HJ>and the old Supra partitioning scheme.
HJ>If you use HDX 3.01 and Big partitions PCDitto will fail.

Also, PC Ditto only recognizes SCSI device 0, so if your hard drive is
set to ID 1 or higher, PCD will never see it.

. KingQWK 1.05 # 666 .
Mr. O'Brien, energize... Hey! Where did that rabbit come from?

+---+
| IDC BBS 510-865-7115 (USR HST 14.4k) 510-814-8097 (USR DS v.32bis) |
| Alameda, California - Home of KingMail, KingQWK and QWKMerge |
+---+

1781. Re: GDOS problem

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 09:06:10 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <1kas22INN782@info2.rus.uni-stuttgart.de>
Source record: 211065

In <9301290122.AA22269@photon.magnus.acs.ohio-state.edu> Who... writes:

> Is there any way to use GDOS or G+Plus on a larger-than-standard monitor?
> I've never had any luck trying to do this :-(, the regular old ST 640*400
> screen just shows up in the corner of the larger monitor. Very annoying. Oh,
> for reference, this is with that wonderful piece of junk called the ISAC card.
This is no GDOS problem.
Each graphic card has to have one (or more (correct)) VDI driver.
Most cards I heard of have this driver (NVDI for ET 4000 for example).
If your card hasn't throw it away.

> (Don't buy one...)
> -->
> |-! -David Butler- dhbutler@magnus.acs.ohio-state.edu
>
> ||| // "This is not a novel to be tossed away lightly;
> / | \ \// it should be thrown with great force." -Dorothy Parker

Gerd

##
internet: CASTAN@cip.physik.uni-stuttgart.de
(Neuer Rechnername! Der alte bleibt aber noch einige Zeit gueltig.)
##
Real Name: # Einem Land, dessen Sprache das Wort "Kultur - Beutel"
Gerd Castan # hervorgebracht hat, ist nicht zu trauen.
Hoehbergstr. 16 # (Luisa Francia)
D-7000 Stuttgart 60 # obHack: Writing LIFE in Lotus 1-2-3

1782. Re: Using Atari ST & UNIX-Box with NFS-Like software

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 09:41:58 UTC
From: jonc@status.gen.nz
Message-ID: <Nsw4XB4w165w@status.gen.nz>
Source record: 211128

sledge@rama.informatik.rwth-aachen.de (Thomas Bueschgens) writes:

> Hi folks,
>
> I'm desperatly in search of a solution for my problem.
> At home I'm running a 486/33 with 16mb as an ISC-Unix box.
> But still there is my old atari-st with 1mb and a 50 mb harddisk,
> tied to my unix-box via rs232, using 19200 baud. so far, so good.
>
> Using uniterm or any other terminal-soft it is possible to use the
> atari-harddisk for sources or seldom used resources.
> BUt this solution is not perfect. It must be possible to access the
> ataris HD directly from the AT, but how.
> Something like a NFS should it be.
> So here my question to you atari-wizards (hope there are some):
>
> Is there any PD-soft (or cheap soft) which covers my needs ??
>
> _ANY_ help will be appreciated.
>
> answer via email, please. I'll post a summary, if desired.

Well there is several solutions to that. You could always take the
hard disk out of the Atari and install in the 486 machine but this
would cripple a great machine.

We had a simular sort of think here where we wrote a serial server
for the megas. However it was not perfect and tended to be a bit
unreliable.

There is several other systems tried ka9q for slip? you could batch
the slip requests ?

Jon Clarke Z*NET Pacific
-=-=-=

1783. Re: RayShade on Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 09:46:22 UTC
From: adp@csug.cs.reading.ac.uk
Message-ID: <C1M0HB.H1H@csug.cs.reading.ac.uk>
Source record: 211072

About two years ago I ported rayshade3.0 (not the most recent one with CSG and various other improvements) to Sozobon C and Lattice C (v3). All I can say is that it works... but don't expect instant results :-)

I can dig out the code/executables again if required.

Andrew.

PS. I may have a go at RayShade4 once I sort out gcc on my STe, and if I can be bothered....

Andrew Pollard, Dept. of	JANET adp@uk.ac.rdg.cs.csg
Comp. Science, Reading	INTERNET adp%csg.cs.rdg.uk.ac@nsfnet-relay.ac.uk
Univ., Reading, RG6 2AX,	
England. [0734 751822]	"You lie,and yo breath stank!"-Infectious Grooves

1784. Re: Falcons made in Iraq?

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 09:46:31 UTC
From: jonc@status.gen.nz
Message-ID: <9Zw4XB5w165w@status.gen.nz>
Source record: 211129

hutch@bellman.lanl.gov (John Hutchinson) writes:

> In article 134610SML108@psuvm.psu.edu, <SML108@psuvm.psu.edu> () writes:
> >One question to the people who have claimed the Falcon is being produced in
> >Iraq: If this is true, then how do they get past the total trade embargo
> >placed on Iraq by the United Nations?
> >
> >Methinks they're not being made there...
> >
> >Scott
>
>
> The "truth" is that the Al Rashid hotel was not actually struck by an errant
> cruise missile... the damage was caused by some dweeb in the lobby who powere
> up an Iraq made 110v Falcon on 220v ac and the DSP blew!!!
>
> And if you believe THIS, I've got some prime beachfront property in New
> Mexico you might be interested in! :)
>

F A I R D I N K U M M A T E ?

Jon Clarke Z*NET Pacific
-=-=-=

1785. Ideas for programs

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 10:06:13 UTC
From: doucet@ripolin.laas.fr
Message-ID: <8751@laas.laas.fr>
Source record: 211073

One thing I'd like to see is a picture converter that can
convert pics from *ANY* format to *ANY* other.
For example from Targa to Neo, or backward.

I know there are already a lot of such progs but they usually just
trade with a few formats.

Instead of writing a full program, maybe would it be possible to write
some sort of shell using existing programs, like some desarch shells.

Isn't it a good idea :^) ?

--JED--

1786. Re: SCHWARTZ+RICHTER Animations for ST/e?

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 10:09:07 UTC
From: cpb1001@phx.cam.ac.uk
Message-ID: <1993Jan29.100907.22447@infodev.cam.ac.uk>
Source record: 211077

In article <93028.003325EENG6826@RyeVm.Ryerson.Ca>, <EENG6826@RyeVm.Ryerson.Ca> writes:
|> And while I'm on it, where can we get a copy of this Amy Vs The Walker?
|> (and what is it?)
|>
|> >Carlos Varela
|>
|> >MikeB
|> --
|> Amy vs The Walker is an animation in which The Walker (from the STAR WARS
|> movies is chased by Amy branding (sp?) a screwdriver (sp?). The animation
|> looks like a cartoon and its very well done. It looks like an Sunday
|> morning cartoon. You can probably get this one and many more at any amiga
|> FTP site. They are in IFF ANIM format and have to be converted frame by
^^^^^^^^

Eric Schwartz's animations are NOT IFF ANIM's! they are produced with the program Movie Setter by Gold Disc, and work by animating characters on backdrops, and also contain all the sound data for the animation. They do not load into standard Amiga Anim packages (eg DPaint), and if converted to anims by saving the frames they would be huge. I have a copy of Schwartz's Anti-Lemmin' demo (Widely regarded as one of his best) and this lasts around 150 seconds, comes on two 880K disks and requires 2 Megs minimum to display. The same file an ANIM would require a lot more.

|> frame to the ST (Unless someone made a converter that I'm not aware of!)
|> The name of the author is Eric Schwarz.

Chris Brown

1787. Re: Hardrive problem!

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 10:37:24 UTC
From: jonc@status.gen.nz
Message-ID: <2cZ4XB1w165w@status.gen.nz>
Source record: 211131

storm@fwi.uva.nl (Richard G.C. Storm (I89)) writes:

> Hi all,
>
> A friend of mine bought a new harddrive for his atari.
> It runs fine and works well until he switches off his computer.
> After switching it on again some records and files are just
> missing.
>
> Anybody out there had the same problem and knows what to do
> or should he just buy another :-)
>
> Thanks Richard
>
> --
> Richard Storm, storm@fwi.uva.nl ||
> University of Amsterdam.
>

The most common problem is a 'write cache' in the autofolder causing
it. Check to see if there is one enable and if it is disable it.

Jon Clarke Z*NET Pacific
-=-=-=

1788. Malfunctioning harddrive

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 10:47:10 UTC
From: storm@fwi.uva.nl
Message-ID: <1993Jan29.104710.24765@fwi.uva.nl>
Source record: 211089

Hi,

A friend of mine has a hard drive that works perfect
until you switch on and off the computer. Afterwards OR
he lost some files OR his disk is said to be full!!!

Does anybody knows this phenemenon and has any suggestions
what to do?

Thanks Richard

--
Richard Storm, storm@fwi.uva.nl ||
University of Amsterdam.

1789. Re: A1200 versus Falcon 030 once again (FAQ?)

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 10:55:48 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan29.105548@cs.bham.ac.uk>
Source record: 211076

Hurah! A sensible discussion on the Falcon/A1200! Thanks to Bull for being the first Amiga user in ages to appear on this newsgroup and NOT get added to my KILL list!

My house-mate bought a 1200 a couple of weeks ago and we've had some interesting results. It seems to depend A LOT on programming techniques. He's currently writing his own version of BASIC (very GFA-like and pretty impressive!) and his routines seem to perform much quicker than on his 500.

But running Hisoft BASIC (compiled!) scrolling and such are incredibly slow! There's little to distinguish the new machine from the old one!

I suspect that there are bits left in the AmigaDOS kernal that are still using 68000 code and doesn't use the extra capabilities of the machine. And there's a big point. Unless the operating systems that drive the new computers are written well, we won't see anything of the power increase possible.

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

1790. Re: Profibuch (was Julian Reschke involved

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 11:01:59 UTC
From: julian@math.uni-muenster.de
Message-ID: <1kb2r7INN1gne@obelix.uni-muenster.de>
Source record: 211075

In article 26520@newshost.lanl.gov, hutch@bellman.lanl.gov (John Hutchinson) writes:
> In article 1k5so2INN2ffr@rs1.rrz.Uni-Koeln.DE, aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
> >P.S.: Is there anyone from the pro-copyright fraction who wants
> >to argue that volunteers translating the Profibuch would do any
> >harm to Sybex...?
>
> I don't know about the pro-copyright stuff, Jan, but it would be illegal to
> translate the book and distribute same, even if it was done for free. The
> copyright laws are very explicit on this and extend across international
> boundaries. Not that anything would likely happen, but that's the risk.

I'm not sure what international copyright says, but *I* definitively would be angry.

>
> A more legal approach would be to attempt a letter writing campaign to Sybex
> (is Abacus their US subsidiary or not?) requesting (demanding?) an English
> version of the book. They might even pay attention... not!

Sybex US is located in San Francisco.

_____ cut here _____
Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de
_____ correct me if I'm wrong _____

1791. FALCON 486 BOARD

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 12:24:00 UTC
From: craig.dunn@almac.co.uk
Message-ID: <4983.723.uupcb@almac.co.uk>
Source record: 211090

Hi.

I tried asking this question in another Atari conference but got, at best, sketchy answers.

I've heard that there will be a PC 486 motherboard available for the Falcon within the next six months..

Is this true? The rumours "state" that you'll be able to run any PC software on the Falcon and that you'll be able to switch between DOS and Gem at the flick of a switch....

Any views?

Craig
<craig.dunn@almac.co.uk>

1792. Re: Julian Reschke involved with MultiTOS d

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 12:31:00 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.905606@cix.compulink.co.uk>
Source record: 211084

In article <1993Jan26.010117.11960@cs.sfu.ca>, gfarrell@cs.sfu.ca (Gordon James Farrell) writes:
>> ... There are a lot of English speaking countries; Britain
>>and the States. i would think that there would be sufficient demand to make
>>it worth somebodies while.
>
>And what of Canada? (You know, that big, pink blob just north of the U.S.).
>Sheesh, we're used to being forgotten by Americans, but the British, too?

They were examples, not an exhaustive list. But i do apologise.

Adam.

1793. Re: Remember TEMPEST? Does it exist for the atari?

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 12:41:29 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1205@usdtsg.DaytonOH.NCR.COM>
Source record: 211078

In article <62043@aurs01.UUCP> whitcomb@aurxc3.aur.alcatel.com.UUCP (Jonathan Whitcomb) writes:
>In article <C1Iow4.Fz4@math.uwaterloo.ca> mwtilden@math.uwaterloo.ca (Mark W. Tilden) writes:
>>
>>I've always wanted to get the old arcade game TEMPEST for my ST...
[misc stuff deleted]
>
>I have a TEMPEST arcade game at home and it's my opinion that it would
>not port well to any home computer. The main reason is the controller.
>TEMPEST uses a free spinning rotary knob, and I can't see how one could
>emulate that action with a mouse, joystick or trackball.
>
>Of course, if someone wanted to market a rotary controller with the game
>it would be another story...

Those who've owned an Atari 2600, particularly in the early days (1979...) will remember that Atari had released a controller similar to the paddles. The paddles, of course, could only turn so far to the left or right.

However, if I remember correctly, I think they also released a controller that looks like a paddle, but turned all the way around. I can't remember if what the exact name of it was (my mind says "driving/steering" controller, but I know that's not the name of it). It's been awhile since I've used my 2600, so you could probably understand my amnesia on this. If anyone else can elaborate or remember this controller...

And since the ST/ST/TT/(Falcon?) series use controllers compatible with the old 2600 controllers, I could see someone setting a Tempest clone to work with it. Actually, they should probably allow the user to use their choice of controller, since some are easier to get than others...

Was an awesome game, though...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"today's nostalgia just isn't the kind we used to have..."

1794. Re: If .AU file is 12 bit, what happened to 4 extra bits?

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 12:43:42 UTC
From: kremser@rbg.informatik.th-darmstadt.de
Message-ID: <1kb8puINNlp5@rs2.hrz.th-darmstadt.de>
Source record: 211079

Sun .AU files are 8-bit, u-Law encoded.

--
Steffen +------------------------+-------------------------------------+
//// | kremser@igd.fhg.de | Rorschach: None of You understand! |
c-OO | kremser@rbg.informatik | I'm not locked up in here with YOU. |
| -~ | .th-darmstadt.de | YOU're locked up in here with *ME*. |
Kremser +------------------------+-------------------------------------+

1795. Re: SCSITAPE Driver

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 12:56:31 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <16B65C410.BWWL@ibm.rz.tu-clausthal.de>
Source record: 211081

In article <14061@texsun.Central.Sun.COM>
quentin@dragons_lair.uk.sun.com (Quentin Hordle - Sun UK - Senior FSE) writes:

>Can anybody either supply me with a copy of a scsitape driver for the atari or point me to the right place to extract one over the net.I pulled one
>from twitterpatter almost a year ago, but trying to run LZH on it gives corrupt header.
>Apologies if I'm posting to the wrong group.
>
>quentin.hordle
>

Try ftp to "ftp.tu-clausthal.de", cd /pub/atari/disktools/tape
or via e-mail to "mail-server@ftp.tu-clausthal.de"

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

1796. Re: PC Bigotrynex

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 13:32:08 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Jan29.133208.10438@email.tuwien.ac.at>
Source record: 211082

Bob_BobR_Retelle@cup.portal.com writes:
: The point that's being forgotten in all this talk about the PC's DX2
: "speed doubling" is that this is exactly the same way the Mega STe is
: a "16 Megahertz" computer, and the TT is a "32 Megahertz" computer.
: The Mega STe runs at 8 Mhz external to the CPU.. the TT runs at 16Mhz
~~~~~~
: external to the CPU...

That is not entirely true... As far as I know, my Mega STe has an
external 16Kb cache, which is accessed at 16MHz! And (about this
I'm not really sure) in 16MHz mode the bus speed is 12MHz (read this
in a german magazine somewhere).

: If the Intel approach is to be considered "marketing flim-flam", what
: does that say about these Atari machines..?
:
: "Bigotry" goes both ways...

-MY
~~~~~~

1797. Re: STOS_3D_Manual?

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 13:33:54 UTC
From: jvt@its.bt.co.uk
Message-ID: <1993Jan29.133354.27754@its.bt.co.uk>
Source record: 211088

In article <1k439lINN667@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>In article <e90-frt.1.728047663@tekn.hj.se>, e90-frt@tekn.hj.se (TOMAS FRIDN) writes:
>>I'm looking for manual to STOS 3D.
>>
>>Both a manual for the creator and a list on
>>all commands.
>
>If you look in the box, there is a manual in there!

I wish you'd all stop knocking this guy as if he's a pirate. Maybe he is but,
since STOS_3D has just been given away with a UK magazine, I'm willing to
give him the benefit of the doubt. However, if that is his source, the answer
also lies within the mag as there is a special offer on the manual.

John
--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7FLG
+44 21 308 8892

1798. Re: Profibuch (was Julian Reschke involved...)

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 13:44:35 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <93029.134435HAC041@DJUKFA11.BITNET>
Source record: 211099

In article <1993Jan26.101846.10771@cs.ruu.nl>, avgroeni@cs.ruu.nl (Annius Groenink) says:
>
>I'm sure you're copy of the profibuch is in Dutch! Which I find striking
>considering the current discussion. I mean THAT wasn't necessary AT ALL!
>But it seemed that there was enough of a market to do that. For your
>information, Holland has 15 million inhabitants, and hardly any other people
>on the world (OK, another 30 million?) read Dutch.

You shouldn't forget your neighbours in Belgium...

In my opinion the whole discussion is useless. It is a fact that the current lates edition of the "Profibuch" is available only in German. This means that to get an English version, somewhat would have to translate it, which costs money. It doesn't help to point out that it might have been better to publish only an English edition, since this decision would have to have been made much earlier.

The main question when deciding about whether or not to translate anything is "How many people are likely to buy the translation?". This question is related to, but not identical with, the question "How many people in the world would be able to read it?".
The reason that a Dutch translation seemed worthwhile some time ago, whereas an English one might not now, is probably that
1) The number of serious Atari users is decreasing.
2) The proportion of serious users among all Atari users is much higher in the Netherlands than in the English-speaking countries.
The second observation is definitely true, the first one probably also.

Konrad Hinsen (hac041@zam001.zam.kfa-juelich.de)

1799. Re: New Version of ST Blank

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 13:48:35 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <728315314.4059@minster.york.ac.uk>
Source record: 211083
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

For those wondering what on earth ST Blank is, it's a screen saver.

Mat

Mathew Lodge	"But my Lord! I've been in your family
mjl-b@minster.york.ac.uk	since 1532!" "So has syphilis"
Langwith College, Uni of York, UK	-- Blackadder II

1800. Re: Programs - I need ideas...!

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 13:57:06 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1993Jan29.135706.14871@donau.et.tudelft.nl>
Source record: 211094

In <C1IDMr.2FE@sunlab1.bath.ac.uk> mapmh@sunlab1.bath.ac.uk (Mark Hagger) writes:

>In the referenced article, richard@op.ph.ic.ac.uk (Richard Syratt) writes:
>>In article <H.eg.Jzc7W7uBf8g@elfhaven.ersys.edmonton.ab.ca>,
mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:
>>|>
>>|> I am in need of ideas for applications to write. What would people like

>Are there any decent PD floppy disc sector editors out there? Ie
>something that allows you to page through the data on a disc,
>hopefully searching for certain information if you want. Dunno, just
>a thought anyway.

There are two programs I have considered writing myself for a long time
but haven't got around to:

1. Universal file unpacker. Ideally you would point it to a directory of
files in ANY packed format (ZIP, ARC, LZH, TAR, compress, uuencode), or
even raw news articles, and it would unpack each package in a separate
directory. In principle this isn't too difficult; I a have a collection
of MSH scripts that come quite close, but doing it reliably without
any user interaction is still tricky. And a nice GEM interface would be
useful too.

2. Notes file database. I have a large collection of saved news messages,
and I've considered for a long time to make a database for this.
That is, I would shovel in all these messages, and the program would
somehow allow me to find notes that contain certain words or have
certain keywords associated with it.

It should be possible to create a new message, edit existing ones,
etc.. This program is difficult. At last count the size of my notes
file directory contains 2MB of messages, but it could easily increase
a factor four or five. Creating an efficient keyword database for such a
database is difficult, I don't think that normal database programs are
suitable for this task.

=-=-=-=
C. van Reeuwijk e-mail: C.vReeuwijk@ET.TUDelft.NL

1801. Re: Remember TEMPEST? Does it exist for the atari?

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 14:50:38 UTC
From: mwtilden@math.uwaterloo.ca
Message-ID: <C1MEKF.HGq@math.uwaterloo.ca>
Source record: 211085

In article <62043@aurs01.UUCP> whitcomb@aurxc3.aur.alcatel.com.UUCP (Jonathan Whitcomb) writes:
>In article <C1Iow4.Fz4@math.uwaterloo.ca> mwtilden@math.uwaterloo.ca (Mark W. Tilden) writes:
>>
>>I've always wanted to get the old arcade game TEMPEST for my ST.
>
>I have a TEMPEST arcade game at home and it's my opinion that it would
>not port well to any home computer. The main reason is the controller.
>TEMPEST uses a free spinning rotary knob, and I can't see how one could
>emulate that action with a mouse, joystick or trackball. On some of the
>screens it could work (the ones where your movement is essentially
>left-right), but the circular and figure-8 screens wouldn't translate at
>all.

I disagree. The knob only acts as a screen translatable controller.
It's the orientation of your 'ship' which determines which way is what,
especially during the figure 8 patterns where the knob control does not
switch at the center (if I remember correctly). In any case, it's
just a matter of training. The mouse would at least give incremental
control where a joystick would move only in a very restrictive linear
fashion.

Besides, I'm prone towards games I can just power up from my desktop
without having to fiddle with installing a joystik or trackball.
The question is moot until such a program exists though. Any of
you bright-eyed, assembly language gamesters interested? Would it
help if I said it don't exist for the Amiga yet?

Is all.

--
Mark Tilden: _-_-_-__--__--_ /(glitch!) M.F.C.F Hardware Design Lab.
-_-___ | \ /\/ U of Waterloo. Ont. Can, N2L-3G1
|__-_-_-| \/ (519)885-1211 ext. 2454
"MY OPINIONS, YOU HEAR!? MINE! MINE! MINE! MINE! MINE! AH HAHAHAHAHAHAHAHAHA!!"

1802. Re: Re: Remember TEMPEST? Does it exist for the atari?

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 15:11:36 UTC
From: S112397@UMRVMA.umr.edu
Message-ID: <1993Jan29.151756.25294@umr.edu>
Source record: 211087

Lines: 25

>In article <C1Iow4.Fz4@math.uwaterloo.ca> mwtilden@math.uwaterloo.ca (Mark W. T
>>
>>I've always wanted to get the old arcade game TEMPEST for my ST. It
>>was an old vector-monitor game popular in the 80s where you went
>>through a variety of shapes blowing away baddies that came up at you.
>>Very stylish. You can still see them around some of the arcades. Don't
>>know if the atari can handle the speed or not but it's be great to
>>see. Could be handled entirely by the mouse. Something I'd definitely
>>pay shareware costs for, maybe others would too.
>
>I have a TEMPEST arcade game at home and it's my opinion that it would
>not port well to any home computer. The main reason is the controller.
>TEMPEST uses a free spinning rotary knob, and I can't see how one could
>emulate that action with a mouse, joystick or trackball. On some of the
>screens it could work (the ones where your movement is essentially
>left-right), but the circular and figure-8 screens wouldn't translate at
>all.
>
>Of course, if someone wanted to market a rotary controller with the game
>it would be another story...
>**
>*Jonathan Whitcomb, Alcatel Network Systems, Raleigh, North Carolina*
>* UUCP: whitcomb%aurfs1.aur.alcatel.com@rockdal.aud.alcatel.com *
>* GEnie: J.WHITCOMB3 *
>**
What about the old 2 paddle controler for the 2600? I remeber that someone
said that you can't use it on the 520's and up but I can't figure out why.
(Of course most people probablly threw out their 2600 long long long time
ago, probably had to get that overpriced evil no-uprade-path 7800 or saw the
writing on the wall and bailed out of Atari then and there :(:) (: (: (: :)

1803. Re: Compatability and attitudes

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 15:14:35 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1993Jan29.151435.25293@cs.hw.ac.uk>
Source record: 211086

In article <ABADDON.93Jan26122327@suprenum.uk.ac.liverpool.scm.suprenum>
abaddon@uk.ac.liverpool.scm.suprenum (Kevin o donovan) writes:
>The argument about using non standard disk formats for the game software itself
>is all well and good. OTOH, I can see no possible reason why some software
>insists on using its own format for save game files. Its a bit stupid having
>umpteen floppies with different 5k or so save files on each one because the
>standard TOS routines weren't used for file access.

While I disagree about game software using weird disk formats I wholeheartedly
agree with you about saved games. God, I've got one for Speedball 2, one for
Stunt Car Racer, one for ...
Sheer stupidity isn't it.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

1804. Re: Remember TEMPEST? Does it exist for the atari?

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 16:33:52 UTC
From: vailm00@DMI.USherb.CA
Message-ID: <C1MJCH.CKI@DMI.USherb.CA>
Source record: 211091

```
-> Besides, I'm prone towards games I can just power up from my
-> desktop without having to fiddle with installing a joystik or
-> trackball. The question is moot until such a program exists though.
-> Any of you bright-eyed, assembly language gamesters interested?
-> Would it help if I said it don't exist for the Amiga yet?

Hehe.. A Tempest "clone" DO exist for the Amiga.. It's called Vektor Storm
and it has been released about 2 months ago by Innovatronics.

Marc
```

1805. Atari's and Mac software?

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 16:37:16 UTC
From: Kevin William Ryan <kr0u+@andrew.cmu.edu>
Message-ID: <cfOJowy00WBK839mZX@andrew.cmu.edu>
Source record: 211093

I have been told that you can run Mac software on Atari ST machines, as a Mac emulator. Can anyone tell me about this? Is this for real? Is it worth my while? What version of the Mac system software is runnable?

kwr

Internet: kevin.ryan@cmu.edu

1806. Re: Speedo GDOS questions...

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 17:10:00 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C1ML0s.7sI@news2.cis.umn.edu>
Source record: 211092

In article <1993Jan28.182803.27454@olymp.informatik.uni-bonn.de>,
volker@sfb256.iam.uni-bonn.de (Volker A. Brandt) writes:
>You're mixing two different things. I want a font editor because I do not
>have a free APL2 font, and I don't want to buy one. I don't care about
>bitmapped ST fonts. Also, I think that Speedo GDOS can also handle those.

You could stick with FONTGDOS and use one of the GDOS font editors. At least one GDOS font editor is available on the atari.archive.umich.edu FTP server.

If SpeedoGDOS is anything like FSMGDOS, you may be able to use typical GDOS fonts, but you won't be able to use any of the SpeedoGDOS features with these bitmapped fonts -- a bitmapped font is not scaleable, except in the crudest form.

Since BitStream fonts are licensed technology, I don't think you'll find any freeware or shareware font editors for BitStream fonts. You might be able to find a font editor within the Intel-clone world of software. Good luck in your search.

-- David Paschall-Zimbel

1807. Re: Atari Dealer in Chicago Area?

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 18:26:42 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <1993Jan29.182642.10146@cbnewse.cb.att.com>
Source record: 211097

There is Compu-Seller West in St. Charles. He is an authorized
Atari dealer and services the equipment also. Don't have his address
with me at the moment but he is on main street with a "1/2" in the
address (lower level of the building). A little ways out from
Chicago - but not more than 35-40 miles or so. Wayne

1808. Anyone want a copy of G_MAN?

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 18:57:31 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan29.185731.22352@newshost.lanl.gov>
Source record: 211095

I've got a brand new copy of G_Man (3.0, I think) from Dragonware Software
that I have no use for. It also has the complete FSMGDOS disk set (some
6 disks) and is still shrink wrapped. This utility supposedly helps
automate the creation of assign.sys and extend.sys files but I've never
used it, obviously. :)

If anyone wants it, make me a silly offer and it's yours plus $3 shipping.

_____________________________ John "HUTCH" Hutchinson _____________________________
_____________________ Fair Dinkum Technologies Member - IAAD _____________________
_____________________ "No worries, mate... it's from Fair Dinkum!" _____________________
_____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________

1809. Keyboard microprocessor sources

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 19:13:24 UTC
From: cctony@sun1.mcsr.olemiss.edu
Message-ID: <1993Jan29.191324.20847@ra.msstate.edu>
Source record: 211096

My mouse pointer will no longer move to the left. I've checked it out
with another mouse, and indeed the problem is internal to the ST.
I need to get a keyboard microprocessor (6301 with programming).
Does anyone have a source for these devices? I can install it myself.

Thanks
--
Tony Reynolds Have you hugged cctony@sun1.mcsr.olemiss.edu
Cray Network Intern your Washburn today? (601)232-7206

1810. Re: Remember TEMPEST? Does it exist for the atari?

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 20:13:21 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1kc351INNonq@golem.wcc.govt.nz>
Source record: 211100

I have 'TempeST'. I can't see how anyone could possible like it, it looks worse than space-invaders! If it's PD (and it should be) I could probably put it through c.b.a.st (it's not too big from memory...)

WELLS_S@KOSMOS.WCC.GOVT.NZ

1811. Re: PC DITTO

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 20:17:47 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1kc3dbINNonq@golem.wcc.govt.nz>
Source record: 211156

In article <6bs3qnl@rpi.edu>, bossoj@vccnw02.its.rpi.edu (Joseph Charles Bossolini)
writes:
>On the subject of PC Ditto: Does anyone know if 3.01 will run
>on the Falcon?? I have a couple IBM programs that I use, and I
>can't see spending $300 bucks on an emulator just to run them!

It's pretty unlikely! It crashes horribly on the TT! (the one I saw
anyway). It uses all sorts of fancy tricks to do what it does, and so
running on the Falcon is unlikely. Any-way, who uses CGA (or whatever
PC-Ditto emulates) these days!? And it's slow, Compo's 486 Emulator
Card just plugs straight into the Falcon, and gives you VGA graphics
(with no need for tricks), and runs at full-speed! (Probably 32Mhz or
some such thing). This is perfectly acceptable, so you can even
(if you have lots of RAM and HD space), run Windows, and Wing COmmander 2!

□
□ Contrary to popular belief, money IS everything! ||| □
□ To cause a catastrophic disaster, you need a computer! ||| TARI □
□ If several things can go wrong, the one that will / | \ □
□ cause the most damage, happens first! At least it goes! □
□WELLS_S@KOSMOS.WCC.GOVT.NZ□
□

1812. Re: Falcon Info?

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 20:20:20 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1kc3i4INNonq@golem.wcc.govt.nz>
Source record: 211158

```
> Does anyone know of a contact to find out about the Falcon? I would lik
> know (1) how much it costs, (2) specs, (3) what kind of development
> environment is available, and (4) what products are currently available
> specifically geared towards the Falcon's DSP capabilities.
>
> Many thanks in advance!

If you can:

FTP to atari.archive.umich.edu

get the files from the

atari/Falcon/

directory! (except the FALC_PNT.LZH or whatever it is). These files all
have detailed information! Or, get Z*NET On-line magazine, issue
03 of 93 - this has a lot of info' on it!
```


□
□ Contrary to popular belief, money IS everything! ||| □
□ To cause a catastrophic disaster, you need a computer! ||| TARI □
□ If several things can go wrong, the one that will / | \ □
□ cause the most damage, happens first! At least it goes! □
□WELLS_S@KOSMOS.WCC.GOVT.NZ□
□

1813. Falcon info:

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 20:28:35 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1kc41jINNoon@golem.wcc.govt.nz>
Source record: 211157

To those looking for falcon information, and who have FTP access,
try this:/

(0index file from atari.archive.umich.edu - ./atari/Falcon/)

Falcon:

0index ?? This ever changing index from the gods(tm)
asm56.zoo 142 Cross-assembler for the Falcon's DSP chip
f30.zoo 11 Discussion of the Falcon's capabilities.
falcconf.lzh 12 GEnie conference on the falcon /030
flcn_pnt.lzh 26 Some pics of the Falcon desktop, in .pnt format
fortune.lzh 70 Audio 'fortune' program
fortunes.lzh 952 CITE files for fortune program
winrec.lzh 29 Harddisk recording program
/end of Falcon directory /

the file f30.zoo has detailed information of the machines capabilities.

□
Contrary to popular belief, money IS everything! |||
To cause a catastrophic disaster, you need a computer! ||| TARI
If several things can go wrong, the one that will / | \
cause the most damage, happens first! At least it goes!
WELLS_S@KOSMOS.WCC.GOVT.NZ□

1814. Re: Falcons made in Iraq?

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 20:38:43 UTC
From: cshort@nmsu.edu
Message-ID: <CSHORT.93Jan29133843@aiaia.nmsu.edu>
Source record: 211160

>>>>> On Wed, 27 Jan 1993 19:09:08 GMT, hutch@bellman.lanl.gov (John Hutchinson) said:

>> The "truth" is that the Al Rashid hotel was not actually struck by an errant
>> cruise missile... the damage was caused by some dweeb in the lobby who powered
>> up an Iraq made 110v Falcon on 220v ac and the DSP blew!!!

>> And if you believe THIS, I've got some prime beachfront property in New
>> Mexico you might be interested in! :)

hey, all we have is beachfront property, just no water. it wouldn't be
so bad were it not for the sandworms.

he who controls new mexico controls the spice...

c.

>> ---

>> _____________________________ John "HUTCH" Hutchinson ____________________________
>> ___________________ Fair Dinkum Technologies Member - IAAD _____________________
>> ______________________ "No worries, mate... it's from Fair Dinkum!" _____________________
>> _____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________

--
|V
|A
|------------------------| |T
|agent orange health club|------------------------------ |I
| lifetime member | cshort@crl.nmsu.edu is spamgod |C
|------P|----- |A
O| Silica Gell. Do Not Eat. Stays Crispy In Milk. --|N ------|
P| ----------------|vietnam theme park|
E| |-----------------|

1815. Re: SCHWARTZ+RICHTER Animations for ST/e?

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 20:40:47 UTC
From: mr2@irz208.inf.tu-dresden.de
Message-ID: <HV909IH@math.fu-berlin.de>
Source record: 211163

In article <93028.003325EENG6826@RyeVm.Ryerson.Ca>,
<EENG6826@RyeVm.Ryerson.Ca> writes:

>--
>Amy vs The Walker is an animation in which The Walker (from the STAR WARS
>movies is chased by Amy branding (sp?) a screwdriver (sp?). The animation
>looks like a cartoon and its very well done. It looks like an Sunday
>morning cartoon. You can probably get this one and many more at any amiga
>FTP site. They are in IFF ANIM format and have to be converted frame by
>frame to the ST (Unless someone made a converter that I'm not aware of!)
>The name of the author is Eric Schwarz.
>
>Carlos Varela

You converted an Eric Schwartz Demo to the Atari?Wow,what a
wonderful,lovely,
good,absolut great idea.I hope,it is well done (w/ 32 colors).Can you
upload it to a popular server like a.a. or ftp-kl?
And - can you make (=convert) more of them,maybe all?
Can't wait for it...

Matthias

```
------------------------+-------------------------------------------.
| Matthias Rauhut | TCP/IP-Mail: rauhut@freia.inf.tu-dresden.de |
| (90/08/06) | IRC:st-guru |
| | |
+------------------------+-------------------------------------------+
| My profession? .GIF-hunter as a full-time-job,what else? |
| 'Only a dead GIF is a good GIF!' |
| God bless True Color! |
`-------------------------------------------------------------------'
```

P.S.:Please try again to reach me via mail.Our server is new and
improved,so
maybe you will get a chance of success.

1816. Re: FALCON 486 BOARD

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 20:41:47 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Jan29.154147.14415@umiami.ir.miami.edu>
Source record: 211161

In article <4983.723.uupcb@almac.co.uk>, craig.dunn@almac.co.uk (Craig Dunn) writes:
> Hi.
>
> I tried asking this question in another Atari conference but got, at
> best, sketchy answers.
>
> I've heard that there will be a PC 486 motherboard available for the
> Falcon within the next six months..
>
> Is this true? The rumours "state" that you'll be able to run any PC
> software on the Falcon and that you'll be able to switch between DOS and
> Gem at the flick of a switch....
>
> Any views?
>
> Craig
> <craig.dunn@almac.co.uk>
>

Well,

Compo showed off their 286 emmulator at the Comdex show and siad that the
486 was in the works. They did not mention why they were skipping the 386...

I am planning on getting the Mega Falcon when it is released so I will wait
until then. And hey, if I can get 486 or MAC II emmulation, well then that's
great too.

Mark Santora

/^^\
[Mark Santora]
[DLK0MS9S@umiami.ir.miami.edu]
[GEnie : M.SANTORA2 Look with more than your eyes...]
____/

1817. Re: Remember TEMPEST? Does it exist for the atari?

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 20:47:00 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1208@usdtsg.DaytonOH.NCR.COM>
Source record: 211151

>>I have a TEMPEST arcade game at home and it's my opinion that it would
>>not port well to any home computer. The main reason is the controller.
>>TEMPEST uses a free spinning rotary knob, and I can't see how one could
>>emulate that action with a mouse, joystick or trackball. On some of the
>>screens it could work (the ones where your movement is essentially
>>left-right), but the circular and figure-8 screens wouldn't translate at
>>all.

(uh, I forgot who made the original posting - whoops - so just a reply
to whomever that was (all those ">"'s get confusing after awhile :-)

One thought on the controller. Ever play the game GYRUSS in
the arcades? The movement of the spaceship in gyrus was similar to
the movement in Tempest. However, in Gyruss you actually used
a joystick. It *did* take a little getting used to, but wasn't
bad after awhile...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com,
R.ANISKO
Fnet 410,19

"a flute without holes is not a flute,
but a doughnut without a hole is a danish..."

1818. Re: Falcon, Falcon who has got a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 20:52:37 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C1MvBr.KLB@ecf.toronto.edu>
Source record: 211159

Everyone is now talking about local bus PC's now, but they haven't even
taken advantage of the 16 bit bus on some (make that most now) graphics cards.
For sending commands, all VGA cards, no matter what they say in the
manual is still an 8-bit graphics card. What a waste.

1819. Re: NEWSFLASH : FALCON RELEASED

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 21:07:19 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C1Mw09.11v@ecf.toronto.edu>
Source record: 211162

Oh really, I thought our navy was in dry dock.

1820. Re: PowerDOS

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 21:25:25 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Jan29.212525.29943@csi.uottawa.ca>
Source record: 211152

In article <1993Jan28.154013.24995@bmers95.bnr.ca> Gerry O'Rourke writes:
>I downloaded Powerdos from a.a, bit I can't get it to do anything for me.
>There is no Configur file in the archive, & I cant't figure out how to set it
>up properly.
>
>If there is anyone out there who has or who knows something, please post a
>reply as it certainly looks interesting.

I'm the one that's guilty of posting it. I used to have a configur
file, but it got trashed in the "Great Hard Drive Crash of 1992".

>Some questions:
>1. Does it work with all versions of TOS.

It does NOT seem to be compatible with MiNT. I haven't had a chance
to check it with 0.99, but as of 0.96, it would cause serious "crash
and burn" if you tried to run them together. No hard drive damage,
but the computer WOULD crash.

>2. What is the difference between it and Mint/Multitos.

They have somewhat different purposes; PowerDOS provides a replacement
for GEMDOS, whereas MiNT replaces (pretty much) all of TOS.

PowerDOS, if installed with a large enough cache, GREATLY improves the
performance of hard drive activities. It also provides "hooks" by
which you can easily run a LAN.

MiNT/MultiTOS is designed as more "general" tools, and leave the
device drivers to XFS systems, or to GEMDOS.

In theory, you could run 'em both, and get the best of both worlds.

The really quick way to describe it is:

PowerDOS is an optimized device driver, and by virtue of the
networking system, allows a certain degree of multitasking with
specially designed programs;

MiNT/MultiTOS is a general multitasking operating system.

>3. How much faster are the disk routines.

It gives somewhat better performance than the ICD drivers; it's pretty
good.

>4. How do you set up the programs to muti-task.

Check the README/.TXT/.DOC files. That's all I can think of, offhand.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

1821. Re: Fantasy Games: Captive help.

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 21:30:18 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C1Mx2K.646@ecf.toronto.edu>
Source record: 211164

The sound effects that I get with my STe aren't much different than what you describe although there are stereo effects than are kinda nifty. No music to speak of though.

Another useful device is the mapper which will map the dungeon for you as progress through it. By the way, does anyone know what use the power sapper is (other than killing off your energy supply), or is it just a red herring.

1822. Re: Julian Reschke involved with MultiTOS d

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 21:33:05 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C1Mx78.6up@ecf.toronto.edu>
Source record: 211165

It's ok either way, a lot of us Canadians don't accept Canada as a nation.
We seem to think we are inferior Americans.

1823. Re: A1200 versus Falcon 030 once again (FAQ?)

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 21:42:18 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C1MxMK.8p9@ecf.toronto.edu>
Source record: 211166

The problem with the Amiga is in reference to processor intensive items (Flight simulators, etc) that require the use of 3D graphics. The Amiga chip set is great for things like sprites, but the moment you start doing 3D Graphics, you have to start using the processor to calculate all the Transformations. A flight simulator will spend a good portion of its time figuring out where to draw its objects, not drawing them. This discussion is in the end really pointless though, both computers have their good and bad points. Personally, I can't stand looking at that blurry screen for more than 5 minutes.

1824. Re: ADVOCACY: Prices, Prices, and more Prices.....

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 21:53:15 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C1My4t.Bnp@ecf.toronto.edu>
Source record: 211167

Everyone seems to be forgetting the other component in a computer system.
Software!!! Software on both the PC and the Mac is considerably more
expensive.

1825. Converting SS disks to DS

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 22:25:11 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <ogT6XB1w165w@sys6626.bison.mb.ca>
Source record: 211169

Is there a way to convert a single sided disk to double sided
without losing the files? Wasn't there a program which can do this?
I'd like to take a copy-protected program on a ss disk and transfer
it to a ds disk.

1826. Re: Re: Remember TEMPEST? Does it exist for the atari?

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 22:41:37 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1kcbr1INNnrk@life.ai.mit.edu>
Source record: 211153

In article <1993Jan29.151756.25294@umr.edu> S112397@UMRVMA.umr.edu writes:
>What about the old 2 paddle controler for the 2600? I remeber that someone
>said that you can't use it on the 520's and up but I can't figure out why.

You can't use those in the ST series because (I am told) they are
actually analog controllers, not digital controllers. You CAN,
however, use the driving controllers that came with Indy 500, which
would be better for Tempest anyway since they turn a full 360
degrees. I've used the driving controllers successfully in a quick ST
port of Indy 500 -- much better than joysticks, but hard to find these
days...

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

1827. Re: Programs - I need ideas...!

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 22:43:49 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.131.728347429@dhhalden.no>
Source record: 211170

In article <11857@uqcspe.cs.uq.oz.au> marshall@cs.uq.oz.au (Marshall Harris (G.M.))
writes:
>>Hi!
>
>>I am in need of ideas for applications to write. What would people like
>>to see? I am at a serious loss for good ideas at the moment, which is
>>why I am asking.
>How about something like Xtree (on PC's)? that is: a graphical tree of disk
>directories (hard & floppy), and all sorts of useful mainpulations, arcing,
>viewing, etc?
> _-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908

Well, I know one thing I'd like - NeXT's Digital Librarian for the Atari
line. Check it out, it's marvellous!!

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

1828. Re: Ideas for programs: FAX

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 22:48:37 UTC
From: matthew@hitech.com.au
Message-ID: <728347711.15422@hitech.com.au>
Source record: 211154

matthias@asl.uni-bielefeld.de (Matthias Ehrhard) writes:

>Not a long time ago someone asked for ideas for new programs. Here
Here's an idea. How about a terminal program for the ST that
will let you run Xwindows (like an Xterminal). Is this possible ?

Bye,

--
==
Matthew Smith-Stubbs -- Brisbane, Australia. -- E-mail : matthew@hitech.com.au
==
~ Reality is an obsruction to hallucination ~

1829. Re: Ideas for programs: FAX

Newsgroup: comp.sys.atari.st
Date: 1993-01-29 22:50:31 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.133.728347831@dhhalden.no>
Source record: 211171

In article <C1KMo7.DpH@hermes.hrz.uni-bielefeld.de> matthias@asl.uni-bielefeld.de (Matthias Ehrhard) writes:
>Not a long time ago someone asked for ideas for new programs. Here is one.
>There is only one FAX-program avaible and that has to be changed.
>If anyone feels smart enough to write such a program I would take it and I bet
>I wouldn't be the only one.

One? TKR has TeleOffice, I-don't-remember-who has QFax (the best??), in USA you've got Joppa's STraight Fax and there must be more...

>bye
>
> Matthias

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

1830. Never used monitor (sm124) for sale

Newsgroup: comp.sys.atari.st
Date: 1993-01-30 02:21:31 UTC
From: porterb@acf3.nyu.edu
Message-ID: <C1nAJw.n4M@cmcl2.nyu.edu>
Source record: 211182

Bought this monitor only to discover that the 1040ST was broken and not worth fixing. It is sitting in its box waiting to be shipped to someone who will pay a few bucks (I bought it for $170 + tax -- don't know what anyone will find it worth)... eager for the room in my small apartment.

Please reply to:

porter@cs.nyu.edu

1831. Re: ADVOCACY: Prices, Prices, and more Prices.....

Newsgroup: comp.sys.atari.st
Date: 1993-01-30 03:02:50 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Jan29.220250.15324@miavx1.acs.muohio.edu>
Source record: 211174

In article <C1My4t.Bnp@ecf.toronto.edu>, giggey@ecf.toronto.edu (GIGGEY Mike S) writes:
> Everyone seems to be forgetting the other component in a computer system.
> Software!!! Software on both the PC and the Mac is considerably more
> expensive.

I thought this at first to, until I started looking for software. I use Microsoft Works, which retails for $149. Now its a little more expensive than say, Wordflair II ($119) but it is a lot more useful. I can save my document onto a disk, walk to the computer lab, and print it out with no problem whatsoever. (If Wordlfair II could save in some sort of standard format, like Word, Wordperfect, or Works, I would've bought it in an instant!)

Later.......

-----=======}}}}}}}}(((((((Ryan 'Gozar' Collins)))))))){{{{{{{{=======--------
"You like Earth Jazz, she likes Klingon \rlcollins@miavx1.acs.muohio.edu
opera, so you compromise, and listen to \RC1DSANU@miamiu.acs.muohio.edu
Klingon opera." -Odo, Star Trek- Deep Space Nine \rcollins@apsvax.aps.muohio.edu
\ R.COLLINS1 on GEnie
-----=======}}}}}}}}(((((((

1832. Re: ADVOCACY: More prices, prices, prices

Newsgroup: comp.sys.atari.st
Date: 1993-01-30 03:06:39 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Jan29.220639.15325@miavx1.acs.muohio.edu>
Source record: 211184

In article <2753@blue.cis.pitt.edu>, wbdst+@pitt.edu (William B Dwinnell) writes:
> I'm not disputing anything you said in your message, but one thing is worth
> noting: IBM clones differ widely based upon the manufacturer, and especially
> the make of the BIOS. Just ask anyone who bought a Tandy! What brand systems
> are those, and what BIOS do they use? I have owned systems with IBM,
> AST, and DTK BIOS, and they were all trouble-free, but I have hrxxx
> heard of pronblems with some clones. I don't know, but AMI is also
> supposed to be good.

Well, I don't know what BIOS there are using, but the one price a
quoted was a Compaq for $1398 (486sx)

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You like Earth Jazz, she likes Klingon \rlcollins@miavx1.acs.muohio.edu
opera, so you compromise, and listen to \RC1DSANU@miamiu.acs.muohio.edu
Klingon opera." -Odo, Star Trek- Deep Space Nine \rcollins@apsvax.aps.muohio.edu
\ R.COLLINS1 on GEnie
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 29-JAN-1993

1833. Re: Remember TEMPEST? Does it exist for the atari?

Newsgroup: comp.sys.atari.st
Date: 1993-01-30 03:42:05 UTC
From: m0ali001@ulkyvx.louisville.edu
Message-ID: <1993Jan29.234205.1@ulkyvx.louisville.edu>
Source record: 211175

In article <1205@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
> In article <62043@aurs01.UUCP> whitcomb@aurxc3.aur.alcatel.com.UUCP (Jonathan Whitcomb) writes:
>>In article <C1Iow4.Fz4@math.uwaterloo.ca> mwtilden@math.uwaterloo.ca (Mark W. Tilden) writes:
>>>
>>>I've always wanted to get the old arcade game TEMPEST for my ST...
> [misc stuff deleted]
>>
>>I have a TEMPEST arcade game at home and it's my opinion that it would
>>not port well to any home computer. The main reason is the controller.
>>TEMPEST uses a free spinning rotary knob, and I can't see how one could
>>emulate that action with a mouse, joystick or trackball.
>>
>>Of course, if someone wanted to market a rotary controller with the game
>>it would be another story...
>
> Those who've owned an Atari 2600, particularly in the early days
> (1979...) will remember that Atari had released a controller similar
> to the paddles. The paddles, of course, could only turn so far to
> the left or right.
>
> However, if I remember correctly, I think they also released a
> controller that looks like a paddle, but turned all the way around.
> I can't remember if what the exact name of it was (my mind says
> "driving/steering" controller, but I know that's not the
> name of it). It's been awhile since I've used my 2600, so you could
> probably understand my amnesia on this. If anyone else can elaborate
> or remember this controller...
>
> And since the ST/ST/TT/(Falcon?) series use controllers compatible
> with the old 2600 controllers, I could see someone setting a Tempest
> clone to work with it. Actually, they should probably allow the
> user to use their choice of controller, since some are easier to
> get than others...
>
> Was an awesome game, though...
>
> Robert Anisko
> anisko@usdtsg.daytonoh.ncr.com
>
> "today's nostalgia just isn't the kind we used to have..."

It was a steering controller, released with a driving game cartridge.
Long time ago, I hooked it into my 8-bit and it seemed to read

similar to a joystick, and not a paddle, so logically, it MIGHT work on the ST. Try it and See :)

M Ali

1834. Re: Profibuch (was Julian Reschke involved

Newsgroup: comp.sys.atari.st
Date: 1993-01-30 04:59:44 UTC
From: John_Collis@equinox.gen.nz
Message-ID: <John_Collis.88ea@equinox.gen.nz>
Source record: 211181

Julian F. Reschke (julian@math.uni-muenster.de) wrote:
: >
: > A more legal approach would be to attempt a letter writing campaign to Sybex
: > (is Abacus their US subsidiary or not?) requesting (demanding?) an English
: > version of the book. They might even pay attention... not!

: Sybex US is located in San Francisco.

I have a SYBEX book here their address is:

SYBEX, INc.
2021 Challenger Drive,
#100, Alameda,
CA 94501

The book was published 1985 so it is possible this might be out of date, but
if anyone is interested it might be worth a try.

JohnC
--

1835. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-01-30 05:07:31 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1kd2ejINNs8f@terminator.rs.itd.umich.edu>
Source record: 211176

```
drwxrwxr-x root 4096 Jan 24 01:20 ./Mint
-rw-r----- weiner 286668 Jan 24 01:21 ./Mint/mint99s.zoo
-rw-rw-r-- entropy 4027 Jan 24 01:23 ./Mint/0index
drwxrwxr-x root 4096 Jan 24 10:24 ./Telecomm
-rw-r--r-- 23421 7305 Jan 24 00:08 ./0new1
-rw-r--r-- 23421 135 Jan 24 00:08 ./0new3
-rw-r--r-- 23421 7049 Jan 24 00:08 ./0new2
drwxrwx--- root 4096 Jan 26 22:53 .
-rw-rw-r-- weiner 16524 Jan 26 18:24 ./8bit/faq.txt
-rw-rw-r-- weiner 4362 Jan 26 22:50 ./Applications/0index
drwxrwxr-x weiner 2048 Jan 26 22:48 ./Applications/Math
-rw-r----- weiner 96316 Jan 26 22:48 ./Applications/Math/plot172e.zoo
drwxrwxr-x weiner 2048 Jan 26 12:00 ./Gnustuff/Tos/Othergnu
-rw-r----- dpz 99131 Jan 24 13:23 ./Gnustuff/Tos/Othergnu/gzip081st.zoo
-rw-r--r-- entropy 10013 Jan 26 12:26 ./Gnustuff/Tos/0index
drwxrwxr-x root 8192 Jan 26 11:55 ./Graphics
-rw-r----- dpz 62063 Jan 24 04:36 ./Graphics/jpeg4bin.zoo
-rw-r--r-- weiner 9139 Jan 26 12:25 ./Graphics/0index
drwxrwxr-x root 4096 Jan 26 11:51 ./Languages
-rw-r----- dpz 256512 Jan 24 13:55 ./Languages/gfaxpert.lzh
-rw-r--r-- weiner 4121 Jan 26 12:24 ./Languages/0index
drwxr-xr-x hyc 2048 Jan 26 17:37 ./Mint/Gcc
-rw-r----- entropy 531824 Jan 25 06:56 ./Mint/Gcc/bmgcc++233p1.zoo
-rw-r----- entropy 465581 Jan 24 08:06 ./Mint/Gcc/bmgcc233p1.zoo
drwxrwxr-x root 10240 Jan 26 13:02 ./Utilities
-rw-rw-r-- weiner 15129 Jan 26 13:07 ./Utilities/0index
-rw-r--r-- dpz 20231 Jan 26 13:02 ./Utilities/m_maus.zoo
-rw-r--r-- dpz 33075 Jan 26 13:02 ./Utilities/m_spool.zoo
drwxrwxr-x root 4096 Jan 26 13:05 ./Programming
-rw-r--r-- weiner 3092 Jan 26 13:05 ./Programming/0index
-rw-r--r-- dpz 306959 Jan 26 13:02 ./Programming/pbug1_04.zoo
-rw-r--r-- weiner 53458 Jan 26 22:53 ./ls-lR.Z
drwxrwxr-x weiner 2048 Jan 26 12:21 ./Falcon
-rw-r----- dpz 69620 Jan 22 10:40 ./Falcon/fortune.lzh
-rw-r----- dpz 952535 Jan 22 10:48 ./Falcon/fortunes.lzh
-rw-r----- dpz 29110 Jan 22 10:42 ./Falcon/winrec.lzh
-rw-rw-r-- weiner 471 Jan 26 12:22 ./Falcon/0index
drwxr-xr-x dpz 2048 Jan 26 11:59 ./Magazines/Str
-rw-r----- dpz 64464 Jan 23 20:03 ./Magazines/Str/str904.lzh
drwxr-xr-x dpz 2048 Jan 26 11:59 ./Magazines/Znet
-rw-r----- dpz 38272 Jan 23 20:05 ./Magazines/Znet/z9303.lzh
-rw-r--r-- weiner 195383 Jan 26 22:52 ./0index
-rw-r--r-- weiner 84437 Jan 26 22:52 ./0compind.Z
drwxrwx--- root 4096 Jan 27 08:15 .
```

```
drwxrwxr-x root 4096 Jan 27 19:04 ./Mint
-rw-r----- entropy 53380 Jan 25 07:40 ./Mint/bison119.zoo
-rw-r----- entropy 64910 Jan 25 07:41 ./Mint/grep16.zoo
-rw-r----- entropy 44305 Jan 25 07:42 ./Mint/patch.zoo
-rw-r----- entropy 385680 Jan 25 07:45 ./Mint/txtutil4.zoo
-rw-rw-r-- entropy 4222 Jan 27 19:12 ./Mint/0index
drwxrwxr-x root 10240 Jan 27 19:18 ./Utilities
-rw-rw-r-- weiner 15198 Jan 27 19:21 ./Utilities/0index
-rw-r----- entropy 8198 Jan 27 05:07 ./Utilities/safemenu.lzh
drwxrwx--- root 4096 Jan 28 14:16 .
drwxrwxr-x root 4096 Jan 28 14:07 ./Archivers
-rw-rw-r-- entropy 2911 Jan 28 14:08 ./Archivers/0index
drwxrwxr-x root 4096 Jan 28 14:07 ./Languages
-rw-r--r-- weiner 4405 Jan 28 14:07 ./Languages/0index
-rw-r----- dpz 94882 Jan 28 01:53 ./Languages/gemfsc18.lzh
-rw-r----- dpz 107996 Jan 28 01:53 ./Languages/gemfst18.lzh
-rw-r----- dpz 31974 Jan 28 01:53 ./Languages/gemfxm18.lzh
-rw-r----- dpz 474485 Jan 28 01:48 ./Languages/hsc140.lzh
drwxr-xr-x hyc 2048 Jan 28 11:38 ./Mint/Gcc
drwxrwxr-x weiner 2048 Jan 28 14:10 ./Utilities/Screensavers
-rw-r----- dpz 13737 Jan 28 07:05 ./Utilities/Screensavers/stblbin.arc
-rw-r----- dpz 32486 Jan 28 07:05 ./Utilities/Screensavers/stblsrc.arc
drwxrwxr-x root 4096 Jan 28 14:12 ./Programming
-rw-r--r-- weiner 61619 Oct 30 01:40 ./Programming/gem++.zoo
-rw-r----- dpz 45087 Jan 28 14:12 ./Programming/gem++11.zoo
-rw-r--r-- weiner 3170 Jan 28 14:13 ./Programming/0index
-rw-r--r-- weiner 71781 Jan 28 14:15 ./ls-lR.Z
-rw-r--r-- weiner 196488 Jan 28 14:12 ./0index
-rw-r--r-- weiner 84995 Jan 28 14:12 ./0compind.Z
drwxrwxr-x weiner 2048 Jan 29 10:21 ./8bit/Demos
-rw-r----- lenn 822 Jan 29 10:21 ./8bit/Demos/hobby92.txt
-rw-r----- lenn 99123 Jan 29 10:21 ./8bit/Demos/hobby92a.dcm
-rw-r----- lenn 106324 Jan 29 10:21 ./8bit/Demos/hobby92b.dcm
drwxr-xr-x dpz 2048 Jan 29 08:10 ./Mint/Distrib_kit/Distribution
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

1836. Re: Remember TEMPEST? Does it exist for the atari?

Newsgroup: comp.sys.atari.st
Date: 1993-01-30 05:37:03 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <25609@galaxy.ucr.edu>
Source record: 211187

Yes, Tempest did come out for the ST. Atari released it back around
1988 or '89. I have it and its just like the arcade game. I don't know
if Atari still sells it but you might try them.

Paul Hruby

1837. Re: FALCON 486 BOARD

Newsgroup: comp.sys.atari.st
Date: 1993-01-30 05:37:43 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1kd477INNq1a@golem.wcc.govt.nz>
Source record: 211177

> I tried asking this question in another Atari conference but got, at
> best, sketchy answers.
>
> I've heard that there will be a PC 486 motherboard available for the
> Falcon within the next six months..

The company 'Compo' is making it (should be just about, if not completely,
finished by now... Probably in beta-testing...)

It emulates a VGA-486 almost flawlessly. And should enable you to run
anything that will run on a stock, VGA graphics-IBM-compatible 486
machine!

There should be some more informed info' in an upcoming Z*NET or AEO
on-line magazine I'd imagine! (next 3 or 4 weeks!? 8-)

Mac emulation is also in the works - the famous Dave Small is working
on it.... Information about capabilities is almost non-existant.
As it is a family business, leaks don't escape very easilly! (Which
means it's going to be easier for Dave to do what *he* wants to do,
the Spectre GCR was a marvel of technology, the Spectre-4 should
be great!!)

□
Contrary to popular belief, money IS everything! |||
To cause a catastrophic disaster, you need a computer! ||| TARI
If several things can go wrong, the one that will / | \
cause the most damage, happens first! At least it goes!
WELLS_S@KOSMOS.WCC.GOVT.NZ□

1838. Re: STOS_3D_Manual?

Newsgroup: comp.sys.atari.st
Date: 1993-01-30 05:42:04 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1kd4fcINNq1a@golem.wcc.govt.nz>
Source record: 211178

> I wish you'd all stop knocking this guy as if he's a pirate. Maybe he is
> since STOS_3D has just been given away with a UK magazine, I'm willing
> give him the benefit of the doubt. However, if that is his source, the a
> also lies within the mag as there is a special offer on the manual.

Which magazine!? The original of the program was released approx'
1 year ago! Why on earth would they release it that soon!?

STOS itself was released. And neither are 'PD', they are still
fully copyrighted. (but with stuff all documentation, so the company
in effect should make more money through sales of the doc's than
they would selling the rather failed program. STOS-3D is not too
nice, powerful, but the object editor is horrible!)
(No I don't own it, some of my friends are STOS addicts, and own
just about every extra etc. for the thing. Including STOS-3D, which
doesn't look bad - but as I said, has a not-too-good 3D-object
editor.)

If you do mean STOS-3D, which magazine, and which issue!? As I get
the left-over magazines from a friends-aunt who owns a newsagent...
(great!! Saves mega-$$$)

□
□

1839. What's the F in 1040STf

Newsgroup: comp.sys.atari.st
Date: 1993-01-30 05:42:46 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <25610@galaxy.ucr.edu>
Source record: 211188

The F on your computer stands for frequency modulator. Basically, this means you can connect your computer to a TV or VCR. Early 1040STs did not have this capability. (As I remember.)

Paul Hruby

1840. A proposal to Developers/programmers

Newsgroup: comp.sys.atari.st
Date: 1993-01-30 06:43:07 UTC
From: wilsont@rahul.net
Message-ID: <C1nMnw.9pI@rahul.net>
Source record: 211179

After taking a look at the myrads of compatibility problems, and a lack of
standards for certain areas of TOS/MiNT, I see a need to compile a document
that outlines:

1. The best compilers, what libraries to use...
-The language end of the program.

2. "official" or creation of a 'defacto' standard for fonts,graphic images,
sound formats, and text files.
(Fonts: Bitstream Speedo, Pics: GIF or Targa, 16bit signed sound w/ stereo
interleave, and for text, ascii and 1st word?)

3. the clipboard, (include the atari document), and with #2, cut down on the
need to support so many formats.

4. Programming techniques. (kinda broad I admit...)
-Run programs in windows
-Don't waste an ACC, use a CPX if possible.
(when to choose, and how to write a CPX)
-Use VDI to get screen colors and dimensions, not Getrez()
(that type of stuff, with examples)
-make it run out of a directory, not root, and not A:

5. Multi-tasking and 32bit CPU's
-Don't lock out other apps with a wind_update(BEG_UPDATE) forever.
-Don't use the high word on the adress registers for data!
-When to choose a ACC over a background process.
-How to write a TOSWIN compatible TOS/TTP program.
-Never assume clock speeds, use the real-time clock.
(again, examples for each of these)
-a standard for "drop document on running apps"
(does this really exist?)

6. But I write full screen fast arcade games....
-Ok, but do it right, don't assume the screen is in the host ram.
-if possible, don't completely take over the computer
-warn the user :" i need at least 80% of the CPU to run properly"
-use a big window to cover up the desktop, a pause should give the
menu bar back.
-don't use custom loaders, or lock out the reset.

Well, thats some of the ideas and headings I would have.
Many more can be added, and I hope they are.
I would hope to see such a document eventually distributed via the IAAD or in
the developers kit.

I feel this would help us all out, I don't like stuff that bombs out just
because I have 1.06, or a hard drive.
I've seen stuff blow up cuz i switched on my modem!

I do not propose a hard-core do or die standard system (like the Mac),
but "strongly recommended" ones.

Perhaps a black list of "unfriendly" companies, programs and developers would
also be apart of this? (problems might arise here... feedback!)

If you have comments, hate mail, or additions please send them to me!

Send your submissions to wilsont@rahul.net.
I might be able to get a FTP area as well.

(if this has already been done, where is it?)

--
Timothy Wilson <wilsont@rahul.net>

1841. Re: Recommended Falcon monitor?

Newsgroup: comp.sys.atari.st
Date: 1993-01-30 08:19:09 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Jan30.081909.23242@rhrk.uni-kl.de>
Source record: 211183

mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:

>You can use any kind of multi scan monitor to connect it to the FALCON.
>laced can not be shown on any kind of VGA-monitors. For this resolution
>you will probably need a normal TV.
Or a NEC Multisync 3D as I indicated before. This one displays even these
resolutions. BTW, they are flickering so much that I doubt anyone will
seriously use them.


```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

1842. Re: Weird ethernet idea (was: Falcon as X-terminal?)

Newsgroup: comp.sys.atari.st
Date: 1993-01-30 09:22:37 UTC
From: jonc@status.gen.nz
Message-ID: <ekq6XB2w165w@status.gen.nz>
Source record: 211168

aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

> In <3_800_842_fidonet2b6115c1@Kralizec.fido.zeta.org.au> michael.smith@f842.n
>
> >If somebody would release information (read hard data/source code) on NCD's
> >Xremote we might have a chance. As it is, ethernet hardware is _expensive_
> >-it's only the huge volumes associated with the PC market that make the low
> >prices possible.
>
> I'm most illiterate regarding ethernet hardware stuff, but
> reading this, a weird question comes to my mind: Would a hardware
> hack be possible that allows using a PC ethernet card on an
> Atari? Years ago, when hard disks for STs were a real big deal,
> there was a "cheap solution" developed by the c't magazine, for
> using certain PC hard disks with an ST, so ST owners could
> benefit from the more affordable prices for PC hard disks. Maybe
> we can once more take advantage of the mass market prices for PC
> peripherals in such a way?
>
> Could some hardware guru comment on this, please?

Jan, these even made it all the way here to New Zealand (grin). But
you raise a good point.

The controllers from C'T were a 50way IBM slot and you can infact
plug an ethernet card in them (NE2000 or anything), I wonder if they
they would release the tech specs on the card and source code for
the 'omti adaptor' ? If so I suspect a port of the Clarkson Packet
drivers would drive the card and with ka9q you have a full IP
system.

Just food for thought

Cheers from New Zeeland

Jon Clarke Z*NET Pacific
-=-=-=

1843. Z*NET Issues 9302,9303,9304 released on in alt.znet.pc

Newsgroup: comp.sys.atari.st
Date: 1993-01-30 12:06:57 UTC
From: jonc@status.gen.nz
Message-ID: <a7X6XB3w165w@status.gen.nz>
Source record: 211173

Greetings infojunkies,

A bit of a backlog due to a recent trip to hospital but we have
just released issues 9302, 9393, 9304 of Z*NET Atari into the
news.group alt.znet.pc .

These are in 3 formats .. - UUE'd
- Whole ascii
- 3 part ascii file

Happy reading

Jon Clarke Z*NET Pacific
-=-=-=

1844. Re: Atari ST and FAX (questions)

Newsgroup: comp.sys.atari.st
Date: 1993-01-30 13:44:13 UTC
From: stigj@dhhalden.no
Message-ID: <stigj.26.728401453@dhhalden.no>
Source record: 211185

In article <1jusatINNcja@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>Subject: Re: Atari ST and FAX (questions)
>From: wells_s@kosmos.wcc.govt.nz (Steve Wells)
>Date: 24 Jan 1993 19:57:17 GMT
>You should be able to get a 9600 fax/modem send& recieve fax&modem
>at 9600bps, for around $500 max' these days. (Or, for as little
>as $250). Joppas ST-Fax or whatever it is, is practically the only
>fax software for the ST - so the only way you can use a Fax-Modem,
>is to attempt to find this, and fork out more money for it!
>
>Meanwhile, the Am*ga has PD software which does the same. (And one
>wonders why there is more for the thing!? 8-(
>
>
> ==
> | O O Computers: Not just machines, they're a way of | ||| |
> | o life. Your computer *IS* your religion! | ||| TARI |
> | _/ Steve Wells - Wellington, New Zealand. | / | \ |
> ========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================
>

That's wrong. There is at least two FAX progs more around... but they are German, and I think one of this programs has an acc that is public domain. With this you can send fax from a program that has a fax driver... Not many has yet, but...

1845. Re: SPL to AVR Convertor

Newsgroup: comp.sys.atari.st
Date: 1993-01-30 14:13:55 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan30.141355@cs.bham.ac.uk>
Source record: 211186

In article <jmcrmack.728227894@unix2.tcd.ie>, jmcrmack@unix2.tcd.ie (Sean McCormack) writes:
|>
|> I was wondering if there is an SPL TO AVR(I think it's AVR for Stereo
|> Master)convertor so that I can use my .spl samples on Stereo Master.
|>
|> Sean.
|>
|> So Who needs a .sig anyway?

You get a CONVERT.PRG with the various Replay cartridges (also from Microdeal) which will conver between AVR, SPL, SAM, STOS and allsorts. I'm suprised it isn't included with Stereo Master!

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

1846. Re: What's the F in 1040STf

Newsgroup: comp.sys.atari.st
Date: 1993-01-30 16:44:40 UTC
From: craig@hadrian.uk.sun.com
Message-ID: <14065@texsun.Central.Sun.COM>
Source record: 211189

I always thought the F stood for "floppy" and M stood for "modulator" as I have a 1040STF which has no TV output at all, just a monitor socket. The STFM came out afterwards and then the STE.

Craig

1847. Re: Falcon Info?

Newsgroup: comp.sys.atari.st
Date: 1993-01-30 17:52:50 UTC
From: jonc@status.gen.nz
Message-ID: <R7D7XB1w165w@status.gen.nz>
Source record: 211180

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

> > Does anyone know of a contact to find out about the Falcon? I would lik
> > know (1) how much it costs, (2) specs, (3) what kind of development
> > environment is available, and (4) what products are currently available
> > specifically geared towards the Falcon's DSP capabilities.
> >
> > Many thanks in advance!
>
> If you can:
>
> FTP to atari.archive.umich.edu
>
> get the files from the
>
> atari/Falcon/
>
> directory! (except the FALC_PNT.LZH or whatever it is). These files all
> have detailed information! Or, get Z*NET On-line magazine, issue
> 03 of 93 - this has a lot of info' on it!

Found in alt.znet.pc

Jon Clarke Z*NET Pacific
-=-=-=

1848. Re: Re: Remember TEMPEST? Does it exist for the atari?

Newsgroup: comp.sys.atari.st
Date: 1993-01-30 18:44:26 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C1oK23.33G@ecf.toronto.edu>
Source record: 211191

In article <1kcbr1INNnrk@life.ai.mit.edu> dmb@ai.mit.edu writes:
>In article <1993Jan29.151756.25294@umr.edu> S112397@UMRVMA.umr.edu writes:
>>What about the old 2 paddle controler for the 2600? I remeber that someone
>>said that you can't use it on the 520's and up but I can't figure out why.
>
>You can't use those in the ST series because (I am told) they are
>actually analog controllers, not digital controllers. You CAN,
>however, use the driving controllers that came with Indy 500, which
>would be better for Tempest anyway since they turn a full 360
>degrees. I've used the driving controllers successfully in a quick ST
>port of Indy 500 -- much better than joysticks, but hard to find these
>days...

ARGH!! I (actually my parents) gave my WHOLE 2600 set to relatives some
years ago!!!!!!!!!!!!!!!!!.....maybe should have kept it...?

>
>Dave Baggett
>__
>dmb@ai.mit.edu Natural Language Processing MIT AI Lab
>ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
> PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

Ignore this post as a meaningless ramble.......(I like causing my school
to pay lotsa money! - heck I pay enough tuition fees!!)

Vaya con Dios,
AcEzE.
--
********** WHO AM I, YOU SAY? ********** "If time is money, we
********** SHAHIR AL RASHID**aka**ACEZE ********** are all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------
** This message brought to you by the Bollocks Bros. ** no fate but what we make

1849. running Mint

Newsgroup: comp.sys.atari.st
Date: 1993-01-30 18:47:56 UTC
From: jhp@sactoh0.sac.ca.us
Message-ID: <1993Jan30.184756.17298@sactoh0.sac.ca.us>
Source record: 211155

I've managed to get Mint installed and everything seems to be ok. My question is, what do I do next?

I can open a TOS window then I'm asked to run a program. I select tcsh.ttp and then the box appears asking for parameters. I hit return and the shell runs. I'm not sure if this is right. BTW, when the program asks which program to run, it sends me to C: instead of D:, which is where I have Mint installed.

After the running of the shell, I can't appear to do to much with the thing. I can do an "ls" but that's it. I can't run gcc or anything else. I don't end up in my user directory either.

These are the big problems right now. Any and all advice is greatly appreciated.
--

- jhp@sactoh0.SAC.CA.US What else can I say? -

1850. Re: What's the F in 1040STf

Newsgroup: comp.sys.atari.st
Date: 1993-01-30 19:08:00 UTC
From: lehmann@cs.tamu.edu
Message-ID: <1kejmgINNiv3@tamsun.tamu.edu>
Source record: 211192

In article <25610@galaxy.ucr.edu> phruby@ucrengr.ucr.edu (paul hruby) writes:
>The F on your computer stands for frequency modulator. Basically, this
>means you can connect your computer to a TV or VCR. Early 1040STs did
>not have this capability. (As I remember.)
>
> Paul Hruby
>
My 1040STf doesn't have a frequency modulator. I bought the 1040STf from
the dealer based on the single fact that the manual said that it did have
a frequecy generator. When I bought the new machine (still had the pilfer
proof tape in tact) I didn't verify this fact. Two months later, I tried to
hook the 1040STf to a VCR and I discovered that the composite output
promised by the dealer and the manule just didn't exist. When I called the
dealer to fix the problem, the answer was "Atari ST's; we used to sell those
things, but I don't know much about them. Maybe you should buy a Commodore
128. That should fix your problem."

So maybe only some 1040STf's really have the RF modulator.

--
Mark Lehmann Senior Texas A&M University
lehmann@cs.tamu.edu

1851. Re: ADVOCACY: Prices, Prices, and more Prices.....

Newsgroup: comp.sys.atari.st
Date: 1993-01-30 19:49:37 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan30.144937.14256@bsu-ucs>
Source record: 211194

```
>> Everyone seems to be forgetting the other component in a computer system.
>> Software!!! Software on both the PC and the Mac is considerably more
>> expensive.
>
> I thought this at first to, until I started looking for software. I
> use Microsoft Works, which retails for $149. Now its a little more
> expensive than say, Wordflair II ($119) but it is a lot more useful. I can
> save my document onto a disk, walk to the computer lab, and print it out
> with no problem whatsoever. (If Wordlfair II could save in some sort of
> standard format, like Word, Wordperfect, or Works, I would've bought it in
> an instant!)

If WordFlair doesn't save in ASCII format, then it stinks. WordPerfect can
easily import ASCII files -- I do all my papers this way.

-Matt
```

1852. Re: What's the F in 1040STf

Newsgroup: comp.sys.atari.st
Date: 1993-01-30 20:02:25 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Jan30.200225.10979@alw.nih.gov>
Source record: 211193

In article <25610@galaxy.ucr.edu> phruby@ucrengr.ucr.edu (paul hruby) writes:
>The F on your computer stands for frequency modulator. Basically, this
>means you can connect your computer to a TV or VCR. Early 1040STs did
>not have this capability. (As I remember.)

No, early ST's have the tiny 'F', and it means 'floppy internal'; the letter 'M' was used for 'modulator'. The 1040 STFM has an RF modulator, my earlier 1040 STF does not so I bought something called VideoKey from Practical Solutions to get TV and VCR output.

Rick Venable | "Eschew
FDA/CBER Biophysics Lab | Obfuscation"
rvenable@helix.nih.gov | -- the Phantom Nerd

1853. Welcome to comp.sys.atari.st!

Newsgroup: comp.sys.atari.st
Date: 1993-01-30 20:13:53 UTC
From: sourada@iastate.edu
Message-ID: <sourada.728424833@vincent2.iastate.edu>
Source record: 211195
Cross-posted to: comp.sys.atari.st,comp.answers,news.answers

```
Archive-name: csas-faq/part1

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed
before the dates were added.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
EMILY Hints from Emily Postnews
BOOKS What books are available for the Atari ST?
DEV How do I become a developer for the Atari ST?
ERR What does TOS ERROR nn mean?
FREE What is Free-Net and how can I get access?
MAGS What magazines are available for the Atari ST?
TIPS TIPS AND HINTS from other users
ZNET Where can I get copies of ZNET?
EXPLOR Where can I get copies of Atari Explorer Online?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
FTP Anonymous FTP servers
COMP Atari-related companies
IAAD Independent Atari Developers
CREDIT Who has contributed to the FAQ?

:WEL: ??.??.??
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:
```

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:EMILY: ??.??.??
Hints from Emily Postnews
==========

(Thanks to John Henders (jhenders@jonh.wimsey.bc.ca) for this bit of _humor_.)

Emily Postnews Visits comp.sys.atari.st

(Due to popular demand, (well at least one persone asked anyways), Emily has taken time out of her busy schedule to answer a few commonly asked questions specific to c.s.a.st.)

Dear Emily.
Some Amiga user is raving on c.s.a.st about how wonderful
his computer is, and how awful mine is. What should I do?
signed My Computer is NOT a Toy.

Dear My Computer, etc,etc.
Many people's egos are so tied to their possessions, they
have to affirm their existance by raving about the superiority
of their machine to anyone who will listen. You should immediately
flame these people into cinders, using every rumour or misconception
you've ever heard about their brand of computer, as this will cause
lots of posts, and develop into a massive flame war, which is one
of the main reasons most people read c.s.a.st. If this didn't happen
every six months, everybody would unsubscibe to this newsgroups from
boredom.
Or, you could put comp.sys.amiga.advocacy in the Followup to:
line, and any article replying to yours would go to the newsgroup
designed for this discussion.
Or, if your newsreader supports it, you could build a KILL FILE,
which eliminates any post that has the word Amiga in it.

Kill files can be created in rn and trn by hitting the 'K' key.
This will make a kill file based on the article you were reading
at the time. Then control K will put that file in the editor for you
to play with. You use the same regexp commands here that are in rn.
For example. /[Ff]oo/h:j would search all headers of unread articles
for both Foo and foo, and junk them. Check the docs for your newsreader
for further details.

Dear Emily.
I like flame wars, and want to start one of my own, so my name
will be as famous as Richard Covert's.
Signed, Too much Time on My Hands.

Dear Too much time.
Sorry it took so long to reply, but Richard's in my kill file
and someone had to forward your post to me, or I'd never have seen it.

Flame wars are fun. They're the main reason people creted Usenet,
and should be encouraged at every opertunity.
Some of the most common tricks for starting flame wars are as
follows.
1: Post a note in another newsgroup telling all the users there that
they own a piece of junk, and if they had a half a brain, they'd have the
same computer you do, as it's obviously the best.
2: Toss a bit of slander against another computer in a totally
unrelated post. This guarantees a follow up, even if your original
post wasn't of any interest.
3: Create a signature file that has a put down of another computer
in it. This will get flame wars going in threads that have completely
unrelated Subject: lines, thus slipping through all but he most exacting
kill files.
I hope you find these tips handy in creating your next flame war.
And just remember, your computer MUST be the best, after all, it's yours.

:BOOKS: ??.??.??
What books are available for the Atari ST?
==========

The (Almost) Complete Guide to Atari Reference Books

Atari Coropration
1196 Borregas Avenue
Sunnyvale, CA 94089

Atari TOS Developer's Kit

Atari has now make the developer's documentation public. See DEV above
for more information.

Atari UK Software Support
Atari
Atari House
Railway Terrace
Slough, BERKS
United Kingdom
SL2 5BZ
Tel 0753 53344

"A few people have asked for more info on the release by Atari UK of
the programming docs. They have been released as 5 books."

Programming Guides GEMDOS/BIOS & general programming. 238 pages. #29.99.
(# = the British pound). Still Another Line A Doc (SALAD), Intelligent
keyboard protocol, chkdsk3 docs, midi assoc address sheet.

Programming Guides New machines. 184 pages. #29.99.
Rainbow TOS release notes, STE developers addendum, STE TOS release
notes, TT030 TOS release notes, TT030 hardware ref manual, VMS expansion
for TT & MegaSTe. Includes 2 disks of utilities, examples, xcontrol &
docs.

Programming Guides - GEM VDI
Programming Guides - GEM AES - combined books. 514 pages. #49.99

All the above together #99.99

Hardware and Chip Specs. 228 pages. #29.99
Engineering hardware spec, ACSI, MC6850, 68901, ay3-8910, wd1770, blitter
Monitor & cartridge port. Also schematics.

[Info from a posting by Iain Laskey dated 30 Nov 1991]

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman
ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

Taylor Ridge Books
PO Box 48
Manchester, Connecticut (no zip listed) usa

(203)643-9673

C-manship Complete, $19.95
Calyton Walnum
No ISBN

"a decent book on programming your st gem/aes/vdi plus other stuff that is based on the 31 articles that Clayton Walnum wrote for Analog. It was written on a mega 4 with Calamus."

Addison-Wesley Pub.

68000 Assembly Language
Donal Kantz & James Stanley
ISBN 0-201-11659-6

"An interesting book on 68000 for the Atari (and amiga too, but both in the abstract)"

atari.archive.umich.edu

Assembly Language Programming
Robert Arp
Disk archives, not published in paper at this time.

"It is an excellent guide to assembly languuage programming. It is very large and takes quite a while to make a hard copy if you desire to do so. The file names are arp68k-book.tar (the text) and arp68k-pix.Z.tar (.img files to go along with the text)."

****
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar
ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

```
************************************************************
*
* This List can be freely distributed and added to
* All I ask is that people identify the added information as
* their own
* John Henders
* Vancouver,BC
* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
* C-Manship & 68000 Assembley Language suggested by Joe Gaudreau [DPZ]
* Robert Arp's Assembley Language book suggested by David P. Forrai [DPZ]
```

:DEV: ??.??.??
How do I become a developer for the Atari ST?
==========

Contact Gail Bacani, Atari Rep Person, (408)745-2022

[UNITED STATES ONLY. IF YOU LIVE OUTSIDE THE UNITED STATES, CONTACT
YOUR COUNTRY'S ATARI HEADQUARTERS FOR MORE INFORMATION.]

Gail can explain the program to you, and send an information packet if you
desire.

Atari has gone to a 2-tier developer membership. The 'higher quality'
developer support goes to commercial developers, and costs $250. The
'no-hand-holding, no announcement of company future products, no access
to discounted hardware' goes to noncommercial developers, at an initial cost
of $125, plus $50 renewal fee each year.

Both tiers receive the ST/TT Developer Kit and all developers have to fill
in an application form and a non-disclosure agreement. Contact Gail for
more information.

Atari is now selling the developer's kit (or parts of it) seperately. No
project-in-development or non-disclosure agreement is necessary.

:ERR: ??.??.??
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on GEnie in January (of ????) by John Townsend. The original also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170). It has since found its way to me, and is being posted to comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but that it cannot be dubbed "official" unless it originates, on paper, from Atari. This makes sense, as electronic communications are easily modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and GEM return codes which appears to be correct. The tables have been modified to reflect his information.

The following is an unofficial list of the errors that can appear while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6
Unknown media.....-7
Sector not found.....-8
No paper.....-9
Write fault.....-10
Read fault.....-11
General error.....-12
Write protect.....-13
Media change.....-14
Unknown device.....-15
Bad sectors on format.....-16
Insert other disk.....-17
Invalid function number.....-32.....1
File not found.....-33.....2
Path not found.....-34.....3
No handles left.....-35.....4
Access denied.....-36.....5
Invalid handle.....-37.....6
Insufficient memory.....-39.....8
Invalid memory block address...-40.....9
Invalid drive specified.....-46.....15

```
No more files..................-49...........18
Range error....................-64...........33
Internal error.................-65...........34
Invalid program load format....-66...........35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.....................2
Address Error.................3
Illegal Instruction............4
Zero Divide...................5
CHK Instruction...............6
TRAPV Instruction.............7
Privilege Violation............8
Trace.........................9
Line 1010 Emulator...........10
Line 1111 Emulator...........11
[unassigned, reserved].......12
[unassigned, reserved].......13
Format Error.................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt...........24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255

:FREE: ??.??.??
What is Free-Net and how can I get access?
=========================================

A "Remodeled" Atari S.I.G. Opens
```

By now many of you have heard of the Cleveland Freenet, or more specifically the Atari S.I.G. on the Cleveland Freenet. For those who haven't, the Cleveland Freenet is an experimental computer system providing free public community telecomputing. Basically, it's a lot like a public library of the future. Many of these systems are popping up all over the country. Don't be surprised if one pops up in your neighborhood in the future.

Recently the Atari SIG has undergone a significant face-lift. All the regular areas are intact including its news sections, user group newsletter, online magazine sections, general as well as specific computer discussion boards (8 bit, 16/32 bit, Lynx, Portfolio), and our weekly Sunday night multi-chat conference.

The conference starts at 8pm EST sharp and is on channel "+Ataricon". What the staff at the Atari SIG has added, has given the Atari SIG the potential to cover all grounds of Atari and its related products.

The most noticeable addition to the Atari SIG is the Programming and Development Forum. This forum is intended to be used by developers, professional programmers, and Atari hackers (the old definition of "hacker") as a means to share ideas, help each other out, and find out the latest technical information on Atari's products. This board is ran by newly acquired SIG Operator, Peter Haller, a professional programmer who is running developer sections on hardware and software development, programming, MIDI applications development, Graphics Design, plus many other sections that can definitely become a programmer and developer's dream come true!

Last, but definitely not least, the Atari SIG has a restructured Product Info and Support Board and a new Special Applications Board. The Support Board includes a vast library of support lists. These lists range anywhere from phone numbers of Atari dealers and producers, to software reviews for 8 bit, 16/32 bit, Lynx, and Portfolio software. To sum it all up this area covers what's out there, who makes it, and how to get it for all Atari products. The Special Applications Board is just starting out. Currently there is an area for users of MIDI on the ST. MIDI users are encouraged to use this as a means to discuss MIDI related topics. This section is expected to expand in the future.

Accessing the Atari SIG has never been easier. One can access it via Internet by telenet'ing to 129.22.8.75 or "Freenet-in-b.cwru.edu" or by calling (216) 368-3888 300/1200/2400 bps. Once on the system, a user can apply for an account application and logon as a visitor. Once here, simply type "Go Atari" to get to the Atari SIG. A visitor can go anywhere on the Freenet and can read anything. They can't post messages until they get their permanent accounts, however.

For additional information on obtaining access to Freenet write to myself via the e-mail addresses above or by writing the SIG at its US mail address:
The Atari SIG

P.O. Box 21815
Cleveland, OH 44121 USA

Lastly, a freenet application is available in the mail by writing a
request to the above address if you rather not download it from Freenet.

The Atari SIG is ready to serve the thousands of Atarians throughout
the world. We look forward to seeing you all real soon! Remember the
staff of the Atari SIG are volunteering their time for no pay and the
Cleveland Freenet, as well as the Atari S.I.G., is a non-profit organization
existing for the free exchange of information.

--

Mark Leair
Atari SIG Public Relations

Internet e-mail: aa338@Cleveland.Freenet.edu
CIS e-mail : internet>aa338@Cleveland.Freenet.edu

:MAGS: ??.??.??
What magazines are available for the Atari ST?
==========

If you've got updates, mini-reviews,
or more information on other magazines, please send them to me via e-mail.

As always, WRITE to a company before sending them money for a subscription.

US mags:

AtariUser, published by Quill Publishing Company

Cover Price: US $1.00 Canada $1.45 UK 1.50 (AtariUser is available for free
[$6.00/50 magazine shipping charge] from participating computer dealers,
bookstores & user groups!)

Subcription Rate: $21.30 US Bulkrate, $41.30 US First Class.
Address: AtariUser, 113 W. College Street, Covina, CA 91723 USA

Current Notes, published by Current Notes Inc.

Cover Price: US $3.95

Subscription Rate: $27.00/year (Atari clubs registered with Current Notes may
subscribe at $23.00/year) US, $35.00/year (Canadian club members at $31/year)
Canadian, Foreign rate $44/year.

Address: Current Notes Inc., 122 N. Johnson Rd., Sterling, VA 22170 USA

Atari Interface:

Write for a free sample copy of the Atari Interface magazine
(Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108)

AIM is soon to be available in Canada, Europe and Mexico, and should be in all local WaldenSoftware stores and many bookstores. If your "local" Atari dealer doesn't have it, he should be able to get it for you...

UK Mags:
(Thanks to Sam Marshall <samm@castle.edinburgh.ac.uk> and Kevin Busby <kevinb@syma.sussex.ac.uk> for some of the info here.)

ST Applications:
---

formerly the ST Club Newsletter, this is now the only non-games mag in the UK (although see ST World below). Approx. 4,500 copies per issue sold. News, reviews, interviews, tech tips, general forum, programmers' forum, PD catalogue. DTP'd on an ST. Retains a 'user-driven' feel. Recommended. The associated ST Club runs a PD distribution service and distributes a couple of commercial programs too (Fontkit Plus, UIS III, Molgraph, CRL Virus Killer, etc.).

Subscription costs: UK - 15 pounds; Europe - 18 pounds (Air Mail); worldwide - 28 pounds (Air Mail)

Address: ST Club, 2 Broadway, Nottingham, NG7 1PS, UK.

ST World:
---

formerly the leading UK non-games mag. Became a quarterly 'buyer's guide' in Autumn 90. Now, allegedly, about to be revived as a monthly (under the stewardship of Jean Gollner, mother of ex-editor Hugh) in the wake of Atari UK's new push into the 'serious' market.

ST Format:
---

all-purpose 150-page monthly, mainly aimed at young people. Lively, but of uneven quality. Big leisure section, but other areas covered too. Includes cover disk - mix of games demos and (usually out of date) PD utilities. Probably the biggest-selling UK ST mag. Has had several public rows with Atari UK.

Future Publishing, Somerton, Somerset, TA11 6TB Tel. 0458 74011
Fax 0458 74378

Atari ST User:
---

like ST Format. Generally (amongst online users) thought to be not quite as good.

ST Action:
---

games, games and more games. And games.

Atari ST Review:

Lots of info, more mature editorial style than Format, but not so polished. 2 cover disks per issue.

Subscriptions: PO Box 500, Leicester, LE99 0AA. Tel: 0858 410510.

There are also, I think, some MIDI mags with strong ST content. I don't have their names.

German Mags:

Atari PD Journal:

Reviewed in the May '91 issue of Current Notes [from which I'm cribbing this information, DP-Z]. Hardware and Software reviews, some commercial software reviewed. Typical issue runs around 90 pages. Special "Katalog" section.

Subscription: DM 70 (normal mail), DM 100 (air mail). Prices may be for domestic distribution -- write first!

Address: Heim Verlag, PD Abonnement, Heidleberger Landstrasse 194, 6100 Darmstadt 13 GERMANY

ST-Magazin (formerly 68000er):

(monthly) Typical issue: around 150 pages. Includes DTP-magazine CICERO.

Subscription: DM 77 (domestic distribution); foreign - write for information

Address: ST-Magazin, Bretonischer Ring 13, 8011 Grasbrunn, West Germany, Phone: ++49 89 456 160

ST Computer:
---

11 issues/year, typical around 180 pages

Subscription: DM 80 (domestic), DM 100 (normal mail), DM 130 (air mail)

Address: Heim Verlag, Heidelberger Landstr. 194, D-6100 Darmstadt 13 GERMANY

French Mags:

ST Magazine

Monthly in French. Oriented towards developers, professional users. Comes with a disk each month.
ST Magazine - 10, rue Hegesippe Moreau - 75018 Paris - France
(French Teletel users: 3615 Teletel access, code STMAG)

STart Micro

Monthly, includes a cover disk. 11 issues per year. 64 + 16 (separated) pages.
Price: FF38 per issue, subscription: FF360. Subjects: Desktop publishing,
graphics, initiations to C and GFA Basic, survey of outcoming software, music,
folders. Minitel access: 3615 code ATARI. Address: FC Press, 57 rue Danton,
92300 Levallois-Perret, France.

Dutch Mags

ST, published by Stichting ST , postbus 11129 2301 EC Leiden the Netherlands
---
cover price: fl 6,95
Independent magazine by and for atari ST users.
covers all different topics from applications to games and hardware.
60 pages.

6 times a year. One year subscription fl 35,-
black and white pages.

START, published by Divo , M. Gijzenburg 14, 2907 HG Capelle a/d IJssel
---
cover price: fl 7,50 (may be more now)
All round magazine, floppy-service available for published programs.
68 pages. 2 color print

6 publications a year. One year subscription fl 39,95
including floppydisk fl 119,95

Atacom, by Atari Club Groningen.

Never seen this one. I suppose you have to be a member of the club or so.
price is fl 4,95.
Adress of the club: Atari Club Groningen, Postbus 9164
9703 LD Groningen, the Netherlands.

Atari Nieuws, by Atari ST computer club Nederland

News paper sized publication. Lots of colour on newspaper pages. Not too many
pages though.
price is fl 3,95 (cheap cheap)
monthly publication.
adress: ACN, Postbus 5011, 2000 CA Haarlem, the Netherlands.

GFA-info, by GFA gg (usergroup)

Publication of the GFA-basic usergroup. This group has a lot of mainly
educational software available.
price is fl 5,00

adress: GFA gg, Frankrijklaan 14, 2034 BA Haarlem, the Netherlands

ST News, by Stichting Computers Eindhoven

This is an electronic magazine. It has been around for about 6 years now
and is completely in English!!! The first issues were in Wordplus format
back in 1986 but from the 6th issue on it included a readerprogram
both for color and monochrome. Even with music.
price is fl 10,00
adress: S.C.E., Kornoeljelaan 22, 5552 RC Valkenswaard

:TIPS: ??.??.??
TIPS AND HINTS from other users
==============================

Any 'multisync' monitor which handles 70 video fields a second can be used
with the ST; the custom cable involves no tricks, or commercial ones are
available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are
tricky.

An ST-formatted disk which is not readable by a PC can be made readable by
putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning
of the boot sector (sector 1 of track 0, I believe). This can be done with
either an ST or PC absolute sector editor. The Desktop of TOS 1.4 and
higher does this automatically.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced
by ST formatters. On those drives, ST-formatted disks are not readable,
independent of their boot sector contents. The other way, however, does
always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access
a disk with a different serial number in between disk changes.

For those with the 'inaccessible' mouse and joystick ports, a joystick
extender cable will make life easier. The Y-cable joystick extenders make
it extremely easy to keep mouse and joystick connected to port 0, and a
joystick extender cable in port 1 makes for easy hookup after you've moved
the machine.

BARREL is a program which can redirect printer-data to a file. It comes in
handy when your printer is unavailable, and the program does not already
have an option to 'print-to-a-file'. (It is available on the atari.archive
server.)

DBLEFEAT is a program which can redirect disk access from, say, drive A to
drive B. Handy when a program 'hard-codes' the data drive, and you
wish to use your hard drive instead. (It is available on the atari.archive
server.)

On the Desktop of TOS 1.4 or higher, holding the right mouse button allows
you to manipulate files in other windows. This is useful for a number
of reasons. An example is this: say D:\BLAH.ARC is a file you would
like to extract to D:\, but ARC.TTP is on C:\. Top D:\'s window, then

hold the right button while double-clicking ARC.TTP in an inactive window.
(I've been told this will work on 1.2, and possibly other TOSi.)

:ZNET: ??.??.??
Where can I get copies of ZNET?
==========

ZNET is now Atari Explorer Online. Please see EXPLOR for more info.

:EXPLOR: ??.??.??
Where can I get copies of Atari Explorer Online?
==========
Atari Explorer Online magazine is available on CompuServe and GEnie. You can also get copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg Lindahl provides an excellent service to the networking community by sending these out.

Atari Explorer Online and some information from the Current Notes user magazine are also available from the atari.archive server under /atari/magazines.

:PD: ??.??.??
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st mail server. You can also try the commercial on-line services such as GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.) into their original form.

:MAIL: ??.??.??
E-Mail file servers

archive-server@spud.hyperion.com:

Spud holds all of the comp.sources.atari.st / comp.binaries.atari.st postings. If you aren't reading these two newsgroups, you should consider doing so. You may obtain uuencoded files as e-mail. You can obtain a help file by mailing a message to archive-server@spud.hyperion.com, with the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains a multitude of Atari ST PD and shareware programs. If you don't have access via FTP you can obtain many of the files via e-mail. You should first obtain a help file by mailing a message to atari@atari.archive.umich.edu, with the main body of the message being the word 'help.'. If you are from a uucp site, please enclose this statement also 'path host1!host2!....', where host1!host2!... is your path. Please read the help file completely before you ask questions, and then send any you may have to jon@atari.archive.umich.edu. Any questions about the archive or specific files go to weiner@atari.archive.umich.edu (or weiner@terminator.rs.itd.umich.edu, jeff.weiner@um.cc.umich.edu, weiner@zircon.labmed.umn.edu, or weiner@umnstat.stat.umn.edu :-)

archive-server@micros.hensa.uk.ac:

This is a UK public domain archive, available to sites within the UK via via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your message. If this is the first time you use our mail server, we suggest you first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

:FTP: ??.??.??
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
---

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

ftp.cs.ruu.nl [131.211.80.17]

:COMP: ??.??.??
Atari-related companies
==========

This is a (still under construction) list of companies and addresses that
might be of use to Atari ST users. Please send me addresses for the blank ones
on this list. See also IAAD, it lists many more companies that are not on
this list.

BMS

E.A. Brown
3404 Pawnee Drive
Alexandria

Minnesota 56308
Info: 612-762-8847
Orders: 800-322-4405
Product: Software and Hardware distributor

GengTec

JRI

Marvin AG

Matrix Datensystem

Supra
7101 Supra Drive
Tangent, Oregon 97389
(503) 967-9075

TKR GmbH & Co. KG
Stadtparkweg 2
W-2300 Kiel 1
Tel. +49-431-3378881
Fax. +49-431-35984

Wittich Computer

:IAAD: ??.??.??
Independent Atari Developers
==========
(Thanks to Ed Krimen (ekrimen@wet.com) for sending this along)
(And to Joachim Vance (jvance@einstein.oac.uci.edu) for reformatting)

The Independent Association of Atari Developers
Member Directory
Compiled 6/7/92

Please note: Most IAAD members support users through the bulletin
board areas on GEnie. References in this file to "Cat" or "Top"
refer to the ST RT bulletin board area; other RTs are designated
by name. We welcome your comments and inquiries!

James C Allen Todd Bane
FAST TECHNOLOGY Soft-Aware Unlimited
P.O. Box 578 334B North Euclid Avenue
Andover, MA 01810 Upland, CA 91786
508 475 3810 (fax) 714 985 2348 (fax)
508 475 3810 714 982 8409
GEnie: J.ALLEN27 GEnie: R.SKRALY
Cat4 Top11 Cat6 Top4

Steve Barker David Beckemeyer
Flying Pigs Software Beckemeyer Development Tools
P.O. Box 688 P.O. Box 21575
St. George, UT 84771 Oakland, CA 94620

801 628 5764 (fax) 510 530 0451 (fax)
801 628 5713 510 530 9637
GEnie: STEVE-B GEnie: D.BECKEMEYER
BBS: 801 628 5773 Intrnt: david@bdt.CO
Cat2 Top34

Robert M Birmingham Dorothy A Brumleve
13630 SW 101 Lane D.A. Brumleve
Miami, FL 33186-2814 P.O. Box 4195
305 385 1942 Urbana, IL 61801-8820
GEnie: R.BIRMINGHA4 217 337 1937
CIS: 73637,1120 GEnie: D.A.BRUMLEVE
Cat25 Delphi: DABRUMLEVE
CIS: 71451,1141
Cat29 Top6

Gilbert Callaghan Phil Comeau
Double Click Software Phil Comeau Software
P.O. Box 741206 43 Rueter Street
Houston, TX 77274-1206 Nepean, Ontario Canada K2J 3Z9
713 977 6520 (fax jack) 613 596 4081 (fax P.C. Soft)
713 977 6520 613 825 6721
GEnie: DOUBLE-CLICK GEnie: P.COMEAU1
CIS: 75300,577 Cat13 Tops7,20
BBS: 713 944 0108
Cat30

Jay Craswell Craig W Daymon
Dover Research Corp. ICD Inc.
321 W. 4th Street 1220 Rock Street
Jordan, MN 55352 Rockford, IL 61101
612 492 3913 815 968 6888 (fax)
GEnie: J.CRASWELL 815 968 2228
CIS: 73016,27 GEnie: C.DAYMON
ICD RT

John Eidsvoog Lauren Flanagan-Sellers
CodeHead Technologies Goldleaf Publishing Inc.
P.O. Box 74090 700 Larkspur Landing Circle, Suite 199
Los Angeles, CA 90004 Larkspur, CA 94939
213 386 5789 (fax) 415 257 3515
213 386 5735 GEnie: WORDFLAIR
GEnie: J.EIDSVOOG1 Cat35
Cat32

Rick Flashman David Fletcher
Gribnif Software Ditek International
P.O. Box 350 2800 John Street, Unit 15
Hadley, MA 01035 Markham, Ontario Canada L3R 0E2
413 584 2565 (fax) 416 479 1882 (fax)
413 584 7887 416 479 1990
GEnie: R.FLASHMAN GEnie: DITEK

Cat17 Cat6 Top9 / Cat7 Top7

George Geczy Keith Gerdes
JMG Software International, Inc. Double Click Software
892 Upper James Street P.O. Box 741206
Hamilton, Ontario Canada L9C 3A5 Houston, TX 77274-1206
416 575 0283 (fax) 713 977 6520 (fax jack)
416 575 3201 713 977 6520
GEnie: JMGSOFT GEnie: DOUBLE-CLICK
BBS: 416 389 9064 CIS: 75300,577
Cat6 Top32 BBS: 713 944 0108
Cat30

Tyson T Gill Tom Harker
GT Software ICD, Inc.
12114 Kirton Avenue 1220 Rock Street
Cleveland, OH 44135-3612 Rockford, IL 61101
216 252 4272 815 968 6888 (fax)
GEnie: T.GILL7 815 968 2228
CIS: 73467,777 GEnie: ICDINC
Cat17 ICD RT

Doug Harrison Craig Harvey
1018 Quail Creek #303 Clear Thinking
Shreveport, LA 71105 P.O. Box 715
318 869 1292 Ann Arbor, MI 48105
GEnie: D.S.HARRISON 313 971 8671
Cat2 Top15 GEnie: C.HARVEY
BBS: 313 971 6035
Cat2 Top40

John 'Hutch' Hutchinson Hagop Janoyan
Fair Dinkum Technologies PDC, Inc.
P.O. Box 2 515 Wing Street
Los Alamos, NM 87544 Glendale, CA 91205
505 662 7236 206 348 4276 (fax)
GEnie: FAIR-DINKUM 818 242 5692 or 206 745 5980
Cat29 Top4 GEnie: H.JANOYAN3 or PDC.SW
Cat13 Tops12,21,22 / Cat10 Top11 /
others

Charles F Johnson Todd Johnson
CodeHead Technologies Cherry Fonts
P.O. Box 74090 Unit #4, 2250 Tyner Street
Los Angeles, CA 90004 Port Coquitlam, B.C. Canada V3C 2Z1
213 386 5789 (fax) 213 386 5735 (CodeHead)
213 386 5735 GEnie: CHERRY.FONTS
GEnie: C.F.JOHNSON Cat32 Top27
Delphi: CFJ
CIS: 76004,2232
Cat32

Deron Kazmaier Gene Kane
Soft-Logik Publishing Xerox Corp
P.O. Box 290070 101 Continental Blvd. M/S ESC1-945
St. Louis, MO 63129 El Segundo, CA 90245
314 894 8608 310 333 2707
GEnie: DERON.K GEnie: GENEXRX
SOFTLOGIC RT CIS: 70475,440

Alex Kiernan Hans-Peter Labude
HiSoft Managing Director
The Old School, Greenfield ICD Europe GmbH
Bedford, England MK45 5DE Postfach 13 17 Am Goldberg 9
+44 525 713716 (fax) 6056 Heusenstamm Germany
+44 525 718181 +49 6104 67581 (fax)
GEnie: HISOFT +49 6104 6403
Cat3 Top11,14,15 / Cat2 Top30 GEnie: ICD.GMBH
ICD RT

Paul W Lee Dave Link
Double Click Software HiSoft
P.O. Box 741206 The Old School, Greenfield
Houston, TX 77274-1206 Bedford, England MK45 5DE
713 977 6520 (fax jack) +44 525 713716 (fax)
713 977 6520 +44 525 718181
GEnie: DOUBLE-CLICK GEnie: HISOFT
CIS: 75300,577 Cat3 Top11,14,15 / Cat2 Top30
BBS: 713 944 0108
Cat30

Bob Luneski Henry Murphy
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Cat17 Delphi: OPI
Cat4 Tops12,17,31,32
:CREDIT: ??.??.??
Who has contributed to the FAQ?
==========

If you've contributed to this FAQ but aren't mentioned here, tell me!

David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) compiled the bulk
of the FAQ.
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Roland Waldi

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments,
suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Later,
Steven Ourada

--

Steven Ourada -- sourada@iastate.edu

1854. Welcome to comp.sys.atari.st! (Software)

Newsgroup: comp.sys.atari.st
Date: 1993-01-30 20:18:41 UTC
From: sourada@iastate.edu
Message-ID: <sourada.728425121@vincent2.iastate.edu>
Source record: 211196
Cross-posted to: comp.sys.atari.st,comp.answers,news.answers

```
Archive-name: csas-faq/part2

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed
before the dates were added.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
*ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
MSA Some info on Magic Shadow Archiver
CLI What Command Line Interpreters are available?
ERR What does TOS ERROR nn mean?
GDOS What is GDOS, and where can I get it?
*GNU What GNU software is available for the ST?
HAM Where can I find Ham Radio software for the ST?
LANG Public Domain/Shareware languages...
MINIX Is MINIX available on the Atari ST?
MINT What is MiNT?
XWIN Is there a version of XWindows for the ST?
DEMOS Why won't demo x run on my machine?
PAINT What is the format for [x] paint program data?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
FTP Anonymous FTP servers
TEX Is TeX/LaTeX available on the Atari ST?

:WEL: ??.??.??
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.
```

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:ARCS: 93.01.30
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC, .ZIP and .LZH are archive files. They are binary files which may contain one or more other files in a compressed format. Archive files usually take up less disk space, and for this reason have become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive program. Here are the correspondences:

ZIP Use UNZIP.TTP or STZIP.PRG
ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

A few hints for first-time users:

* Most archivers will give a short summary of commands if invoked with no arguments.
* If in doubt, to extract a file, copy the archiver to the directory that the file is in, and run the archiver with the arguments 'x [filename]'.
* If you have TOS 1.4 or higher, and/or a CLI, you can avoid copying the archiver by just changing the current directory to where the file is. See TIPS for a tip on how to do this from the desktop on TOS 1.4 or higher.
* Read the documentation for the archivers you use, they will almost certainly answer all your questions. Documentation is usually included in both the source and binary distributions (such as zoo21bin.zoo).

ARCHIVERS
These programs are all available via FTP from the atari.archive server, in the /atari/archivers directory. Recommended files are:

arc602.ttp - version 6.02 of ARC, includes features to archive subdirectories and also include comments with files.

arc602.arc - contains documentation. UnArc using arc602.ttp.

arc521e.arc - older version of ARC. Used mostly by those who want speed, better compression, and don't care about archiving subdirectories. UnArc using arc602.ttp.

lharc.ttp - version 2.0 of LHARC.

lzh201i.lzh - Thomas Questors lzh utility. German documentation. UnArc using lharc.ttp

stzip21.lzh - STZip, with GUI interface

unzip41.lzh - Old version of unzip

zoo21.ttp - version 2.1 of ZOO

zoo21bin.zoo - ZOO archive includes documentation. UnArc using
zoo21.ttp.

:MSA: ??.??.??
Some info on Magic Shadow Archiver
==================================
(This was provided by Chris Herborth)

MSA Archives

The Magic Shadow Archiver (MSA) is a disk archiving program that allows an entire disk to be compressed into one file for transmission. The Magic Shadow Archiver (in shadow.[arc?|lzh?|zoo?] on atari.archive.umich.edu in ~/Archivers) creates .MSA files, which are often compressed using a normal archiver, such as zoo or lharc.

Magic Shadow is notoriously bad when used on a 1/2 meg ST and only one floppy drive. Its disk access and memory use are very badly thought out, and could result in over 160 disk swaps when unpacking an 80 track, double-sided disk.

Due to the fact that it was the _only_ disk image archiver around for quite a long time, Magic Shadow is the de-facto standard for creating disk images of computer demos and other pieces of software that cannot be easily compressed as files.

Because MSA files are disk images, they can only be used to recreate a floppy disk. There is (currently, see below) no way to extract the files from an MSA archive without writing it to a floppy disk.

Magic Shadow works perfectly with any legal TOS floppy format, even high density disks found in modified STs and most MegaSTes and TTs.

Chris Herborth (herborth@pinot.waterloo.ncr.com at work,
cherborth@semprini.tdkcs.waterloo.on.ca at home,
C.HERBORTH on GEnie) is writing a much more efficient MSA extractor, called UnMSA. UnMSA will minimize the number of disk swaps, and speed decompression considerably.

Daryl Richards (no email address, yet) is working on an MSA-Mounter, which will allow someone to unpack an MSA archive to RAM or a file on a hard disk. This uncompressed disk image will then be added to the system as a logical drive (much the same way a RAMdisk adds a drive to the system). MountImage on the Mac is an example of the way MSA-Mounter will eventually work (MountImage is so good, you can install new versions of the Mac OS using floppy disk images stored on your hard drive).

:CLI: ??.??.??
What Command Line Interpreters are available?
===

There are a large number of Command Line Interpreters for the Atari ST.
Some of the more popular ones include:

gulam the 'classic' cli, somewhat UNIX in flavor

BASH GNU Bourne Again Shell

ksh Korn Shell - available under MINT

gemini MUPFEL is the shell used by the gemini environment

master MS-DOS/Unix mixture, shareware.

okami a German shell with many useful utilities built in

pcommand an MS-DOS-like shell

csh C-shell, standard on Unix

tcsh Enchanced C-shell - available under MiNT

Check atari.archive under /atari/cli or /atari/mint, or check one of the
other FTP sites for files.

:ERR: ??.??.??
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on
GEnie in January (of ????) by John Townsend. The original also appeared in
the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA
22170). It has since found its way to me, and is being posted to
comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but
that it cannot be dubbed "official" unless it originates, on paper, from
Atari. This makes sense, as electronic communications are easily
modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and
GEM return codes which appears to be correct. The tables have been modified
to reflect his information.

The following is an unofficial list of the errors that can appear
while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6

```
Unknown media...................-7
Sector not found................-8
No paper........................-9
Write fault.....................-10
Read fault......................-11
General error...................-12
Write protect...................-13
Media change....................-14
Unknown device..................-15
Bad sectors on format...........-16
Insert other disk...............-17
Invalid function number.........-32............1
File not found..................-33............2
Path not found..................-34............3
No handles left.................-35............4
Access denied...................-36............5
Invalid handle..................-37............6
Insufficient memory.............-39............8
Invalid memory block address...-40............9
Invalid drive specified.........-46...........15

No more files...................-49...........18
Range error.....................-64...........33
Internal error..................-65...........34
Invalid program load format....-66...........35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.......................2
Address Error...................3
Illegal Instruction.............4
Zero Divide.....................5
CHK Instruction.................6
TRAPV Instruction...............7
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
```

```
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

```
:GDOS: ??.??.??
What is GDOS, and where can I get it?
====================================
```

GDOS stands for Graphic Device Output System (at least that's what my copy of STart, volume 1 number 1 said...)

There is a newer version, called FSMGDOS, which should be available commercially from Atari. It is currently included with WordFlair II. FSMGDOS uses scaleable fonts - you do not need to create a font file for every point size. Current word is that the street price for FSMGDOS will be about $50. The Lucida font family comes with FSMGDOS, and the output is very nice, even on a 9-pin Epson printer. There are desk accessories which allow you to manipulate available fonts, and also CPX programs for the newer Atari Control Panel. For those who only have limited memory, a newer version of GDOS is also included with the distribution. For those with investments in older bit-mapped GDOS fonts, they may be used with the new version of GDOS or used as bit-mapped (ie. non-scaleable) fonts within FSMGDOS.

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and more)" by Douglas N. Wheeler from the atari.archive server. The file is /atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server. The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files or font files (at least those supplied by Atari). You can get these files with many commercial programs, such as Degas Elite, WordFlair, etc. You might also want to check your local user group to see if they received a copy of the WordFlair demo program (also available on GEnie). The demo program appears to have the GDOS system and font files.

```
:GNU: 93.01.30
What GNU software is available for the ST?
=========================================
```

The Free Software Foundation C compiler, commonly known as GNU C (or gcc) is avaiable for the Atari ST. The minimal memory required to do any useful (i.e. beyond 'hello world') programming is 2 megabytes. A 4 megabyte system is recommended.

There is an extensive archive of the latest GNU C programs via anonymous FTP on atari.archive. GNU C is also available at most European FTP sites. The latest version of GCC available for the ST is 2.3.2, this version includes built-in support for C++.

Note that most GNU documentation comes in TeXinfo format. Documentation in this format can be fed into TeX for printing. It can also be processed by Emacs' texinfo to make an info file, which can be viewed on-screen with Emacs' info mode. These two functions can also be performed by the standalone programs 'texinfo' and 'info' (on atari.archive as /atari/tex/tnxf241b.zoo).

The following can be found in the /atari/gnustuff/tos directory of atari.archive: (Note: all of these have Unixmode and MiNT support)

BASH Bourne-again shell
BISON Yet another YACC (Yet Another Compiler Compiler)
COMPRESS Compatible with Unix compress
DIFF Compares files; PATCH does the inverse
EMACS Extreme editor :-)
Fileutils Unix file utilities
FLEX Lexical analyzer, like Unix lex
GAWK AWK report generation language
GCC 2.1 C, C++ compiler
GDB GNU debugger, with source level C support
Ghostscript Postscript clone
GROFF Text formatting system
GREP Regular expression search, like Unix grep
MAKE Like Unix make
MAKEINFO Stand-alone system to process .info files
PATCH Changes files from diffs; DIFF does the inverse
PROF Profiles executable code
RCS Revision Control System
SED Stream editor
Smalltalk Smalltalk; object oriented language
TAR Tape archiver like Unix tar

:HAM: ??.??.??
Where can I find Ham Radio software for the ST?
==========

Plenty of Ham Radio software is available for the Atari ST:

Morse code
Radio Teletype (RTTY)
Packet Radio (W0RLI BBS and K9AQ TCP/IP)
Satellite Tracking
WEFAX

Color Slow Scan TV (SSTV)
etc.

For more information contact the Atari Microcomputer Network:

Newsletter Editor - Gil Frederick, VE4AG
130 Maureen Street
Winnipeg, Manitoba
R3K 1M2 Canada
or
Program Librarian - John Adams, KC5FW
17106 Happy Hollow
San Antonio, TX 78232
U.S.A.
or
Tune into the weekly net Sundays 16:00 UTC on 14.325 MHz.

73,
John Langner, WB2OSZ

:LANG: ??.??.??
Public Domain/Shareware languages...
==========

There are a large number of programming languages available for use with the Atari ST. Programmers seem to flock to the Atari ST, and if you know of a language, you can probably find it, or an equivalent, for the ST.

68000 assembler/disassembler
abc
APL
AWK
BASIC
C
C++
cross assemblers (z80, 6502, 68xx,8031/80xx)
Elan
FORTRAN
FORTH
FP
Hope
ICON
LISP
Little Smalltalk
Modula2
OPS5
perl
PROLOG
SCHEME
SIOD
Smalltalk
XLisp

XProlog
XScheme

Check the atari.archive server under /atari/languages. Most other archive sites will have a language directory which you can also check.

:MINIX: ??.??.??
Is MINIX available on the Atari ST?
==========

MINIX is a UNIX-like operating system for the IBM PC, XT, AT, 386, and PS/2, as well as the Apple Macintosh, Commodore Amiga, Atari ST, and later in 1991, Sun SPARC. It is available with all the source code for the entire operating system, the libraries, and nearly 200 UNIX-like utilities.

Demonstration disks for the IBM PC line and Atari ST are available for free via anonymous FTP for people on the Internet. A Macintosh version will be online soon. (If you can't wait, see below.)

To get a free demo disk and the manual, use ftp to connect to ftp.cs.vu.nl (192.31.231.42) and look in pub/minix/demo. The READ_ME file describes the contents of the directory and how to use it. Be sure to fetch and read this first. It contains important information.

If you don't have FTP access, you can buy the demo disk package from Prentice-Hall for $10 by calling (201) 767-5969 or FAX (201) 767-5625. Please DON'T ask me to send it by email. I have quite enough work already thank you. The ordering numbers for Prentice-Hall are:

- MINIX 1.5 IBM demo disk (0-13-582768-x) (in stock now)
- MINIX 1.5 Atari demo disk (0-13-582792-2) (in stock now)
- MINIX 1.5 Macintosh demo disk (0-13-582784-1) (in stock now)

Please note that although the demo disks are available for free on line, MINIX itself is copyrighted software and is not available on line. The demo disks are also copyrighted, but permission is hereby granted to upload and use them for evaluation purposes. The READ_ME file tells how MINIX can be ordered.

AS A COURTESY TO US, PLEASE DO NOT FTP DURING BUSINESS HOURS (EUROPEAN TIME). PLEASE FTP AFTER 11 A.M. EASTERN STANDARD TIME.
If you want to follow the MINIX discussion, read the comp.os.minix newsgroup, which is quite active and has almost 50,000 subscribers.

Have fun!

Andy Tanenbaum (ast@cs.vu.nl)

:MINT: ??.??.??
What is MiNT?
==========
MiNT is a free multitasking operating system extension for TOS. It is somewhat like BSD Unix from the programmer's perspective. MiNT can run up to 1 GEM

program along with a lot of character-based programs simultaneously. MGR and MW2 can both put multiple terminal windows on screen, and bgacc can put a number of terminal windows on a GEM screen. MiNT and lots of stuff to go with it can be found at atari.archive.umich.edu:/atari/mint.

TOSWIN is the new replacement for bgacc: it provides lots of nice features like variable fonts, menus, selectable window gadgets, etc. GEMTERM is a similar package (it's not part of the standard MiNT distribution) modelled after TOSWIN and XTerm.

A somewhat interesting note: MiNT is now the kernel of Atari's multitasking OS, MultiTOS. Originially MiNT stood for 'MiNT is Not TOS', but it's now 'MiNT is Now TOS'. :-)

:XWIN: ??.??.??
Is there a version of XWindows for the ST?
==========

Currently, there is no XWindows port for the ST. It is quite unlikely that there will be one, although you are free to port it if you like :-). There does exist a port for the TT (and presumably Falcon) as part of Atari's Unix distribution.

:DEMOS: ??.??.??
Why won't demo x run on my machine?
==========

90% of the time, if a demo does not run on your American ST, you probably need to be in 50Hz mode to use it. Get a program like 50hzboot.prg from atari.archive to allow this.

:PAINT: ??.??.??
What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett. The file is on the atari.archive server under /atari/graphics/picfmts.doc.

:PD: ??.??.??
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st mail server. You can also try the commercial on-line services such as GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.) into their original form.

:MAIL: ??.??.??
E-Mail file servers

archive-server@spud.hyperion.com:

Spud holds all of the comp.sources.atari.st / comp.binaries.atari.st
postings. If you aren't reading these two newsgroups, you should consider
doing so. You may obtain uuencoded files as e-mail. You can obtain a
help file by mailing a message to archive-server@spud.hyperion.com, with
the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains
a multitude of Atari ST PD and shareware programs. If you don't have access
via FTP you can obtain many of the files via e-mail. You should first obtain a
help file by mailing a message to atari@atari.archive.umich.edu, with the main
body of the message being the word 'help.'. If you are from a uucp site,
please enclose this statement also 'path host1!host2!....', where
host1!host2!... is your path. Please read the help file completely before you
ask questions, and then send any you may have to jon@atari.archive.umich.edu.
Any questions about the archive or specific files go to
weiner@atari.archive.umich.edu (or weiner@terminator.rs.itd.umich.edu,
jeff.weiner@um.cc.umich.edu, weiner@zircon.labmed.umn.edu, or
weiner@umnstat.stat.umn.edu :-)

archive-server@micros.hensa.uk.ac:

This is a UK public domain archive, available to sites within the UK via
via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st
and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just
comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

:FTP: ??.??.??
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
---

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

ftp.cs.ruu.nl [131.211.80.17]

:TEX: ??.??.??
Is TeX/LaTeX available on the Atari ST?
==========

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the atari.archive server under /atari/tex. Fonts and device drivers (including one for the Epson 9-pin printers) are available on the atari.archive server.

The latest version of TeX (3.14) has recently been made available on the atari.archive server. The files are in a subdirectory of their own.

Graham Higgins recently wrote a message in comp.sys.atari.st indicating the minimum files needed to get a working TeX/LaTeX system up and running on the Atari ST. He said:

You'll need, at minimum:

The binaries for LaTeX/TeX :StTeXBin
The style files :StTeXSty
The font macros :StTeXTfm

If you want to screen-preview, you'll need screen font files (showdvi)
If you want to print locally, you'll need printer font files (dvifont)

Allow 5Mb.

For a step-by-step article on setting up Tex and LaTeX, send an e-mail request to davidli@simvax.labmed.umn.edu. Be sure to mention 'tex.setup'.

There is also a complete, ready-to-install distribution called CS-TeX. The latest version, 4.0, is available at atari.archive: /atari/tex/cs-tex-4.0. This consists of 8 disks full of TeX stuff, plus an installation program that takes care of the details for you.

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments, suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Later,
Steven Ourada

--

Steven Ourada -- sourada@iastate.edu

1855. Welcome to comp.sys.atari.st! (Hardware)

Newsgroup: comp.sys.atari.st
Date: 1993-01-30 20:22:26 UTC
From: sourada@iastate.edu
Message-ID: <sourada.728425346@vincent2.iastate.edu>
Source record: 211197
Cross-posted to: comp.sys.atari.st,comp.answers,news.answers

Archive-name: csas-faq/part3

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed
before the dates were added.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
*MODELS All the models in the ST line
*FALCON What are the specs on the Falcon?
ACCEL Hardware Accelerators
DRIVES What should I know about hard drives and the ST?
FLOPPY Can I use 1.44 meg floppy disks?
GRAPHIC How can I enjoy enhanced graphics on my ST?
JOY What joysticks work best with the Atari ST?
MODEM What modems work with the Atari ST?
MONITOR What should I know about monitors and the ST?
PCEM How can I turn my Atari ST into a PC emulator?
SPECTRE How can I turn my Atari ST into a Macintosh emulator?
UPGRADE Can/should I upgrade my ST?

:WEL: ??.??.??
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics

comp.sources.atari.st ! uuencoded/shar sources

:MODELS: 93.01.30
All the models in the ST line
==========

This is a pretty complete list of all the ST/TT models and their main features. If you have any additions/correction, of course, send them to me.

Feature key:
CPU's:
8 8 MHz 68000
16 16 MHz 68000
16/3 16 MHz 68030
32/3 32 MHz 68030

RAM:
/1 128kB
/5 512kB
1 1MB
2 2MB
4 4MB
S SIMM slots for expansion

Built-in:
F Floppy
M TV modulator

Extra:
AV 8 bit digital stereo audio, 4096 colors, hardware scrolling, analog joystick ports
MB MegaBus processor-direct bus slots
6U 6U VME bus slots, second serial port
FC Motorola 56000 DSP, 16 bit stereo audio, much enhanced video

TOS:
Highest built-in TOS

Models:

Name	CPU	RAM	TOS	B.I.	Extra	Comment
130 ST	8	/1	1.0	M		Never marketed
260 ST	8	/5	1.0	M		
520 ST	8	/5	1.0	M		
520 ST+	8	1	1.0	M		
520 STm	8	/5	1.2	M		
520 STfm	8	/5	1.2	FM		
1040 ST	8	1	1.0	FM		
1040 STf	8	1	1.2	F		
1040 STm	8	1	1.2	M		
1040 STfm	8	1	1.2	FM		
Mega 1	8	1	1.2	F	MB	

Mega 2 8 2 1.2 F MB
Mega 4 8 4 1.2 F MB
STacy 8 1 ??? F Laptop
STBook 8 1 ??? F Notebook
520 STe 8 .5S 1.62 FM AV
1024 STe 8 1S 1.62 FM AV
Mega STe 16 1S 2.06 F AV,MB,6U
TT 16/030 Just for developers
TT 32/030 S 3.06 F AV,MB,6U Various mem/HD configs
Falcon 16/030 S 4.?? F AV,FC Many enhancements!

:FALCON: ??.??.??
What are the specs on the Falcon?
==========

Here's some stuff I culled from the (reposted) Delphi conference with Sam Tramiel.

--- Start Quoted material ---
Here's the specs on the Atari Falcon 030:

CPU: Motorola 68030 running at 16 Mhz
32-bit Bus
Optional 68881 or 68882 FPU
RAM: 1,4, or 14 megs
Standard Atari Cartridge Port
Motorola 56001 DSP chip

Expansion Bus:

Internal direct processor slot for 386SX PC emulation, or other coprocessor

Graphics:

Super VGA graphics: 640x480 with 256 colors
True color 16 bit mode allowing a display of up to 65,536 colors
Accepts external video sync signal to allow high quality genlocking
Overlay mode for easy video titling and special effects
Overscan on TV's and ST Color monitors
262,144 possible colors
hardware-assisted horizontal fine scrolling
BLiTTER graphics co-processor

Sound features:

Eight 16 bit audio DMA record and playback channels
Stereo 16 bit digital DMA input
Stereo 16 bit DMA audio output
SDMA sound/DMA Coprocessor

Standard Ports

SCSI II port with DMA
High speed LocalTalk compatible LAN
Connector for analog RGB color (ST or VGA) or composite video
RS232C serial port
Bidirectional parallel port
MIDI IN/MIDI OUT
Stereo microphone input, miniature stereo plug
Stereo audio out, miniature stereo plug
Two joystick connectors
Two enhanced digital/analog controller/light pen connectors

Data Storage

1.44 Mbyte floppy disk drive
Optional internal IDE Hard Disk

System software

Pre-emptive Multitasking with adaptive prioritzation (MultiTOS)
Inter process communication
NewDesk desktop and eXtensible control panel
Multiple window user interface; number of windows limited
only by memory or software in use.
--- End Quoted Material ---

:ACCEL: ??.??.??
Hardware Accelerators
=====================
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

68000 based: ICD adspeed ST/STe
Fast Tech Turbo T-16 (16MHz)
T-20 (20MHz)
T-25 (25MHz)
68030 based: Gadget by Small SST (16MHz to 40MHz user changeable, 8 SIMM slot
68882 FPU socket, 1 expansion slot, TOS 2.0x).
Fast Tech : Tiny Turbo
Full size version

:DRIVES: ??.??.??
What should I know about hard drives and the ST?
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

To get a hard drive for ST, STe, Mega, Mega STe or TT(using DMA port):
1. Host adapter (convert the ST's DMA to SCSI standard):
ICD, Supra, BMS are the three major manufature. ICD has very good
software updating support and updates very often.
2. SCSI hard drive or MFM/RLL drive with SCSI adapter:
i). SCSI drive:
Like Quantum Pro80LPS, Seagate ST-xxxN series, they have a 50 pins IDC
connector, and usually say SCSI hard drive or Mac drive. (Any Mac except
Mac128, Mac512, FatMac has SCSI built in, so a drive that works with Mac
usually has SCSI interface).
No other adapter needed, just connect to the host adapter in 1.

ii). MFM/RLL drive:
These types of drive is older and used in older IBM machines. To use
them you need an adapter to convert them to SCSI. Adaptec 4000/4000A
is for MFM, 4070 for RLL drive, Emulex and OMTI also has similar cards
availible. Adaptec has stopped production for quite sometime so look for
these in used/liquidation place. (usually goes $40 to $75 each).

Connect the drive to the adapter (said Adaptec 4000) then connect the
adapter to the host adapter. (said ICD). It looks like following:

```
-------------- ----------- ------------ ----------
| MFM drive |------->|ACB 4000 |------>| ICD |------>| ST DMA |
-------------- ----------- ------------ ----------
```

3. Case, power supply and cabels for the drive system:
Unless you have Mega, Mega STe, TT and the drive is 3.5" so you will put
the drive internally, you will need a case with power supply to house the
adapter and hard drive. IBM case is very easy to get and has a lot of space
for expansion.
For older drive you need about 40 watts each drive, for newer 3.5" drive
they use about 20 watts or less, Quantum LPS drive use about 10 watts each,
make sure your power supply has more than the drives need. Again if you
use IBM case, the 150 watts power supply for that type case can drive at
least 3 drives without problwm.
Cables: DMA cable usually comes with the host adapter.
power cable from power supply to drive usually comes with power sup
SCSI cable from host adapter to SCSI drive or adapter(for MFM/RLL),
it's 50pins IDC female connector on each end with 50 conductors
cable. Should be availible at place you get the drive.
For MFM/RLL drive you will need the usual MFM/RLL drive cable:
(a 34 conductors cable and a 20pins connector, again should be
available at the place you get the drive).

Now, connect them all together. Before power up, check the connection again.
And check the jumper setting on the drive (consult the drive's manual). If you
are using more than one drive with the system, make sure only the last drive
has the terminator (either a DIP or a signle inline package of resistor, which
usually is socketed and close to the SCSI connector on the drive circle board.
Remove the terminator from other drives. [only the last drive should have the
terminator]

Software usually comes with the host adapter, or you can FTP atari's AHDX5
from ftp sites.

:FLOPPY: ??.??.??
Can I use 1.44 meg floppy disks?

1.4 megabyte floppy drives will soon be available from Atari for MegaSTe
and TT machines. If you own an older Atari ST, there is a company which offers
a $199 kit (including floppy) to install and use the drive. (I will supply
the name next month, sorry...)

Note that Tos versions prior to 2.05 will not format a 1.4 meg floppy from the
desktop.

:GRAPHIC: ??.??.??
How can I enjoy enhanced graphics on my ST?

For stock STs, JRI makes a chip which allows a 4096 color palette.
There is also a public domain enhancement that allows 32768 colors on
older STs. This can be found as 32kcolor.lzh on some archives.

There are a number of graphics boards on the market. Here is a first pass
at listing some of them. The information is based on postings by Ben Gilbert
and Jari Lehto.

C32 board by Matrix Datensystem (Germany)
* 800x608, 256 colors
* all ST/TT models
* 256k, 512k and 1meg versions

C75Z board by Matrix Datensystem (Germany)
* 1024x768, 256 colors
* Mega ST or STe, TT VME Buss

(Matrix GmbH has over 15, maybe over 20 with all versions, different
graphics boards available, from hobbyist to professional, from CAD
to GenLock and digitizing.)

ISAC board by Dover Research Company (U.S.)
* 1024x768, 16 colors from palette of 4096
* makes hi-res look like ST low res, just with a huge window
* Mega ST buss
* Dover Research Co. (612) 492-3913

The Imagine by Wittich Computer GmbH (Germany)
* 1024x768, 256 colors
* Mega ST only

(Versions available for all ST/TT models. Several possible resolutions.
Reasonable price, but slow and not very compatible..)

Crazy Dots by TKR (Germany)
* 1024x768, 256 colors
* Mega ST only

(1280x800, 256 colors out of 16.7 million color palette. 1664x1200 for
both 16 color and monochrome. True color option available. Mega ST,
Mega STe and TT.)

reSOLUTION SuperVGA by GengTec (Germany)
* 8 resolutions, 320x200 through 1600x1200
* 16 colors without driver, 256 out of 256,000 with driver
* 1 mb RAM
* uses a standard VGA monitor
* Mega ST or regular ST
* available in U.S. from Rio Datel, 1-800-782-9110, (702) 454-700

(1024x768 is the highest resolution with 256 colors. Driver is called
Multicolor VGA option. Compatible with NVDI and Blitter. Multisync

monitor recommended.)

AlberTT
* like ISAC card, but specific for TT VME buss

MegaScreen
* 832x624 monochrome
* connects to MegaBus
* works with Spectre

Reflex
*1024x1024 with SM124 monitor
*2048x2048 possible with expansion
*usable with most big-screen displays

ODIN by Marvin AG (Switzerland)
* external expansion
* gives TT-resolutions to a regular ST

Cyrel
* RISC-based card
* extremely costly

Here's a few more cards, available from OverScan GbR, Saentisstrasse 166,
1000 Berlin 48, West Germany, ++49 30 721 94 66, ++49 30 721 56 92 (FAX),
++49 30 727 05 6 (Mailbox, language: German)

Autoswitch OverScan for the ST (NO STE compatibility) is DM 129.--, you
don't have to buy a new monitor. The maximum resolution on a SM 124
is variable, but in most cases at about 732*480.
AutoSwitch OverScan TT is a VME board. It's about 249.-- DM, you also can use
your old monitor, but it only works in the TTs five color modes
(3 ST-compatible modes, 2 TT-modes). Resolutions are variable, ask
OverScan about the values for your monitor.
Falcon ScreenBlaster blows up your Falcons resolution to a maximum of nearly
900*600 on SVGA-monitors. It'll be shipping as soon as Falcon030s
become available, and the pricing will be near 150.-- DM.

Graphics cards for which information is sought:

OmniChrome board by Omnimon Peripherals

JRI GenLock

Atari/Lexicor 24 bit color card

Jari Lehto proposed the following recommendations:

Low budget SVGA - reSOLUTION
Professional high-end use Cyrel (or is it Cyrix?)
Hobby or semi-pro DTP Reflex
Hobby DTP MegaScreen
To obtain TT resolution ODIN

:JOY: ??.??.??
What joysticks work best with the Atari ST?

The Atari ST works with joysticks with a 'standard' D-Socket. IBM-style joysticks, Apple joysticks, and Nintendo joysticks will -not- work.

Some recommended joysticks:

Konix Navigator - "best .. if you want to use it for any length of time"
Gravis - "responsive ... great for games like MidiMaze"
WICO - "strong reed switches, hard plastic and metal components"
Atari - "FAR more controllable and responsive than other, more durable units"

:MODEM: ??.??.??
What modems work with the Atari ST?

Any external modem should work fine with the Atari ST-series of computers. You will need to purchase or build an RS-232 cable. Be sure the cable is capable of establishing DTR with your modem, as many telecommunications packages check the status of the DTR line. (Ask your local hardware guru if you don't know what DTR is...)

The ST can connect to modems at up to 19,200 baud. Practically, you will purchase either a 2400-baud or 9600-baud modem. The cost of 2400-baud modems has dropped so much in the past few years that you should not even consider a slower modem. Believe me, modem speeds under 2400-baud are going to seem SLOOOOOOOW to you!

You will probably need a serial port patch program to use high speed modems on your ST; most versions of TOS have a bug in CTS/RTS handling.

:MONITOR: ??.??.??
What should I know about monitors and the ST?

The monitor is your connection to the ST. Without a monitor, you're typing blind. (Unless, of course, you have an RF modulator on your ST and attach it to your TV set. This is discouraged, as the bandwidth and resolution are pretty terrible for anything other than arcade games.)

There are three monitor choices for those of us owning Atari ST/STe equipment:

1. Monochrome monitors - these include the venerable SM124, one of the sharpest monochrome monitors on the market. Street price is about $150, used monitors should run around $80-90. You can also purchase a 19" monochrome monitor. This gives you a 'big screen' to play around in, and is best for work with DTP and CAD systems. The price is a bit high at $1500+, and you'll need a plug-in board, which is generally set up for the Mega ST machine.

2. Color monitors - including the SC1224 in all of its incarnations (JVC and Goldstar being the primary vendors). The newer monitor, the SC1435, has a 14" screen and stereo sound.

3. Multisync monitors - these monitors provide monochrome and color access in one monitor. The street price is around $450, about $100 more than a standard Atari color monitor. You need to reset your computer to change resolutions. In many cases, a nice little switch box is provided (or you can build one) which does this for you. Examples of multisync monitors include the OMNIMON RAINBOW MONITOR.

There are any number of monitor choices for those owning Atari TT equipment, although they all boil down to 'multisync VGA'. There 14" color VGA monitor from Atari is quite nice, as is the 19" monochrome monitor. Any standard 14" multisync VGA monitor will do as well. Forget moving your SM124 or SC1224 monitor to your new system, the cabling and electronics is just not going to work.

:PCEM: ??.??.??
How can I turn my Atari ST into a PC emulator?
==========
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

Supercharger is the only external PC emulator with 8MHz V30 and 1MB RAM in a nice lunch box. It connects to ST's DMA port and defaults as device 3. It's powered by external power supply. Has 8087 socket and one expansion slot. The 1MB RAM can be used as RAM drive by ST when the IBM side not used.

:SPECTRE: ??.??.??
How can I turn my Atari ST into a Macintosh emulator?
==========
(Thanks to Wayne (trek@ihlpb.att.com) for this info.)

Product: Spectre GCR from Gadgets by Small, Inc
40 W. Littleton Blvd
#210-211
Littleton, CO 80120
Retail: $299.95

Description:
The Spectre GCR is a combination of software and hardware that allows the Atari Mega/ST/STe/TT line of computers to emulate an Apple MacIntosh Plus(tm) Computer. The emulation is so good that most Apple software runs out of the package using your Atari Disk drives to read in the Mac software. It does all of this while running 20% faster than the program would on a MacIntosh Plus and provides you a 30% larger screen area.

The Spectre GCR is a combination of software (written by Gadgets by Small, Inc), a cartridge (also from Gadgets), and a pair of 128K Apple ROMs (from either a MAC 512kE(tm) or Mac Plus - part numbers 342-0341 and 342-0342 which you purchase separately from an Apple source.) The Apple ROMs can currently be purchased for around $150. MacIntosh documentation and software, including the operating system (referred to as System/Finder), are also required to round out the package.

The Spectre software is currently at release Version 3.0. Gadgets supplies fairly frequent updates to allow you to keep up with the Apple OS releases.

The Version 3.0 update retails for $20. Version 3.0 supports 15 of the 128K OS releases up to, but not yet including System 7 releases.

Spectre software supports Mac formatted disks (including formatting your own) with your Atari drives, Mac sound, large screen displays (1280x960) Mac harddisks via SCSI through a Megatalk board (retail $299.95 from Gadgets) or through an ACSI-SCSI host adapter (my Syquest works beautifully- and the excessive use of disk accesses in Mac software will have you wanting a hard drive). Spectre 3.0 also supports DOS Mounter and Apple File Exchange if you are needing MS-DOS data disks for Mac work. Language configuration support, keyboard support, A4 paper size support for Lasers have also been added to 3.0.

Running Spectre:
The feeling you will get when you see your Atari transformed into a MacIntosh with a decent screen is indescribable. The extra flexibility that you get will also make you feel more confident in the greatness of your Atari. You will also get to see some of the frustrations with one of the other sides of the fence - frustrations like excessive disk access, remembering not to remove/change a disk unless the OS tells you to, etc.

Speaking of changing disks, there are major differences in the operating philosophies of an ST and of a MacIntosh. You really must read the documentation that comes with the Spectre GCR (and I for one found that a real delight. Dave and Sandy have a very different approach to software documentation that makes it enjoyable reading.) You should also read the Mac Operating System docs. One other reference you may need if you are going to do much with Mac software is one of the reference manuals referred to as the MacIntosh Bible.

If you ask an Apple dealer if a particular piece of software runs on a GCR, don't figure you will get a straight answer. They won't know. The current compatibility list from Gadgets lists about 450 programs and their release numbers that have been tried and found to work with Spectre GCR. In general, if a piece of software won't work with the GCR, it is probably becuase of copy protection. Most serious Mac software is not copy protected.

One last note - earlier versions of the emulator exist that were not capable of reading Mac disks directly. It's a capability you will want.

(Thanks to Shoou-yu Tang (sytang@lamar.colostate.edu) for this info.)

Spectre GCR is the best availible, you need to obtain a set of 128KB ROM from Apple (they are used in Mac 512KE and Mac Plus, noted that Mac512 use older 64 KB ROM which is not good) to fully utilize the device. Also it's recommanded to use it with MONO monitor and at least 2MB RAM. The Spectre software takes about 300 some KB of memory, so on a 1040 there is not very much left for Mac, especially after the Mac system is loaded. 4MB memory and MONO is best.
It can read/write Mac disk direct using ST's drive (double side drive, as most Mac drive is double side). With DOS mounter or software like that you can read /write ST, IBM disk from the Mac desktop as well (don't try to run the ST, IBM

binary. It's only for file transfer). Or you can use Apple File Exchange to read/write ST, IBM disk.
Syatem 6.0.5 runs fine, system 6.0.6, 6.0.7 runs also. But system 7 will not run with it.

:UPGRADE: ??.??.??
Can/should I upgrade my ST?

The answer depends on the type of ST you currently have, and what you want to do in the future. Be aware that there are a large number of modifications one can perform on the venerable 1040ST, and that newer machines are coming down in cost so much that to obtain a certain feature it may be cheaper to purchase new than to upgrade.

1. Memory - most ST machines may be upgraded to 4 megabytes. The newer STe machines use either SIP or SIMM

2. TOS - for those still running TOS 1.0, now is the time to consider an upgrade. TOS 1.4 has been around for at least 2 years now, and is -much- faster (and safer) for those using hard drives. TOS 2.06 is available as a hardware upgrade to ST and MegaST machines for about $150 from CodeHead

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments, suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Later,
Steven Ourada

--

Steven Ourada -- sourada@iastate.edu

1856. Seeking info: Does BASE TWO run on a Mega STE?

Newsgroup: comp.sys.atari.st
Date: 1993-01-30 21:07:18 UTC
From: kasameye@s69.es.llnl.gov
Message-ID: <148341@lll-winken.LLNL.GOV>
Source record: 211198

Does the Antic database "BASE TWO" work on a Mega STE? I would
appreciate e-mail from anyone with experience trying it.-thanks

Paul

1857. _NEEDED_ <VIDEO KEY>

Newsgroup: comp.sys.atari.st
Date: 1993-01-30 21:10:35 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Jan30.161035.14417@umiami.ir.miami.edu>
Source record: 211199

The subject line says it all...

VIDEO KEY needed.

PLEASE contact me if you have one you wish to sell...

Mark Santora

```
/^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^\
[ Mark Santora ]
[ DLK0MS9S@umiami.ir.miami.edu ]
[ GEnie : M.SANTORA2 Look with more than your eyes... ]
\_________________________________________________________________________/
```

1858. J. Walters: Your number is?

Newsgroup: comp.sys.atari.st
Date: 1993-01-30 22:06:19 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <30JAN93.17061985@cc4.crl.aecl.ca>
Source record: 211172

I tried to find you via directory assistance in T.O. but
could not locate you. Please E-mail your phone number;
I have info for your re: the REFLEX graphics card.

1859. Re: Ideas for programs: FAX

Newsgroup: comp.sys.atari.st
Date: 1993-01-30 22:24:50 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.7JsmQOGq&Dc@yonder.equinox.gen.nz>
Source record: 211200

In <jonal.133.728347831@dhhalden.no>, JON ARVID LOVSTAD writes:

>One? TKR has TeleOffice, I-don't-remember-who has QFax (the best??), in USA
>you've got Joppa's STraight Fax and there must be more...

Are there any shareware ones though?

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1860. Re: STalker vs Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1993-01-31 01:14:19 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.728442859@groucho.phil.ruu.nl>
Source record: 211190

baffoni@phakt.usc.edu (Juxtaposer) writes:

> If you have any other questions, feel free to post or email me at
>baffoni@aludra.usc.edu.

Yes, one very obvious question concerning Connect... How do you get the
dial-dialog to work properly. If you select a number from the list and
click the telephone-icon, the program will tell you that you're already
connected to a host... Makes the program a bit worthless IMO.

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

1861. I need help with rsrc_load from Basic

Newsgroup: comp.sys.atari.st
Date: 1993-01-31 04:13:20 UTC
From: ph9991_imm@rivers.acc.uwrf.edu
Message-ID: <1993Jan30.221320.692@rivers>
Source record: 211001

Help!

I've been trying to design a program which uses .RSC files, and
I can't get rsrc_load to work. I'm using a compiled BASIC same in dialect
to ST-BASIC on the language disk. I pass the pointer to the filename, call
the AES function rsrc_load, and my STe keeps asking me to put disk A: in the
drive. I'm running my program from my ram-disk G:, and I've tried including
full path names and the .RSC extension into the filename. Nothing works.
What should I do?

Larry I.
--
e-mail larry.o.imm@uwrf.edu

1862. Re: Fantasy Games: Captive help.

Newsgroup: comp.sys.atari.st
Date: 1993-01-31 05:03:28 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <74673@cup.portal.com>
Source record: 211002

Questions about Captive...

The robots that fly at ceiling level (so they can't be hit with low-level weapons) can best be fought by using the Anti-Gravity DevScape to flip your party upside down onto the ceiling... then they'll be at the right level to target the robots.. (just be sure there aren't any other enemies in the area on the ground, because you won't be able to hit them from the ceiling..!)

I never tried it, but the Cannon class weapons seem to shoot higher.. maybe they could be used against flying robots too..

I never found a use for the Power Sapper DevScape.. it could be just that, a "red herring"...

BobR

1863. Re: PC Bigotrynex (ADVOCACY)

Newsgroup: comp.sys.atari.st
Date: 1993-01-31 05:21:48 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <74674@cup.portal.com>
Source record: 211003

Gosh Warwick.. I'm sure there must be some remedial reading courses offered at the University of Queensland.. why don't you take advantage of some of them, and learn how to read..?

I'd restate those messages you quoted out of context with smaller, easier to understand words, but I know it would be just wasted effort... you'd quote them out of context too.

Maybe if you find someone to help you with all the big words, you'd be able to understand a little of it. Be sure you have them read you ALL the words, not just a selected few.. it's a lot less confusing for you that way.

(See how it works, folks..? Here we are again, with Warwick just wasting bandwith because he has nothing to say, and no logical answers to the discussion, so he resorts to personal attacks, contrived distortions, and outright lies. Now of course, some of you will flame me for answering him. That will result in even more wasted bandwidth. If Warwick had any thoughts about the issue, or clear arguments to support his position, we might find ourselves involved in a discussion. Now it turns into a flamewar. Please note the sequence of events before wasting even more time and net resources flaming me about this BS.. if you want to argue with me about the ideas I presented, then fine...)

BobR

1864. Re: PC Bigotrynex

Newsgroup: comp.sys.atari.st
Date: 1993-01-31 05:24:02 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <74675@cup.portal.com>
Source record: 211004

01mbmccabe@leo.bsuvc.bsu.edu (Matt) writes:

>Real slick. Like a used car salesman.

Ummm... Matt, you might want to check out how the "16Mhz"
Mega STe works...

BobR

1865. Re: Remember TEMPEST? Does it exist for the atari?

Newsgroup: comp.sys.atari.st
Date: 1993-01-31 05:37:47 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <74677@cup.portal.com>
Source record: 211005

STuffff about TEMPEST for Atari...

There WAS a "Tempest clone" published in ANTIC magazine for the 8bit Atari that was quite good... unfortunately I don't remember the name of it, but I have a feeling that it was written by Tom Hudson... (I just boxed up all my ANTICs to put in the attic, so I can't check very easily).

It used either the Atari Paddle controllers or the joystick.. the paddles were far better, but as mentioned previously, only allowed about 340 degrees of movement. The game was written to take that into consideration though, so it wasn't bad.

There was also a "Tempest-like" game on the Vectrex game console called "Web-Wars"... other than that, I haven't seen any other Tempest clones...

Unfortunately, both the Atari Paddle controllers and the Atari Driving controllers won't work on the ST. The 8bit Atari computer had *8* Analog to Digital converters built in, and the ST has none. The ST has no built in way to read a variable resistance like the paddle controllers. The STe, with its analog joystick ports, *might* be able to read them, though I've never heard of anyone trying it.

(I also can't remember the last time I saw a set of Paddles for sale, much less the Driving controllers... even the stock Atari joystick is getting hard to find.)

I'd love to see a Tempest game for the ST... and I think I'd prefer the joystick over the mouse..

BobR

1866. Re: What's the F in 1040STf

Newsgroup: comp.sys.atari.st
Date: 1993-01-31 05:57:02 UTC
From: mbernar@erenj.com
Message-ID: <1993Jan31.055702.11885@erenj.com>
Source record: 211006

In article <1993Jan30.200225.10979@alw.nih.gov> rvenable@helix.nih.gov (Richard M. Venable) writes:
>In article <25610@galaxy.ucr.edu> phruby@ucrengr.ucr.edu (paul hruby) writes:
>>The F on your computer stands for frequency modulator. Basically, this
>>means you can connect your computer to a TV or VCR. Early 1040STs did
>>not have this capability. (As I remember.)
>
>No, early ST's have the tiny 'F', and it means 'floppy internal'; the letter 'M'
>was used for 'modulator'. The 1040 STFM has an RF modulator, my earlier 1040
>STF does not so I bought something called VideoKey from Practical Solutions to
>get TV and VCR output.
>

I recently openned my 1040STf to clean my floppy disk drive. I noticed an
empty area close to the monitor connector where a modulator might be mounted
for an STfm model. So, I wonder if one can buy modulators to retrofit the
STf with? Has anyone done this before?

Marcelino Bernardo
mbernar@erenj.com

1867. Converting vector graphic formats

Newsgroup: comp.sys.atari.st
Date: 1993-01-31 10:11:00 UTC
From: arosborn@oregon.uoregon.edu
Message-ID: <31JAN199302111398@oregon.uoregon.edu>
Source record: 211007

I have a problem. I need to use graphics created using Aldus Illustrator (line drawings -- mostly maps). I am currently using Arabesque Professional. Please understand: I need vector ("draw") images, not bitmap ("paint"). My version of Arabesque (2.14) can only load GEM/3, Calamus CVG and Arabesque's own AOB files. Aldus is apparently capable of saving images in a wide variety of formats (AI, CGM, DRW, FH3, FT3, GRF, etc.), but not the ones I need. I've enquired locally, and while there are lots of bitmap (NEO, PI?, etc.), nobody seems to know of any vector conversion programs. I'd appreciate any suggestions. Thanks!

Alan Osborn

1868. Re: STalker vs Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1993-01-31 13:05:38 UTC
From: wwc@vsnhda.cern.ch
Message-ID: <1993Jan31.130538.17441@dxcern.cern.ch>
Source record: 211008

> Yes, one very obvious question concerning Connect... How do you get the
> dial-dialog to work properly. If you select a number from the list and
> click the telephone-icon, the program will tell you that you're already
> connected to a host... Makes the program a bit worthless IMO.

I've talked about this problem recently.
Your modem always reports a carrier signal to the computer (due to a mistake in the modem config, old (very old) modem or bad cable for connection modem and ST). This is why CoNnect assumes a CoNnection and refuses to dial. You ca fix this problem anyway. Just enter the first modem dialogue (the button with the two arrows and the digit '1' in the dialing dialogue) and disable CoNnects ability to use the 'DCD-signal'. Leave this dialogue with 'OK' and save the SETUP!! Now you can use the dialer without thhis message...

Wolfgang

1869. Re: Fantasy Games: Captive help.

Newsgroup: comp.sys.atari.st
Date: 1993-01-31 15:30:21 UTC
From: bpat@cs.mcgill.ca
Message-ID: <C1q5qL.MIM@cs.mcgill.ca>
Source record: 211009

In article <C1L48o.CpC@ecf.toronto.edu> alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:
>
>You're absolutely right there! Nada music comes out of my STe.....
>Anybody know if I'm not doing something incredibly wrong or is it supposed
>to be like that? Oh yes, before I forget... For the robots that fly in the
>air, what's the best way to kill 'em? The way I use is to run to the nearest
>electrical outlet, charge up my hand, and start shooting the upper part of
>the screen... This kills 'em but when I'm pressed, it seems reeeely hard to
>actually find an electrical outlet..... Thanx!
>

You need the anti-grav unit. Turn it on, and your robots will walk on the
ceiling. Now, the lower area (Where they thrust their trusty weapons)
is where the flying robots are !!!

Patrick.

1870. * Fer Sale: Me ol' Atari ST, monitor, printers,...(snif)*

Newsgroup: comp.sys.atari.st
Date: 1993-01-31 15:44:18 UTC
From: lch3e@holmes.acc.Virginia.EDU
Message-ID: <1993Jan31.154418.1766@murdoch.acc.Virginia.EDU>
Source record: 211010
Cross-posted to: uva.want-ads,comp.sys.atari.st

Yes, laddies, it's time to sell off the farm.

ATARI 1040 ST 1-meg, MIDI ports (it's really a musician's computer)
TOS 1.0 (compatible with all PD software)
WordPerfect 4.1, games, magazines

$300
ATARI SM124 mono-vga monitor, modified to use full screen,
excellent, sharp picture $125

ATARI SH204 20-meg Hard Drive $175

TOSHIBA P321SL 24-pin PRINTER $125

MAGNAVOX 8CM-515 COLOR MONITOR 640x240 Use with AtariST, Amiga,
older Atari's and Commodore's, CGA IBM-compatible,
and makes a fantastic tv set used with vcr
$275
CITIZEN 180D PRINTER small and light, good performer
$100
12-speed womens bike $70

respond email to lch3e@virginia.edu or (804)295-9995

(snif)

1871. Re: If .AU file is 12 bit, what happened to 4 extra bits?

Newsgroup: comp.sys.atari.st
Date: 1993-01-31 16:06:47 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1kgtenEons@uni-erlangen.de>
Source record: 211011

C556212@mizzou1.missouri.edu (Jeoff Hines) writes:

> While trying to convert an .AU file to something my Replay 4 cart. could
>handle, I asked for help converting the file here on the net. One of the
>replies (sorry I lost your name) told me that the .AU file is a 12 bit
>Sparc station file. If such is true, then when I ran the DIGISTUFF convertor
>file that turned it into an 8-bit unsigned .SND file, why wasn't the file
>size cut down by 30%? (In fact, it was the same size!) If there is some
>funny math going on, where might I find a 12 bit sound player to take
>advantage of the extra sampling? Or was that somehow done by the convertor?
>The converted sound quality is on par with what I expected from an 8000 HZ
>sample comprised of only 1.2 Meg, but lasting 6 minutes. Is a Sparc
>station's reproduction really supposed to be that much better?

Most .au files are packed 8bit files. They are packed from 12 bit to 8bit
with a logarithmic lookup-table. This format is called "MU-LAW". To play
these files on an ST/TT/Falcon in the correct way they must be unpacked
using the inverse table from 8 to 8bit or 16bit.

The new version 1.0 of our program FORTUNE for the falcon will be able to
convert .au - files to many other formats. Fortune 1.0 will be available
at the end of february at atari.archive.umich.edu.
--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

1872. Re: Weird ethernet idea (was: Falcon as X-terminal?)

Newsgroup: comp.sys.atari.st
Date: 1993-01-31 16:30:22 UTC
From: plate@cdsmn.mn.org
Message-ID: <C1q8In.AD6@cdsmn.mn.org>
Source record: 211012

We have recently started using a Xircom Pocket Ethernet adapter
that hangs off of a parallel port on our PC based workstation
(we've run out of slots!). Something like this would be ideal
for the ST. Now it's SMOP!

Regards,
Doug Plate
--
()(*)(*)(*)(*)(*)(*)(*)(*)(*)*(*)(*)(*)(*)(*)(*)(*)(*)(*)()
/ plate@cdsmn.mn.org \
/ / Doug Plate Sr. | "Assume no malice!" \ \
(*)

1873. Re: Programs - I need ideas...!

Newsgroup: comp.sys.atari.st
Date: 1993-01-31 16:32:48 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.728497968@groucho.phil.ruu.nl>
Source record: 211013

jonal@dhhalden.no (JON ARVID LOVSTAD) writes:

>Well, I know one thing I'd like - NeXT's Digital Librarian for the Atari
>line. Check it out, it's marvellous!!

Unfortunately I don't have a NeXT hangin' around here somewhere, so if this
program really is that marvelous, you'd maybe be able to give a short
description of it's functionality -- maybe someone reading it shares
your enthusiasm and starts writing a ST implementation...

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

1874. Re: STalker vs Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1993-01-31 16:40:57 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.728498457@groucho.phil.ruu.nl>
Source record: 211014

wwc@vsnhda.cern.ch (Wolfgang Wander) writes:

>I've talked about this problem recently.
>Your modem always reports a carrier signal to the computer (due to a mistake
>in the modem config, old (very old) modem or bad cable for connection
>modem and ST). This is why CoNnect assumes a CoNnection and refuses to
>dial. You ca fix this problem anyway. Just enter the first modem dialogue
>(the button with the two arrows and the digit '1' in the dialing dialogue)
>and disable CoNnects ability to use the 'DCD-signal'. Leave this dialogue
>with 'OK' and save the SETUP!! Now you can use the dialer without thhis
>message...

Thanks a bunch! I probably wouldn't have discovered this myself, and I'm
really anxious to give Connect a serious try. The program *looks* great...

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

1875. GZIP v0.8.2 Atari available

Newsgroup: comp.sys.atari.st
Date: 1993-01-31 17:36:33 UTC
From: den@abacus.hgs.se
Message-ID: <den.728501793@abacus.hgs.se>
Source record: 211015

I've just uploaded the latest version of GNU ZIP (v0.8.2) to both
ftp.uni-kl.de and atari.archive.umich.edu. It should be downloadable within
a couple of days.

Happy packing!

Snailmail: Daniel Eriksson Internet: m91der@tdb.uu.se OR den@hgs.se
||| Gardskarsvagen 6B Fidonet : 2:205/229 (Doomdark's Revenge)
||| 814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
/ | \ SWEDEN Voice : +46 26 72905 OR +46 26 72901

1876. Re: Remember TEMPEST? Does it exist for the atari?

Newsgroup: comp.sys.atari.st
Date: 1993-01-31 17:48:34 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1kh3dilNNgit@life.ai.mit.edu>
Source record: 211016

In article <1208@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.UUCP () writes:
> One thought on the controller. Ever play the game GYRUSS in
>the arcades? The movement of the spaceship in gyrus was similar to
>the movement in Tempest. However, in Gyruss you actually used
>a joystick. It *did* take a little getting used to, but wasn't
>bad after awhile...

Heh-heh. Read my lips: "5,800,000 points." I loved that game. I wasted
a ton of money on that game. Any game that uses Tocatta and Fugue in
D Minor as the soundtrack *has* to be good...

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

1877. Re: ADVOCACY: Prices, Prices, and more Prices.....

Newsgroup: comp.sys.atari.st
Date: 1993-01-31 18:18:56 UTC
From: ron@zooid.guild.org
Message-ID: <728504336.2886@zooid.guild.org>
Source record: 211017

From: giggey@ecf.toronto.edu (GIGGEY Mike S)
>Everyone seems to be forgetting the other component in a computer system.
>Software!!! Software on both the PC and the Mac is considerably more
>expensive.
>

Yup, it is a lot cheaper to pick up ST software from the clearance bin.

1878. Turbo 25 Accelerator __FOR SALE__

Newsgroup: comp.sys.atari.st
Date: 1993-01-31 20:09:10 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Jan31.150910.14423@umiami.ir.miami.edu>
Source record: 211018
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

For Sale:

T25 in EXCELLENT condition.

Reason for selling, it doesn't seem to want to work in MY Mega ST4. It works in all other types of machines and has been tested in 3 1040's, 2 Megas, and a 520 with all versions of TOS from 1.0 to 2.06.

Selling Price $250 which includes shipping.

Leave e-mail if interested.

Mark Santora

/^^\
[Mark Santora]
[DLK0MS9S@umiami.ir.miami.edu]
[GEnie : M.SANTORA2 Look with more than your eyes...]
____/

1879. Atari STuff for Sale!!

Newsgroup: comp.sys.atari.st
Date: 1993-01-31 20:15:58 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <93031.151558JJL101@psuvm.psu.edu>
Source record: 211019

For Sale:

SLM804 Laser Printer
SM147 14 inch Mono monitor
SC1224 Color monitor

Make an offer on any/all of it!

J.J. Lehett : Atari's, puzzles, games, MIDI, fractals, Kawai K4's...

- Work: JJL101@psuvm.psu.edu Penn State CAC
- Genie: J.LEHETT2
- Delphi: JLEHETT@delphi.com

1880. Help with Uniterm

Newsgroup: comp.sys.atari.st
Date: 1993-01-31 21:07:47 UTC
From: tb1153@thor.albany.edu
Message-ID: <1993Jan31.210747.9406@sarah.albany.edu>
Source record: 211020

Thanks to all from around the globe who have helped with setting up a friend's ATARI 520ST with a modem. We have successfully obtained UNITERM from umich.edu, but when we attempt to load it, we get an error message:

TOS error 35

and a crash. We cannot find any documentation about error messages. Does anyone have a clue about the problem? It is possibe that my floppy drive on my IBM is bad and the UNITERM.PRG file was corrupted, but I made two copies on two separate floppies and neither works.

Please email me (tb1153@csc.albany.edu) or my friend, Phil Brown (pb6755@csc.albany.edu).

--
Tim Beidel
Albany, NY
tb1153@csc.albany.edu
71064.2106@compuserve.com

1881. Re: What's the F in 1040STf

Newsgroup: comp.sys.atari.st
Date: 1993-01-31 22:19:20 UTC
From: matthew@hitech.com.au
Message-ID: <728518755.28948@hitech.com.au>
Source record: 211021

lehmann@cs.tamu.edu (Mark A Lehmann) writes:

>My 1040STf doesn't have a frequency modulator. I bought the 1040STf from
>the dealer based on the single fact that the manual said that it did have
>a frequecy generator. When I bought the new machine (still had the pilfer
>proof tape in tact) I didn't verify this fact. Two months later, I tried to
>hook the 1040STf to a VCR and I discovered that the composite output
>promised by the dealer and the manule just didn't exist. When I called the
>dealer to fix the problem, the answer was "Atari ST's; we used to sell those
>things, but I don't know much about them. Maybe you should buy a Commodore
>128. That should fix your problem."
Yeah, it would, wouldn't it ?

>So maybe only some 1040STf's really have the RF modulator.
No, only 1040STfm's have a modulator. I own a 520 STm, it has a
modulator, but no internal floppy.
--
==========
Matthew Smith-Stubbs -- Brisbane, Australia. -- E-mail : matthew@hitech.com.au
==========
~ Reality is an obsruction to hallucination ~

1882. Can some one tell me about hardware accelorators?

Newsgroup: comp.sys.atari.st
Date: 1993-01-31 22:19:35 UTC
From: chu@acsu.buffalo.edu
Message-ID: <C1qooo.J4@acsu.buffalo.edu>
Source record: 211022

```
The FAQ courtesy of Steven D Ourada says this about hardware accelorators:
>Hardware Accelerators
>=====================
>(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)
>
> 68000 based: ICD adspeed ST/STe
> Fast Tech Turbo T-16 (16MHz)
> T-20 (20MHz)
> T-25 (25MHz)
> 68030 based: Gadget by Small SST (16MHz to 40MHz user changeable, 8 SIMM slot
> 68882 FPU socket, 1 expansion slot, TOS 2.0x).
> Fast Tech : Tiny Turbo
> Full size version

Can someone tell me more about these products? (i.e., prices? caches?
overall performance? ease of installation?) In particular, the SST
sounds really interesting...

Please e-mail. I'll post a summary.

john
chu@acsu.buffalo.edu
```

1883. Alwin Stumpf ...

Newsgroup: comp.sys.atari.st
Date: 1993-01-31 23:25:08 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1993Jan31.232508.17308@olymp.informatik.uni-bonn.de>
Source record: 211023

Hello all,

... I am surprised that noone in this group has commented on the fact that Alwin Stumpf, former head of Atari Germany, is now president of Commodore Germany. (You might have heard of them, they make Amigas :-)

Now we know why he mysteriously left Atari: he got more money from the Commies. None of all those whacky reasons sceptics would have us believe at the time he left Atari.

-- Volker

--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

1884. Re: Profibuch (was Julian Reschke involved

Newsgroup: comp.sys.atari.st
Date: 1993-01-31 23:55:41 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1khottINN1bc0@rs1.rrz.Uni-Koeln.DE>
Source record: 211024

In <1kb2r7INN1gne@obelix.uni-muenster.de> julian@math.uni-muenster.de (Julian F. Reschke) writes:

>In article 26520@newshost.lanl.gov, hutch@bellman.lanl.gov (John Hutchinson) writes:
>> In article 1k5so2INN2ffr@rs1.rrz.Uni-Koeln.DE, aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
>> >P.S.: Is there anyone from the pro-copyright fraction who wants
>> >to argue that volunteers translating the Profibuch would do any
>> >harm to Sybex...?
>>
>> I don't know about the pro-copyright stuff, Jan, but it would be illegal to
>> translate the book and distribute same, even if it was done for free. The
>> copyright laws are very explicit on this and extend across international
>> boundaries. Not that anything would likely happen, but that's the risk.

>I'm not sure what international copyright says, but *I* definitively would be angry.

Why?? Don't you want English speaking folks to benefit from the
Profibuch?

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

1885. For Sale Monkey Island

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 00:23:09 UTC
From: ce830@cleveland.Freenet.Edu
Message-ID: <1khqhdINN2fq@usenet.INS.CWRU.Edu>
Source record: 211025

I have Monkey Island from Lucasfilm for sale for $20.00 OBO
Work great on a hard disk needs 1 meg but will use more.

--
Ron Field ce830@cleveland.freenet.edu (or) ron@mchome.santa-cruz.
ca.us 514 Margaret Av Aptos Ca 95003 (408)688-1508
Waiting for a Falcon

1886. Atari ST color & mono monitors for sale

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 02:35:33 UTC
From: lchiu@ocf.berkeley.edu
Message-ID: <1ki29l$i4p@agate.berkeley.edu>
Source record: 211026

```
Atari SC1224 color monitor $99
Atari SM124 mono monitor $49

Selling to local buyer preferred. Otherwise, buyer pays shipping. ($15)

Monitors in perfect working order (ST broke down, so must sell monitors).
Equipment one year old.

Regards,
Lawrence Chiu 510-799-3875.
```

1887. Re: Question about Falcon SCSI-2 bus.

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 02:36:00 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.911118@cix.compulink.co.uk>
Source record: 211027

In article <7168@tuegate.tue.nl>, wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
>Hello,
>
>I have just finished reading a book that described some of the
>functions of the SCSI bus (not SCSI-2).
>One of the most interesting features of the SCSI bus was "bus
>arbitration". This allows drives to temporarily disconnect from the bus
>to free the bus so other drives and printers and so speed up all
>communication. It could possibly even allow more than one computer to
>share the same bus and drives.
>Can the Falcon SCSI-2 bus do this too?

Re Falcon: No idea. Hopefully yes. It is permissable to have non-arbitr-
ating SCSI systems. i.e goes from bus-free directly to selection phase.

Apparently ICD host adaptor, or rather the DMA bus does not allow for
any other bus master. (current machines). Is this true?

Adam.

1888. Hardware problems (help!!)

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 02:54:22 UTC
From: macleosd@newton.ccs.tuns.ca
Message-ID: <1993Feb1.025422.27493@newton.ccs.tuns.ca>
Source record: 211028

I have an older Atari 520 ST, and a problem seems to have popped up. The system boots fine (from ROM), but as soon as I try to read a disk, lots of bombs appear on screen. I don't believe the drive is at fault, since it was tried on another machine and works fine. Has anyone else had this problem?? If so, I would appreciate any help in finding a solution.

Thanks,
Scott Macleod
(macleosd@newton.ccs.tuns.ca)

1889. Re: Happy Australia Day!

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 03:16:04 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11887@uqcspe.cs.uq.oz.au>
Source record: 211029

ken@isgtec.com (Ken Newman) writes:

>I dunno, my calendar says that today is Australia Day. So since there
>are several people around here that are from the underside of the
>world :), I thought I'd write this. Hey, this isn't a flame, or an
>insult, or about IBM PC's, or Atari going bankrupt! Wow!

And I here "ground hog's day" or some such excuse for a beer is coming
the the US?

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = GNUized |
/ * <-- Computer Science Department, |||||| Atari Machine-Specific |
_.-._/ University of Queensland, _// || _ C++ game library |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1890. Dumb mistake (was: I need help with rsrc_load...)

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 03:32:13 UTC
From: ph9991_imm@rivers.acc.uwrf.edu
Message-ID: <1993Jan31.213214.694@rivers>
Source record: 211030

SORRY!!!

I just found out I was using the wrong pointer to my file-name.

Whatta dumb mistake...

But I have another question to anyone familiar with AES objects...
What exactly does the RADIO_BUTTON attribute do? It seems to keep me
from selecting two radio buttons at the same time, but what if I
have more than one set of exclusive buttons? (like on the desktop Preferences..
item) how do I define those objects?

Any help will be gratefully appreciated.

Thanks!

Larry I.
--
larry.o.imm@uwrf.edu

1891. Re: ADVOCACY: Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 03:35:49 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11889@uqcspe.cs.uq.oz.au>
Source record: 211031

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>Warwick Allison writes:
>> cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>> >I don't care, but I'm sure I were to blow a few minutes looking through
>> >Computer Shopper, I could see a DSP board for $300.
>>
>> Go on then. We're all standing here waiting for you to either do that,
>> or stick your other foot in your mouth.

>Sound 2000 ($425) - CD Quality sound up to 44.1 kHz sampling; 32
>simultaneous stereo voices with 16/32-bit DSP sampled sound (DSP model
>not specified); 127 MIDI instrument sound patches, 47 percussion sounds
>built-in; 16-bit digital audio recording (1 stereo or 2 mono
>channels)/16-bit digital audio playback (2 stereo or 4 mono channels)
>with MIDI interface. Oh, and bundled software.

<Laughs> That's just a sound board. The "DSP" could be a CODEC for
all we know. Can you program that DSP to do JPEG? Didn't think so.
So, for $425 you can buy 1/2 the Falcon's sound HW.

>> I understand you. If the Falcon didn't have the DSP, I wouldn't by it.
>> It would be underpowered and overpriced.

>I think it still is. Then again, you've probably got more of a use for
>the DSP than I do.

I think this is what all the arguments here boil down to. People buy
computers based on needs rather than religion, and that's a GOOD THING.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = GNUized |
/ * <-- Computer Science Department, |||||| Atari Machine-Specific |
_.-._/ University of Queensland, _// || _ C++ game library |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1892. Re: If .AU file is 12 bit, what happened to 4 extra bits?

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 04:26:08 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11892@uqcspe.cs.uq.oz.au>
Source record: 211032

C556212@mizzou1.missouri.edu (Jeoff Hines) writes:

> While trying to convert an .AU file to something my Replay 4 cart. could
>handle, I asked for help converting the file here on the net. One of the
>replies (sorry I lost your name) told me that the .AU file is a 12 bit
>Sparc station file. If such is true, then when I ran the DIGISTUFF convertor
>file that turned it into an 8-bit unsigned .SND file, why wasn't the file
>size cut down by 30%? (In fact, it was the same size!)

This is because the "12bit resolution" of .AU files (u-law encoded)
means they range in linear value from "0" to "4095". However, they
cannot represent all the values in between... they use a logarithmic
scale though - I believe they give higher resolution at the lower
signal levels. The actual values in a .au file are 8bits. Each of
those values can be translated to a 12bit value via a look-up
table. On >=12 bit hardware, that value can be sent directly to
the sound output, but for 8bit sound hardware (eg. STe) the balues
must be scaled down.

So for example:

ULAW(.AU) 12-bit 8-bit
0 -32256 -126
8 -24031 -94
16 -16062 -63
32 -7964 -32
64 -1891 -8
128 32256 126
192 1891 7
255 0 0

The u-law range 0..64 covers the 8-bit range -127..0. (u-law is low-resolution)
The u-law range 192..255 covers the 8-bit range 0..7. (u-law is hi-resolution)

>funny math going on, where might I find a 12 bit sound player to take
>advantage of the extra sampling? Or was that somehow done by the convertor?
>The converted sound quality is on par with what I expected from an 8000 HZ
>sample comprised of only 1.2 Meg, but lasting 6 minutes. Is a Sparc
>station's reproduction really supposed to be that much better?

Yes. U-law does give better sound. But honestly, 16-bit is FAR superior.
U-law was a telephone standard designed to take advantage of the fact that
human hearing is logarithmic.

On an ST (or STe), it should be possible to play U-law files directly,
rather than first converting them to 8-bit (losing data). All you'd need
would be a different mapping from 8-bit value to PSG inputs.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = GNUized |
/ * <-- Computer Science Department, |||||| Atari Machine-Specific |
_.-._/ University of Queensland, _// || _ C++ game library |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1893. Re: NetHack 3.1

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 04:35:11 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11893@uqcspe.cs.uq.oz.au>
Source record: 211033

hmallat@robin.cs.hut.fi (Hannu Mallat ~ PurpleHaze) writes:

>Looks like NetHack 3.1 is here!

>Here's the announcement that was in c.s.g. a few days ago:

>NetHack 3.1 is a new generation of NetHack. Here is a list of some of
>its main new features:

>* The game's display was completely re-written. It is now based on a
> line-of-sight principle, and it gives a new "feel" to the game. The
> new display was written with a standardized window interface, which
> allows easy substitution and addition of windowing systems independent
> of operating system. For example, the UNIX port now supports X11 as
> well as the traditional tty.

YAAAAAAAAAAAAAHOOOOOOOOOOOOOO!!!!!!!!!!!!!

Okay, who's going to do the Atari-specific graphical version!!! I wanna play!

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = GNUized |
/ * <-- Computer Science Department, |||||| Atari Machine-Specific |
_.-._/ University of Queensland, _// || _ C++ game library |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1894. Localbus limitations

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 04:35:53 UTC
From: SML108@psuvm.psu.edu
Message-ID: <93031.233553SML108@psuvm.psu.edu>
Source record: 211034

A PC person told me this weekend that even though LocalBus greatly improves graphics on clones, it still isn't very good because if you try to run more than one thing on the Localbus i.e. a DSP or anything else, its performance is ruined. Can anyone out there refute or verify this?

Scott

1895. Genedit under MROS? (and more..)

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 04:59:29 UTC
From: rasas@minyos.xx.rmit.oz.au
Message-ID: <1kianhINNlml@escargot.xx.rmit.OZ.AU>
Source record: 211035
Cross-posted to: comp.sys.atari.st,bit.listserv.emusic-l,rec.music.makers.synth,rec.music.synth

A friend of mine has some questions that need answering..Please reply in email if possible to me: rasas@minyos.xx.rmit.oz.au or just use the 'r' key..:)

Tanscript follows:
--------------------------start--

Has anyone had success running Cubase and Genedit (Hybrid Arts) under MROS? I have been able to launch both programs but once in Genedit I cannot switch out of it. I am using Steinberg's MROS Switcher program.

Can anyone tell me how to go about getting the V3.0 update for Genedit as I'm sick of ringing California from Oz. and getting an answering machine.

Glenn.

------------------------end---

Also, he has written organising configurations in Genedit for the JV-80 and the JD-800. If anyone would like these just mail me and I'll send 'em to you. Also if someone could point me to an ftp site that would be appropriate I'll upload them.

Cheers,

Greg.

--
_-_|\ Greg Patten.
/ \
_.-.*/ <-- Melbourne, Australia.
v email: rasas@minyos.xx.rmit.oz.au

1896. Re: Localbus limitations

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 05:23:00 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1kic3kINN3nu@tortoise.cis.ohio-state.edu>
Source record: 211036

In article <93031.233553SML108@psuvm.psu.edu> <SML108@psuvm.psu.edu> writes:
>A PC person told me this weekend that even though LocalBus greatly
>improves graphics on clones, it still isn't very good because if you
>try to run more than one thing on the Localbus i.e. a DSP or anything
>else, its performance is ruined. Can anyone out there refute or
>verify this?
>

Always willing to make myself look a fool and show off my ignorance, I'll step forward. (This is all secondhand from ibm.pc.hardware). The stats they give for the bandwidth of local bus is high enough to take more than one device. Several people have stepped forward and said that the problem with IDE drives is bunk..as they have them running off Local BUS (with their graphics card) and the speed are *much* higher. Evidently some IDE drives support 1-3 speed levels, the highest being compatible with LocalBus.

From artilces I have read, the arbitration on most Local Bus implementations could handle 5 or more devices but the arbitration is so ineffcient that it breaks down after 2-3 devices have been hung off the bus. Some versions of Local Bus (they are not all the same) can only handle one device. I have no idea how you find out which is which (but would take the time to find out if I was going to lay down the $$).

OF course the graphics speed of LocalBus is under some contention. Some reviews say it's no faster than the high end Window accelerator boards, others say that it beats all comers. Vastly typical of the DOS world. I have yet to find a copy of NT so I can find out which of the two beasts it really is a) the OS that will kill all others b) a bloated hack which will eat all system resources while making the user suffer through a slow version of Windows 3.1. (I wonder if it's true about the mouse pointer and multi-threaded apps?)

Anybody out there who has *really* used roughly equivalent Local and non-Local Bus PCs who could give us some information on the actual performance gains?

>Scott

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

1897. Re: Fantasy Games

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 05:58:33 UTC
From: boyd@gauss
Message-ID: <1993Feb1.055833.20508@mailer.cc.fsu.edu>
Source record: 211037

IO20066@MAINE.MAINE.EDU wrote:
> Speaking of fantasy games....does anyone remember the simplistic but
> classic Rogue? My copy got eaten by a bad drive years ago and the game
> is no longer made....has anyone got a copy they could part with?

This is apparently a bug in the game. Mine gave me the "Software Pirate,
scum of the earth" tombstone twice (I bought it, and was using the original
disk). Epyx replaced it the first time. I gave up after the second. It was
a great game, although eclipsed by the Dungeon Masters, IMHO.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1898. Re: Help setup modem

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 06:21:54 UTC
From: boyd@gauss
Message-ID: <1993Feb1.062154.21160@mailer.cc.fsu.edu>
Source record: 211038

BEIDEL TIMOTHY (tb1153@csc.albany.edu) wrote:
> A friend at SUNY-Albany would like to use his 520ST as a terminal to work
> off the school's UNIX cluster. I have been pleasantly surprised by the
> machine but don't know anything about it.
>
> 1. What cable should be used to connect the 25-pin "modem" port
> to the external Hayes-compatible modem?

A standard PC modem cable. DB-25 male on one end, DB-25 female on the other,
wired straight through.

> 2. Is there shareware that can enable him to emulate a VT100
> and use Kermit protocol?

Uniterm 2.0e, perhaps the best modem program for your uses. It is free, and
available from atari.archive.umich.edu (via anonymous ftp). There is a
slightly upgraded version available from another site, but I cannot remember
the machine name.

> 3. Where to find good shareware.

The above mentioned ftp site is the best there is. Also, all the contents
therein are mirrored at wuarchive.wustl.edu, in the
/mirrors/archive.umich.edu/atari directory. Wuarchive is sometimes easier to
get to, as umich seems to always have the max number of ftp users.

> He has a double-sided 3.5 inch disk drive, which I assume is 720K.
> A user in the Netherlands tells me that the machine could probably
> read IBM formatted disks (since I will have to download it and
> get it to him somehow).

You can read/write PC disks on the machine. If you have an older version of
TOS, you must use a special program to format the disks on the ST to work on
the PC. I personally use ps2form.tos, also available from atari.archive.
On the pc, format the disks with the command:

format a: /t:80 /n:9

(of course, it could be "b:"). This will format a 720k DSDD for both the
PC and ST.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *

****

1899. Re: FALCON 486 BOARD

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 06:22:08 UTC
From: boris@sys6626.bison.mb.ca
Message-ID: <LV50XB3w165w@sys6626.bison.mb.ca>
Source record: 211039

craig.dunn@almac.co.uk (Craig Dunn) writes:

> Hi.
>
> I tried asking this question in another Atari conference but got, at
> best, sketchy answers.
>
> I've heard that there will be a PC 486 motherboard available for the
> Falcon within the next six months..
>
> Is this true? The rumours "state" that you'll be able to run any PC
> software on the Falcon and that you'll be able to switch between DOS and
> Gem at the flick of a switch....
>
> Any views?
>
> Craig
> <craig.dunn@almac.co.uk>
>

As far as I've heard that's vaporware. There is however a chip socket on
the Falcoln motherboard that looks to take a 386/486 chip. Atari has not
denied the possibility and that's about the extent of my factual
knowledge of that.

ta-ta,
boris

1900. Re: 14.4 modem - What handshaking to use?

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 06:24:34 UTC
From: boyd@gauss
Message-ID: <1993Feb1.062434.21288@mailer.cc.fsu.edu>
Source record: 211040
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michel Forget (mforget@elfhaven.ersys.edmonton.ab.ca) wrote:
> Using high speed modems on the ST is not all that hard, if you have the right
> software. You need a program caled SERFIX11.LZH (ZIP, ZOO, ARC?) that goes in
> your AUTO folder. It will correct a bug that is present in all Atari systems,
> with the exception of the TT I believe.

I was under the impression that TOS 1.2 did NOT have this bug (which was
reintroduced in TOS 1.4). Can anyone confirm this?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1901. ICD Hard Disk Boot program

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 06:26:25 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <25643@galaxy.ucr.edu>
Source record: 211041

Does anyone have the latest version of ICD's hard disk boot disk.
I think its version 6.0.7. I have version 5.4.7 and want to upgrade.
I don't have access to Compuserve and would rather not call long
distance for it. Maybe someone could point me to a FTP site or even
E-mail it to me. Thanks!

Paul

1902. Mouse Master Wanted

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 06:41:49 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <25644@galaxy.ucr.edu>
Source record: 211042

Does anyone have an extra Mouse Master that I could buy from them.
This is a device that lets one connect two joysticks and a mouse
to the ST at the same time. You can switch between joystick and
mouse with a flip of a switch. I probably won't need it until March
when the Falcon comes out (ya, right!). E-mail me if you have one.
Thanks.
Paul

1903. Re: Removeable media

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 06:46:10 UTC
From: boyd@gauss
Message-ID: <1993Feb1.064610.21969@mailer.cc.fsu.edu>
Source record: 211043

John Hutchinson (hutch@bellman.lanl.gov) wrote:
> In article Fzq@gpu.utcs.utoronto.ca, gbcusg@gpu.utcs.utoronto.ca (I. Barnett) writes:
>
> >The new Syquest drives (model 5110C) will read and write 44 meg drives,
> >although the writes to 44 meg cartidges will be 2x as slow.
>
> Darren, do you mean 2x slower than 88Mb cart writes (understandable, I guess)
> or 2x slower than writes on a 44Mb mechanism (not understandable).

Hmm, I would have sworn that the newer 88mb drives could only read the older
disks. I will have to check on this with the folks at TOAD (1-800-448-TOAD).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1904. Re: Malfunctioning harddrive

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 07:14:24 UTC
From: boyd@gauss
Message-ID: <1993Feb1.071424.22765@mailer.cc.fsu.edu>
Source record: 211044

Richard G.C. Storm (I89) (storm@fwi.uva.nl) wrote:
> Hi,
>
> A friend of mine has a hard drive that works perfect
> until you switch on and off the computer. Afterwards OR
> he lost some files OR his disk is said to be full!!!

Two things come to mind. One, he may have a write cache enabled (what kind of host adaptor does he have?), and he is not giving it time to flush before turning the machine off. Two, he may be experiencing the 40-Folder bug, which can be fixed by using foldrxxx.prg (available from atari.archive). If he has an ICD host adaptor, the software will fix this bug itself (but you still have to specify to get it to do it). Also, he might try getting some disk diagnostic programs. I seem to remember that there is a demo version of CleanupST on atari.archive. The best software of this type that I have seen is Diamond Edge. Very nice stuff!

--
****
* Mickey Boyd *
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****

1905. Re: CoNnect trouble: How To Dial????

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 07:31:10 UTC
From: baffoni@aludra.usc.edu
Message-ID: <1kijjuINNi9@aludra.usc.edu>
Source record: 211045

In article <js.728265994@groucho.phil.ruu.nl> Jeroen.Scheerder@let.ruu.nl writes:
>Hi!

Hi!

>After examining CoNnect 1.91 I'm stunned by the following weird
>behaviour: I enter a number in the dialer, and click the phone icon.
>Then I get the message the window is already connected; no dialing
>takes place. Deep shit.

I have had this problem too.

I have found that this can be fixed by turning the modem off and then
on again (I suppose atz should probably work too, but I didn't try it). I
believe this means that the modem is not clearing one of its sense lines
(I forget just now) so that a power on/off should clear it.

>Cheers, Jeroen.

-MikeB

1906. Emulating AtariST on a Mac

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 07:57:22 UTC
From: stenholm@solaris.astro.uu.se
Message-ID: <1kil52INNn60@corax.udac.uu.se>
Source record: 211046

I would like to run my old Atari programs including grafics om my
MacIntosh. Where do I find an AtariST emulator for the Mac?

1907. Re: Profibuch (was Julian Reschke involved

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 08:52:48 UTC
From: julian@math.uni-muenster.de
Message-ID: <1kiod0INN1o6l@obelix.uni-muenster.de>
Source record: 211047

In article 1khottINN1bc0@rs1.rrz.Uni-Koeln.DE, aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
> In <1kb2r7INN1gne@obelix.uni-muenster.de> julian@math.uni-muenster.de (Julian F. Reschke) writes:
> Why?? Don't you want English speaking folks to benefit from the
> Profibuch?

Of course I would. But -- as most other people -- I have to earn money. I do that with books, articles and software development. I am *NOT* going to give away something for free -- at least not a project that consumed a lot of my time in the past five years (not to mention that I am only one of the three authors).

_____ cut here _____
Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de
_____ correct me if I'm wrong _____

1908. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 09:31:48 UTC
From: David.Dell@bbs.actrix.gen.nz
Message-ID: <1993Feb1.093148.21593@actrix.gen.nz>
Source record: 211048
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy,rec.games.video

From all the observations my friends and I have made of the new Amigas and the Falcon 030 (latest revision 4 or greater), it is quite odd to find that the Falcons run -much- faster when higher resolutions and colours are involved. What I'd like to see is some experts explain clearly why a 16 mhz 68030 equipped Falcon can throw 256/65536 colour pixels around better than a 25 mhz 68040 A4000.

I think the new Jeff Minter game for the Falcon illustrates the disparity in graphical power by displaying more than 10 layers of parallax scrolling with 256 colours fore and backgrounds in full arcade speed and accompanied by digitized stereo sound samples. Many people have conjectured that even the A4000 could not produce similar 256 coloured action because of the bitplane graphics format of the Amiga architecture. Even the dedicated consoles like the SNES and Genesis would be hardpressed to reproduce Minter's game at similar speed.

The 32 mhz 56001 DSP in the Falcon 030 is a hidden weapon too, because it can decompress JPEGs in graphical adventures in a split second and can be programmed for the first games that ever used voice recognition in a low cost computer. Commodore is attempting to put the AT&T DSP 3210 in the upgraded version of the A4000, but some hardware experts have told me that if the A4000 with a 68040 is graphically slower at high resolutions compared to a Falcon 030, the DSP would be an elegant waste of technology because of the logjam in the present Amiga chipbus/video architecture.

1909. THE PC FALCON DEBATE.

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 09:49:00 UTC
From: craig.dunn@almac.co.uk
Message-ID: <5033.723.uupcb@almac.co.uk>
Source record: 211049

This is NOT a flame! It's just an extract from a letter in a magazine talking about micros. So I don't wan't people mouthing off about how good their new 586 is.(That is NOT a home micro!) I did not write it. I am mearly passing it on to everyone who's been putting the Falcon down. And I repeat what I said in an earlier piece, "Every computer has it's place, it's good points and it's bad points. A PC is great in the business world with a huge following technically but is a bit pricey from home use. A Falcon is a great home micro which has many uses but will never make an impression in the business market. An Amiga is also a great home computer with good graphics and a large games base but hasn't a hope of making it in the business world. That's the facts. And whomever disagrees is living in a world tinted by their own computers brand names."

"I noticed an advert in your magazine for one of your numerous sister magazines. The interesting part of the advert was not the main content, but the small print at the bottom claiming that a 25MHz clocked 80386SX based PC is faster than the new Falcon.
<text skipped>
Obviously a 25MHz processor, to the uninitiated, will appear faster than a 16MHz processor, but in the quoted case, this is blatantly untrue. The 68030 is a full 32-bit processor with an onboard instruction cache. The 80386SX is a 32-bit processor internally, but with only a 16-bit data bus externally. Thus it takes the 386SX two instruction cycles to access 32 bits of memory, where the 68030 takes just one. Add to this the fact that most 32-bit fetches are for the instructions themselves and it becomes clear that clock speed does not equal processor speed. Far from it, since most CISC processors such as the two above take, on average, several clock cycles to execute a particular instruction and this average cycles-per-instruction ratio varies widely between different processors.
Having said that, there is the general claim that the PC listed is faster than the Falcon. The Falcon will be a state-of-the-art machine and you need a very fast PC to equal its processing power. Processor speed is measured in MIPS (for measuring the execution speed) and in Whetstones (for measuring the mathematics speed) and not in MHz as used by the people at PC <name witheld> and several other PC magazines, though measurement by MHz is useful for comparing different PC compatibles.
To build a PC equal to the Falcon you would need at least a 80386DX based PC, clocked at 33MHz - the high clock speed being needed to compensate for the speed loss because of DOS and the BIOS. You would also need a fast VGA video card (since the cards fitted as standard by most suppliers are inadequate for playing graphically intensive

games), say one of the ORCHID range, a multi-channel sound card and as much memory as you can afford. The cost of such a setup would be in the region of 1,500, for which you could have a Falcon plus lots of extras.
But I was forgetting, the Falcon also contains a DSP 56001. This chip is not just for handling sound and pictures, but is also a lightning fast processor which easily outperforms even a 32MHz 80486 because it can perform operations in parallel and with phenomenal efficiency. So maybe those PC owners who want the sheer processing power of a Falcon had better wait for the 80586 50MHz to come out......"
<name> Electrical Engineer.

The letter does not end there..but this is the part I wanted to let you all read.. Can anyone disprove what is said in this letter? If so, write the fact and then underneath the disproof. I repeat I'm not flaming. I just want the facts, whatever side of the line they lie on, as I use a PC at work and will be using a Falcon at home (soon).

Cheers all.
Craig <craig.dunn@almac.co.uk>

1910. Re: Fantasy Games: Captive help.

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 10:05:20 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.93Feb1095818@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 211050

>>>>> On 28 Jan 93 22:09:59 GMT, alrashi@ecf.toronto.edu (AL RASHID SHAHIR) said:
> to be like that? Oh yes, before I forget... For the robots that fly in the
> air, what's the best way to kill 'em? The way I use is to run to the nearest
> electrical outlet, charge up my hand, and start shooting the upper part of
> the screen... This kills 'em but when I'm pressed, it seems reeeely hard to
> actually find an electrical outlet..... Thanx!

Either get a weapon that fires into the air (a rifle, for example, from memory)
or get an anti-grav thigy (long time since I played, can't remember what they
were called).

I liked Captive at first, but it got too samey. I think I got to the 5th
space station (ie 5 times through ten planets) and then got bored. His
more recent fantasy game (name escapes me) was a lot better.

Kev

1911. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 10:13:43 UTC
From: andrey@cco.caltech.edu
Message-ID: <1kit4nINNbk2@gap.caltech.edu>
Source record: 210951
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy,rec.games.video

David.Dell@bbs.actrix.gen.nz writes:

>The 32 mhz 56001 DSP in the Falcon 030 is a hidden weapon too, because
>it can decompress JPEGs in graphical adventures in a split second and
>can be programmed for the first games that ever used voice recognition
>in a low cost computer. Commodore is attempting to put the AT&T DSP

The 56001 is nowhere near that capable.

>at high resolutions compared to a Falcon 030, the DSP would be an
>elegant waste of technology because of the logjam in the present
>Amiga chipbus/video architecture.

You presume knowledge of Commodore's implementation.
What if the DSP were memory-mapped out in Fast RAM?

Followups to advocacy.

--Andre

--
Andre Yew andrey@cco.caltech.edu (131.215.139.2)

1912. Re: Converting SS disks to DS

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 10:22:03 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Feb1.102203@cs.bham.ac.uk>
Source record: 210952

In article <ogT6XB1w165w@sys6626.bison.mb.ca>, winnipg@sys6626.bison.mb.ca (Winnipg) writes:
|>
|> Is there a way to convert a single sided disk to double sided
|> without losing the files? Wasn't there a program which can do this?
|> I'd like to take a copy-protected program on a ss disk and transfer
|> it to a ds disk.

There is a program called EXTEND.PRG, should be in the Disk Utilities section of atari.archive. Not sure about this 'copy protection' though...

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

1913. Re: Remember TEMPEST? Does it exist for the atari?

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 10:27:14 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1993Feb1.102714.9552@cs.hw.ac.uk>
Source record: 210953

In article <1993Jan29.083027.12869@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>Didn't Atari licence Tempest to Superior Software who released it on the
>BBC Micro? I never played it myself, but it got quite good reviews. Can
>anyone remember how the controls worked?

Yes they did! I have the ad for it in front of me now on the back of the May 1985 issue of Acorn User (why do I keep these old mags?). There is a circle with "Atari approved" written in it. However I think Atari slapped Superior around for their version of Joust so much that it was withdrawn from the market.

I too would like to see an ST version of Tempest too and would be very suprised if Andromeda didn't make one since they did so many arcade conversions to the ST that worked in mono too!

Still on the old game subject. Was there ever ST conversions made of Frogger or Donkey Kong?

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

1914. Re: Converting SS disks to DS

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 10:44:10 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1993Feb1.104410.14507@cs.nott.ac.uk>
Source record: 210954

In article <ogT6XB1w165w@sys6626.bison.mb.ca> winnipg@sys6626.bison.mb.ca (Winnipg) writes:
>
> Is there a way to convert a single sided disk to double sided
>without losing the files? Wasn't there a program which can do this?
>I'd like to take a copy-protected program on a ss disk and transfer
>it to a ds disk.

Not a chance matey!
Most copy protrctions look at the disk format...

Martin

1915. The RFD for advocacy

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 10:51:44 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Feb1.105144@cs.bham.ac.uk>
Source record: 210955

All!

Can everyone who has the slightest point of view on this matter please Goto group news.groups and post an article called

Re: RFD: comp.sys.atari.advocacy

since there's been no discussion of it since my posting the thing on Friday!

The discussion will continue until end of February and if there hasn't been any discussion of it be then then no vote will take place.

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

1916. Re: FALCON 486 BOARD

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 10:55:41 UTC
From: jd10002@eng.cam.ac.uk
Message-ID: <1993Feb1.105541.24370@eng.cam.ac.uk>
Source record: 210956

When this 486 board arrives (assuming the Falcon arrives), do you think will accept PC-clone add-on cards?

It would presumable need a seperate box for this. Even if it doesn't, is it technically feasible within the Falcon archicture and would we see perhaps a rival product with this facility.

I reckon it would be dead useful...

Jason

---
no sig., my name is enough.

1917. knightmare help

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 11:00:23 UTC
From: mcsmiagn@dct.ac.uk
Message-ID: <1993Feb1.110023.3242@dct.ac.uk>
Source record: 210957

yo out there

i could do with some help with knightmare

i got stuck in the third quest

i've got to the jester and got the gold coin but don't know what to
do next???

what do you do with the well??

Al the Dev.

1918. Conner 210Mb w. Mega STe?

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 11:01:45 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Feb1.110145.5753@email.tuwien.ac.at>
Source record: 210958

Has anyone tried to connect a Conner 210Mb SCSI harddisk (15ms, 3.5"x1")
to the Mege STe (internally) with the original host-adapter? Is it possible?

-MY

1919. Re: Fantasy Games

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 11:28:22 UTC
From: jont@harlqn.co.uk
Message-ID: <JONT.93Feb1112822@ml.harlqn.co.uk>
Source record: 210959

In article <74437@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

But even if you disallowed throwing, there are enough keys to
bypass one of the areas on Level 3 and still get through to the
next Level..

Actually you can bypass two of the six areas, since you end up with a
spare key even if you use all possible keys, and one of those uses is
on a non-essential bit near the end of that level. But I don't think
you can complete without throwing, as the "Put the gem back" puzzle on
level 9 requires it (as far as I know anyway).
--

Jon Thackray jont@uk.co.harlqn 44 223 872522 (voice)
Harlequin Ltd. jgt1@uk.ac.cam.phx 44 223 872519 (fax)
Barrington Hall
Barrington
Cambridge CB2 5RG
England

1920. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 11:32:42 UTC
From: matt-dah@dsv.su.se
Message-ID: <2265@vall.dsv.su.se>
Source record: 210960
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

David.Dell@bbs.actrix.gen.nz wrote:

: clearly why a 16 mhz 68030 equipped Falcon can throw 256/65536 colour
: pixels around better than a 25 mhz 68040 A4000.

What is the total palette of the Falcon?

--
==
= Regards = email: = 1280x512x262000+ =
= Mattias = matt-dah@dsv.su.se = I love it. =
==
= If we don't *buy* our programs, there soon won't be =
= any new software for the Amiga. Obvious, is it not? =
==

1921. Re: Dumb mistake (was: I need help with rsrc_load...)

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 11:38:50 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.728566730@groucho.phil.ruu.nl>
Source record: 210961

ph9991_imm@rivers.acc.uwrf.edu writes:

>But I have another question to anyone familiar with AES objects...
>What exactly does the RADIO_BUTTON attribute do? It seems to keep me
>from selecting two radio buttons at the same time, but what if I
>have more than one set of exclusive buttons? (like on the desktop Preferences..
>item) how do I define those objects?

Of any set of radio butons that have the same parent, only one at a time will
be selectable. So, if you put e.g. 2 rbuttons in a box, and 3 other buttons
in another box and then put those 2 boxes in a dialog, you'll have a dialog
with 2 sets of rbuttons. Very simple, in fact.

O, and don't forget to pre-select one of the rbutons of each group (either in
the RSC itself or, better, by setting the appropriate flags in the program
after you've done a rsrc_load & rsrc_gaddr's), since it's very ugly if a
dialog, when opening for the first time, has all it's radio buttons
_de_selected...

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

1922. UNIX GIF to SPC converter wanted

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 11:44:48 UTC
From: dac@ukc.ac.uk
Message-ID: <1092@rook.ukc.ac.uk>
Source record: 210962

Does anyone know of a _UNIX_ utility to convert GIF files to SPC files? Even better would be a PPM to SPC converter (thus allowing all the formats known by the pbmplus utilities to be available).

If there's no such utility, the C source for an existing ST converter would be excellent.

Cheers,
Dave.

1923. Re: Converting SS disks to DS

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 12:04:36 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1993Feb1.120436.23491@aston.ac.uk>
Source record: 210963

There's a program around called expander which runs as a .PRG or ACC (I think; it's a while since I've used it) and works fine. It's french, but it's pretty obvious what to do, only about four incons on the whole thing. Regarding copy protected discs, give up now unless you fancy removing the protection by hand first; most games need to run off the bootsector, and you'd need to be pretty competent as a hacker to do it.

--
Tim Wright. \ Being Human just isn't
wrighttj@uhura.aston.ac.uk \ enough fun.

1924. Re: Keyboard microprocessor sources

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 12:08:23 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <728568503.18680@minster.york.ac.uk>
Source record: 210964

In article <1993Jan29.191324.20847@ra.msstate.edu> cctony@sun1.mcsr.olemiss.edu (Tony Reynolds) writes:
>My mouse pointer will no longer move to the left. I've checked it out
>with another mouse, and indeed the problem is internal to the ST.
>I need to get a keyboard microprocessor (6301 with programming).
>Does anyone have a source for these devices? I can install it myself.

It doesn't sound like the keyboard processor is broken -- if it were, it would be more likely that the whole keyboard and mouse stopped working altogether.

I assume you've checked things like the connection between the mouse socket and the PCB (the socket tends to lift away if it gets a lot of aggro), and the continuity of the PCB track from the socket to the other components on the keyboard PCB?

>Tony Reynolds Have you hugged cctony@sun1.mcsr.olemiss.edu
>Cray Network Intern your Washburn today? (601)232-7206

Mat

Mathew Lodge	"But my Lord! I've been in your family
mjl-b@minster.york.ac.uk	since 1532!" "So has syphilis"
Langwith College, Uni of York, UK	-- Blackadder II

1925. Re: What's the F in 1040STf

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 12:57:25 UTC
From: cdw@dcs.ed.ac.uk
Message-ID: <C1rtBp.6yt@dcs.ed.ac.uk>
Source record: 210965

I always thought the 'f' stood for internal Floppy drive and the 'm'
stood for Modulator - I seem to remember reading it in ATARI explorer
magazine ?

--
==
Chris - JANET: cdw@dcs.ed.ac.uk INTERNET: chrisw@castle.ed.ac.uk
C.Walton@ed.ac.uk C.D.Walton@ed.ac.uk
==

1926. Re: Converting vector graphic formats

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 13:00:32 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Feb1.130032.24462@news.unige.ch>
Source record: 210966

In article <31JAN199302111398@oregon.uoregon.edu>, arosborn@oregon.uoregon.edu (Alan Osborn) writes:
> I have a problem. I need to use graphics created using Aldus Illustrator (line
> drawings -- mostly maps). I am currently using Arabesque Professional. Please
> understand: I need vector ("draw") images, not bitmap ("paint"). My version of
> Arabesque (2.14) can only load GEM/3, Calamus CVG and Arabesque's own AOB
> files. Aldus is apparently capable of saving images in a wide variety of
> formats (AI, CGM, DRW, FH3, FT3, GRF, etc.), but not the ones I need. I've
> enquired locally, and while there are lots of bitmap (NEO, PI?, etc.), nobody
> seems to know of any vector conversion programs. I'd appreciate any
> suggestions. Thanks!
>

This is not exactly an answer. But it is relevant(ish).

I have just created a map for a guidebook, first scanning an old map, then touching up (TouchUp), then vectorising (Avant Vektor - perhaps the best Atari program of all?), then polishing in Didot Lineart (also wonderful).

I then saved to .CVG, and tried to put into Calamus 1.09 (my SL still hasn't arrived, after 2 months. Grrr).

The .CVG imported fine, and behaved perfectly on screen; but when I print ..... The machine locks. I suspect that this means that one of my paths has too many points (or that the graphic as a whole has too many) - I read about that somewhere. I am hoping that the problem will simply go away when Calamus SL finally arrives, but we shall see...

Anyhow, the message is - check more than just the file formats before investing a lot of time - I put about 20 hours into that map 8-(.

Mike Morris.

1927. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 13:10:55 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Feb1.131055.10270@beaver.cs.washington.edu>
Source record: 210967
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

In article <2265@vall.dsv.su.se> matt-dah@dsv.su.se (Mattias Dahlberg) writes:
>David.Dell@bbs.actrix.gen.nz wrote:
>
>: clearly why a 16 mhz 68030 equipped Falcon can throw 256/65536 colour
>: pixels around better than a 25 mhz 68040 A4000.
>
>What is the total palette of the Falcon?
>

The total palette is an 18-bit one, meaning 262,144 colors are possible
in the color-mapped modes. In the true-color modes, I believe you
always just get the same 16-bit (or 15-bit with titling) palette. So
6 bits of (r,g,b) in 256-color mode, and 5 red, 6 green, and 5 blue bits
in true color mode (or just 5 bits for (r,g,b) with titling).

>--
>==
>= Regards = email: = 1280x512x262000+ =
>= Mattias = matt-dah@dsv.su.se = I love it. =
>==
>= If we don't *buy* our programs, there soon won't be =
>= any new software for the Amiga. Obvious, is it not? =
>==

Regards,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

1928. Re: What's the F in 1040STf

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 13:32:08 UTC
From: csg022@cch.coventry.ac.uk
Message-ID: <C1ruxu.Mw1@cck.coventry.ac.uk>
Source record: 210968

In article <25610@galaxy.ucr.edu> phruby@ucrengr.ucr.edu (paul hruby) writes:

>The F on your computer stands for frequency modulator. Basically, this
>means you can connect your computer to a TV or VCR. Early 1040STs did
>not have this capability. (As I remember.)

The f stands for 'floppy' the 'm' stands for 'modulator'

eg. 520 STfm No m...no TV connection, no f....no floppy fitted.
--
+---+
| csg022 is M B Procter | Sincerity, if you can fake that you've got it made. |
| Coventry Uni. England | Whoever said that was thinking of Anne Diamond |
+---+

1929. Re: PC DITTO & Falcon first impressions by a new user...

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 14:09:22 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C1rwnn.EtG@newcastle.ac.uk>
Source record: 210969

Got a Falcon on Saturday, here's what it's like:

(1) I tried running PC-Ditto on my Falcon a few days ago....no go I'm affraid, this is just another of the (extremely large, inspite of what atari might have us believe) list of programs which don't work. Other programs which break include almost ALL games I've tried (out of approx. 50 games, three (older ones) worked. Even Llamatron (which runs on a TT as well as ST/STE) crashes rather badly.

(2) But, that said, I didn't buy it to play old ST games on anyway, the ones I've managed to get going run to fast to be playable anyway.....

(3) The new desktop is a joy to use.

(4) The system is very much faster than an ST. Quick Index reports processing improvements of 450% -> 550% over a standard ST.

(5) There is VERY little in the way of software shipping with the Falcon.
- The games that come with it would have embaressed my old Dragon 32.
& Landmines actually has bugs in it which prevent the sound working properly.
- The System Audio Manager promised has NOT appeared.
- Although the (inadequate) manual tell you how to use it, MultiTOS is NOT there.
- The calculator is a waste of space (it's a PROGRAM, not an accessory).

(6) Although the True Color demos are very pretty, Atari has refused to let their dealer's give them away with the falcon, so there is NO software with generally available to make the machine look anything like the impressive beast it really is....

(7) All my serious software run's fine though (Calamus, WriteOn, HiSoft Basic2 (although it has a slight problem with the new AES dialog check boxes), GNU C, etc) with more speed & less crashes....

First impressions....nice, but not that nice, after all the delay's there should have been a MUCH more professional and impressive package put together than this.

Nice computer, shame about the software.

Mail me if you dare to argue with this first hand experience. It won't change the facts though.....

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

1930. Re: PC DITTO

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 14:34:23 UTC
From: bossoj@aix.rpi.edu
Message-ID: <jww3b7n@rpi.edu>
Source record: 210970

In article <1kc3dbINNonq@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>In article <6bs3qnl@rpi.edu>, bossoj@vccnw02.its.rpi.edu (Joseph Charles Bossolini)
writes:
>>On the subject of PC Ditto: Does anyone know if 3.01 will run
>>on the Falcon?? I have a couple IBM programs that I use, and I
>>can't see spending $300 bucks on an emulator just to run them!
>
>
>It's pretty unlikely! It crashes horribly on the TT! (the one I saw
>anyway). It uses all sorts of fancy tricks to do what it does, and so
>running on the Falcon is unlikely. Any-way, who uses CGA (or whatever
>PC-Ditto emulates) these days!? And it's slow, Compo's 486 Emulator
>Card just plugs straight into the Falcon, and gives you VGA graphics
>(with no need for tricks), and runs at full-speed! (Probably 32Mhz or
>some such thing). This is perfectly acceptable, so you can even
>(if you have lots of RAM and HD space), run Windows, and Wing COmmander 2!
>
>HMMMMMMMMMMMMMMMMMMMMWELLS_S@KOSMOS.WCC.GOVT.NZMMMMMMMMMMMMMMMMMMMMM<

The reason I asked was because i _don't_ need a 486 card. I _don't_ need
windows. I _don't_ need WC 2. I f I wanted those, I would just buy a real
486 instead of the Falcon.

1931. Re: What's the F in 1040STf

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 14:54:02 UTC
From: gbcusg@gpu.utcs.utoronto.ca
Message-ID: <C1ryq3.3xH@gpu.utcs.utoronto.ca>
Source record: 210971

In article <25610@galaxy.ucr.edu> phruby@ucrengr.ucr.edu (paul hruby) writes:
>The F on your computer stands for frequency modulator. Basically, this
>means you can connect your computer to a TV or VCR. Early 1040STs did
>not have this capability. (As I remember.)
>
> Paul Hruby
>

I thought that is what the 'm' stands for in STfm. Doesn't the 'f' mean
that it has an internal floppy drive, as early ST's had external drives?

Darren King, GBC

--
** George Brown College, Toronto ** Due to economic restraints, there **
** gbcusg@gpu.utcs.utoronto.ca ** will be no light at the end of the **
** ** tunnel. -> I. Barnett. **

1932. Conversion from *.GEM to *.IMG

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 14:56:36 UTC
From: bobhays@spss.com
Message-ID: <C1ryuD.E9A@spss.com>
Source record: 210972

I just got Easy Draw V. 2 (I like it, BTW). Now, I'd like,
occasionally, to bring drawings into WordUp! V.2 - can someone supply
a reasonable filter path to take *.GEM (or Easy Draw files) to *.IMG
files (or *.PI3 files) for inclusion into WordUp!?

Thanks and have fun! - Bob

--
==========
The opinions expressed above are those of Bob Hays and not SPSS, Inc.
bobhays@spss.com Phone: (312) 329-3529 | "I'm hovering like a fly, waiting
Fax: (312) 329-3657 | for a windshield on a freeway" -PG

1933. st is rubbish

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 15:01:02 UTC
From: lmvec@westminster.ac.uk
Message-ID: <1993Feb1.150102.8268@westminster.ac.uk>
Source record: 210973

The Amiga 500 is better than the Atari ST

--
==========
|***** Oh Dear.......You've messed with the best. I pity you.**********|
|***** Now you will fully understand the consequences of trying to **********|
|***** breech the security of @WILL-LOCK_1992! Hasta LaVista......**********|

1934. Re: NetHack 3.1

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 15:29:31 UTC
From: christof@wowbagger.pc-labor.uni-bremen.de
Message-ID: <1993Feb1.152931.9760@informatik.uni-bremen.de>
Source record: 210974

In article <11893@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>hmallat@robin.cs.hut.fi (Hannu Mallat ~ PurpleHaze) writes:
>
>>Looks like NetHack 3.1 is here!
>
>>Here's the announcement that was in c.s.g. a few days ago:
>
>>NetHack 3.1 is a new generation of NetHack. Here is a list of some of
>>its main new features:
>
>>* The game's display was completely re-written. It is now based on a
>> line-of-sight principle, and it gives a new "feel" to the game. The
>> new display was written with a standardized window interface, which
>> allows easy substitution and addition of windowing systems independent
>> of operating system. For example, the UNIX port now supports X11 as
>> well as the traditional tty.
>
>
>YAAAAAAAAAAAAAAHOOOOOOOOOOOOOOO!!!!!!!!!!!!!
>
>Okay, who's going to do the Atari-specific graphical version!!! I wanna play!

This weekend I ftp'ed the sources and a friend with a 20MB (RAM, not
HD) TT compiled it (took about 2 hrs - longer than building the gcc ;-)
He's going to make an ST version as well. I could certainly post
all of this stuff to comp.binaries.atari.st RSN, but should I? Maybe Eric
Smith is planning to do the same, so I really don't know what to do...

I'd like to hear your opinion. Send me E-Mail (or post if you can't)
if you really need to see all this stuff posted. In any case I will
make the ST/TT versions available for ftp at 134.102.228.9
(wowbagger@pc-labor.uni-Bremen.de) in a few days (could be a week).
The files will be in pub/atari_st/games (surprise).

BTW, the new nethack 3.1 won't fit into 1 MB of memory anymore! That
is, with all of the new options compiled in. Fanatics with only one
meg should consider upgrading their machines - you wouldn't want to
miss some of the new features, would you?

At last, a big *thank you* to the nethack team and especially Eric
Smith who did the atari port (I really don't care if that delayed the
development of MultiTOS :-)

Nethack 3.1 is stupendous!

Christoph

1935. Local Atari User Group Meeting - Wed Feb 10/93

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 15:30:22 UTC
From: daroloso@math.uwaterloo.ca
Message-ID: <C1s0EM.C4C@math.uwaterloo.ca>
Source record: 210975
Cross-posted to: ont.micro,kw.micro,comp.sys.atari.st,comp.sys.atari.8bit,uw.sys.atari

In February, the Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST)
Atari user group will have a general meeting with the spotlight on
Printing Tricks.

Our 16-bit library currently has over 400 disks of public domain
and shareware software.
In addition, there will be our updated catalog disk and our
disk-of-the-month.
Our 8-bit library is also available at this meeting.

As well as our own newsletter "The Hard Copy", we will also give
attendees the January issue of AtariUser.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Room opens at 7:00 pm. Meeting starts at 7:30 pm.

Wednesday, February 10, 1993
DCS Course Room, Room 2009 (2nd floor)

Call 725-2068 for more information.

Hope to see you there,
Dani Roloson

1936. Re: Is there SLIP software for the ST?

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 15:44:44 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <16B68EB7F.BWWL@ibm.rz.tu-clausthal.de>
Source record: 210976

In article <H.ea.ivMwKJB4iS_@yonder.equinox.gen.nz>
craig@yonder.equinox.gen.nz (Craig Shore) writes:

>In <1993Jan24.062650.12340@zooid.guild.org>, Mike Stramba writes:
>> Is anyone using / know where I can find SLIP software for the ST?
>
>I think this is what you want, TCP/IP software right?
>
>if so,...
>
>ftp.tu-clausthal.de (139.174.1.3)
> /pub/atari/telecomm/tcpip/

...the IP-address has changed from 139.174.1.3 to 139.174.2.10 ;-)
If you use the name instead of the number you won't have any problems.

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

1937. Atari floppy drive to Macintosh?

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 16:07:27 UTC
From: keesh@wsinti01.info.win.tue.nl
Message-ID: <5127@svin09.info.win.tue.nl>
Source record: 210977
Cross-posted to: comp.sys.mac.hardware,comp.sys.atari.st

I can get an external floppy drive for the Atari ST and wonder whether I could connect it to my Mac SE. Of course, I need a special cable, but then, do I need a driver and do these exist, or is their a chance that the MS-DOS capabiltiy of the Super drive driver gets this thing to work? (Atari ST uses basically DOS format, at least I could read the disks with AFE).

Thank you for your attention,
Kees
--
Kees Huizing - Eindhoven Univ of Techn - Dept Math & Comp Sc - The Netherlands
e-mail: keesh@win.tue.nl telephone: +31-40-474120 fax: +31-40-463992

1938. Re: Atari's and Mac software?

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 16:25:42 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb1.162542.3903@newshost.lanl.gov>
Source record: 210978

In article cfOJowy00WBK839mZX@andrew.cmu.edu, Kevin William Ryan <kr0u+@andrew.cmu.edu> () writes:
> I have been told that you can run Mac software on Atari ST machines,
>as a Mac emulator. Can anyone tell me about this? Is this for real? Is
>it worth my while? What version of the Mac system software is runnable?
>

Yep, it's true, as long as you restrict yourself to Mac Plus emulation (b&w only, no color). Buy a Spectre GCR (from Gadgets by Small) and a set of 128K Mac ROMs for around $500 retail (or about 1/2 that used), plug it into the cartridge port of your ST/STe/TT and you may then run Mac s/w faster than a Mac Plus on a larger screen (using Atari's mono monitor). There are caveats, of course, but in general, it's a very slick device that works very well indeed. A used "real" Mac Plus can be had for under $500 now, of course, but there are tradeoffs both ways. Oh, and System 7 is not supported (yet) by the GCR.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1939. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 16:30:46 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Feb1.113046.14425@umiami.ir.miami.edu>
Source record: 210979
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

In article <2265@vall.dsv.su.se>, matt-dah@dsv.su.se (Mattias Dahlberg) writes:
> David.Dell@bbs.actrix.gen.nz wrote:
>
> : clearly why a 16 mhz 68030 equipped Falcon can throw 256/65536 colour
> : pixels around better than a 25 mhz 68040 A4000.
>
> What is the total palette of the Falcon?
>

The Falcon has a total of 256,144 colors with 65,000+ on a 640x480 screen in its maximum resolution. The 256 color mode is available in 320x200, 320x400, 320x480, 320x240, 640x200, 640x400, and 640x480. All of these graphic modes are based around an 8 bit plane. The Amiga 1200 only has a 3 bit plane per color. This makes the graphic handling much harder to manipulate on the Amiga. Rgardless of the custom ships, it can't handle all the fast color changes the Falcon can...

I have no further Communications.

/^^\
[Mark Santora]
[DLK0MS9S@umiami.ir.miami.edu]
[GEnie : M.SANTORA2 Look with more than your eyes...]
____/

1940. Printer Driver

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 16:33:11 UTC
From: dan@mksinfo.uucp
Message-ID: <1993Feb1.163311.15210@mksinfo.uucp>
Source record: 210980

I could not find any other group to post this so here it is:

I enhancing an application that was developped on an IBM PC
using Gem VDI. Right now I'm trying to print on color printers
but I cannot set the user defined pattern to a polychome one.
The code wich work fine on the screen, just use use the pattern
for the printer as if it was a monochrome pattern.

I've tried it with different color printers which all used
their own Gem Driver. And all the printer driver do the same
thing. Am I missing something ?

here is an example:

```
vsf_interior(handle, 4);
vsf_udpat(handle, pattern, 4); // set a 4 plane pattern
vsf_fillarea(handle, 4, box); // simple box
```

if my handle refer to the screen, the pattern will be used to fill
the polygon, if my handle refer to the printer, the first bit plane
will be used, and all the one will be expanded to the current
fill color (last vsf_color). So if anyone has some suggestion
it will be greatly appreciate.

Daniel Anderson

1941. Re: Emulating AtariST on a Mac

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 16:38:31 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb1.163831.5130@newshost.lanl.gov>
Source record: 210981

In article 1kil52INNn60@corax.udac.uu.se, stenholm@solaris.astro.uu.se (Lars Stenholm) writes:
>I would like to run my old Atari programs including grafics om my
>MacIntosh. Where do I find an AtariST emulator for the Mac?
>

You'll have to write one yourself, Lars, as there is no such animal that I know of. There _is_ a device for running Atari software on a PC, however. It's known as the Gemulator... which I still have one for sale, BTW. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1942. Re: What's the F in 1040STf

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 16:44:57 UTC
From: news@newcastle.ac.uk
Message-ID: <C1s3ux.31n@newcastle.ac.uk>
Source record: 210982

In article <1kejmgINNiv3@tamsun.tamu.edu>, lehmann@cs.tamu.edu (Mark A Lehmann) writes:
From: n08z7@turing.newcastle.ac.uk (Craig Graham)
Path: turing!n08z7

>So maybe only some 1040STf's really have the RF modulator.

Here's the rundown of atari naming conventions :

ST : Sixteen / Thirty Two (Sam Tramiel)
TT : Thirty two / Thirty two

STF : st with (F)loppy drive internal.
STM : st with (M)odulator for TV but no internal Floppy

STFM : st with both of the above

STE : st (E)nhanced

So the 1040STf was never meant to have an RF modulator at all.....

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
-----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

1943. Re: FALCON 486 BOARD

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 16:52:57 UTC
From: neurom@stein.u.washington.edu
Message-ID: <1kjkh9INNrgf@shelley.u.washington.edu>
Source record: 210983

Yes, there is. An ATonce card is currently being sold which replaces the 68030 with a 68030/386SX/25 hybrid daughter board. If that doesn't sound like much, let me rekindle the Atari/Amiga war by saying, the best ATonce available for the Amiga is a 286.

He he.

"But, if I have your mind, the rest doesn't matter."

1944. Re: Fantasy Games

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 17:02:58 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1993Feb1.170258.26144@aston.ac.uk>
Source record: 210984

Since there appears to be a Dungeon Master thread in full flow,
I'll post a few queries which I never really had answered before.
Firstly, what exactly does the "Put the gem back" puzzle do? I
don't think I ever tried taking it, as gems always seemed pretty
useless (or aren't they?) so I'd quite like to know. Regarding
the idea of finishing the game using only magic, it'd be quite
tricky. Has anyone tried it? Personally, I like trying to get
through as fast as possible using only one character; I've got
it down to about four and a half hours, although I skipped past
quite a lot on that. Anyone beaten that? (I do hope so, it'll
give me a new challenge :)

--
Tim Wright. \ Being Human just isn't
wrighttj@uhura.aston.ac.uk \ enough fun.

1945. Hardware problems (help!!)

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 17:19:44 UTC
From: macleosd@newton.ccs.tuns.ca
Message-ID: <1993Feb1.171944.12111@newton.ccs.tuns.ca>
Source record: 210985

I have an older Atari 520 ST, and a problem seems to have popped up. The system boots fine (from ROM), but as soon as I try to read a disk, lots of bombs appear on screen. I don't believe the drive is at fault, since it was tried on another machine and works fine. Has anyone else had this problem?? If so, I would appreciate any help in finding a solution.

Thanks,
Scott Macleod
(macleosd@newton.ccs.tuns.ca)

1946. Re: Remember TEMPEST? Does it exist for the atari?

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 17:30:08 UTC
From: chu@acsu.buffalo.edu
Message-ID: <C1s5y8.LCM@acsu.buffalo.edu>
Source record: 210986

In article <74677@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>There WAS a "Tempest clone" published in ANTIC magazine for the
>8bit Atari that was quite good... unfortunately I don't remember
>the name of it, but I have a feeling that it was written by
>Tom Hudson...

Actually, it was in ANALOG and it was called LIVEWIRE! I don't
remember who it was by, but Tom Hudson sounds right to me too.
(Remember the days when there are enough Atari magazines on normal US
bookstand shelves to get confused like this... :-))

>It used either the Atari Paddle controllers or the joystick..
>the paddles were far better, but as mentioned previously, only
>allowed about 340 degrees of movement. The game was written to
>take that into consideration though, so it wasn't bad.

I never had paddles so could never try that out, but the joystick option
actually worked better than I thought it would.

>I'd love to see a Tempest game for the ST... and I think I'd
>prefer the joystick over the mouse..

I liked LIVEWIRE! enough that over the years I kept toying with the
idea of porting LIVEWIRE! to the ST (you know it would be a game that
worked with the monochrome monitor because that's all I have :-)).
However, something else always got in the way (e.g. school). However,
the last I checked (yesterday), my copy of ANALOG with the source was
nowhere to be found. (Remember the days when magazines would publish
source code, even if it was pages and pages of 6502 assembly? :-))
Also, I still don't think of an easy way to do collision detection on
the ST! :-)

In any case, I wonder how legal it is to do a clone of a clone? :-)

john
chu@acsu.buffalo.edu

1947. Re: STOS_3D_Manual?

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 17:33:37 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C1s642.4E8@news2.cis.umn.edu>
Source record: 210987

In article <1kd4fcINNq1a@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>Which magazine!? The original of the program was released approx'
>1 year ago! Why on earth would they release it that soon!?

Atari ST User, Great Britain. STOS-3D was on the disk of the latest issue I've received (albeit, we get imported copies as much as a month after newstand release in Great Britain...)

-- David Paschall-Zimbel

1948. Re: ADVOCACY: Prices, Prices, and more Prices.....

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 17:39:31 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C1s6Dw.4HG@news2.cis.umn.edu>
Source record: 210988

In article <1993Jan30.144937.14256@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:
>If WordFlair doesn't save in ASCII format, then it stinks. WordPerfect can
>easily import ASCII files -- I do all my papers this way.

Before any rumors start spreading, WordFlair *will* save a file in ASCII
format. In fact, the original installation manual gave instructions on
modifying the GDOS ASSIGN.SYS file, which is an ASCII text file.

-- David Paschall-Zimbel

1949. Re: st is rubbish

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 18:34:52 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1993Feb1.183452.27146@aston.ac.uk>
Source record: 210989

I remember my first pint, too. :)

--
Tim Wright. \ Being Human just isn't
wrighttj@uhura.aston.ac.uk \ enough fun.

1950. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 18:42:42 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1kjqv2INNa9m@uwm.edu>
Source record: 210990
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

In article <1993Feb1.113046.14425@umiami.ir.miami.edu>, dlk0ms9s@umiami.ir.miami.edu wrote:
: The Falcon has a total of 256,144 colors with 65,000+ on a 640x480 screen in
: its maximum resolution. The 256 color mode is available in 320x200, 320x400,
: 320x480, 320x240, 640x200, 640x400, and 640x480. All of these graphic modes
: are based around an 8 bit plane. The Amiga 1200 only has a 3 bit plane per
: color. This makes the graphic handling much harder to manipulate on the Amiga.
: Rgardless of the custom ships, it can't handle all the fast color changes the
: Falcon can...

Inaccurate in many points. Firstly, the Amiga 1200 is fully capable of handling 8 bitplanes of graphics. It does so in a 24-bit palette space, unlike the Falcon. The blitter is still somewhat slow, but the system has 0% contention in 320x200 mode at a full 8-bit resolution, the main processor has full access to ram. Its copper is fully capable of fast color changes, and you're quite incorrect in many of your assumptions. And yes, 320x400 is possible in non-interlaced modes. I'll not list the thirty or so possible graphics modes for the AGA chipset, however.

The 12-bit palette is gone under AGA, you're using old information for your determinations.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "Just because Workbench isn't painted like a pimp's BMW doesn't :)
(: mean it's not sharp, elegant, and functional." -Ian Kennedy :)
(: (: (: (: (: (: (: (: (: (: (: (:) :) :) :) :) :) :) :) :) Wubba :)

1951. *** For Sale ***

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 18:43:27 UTC
From: rgmvg330@glen-ellyn.iit.edu
Message-ID: <1993Feb1.184327.26768@glen-ellyn.iit.edu>
Source record: 210991

The following items are for sale:

1040STf, Tos 1.0, 1 Meg Ram, excellent condition - $150
SF 314 Double Sided drive with all cables - $40
16 1Meg Drams - $60
Micronta Multi Meter with Range Doubler - $20

I would rather sell in the Chicago area, but I will ship anywhere in
the US if buyer splits the shipping. Also for anyone that buys the
1040 I will throw in some software including Modula 2 and Mark Williams C.

Mike Gomberg
phone : 312-326-5682
e-mail : rgmvg330@glen-ellyn.iit.edu

1952. Re: ADVOCACY: Prices, Prices, and more Prices.....

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 18:46:09 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Feb1.134609.15353@miavx1.acs.muohio.edu>
Source record: 210992

In article <1993Jan30.144937.14256@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:
>>> Everyone seems to be forgetting the other component in a computer system.
>>> Software!!! Software on both the PC and the Mac is considerably more
>>> expensive.
>>
>> I thought this at first to, until I started looking for software. I
>> use Microsoft Works, which retails for $149. Now its a little more
>> expensive than say, Wordflair II ($119) but it is a lot more useful. I can
>> save my document onto a disk, walk to the computer lab, and print it out
>> with no problem whatsoever. (If Wordlfair II could save in some sort of
>> standard format, like Word, Wordperfect, or Works, I would've bought it in
>> an instant!)
>
> If WordFlair doesn't save in ASCII format, then it stinks. WordPerfect can
> easily import ASCII files -- I do all my papers this way.

But I don't want to go to ASCII, then I lose all my formatting, and
have to spend another 30 minutes in the lab reformatting my document.

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You like Earth Jazz, she likes Klingon \rlcollins@miavx1.acs.muohio.edu
opera, so you compromise, and listen to \RC1DSANU@miamiu.acs.muohio.edu
Klingon opera." -Odo, Star Trek- Deep Space Nine \rcollins@apsvax.aps.muohio.edu
\ R.COLLINS1 on GEnie
----------=======}}}}}}}}(((((((((((}}}}}}}}=======----- 1-FEB-1993

1953. The FOUNDER OF ATARI USES WINDOWS

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 19:15:48 UTC
From: bjgrier@bnr.ca
Message-ID: <C1sAuD.LuD@news.rich.bnr.ca>
Source record: 210993

Here's something I found in the BNR news feed

> Atari founder Nolan Bushnell has high hopes for a new line of
> innovative software. The software, which links desktop computers
> and telephones, will be sold through vendors of computers and
> telecommunications equipment and is intended for companies with
> moderate to heavy telephone usage. Bushnell currently serves as
> chairman of Octus Inc., which will release the first major
> product in the line later this week. Octus faces competition,
> though, from big names such as AT+T who are developing similar
> offerings. Bushnell's software needs personal computers using
> Microsoft Corp.'s Windows, a voice mail system, and Centrix
> telephone equipment in order to run. It enables employees who
> answer phones for one another to exchange messages concerning
> each call on computer screens, refer callers to different
> recipients, dump calls into a voice mail system, fax information,
> and perform other functions.
> Wall Street Journal (02/01/93), P. A5A (Telecom Today)
> MIN 9320

Maybe someone should show him a Falcon?

1954. RFD: comp.sys.atari.advocacy

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 19:25:18 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <!5w37d_@rpi.edu>
Source record: 210157
Cross-posted to: news.announce.newgroups,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8-bit

```
REQUEST FOR DISCUSSION
======================

This is a request for discussion on the creation of a newsgroup for
debates about the Atari range of personal computers.

Group Name
==========
comp.sys.atari.advocacy

Status
======
Unmoderated

Rationale
=========
This group will separate a section of discussion from the current
newsgroup comp.sys.atari.st and atari.8bit.

The discussion of advocacy currently takes up over 50% of the items
in the atari.st newsgroup and so it is felt that the original
purpose of the newsgroup is being left behind.

New users and people who need information about the Atari ST can
continue to use the original group and would hopefully get more
attention if there is less advocacy mail present.

What a FAQ for this group could contain is also a matter for
discussion.

Discussion
==========
Comments on this proposed new newsgroup should be posted to the USENET
newsgroup news.groups. If the reader is not able to do so, comments may
be e-mailed to any of the proposers, at the addresses below, and we will
post them.

Voting
======
If no problems arise, voting will start one month from the posting date
of this RFD.

Proposers
=========
David Oakley dxo@cs.bham.ac.uk
Ian M Rae imr@cs.bham.ac.uk
```

Annius V. Groenink avgroeni@cs.ruu.nl
Jan Kim kim@vax.mpiz-koeln.mpg.dbp.de
-- .___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

1955. Re: installed base (was Re: ADVOCACY: (was Re: Falcon))

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 19:36:50 UTC
From: hjwulfso@unix.amherst.edu
Message-ID: <C1sBtF.57u@unix.amherst.edu>
Source record: 210994

Daniel Hitt (hitt@Xenon.Stanford.EDU) wrote:

} (BTW, if the sound on the Falcon is as good as the claims made for it,
} it should have a natural market among audiophiles.)
}
} dan

No, not audiophiles. Professional musicians and hobbyists.

Harris

1956. NetHack 3.1 binary available!

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 19:51:00 UTC
From: christof@wowbagger.pc-labor.uni-bremen.de
Message-ID: <1993Feb1.195100.10909@informatik.uni-bremen.de>
Source record: 210995

It just so happens... that Nethack 3.1 for the ST is now available on 134.102.228.9 in pub/atari_st/games/nethack31.zoo.

The binary was compiled with all the configurable options included except "show score on bottom line." It will run on a TT as well (in fact, it will probably run on any atari machine with enough memory). As I said in my previous posting, it does *not* fit into 1 meg of memory anymore, to achieve that, some of the features would have had to be discarded, and we certainly didn't want to start off with a reduced version (grin).

A TT-only version (50 KB shorter and *possibly* faster - although it makes no difference when playing) will follow RSN.

Have fun with nethack!

E-Mail me if you have comments, if it doesn't run on the falcon, etc.

Christoph

1957. Re: NetHack 3.1

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 20:39:04 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Feb1.203904.14239@prime.mdata.fi>
Source record: 210996

```
In article <11893@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>hmallat@robin.cs.hut.fi (Hannu Mallat ~ PurpleHaze) writes:
>
>>Looks like NetHack 3.1 is here!
>
>>Here's the announcement that was in c.s.g. a few days ago:
>
>>NetHack 3.1 is a new generation of NetHack. Here is a list of some of
>>its main new features:
>
>>* The game's display was completely re-written. It is now based on a
>> line-of-sight principle, and it gives a new "feel" to the game. The
>> new display was written with a standardized window interface, which
>> allows easy substitution and addition of windowing systems independent
>> of operating system. For example, the UNIX port now supports X11 as
>> well as the traditional tty.
>
>
>YAAAAAAAAAAAAAHOOOOOOOOOOOOOO!!!!!!!!!!!!!
>
>Okay, who's going to do the Atari-specific graphical version!!! I wanna play!

And who's going to compile it and upload it to a.a.u.e so that poor
HD-less Atarians like myself get to try it?

>--
>Warwick
> _-_|\ warwick@cs.uq.oz.au |||||| AMS = GNUized |
> / * <-- Computer Science Department, |||||| Atari Machine-Specific |
> \_.-._/ University of Queensland, _// || \\_ C++ game library |
>_____ v ____ Brisbane, Australia. ______ |_/ || \_| ___________________________|

--
-------------------------------------------------------------------------
| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |
-------------------------------------------------------------------------
```

1958. Re: Remember TEMPEST? Does it exist for the atari?

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 21:03:40 UTC
From: stevew@teleride.on.ca
Message-ID: <C1sFu4.Gr0@teleride.on.ca>
Source record: 210997

In article <C1Iow4.Fz4@math.uwaterloo.ca> mwtilden@math.uwaterloo.ca (Mark W. Tilden) writes:
>
>I've always wanted to get the old arcade game TEMPEST for my ST. It
>was an old vector-monitor game popular in the 80s where you went
>through a variety of shapes blowing away baddies that came up at you.
>Very stylish. You can still see them around some of the arcades. Don't
>know if the atari can handle the speed or not but it's be great to
>see. Could be handled entirely by the mouse. Something I'd definitely
>pay shareware costs for, maybe others would too.

Golly, I bought a copy of Tempest for my ST. It's commercially available (like most Atari software, available is somewhat a relative term). It doesn't port well, because it uses the joystick instead of a little knobby thing, and the sound effects aren't as nice. All in all, it just doesn't have the right feel.

If you really want more info (the distributer or something), I can get it for you, but prepare for disappointment.

--
------- Stephen M. Webb -------

Ack! I've accidentally broken my leg! -- Ed the Happy Clown

1959. Re: ADVOCACY: the future is not in computers

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 21:05:43 UTC
From: glens@natinst.com
Message-ID: <1kk3b7INNkqm@falcon.natinst.com>
Source record: 210998

In article <C1s7Hy.57t@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:

[stuff about CD-I and VIS removed, we all read it]

But am I gonna be able to write programs for these systems? That is what I
spend about %90 of my 'home-computing' time doing. If you buy one of these
CD interactive systems why does that mean you can't have a computer also?
To me it seems like they perform 2 different tasks (although it seems that
a home computer would be more capable of doing both than one of the CD-I
systems for those 'I can only have 1 electronic box in my house' people).

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@natinst.com

1960. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 21:06:33 UTC
From: David.Dell@bbs.actrix.gen.nz
Message-ID: <1993Feb1.210633.25389@actrix.gen.nz>
Source record: 210999
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

The fact about the Atari Falcon 030 performing fast decompressions of JPEGed pictures is just that -- a fact that has been demonstrated. The implications are that a single 1.44 MB disk can be filled with 20-40 compressed pictures that can be displayed very quickly implies that graphical adventure games will be a very gratifying experience on the Falcon 030 compared to other platforms where the main processor literally halts the game to perform decompression.

It would be interesting to put the Falcon up against a 25/33 Mhz 486 running similar games too. Since the SCSI-2 DMA port on the Falcon is capable of 3+ MB/s transfers, it probably is faster than 99% of all the sub $4000 PCs in use today. Of course since Commodore only provided an IDE interface that soaks up almost 100% of the '040 CPU in the A4000 and still only manages around 1 MB/s rates, so an application like JPEG decompression will feel slow and awkward relative to the Falcon 030/56001 dual processor scheme.

Because Commodore chose to install a low density 800KB drive in the A1200 means that software will be distributed on 800K disks while every other platform will use 1.44 MB as standard. It is interesting to note that if the Falcons were in a LocalTalk network setup, data would be transferred as quickly between them as would an A4000 user trying to load the data directly from the 'dual-speed' Chinon floppy drive! The LAN chip can be programmed to operate 2-3 times faster, while the A4000 user must wait for promised future chipset before he/she can use a normal 1.44 MB drive found in all other systems.

1961. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 21:09:43 UTC
From: glens@natinst.com
Message-ID: <1kk3inINNktk@falcon.natinst.com>
Source record: 211000
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

In article <1kjqv2INNa9m@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>
> The blitter is still somewhat slow, but the system
>has 0% contention in 320x200 mode at a full 8-bit resolution, the main
>processor has full access to ram.

IF you have added FAST RAM to your A1200 of course.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@natinst.com

1962. Re: Remember TEMPEST? Does it exist for the atari?

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 21:33:28 UTC
From: tose@brosme.dhmolde.no
Message-ID: <TOSE.93Feb1213328@brosme.dhmolde.no>
Source record: 210876

>>>>> On 28 Jan 93 17:53:46 GMT, whitcomb@aurs01.UUCP (Jonathan Whitcomb) said:

> In article <C1Iow4.Fz4@math.uwaterloo.ca> mwtilden@math.uwaterloo.ca (Mark W. Tilden) writes:
>
>I've always wanted to get the old arcade game TEMPEST for my ST. It
>was an old vector-monitor game popular in the 80s where you went
>through a variety of shapes blowing away baddies that came up at you.
>Very stylish. You can still see them around some of the arcades. Don't
>know if the atari can handle the speed or not but it's be great to
>see. Could be handled entirely by the mouse. Something I'd definitely
>pay shareware costs for, maybe others would too.

There was a commercial Tempest out but it was so incredibly badly done that everybody just laughed and threw it in the dustbin. Someone obviously never heard about "quality control" and "game testing" etc. It looked like it was ported straight from the Spectrum and slowed down.

On the Amstrad CPC range of machines there was a decent Tempest though.. I still remember it as being one of my fave games on that machine..

Actually I think it was released by Atari themselves.. Makes you wonder what Steel Talons will look like on the Falcon.. let's hope they've got some new programmers..

Cheers,

Torbjoern Ose - tose@brosme.dhmolde.no

--
Torbjorn Ose - tose@unix03.dhmolde.no - "Things Take Time - Piet Hein"

1963. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 22:27:50 UTC
From: chuj@spot.Colorado.EDU
Message-ID: <1993Feb1.222750.6082@colorado.edu>
Source record: 210851
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

Where can I see a demo of this FALCON beast? (Denver, CO.) I sold my
ST system last year and now want a FALCON to replace the ST that is gone.
Currently how much software is available for the FALCON.
Please reply in E-MAIL:

chuj@spot.colorado.edu

Thanks,
Jeff

1964. Mac Emulator FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 22:28:26 UTC
From: jkrakover@sma2.rain.com
Message-ID: <1993Feb1.222826.1766@sma2.rain.com>
Source record: 210852

FOR SALE...

Spectre GCR with ROMS--------$210
Has everything you need to plug in and go, roms, cable, mac OS, and docs.
Reason for selling--I have two of them.

Thanks,
Jonathan
503-666-8568

1965. Accelerator board FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 22:35:48 UTC
From: jkrakover@sma2.rain.com
Message-ID: <1993Feb1.223548.1853@sma2.rain.com>
Source record: 210853

FOR SALE....

ST accelerator board by C.M.I.--------$99
Comes with docs and all wires and switches needed

Has sockets for 68000, Blitter chip, FPU(68881) chip, and fast roms.
Can be installed on top of old 68000 or in place of it.
Has switch for 8/16 MHz

Will give a 35-45% increase in all applications
FPU (if installed) will give 1000% increase in math routines

Thanks,
Jonathan
503-666-8568

1966. X-windows for the Atari line

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 22:42:50 UTC
From: mlake@irscscm.UUCP
Message-ID: <1993Feb1.224250.19379@irscscm.UUCP>
Source record: 210854

I saw the following posted to comp.windows.x if anyone is interested.
I deleted the non-Atari stuff.

```
==============================================================================
X Servers for DOS, Microsoft Windows, OS/2, Macs, Amigas, Atari
==============================================================================
February 1, 1993 - Volume 10.0
==============================================================================
=Atari=Atari=Atari=Atari=Atari=Atari=Atari=Atari=Atari=Atari=Atari=Atari=Atari==
X/TOS/window/server and X/TOS/window/server/color
================================================
Vendor:
X/software Michael Gehret
X/TOS division
Marktstrasse 8
W-8944 Groenenbach
Germany
TEL: +49 8334 1411
FAX: +49 8334 6245
email: xtosinfo@xsoft.uucp
Price:
X/TOS/window/server (for all TOS computers) DM 1,098.00
X/TOS/window/server/color (for all TOS computers) DM 1,498.00
option 030 (for 68030 or 68040 processors only) DM 98.00
X/TOS/window/server/color option 030 and option PEX T.B.A.
overseas order handling DM 100.00
none-EC European order handling DM 50.00
Latest Version:
502.*
CPU:
Atari Mega ST, STE, TT
68000 to 68040
Memory:
2 Mbytes (4 Mbytes recommended)
Operating System:
TOS 1.4 or higher
Mouse:
Atari mouse
Graphics:
X/TOS/window/server:
monochrome 640x400x1,
monochrome 1280x960x1 (TT, SM194)
X/TOS/window/server/color:
monochrome 640x400x1,
```

monochrome 1280x960x1 (TT, SM194)
color 320x200x4
color 640x200x2
color 640x480x4
color 320x480x8
Ethernet Card:
Atari Card (Mega or VME bus)
Riebl/Wacker (Mega or VME bus)
Biodata BioNet 100 II (DMA port or VME bus)
Network Software:
Atari/Riebl/Wacker ANS TCP/IP
Biodata TCP/IP
Disk Space:
none (two floppy disks, may load fonts from second disk or font server)
Features:
full X11 Release 5 implementation
Shape, Multi-Buffering, MIT-SUNDRY-NONSTANDARD extensions
PEX extension optional
support of font server protocol
support of X Display Manager Protocol
access control support
compatible to OSF/Motif and OpenLook
high performance (more than 32,000 Xstones on TT)
fast cursor tracking
backing store and save unders support
size of virtual screen limited by memory only, automatic panning
X/TOS/window/server/color supports all video modes at the same time,
including dynamic visuals
loadable key maps (xmodmap format), full support for European keyboard
layouts
3-button mouse emulation with Atari 2-button mouse
may run parallel to GEM (switching with hot key), configurable multi
tasking priorities
about 50 fonts supplied
=Atari=Atari=Atari=Atari=Atari=Atari=Atari=Atari=Atari=Atari=Atari=Atari=Atari==
===The-End===The-End===The-End==The-End==The-End==The-End===The-End===The-End===

|=| Daniel J. McCoy |=| I-NET |=|
|=| NASA Mail Code PT4 |=| TEL: (713)483-0950 |=|
|=| NASA/Johnson Space Center |=| FAX: (713)244-5698 |=|
|=| Houston, Texas 77058 |=| mccoy@gothamcity.jsc.nasa.gov |=|

--
Marshall Lake
mlake%irscscm%media@uunet.uu.net
...!uunet!{media,mimsy!bogart}!irscscm!mlake
mlake@irscscm.UUCP

1967. Re: ADVOCACY: Prices, Prices, and more Prices.....

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 22:55:40 UTC
From: gfarrell@cs.sfu.ca
Message-ID: <1993Feb1.225540.8392@cs.sfu.ca>
Source record: 210855

In article <1993Jan30.144937.14256@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>If WordFlair doesn't save in ASCII format, then it stinks. WordPerfect can
>easily import ASCII files -- I do all my papers this way.

Fear not. Wordflair II (and, I presume, Wordflair I) does save and read
ASCII.

>
> -Matt

--

Gordon Farrell |e-mail:gfarrell@cs.sfu.ca |"Shee, you guys are so unhip
| gordonf@sfu.ca | it's a wonder your bums
Simon Fraser University | | don't fall off."

1968. Amax II death under 2.1 with 2.05 ROM

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 22:56:31 UTC
From: beachler@iastate.edu
Message-ID: <C1sL29.Lw9@news.iastate.edu>
Source record: 210856
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

I just installed a new 2.05 (not 2.04) rom in my A500 rev 5.
Everything seemed to be functioning properly under 2.1 with my A590/A500
combination until I tried to run Amax II from my hard drive partition.
Amax has no problem finding the 128K roms but once you try to actually
boot, the screen sets itself to the preferenced colors and then freezes
in a blank state. It never makes it to the happy/sad/question mark mac
screen. The setup part of Amax recognizes my partition name and driver
(scsi.amhd) but doesn't appear to successfully attempt disk access
(no access light blink). Yet I believe the driver is at the root of
my problem. If I make sure the partition is not mounted, Amax functions
fine and will boot from floppy. If I remove scsi.amhd from DEVS, Amax
recognizes my partition name and complains that it can't find the scsi
driver but still boots OK from floppy. I even tried a newer version of
the scsi.amhd driver I obtained from someone with Amax 2.5...same results.
Am I doomed to go back to floppy-only access? I tried reformatting under
2.1, mountlists, automounting...all with the same results.
Anyone have any ideas...590 ROMs, new scsi.amhd driver, anything?

Thanks to all in advance!!!
Rich Beachler
beachler@iastate.edu

1969. Looking for DL or GL Viewer for the ST(E)

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 23:07:04 UTC
From: malay@sae.com
Message-ID: <1993Feb1.230704.10133@sae.com>
Source record: 210857

Do these exist for the ST(E)??

Maybe a MPEG viewer???

Anybody know?

Bob Malay

1970. Clone-sales slickness (like a car salesman)

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 23:33:04 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Feb1.183304.14342@bsu-ucs>
Source record: 210858

>>Real slick. Like a used car salesman.
>
> Ummm... Matt, you might want to check out how the "16Mhz"
> Mega STe works...
>
> BobR

Is it marketed any differently than how it actually is? I've read a TOAD catalog, and another ad (Computer Studio???) and they were both very clear abou the CPU cache.

-Matt

P.S. Lemme know if you find sales-droid slickness elsewhere -- I'm still not clairvoyant. :)

1971. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 23:34:03 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1kkc1bINNdf1@uwm.edu>
Source record: 210859
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

In article <1kk3inINNktk@falcon.natinst.com>, Glen Sescila (glens@natinst.com) wrote:
: In article <1kjqv2INNa9m@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
: >
: > The blitter is still somewhat slow, but the system
: >has 0% contention in 320x200 mode at a full 8-bit resolution, the main
: >processor has full access to ram.

: IF you have added FAST RAM to your A1200 of course.

Did I _MENTION_ fast ram? No. If you're running in 320x200x8, there's
no contention out of chip ram. One doesn't need fast ram to get decent
speed, then. Fast ram will add, perhaps, 20% to the speed, however.

Sure beats Yet Another Crippled System, yet another 16-bit memory arch...

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "Just because Workbench isn't painted like a pimp's BMW doesn't :)
(: mean it's not sharp, elegant, and functional." -Ian Kennedy :)
(: (: (: (: (: (: (: (: (: (: (: (:) :) :) :) :) :) :) :) :) Wubba :)

1972. Re: Fantasy Games

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 23:37:12 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.RJEH8AocHVI@semprini.tdkcs.waterloo.on.ca>
Source record: 210860

In <93026.140528IO20066@MAINE.MAINE.EDU>, IO20066@MAINE.MAINE.EDU writes:
> Speaking of fantasy games....does anyone remember the simplistic but
> classic Rogue? My copy got eaten by a bad drive years ago and the game
> is no longer made....has anyone got a copy they could part with?

Well, there's a text-only version with no documentation on
atari.archive.umich.edu in /atari/Games...

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1973. Atari System for Sale

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 23:37:18 UTC
From: caude@comtch.spk.wa.us
Message-ID: <VsgByB2w165w@comtch.spk.wa.us>
Source record: 210861

I have an Atari ST computer system for sale. I will sell it either in
peices or as one big package. Here is what I have:

Hardware
========
Atari Mega ST4 Computer (w/ TOS 1.4, Mega STe keyboard,
and GoldenImage mouse) $475
Atari SLM804 Laser Printer $475
Spectre GCR w/ ROMs and software $225
SuperCharger w/ 1Mb RAM and software $225
Amplified Stereo Adaptor $30
2 TAC30 Joysticks $25

Software
========
Calamus 1.09 $90
GFA Draft Plus $15
WordPerfect 4.1 $80
Red Storm Rising $25
Ultima IV $25
Planetarium $25
GFA Basic 2.0 and 3.0 w/ ref manual $70
UltraScript $70
BBS Express! ST 1.79 $70
==
Total $1925

Entire Package (-10%) $1730

These prices do not include shipping. If you are interested, I (Chuck)
can be reached at:

509-235-8746 (voice),
Chuck Aude at 1:346/18.0 (FidoNet),
or caude@comtch.spk.wa.us (InterNet).

--
caude@comtch.spk.wa.us (Chuck Aude)
IEAx for lack of a better name... (509) 624-0744

1974. Re: Happy Australia Day!

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 23:41:42 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.s9r9eLbSxLs@semprini.tdkcs.waterloo.on.ca>
Source record: 210862

In <11887@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> And I here "ground hog's day" or some such excuse for a beer is coming
> the the US?

Gound Hog's Day works in Canada, too... Feb.2... "If the groundhog
sees its shadow on Feb.2, there's six more weeks of winter..."

If it's this cold tomorrow, it'll freeze it's face off...

--
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Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1975. Re: Localbus limitations

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 23:49:04 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.cZ3TkjaifUA@semprini.tdkcs.waterloo.on.ca>
Source record: 210863

In <93031.233553SML108@psuvm.psu.edu>, <SML108@psuvm.psu.edu> writes:
> A PC person told me this weekend that even though LocalBus greatly
> improves graphics on clones, it still isn't very good because if you
> try to run more than one thing on the Localbus i.e. a DSP or anything
> else, its performance is ruined. Can anyone out there refute or
> verify this?

No way.

The VESA LocalBus standard specifies up to three cards... Video and
nice fast SCSI-II cards will be the most common uses. If using two
cards there ruined the performance, there'd be no point in having the
extra slots...

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Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1976. Re: STalker vs Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 23:49:38 UTC
From: ken@isgtec.com
Message-ID: <4132@isgtec.isgtec.com>
Source record: 210864

In article <1ka25dINNg06@phakt.usc.edu> baffoni@phakt.usc.edu (Juxtaposer) writes:
> I don't know if you missed it, but in the conneng.txt file, it
> describes how to make CoNnect English-user friendly. All you have to do is
> to move connect.rsc out of the connect directory

I did do this, that's not what I mean. The menus were in English...

> In fact the only thing that will not appear in English is
> the manual

That's the problem. :)
The only thing? Kind of important, wouldn't you say?

> Using the included
> Fonts, you can use a font that is decently readable while still giving you
> 80x24 screen (to do that, just put the ANSI and ANSILITE fonts in to a folder
> called GEMSYS in the same directory as CoNnect).

That's what I needed the manual for.

Damn, why didn't the author distribute it as a complete tree! (like a
GEMSYS directory already there!) I *hate* when people put archives inside
of archives! (CsTex seems to take this to ridiculous lengths by putting
lharc archives inside a zoo archive! Arghhh! Why not zoo (2.1) the whole
damn tree!)

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

1977. Re: NetHack 3.1 binary available!

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 23:51:51 UTC
From: rosenkra@convex.com
Message-ID: <1993Feb01.235151.11038@convex.com>
Source record: 210865

In article <1993Feb1.195100.10909@informatik.uni-bremen.de>
christof@wowbagger.pc-labor.uni-bremen.de (Christoph Koerner) writes:
>It just so happens... that Nethack 3.1 for the ST is now available on
>134.102.228.9 in pub/atari_st/games/nethack31.zoo.

before i dl it...does it require color monitor? is is gem based or text?

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1978. Re: OMEGA HELP????????

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 23:56:12 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.SK21DupsYsw@semprini.tdkcs.waterloo.on.ca>
Source record: 210866

In <C1IMzB.9tp@cck.coventry.ac.uk>, PROC writes:
> The author will hate me for this....
> Try editing the ODLAIR.DAT file to have no monsters and
> loads of treasure.....
> Sorry.

Or you could simply sneak into the Dragon's Lair, cast "Sanctuary", and
use Energy Drain on the huge dragons until they die...

--
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Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1979. Re: PC DITTO

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 23:59:04 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.ECE&m_oZ1_6@semprini.tdkcs.waterloo.on.ca>
Source record: 210867

In <6bs3qnl@rpi.edu>, Joseph Charles Bossolini writes:
> On the subject of PC Ditto: Does anyone know if 3.01 will run
> on the Falcon?? I have a couple IBM programs that I use, and I
> can't see spending $300 bucks on an emulator just to run them!

Well, since the original PC-ditto (ie, software only) won't run on
anything but a 68000, and the company is long-dead...

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Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1980. Re: The RFD for advocacy

Newsgroup: comp.sys.atari.st
Date: 1993-02-01 23:59:54 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.XoMHdnBb4mU@yonder.equinox.gen.nz>
Source record: 210868
Cross-posted to: comp.sys.atari.st,news.groups

In <1993Feb1.105144@cs.bham.ac.uk>, David Oakley writes:

>Can everyone who has the slightest point of view on this matter please Goto group
>news.groups and post an article called
>
>Re: RFD: comp.sys.atari.advocacy
>
>since there's been no discussion of it since my posting the thing on Friday!
>
>The discussion will continue until end of February and if there hasn't been any
>discussion of it be then then no vote will take place.

How can a discussion be very big if everybody either doesn't care or thinks
it's a good idea?

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

1981. Re: RayShade on Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 00:04:56 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.nXMbXjdIOLc@semprini.tdkcs.waterloo.on.ca>
Source record: 210869

In <2601@blue.cis.pitt.edu>, William B Dwinnell writes:
>
> For that matter, has anyone compilerd (sorry, I meant 'compiled')
> PoV for the Atari?

I did several months ago... I've been waiting impatiently for the
POV-Team leader to give me permission to upload it everywhere. I even
did a TT-specific version.

I haven't heard from the POV people in months. I may upload it soon
anyway and take my chances (hey, they've had about SIX MONTHS
warning)...

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Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1982. Re: Removeable media

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 00:06:02 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Feb1190602@kropotkin.gnu.ai.mit.edu>
Source record: 210870

In article <1993Feb1.064610.21969@mailer.cc.fsu.edu> boyd@gauss (Mickey Boyd) writes:
>John Hutchinson (hutch@bellman.lanl.gov) wrote:
>> In article Fzq@gpu.utcs.utoronto.ca, gbcusg@gpu.utcs.utoronto.ca (I. Barnett) writes:
>>
>> >The new Syquest drives (model 5110C) will read and write 44 meg drives,
>> >although the writes to 44 meg cartidges will be 2x as slow.
>>
>> Darren, do you mean 2x slower than 88Mb cart writes (understandable, I guess)
>> or 2x slower than writes on a 44Mb mechanism (not understandable).
>
>Hmm, I would have sworn that the newer 88mb drives could only read the older
>disks. I will have to check on this with the folks at TOAD (1-800-448-TOAD).

The original 88 meg Syquest could read (but not write) 44 meg carts.
Syquest just released this new one that can read and write on 44 meg
carts. I don't know if Toad has these mechanisms available.

cheers,
entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, and Xerox. Join the League for
Programming Freedom! Write to lpf@uunet.uu.net for more information.

1983. Re: RayShade on Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 00:06:18 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.3IpLN735E02@semprini.tdkcs.waterloo.on.ca>
Source record: 210871

In <1993Jan27.120157.17841@email.tuwien.ac.at>, Marinos Yannikos writes:
> wbdst+@pitt.edu (William B Dwinnell) writes:
> :
> : For that matter, has anyone compilerd (sorry, I meant 'compiled')
> : PoV for the Atari?
>
> Sure, with GCC and MiNT it's just compile-and-run, I even wrote a
> simple converter for the MTV-compatible .RAW output (which can
> be displayed with Photochrome)...

Very simple... takes a while to churn through GCC though!

I'm also writing a CAD-3d -> POV-Ray converter... If all goes well,
you'll be able to use CAD-3D objects in POV-Ray images.

--
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Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1984. Re: ADVOCACY: the future is not in computers

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 01:15:06 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <C1srH6.1xB@ucunix.san.uc.edu>
Source record: 210872

In article <C1s7Hy.57t@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>Just two simple acronyms:
>
> VIS
>
>Both of these CD-ROM-based technologies are available, NOW, with a large
>number of software products available and more on the horizon. They don't
>require any measure of 'computer knowledge', they use a hand controller
>similar to that of most video game machines, and they cost less than $800 --
>including the ability to play audio Compact Discs!

I have to disagree with you here, At least with the VIS. I spent some
time at Radio shack the other night infront of the VIS demo station. I
was sucked over by a bird locked in a cage wanting to get out, So I
did... I was quite impressed, a real mulitmedia machine. As I continued
to use it, I found it was nothing more than a "Nintendo on steroids"
(sorry, I couldn't resist ;^>). The graphics was jerky and slow. The
graphics probably could have been faster with better anamation, but it
was rather slow. I imagined good old Cyberpaint with the speed control
locked on "turtle" mode (Ok, so I am making a point, I was slower than I
expected, much!). If that didn't bother the people around me, the disk
access sure did. Many people got discouraged, looking at there watched
every time the "artificial" (would it be called) computer loaded the
next segment. (The left, I of course stayed) I also thought the colors
could have been better. The bird seemed to be in a simple 8 or 10 shade
purple (I'm being generous it think, but I don't know the actual number,
I could be full of it). I was expecting a multimedia device to be in
"The Mind's Eye" type colors, but I know that is outrageous...

>Since we all know that there IS no real 'home computer' market out there
>(in other words, people don't buy a computer to balance a checkbook,
>maintain a recipe file or write short letters), there is no real need for
>more than a hand controller with the ability to "point and click".

The VIS did attempt a "point and click" interface with the Nintendo-like
game pad on it. It was a very sorry attempt though.....

>No VGA/multisync monitors are necessary. Your color television screen is
>going to be the 'lowest common denominator' when it comes to new game and
>CD-ROM program design.

On the $500-600 TV/monitor, the graphics were _very_ __VERY__ blurry.
If anyone was going to spend the $800.00 on the unit and $70.00 on each
game, he'd be crazy not to fork over the extra $300. for a monitor.

All in all, the VIS is too young to take over the computer world. It is like saying that the old 8K 1MHZ machines would take over daily operations in our offices (ie, paperless offices). The VIS is a _GOOD_ start, but from from marketable right now. It has a long way to go. And dispite what you believe, It needs a keyboard (or some kind of voice recognition system....) or it can't be expanded like a computer can.


```
+-------------------------------------+_
| *> Kevin Klasmeier | |
| *> NET: klasmkej@ucunix.san.uc.edu | |
| *> GEnie: K.KLASMEIER | |
| [Cincinnati, Ohio in the US of A] | |
+-------------------------------------+ |
'-------------------------------------'
```

1985. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 01:19:46 UTC
From: ggg@kepler.unh.edu
Message-ID: <1kki7iINNm2b@mozz.unh.edu>
Source record: 210873
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

'>David.Dell@bbs.actrix.gen.nz writes:
'>The fact about the Atari Falcon 030 performing fast decompressions of
'>JPEGed pictures is just that -- a fact that has been demonstrated.

Do you happen to have any numbers for JPEG decompression on the
Falcon 030? Something like, how long it would take to display 640x480,
800x600, 1024x768, or 1280x1024 .jpg images? I have cview2.1 and dvpeg2.1
for my 486, but they're kind of slow (usually takes between 5 and 30 secs
for images, depending on size). Does the DSP chip really help out that much.

Greg Greene
ggg@kepler.unh.edu

1986. Re: Amax II death under 2.1 with 2.05 ROM

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 01:48:17 UTC
From: jsg@ccs.northeastern.edu
Message-ID: <1993Feb2.014817.11968@random.ccs.northeastern.edu>
Source record: 210874
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <C1sL29.Lw9@news.iastate.edu> beachler@iastate.edu (Richard Beachler) writes:
>
>I just installed a new 2.05 (not 2.04) rom in my A500 rev 5.

Why? Where is there a PCMCIA Slot in the A500 you can now use?

>Everything seemed to be functioning properly under 2.1 with my A590/A500
>combination until I tried to run Amax II from my hard drive partition.
>Amax has no problem finding the 128K roms but once you try to actually
>boot, the screen sets itself to the preferenced colors and then freezes
>in a blank state. It never makes it to the happy/sad/question mark mac
>screen. The setup part of Amax recognizes my partition name and driver
>(scsi.amhd) but doesn't appear to successfully attempt disk access
>(no access light blink). Yet I believe the driver is at the root of
>my problem. If I make sure the partition is not mounted, Amax functions
>fine and will boot from floppy. If I remove scsi.amhd from DEVS, Amax
>recognizes my partition name and complains that it can't find the scsi
>driver but still boots OK from floppy. I even tried a newer version of
>the scsi.amhd driver I obtained from someone with Amax 2.5...same results.
>Am I doomed to go back to floppy-only access? I tried reformatting under
>2.1, mountlists, automounting...all with the same results.
>Anyone have any ideas...590 ROMs, new scsi.amhd driver, anything?

You could go back to a 2.04 Kickstart, like you are supposed to have.
You Gain Nothing with the 2.05 Kickstart.

I'd give ReadySoft a call and see if they have any Ideas. (For openers
AMAX II is up to version 2.51)

1987. dave small & gcr

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 04:38:53 UTC
From: ken macdonald <ken.macdonald@canrem.com>
Message-ID: <1993Feb1.4514.30303@dosgate>
Source record: 210875

Hello/Salut: Anyone out there know if Dave Small is on Internet and what has address would be. I have a Small problem with my GCR, and need to find out if I should retiurn it too Gadgets for repair. I need my GCR, a better MAC the a MAC, and that's coming from a MACdonald!
--
Canada Remote Systems - Toronto, Ontario
World's Largest PCBOARD System - 416-629-7000/629-7044

1988. Re: Profibuch (was Julian Reschke involved

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 05:39:43 UTC
From: healy@nosc.mil
Message-ID: <1993Feb2.053943.5727@nosc.mil>
Source record: 210877

I would be glad to pay for an English version of Profibuch,
quite glad. Maybe if enough orders were made for it, then
it might be worth the effort? Or prove that there is indeed
not enough demand?

Mike Healy

healy@nosc.mil

1989. Upgrades - Do I Dare ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 06:05:54 UTC
From: S112397@UMRVMA.umr.edu
Message-ID: <1993Feb2.062204.27608@umr.edu>
Source record: 210878

Hi! It's the bug Sam Groves again with a few more questions.

1.) I have a 520STfm with 1/2 meg ram, one disk drive requiring forced media change to run semi-correctly, TOS 1.0, and MANY MANY old programs from back when ST-Log and Start were first in business. Now I would really REALLY like to upgrade it to 4meg ram TOS 1.??/2.?? and a high density drive. My problem is : a. I don't know if I can replace my old TOS with a 1.?? and also have 2.??, b. I don't know how many (aprox) of my GAMES would be incompatible, and c. I think this would cost almost as much as getting a new STE (of course I then don't know what will work on this either). ANY suggestions or answers?????

2.) I have also been thinking about harddisks, though currently a hard drive is way out of my price range for something the size I need, I was wondering if those who have hard drives really think that this is VERY important(i.e. are the programs to big for disks any better than those that aren't?)

Thanks for any replies
s112397@umrvma.umr.edu Sam Groves(: As If You Cared :)

1990. Re: A1200 versus Falcon 030 once again (FAQ?)

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 08:08:48 UTC
From: bull@vaxc.cc.monash.edu.au
Message-ID: <1993Feb2.190848.91145@vaxc.cc.monash.edu.au>
Source record: 210879

dxo@cs.bham.ac.uk (David Oakley) writes:

David, can you watch your line lengths, you're running past the
right hand edge of my display (which is 90 chars wide).

> Hurah! A sensible discussion on the Falcon/A1200! Thanks to Bull for being the
> first Amiga user in ages to appear on this newsgroup and NOT get added to my KILL
> list!
Hmmm, I've obviously broken some sort of trend, how about "the
Falcon runs on spooge, so nyaah to you!" Actually, my own opinion is that
the ST machines and the earlier Amigas were (from an end user's
perspective) very similar, so some of the animosity between the two camps
may have been insecurity over whether people had bought the "better"
machine.

As I mentioned in my last posting, I've seen the Falcon in use,
but there are some aspects of it I don't like. 1: I find the GUI UGLY,
UGLY, UGLY! I have to admit that I didn't try to find out if it could
be customised to make it easier to look at (I spend several hours every
working day using X-windows, sometimes MS-Windows and at least 2 days
a week, a mac of some description, then I go home and use Workbench
2.04 on my Amiga). In the form that I saw it, the Falcon GUI would give
me eyestrain and headaches. 2: The casing. I have an A500, I don't want
another "console" style machine (I don't dislike "console" style machines,
I just don't want 2 of them, since I have reasons why I will hang onto
my A500 even after I get another computer). This is also a reason why I
have no plans to buy an A1200. I also need something with internal slots,
so both the Falcon an A1200 all short in that regard as well (I have a
transputer card for an XT-PC, but I don't want an XT just to run the card.
There are 3 Amigas which have XT-slots in addition to the Zorro slots
which are the standard expansion slots for Amigas). Another point is that
if I change to a Falcon, unless I could get an Amiga emulator, none of my
software would run on it.

> My house-mate bought a 1200 a couple of weeks ago and we've had some interesting
> results. It seems to depend A LOT on programming techniques. He's currently
> writing his own version of BASIC (very GFA-like and pretty impressive!) and his
> routines seem to perform much quicker than on his 500.

The EC020 has a small instruction cache, so this may be where some of
the speed is coming from.

[other comments about Basic deleted]

C= dropped Basic quite a while ago. When version 2 of the Amiga
O/S was released to the public, Basic wasn't included like it had been with

earlier versions. You can only get Basic from an earlier version of the
Amiga O/S or buy it as a seperate language, like any programming language.
Personally, I think *all* personal computers should come with a programming
language as part of the O/S, but which language? DevPac? ;-)

Bull@vaxc.cc.monash.edu.au OR bull@monu1.cc.monash.oz
DOD# 251 '84 VF 750 Closet Ducatisto
Disclaimer. If you love your llama, let it lambada.

1991. How do you get a sound file from BART?

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 08:10:39 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <gk5ByB2w165w@sys6626.bison.mb.ca>
Source record: 210880

I've tried several times to get BART to send me one of the digi-sound files but I can't get it to go. I've tried send Sound/Sounds/filename.snd and variations thereof. Anyone successfully received a file from this section? If yes...how?

1992. Re: FALCON 486 BOARD

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 08:15:01 UTC
From: bull@vaxc.cc.monash.edu.au
Message-ID: <1993Feb2.191501.91146@vaxc.cc.monash.edu.au>
Source record: 210881

neurom@stein.u.washington.edu (Neuromancer) writes:
>
> Yes, there is. An ATonce card is currently being sold which replaces the 68030 with a 68030/386SX/25 hybrid daughter board. If that doesn't sound like much, let me rekindle the Atari/Amiga war by saying, the best ATonce available for the Amiga

1993. Re: dave small & gcr

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 09:06:41 UTC
From: "NO E-MAIL ADDRESS"@etna.ch
Message-ID: <1993Feb2.090641.71@etna.ch>
Source record: 210882

In article <1993Feb1.4514.30303@dosgate>, "ken macdonald" <ken.macdonald@canrem.com>
writes:

> Hello/Salut: Anyone out there know if Dave Small is on Internet and what
> has address would be. I have a Small problem with my GCR, and need to
> find out if I should retiurn it too Gadgets for repair. I need my GCR, a
> better MAC the a MAC, and that's coming from a MACdonald!

Hi,

In the 10/92 issue of ST-Magazine (a French Atari-magazine), at the end of a
flame from Dave Small titled "War inside the computer", discussing about
MAC and Pascal you can read the following:

```
IF {LANGUAGE(loved) == PASCAL} &AND& {EMOTION == INDIGNATION} DO
Adress CompuServe = 00000,000;
Adress GEnie = Nil;
Adress Internet = ping.pong;
ELSE
Adress CompuServe = 76606,666;
Adress GEnie = DAVESMALL;
Adress Internet = dsmall@well.sf.ca.us
ENDIF
```

+---+
| Ralf von Gunten |
| Technical collaborator |
| __ |
| | | Ecole d'Ingenieurs du canton de Neuchatel |
| ___\ /___ 7, av de l'Hotel-de-Ville |
| / \ CH-2400 Le Locle |
	[] /\	Switzerland
	____			Phone: ++ 41 (0)39 34 12 12
	[]			FAX : ++ 41 (0)39 31 26 07
				Sorry, no E-mail capability at this time...
`------+ +--+ This should soon change...
Please send your answers via the NEWS-net. Thanks
+---+

1994. Know any good FTP sites?!?

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 09:28:07 UTC
From: mcsdc1ph@dct.ac.uk
Message-ID: <1993Feb2.092807.3271@dct.ac.uk>
Source record: 210883

Howdy! (again!)

Having recently myself discovered the wonderful world of ST FTP lists, I
was wondering if anyone could name any sites that are worth looking at.
I at present have only one, ATARI.ARCHIVE.UMICH.EDU, which is a good one.
As far as what I'm looking for from these sites, I particularly like demos
but am more inclined towards Sound/NoiseTracker .MODs. I've gone through
all the ones in ATARI.ARCHIVE, and some of those were brilliant.
However, is it just me or what in that I seem to have an amazing amount of
difficulty with .MSA files, in that it seems that only one out of ten that
I pull off work? Problems that I encounter vary from getting a load of
garbage on the disk, to absoloutly nothing on the disk!! This is incredibly
frustrating, especially as the demos I see (like OVERDOSE, PHALEON, etc) I
have been after for ages, only to discover that they don't work!!

Anyway, sorry for getting distracted there. Any help with sites would be
greatly appreciated!!

Thanks!

PS> This might be sacrilgeous, but I know that we can run Amiga .MODs too,
so if anyone knows any good sites for those as well.....
(Maybe I should dare to tread in the Amiga news..... mebbe not....)

1995. MSA.PRG Source ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 09:40:18 UTC
From: mcsdc1ph@dct.ac.uk
Message-ID: <1993Feb2.094018.3274@dct.ac.uk>
Source record: 210884

Howdy! (again(again!))

Does anyone out there know where I can get hold of Source code (preferably
in C, or some basic) for NEWMSA.PRG?
i.e. the MSA whole disk un/archiver?

FZ

1996. comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 09:47:42 UTC
From: matthew@hitech.com.au
Message-ID: <728646456.12860@hitech.com.au>
Source record: 210885

Greetings,
yesterday I got a binary from c.b.a.s and it has been posted in several
parts (2 or 3). My question is this : in what way are you supposed to uudecode
them; are you supposed to append all parts and then do it or do you uudecode
them seperately ?

Ta Muchly,
Matthew.
--
==
Matthew Smith-Stubbs -- Brisbane, Australia. -- E-mail : matthew@hitech.com.au
==
~ Reality is an obsruction to hallucination ~

1997. Re: knightmare help

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 10:06:31 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.93Feb2095926@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 210886

>what do you do with the well??

** SPOILER **

I can't remember the details or I'd give you a clue instead - if I remember,
the notice on the wall says "when is a well not a well", to which the
answer is "when its unwell", ie sick. If you cure it with the staff of
curing (may be called something else) all will become clear...

Kev

1998. Re: ST SOFTWARE FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 10:08:12 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.93Feb2100115@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 210887

>>>>> On 28 Jan 93 14:58:59 GMT, ganderso@unl.edu (gary anderson) said:
> ROGUE addictive dungeon adventure game

Isn't Rogue PD (One of the Hack type games), or am I thinking of something
else?

Kev

1999. MOuse reading in GFA Basic

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 10:27:07 UTC
From: arjm@dcs.ed.ac.uk
Message-ID: <C1tH17.64J@dcs.ed.ac.uk>
Source record: 210888

Can someone tell me why the GRAF_MKSTATE and MOUSE commands don't seem to like each other in GFA BASIC 3.5?

--
Andy MacCormack, aka armless, aka arjm@uk.ac.ed.dcs
--

2000. FALCON Direct-to-hard disc recording

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 10:38:48 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C1tHKp.60o@newcastle.ac.uk>
Source record: 210889

More tale's from the lone Falcon owner who isn't a developer (I feel lonely)....

The direct to hard disc recording software that I DIDN'T get with
the machine was posted to atari.archive.umich over the weekend &
is nothing short of amazing....it's PD, but it produces BETTER than
CD sound without ANY add-ons at all !!! Samples @ 16 bit's
50KHz stereo, and still lets you use accessories & stuff while it
does it, & sticks it all on the hard disc so you get big samples.

Fills the disc up a real bugger though.....

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2001. Re: Converting vector graphic formats

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 10:48:15 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C1tI0F.7C0@newcastle.ac.uk>
Source record: 210890

No one shoot, I don't own a PC, BUT.....

Try using CorelDraw on a PC to do the vector conversions, it supports more formats than any ST program I know of (& is much better unfortunately).

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk | The Lone F030 owner
BAe Space Systems || Phone : (UK) 091 2737650 +----------
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2002. HDX5.01 on Internet???

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 10:59:24 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <C1tIJ1.884@hermes.hrz.uni-bielefeld.de>
Source record: 210891

Hi there!

A friend of mine needs to have the HDX5.01 harddisk formatting tools, because he is having some troubles with an optical drive with HDX5.00 and he was told that 5.01 would fix them. He told me that it is in an Atari Mailbox in Germany, but we both don't have modems, so I wondered if it isn't possible to copy it via ftp, but no archie server was able to help me...

Torsten
--
TeSche (Torsten Scherer), Estudiante de la computacion en la
Universidad de Bielefeld, Calle de la Universidad 25, D4800 Ciudad de Bielefeld
****
internet e-mail : itschere@techfak.uni-bielefeld.de
tesche@dave.hrz.uni-bielefeld.de (sis onz nuu)
uteca066@unibi.hrz.uni-bielefeld.de (will fade away soon)
**********(EOT)*

2003. Re: Alwin Stumpf ...

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 11:01:50 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <C1tIn2.8BG@hermes.hrz.uni-bielefeld.de>
Source record: 210892

In article <...>, volker@sfb256.iam.uni-bonn.de (Volker A. Brandt) writes:

|> ... I am surprised that noone in this group has commented on the fact that
|> Alwin Stumpf, former head of Atari Germany, is now president of Commodore
|> Germany. (You might have heard of them, they make Amigas :-)

wasn't that the company he came from in the first place???
should this lead me to any special thoughts???????

TeSche
--
TeSche (Torsten Scherer), Estudiante de la computacion en la
Universidad de Bielefeld, Calle de la Universidad 25, D4800 Ciudad de Bielefeld
internet e-mail : itschere@techfak.uni-bielefeld.de
tesche@dave.hrz.uni-bielefeld.de (sis onz nuu)
uteca066@unibi.hrz.uni-bielefeld.de (will fade away soon)
**********(EOT)*

2004. Re: st is rubbish

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 11:23:55 UTC
From: rauch@avalon.physik.unizh.ch
Message-ID: <1993Feb2.112355.20684@ifi.unizh.ch>
Source record: 210893

In article <1993Feb1.150102.8268@westminster.ac.uk> lmvec@westminster.ac.uk (William Hargreaves) writes:
>The Amiga 500 is better than the Atari ST

i don't think anybody is interested in senseless messages.
hope you feel better now...
--
* Felix Rauch @ ETH Zuerich, Switzerland
* e-mail: rauch@avalon.physik.unizh.ch
* xilef@ezinfo.vmsmail.ethz.ch

2005. ST prices?

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 11:27:28 UTC
From: donor@max.u.washington.edu
Message-ID: <1993Feb2.032728.1@max.u.washington.edu>
Source record: 210894

I've lightly browsed through the FAQs and resources on Freenet, but I have not run across a price list for the atari lineup. I realise prices are very volitile, but could someone post or email me a list of approximate used and new prices of the various hardware options?

Thank you in advance.

%%%

2006. Re: FALCON 486 BOARD

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 11:44:53 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Feb2.114453.3492@news.unige.ch>
Source record: 210895

In article <1kjkh9INNrgf@shelley.u.washington.edu>, neurom@stein.u.washington.edu (Neuromancer) writes:
>
> Yes, there is. An ATonce card is currently being sold which replaces the 68030 with a 68030/386SX/25 hybrid daughter board. If that doesn't sound like much, let me rekindle the Atari/Amiga war by saying, the best ATonce available for the Amiga is a 286.>
>

Is this just for the Falcon, or can it go into a TT as well?
Is it possible to put any PC "emulator" on a TT ?

Mike M.

2007. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 11:48:26 UTC
From: marks@castle.ed.ac.uk
Message-ID: <31120@castle.ed.ac.uk>
Source record: 210896
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

dlk0ms9s@umiami.ir.miami.edu writes:

> The Falcon has a total of 256,144 colors with 65,000+ on a 640x480 screen in
>its maximum resolution. The 256 color mode is available in 320x200, 320x400,
>320x480, 320x240, 640x200, 640x400, and 640x480. All of these graphic modes
>are based around an 8 bit plane. The Amiga 1200 only has a 3 bit plane per
>color. This makes the graphic handling much harder to manipulate on the Amiga.
>Rgardless of the custom ships, it can't handle all the fast color changes the
>Falcon can...

But you forgot to mention that the 640x480 and 640x400 True-Colour modes
are interlaced. Secondly the 3 bit plane per colour is only the
limtation of older ie ECS Amiga, not AGA machines such as the A1200 and
A4000. Thirdly, didn't I argue this out with you on r.g.video a few
months ago. You were making the same (false) claims then...

Mark

--
"We all want to be Obi Wan Kenobi, \ Mark Steyn : \
But there's a little Darth Vader in us all" \ marks@castle.ed.ac.uk \
Chris, Northern Exposure \ mpjs@dcs.ed.ac.uk \

2008. Re: Alwin Stumpf ...

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 12:17:04 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C1tM4H.F40@hpbbrd.bbn.hp.com>
Source record: 210897

Volker A. Brandt (volker@sfb256.iam.uni-bonn.de) wrote:
> ... I am surprised that noone in this group has commented on the fact that
> Alwin Stumpf, former head of Atari Germany, is now president of Commodore
> Germany.

Probably because nobody knew that. How did you find out about this?

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

2009. Re: Remember TEMPEST? Does it exist for the atari?

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 12:17:58 UTC
From: ant@galadriel.bt.co.uk
Message-ID: <1993Feb2.121758.9100@galadriel.bt.co.uk>
Source record: 210898

From article <25609@galaxy.ucr.edu>, by phruby@ucrengr.ucr.edu (paul hruby):
> Yes, Tempest did come out for the ST. Atari released it back around
> 1988 or '89. I have it and its just like the arcade game. I don't know
> if Atari still sells it but you might try them.
>

True, but it was released on the ARC label (another Atari spinoff !)
I've got a copy and it is FAST, FUN and extremely close to the
original arcade machine.
You may be able to get it at a reduced price (it is about 3 years
old!) but would be worth full price.

Antony.

Norwich Atari User Group.
Associations of Atari User Groups.
Dolphin Software.
Great Britain.

2010. Re: Profibuch (was Julian Reschke involved

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 13:04:12 UTC
From: tony@microware.co.uk
Message-ID: <1329@mwuk.UUCP>
Source record: 210900

In article <1kb2r7INN1gne@obelix.uni-muenster.de> julian@math.uni-muenster.de writes:
> In article 26520@newshost.lanl.gov, hutch@bellman.lanl.gov (John Hutchinson) writes:
> > In article 1k5so2INN2ffr@rs1.rrz.Uni-Koeln.DE, aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
> > >P.S.: Is there anyone from the pro-copyright fraction who wants
> > >to argue that volunteers translating the Profibuch would do any
> > >harm to Sybex...?
> >
> > I don't know about the pro-copyright stuff, Jan, but it would be illegal to
> > translate the book and distribute same, even if it was done for free. The
> > copyright laws are very explicit on this and extend across international
> > boundaries. Not that anything would likely happen, but that's the risk.
>

> I'm not sure what international copyright says, but *I* definitively
> would be angry.

In such a case your anger would best be directed at Sybex for being
ignorant enough to disregard a large proportion of the Atari community.

IMHO, of course.

Tony.
--
Tony Mountifield (G4CJO) | Microware Systems (UK) Ltd.
----------------------------------| Leylands Farm, Nobs Crook,
Email: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
(or: ...!uknet!mwuk!tony) | Tel: 0703 601990 Fax: 0703 601991

** Any opinions are mine, not Microware's - but you knew that anyway. **

2011. Re: PC DITTO & Falcon first impressions by a new user...

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 13:20:14 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <728659214.26093@minster.york.ac.uk>
Source record: 210901

In article <C1rwnn.EtG@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>
>Got a Falcon on Saturday, here's what it's like:
[stuff deleted]

>Even Llamatron (which runs on a TT as well as ST/STE) crashes rather badly.

You have remebered to turn off the processor caches? The sound player uses self-modifying code...

> - Although the (inadequate) manual tell you how to use it, MultiTOS is NOT
> there.
> - The calculator is a waste of space (it's a PROGRAM, not an accessory).

These two things are probably related!

>Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk

Incidentally, I got That's Write 2 last week, and have since discovered that it runs beautifully under MultiTOS. It doesn't hog memory, it hasn't crashed and it handles its windows perfectly -- full marks to COMPO.

Mat

Mathew Lodge	"But my Lord! I've been in your family
mjl-b@minster.york.ac.uk	since 1532!" "So has syphilis"
Langwith College, Uni of York, UK	-- Blackadder II

2012. Re: A1200 versus Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 13:26:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A61092@K.maus.de>
Source record: 210902

```
b>falls short on some areas I consider important (no internal slots is
b>one point against the Falcon in my book), but I won't dismiss the Falcon

it HAS an internal slot.
```

2013. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 13:29:08 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Feb02.132908.18891@rchland.ibm.com>
Source record: 210903
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb1.210633.25389@actrix.gen.nz>, David.Dell@bbs.actrix.gen.nz writes:
|> The fact about the Atari Falcon 030 performing fast decompressions of
|> JPEGed pictures is just that -- a fact that has been demonstrated.
|> The implications are that a single 1.44 MB disk can be filled with
|> 20-40 compressed pictures that can be displayed very quickly implies
|> that graphical adventure games will be a very gratifying experience
|> on the Falcon 030 compared to other platforms where the main processor
|> literally halts the game to perform decompression.
|>

This definitively has some good applications (DSP)...

|> It would be interesting to put the Falcon up against a 25/33 Mhz 486
|> running similar games too. Since the SCSI-2 DMA port on the Falcon
|> is capable of 3+ MB/s transfers, it probably is faster than 99% of
|> all the sub $4000 PCs in use today. Of course since Commodore
|> only provided an IDE interface that soaks up almost 100% of the
|> '040 CPU in the A4000 and still only manages around 1 MB/s rates,
False-> not 100%.

|> so an application like JPEG decompression will feel slow and
|> awkward relative to the Falcon 030/56001 dual processor scheme.

Could be in some respects.

|>
|> Because Commodore chose to install a low density 800KB drive
|> in the A1200 means that software will be distributed on 800K disks
|> while every other platform will use 1.44 MB as standard. It is
|> interesting to note that if the Falcons were in a LocalTalk network
|> setup, data would be transferred as quickly between them as would
|> an A4000 user trying to load the data directly from the 'dual-speed'
|> Chinon floppy drive! The LAN chip can be programmed to operate
|> 2-3 times faster, while the A4000 user must wait for promised
|> future chipset before he/she can use a normal 1.44 MB drive found
|> in all other systems.

What these are some good points/advantages, it doesn't make up for everything.
For example, PC games are starting to come out in 640x480 format, and
while the Falcon has that display capability, it is interlaced.
And also, the Amiga 1200/4000 outperforms the Falcon in practically any
incarnation of what an arcade game should be.

--Raist

2014. WordPerfect <-> WordPlus text conversion

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 13:43:02 UTC
From: mbdqbest@diamond.sara.nl
Message-ID: <1993Feb2.134303.2946@news.sara.nl>
Source record: 210899

The e-mail address in the announcement of the conversion program
was wrong.

Robert Best
e-mail: rwbest@sara.nl

2015. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 13:47:47 UTC
From: dburnett@emunix.emich.edu
Message-ID: <1993Feb2.134747.7428@zip.eecs.umich.edu>
Source record: 210904
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb1.210633.25389@actrix.gen.nz> David.Dell@bbs.actrix.gen.nz writes:
>The fact about the Atari Falcon 030 performing fast decompressions of
>JPEGed pictures is just that -- a fact that has been demonstrated.
>The implications are that a single 1.44 MB disk can be filled with
>20-40 compressed pictures that can be displayed very quickly implies
>that graphical adventure games will be a very gratifying experience
>on the Falcon 030 compared to other platforms where the main processor
>literally halts the game to perform decompression.
>
A 1.44 MB floppy eh??

>It would be interesting to put the Falcon up against a 25/33 Mhz 486
>running similar games too. Since the SCSI-2 DMA port on the Falcon
>is capable of 3+ MB/s transfers, it probably is faster than 99% of
>all the sub $4000 PCs in use today. Of course since Commodore
>only provided an IDE interface that soaks up almost 100% of the
>'040 CPU in the A4000 and still only manages around 1 MB/s rates,
>so an application like JPEG decompression will feel slow and
>awkward relative to the Falcon 030/56001 dual processor scheme.
>
That's really assuming a lot of things that are definitely not
in evidence.. First of all, you are assuming an A4000, and
you are assuming that the IDE soaks a lot of CPU time.. Have you
tried putting a performance monitor program on this and bearing
out these assumptions..

Also, just think how fast a 4MB PCMCIA ROM card on even the 020
based A1200 is going to perform.. Gee, that could be instantaneous..

I think you also have to be fair about this and put an A4091/2
SCSI-II controller on the A4000 and then let's see.. I would
be willing to bet a Zorro III card might just prove your
assumptions wrong... Also, don't give me this "but it's not
built-in stuff". If you have enough money to buy an A4000,
you certainly have enough to invest in a SCSI-II controller/HD.

>Because Commodore chose to install a low density 800KB drive
>in the A1200 means that software will be distributed on 800K disks
>while every other platform will use 1.44 MB as standard. It is

Wrong, wrong wrong.. Because the disk is a distribution
method they won't sell as much because of the PIRACY issue.
The Amiga 600/1200 (and via 3rd party for A4000) have the
PCMCIA card, which is an anti-piracy measure, and they will
sell more.. Also, the PCMCIA cartridge will load much faster

than a disk I suspect..

Why did Atari start loosing software vendors originally??
Does anyone remember the ST Explorer mag (under D. Ahl 's
tutilidge) that said that PIRACY was killing the Atari
market a few years ago.. Is it going to be any better now?

>interesting to note that if the Falcons were in a LocalTalk network
>setup, data would be transferred as quickly between them as would
>an A4000 user trying to load the data directly from the 'dual-speed'
>Chinon floppy drive! The LAN chip can be programmed to operate
>2-3 times faster, while the A4000 user must wait for promised

The Amiga has real networking standards going for it like ethernet
and Novell.. As you say the "LAN CHIP CAN BE PROGRAMMED"
^^^
Novell, TCP/IP over arcnet or ethernet hardware.. I suspect we should
compare this if you want to get really specific and accurate about
your statement..

As far as the dual speed thing goes, have you actually ever seen a
game yet on a 1.76MB Amiga floppy load, one from Pysgnosis, etc

>future chipset before he/she can use a normal 1.44 MB drive found
>in all other systems.

Who really wants games that aren't complex enough to be installable
on a hard drive anyway???

=DonB=

--
****
dburnett@emunix.emich.edu
EMU Mathematics Lab Consultant
Enabling Solutions
PO BOX 318, Ypsilanti, MI 48198
****

2016. Re: dave small & gcr

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 13:51:40 UTC
From: eugen@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <C1tqI5.GI6@hpbbrd.bbn.hp.com>
Source record: 210905

```
"ken macdonald" (ken.macdonald@canrem.com) wrote:
: Hello/Salut: Anyone out there know if Dave Small is on Internet and what
: has address would be. I have a Small problem with my GCR, and need to
: find out if I should retiurn it too Gadgets for repair. I need my GCR, a
: better MAC the a MAC, and that's coming from a MACdonald!
: --
: Canada Remote Systems - Toronto, Ontario
: World's Largest PCBOARD System - 416-629-7000/629-7044

Dave Small: Fax: (303)-791-0253, email:d.small@genie.geis.com

without warranty
eugen@hpbid1ge.bbn.hp.com
```

2017. Re: NetHack 3.1 binary available!

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 13:58:15 UTC
From: christof@wowbagger.pc-labor.uni-bremen.de
Message-ID: <1993Feb2.135815.18406@informatik.uni-bremen.de>
Source record: 210906

In article <1993Feb01.235151.11038@convex.com> rosenkra@convex.com (William Rosenkranz) writes:

>>It just so happens... that Nethack 3.1 for the ST is now available on
>>134.102.228.9 in pub/atari_st/games/nethack31.zoo.
>
>before i dl it...does it require color monitor? is is gem based or text?

It runs on monochrome - I didn't try colour. I got mail from a user in Sweden (hi Stefan!), telling me it works, but colour support seems to be limited. If I remember correctly, the 3.0 atari version of nethack had an option to customize the colours if you weren't playing on monochrome. I'll check this out with 3.0 and 3.1 on my TV tonight. BTW, it *does* make a difference whether you have the 'color' option set when playing in monochrome as some chracters will be displayed in reverse. I prefer to play with nocolor and hilite_pet set, but of course it is a matter of personal preferences. All the options can - as usually - be set in the game while playing, in the file nethack.cnf, or using environment variables. (There are a few exceptions, some of the options must be set at start time and aren't permitted to be changed during the game.)

It is not gem based at the moment, but it does recognize the screen resolution. For example, your inventory will always be displayed as far to the right as possible - Mike Brandt, the guy who compiled it (sorry, I forgot to give him proper credit the first time), runs it on his TT in 1280x960 and when the inventory is listed, it does not overwrite the map as easily as it does on a standard 640x400 monitor.

Mike certainly is an ST/TT/nethack addict and also happens to be the local C guru. When he unexpectantly arrived with the 3.1 archive yesterday, he disclosed that he wants to write a gem interface for nethack. He hasn't yet begun, though, and it may take some time to do this, so don't expect it to be ready too soon. Making nethack run in a gem window is in principle a great idea, but I guess all the non-Multitos ST users with 640x400 screens (including myself) will want to stick to the tty display as it is now, simply because we need every bit of space on the screen that's at all available :-)

One more thing of general interest - nethack 3.1 *can* be run from floppy but the executable must obviously be compressed with pfx-pack or anything in a similar vein. Still, non-harddisk owners may have trouble compressing the binary while having a large ramdisk in memory at the same time. If there is serious trouble with file sizes, send me a note, and I'll put a pfx-packed copy of the binary on our ftp server as well.

Christoph

2018. Re: PC DITTO & Falcon first impressions by a new user...

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 14:12:20 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.HgAqPV2Pn2_@semprini.tdkcs.waterloo.on.ca>
Source record: 210907

In <C1rwnn.EtG@newcastle.ac.uk>, Craig Graham writes:
> First impressions....nice, but not that nice, after all the delay's there should
> have been a MUCH more professional and impressive package put together than this.
>
> Nice computer, shame about the software.

So, it's a typical Atari product... late, with a crummy manual and not
enough software.

Hopefully, things will improve; then again, Atari hasn't really tried to
make any of its computers successful since the ST...
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2019. Re: st is rubbish

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 14:15:48 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.UmS7bml9uaw@semprini.tdkcs.waterloo.on.ca>
Source record: 210908

In <1993Feb1.150102.8268@westminster.ac.uk>, William Hargreaves writes:
> The Amiga 500 is better than the Atari ST

So? They're both incredibly outdated machines that somehow manage to
remain useful after 7-8 years.

--
-------------------==-------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2020. Re: RFD: comp.sys.atari.advocacy

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 14:21:36 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.Bi4v4waWzbo@semprini.tdkcs.waterloo.on.ca>
Source record: 210909
Cross-posted to: news.groups,comp.sys.atari.st

In <!5w37d_@rpi.edu>, David Oakley writes:
> REQUEST FOR DISCUSSION
> This is a request for discussion on the creation of a newsgroup for
> debates about the Atari range of personal computers.
>
> Rationale
> This group will separate a section of discussion from the current
> newsgroup comp.sys.atari.st and atari.8bit.
>
> The discussion of advocacy currently takes up over 50% of the items
> in the atari.st newsgroup and so it is felt that the original
> purpose of the newsgroup is being left behind.

This is definitely needed. The lack of timely hardware releases (courtesy of Atari ignoring the "real world") and the lack of new software releases (courtesy of Atari ignoring their developers and, in some cases, insulting and threatening them) results in a great deal of frustration among the user base. Occasionally, after answering the same question about the same old software for the nth time, a frustrated user will wonder what the point of all this is...

I made this mistake, and asked for reasons to stick with Atari's new computer, the Falcon. This sparked a small (by net.standards) flame war, which is dying down now, after about two months...

IMHO, comp.sys.atari.st.advocacy will help to reduce the number of "content-free" postings in comp.sys.atari.st, and redirect those postings to a more appropriate place.

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Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2021. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 14:40:54 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Feb2.094054.14430@umiami.ir.miami.edu>
Source record: 210910
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

In article <31120@castle.ed.ac.uk>, marks@castle.ed.ac.uk (Mark Steyn) writes:
> dlk0ms9s@umiami.ir.miami.edu writes:
>
>> The Falcon has a total of 256,144 colors with 65,000+ on a 640x480 screen in
>>its maximum resolution. The 256 color mode is available in 320x200, 320x400,
>>320x480, 320x240, 640x200, 640x400, and 640x480. All of these graphic modes
>>are based around an 8 bit plane. The Amiga 1200 only has a 3 bit plane per
>>color. This makes the graphic handling much harder to manipulate on the Amiga.
>>Rgardless of the custom ships, it can't handle all the fast color changes the
>>Falcon can...
>
> But you forgot to mention that the 640x480 and 640x400 True-Colour modes
> are interlaced. Secondly the 3 bit plane per colour is only the
> limtation of older ie ECS Amiga, not AGA machines such as the A1200 and
> A4000. Thirdly, didn't I argue this out with you on r.g.video a few
> months ago. You were making the same (false) claims then...

I don't think so, aruing on r.g.v. As for the A.G.A., well, I just passed on
info from several magazines, infact one was Amiga User...

>
> Mark

I have no further communications.

/^^\
[Mark Santora]
[DLK0MS9S@umiami.ir.miami.edu]
[GEnie : M.SANTORA2 Look with more than your eyes...]
____/

2022. Re: Profibuch (was Julian Reschke involved

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 15:03:25 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1km2ftINN2hgi@rs1.rrz.Uni-Koeln.DE>
Source record: 210911

In <1kiod0INN1o6l@obelix.uni-muenster.de> julian@math.uni-muenster.de (Julian F. Reschke) writes:

>In article 1khottINN1bc0@rs1.rrz.Uni-Koeln.DE, aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

>> Why?? Don't you want English speaking folks to benefit from the
>> Profibuch?

>Of course I would. But -- as most other people -- I have to earn money. I do that
>with books, articles and software development. I am *NOT* going to give away something
>for free -- at least not a project that consumed a lot of my time in the past five
>years (not to mention that I am only one of the three authors).

I would not mind if you, Sybex, or anyone else translated the
Profibuch for profit. But it bothers me that the Sybex people
just sit on their copyright. They make neither use nor money out
of it, and prevents others from doing so in their place.
That's why I, and probably others too, are bitching about the
copyright concept. Copyright holders want money for nothing, and
they get it. Even translating stuff seems to be too much work,
even though they could make more money by doing so.
I personally don't think that copyright is a viable concept in
the long run at all, but for the time being, the least thing one
can demand is that copyright owners should be obliged to make
good use of their copyrights. Otherwise, others should be allowed
to do so. The way Sybex seems to use their copyright on the
Profibuch strongly reminds me of someone who owns flats, doesn't
need them, and refuses to rent them to others in the Germany of
today.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

2023. Can I use an Atari 1040 ST on a Macintosh network? etc.

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 15:06:41 UTC
From: ashwin@pravda.gatech.edu
Message-ID: <1993Feb2.150641.28029@cc.gatech.edu>
Source record: 210912
Cross-posted to: comp.sys.mac.apps,comp.sys.mac.comm,comp.sys.mac.system,comp.sys.atari.st.tech,comp.sys.atari.st

I have an Atari 1040 ST (without a hard disk) and a Macintosh IIsi (with one). I was wondering whether I could (and if so, how?) --

i) use the Atari as a Macintosh through some kind of software or hardware emulation package. If so, which one is good? (Another thought: Are there IBM-PC emulators for the Atari as well?)

ii) use the Atari-emulating-a-Macintosh on an AppleTalk (or other) network to talk to the Macintosh-being-itself.

iii) use the Atari as a "terminal" and connect to the Macintosh IIsi (which would then run in two-user mode).

iv) use the Atari as itself but have it use the Macintosh's hard drive as a file server.

v) any other ideas?

Thanks,
Ashwin.

2024. Re: Profibuch (was Julian Reschke involved

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 15:17:46 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb2.151746.6898@newshost.lanl.gov>
Source record: 210913

In article 5727@nosc.mil, healy@nosc.mil (Mike Healy) writes:
>I would be glad to pay for an English version of Profibuch,
>quite glad. Maybe if enough orders were made for it, then
>it might be worth the effort? Or prove that there is indeed
>not enough demand?
>

You've got to convince the publishers before they will spring for an English version, Mike. And quite honestly, I find that a dubious proposition during these tenuous times. However, if Julian (or someone) would be so kind as to post the publisher's address, a few (or rather, a _bunch_ of) letters might convince them it's worth a go.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2025. Re: Upgrades - Do I Dare ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 15:34:33 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb2.153433.8528@newshost.lanl.gov>
Source record: 210914

In article 27608@umr.edu, S112397@UMRVMA.umr.edu () writes:
>Hi! It's the bug Sam Groves again with a few more questions.
>
>1.) I have a 520STfm with 1/2 meg ram, one disk drive requiring forced
>media change to run semi-correctly, TOS 1.0, and MANY MANY old programs
>from back when ST-Log and Start were first in business. Now I would
>really REALLY like to upgrade it to 4meg ram TOS 1.??/2.?? and a high density
>drive. My problem is : a. I don't know if I can replace my old TOS with a 1.??
>and also have 2.??, b. I don't know how many (aprox) of my GAMES would be
>incompatible, and c. I think this would cost almost as much as getting a
>new STE (of course I then don't know what will work on this either).
> ANY suggestions or answers?????
>
>2.) I have also been thinking about harddisks, though currently a hard drive
>is way out of my price range for something the size I need, I was wondering if
>those who have hard drives really think that this is VERY important(i.e. are
>the programs to big for disks any better than those that aren't?)

>Thanks for any replies
>s112397@umrvma.umr.edu Sam Groves(: As If You Cared :)

G'day, Bug (er, Sam)... and of _course_ we care! :)

1) Personally, I would not recommend upgrading your 520. Donate it to charity
and take a tax deduction, if you can. Look at the for sale messages here and in
misc.for.sale.computers and you'll find that used Atari equipment is _very_
cheap right now. Or you can buy a brand new STe for not much more. If you are
hardware oriented, you could install a home brew memory upgrade for peanuts,
but you still need an updated TOS and a new floppy. I'm not a very avid gamer
but most of my old stuff still works on my MSTe although some must run at 8MHz
or with the cache turned off. If you've outgrown the 520, replace it.

2) Without a doubt, the single most productivity enhancing addition you can
make to your system is a hard disk drive. It will literally change the way
you use your system and make you wonder why you didn't get one years ago!
Hard disk prices are coming down and used drives are plentiful as well. The
single most cost effective upgrade, IMHO, is a TOS upgrade from 1.0 to 2.06.
This one change will dramatically improve your desktop, disk reads/writes, etc.

These are just _my_ recommendations... your mileage may vary. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2026. Re: FALCON 486 BOARD

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 15:35:46 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.93Feb2153546@zappa.FtCollins.NCR.com>
Source record: 210915

>>>>> On 1 Feb 93 16:52:57 GMT, neurom@stein.u.washington.edu (Neuromancer) said:

> Yes, there is. An ATonce card is currently being sold which replaces
>the 68030 with a 68030/386SX/25 hybrid daughter board. If that doesn't
>sound like much, let me rekindle the Atari/Amiga war by saying, the best
>ATonce available for the Amiga is a 286.

Actually, I doubt if it really upset anyone much, since the Amiga is an
open architecture box, there are substantially more PC emulation cards
for it. The ATOnce 386sx might have not been released on the Amiga due
to competition from other superior products. Off hand, I can think of at
least 3 386sx boards and 2 486 boards for the Amiga. It's really a dead
issue.

Ob Atari: Hopefully, Atari will make a more workstation-like Falcon
model with an 040, an actual 32 bit architecture, detached keyboard,
and built in expansion slots, and sell it for a reasonable price.
That'd be much more useful than the current Falcon/030 (for users like
me) which seems to be basically a NeoGeo-killer with MIDI support :^)
Are there any rumors of such a future product?

--
/***/
/* Kent Dalton * EMail: Kent.Dalton@FtCollinsCO.NCR.COM */
/* NCR Microelectronics * Phone: (303) 223-5100 X-319 */
/* 2001 Danfield Ct. MS470A * FAX: (303) 226-9556 */
/* Fort Collins, Colorado 80525 * */
/***/
Why are these athletic shoe salesmen following me??

2027. Z*NET Atari International Issue 9305 in alt.znet.pc

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 16:14:42 UTC
From: jonc@status.gen.nz
Message-ID: <8mTByB1w165w@status.gen.nz>
Source record: 210916

Greetings infojunkies,

This weeks edition of Z*NET Atari International is now posted in
alt.znet.pc for you to all read at your leasure.

This weeks issue contains information like .....

Name: ZNET9305.LZH
Description:

|#| Exclusive NAMM and Atari, 1993 |#| AtariUser To Skip Issues
|#| Apple To Unviel New Computers |#| STR Banned From GEnie
|#| New York Times Fax Service |#| CIS Atari Forums
|#| MIDI Users Column |#| Perusing GEnie
|#| 1993 Z*Net Calender Updated |#| Falcon Compatibility Results
|#| Connect Contents |#| John Akers Resigns IBM
|#| Z*Net Newswire |#| Unabashed Atariophile
--
Keywords: ZNET, Atari, News, NAMM, STR, Times, Akers, MIDI, AtariUser, Falcon

Jon Clarke Z*NET Pacific
-=-=-=

2028. Re: IBM CORPORATE LOSS

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 16:28:39 UTC
From: mattias@tse.uucp
Message-ID: <1993Feb2.162839.16077@tse.uucp>
Source record: 210917

In article <11849@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>neil@cs.hw.ac.uk (Neil Forsyth) writes:
>
>> "IBM has so many employees worldwide that if they were all in one
>> place and that place was called a country then it would be the fifth
>> largest country in the world."
>
>> "IBM has so much money in the bank that the interest alone can pay
>> those peoples wages such that they could stop making computers
>> tomorrow and still keep everyone in a job if they had a mind to."
>
>China = 1000M
>India = 866M
>USA = 252M [CIS excluded - it's a collection of countries]
>Indonesia = 193M
>Brazil = 155M
>
>So, let's say IBM has at LEAST 156M employees. (though I've probably
>missed some other HUGE country somewhere, like Australia :-])
>
>Now let's pay them all the EXTREMELY pitiful wage of $1600 per year.
>
>Now, let's say we get 25% interest on IBM's cash in the bank. Tell me
>where I can do that well!!!
>
>So, IBM must have 4*156000000*1600 dollars. ie. ONE ENGLISH BILLION DOLLARS,
>just sitting in the bank.
>

I think you mean a Trillion.. Anyway.. IBM does NOT have 156 million employees.
350 000 is more like it.
1989, IBM had a PROFIT (after all expenses) of 6 or 9 (can't remember which)
BILLION dollars... Now, figure that they have been piling up numbers in that
area (ie the billions) since the mid 60's... 100 BILLION is NOT impossible...
So, while IBM has a tons-o-lotsa-whole-buncha-mega-mega-much cash, they don't
quite have that many employees...

Mattias
--
Mattias Hembruch
>> My views do not necessarily reflect those of the TSE. <<
E-mail: mattias@tse.asd.tse.ca

2029. Re: What's the F in 1040STf

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 16:32:36 UTC
From: mattias@tse.uucp
Message-ID: <1993Feb2.163236.16156@tse.uucp>
Source record: 210918

In article <25610@galaxy.ucr.edu> phruby@ucrengr.ucr.edu (paul hruby) writes:
>The F on your computer stands for frequency modulator. Basically, this
>means you can connect your computer to a TV or VCR. Early 1040STs did
>not have this capability. (As I remember.)
>
> Paul Hruby

Sorry to contradict you, but the F stands for Floppy.. The M stood for
frequency Modulator. Thus, my 1040 STFM has an internal floppy AND a modulator.

Mattias

--
Mattias Hembruch
>> My views do not necessarily reflect those of the TSE. <<
E-mail: mattias@tse.asd.tse.ca

2030. Re: Dumb mistake (was: I need help with rsrc_load...)

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 16:39:46 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Feb2.163946@cs.bham.ac.uk>
Source record: 210919

```
In article <1993Jan31.213214.694@rivers>, ph9991_imm@rivers.acc.uwrf.edu writes:
|> SORRY!!!
|>
|> I just found out I was using the wrong pointer to my file-name.
|>
|> Whatta dumb mistake...
|>
|> But I have another question to anyone familiar with AES objects...
|> What exactly does the RADIO_BUTTON attribute do? It seems to keep me
|> from selecting two radio buttons at the same time, but what if I
|> have more than one set of exclusive buttons? (like on the desktop Preferences..
|> item) how do I define those objects?
|>
|> Any help will be gratefully appreciated.
|>
|> Thanks!
|>
|> Larry I.
|> --
|> larry.o.imm@uwrf.edu

The radio button attribute affects all items with it set IN THAT SECTION OF THE
TREE. So if you want two sets of radio buttons, you define invisible parents to
surround the different sets of radios boxes:

++=======================================++
|| ||
|| ................. ||
|| Confirm deletes . RADIO1 RADIO2 . ||
|| ................. ||
|| ||
|| ................. ||
|| Confirm overwrite . RADIO3 RADIO4 . ||
|| ................. ||
|| ||
++=======================================++

Hope that helps!

David.
.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /\_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||\_/ |
```

ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

2031. Help = ST Began?

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 16:52:48 UTC
From: kslate@MtHolyoke.edu
Message-ID: <1km8t0$s1@slab.mtholyoke.edu>
Source record: 210920

Can someone tell me what year the ST hit the market? Was it
1984 or 85?

Kevin

2032. Re: Can I use an Atari 1040 ST on a Macintosh network? etc.

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 17:28:13 UTC
From: bjgrier@bnr.ca
Message-ID: <C1u0J2.B8q@news.rich.bnr.ca>
Source record: 210921
Cross-posted to: comp.sys.mac.apps,comp.sys.mac.comm,comp.sys.mac.system,comp.sys.atari.st.tech,comp.sys.atari.st

[assuming you know the original message]

1) Yes you there is a MAC emulator, Spectre GCR. There used to be another but that was long ago.

2) No. If you had a MegaST and the Mega-talk board then supposedly you could.

3) Sure any terminal emulation package

4) No. Many problems here, the least of which is the Mac's file names.

Brian

2033. TOS 2.06 Upgrade Error

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 17:30:06 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <7340121@hpfcso.FC.HP.COM>
Source record: 210922

Early this month I posted a description of how to upgrade a 1040ST to TOS 2.06 for the price of the ROMs plus a dollar. Well thanks to Arthur K Whitney I now know that I made a pin number mistake. The DTACK pin number is 31 not 50 on the GLUE chip. I uploaded a new version (2.0) of the upgrade to the archive that should be available soon. Anyway use 31 not 50.

Sorry

Ted.

PS. Art did get the upgrade to work.

2034. Re: Remember TEMPEST? Does it exist for the atari?

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 17:48:20 UTC
From: mattias@tse.uucp
Message-ID: <1993Feb2.174820.17100@tse.uucp>
Source record: 210923

In article <74677@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>STuffff about TEMPEST for Atari...
>
>There WAS a "Tempest clone" published in ANTIC magazine for the
>8bit Atari that was quite good... unfortunately I don't remember
>the name of it, but I have a feeling that it was written by
>Tom Hudson... (I just boxed up all my ANTICs to put in the attic,
>so I can't check very easily).

I believe LIVEWIRE was the 'name of the game'...
A cool little 47 sector game, I think..

My favorite was PLANETARY DEFENSE, which was only 30 sectors, If I remember
Right. Hey! New Acronym! IIRR! Not...

Mattias
--
Mattias Hembruch
>> My views do not necessarily reflect those of the TSE. <<
E-mail: mattias@tse.asd.tse.ca

2035. Re: st is rubbish

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 17:52:28 UTC
From: mattias@tse.uucp
Message-ID: <1993Feb2.175228.17195@tse.uucp>
Source record: 210924

In article <1993Feb1.150102.8268@westminster.ac.uk> lmvec@westminster.ac.uk (William Hargreaves) writes:
>The Amiga 500 is better than the Atari ST
>
>--
>==
>|***** Oh Dear.......You've messed with the best. I pity you.**********|
>|***** Now you will fully understand the consequences of trying to **********|
>|***** breech the security of @WILL-LOCK_1992! Hasta LaVista......**********|

I see.. the Amiga 500 is better than the Atari ST. I can only assume it's better in that it alleviates the need for a brain on the part of user which can be the only explanation for the empty space between your ears used to come up with drivel like this..

(Note to all who hate flamewars - this is my first foray into this realm, and if it goes too far, I'll move to e-mail, ok?)

Mattias
--
Mattias Hembruch
>> My views do not necessarily reflect those of the TSE. <<
E-mail: mattias@tse.asd.tse.ca

2036. Re: ADVOCACY: the future is not in computers

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 17:57:26 UTC
From: mattias@tse.uucp
Message-ID: <1993Feb2.175726.17265@tse.uucp>
Source record: 210925

In article <C1s7Hy.57t@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>Just two simple acronyms:
>
> CD-I
>
> VIS
>

When you say the future is not in computers, what do you mean?? Do you mean as in the selling millions every year, etc, or are you saying that the computer as we know it will die out?? I hardly think so.. Industry now has a NEED for computers.. Also, who will program the CD-I & VIS??? As far as I can remember, the CD-I was being touted as the next big thing 3 years ago..

Having 2 different formats will only hurt the entire industry..

However, the way we input data will change.. I look forward to the day when I don't have to type anymore :-)

Mattias

--
Mattias Hembruch
>> My views do not necessarily reflect those of the TSE. <<
E-mail: mattias@tse.asd.tse.ca

2037. Re: STZIP.. is the latest version here yet?

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 18:02:55 UTC
From: wabe@ukc.ac.uk
Message-ID: <2920@eagle.ukc.ac.uk>
Source record: 210926

In article <ENTROPY.93Jan22054659@kropotkin.gnu.ai.mit.edu> entropy@gnu.ai.mit.edu (maximum entropy) writes:
>In article <1jn10rINN87b@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>
>2. Until STZIP 2.1, there simply wasn't a reliable ZIPper for the ST.
>I haven't messed with STZIP 2.1 too much so I can't really even say if
>this newest one is reliable.
>
It seems quite reliable although the originators STILL have not fixed the timestamp (-t) qualifier on TOS Versions < 1.4. There have been mailings however from people who had troubles when using STZIP to archive huge files and/or huge directories. Since then there has been another release that cured some bugs.

>3. ZOO 2.1 with high-compression mode (zoo ah foo.zoo files....)
>gives better compression results on most files.
>
NOT IN MY EXPERIENCE! (stzip -a -edb foo.zip files...) wins nearly every time over "zoo-high" and is quicker at compressing. Are you sure you've been using the -edb option?

Finally what do you archivers think of submissions packed as a self-extracting archive using zip2tos.ttp? I guess the same - as that also cannot be unpacked under UNIX. But these must be marvellous for the recipients.

Cheers, W. Alan B. Evans
[wabe@ukc.ac.uk]

2038. Re: STOS_3D_Manual?

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 18:23:24 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.93Feb2182324@SunLab40.essex.ac.uk>
Source record: 210927

In article <1kd4fcINNq1a@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

> I wish you'd all stop knocking this guy as if he's a pirate. Maybe he is
> since STOS_3D has just been given away with a UK magazine, I'm willing
> give him the benefit of the doubt. However, if that is his source, the a
> also lies within the mag as there is a special offer on the manual.
>
> Which magazine!? The original of the program was released approx'
> 1 year ago! Why on earth would they release it that soon!?
>
> STOS itself was released. And neither are 'PD', they are still
> fully copyrighted. (but with stuff all documentation, so the company
> in effect should make more money through sales of the doc's than
> they would selling the rather failed program. STOS-3D is not too
> nice, powerful, but the object editor is horrible!)

Who said anything about it being PD anyway? I have the magazine in question, but haven't bothered to look at it as I have seen an example of what can be produced with STOS 3D, and it was *horribly* slow.

--
Simon Oke, 3rd year Computer Science
undergraduate at the University of Essex, UK.

2039. Re: ADVOCACY: the future is not in computers

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 18:33:13 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C1u3JE.422@news2.cis.umn.edu>
Source record: 210928

In article <C1srH6.1xB@ucunix.san.uc.edu>, klasmekj@ucunix.san.uc.edu (Kevin J. Klasmeier) writes:
>I have to disagree with you here, At least with the VIS. I spent some
>time at Radio shack the other night infront of the VIS demo station. I
>was sucked over by a bird locked in a cage wanting to get out, So I
>did... I was quite impressed, a real mulitmedia machine. As I continued
>to use it, I found it was nothing more than a "Nintendo on steroids"
>(sorry, I couldn't resist ;^>). The graphics was jerky and slow. The
>graphics probably could have been faster with better anamation, but it
>was rather slow.

Just out of curiosity, did you get away from the 'bird in a cage' demo? I was unimpressed by that particular demo. I found the other demonstrations, including those of current software packages available to be a bit more impressive.

>On the $500-600 TV/monitor, the graphics were _very_ __VERY__ blurry.

Different stores, different monitor/TV, different impression.

>If anyone was going to spend the $800.00 on the unit and $70.00 on each
>game, he'd be crazy not to fork over the extra $300. for a monitor.

Actually, the pricing for CD-ROMs was more like $30.00 according to the salesperson I talked with later. We'll see.

>All in all, the VIS is too young to take over the computer world.

It won't take over the computer world. It will simply replace the concept of 'home computer' with 'interactive CD-ROM system'. Those people who don't know how to type, who own a good TV set but don't have the faintest idea what the term 'monitor' means, who's children own Nintendo and Sega Genesis units, who really like the idea of a 'complete encyclopedia' included free with the purchase of a audio Compact Disc player, who could care less about programming or keeping their checkbooks straightened out ... THESE are the people who are going to buy CD-I/VIS systems. And there are a lot more of them out there than there are prospective home computer owners.

A large number of TV owners have bought Vide Recorders. These people are the target market for interactive CD-ROM. They are also the purported target for the computer industry, although corporate purchases appear to account for almost all of the Intel-clone/Macintosh computer purchases to date.

>And dispite what you believe, It needs a keyboard (or some kind of voice
>recognition system....) or it can't be expanded like a computer can.

Consumers don't want the system to 'expand'. If the system does what they expect (and they think they need it), they'll purchase it. We're not talking about computers anymore, at least in the sense of the 'personal desktop computer'. We're talking about dedicated application machines ...

Of course, one could probably program a 'console' system such as the Falcon to process CD-I/VIS discs ... food for thought.

-- David Paschall-Zimbel

2040. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 18:51:17 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Feb2.185117.15565@mpifr-bonn.mpg.de>
Source record: 210929
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

In <1993Feb1.113046.14425@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:
>are based around an 8 bit plane. The Amiga 1200 only has a 3 bit plane per
>color.

Could you elaborate on what fantastic thingie an "8 bit plane" is and in how
far the A1200 suddenly has a "3 bit plane per color" ?

If you mean that the Falcon graphics use either byte or word oriented chunky
pixels this is correct.

The A1200 can have 1,2,3,4,5,6,7 or 8 bits per pixel.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

2041. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 18:52:47 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Feb2.185247.15642@mpifr-bonn.mpg.de>
Source record: 210930
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

In <1kk3inINNktk@falcon.natinst.com> glens@natinst.com (Glen Sescila) writes:
>> The blitter is still somewhat slow, but the system
>>has 0% contention in 320x200 mode at a full 8-bit resolution, the main
>>processor has full access to ram.

> IF you have added FAST RAM to your A1200 of course.

Or if you use system functions as the graphics library sits in ROM (which is
on the fast mem bus).

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

2042. RGB vs. Modulators (was Re: What's the F in 1040STf)

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 18:55:07 UTC
From: kremser@rbg.informatik.th-darmstadt.de
Message-ID: <1993Feb2.185507.31810@news.th-darmstadt.de>
Source record: 210931

In article <1993Jan31.055702.11885@erenj.com>, (Marcelino Bernardo) asks :
> ...
> for an STfm model. So, I wonder if one can buy modulators to retrofit the
> STf with? Has anyone done this before?
>

.. other posters mentioned the existence of such things, but IMHO :

IF you just want to hook up your TV, RGB cables are to be preferred.
over here (/dev/world/europe/germany 8-), most color TV's come with
a "SCART" connector, which allows direct RBG+Sync input.

.. and things like OverScan(tm) ..

Steffen
--
Steffen +------------------------+-----------------------------------+
//// | kremser@igd.fhg.de | Rorschach: None of You understand! |
c-OO | kremser@rbg.informatik | I'm not locked up in here with YOU. |
| -~ | .th-darmstadt.de | YOU're locked up in here with *ME*. |
Kremser +------------------------+-----------------------------------+

2043. Re: Weird ethernet idea (was: Falcon as X-terminal?)

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 19:11:38 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1226@usdtsg.DaytonOH.NCR.COM>
Source record: 210932

In article <C1q8In.AD6@cdsmn.mn.org> plate@cdsmn.mn.org (Doug Plate) writes:
>
>We have recently started using a Xircom Pocket Ethernet adapter
>that hangs off of a parallel port on our PC based workstation
>(we've run out of slots!). Something like this would be ideal
>for the ST. Now it's SMOP!

Sounds like someone would really only need to write a
driver program for this device to get it working on an Atari computer,
since the parallel ports ought to be pretty much compatible
(hey Wolfgang, one more device for you to add to ConNect! :-)

How much do one of those adapters run, anyways? (just curious)...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

SMOP???????

2044. Atari users are great!

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 19:16:37 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <25692@galaxy.ucr.edu>
Source record: 210933

Whoever says that Atari users don't supply support to their fellow users is totally wrong. I needed the latest version of ICD hard disk boot program and alot of you came to my rescue. I was literlly flooded with responses. To those that responded, Thank You! I found that version 6.0.6 is on FTP.uni-paderborn.de. I hope this site is updated regularly. Anyway, thank you all for your help. You've shown that this newgroup is not a waste of bandwidth and is not for flamers only. You guys doing the flamming are quite funny. I'm sitting here laughing at your posts. But I guess it's your right to make fools out of each other. (IMHO)

Thanks again! Paul

2045. Looking for C packages ...

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 19:18:31 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <C1u5Mv.964@bailgate.gpsemi.com>
Source record: 210934

Hi,

I've done some C programing at work on Sun workstations and PC's and would like to carry this on at home on my STe.

Anybody got any tips for which C package (compiler, linker, debugger ..) to use ? Ideally I don't want to spend lots of hard earned cash at this stage, but ANSI compatibility would , I guess, be handy.

While we're at it - anybody know of a decent resoucre editor to use with C and other .RSC files ?

Thanks,

-- Martin

==
Martin Kite | G.P.S. Lincoln | mkite@lincoln.gpsemi.com from Internet
================================ | mkite@com.gpsemi.lincoln from Janet
==

2046. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 19:27:03 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1227@usdtsg.DaytonOH.NCR.COM>
Source record: 210935
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

[stuff deleted]
>For example, PC games are starting to come out in 640x480 format, and
>while the Falcon has that display capability, it is interlaced.
>And also, the Amiga 1200/4000 outperforms the Falcon in practically any
>incarnation of what an arcade game should be.
>
>--Raist

Something doesn't sound right. If you're using a VGA/SVGA
monitor, then 640x480 mode won't be interlaced.
However, if you're on a TV set or SC1224 monitor, then it probably
would be interlaced. Depends on your setup. My impression was that
the only thing you might not be able to do on a VGA/SVGA monitor is
Overscan. Depends what you need, I guess...

I have my SVGA multisync ready and waiting... :-)

As for the Amiga outperforming the Falcon for games - exactly
how fast does a machine need to be to play Donkey Kong or
Dungeon Master, or even Super Mario, etc?

If you like a 1200, buy a 1200. If you like a Falcon, buy a
Falcon. Whatever your needs are.

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

2047. Using Slip with sticp

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 19:51:43 UTC
From: psurge@cs.utexas.edu
Message-ID: <lmtk6fINN52h@levelland.cs.utexas.edu>
Source record: 210936

I am using NET.TOS which I got from the sticp.lzh file that was mentioned earlier in another post. Is there anyone else out there using this package, or one like it? (I found 3 different ports). This is a port of KA9Q.

1. My ftpusers file looks like this:

```
psurge * a:\ 7 c:\ 7 d:\ 7 e:\ 7
anonymous * e:\public 1
```

Now, if I log an FTP session with any name but the ones above, the connection is denied, which is normal and I know that the file is being checked. However, if I use the username "psurge" or even the "anonymous" user, all transfers and directory listings are denied. I have used the format similar to what is in the provided ftpusers file. Has anyone else had this problem and what was done to fix it?

2. Is there any way to use a domain name server instead of having to know all the servers before hand, and especially their numbers.

Thanks,

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"M-U-S-I-C we see was never ment to be M-I-C-K-E-Y-M-O-U-S-E" --P.I.D

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

2048. Re: Upgrades - Do I Dare ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 20:02:44 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <25694@galaxy.ucr.edu>
Source record: 210837

I see your problem. If you wanted to upgrade your 520STfm to 4mb, this would cost you quite a bit. I remember when I upgraded my 520STfm to only 1mb it cost me $100. Now I'd say you could upgrade your ST to 4mb for about $300 (i'm guessing). To upgrade from TOS 1.0 to 2.06 you would need TOS Extension card from Codehead Tech. Don't know the price on the card but TOS 2.06 goes for about $60. I believe this card lets you switch between your TOS 1.0 and TOS 2.06. What I would do is keep your 520STfm and buy a STE. I was able to buy mine with 4mb and TOS 2.06 upgraded for $600. This way you get 4096 colors, stereo sound, a Blitter chip and other things. You are now compatiable with most all new software. As for your old stuff, there are newer and better versions of most of your software advailable though FTP and us users. Just ask!

As for a hard drive. Get one. Pure and simple. They make life sooooo much easier. You'll be amazed at the speed and the luxury of having all you most used files in one place and not spread over 300 floppy disks. Hard disks are relatively cheap nowadays. Get one from either ICD or Toad computers.

By the way, does your ST have a single or double sided floppy drive? Mine was one of the last to have a single sided drive. Double sided drives are only about $45 dollars and are easy to install. Again just ask for help. I hope this helps.

Paul

2049. Re: RayShade on Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 20:16:20 UTC
From: gkirkaldie@sanity.tdkcs.waterloo.on.ca
Message-ID: <H.ea.jQi6WzJ7mDA@sanity.tdkcs.waterloo.on.ca>
Source record: 210937

In <H.ea.nXMbXjdIOLc@semprini.tdkcs.waterloo.on.ca>, Chris Herborth writes:
>In <2601@blue.cis.pitt.edu>, William B Dwinnell writes:
>>
>> For that matter, has anyone compilerd (sorry, I meant 'compiled')
>> PoV for the Atari?
>
>I did several months ago... I've been waiting impatiently for the
>POV-Team leader to give me permission to upload it everywhere. I even
>did a TT-specific version.
>
>I haven't heard from the POV people in months. I may upload it soon
>anyway and take my chances (hey, they've had about SIX MONTHS
>warning)...
>

oh ya, that's something I knew I had to talk to you about. The POV_TT code
I got from you didn't work.

I got Daryl to make me up a working version though, I can give it to you
though if you were to make up an archive.

--

George Kirkaldie

2050. Re: SMPTEtrack Platinum ???

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 21:26:17 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1993Feb2.152619.60@janus.arc.ab.ca>
Source record: 210938

In article <hjv.728083987@groucho.phil.ruu.nl>, hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>References: <20JAN93.07101154@cc4.crl.aecl.ca>
>
>csullogg@cc4.crl.aecl.ca writes:
>
>> SEMTE TRACK PLATINUM
>> SMPTE TRACK GOLD
>
>Huh??? Does SPMTEtrack Platinum already exist??? Why don't I know...???
>Anybody anymore info one on this one? Pleeeazzze...
>

Yes it does...I believe it was shown at NAMM. I would contact Barefoot Software (used to be Hybrid Art's) about the upgrade. If you need their number mail me and I can find it for you.

Bob

2051. Compress

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 21:42:29 UTC
From: psurge@cs.utexas.edu
Message-ID: <lmtqm5INN68s@levelland.cs.utexas.edu>
Source record: 210939

Are there any Compress.ttp programs that are compatable with unix compress?
I ftp'ed a .Z file from my unix account, and when I tried to use the
compress.ttp utility that I have, it told me that the file was compressed with
16 bits, and that it could only handle up to 13 bits compression.

Is the a compress.ttp that will handle 16 bits compression?

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

2052. Re: THE PC FALCON DEBATE.

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 21:47:09 UTC
From: kls30@cd.amdahl.com
Message-ID: <d5n302ft34ii01@JUTS.ccc.amdahl.com>
Source record: 210940

In article <5033.723.uupcb@almac.co.uk>, craig.dunn@almac.co.uk (Craig Dunn) writes:

>"I noticed an advert in your magazine for one of your numerous sister
>magazines. The interesting part of the advert was not the main
>content, but the small print at the bottom claiming that a 25MHz
>clocked 80386SX based PC is faster than the new Falcon.
><text skipped>
>Obviously a 25MHz processor, to the uninitiated, will appear faster
>than a 16MHz processor, but in the quoted case, this is blatantly
>untrue. The 68030 is a full 32-bit processor with an onboard
>instruction cache. The 80386SX is a 32-bit processor internally, but
>with only a 16-bit data bus externally. Thus it takes the 386SX two
>instruction cycles to access 32 bits of memory, where the 68030 takes
>just one. Add to this the fact that most 32-bit fetches are for the

Yes, but since the Falcon is crippled by a 16 bit bus it is no better than the 386sx. Although the processor is a true 32 bit processor tying it to a 16 bit bus doubles the time to fetch a 32 bit word.

>instructions themselves and it becomes clear that clock speed does not
>equal processor speed. Far from it, since most CISC processors such
>as the two above take, on average, several clock cycles to execute a
>particular instruction and this average cycles-per-instruction ratio
>varies widely between different processors.
>Having said that, there is the general claim that the PC listed is
>faster than the Falcon. The Falcon will be a state-of-the-art machine
>and you need a very fast PC to equal its processing power. Processor
>speed is measured in MIPS (for measuring the execution speed) and in
>Whetstones (for measuring the mathematics speed) and not in MHz as
>used by the people at PC <name witheld> and several other PC
>magazines, though measurement by MHz is useful for comparing different
>PC compatibles.

Actually MIPS is not a good measurement of performance across processor families. Whetstones is compiler dependent. Most benchmarks are not good for comparisons across processor families. Currently the best of the benchmarks is the Spec. MHz is somewhat useful when comparind a '030 to a '386. Assuming that both processors are roughtly equal at the same clock speed and ignoring any differences for compiler technology it is safe to assume that a 386sx at 25MHz is faster that a 16MHz '030 tied to a 16 bit bus. This is raw processing of data only. Operating system overhead along with how well an application is written will determine the actual winner in speed.

>To build a PC equal to the Falcon you would need at least a 80386DX
>based PC, clocked at 33MHz - the high clock speed being needed to
>compensate for the speed loss because of DOS and the BIOS. You would

Wrong. More like overhead of Windows if you wan't a GUI. Command line
programs for DOS run quite fast. The BUIOS is only used for input/output
and can be loaded into RAM. The Falcon and everyother computer has
something equivalent to the BIOS on a PC. You can call it device drivers
in UNIX, or inits on the Mac, but you have to have some kind of software
to talk to your peripheral devices that hands around so all programs
can use them.

>also need a fast VGA video card (since the cards fitted as standard by
>most suppliers are inadequate for playing graphically intensive
>games), say one of the ORCHID range, a multi-channel sound card and as
>much memory as you can afford. The cost of such a setup would be in

THe Falcon comes with lots of memory?

>the region of 1,500, for which you could have a Falcon plus lots of
>extras.
>But I was forgetting, the Falcon also contains a DSP 56001. This chip
For the $1500 price tag I can definitely get a PC with a sound card with
a DSP. Also note that a fast VGA card for windows can be had for less
than $150. Also note that the Falcon does not come with a monitor.

>is not just for handling sound and pictures, but is also a lightning
>fast processor which easily outperforms even a 32MHz 80486 because it
>can perform operations in parallel and with phenomenal efficiency. So

This is very wrong. I did my MSEE research programming the 56K. It is fast
for some very specific tasks used in signal processing, why it's called
a DSP (digital signal processor) but it is by no means a general purpose
CPU that can be used for a whole host of applications. Unless you want
to do some real time filtering of digital audio, or some fixed point array
processing, forget about using the 56K.

>maybe those PC owners who want the sheer processing power of a Falcon
>had better wait for the 80586 50MHz to come out......"

This guy should get a grip. I'm not knocking the Falcon but it is not the
"be all, end all" solution to computing. Note that the original NeXTcube
had a 25MHz '030 and 56K and that was 3.5 years ago.

><name> Electrical Engineer.
>
>The letter does not end there..but this is the part I wanted to let
>you all read.. Can anyone disprove what is said in this letter? If
>so, write the fact and then underneath the disproof. I repeat I'm not
>flaming. I just want the facts, whatever side of the line they lie
>on, as I use a PC at work and will be using a Falcon at home (soon).
>
>Cheers all.
>Craig <craig.dunn@almac.co.uk>

>

--
/* What me, speak for Amdahl? Get real. These opinions and statements */
/* belong to me and me only. If something I said offends you, it's */
/* either you got a thin skin or that I'm just offensive. Who cares. */
/* */
/* "I'm not going to sit at your table and watch you eat, with nothing */
/* on my plate, and call myself a diner. Sitting at the table doesn't */
/* make you a diner. Being here in America doesn't make you an */
/* American." */
/* --Malcolm X */
/* */
/* Work - kls30@cd.amdahl.com - Don't send NeXTmail!! */
/* Play - kent@infoserv.com - NeXTmail welcome */

2053. Re: ADVOCACY: the future is not in computers

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 21:55:30 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C1uCwK.9u5@news2.cis.umn.edu>
Source record: 210941

In article <C1u3JE.422@news2.cis.umn.edu>, davidli@simvax.labmed.umn.edu writes:
>In article <C1srH6.1xB@ucunix.san.uc.edu>, klasmekj@ucunix.san.uc.edu (Kevin J. Klasmeier) writes:
>>... As I continued to use it, I found it was nothing more than a "Nintendo
>>on steroids" (sorry, I couldn't resist ;^>). The graphics was jerky and
>>slow. The graphics probably could have been faster with better anamation, but
>>it was rather slow.

Wonder of wonders, I open up a copy of the February 1993 issue of COMPUTE magazine and learn this little tidbit from the Editorial Page:

"Modular Windows is simply a subset of Windows 3.1 that's burned in ROM so that it can be used with home video systems or personal digital assistants. Modular Windows is the foundation of Tandy's new VIS home entertainment system."

And for those out there who've been snickering at the 16-bit data bus on the Falcon: "Both Windows 3.1 and WFW are 16-bit versions of Windows. With the exception of one 32-bit magic trick, both operating systems move data 16 bits at a time even on the latest 486 screamer."

Horrors!

-- David Paschall-Zimbel

2054. Atari ST system for sale

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 23:49:55 UTC
From: rxg3321@ultb.isc.rit.edu
Message-ID: <1993Feb2.234955.22951@ultb.isc.rit.edu>
Source record: 210850
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

I have an Atari MegaST2 for sale

features:
* upgraded to 4 megabytes
* TOS 1.4 roms
* sm124 monochrome monitor (will sell seperately if the
situation warrants it)
* cable for connecting to a SONY KV1311CR monitor (won't mean much
to most people, so hang your cat with it, I don't care)
* 2 epyx 500xj joysticks. (only good if you're right handed)
* shoebox hard drive case with ICD host adaptor and software.
* lots of software, many games. Here is a partial list:
NeoDesk 2.0 (I haven't upgraded yet, but you can)
QuickST (again, not upgraded to warp9, but you can)
Dungeon Master
Chaos Strikes Back
Captive
Deuteros (seems to have a bug in it, I haven't spoken to
activision, and I haven't heard anything on the net)
WordUp 3.0 (don't use this unless whoever owns the rights to
the software decides to fix the bugs)
WordFlair (much better)
G+plus
Lemmings
Klax
Populous
Power Monger
Tower of Babel
a terminal program whose name I forget. Not Flash, the other
one.
lots of pd and shareware including Uniterm, Llamatron,
and others.
and the ever popular Manny Moore
I have at least twice what is listed here, but I can't remember
the titles offhand.

I have only one problem with the system. The keyboard has suffered a few
injustices. Every key works, but a couple of keys aren't firmly attached
and the tab key is missing. (the little button under the key works, and
this doesn't present a problem at all.

If anyone wants a (fairly) complete list of software, I will be able to get
them after the first week in March.

price: $1000 OBO + shipping

Rob Getter
rxg3321@cs.rit.edu

2055. Re: Remember TEMPEST? Does it exist for the atari?

Newsgroup: comp.sys.atari.st
Date: 1993-02-02 23:56:56 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11918@uqcspe.cs.uq.oz.au>
Source record: 210942

anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:

> Those who've owned an Atari 2600, particularly in the early days
>(1979...) will remember that Atari had released a controller similar
>to the paddles. The paddles, of course, could only turn so far to
>the left or right.

> However, if I remember correctly, I think they also released a
>controller that looks like a paddle, but turned all the way around.
>I can't remember if what the exact name of it was (my mind says
>"driving/steering" controller, but I know that's not the
>name of it). It's been awhile since I've used my 2600, so you could
>probably understand my amnesia on this. If anyone else can elaborate
>or remember this controller...

The controller was almost exclusively used in the game Indy 500.
It is basically a 1-dimensional mouse, or "thumbwheel", therefore,
it could very easily be used on the ST series, the only possible
doublt being where the ST's ports can handle the throughput (for example,
they cannot handle the throughput of a mouse connected to the joystick
port - because the IKBD cannot send data to the CPU fast enough).

Anyone still got one of these controllers (they were one-per-port, unlike
paddles which were two-per-port).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2056. Re: Compress

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 00:23:42 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C1uJrJ.Lq5@ecf.toronto.edu>
Source record: 210943

In article <lmtqm5INN68s@levelland.cs.utexas.edu> psurge@cs.utexas.edu (Troy Carpenter) writes:
>Are there any Compress.ttp programs that are compatable with unix compress?
>I ftp'ed a .Z file from my unix account, and when I tried to use the
>compress.ttp utility that I have, it told me that the file was compressed with
>16 bits, and that it could only handle up to 13 bits compression.
>
>Is the a compress.ttp that will handle 16 bits compression?
>
> Troy Carpenter
> Department of Computer Sciences
> THE University of Texas, Austin
> psurge@cs.utexas.edu
>
>"You're so open minded that your brain leaked out" - Steve Taylor
>
>*>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<*

All ya gotta do is compress it on the unix at 13bits compression. The format is "compress -b XX [filename]" (XX in this case is the number of bits...) To my knowledge, there isn't any compress on the Atari that handles 16bit (at least none I know about). Anybody out there know if there is one?

Vaya con Dios,
AcEzE.
--
********** WHO AM I, YOU SAY? ********** "If time is money, we
********** SHAHIR AL RASHID**aka**ACEZE ********** are all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------
** This message brought to you by the Bollocks Bros. ** no fate but what we make

2057. FTP sites

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 00:40:49 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <25708@galaxy.ucr.edu>
Source record: 210944

```
Try these FTP sites:
atari.archive.umich.edu
wuarchive.wustl.edu
ftp.uni-paderborn.de
ftp.tu-chausthal.de

Anyone know of any other atari ftp sites?

Paul
```

2058. Re: Converting vector graphic formats

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 00:59:00 UTC
From: arosborn@oregon.uoregon.edu
Message-ID: <2FEB1993116593901@oregon.uoregon.edu>
Source record: 210833

In article <C1tI0F.7C0@newcastle.ac.uk>, Craig.Graham@newcastle.ac.uk (Craig Graham) writes...
>
>No one shoot, I don't own a PC, BUT.....
>
>Try using CorelDraw on a PC to do the vector conversions, it supports more formats
>than any ST program I know of (& is much better unfortunately).
>
>Craig Graham.

Thanks for the suggestion -- I'll let you know if it works.

Alan Osborn

.

2059. Re: X-windows for the Atari line

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 01:09:42 UTC
From: mbernar@erenj.com
Message-ID: <1993Feb3.010942.347@erenj.com>
Source record: 210836

In article <1993Feb1.224250.19379@irscscm.UUCP> mlake@irscscm.UUCP (Marshall Lake) writes:
>Vendor:
> X/software Michael Gehret
> X/TOS division
> Marktstrasse 8
> W-8944 Groenenbach
> Germany
> TEL: +49 8334 1411
> FAX: +49 8334 6245
> email: xtosinfo@xsoft.uucp
>Price:
> X/TOS/window/server (for all TOS computers) DM 1,098.00
> X/TOS/window/server/color (for all TOS computers) DM 1,498.00
> option 030 (for 68030 or 68040 processors only) DM 98.00
> X/TOS/window/server/color option 030 and option PEX T.B.A.
> overseas order handling DM 100.00
> none-EC European order handling DM 50.00

Who was it that said ST software is cheaper than Mac or PC software?
MacX, which is a X-Window server from Apple costs around $220 (US).

Marcelino Bernardo
mbernar@erenj.com

2060. Re: Remember TEMPEST? Does it exist for the atari?

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 01:14:49 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1kn6a9lNNlqn@phakt.usc.edu>
Source record: 210839

In article <1kh3diINNgit@life.ai.mit.edu> dmb@ai.mit.edu writes:

>Heh-heh. Read my lips: "5,800,000 points." I loved that game. I wasted
>a ton of money on that game. Any game that uses Tocatta and Fugue in
>D Minor as the soundtrack *has* to be good...

I know where you are coming from. I did the same thing playing
Pheonix (I just wasn't that good :( ). Does anyone remember what the name of
the tune on the arcade Pheonix game is? And why there hasn't been a decent
port to the ST (at least I don't know of one). That would be cool - especially
all those neat noises when you hit the underside of the spaceship or the
woAHH WOohh of the eggs going back and forth that turn into nasty Pheonixi.

>Dave Baggett
>__
>dmb@ai.mit.edu Natural Language Processing MIT AI Lab
>ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
> PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

-MikeB

2061. Where are all the ATARI-oids

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 02:09:39 UTC
From: alx@ceti.csustan.edu
Message-ID: <1993Feb3.020939.10728@koko.csustan.edu>
Source record: 210945

I live in Northern California, in a town called Turlock..
I want to know where I can hook-up with some fellow atari users..
I seem to be the only one for.....*@!#

Can't even find a place that sells or services atari...

SO WHERE ARE YOU FOLKSSSSS...PLEASE GET BACK TO ME.

--
Thanks. L L L L
8-()-8 L L L L
L L L____L L
Please send responses to: alx@ceti.csustan.edu

2062. Spectre GCR: Knowing what to do...Who is that guy?

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 02:12:02 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993Feb3.021202.25080@ultb.isc.rit.edu>
Source record: 210946

Sorry to be so uncordial. Where are my manners. When I posted my
article on Spectre here a while back somebody wanted to know
who I was. Well, I've been having problems making a signature file on
the VAX here so I put it in manually when I dial in from my Mega STe.
When I posted the article I was in the lab.

For your info:
I have been using Spectre for about 2 years now but have been
aquainted with macs for over 5 years.
I have enjoyed using ATARI products since the 8-bit days!
I like Macs and ATARIs (Yes, it is possible!).

I am a Printing and Applied Computer Science undergraduate at
Rochester Institute of Technology.

How's that?

Now my signature for those who missed it:

```
+-----------------------------------------+------------------------------+
| Michael "Zoooks!" Zucca | Spam, spam, spam, spam, spam |
| Internet: mrz5149@ritvax.isc.rit.edu | Spam, spam, spam, spam, spam |
| Printing And Applied Computer Science | Lovely spam, woderful spam! |
| RIT - Rochester Institute Of Technology | Shut up. Shut up! Shut Up! |
+-----------------------------------------+------------------------------+
```

2063. ADVOCACY: Writing games

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 02:21:50 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11923@uqcspe.cs.uq.oz.au>
Source record: 210947

Anyone considering writing games and considering doing it on a Clone
should read the messages in rec.games.programmer for a while.

I find it hard to believe, but lots of people talk about
"virtual paging" there. You know what that is? IT'S COPYING THE
SCREEN MEMORY FOR EACH PAGE FLIP. Isn't that ridiculous!!!
Give me the Atari ST (or 8bit, even Amiga) any day - where we
can have any number of pages in memory and flip instantly between
them just by changing a pointer.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2064. Re: ADVOCACY: the future is not in computers

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 02:34:17 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <C1upt5.Kxr@ucunix.san.uc.edu>
Source record: 210948

In article <C1u3JE.422@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>
>Just out of curiosity, did you get away from the 'bird in a cage' demo? I
>was unimpressed by that particular demo. I found the other demonstrations,
>including those of current software packages available to be a bit more
>impressive.

I demoed all of the software. I was not that impressed. The encyclopedia
was nice. But for $800, no. The thing that turned me off the most was
the graphics. They claim to be a multimedia device, but they can't even
match the graphics of the ST. The animations crawled. A multimedia
device is suppose to have good graphics and colors, the VIS did not.

>>And dispite what you believe, It needs a keyboard (or some kind of voice
>>recognition system....) or it can't be expanded like a computer can.
>
>Consumers don't want the system to 'expand'. If the system does what they
>expect (and they think they need it), they'll purchase it. We're not talking
>about computers anymore, at least in the sense of the 'personal desktop
>computer'. We're talking about dedicated application machines ...

If it wants to take over the home computer market and not the video game
market it sure does. To use any kind of application, like check book
balancer, a simple word processor, the easiest of data bases, one needs
a keyboard. The game pad is not going to cut it.

A home computer is more than a game machine, it is a device which can be
used my mom, dad, and the kids. This unit has to get away from the
Nintendo like graphics, the Seirra type animations and the game pad as
it's input device. A mulitmedia computer must exceed in the graphics
department. I cannot call the VIS a mulitmedia machine. A Nintendo on
steroids, but not a mulitmedia machine. MY THOUGHT though...just mine.

+-------------------------------------+_
*> Kevin Klasmeier	
*> NET: klasmkej@ucunix.san.uc.edu	
*> GEnie: K.KLASMEIER	
[Happy Groundhog's day eveyone!!!]	
+-------------------------------------+ |
'-------------------------------------'

2065. Slip with sticp

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 02:36:02 UTC
From: psurge@cs.utexas.edu
Message-ID: <lmubsiINN7ek@levelland.cs.utexas.edu>
Source record: 210949

Well, I have solved the ftp login problem I was having before. Using the net.tos program as before, I can now log into my ftp server, but I cannot read any directories.. I can get and put files, but not read directories. If anyone has used the NET.TOS programs, please help me with this problem.

Thanks,

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"M-U-S-I-C we see was never ment to be M-I-C-K-E-Y-M-O-U-S-E" --P.I.D

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

2066. Spectre GCR: Knowing What To Do Part II

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 02:40:38 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993Feb3.024038.25679@ultb.isc.rit.edu>
Source record: 210950

Well, now that we're all introduced I have a tid bit of info to share.
Someone mailed me a message about a problem that I'm sure every
Spectre user faces. I responded to the person in private but I think
the question is good enough to be shared.

- How can I get my dot matrix printer to work with Spectre?

Well, all Mac printers are serial devices but when you operate under
Spectre you can choose weather or not you want the serial port or the
printer port to get information when the Mac system software prints
something out to the printer.

Since most Mac owners have only mac printers there has been little
impetus to write a driver to support other types of printers.

However, there is a printer driver publicly available called "Chuck's
Printer Driver" and it allows you to use your printer. You can get
a copy from mac.archive.umich.edu in the mac.ftp directory (actually
in another directory inside mac.ftp. I don't remember which one).
When you've un-BinHex'd the file and un-Compressed it, you simply
copy it to your system folder. To use it you have to have the
Chooser desk accessory active. Select the chooser desk accessory and
the Chooser's window will pop up. Chucks printer driver is actually
two files, one for 9pins and one for 24pins. The icons for both will
appear in the window. Select the most appropriate one for your printer
and close the window. However, there is a configuration button available
when you select one of the icons. The configuration dialog is to
configure the Mac serial port. Don't worry about the configuration
since you're printing to a parallel port. If you really want to look at
the configuration, just make sure that the speed is at it's highest
(19.2k baud).

Once you have one of the drivers installed, you can print from most any
application just by selecting "Print" from the file menu. When you do
the Chuck's Printer Driver dialog box will appear. For most applications,
you'll want to select "Graphic High" printing. If you're a 24-pin
printer user and you just want to make a quick draft, select "Graphic Medium".
I don't suggest using any of the other modes (like the Text only modes) since
most Mac programs usually print out data in graphic form. Graphic Medium
is not very good for 9pin users and Graphic Low is just plain useless for
everyone!

A caveat for 24-pin users:
This driver doesn't support 24-pin printers very well when it comes to
bitmap graphics (like MacPaint, etc.) because the print out comes out
in a 1-1 fasion when you print in Graphic high. To print pictures like

the above I would suggest using Graphic Medium which is the equivilent of
a 9-pin printer in Graphic High. Use Graphic High for Vector Graphics
and Text. I suspect that "Chuck" made the 9-pin driver to emulate a
Image Writer and the 24-pin driver as a patched 9-pin driver. Too bad
he didn't try to implement a driver like the Style Writer's driver
(which has the same resolution as most 24-pin printers but doesn't
suffer from the above problem!).

Cosmetic Problems:
The driver's "Print" dialog box is smaller than the standard ImageWriter/
LaserWriter "Print" dialog box so some program's print options may be
cut off! To cure this problem do the below but I would only recommend it
to more advanced users.

Fixing The Small Dialog Box:
The driver's dialog box is easy to fix if you have ResEdit. Just find the
DITL (or DLOG. I forget which) that is the printer dialog (you can't miss it!)
Just streach it out so it's about 1 and 1/2 times bigger than it was and
save it that way. That should cure the problem.

Other Printers Besides Epson Compatibles:
I know that there are some other printer drivers floating around like the
one for the Panasonic Laser Printers (also available on umich archive)
and I think there's also one floating around for the Desk Jet. Just
search Mac.ftp sites as many of the drivers are public domain.

SLM Support:
The SLM laser printers are a strange lot and it seems that Dave is
directly supporting them through Spectre. Consult your manual for more
info. (I mean: "Consult your Spectre manual" oops!).

Hope that helps! Happy Emulating! :-)

+---+------------------------------+
Michael "Zoooks!" Zucca	Spam, spam, spam, spam, spam
Internet: mrz5149@ritvax.isc.rit.edu	Spam, spam, spam, spam, spam
Printing And Applied Computer Science	Lovely spam, woderful spam!
RIT - Rochester Institute Of Technology	Shut up. Shut up! Shut Up!
+---+------------------------------+

2067. Re: Tempest for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 03:18:23 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <25713@galaxy.ucr.edu>
Source record: 210801

I was just playing Tempest. The game was designed by Paradox software for Atari. The driving controlers from the Atari VCS (2600) work quite well. Joystick control is left and right. Fire button to shoot. Space bar for Super Zapper. The game is Copyrighted 1989. Does anyone know if Atari or Paradox still sell this game? If not, is it in the public domain? I bought mine back in '89. Also does Atari still sell ST Star Raiders or Missile Command? Later!

Paul
P.S. This version is extreemly fast even on my STE.

2068. Re: What's the F in 1040STf

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 05:58:12 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1993Feb3.055812.4652@sactoh0.sac.ca.us>
Source record: 210802

The F is for internal floppy. The M is an RF modulator for TV use,
found only in 520 STs.

--
mfolivo@sactoh0.SAC.CA.US SAC-UNIX (916) 649-0161
The Good Guys! We know our stuff
Audi The Alternate Route
Atari Power without the Price

2069. 20 MB HD for sale

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 06:04:19 UTC
From: seitz@netcom.com
Message-ID: <1993Feb3.060419.14083@netcom.com>
Source record: 210803

FOR SALE: 20 MB Supra hard disk drive. $200 or best offer.

--
Matthew Seitz
seitz@netcom.com

2070. Re: NetHack 3.1

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 06:10:32 UTC
From: Benedikt_Heinen@firemark.fido.de
Message-ID: <2b6f623b%fidonet.org@p1.f44.n242.z2.fidonet.org>
Source record: 210804

RP> And who's going to compile it and upload it to a.a.u.e so that poor
RP> HD-less Atarians like myself get to try it?
I think, you'll perhabs occur another problem, NH3.1 needs at least a 2MB RAM ST/TT.

If this is no problem to you, you might already ftp it at wowbagger.pc-labor.uni-bremen.de from /pub/atari_st/games/nethack31.zoo

bye,

Benedikt

2071. Re: NetHack 3.1 binary available!

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 06:14:58 UTC
From: Benedikt_Heinen@firemark.fido.de
Message-ID: <2b6f635a%fidonet.org@p1.f44.n242.z2.fidonet.org>
Source record: 210805

CK> Making nethack run in a gem window is in principle a great idea, but I
CK> guess all the non-Multitos ST users with 640x400 screens (including
CK> myself) will want to stick to the tty display as it is now, simply because
CK> we need every bit of space on the screen that's at all available :-)
He could make NetHack run in a window using GDos-screen fonts. There are a few goods ones, that are smaller than the system fonts (like the standard Gemini-fonts).

bye,

Benedikt

2072. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 06:39:53 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Feb3.013953.14423@bsu-ucs>
Source record: 210806
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

> As for the Amiga outperforming the Falcon for games - exactly
> how fast does a machine need to be to play Donkey Kong or
> Dungeon Master, or even Super Mario, etc?
>
> If you like a 1200, buy a 1200. If you like a Falcon, buy a
> Falcon. Whatever your needs are.

I hope I can provide a little perspective here...

The SuperNintendo -- the one everyone plays StreetFighter II on -- has it main processor running at ~3MHz. I've never seen a game on any computer with the quality of StreetFighter II. (Although I read a few months ago that US Gold [i think] is coming out w/SF II for the ST)

I don't know if this extremely high quality is purely from the programmer or not, but it is definately there, not here.

So...if we're talking about games (popular games -- SFII was/is? the most popular arcade game/home game) your Amiga sucks, My str suck, and your IBM sucks.

If we're not, let's (i'm going to regardless) keep our mouths shut.
(fingers to ourselves?)

-Matt :)

2073. Re: X-windows for the Atari line

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 07:04:57 UTC
From: SML108@psuvm.psu.edu
Message-ID: <93034.020457SML108@psuvm.psu.edu>
Source record: 210760

In article <1993Feb3.010942.347@erenj.com>, mbernar@erenj.com (Marcelino Bernardo) says:
>
>Who was it that said ST software is cheaper than Mac or PC software?
>MacX, which is a X-Window server from Apple costs around $220 (US).

Just what I was thinking... For that price, I'd rather write my own server code... I suspect the product won't go very far in the atari market at that price and will either be discontinued or the price will drop... It kind of reminds me of the $300 VT100 emulator software that someone released back in the early days of the ST...

I'll bet the the prices for the other computers were comparable... I can't see it selling well for the PC when there is a P/D X out there already...

Scott

2074. Re: Atari ST system for sale

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 07:33:13 UTC
From: mac1@ra.msstate.edu
Message-ID: <mac1.728724793@Isis.MsState.Edu>
Source record: 210807
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

rxg3321@ultb.isc.rit.edu (R.X. Getter) writes:

>I have an Atari MegaST2 for sale

>features:
> * upgraded to 4 megabytes
> * TOS 1.4 roms
> * sm124 monochrome monitor (will sell seperately if the
> situation warrants it)
> * cable for connecting to a SONY KV1311CR monitor (won't mean much
> to most people, so hang your cat with it, I don't care)
> * 2 epyx 500xj joysticks. (only good if you're right handed)
> * shoebox hard drive case with ICD host adaptor and software.
> * lots of software, many games. Here is a partial list:
> NeoDesk 2.0 (I haven't upgraded yet, but you can)
> QuickST (again, not upgraded to warp9, but you can)
> Dungeon Master
> Chaos Strikes Back
> Captive
> Deuteros (seems to have a bug in it, I haven't spoken to
> activision, and I haven't heard anything on the net)
> WordUp 3.0 (don't use this unless whoever owns the rights to
> the software decides to fix the bugs)
> WordFlair (much better)
> G+plus
> Lemmings
> Klax
> Populous
> Power Monger
> Tower of Babel
> a terminal program whose name I forget. Not Flash, the other
> one.
> lots of pd and shareware including Uniterm, Llamatron,
> and others.
> and the ever popular Manny Moore
> I have at least twice what is listed here, but I can't remember
> the titles offhand.

>I have only one problem with the system. The keyboard has suffered a few
>injustices. Every key works, but a couple of keys aren't firmly attached
>and the tab key is missing. (the little button under the key works, and
>this doesn't present a problem at all.

>If anyone wants a (fairly) complete list of software, I will be able to get
>them after the first week in March.

>price: $1000 OBO + shipping

>Rob Getter
>rxg3321@cs.rit.edu

Well I tried to find humour in the above post. I couldn't.
Guess I am humour impaired.
Could somebody tell me, why is this guy trying to sell his Atari ST
in c.s.a.advocacy ?

Mubashir Cheema

2075. Re: Looking for C packages ...

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 07:34:50 UTC
From: Benedikt_Heinen@firemark.fido.de
Message-ID: <2b6f76c3%fidonet.org@p1.f44.n242.z2.fidonet.org>
Source record: 210808

MK> Anybody got any tips for which C package (compiler, linker, debugger ..)
MK> to use ? Ideally I don't want to spend lots of hard earned cash at this
MK> stage, but ANSI compatibility would , I guess, be handy.
I would recommend two well done packages (both ANSI conformant):
- GNU cc/c++ and according tools
good compiler, good libs, good tools, free software
but slow compiler, huge executables, needs much harddisc and RAM space
to use

- Lattice C V5.5
well done compiler, good libs, small execs
but commercial product (cost around 400,-DM -> US$ ~275)

MK> While we're at it - anybody know of a decent resoucre editor to use with
MK> C and other .RSC files ?
Lattice includes an Resource Kit (WERCS) or you can get a very good shareware
Resource Kit (ORCS) at a.a.u.e. (I think). Shareware fee is about 50,-DM (US$
~35).

bye,
Benedikt

2076. Re: X-windows for the Atari line

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 08:04:26 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1knuaaINNnte@phakt.usc.edu>
Source record: 210751

In article <1993Feb3.010942.347@erenj.com> mbernar@erenj.com (Marcelino Bernardo) writes:
>In article <1993Feb1.224250.19379@irscscm.UUCP> mlake@irscscm.UUCP (Marshall Lake)
writes:
[X stuff deleted]
>
>Who was it that said ST software is cheaper than Mac or PC software?
>MacX, which is a X-Window server from Apple costs around $220 (US).

Unforunately, this is market economics at work. It is exactly what
happens in the absence of competition. If someone else were to put out
an X-windows package, it would not only have to be cheaper to compete, but
the competition would force the price of the other X-win stuff down.

So what we need is a PD or Shareware version of X....that would
really bring down the price of commercial X (if it didn't kill it outright,
depending on the quality of the PD/SW software).

>Marcelino Bernardo
>mbernar@erenj.com

-MikeB

2077. mouse bug (was Re: Remember TEMPEST?...)

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 08:18:19 UTC
From: mpark@stein.u.washington.edu
Message-ID: <1knv4bINNoj3@shelley.u.washington.edu>
Source record: 210756

warwick@cs.uq.oz.au (Warwick Allison) writes:

[about the ST's joystick/mouse port...]
>they cannot handle the throughput of a mouse connected to the joystick
>port - because the IKBD cannot send data to the CPU fast enough).

This is a minor point, but, assuming he is referring to the
odd behavior of the mouse pointer when the physical mouse is
moved very rapidly, that behavior is consistent with aliasing;
i.e., the keyboard processor is not sampling the mouse state
at a sufficiently high frequency to keep up with quick movement.
This is different from "the IKBD cannot send data to the CPU
fast enough" but not contradictory either (the latter problem
could also exist).
Corrections/additions are welcome, especially if someone knows
the actual mouse sampling rate (and how to increase it!)

--m

2078. Re: ZPCAD

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 08:23:09 UTC
From: rincewind@discworld.oche.de
Message-ID: <2b6f61f42d807@discworld.oche.de>
Source record: 210755

In <1993Jan19.145406.2930@news.sara.nl>,
;;diamond (mbdqbest@diamond.sara.nl) wrote:

;>Does anyone know how to reach Burkhard Strausz, the author of ZPCAD?
;>E-mail to ac3.maus.de does not work anymore.

What's the problem - the ac3.maus.de - or is his username expired at the
Maus BBS

If the first is the case, you could try again or try ac3.oche.de instead.

cu
Michael
ratchett-faq_728478001@kauri.vuw.ac.nz>
From: gnat@kauri.vuw.ac.nz (Nathan Torkington)
Date: Sun, 31 Jan 1993 11:00:17 GMT
Reply-To: pratchett-faq@vuw.ac.nz
Sender: news@comp.vuw.ac.nz (News Admin)
Followup-To: alt.fan.pratchett
Organization: Dept. of Comp. Sci., Victoria Uni. of Wellington, New Zealand.
Approved: news-answers-request@MIT.Edu
Supersedes: <pratchett-faq_727009201@kauri.vuw.ac.nz>
Nntp-Posting-Host: kauri.vuw.ac.nz
Originator: gnat@kauri.vuw.ac.nz
Lines: 596

Archive-name: pratchett/faq
Maintained-by: pratchett-faq@vuw.ac.nz <Nathan Torkington>

Changes as --
Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3
IRC: Rincewind
"So we're surrounded by absolutely nothing. There's a word for it. It's what
you get when there's nothing left and everything's been used up."
"Yes. I think it's called the bill." (Terry Pratchett, Eric)

2079. 78Hz vertical screen frequency on the falcon

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 10:28:09 UTC
From: eberl@Informatik.TU-Muenchen.DE
Message-ID: <1993Feb3.102809.21057@Informatik.TU-Muenchen.DE>
Source record: 210809

```
Super78 - 78Hz vertical frequency for the Falcon030
===================================================

This program for the AUTO-folder switches the vertical screen frequency to
78 Hz, the horizontal frequency to about 40kHz, the pixel-rate to 33MHz.
It uses the falcons undocumented video-registers, so we cannot guarantee the
program will work - it does work on mine...
The program stays resident in the memory.
You can find the program at: ftp.e-technik.tu-muenchen.de in the folder
/pub/atari/Falcon/super_78.zoo
It would be good, if not ALL of you would fetch that thing now. Wait a few
days until somebody uploads it to atari.archiv.umich.edu in the states!!
ONLY the falcon-owners can use this program.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
!!! W A R N I N G !!!
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
!!! This program must only be startet, when you have !!!
!!! connected a MultiSync-monitor to your falcon, which !!!
!!! is capable of the above rates!!! For any damages !!!
!!! this program may do to your monitor, we are NOT !!!
!!! responsible! !!!
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Written by:
Georg Acher, acher@informatik.tu-muenchen.de
Michael Eberl, eberl@informatik.tu-muenchen.de

PS: If you want to send us some money, dare it and contact us via email :-)
```

2080. Re: What's the F in 1040STf

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 10:35:35 UTC
From: rfritz@zeus.calpoly.edu
Message-ID: <1993Feb03.103535.103141@zeus.calpoly.edu>
Source record: 210772

In comp.sys.atari.st, gbcusg@gpu.utcs.utoronto.ca (I. Barnett) spewed:
>In article <25610@galaxy.ucr.edu> phruby@ucrengr.ucr.edu (paul hruby) writes:
>>The F on your computer stands for frequency modulator. Basically, this
>>means you can connect your computer to a TV or VCR. Early 1040STs did
>>not have this capability. (As I remember.)
>>
>> Paul Hruby
>>
>
>I thought that is what the 'm' stands for in STfm. Doesn't the 'f' mean
>that it has an internal floppy drive, as early ST's had external drives?
>
>Darren King, GBC

That is correct. The "f" stands for the internal floppy on the side of the
1040's. (Well, at least the one I have.) The "m" is for the frequency
modulator as Paul put it. I don't recall my 520 having the little "m", but
it did allow me to easily hook it up to a TV with what it had on the back of
the machine. (And I have a VideoKey for my 1040 so it can be hooked up to
the TV and Stereo as well.)

--
Ryan E. Fritz
rfritz@oboe.calpoly.edu

2081. ATARI Mega ST2 (4MB) for sale

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 10:49:37 UTC
From: danny@nessie.mcc.ac.uk
Message-ID: <1993Feb3.104937.27375@nessie.mcc.ac.uk>
Source record: 210775

FOR SALE :

ATARI Mega ST2 (upgraded to 4MB),
SM124 Hi-Res Monochrome Monitor,
Recently serviced - has a 3 month warranty (within the UK).
Masses of software originals, including,
1st Word Plus
Outline Art
Degas Elite
Neodesk 3
ST-Basic
..and others which I can't remember off the top of my head,
all with manuals,

for 450 quid (or best offer)

Cheers,

Danny

2082. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 10:50:08 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.93Feb3105008@zappa.FtCollins.NCR.com>
Source record: 210810
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

>>>>> On 3 Feb 93 06:39:53 GMT, 01mbmccabe@leo.bsuvc.bsu.edu said:

> As for the Amiga outperforming the Falcon for games - exactly
> how fast does a machine need to be to play Donkey Kong or
> Dungeon Master, or even Super Mario, etc?
>
> If you like a 1200, buy a 1200. If you like a Falcon, buy a
> Falcon. Whatever your needs are.

Matt> I hope I can provide a little perspective here...

Nope you're clueless.

Matt> The SuperNintendo -- the one everyone plays StreetFighter II on --
Matt> has it main processor running at ~3MHz. I've never seen a game on
Matt> any computer with the quality of StreetFighter II. (Although I
Matt> read a few months ago that US Gold [i think] is coming out w/SF II
Matt> for the ST)

The SNES has additional processors that implement many graphics effects,
like scaling and rotation in hardware. The CPU speed is not nearly as
much an issue in its case.

Matt> So...if we're talking about games (popular games -- SFII was/is?
Matt> the most popular arcade game/home game) your Amiga sucks, My str
Matt> suck, and your IBM sucks.

Huh? Just because one box has a superior *implementation* of SFII
doesn't mean it's a better game box, in principle. It could just mean
that the software developers that did one (SNES - CapCom the actual
designers of the arcade game itself.) version of a program simply did a
better job than the others (ST/Amiga/PC - US Gold?).

For example, one advantage that makes the computers better is the
external mass storage they have that is readily available. That's just
starting for the consoles and is still a way off for the SNES
specifically.

--
/**/
/* Kent Dalton * EMail: Kent.Dalton@FtCollinsCO.NCR.COM */
/* NCR Microelectronics * Phone: (303) 223-5100 X-319 */
/* 2001 Danfield Ct. MS470A * FAX: (303) 226-9556 */
/* Fort Collins, Colorado 80525 * */
/**/
Why are these athletic shoe salesmen following me??

2083. Re: Profibuch (was Julian Reschke involved

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 10:52:38 UTC
From: julian@math.uni-muenster.de
Message-ID: <1ko85mINN1pjp@obelix.uni-muenster.de>
Source record: 210811

In article 1km2ftINN2hgi@rs1.rrz.Uni-Koeln.DE, aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
> I would not mind if you, Sybex, or anyone else translated the
> Profibuch for profit. But it bothers me that the Sybex people
> just sit on their copyright. They make neither use nor money out
> of it, and prevents others from doing so in their place.
>[...]
> I personally don't think that copyright is a viable concept in
> the long run at all, but for the time being, the least thing one
> can demand is that copyright owners should be obliged to make
> good use of their copyrights. Otherwise, others should be allowed
> to do so. The way Sybex seems to use their copyright on the
> Profibuch strongly reminds me of someone who owns flats, doesn't
> need them, and refuses to rent them to others in the Germany of
> today.

This is simly not true. Sybex Germany had talks with Sybex US, several
other publishers and even Atari. None of them was able or willing to
finance the translation. Sybex Germany is NOT sitting on the copyright.
If anyone wants to risk the effort, he's free to contact Sybex here
in Germany.

_____ cut here _____
Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de
_____ correct me if I'm wrong _____

2084. request for information - MiNT or minix on Atari - performance?

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 10:57:45 UTC
From: templon@paramount.nikhefk.nikhef.nl
Message-ID: <1993Feb3.105745.26831@paramount.nikhefk.nikhef.nl>
Source record: 210812

OK, I read the FAQ list first - nice FAQ list. I have a question that I didn't see answered there, and I hope someone here can help me.

I want to buy a home computer. I've had two in the past, an Apple Mac SE and an AT&T Unix-PC (also known as a 7300 or a 3B1). Now I have nothing and want something. I notice an abundance of Atari ST type machines in the used-computer ads around town.

What I want to do with a home computer is basically run unix stuff. I'd spend most of my time using an emacs style text editor, running TeX, or running (g)awk. I'd also like to have graphics capability (fairly simple for example what you can do with GNUplot.)

My question is: what can an ST machine (i.e. 8 MHz 68000 and about 1 MB memory) running MiNT or minix really do?? Can it run TeX? awk? emacs? GNU Emacs? Does it have virtual memory? I tried minix on the Mac (I think also at 8 MHz) and was really disappointed. Yes, I do realize that minix on the Mac is not really an OS but a program. Is it different on the Atari?

I know there are these new 68030 machines running at around 16 MHz, but for the price it seems obvious that if I have to go that far, I might as well get a 25 MHz 486/DX machine and run linux - about twice the speed for the same cost.

So, please let me know what I can expect for performance from an ST machine. Thanks very much for any comments.

JT

2085. Re: STalker vs Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 11:09:36 UTC
From: wwc@vsnhda.cern.ch
Message-ID: <1993Feb3.110936.13088@dxcern.cern.ch>
Source record: 210777

> > In fact the only thing that will not appear in English is
> > the manual
>
> That's the problem. :)
> The only thing? Kind of important, wouldn't you say?

No problem at all. CoNnect will have an english manual in about 2 months.

> Damn, why didn't the author distribute it as a complete tree! (like a
> GEMSYS directory already there!) I *hate* when people put archives inside
> of archives!

You obviously use a very old version of Connect. The newer ones are
archived in lharc archives including the tree structure.

Wolfgang

2086. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 11:15:43 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.93Feb3111543@zappa.FtCollins.NCR.com>
Source record: 210813
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

>>>>> On 2 Feb 93 19:27:03 GMT, anisko@usdtsg.DaytonOH.NCR.COM (anisko) said:

>For example, PC games are starting to come out in 640x480 format, and
>while the Falcon has that display capability, it is interlaced.
>And also, the Amiga 1200/4000 outperforms the Falcon in practically any
>incarnation of what an arcade game should be.
>
>--Raist

anisko> Something doesn't sound right. If you're using a VGA/SVGA
anisko> monitor, then 640x480 mode won't be interlaced.
anisko> However, if you're on a TV set or SC1224 monitor, then it probably
anisko> would be interlaced.

You clearly do not understand what interlace really means. If the signal coming out of your box is interlaced it stays interlaced, the display device has absolutely nothing to do with it. As a matter of fact, the interlacing will probably be more noticeable on a multisync than on a composite monitor.

anisko> I have my SVGA multisync ready and waiting... :-)

You wasted your money apparently ;-)

anisko> As for the Amiga outperforming the Falcon for games - exactly
anisko> how fast does a machine need to be to play Donkey Kong or
anisko> Dungeon Master, or even Super Mario, etc?

Those are all antiquated games by modern standards.

As more and more colors become standard in games, the ability to move and manipulate *lots* of data rapidly becomes important. This is why it is frequently desirable to have additional processing power available to alleviate the burden on the CPU so it can be freed up for calculations/etc rather than spending all its time slinging bits. (Witness: Amiga AGA Chipset, SNES Mode7 hardware, IBM S3/local bus, 3DO Dual 32bit RISC CPUs, etc.)

Think about a game like Commanche Maximum Overkill. That game has to do tons of calculations (3d gfx, game algorithms, etc) in addition to animating an 8 bit VGA screen and as a result, it pretty much requires a ~486/33 to run at a reasonable rate without any gfx hardware assist.

In the near future, I'd expect the standard for a computer game to be considered modern will be at least 640x400@8bits (~256Kbytes of data as opposed to ~64K for 320x200x8) that requires up to a 4x increase in the

machine's ability to calculate and update graphics data just to maintain
it's current frame rate etc.

--
/***/
/* Kent Dalton * EMail: Kent.Dalton@FtCollinsCO.NCR.COM */
/* NCR Microelectronics * Phone: (303) 223-5100 X-319 */
/* 2001 Danfield Ct. MS470A * FAX: (303) 226-9556 */
/* Fort Collins, Colorado 80525 * */
/***/
Why are these athletic shoe salesmen following me??

2087. Re: FTP sites

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 11:48:11 UTC
From: marc@targon.UUCP
Message-ID: <2921@targon.UUCP>
Source record: 210814

In article <25708@galaxy.ucr.edu> phruby@ucrengr.ucr.edu (paul hruby) writes:
>Try these FTP sites:
>atari.archive.umich.edu
>wuarchive.wustl.edu
>ftp.uni-paderborn.de
>ftp.tu-chausthal.de
>
>Anyone know of any other atari ftp sites?
>
> Paul

Yep: cs.ruu.nl

2088. Re: Compress

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 12:18:49 UTC
From: atari@cs.ruu.nl
Message-ID: <1993Feb3.121849.17204@cs.ruu.nl>
Source record: 210815

In <C1uJrJ.Lq5@ecf.toronto.edu> alrashi@ecf.toronto.edu writes:

>In article <lmtqm5INN68s@levelland.cs.utexas.edu> psurge@cs.utexas.edu writes:
>>Are there any Compress.ttp programs that are compatable with unix compress?
>>I ftp'ed a .Z file from my unix account, and when I tried to use the
>>compress.ttp utility that I have, it told me that the file was compressed with
>>16 bits, and that it could only handle up to 13 bits compression.
>>Is the a compress.ttp that will handle 16 bits compression?
>
>To my knowledge, there isn't any compress on the Atari that handles 16bit (at
>least none I know about). Anybody out there know if there is one?
Yes, there is one. We have it in our Atari archive:
utils/compress 910220 dcesz 16 bit compress

We, Computer Science department, Utrecht University, are running an
anonymous FTP server on one of our systems. In addition to the FTP
service we're also running a mail server, for those of you without
direct Internet access.

--> How to get '16 bit compress' via anonymous FTP:

Site: ftp.cs.ruu.nl [131.211.80.17]
Login: "anonymous" or "ftp"
Password: your own email address (you@your_domain)
file: /pub/ATARI-ST/utils/compress.zoo

--> How to get '16 bit compress' via e-mail from our mail-server:

NOTE: In the following I have assumed that your mail address is
"fred_flintstone@stone.age.edu"; of course you must substitute
your own address for this.

| Please use a VALID DOMAIN ADDRESS.
| Use 'hip!hop!user' if you must.
| Never use an address which has both '!' and '@' in it.
| Bitnetters use user@host.bitnet

Send the following message to
mail-server@cs.ruu.nl
or the old-fashioned path alternative
uunet!mcsun!sun4nl!ruuinf!mail-server

begin
path fred_flintstone@stone.age.edu (SUBSTITUTE _YOUR_ ADDRESS)
send ATARI-ST/utils/compress.zoo
end

The path command can be deleted if we receive a valid from address in your message. If this is the first time you use our mail server, we suggest you first issue the request:

send HELP

A complete "ls-lR" listing of the archive is kept in the top-level directory, it will be updated every night. To get it, issue the command:

send ls-lR.Z

That's all for now. If you encounter problems using the FTP service and/or the mail-server, feel free to drop me a line (by e-mail, please).

- Ate -

2089. Re: PC DITTO

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 12:30:17 UTC
From: mlake@irscscm.UUCP
Message-ID: <1993Feb3.123017.19265@irscscm.UUCP>
Source record: 210816

In article <jww3b7n@rpi.edu> bossoj@aix.rpi.edu (Joseph Charles Bossolini) writes:
>In article <1kc3dbINNonq@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>>In article <6bs3qnl@rpi.edu>, bossoj@vccnw02.its.rpi.edu (Joseph Charles Bossolini)
writes:
>>>On the subject of PC Ditto: Does anyone know if 3.01 will run
>>>on the Falcon?? I have a couple IBM programs that I use, and I
>>>can't see spending $300 bucks on an emulator just to run them!

I saw a partial list of software compatibility for the Falcon posted
onto GEnie by a California Atari dealer. PC Ditto III was on the list
as not running correctly on a Falcon. They didn't indicate if that
was with or without MultiTOS.

--
Marshall Lake
mlake%irscscm%media@uunet.uu.net
...!uunet!{media,mimsy!bogart}!irscscm!mlake
mlake@irscscm.UUCP

2090. Re: STOS_3D_Manual?

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 13:08:43 UTC
From: jvt@its.bt.co.uk
Message-ID: <1993Feb3.130843.12451@its.bt.co.uk>
Source record: 210840

>Which magazine!? The original of the program was released approx'
>1 year ago! Why on earth would they release it that soon!?

Atari ST User, Dec 92 or Jan 93. The mags are at home & I can't remember which. I think you hit the reason below. They've also done Personal Finance Manager & Mini Office (? - a spreadsheet I'm not familiar with). The former is on a time limit which expires in Feb.

>STOS itself was released. And neither are 'PD', they are still
>fully copyrighted. (but with stuff all documentation, so the company
>in effect should make more money through sales of the doc's than
>they would selling the rather failed program. STOS-3D is not too
>nice, powerful, but the object editor is horrible!)

I haven't got STOS & given my HATE of Basic :-), not inclined to look at it.

>If you do mean STOS-3D, which magazine, and which issue!? As I get
>the left-over magazines from a friends-aunt who owns a newsagent...
>(great!! Saves mega-$$$)

As a double check...its an add-on to STOS BASIC for programming 3D objects.

John
--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7FLG
+44 21 308 8892

2091. Re: PC DITTO & Falcon first impressions by a new user...

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 13:13:57 UTC
From: news@newcastle.ac.uk
Message-ID: <C1vJF9.1EF@newcastle.ac.uk>
Source record: 210817

In article <728659214.26093@minster.york.ac.uk>, mjl-b@minster.york.ac.uk writes:
From: n08z7@turing.newcastle.ac.uk (Craig Graham)
Path: turing!n08z7

>
>>Even Llamatron (which runs on a TT as well as ST/STE) crashes rather badly.
>
>You have remebered to turn off the processor caches? The sound player uses
>self-modifying code...

There's no way to turn off the processor cache on the Falcon. The manual mentions the processor cache control in the Xcontrol panel, but the option is NOT there (at least in the version they shipped with my falcon). Perhap's someone could tell me exactly how to turn off the cache (I love llamatron, and hate the fact it will not run.....).

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2092. Falcon030 .MOD player

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 13:26:04 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C1vJzH.1zM@newcastle.ac.uk>
Source record: 210818

The lone Falcon owner writes again.....

I'm posting this for someone else - don't mail me & ask questions, I've got no answers.

One of the programmers who wrote the Decade Demo has written a .MOD player for the Falcon, and will be uploading it to /atari/New this week.

I assume this is atari.archive.umich.edu , but I could be wrong.

Here's the address of the man himself (Griff),

mdg@ukc.ac.uk

Mail him support, so he'll know he's apreciated.....

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2093. Chinese/Japanese/Korean/Other East Asian Software?

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 14:03:03 UTC
From: bohn@utrurt.uni-trier.de
Message-ID: <bohn.728748183@utrurt>
Source record: 210819

Chinese/Japanese/Korean/Other East-Asian Software for ATARI?

A new ftp site is just being set up for Chinese, Japanese,
Korean and other East Asian Software at the "Leibniz Rechen-
zentrum" in Muenchen, Germany. I am supposed to take care
of the ATARI subdirectory.

While there is some Chinese software, I do not know about
any Japanese, Korean or other East Asia related software
for the ATARI.

If you know about any such software, please contact me at

bohn@ldv01.uni-trier.de
or: ucc02ab@sun3.lrz-muenchen.de

Thanks in advance!

Hartmut

P.S. The ftp site is: ftp.lrz-muenchen.de dir: /pub/culture/east-asia
--
Hartmut Bohn, M.A. ,'|_____, / ---, | Computerlinguistik / Sinologie
Walramsneustr. WG /| | | | -/--- __/_ | Universitaet Trier
5500 Trier | / | \ \ / | | email: bohn@LDV01.Uni-Trier.de
Germany | \| /\ \/ o Tel.: 0651-42238

2094. Re: Happy Australia Day!

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 14:21:44 UTC
From: ron@zooid.guild.org
Message-ID: <728749304.6948@zooid.guild.org>
Source record: 210820

From: cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth)
>In <11887@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
>> And I here "ground hog's day" or some such excuse for a beer is coming
>> the the US?
>
>Gound Hog's Day works in Canada, too... Feb.2... "If the groundhog
>sees its shadow on Feb.2, there's six more weeks of winter..."
>
>If it's this cold tomorrow, it'll freeze it's face off...
>

The only problem is that betting on six more weeks of winter in Canada, on February 2nd, is a pretty darn safe bet!

2095. Re: FTP sites

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 14:33:59 UTC
From: S112397@UMRVMA.umr.edu
Message-ID: <1993Feb3.143909.22756@umr.edu>
Source record: 210821

>Lines: 10
>Nntp-Posting-Host: ucrengr
>
>Try these FTP sites:
>atari.archive.umich.edu
>wuarchive.wustl.edu
>ftp.uni-paderborn.de
>ftp.tu-chausthal.de
>
>Anyone know of any other atari ftp sites?
>
> Paul
FTP to sol.cs.ruu.nl pub/atari and download ST-ARCHIVES file, its where I found most of my sites(note my as in I use them not as in I own them). I haven't tried all the sites listed and some may be dead(the list was made somewhere around 4-92) but enough of them are alive and well to help.

Finially I've posted info instead of questions :)

s112397@umrvma.umr.edu Sam Groves (: As if you cared :)

2096. Re: Re: FTP sites

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 14:46:24 UTC
From: S112397@UMRVMA.umr.edu
Message-ID: <1993Feb3.144853.22906@umr.edu>
Source record: 210822

```
>Lines: 21
>
>>Lines: 10
>>Nntp-Posting-Host: ucrengr
>>
>>Try these FTP sites:
>>atari.archive.umich.edu
>>wuarchive.wustl.edu
>>ftp.uni-paderborn.de
>>ftp.tu-chausthal.de
>>
>>Anyone know of any other atari ftp sites?
>>
>> Paul
>FTP to sol.cs.ruu.nl pub/atari and download ST-ARCHIVES file, its where I
>found most of my sites(note my as in I use them not as in I own them). I
>haven't tried all the sites listed and some may be dead(the list was made
>somewhere around 4-92) but enough of them are alive and well to help.
>
>Finially I've posted info instead of questions :)
>
>s112397@umrvma.umr.edu Sam Groves (: As if you cared :)
Of course this means that within 2 hours you will be spammed to death with
600+ copys of the list itself. :) (:

Me again s112397@umrvma.umr.edu Sam Groves
(don't ya just love people who post to their onw post ?)
```

2097. Re: FTP sites

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 14:57:33 UTC
From: atari@cs.ruu.nl
Message-ID: <1993Feb3.145733.25004@cs.ruu.nl>
Source record: 210774

In <25708@galaxy.ucr.edu> phruby@ucrengr.ucr.edu (paul hruby) writes:

>Try these FTP sites:
>atari.archive.umich.edu
>wuarchive.wustl.edu
>ftp.uni-paderborn.de
>ftp.tu-chausthal.de
>
>Anyone know of any other atari ftp sites?
Yes.

We, Computer Science department, Utrecht University, are running an
anonymous FTP server on one of our systems. In addition to the FTP
service we're also running a mail server, for those of you without
direct Internet access.

--> How to get 'INDEX' via anonymous FTP:

Site: ftp.cs.ruu.nl [131.211.80.17]
Login: "anonymous" or "ftp"
Password: your own email address (you@your_domain)
file: /pub/ATARI-ST/INDEX

--> How to get 'INDEX' via e-mail from our mail-server:

NOTE: In the following I have assumed that your mail address is
"fred_flintstone@stone.age.edu"; of course you must substitute
your own address for this.

| Please use a VALID DOMAIN ADDRESS.
| Use 'hip!hop!user' if you must.
| Never use an address which has both '!' and '@' in it.
| Bitnetters use user@host.bitnet

Send the following message to
mail-server@cs.ruu.nl
or the old-fashioned path alternative
uunet!mcsun!sun4nl!ruuinf!mail-server

begin
path fred_flintstone@stone.age.edu (SUBSTITUTE _YOUR_ ADDRESS)
send ATARI-ST/INDEX
end

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:

send HELP

A complete "ls-lR" listing of the archive is kept in the top-level
directory, it will be updated every night. To get it, issue the command:

send ls-lR.Z

That's all for now. If you encounter problems using the FTP service
and/or the mail-server, feel free to drop me a line (by e-mail, please).

- Ate -

--
Ate Brink, Systems Administrator
Moderator of the Atari archive at the Utrecht University (ftp.cs.ruu.nl)
Email: ate@cs.ruu.nl
atari@cs.ruu.nl Use this if you want to upload a program to the archive

2098. Xconq ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 15:03:00 UTC
From: mmunoz@vxcrna.cern.ch
Message-ID: <3FEB199316030226@vxcrna.cern.ch>
Source record: 210823

Someone has ported the game Xconq to the Atari ST?
MArc

2099. Re: Profibuch (was Julian Reschke involved

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 15:27:30 UTC
From: julian@math.uni-muenster.de
Message-ID: <1koo92INN168j@obelix.uni-muenster.de>
Source record: 210824

In article 1329@mwuk.UUCP, tony@microware.co.uk (Tony Mountifield) writes:
> > I'm not sure what international copyright says, but *I* definitively
> > would be angry.
>
> In such a case your anger would best be directed at Sybex for being
> ignorant enough to disregard a large proportion of the Atari community.
>
> IMHO, of course.

Well. Sybex thinks that they would loose money with an english edition.
If YOU want to risk the money, no problem. As I said: Sybex Germany is
still waiting for someone who REALLY wants to do the project -- it
doesn't have to be Sybex US at all. If you are healty enough to invest
~75000 DM of translation costs -- go for it.

If not, please shut up.

_____ cut here _____
Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de
_____ correct me if I'm wrong _____

2100. Looking for MENU safety program

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 15:55:06 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1993Feb3.095508.62@janus.arc.ab.ca>
Source record: 210825

I am trying to find a program/acc that will disable the menu bar unless you click on an item. I was sure I had one of these at one time but can no longer seem to find it. Does anyone know if such a program exists and if so what it's called and where I might find it?

Bob

'erkamp@arc.ab.ca'

2101. Re: MOuse reading in GFA Basic

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 15:55:18 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb3.155518.26321@newshost.lanl.gov>
Source record: 210826

In article 64J@dcs.ed.ac.uk, arjm@dcs.ed.ac.uk (Andrew Maccormack) writes:
>Can someone tell me why the GRAF_MKSTATE and MOUSE commands don't seem to like
>each other in GFA BASIC 3.5?

Well, there _are_ some peculiarities there, Andy, but what exactly do you
mean? Have an example? Best to follow this up through email, OK?

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2102. Wanted 4x1MB Simms

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 16:04:45 UTC
From: cs89bsm@brunel.ac.uk
Message-ID: <C1vrBy.F86@brunel.ac.uk>
Source record: 210770

```
WANTED 4 1mbx8(or9) simms 120 ns or faster

cs89bsm@brunel.ac.uk
```

2103. Re: Upgrades - Do I Dare ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 16:10:25 UTC
From: csg022@cch.coventry.ac.uk
Message-ID: <C1vrLE.FG9@cck.coventry.ac.uk>
Source record: 210842

You won't have this problem in the US, but anyone wanting upgrades,
equipment etc. in the UK would do well to steer clear of
First Computer Centre, Leeds. A bigger bunch of lamers I have never met.

--
+---+
| csg022 is M B Procter | Sincerity, if you can fake that you've got it made. |
| Coventry Uni. England | Whoever said that was thinking of Anne Diamond |
+---+

2104. Re: Help = ST Began?

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 16:16:33 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb3.161633.29054@newshost.lanl.gov>
Source record: 210783

In article s1@slab.mtholyoke.edu, kslate@MtHolyoke.edu (Kevin D. Slate) writes:
>
> Can someone tell me what year the ST hit the market? Was it
>1984 or 85?

It be 1985, Kevin. I forget the month, but the ST was also the cover story
in Byte magazine. Ah, those were the good old days... :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2105. Re: What's the F in 1040STf

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 16:30:09 UTC
From: mjr@trellis.cs.nott.ac.uk
Message-ID: <1993Feb3.163009.12768@cs.nott.ac.uk>
Source record: 210843

In article <C1rtBp.6yt@dcs.ed.ac.uk>, cdw@dcs.ed.ac.uk (Chris Walton) writes:
> I always thought the 'f' stood for internal Floppy drive and the 'm'
> stood for Modulator - I seem to remember reading it in ATARI explorer
> magazine ?
>
> --
> ==
> Chris - JANET: cdw@dcs.ed.ac.uk INTERNET: chrisw@castle.ed.ac.uk
> C.Walton@ed.ac.uk C.D.Walton@ed.ac.uk
> ==

Not flaming any of the answers given, but reading this makes me feel so
nostalgic. It just occured to me that the ST came out in late '85 - nearly
7 years ago, so when I was buying my first ST in 87, I had the choice of
external floppy or internal floppy, and RF modulator or not.

It makes me feel so old that there are ST users out there that only know
about such things from reading about it in a magazine :-)

Marcus

---
mjr@cs.nott.ac.uk "After a drink or three,
mjr@xtel.co.uk You stopped making sense to me"
Communications Research Group,
University of Nottingham - Homophobic Asshole by Senseless Things

2106. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 16:39:53 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Feb3.113953.15373@miavx1.acs.muohio.edu>
Source record: 210827
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb3.013953.14423@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:
> I hope I can provide a little perspective here...
>
> The SuperNintendo -- the one everyone plays StreetFighter II on -- has it main
> processor running at ~3MHz. I've never seen a game on any computer with the
> quality of StreetFighter II. (Although I read a few months ago that US Gold [i
> think] is coming out w/SF II for the ST)
>
> I don't know if this extremely high quality is purely from the programmer or
> not, but it is definately there, not here.
>
> So...if we're talking about games (popular games -- SFII was/is? the most
> popular arcade game/home game) your Amiga sucks, My str suck, and your IBM
> sucks.

If Atari wants to move the Falcon, all they have to do is get a
port of SFII for it. (Hopefully Championship Edition!!) I know this game
alone has sold several Super Nintendos, in fact, if I had the money I would
be buying it!! (Both a SNES and SFII, even at $70 for the game)

SFII is the Pac-man of the 90's. My girlfriend even likes the game,
and she doesn't like going into Arcades at all. (That's why when we go to
the mall, I send her shopping, and I go to the arcade!!)

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You like Earth Jazz, she likes Klingon \rlcollins@miavx1.acs.muohio.edu
opera, so you compromise, and listen to \RC1DSANU@miamiu.acs.muohio.edu
Klingon opera." -Odo, Star Trek- Deep Space Nine \rcollins@apsvax.aps.muohio.edu
\ R.COLLINS1 on GEnie
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 3-FEB-1993

2107. Re: ADVOCACY: Writing games

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 16:44:11 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1kosorlNNbk0@life.ai.mit.edu>
Source record: 210828

In article <11923@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>I find it hard to believe, but lots of people talk about
>"virtual paging" there. You know what that is? IT'S COPYING THE
>SCREEN MEMORY FOR EACH PAGE FLIP. Isn't that ridiculous!!!
>Give me the Atari ST (or 8bit, even Amiga) any day - where we
>can have any number of pages in memory and flip instantly between
>them just by changing a pointer.

If you weren't aware: You can put the VGA card in a mode that supports real page flipping in 320x200x256color mode. Unfortunately you do lose the nice byte-per-pixel property when you do this, and you have to deal with a similar image format as you have on the ST (i.e., annoying). In fact the overhead you get from having to deal with images in this format is such that it may make sense to stick with standard "mode 13" (byte-per-pixel, no page flipping) and write to a page of VRAM and then copy the whole screen each time. (If you keep your "hidden" screen on the video card, the copy is four times faster than if you keep it in regular RAM.)

This is reminicent of difficulty of doing fine scrolling on the ST -- you have to do all that shifting in software (or at least keep preshifted tokens around which is a hideous waste of RAM). It's much faster if you have a byte per pixel and therefore keep pixels aligned on bounds that the hardware deals well with. (This limitation is corrected in pixel-based graphics co-procesors like the TI34010, which can address at the bit level.)

You can also tweak registers on VGA cards to get a nifty 320x240 mode called "Mode X" that has multiple pages and 1/1 aspect ratio (square pixels). The VGA standard is astonishingly flexible; under X on 386Mach, e.g., you can set your video mode to be essentially any size (in pixels) within the limits of your video RAM and monitor.

It's nice not to be stuck with a few hard-wired video modes! (Not to mention any names. :)

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

2108. Re: STOS_3D_Manual?

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 16:45:08 UTC
From: neurom@stein.u.washington.edu
Message-ID: <1kosqkINNsl5@shelley.u.washington.edu>
Source record: 210778

```
STOS 3D is available from:
ST User 1-93
(or 12-92)

--Neuromancer

D
```

2109. Re: THE PC FALCON DEBATE.

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 16:53:53 UTC
From: mattias@tse.uucp
Message-ID: <1993Feb3.165353.232@tse.uucp>
Source record: 210829

In article <5033.723.uupcb@almac.co.uk> craig.dunn@almac.co.uk (Craig Dunn) writes:
>"I noticed an advert in your magazine for one of your numerous sister
>magazines. The interesting part of the advert was not the main
>content, but the small print at the bottom claiming that a 25MHz
>clocked 80386SX based PC is faster than the new Falcon.
><text skipped>
>Obviously a 25MHz processor, to the uninitiated, will appear faster
>than a 16MHz processor, but in the quoted case, this is blatantly
>untrue. The 68030 is a full 32-bit processor with an onboard
>instruction cache. The 80386SX is a 32-bit processor internally, but
>with only a 16-bit data bus externally. Thus it takes the 386SX two
>instruction cycles to access 32 bits of memory, where the 68030 takes
>just one. Add to this the fact that most 32-bit fetches are for the

On a TT, SURE... However, we're NOT talking about a TT.. We're talking Falcon
(or is it Fall-Con????)
The Falcon ALSO only has a 16-bit bus, a fact that MOST people on GEnie have
criticized to no end (isn't that right Tbird ? :-)..
So, in effect, the 386SX and 030 in the Falcon are on equal grounds in that
area. I agree with some of the other comments made.
However, the prices are NOT realistic. For $1500 you get a 4/65 Falcon
WITHOUT a monitor.. For $1500 you can get a 33-386 WITH NICE SVGA monitor &
SVGA card..

Mattias
--
Mattias Hembruch
>> My views do not necessarily reflect those of the TSE. <<
E-mail: mattias@tse.asd.tse.ca

2110. Atari for Sale 520ST software/peripherals

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 17:29:37 UTC
From: KOLEDA_K@msb.flint.umich.edu
Message-ID: <MAILQUEUE-101.930203122443.288@msb.flint.umich.edu>
Source record: 210830

FOR SALE: ATARI ST system, peripherals and software.

Hardware:
Atari 520ST ...
External DS/DD drive, Atari SF-314 ...
Mouse, Best Electronics ...
Joystick, Standard Atari (2) ...
Trackball, Atari (needs modification to work as mouse) ...
Eazy-ST 2 Meg Ram Upgrade (total 2.5 Megs) $250
Monochrome Monitor, Atari SM124 ..
Monitor switch box, Astra 90

Color Monitor, Atari SC1224 100
1200 Baud Modem, Atari SX212 20
Hard drive case, 3-5.25 inch bays/power/fan (Tech Spec.) ...
Supra Hard SCSI controller with clock ...
84 MB hard hrive, Seagate ST-296N $350
1-Joystick Wico "Bat Handle" 10
Star NX-10 9-pin dot-matrix printer 85

Software:
WordPerfect 4.1 75
Pagestream 1.8 25
LDW Power 2.0 50
G-Plus, Codeheads 10
Mavis beacon Teaches Touch Typing 15
GFA BASIC 3.5e (January 1992) 50
GFA Draft Plus 10
GFA Companion 5
F-16 Falcon 20
Sim-City 20

Books:
GFA Basic Book w/disk 5
GFA Basic 2.0 Manual 5
GFA Basic 3.0 Manual 10
GFA Basic Programmers Reference Guide Volume I 10
Programming with GFA Basic 3.0 10
Abacus Atari ST Internals 10
Abacus Atari ST Sound and Graphics 5
Abacus Ataris ST GEM Programmers Reference 10

ST-Informer, several years
Atari Explorer, several years
START numersous issues, many with magazine disks
GBUG (GFA Basic Users Group) diskazine, several years shipping costs

Public domain software:
About 25 megs total on hard drive
Much duplicated on floppies Floppies go with system
Including numerous fonts for Pagestream or make offer
Utilities of all kinds
.IMG clipart
.TNY color pictures
Many excellent public domain games
Lots of GFA basic source code Included on hard drive

Everything in excellent condition. No known problems.

I would prefer to sell as a unit, but will split up. Items listed with one price need to stay together. I'd like to keep a complete working system (i.e., CPU, floppy, and one monitor) for last.

Above are suggested prices. All are flexible to some degree, actual shipping charges on most items -- or pickup in vicinity of Flint, MI (about 1 hour drive N. of Detroit).

Please contact via e-mail.
Koleda_k@msb.flint.umich.edu

Ken Koleda, Geo-processing Specialist Sorry, no pictures.
Regional Groundwater Center
Room 518-MSB, UM-Flint
303 E. Kearsley 313-766-6608
Flint, MI 48052-2186 internet: koleda_k@msb.flint.umich.edu

2111. Re: ADVOCACY: the future is not in computers

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 17:32:06 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C1vvDK.JnA@news2.cis.umn.edu>
Source record: 210831

In article <1993Feb2.175726.17265@tse.uucp>, mattias@tse.uucp (Mattias Hembruch x0830) writes:
>When you say the future is not in computers, what do you mean??

"Home computers" failed to sell to more than an extreme minority of households in the United States. There are more game machines sold each YEAR than the total number of home computers. [Note, my definition of a home computer is a computer purchased solely for home use, to do the 'typical' home things: writing short letters, balancing the checkbook, playing games, providing educational opportunities to children.... Buying a computer so that you can do work at home means you've purchased a business computer.]

Future home entertainment systems -- applied applications devices, if you will --- will replace "home computers" as a viable market. They may, in actuality, BE computers (or at least they'll contain computer components), but this business of having to learn to type in order to use a computer isn't going anywhere.

Corporate purchases will still provide the majority of computer sales.

>Also, who will program the CD-I & VIS???

An interesting question. The people who currently program for the Intel computer market are already moving into VIS/CD-I. At least one major games publisher for the PC (Sierra) has converted their current software to VIS. Others are sure to follow -- the video game market is going upscale.

>As far as I can remember, the CD-I was being touted as the next big thing 3 >years ago..

I remember the computer hacker fling with CD-I (heck, I remember the RCA/Phillips fight over video discs...). It didn't go anywhere. Phillips decided that if the 'home computer' market wasn't going to do CD-I, they'd have to create their own entertainment system that WOULD. You can go to Sears and purchase the system today. Or you can go to Radio Shack and purchase the VIS system.

The average consumer could care less about home computers. However, a simple entertainment system that would allow them to play video games and get the kids to use the encyclopedia (and also play audio CDs) just might make them want to make a purchase.

>Having 2 different formats will only hurt the entire industry..

I know. Tandy has a bit of an advantage, I guess, since it appears their system is basically an Intel computer running a ROM-based version of Windows while disguised as a CD player. Those who already OWN a computer, and who can

attach a CD-ROM device to a SCSI port may be able to use both formats, if someone out there is smart enough to write the conversion software...

-- David Paschall-Zimbel

2112. Re: X-windows for the Atari line

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 17:37:57 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C1vvnB.JsM@news2.cis.umn.edu>
Source record: 210832

In article <93034.020457SML108@psuvm.psu.edu>, <SML108@psuvm.psu.edu> writes:
>I can't see it selling well for the PC when there is a P/D X out
>there already...

Tell that to corporate offices which won't even ALLOW non-commercial software to reside on company desktop computers. High prices are aimed at commercial enterprises, not at home users.

Universities are generally a bit looser with regard to such software, but don't ever make the mistake of assuming that, since software costs more than you'd be willing to spend on it, the seller isn't making any sales.

-- David Paschall-Zimbel

2113. Re: request for information - MiNT or minix on Atari - performance?

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 17:53:07 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C1vwCM.K90@news2.cis.umn.edu>
Source record: 210834

In article <1993Feb3.105745.26831@paramount.nikhefk.nikhef.nl>,
templon@paramount.nikhefk.nikhef.nl (Jeffrey Templon) writes:
>What I want to do with a home computer is basically run
>unix stuff. I'd spend most of my time using an emacs
>style text editor, running TeX, or running (g)awk.
>I'd also like to have graphics capability (fairly simple
>for example what you can do with GNUplot.)
>
>My question is: what can an ST machine (i.e. 8 MHz 68000
>and about 1 MB memory) running MiNT or minix really
>do?? Can it run TeX? awk? emacs? GNU Emacs?

You can run any, and all, of the software you mentioned from the GEM desktop of an ST without MiNT or Minix. If you really want a UNIX-like environment, you should look for a 4 megabyte ST running MiNT and any of the excellent program shells (BASH, ksh, csh-variants, tcsh, etc.) A 60 meg hard drive will make things more "comfortable".

I run an emacs-style editor from the GEM desktop, or from a shell. 1 megabyte is suitable for this sort of thing. TeX really needs more memory, and about 15 megs of disk space if you play with MetaFont. GNUplot has been ported to the ST, as have versions of a large number of GNU-ish programs. The GNU C compiler really requires a 4 meg machine. A monochrome monitor (or multisync) is probably the best for the uses you envision.

You won't get virtual memory ... the 68000 was designed well before people thought it might be a good idea for a microcomputer to be able to address virtual memory.

Performance will vary. I've compiled GNU C programs in the background while using GhostScript to print out a PostScript file to an HP DeskJet. The system response time is not nearly as fast as the SPARCstation ELC next door :) Then again, it compared favorably to the response time of a Sun 3/60, and positively beats the response time of a DECstation 3100 with 8 megabytes of memory which is in the process of compiling a lot of GNU C code in an interactive process while also running OSF/Motif.

-- David Paschall-Zimbel

2114. Re: Slip with sticp

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 18:20:42 UTC
From: psurge@cs.utexas.edu
Message-ID: <ln037qINNa09@levelland.cs.utexas.edu>
Source record: 210835

In article <lmubsiINN7ek@levelland.cs.utexas.edu> psurge@cs.utexas.edu (Troy Carpenter) writes:
>Well, I have solved the ftp login problem I was having before. Using the
>net.tos program as before, I can now log into my ftp server, but I cannot
>read any directories.. I can get and put files, but not read directories.
>If anyone has used the NET.TOS programs, please help me with this problem.
>

It appears no one else uses this package, but in case you are following this saga, the problem seemed to clear itself up and now I can FTP directly to my ST from my unix account (that is, now I can read my directories, ftp to and from my ST as well and create and delete files and directories!). Pretty nifty and useful so now I don't have to waste my time at home D/L'ing mucho files, I can do it while I am at work in the background!

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"M-U-S-I-C we see was never ment to be M-I-C-K-E-Y-M-O-U-S-E" --P.I.D

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

2115. Re: ADVOCACY: Writing games

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 18:31:37 UTC
From: glens@natinst.com
Message-ID: <1kp329$35f@falcon.natinst.com>
Source record: 210786

In article <1kosorINNbk0@life.ai.mit.edu> dmb@ai.mit.edu writes:
> (This limitation is
>corrected in pixel-based graphics co-procesors like the TI34010, which
>can address at the bit level.)

Also, a BLiTTER chip as is found on the STE, Falcon, and Amiga can
handle this quite nicely (not to mention the fine scrolling hardware that
can be found on the STE and Falcon).

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@natinst.com

2116. Re: 14.4 modem - What handshaking to use?

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 19:19:12 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <25738@galaxy.ucr.edu>
Source record: 210838
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I believe I saw version 2 of serial fix program on Genie. Didn't have the time to download it though.
Paul

2117. Re: Help = ST Began?

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 19:45:08 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <25739@galaxy.ucr.edu>
Source record: 210841

I believe it came out in '85. The Macintosh came out in '83. The
Amiga in '85 or '86.
Paul

2118. Re: Looking for C packages ...

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 20:03:12 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <25740@galaxy.ucr.edu>
Source record: 210844

If you like the Unix enviroment there is Mint with Gcc. If you want to stay with the desktop feel then try Pure C or Laser C if its still made. The problem with Pure C is that the manuals are in German but the language and menu bar are in english (I think.).

Is Prospero C and Prospero Pascal still available?

Paul

2119. Re: PC Bigotrynex

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 20:09:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A61271@K.maus.de>
Source record: 210845

B>The Mega STe runs at 8 Mhz external to the CPU.. the TT runs at 16Mhz
B>external to the CPU...

...and EVERY 100% compatible DOS machine runs at 8.33 MHz...

2120. Re: A1200/4000 v. Falcon 030 FAQ (ADVOCACY)

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 20:19:11 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1230@usdtsg.DaytonOH.NCR.COM>
Source record: 210846

In article <KENTD.93Feb3111543@zappa.FtCollins.NCR.com> kentd@FtCollins.NCR.com (Kent Dalton) writes:
>
>anisko> Something doesn't sound right. If you're using a VGA/SVGA
>anisko> monitor, then 640x480 mode won't be interlaced.
>anisko> However, if you're on a TV set or SC1224 monitor, then it probably
>anisko> would be interlaced.
>
>You clearly do not understand what interlace really means. If the signal
>coming out of your box is interlaced it stays interlaced, the display
>device has absolutely nothing to do with it. As a matter of fact, the
>interlacing will probably be more noticeable on a multisync than on a
>composite monitor.

I was actually commenting from a different perspective. I agree with you
that if the computer sends an interlaced signal, then the screen
will be interlaced (i.e. the monitor doesn't choose).

What I question is whether the *computer* itself ALWAYS sends out
an interlaced signal or not. If it does, then your comments are
correct and noted. Personally, I don't have a Falcon, so I can't
say from experience that it is one way or the other. My impression
from reading ZNET/AEO and checking out GEnie RTC conferences is that
the *Atari* can tell the difference between a TV, a SC1224, and a VGA/SVGA -
this would allow the *computer* to choose the output type. I know there's
a couple Falcon owners out here somewhere - they'd be better judges
as they'd be first hand...

>anisko> I have my SVGA multisync ready and waiting... :-)
>You wasted your money apparently ;-)

I dunno. Works well with my SVGA card in my 286 as well as with
my ST...

>/***/
>/* Kent Dalton * EMail: Kent.Dalton@FtCollinsCO.NCR.COM */
>/* NCR Microelectronics * Phone: (303) 223-5100 X-319 */
>/* 2001 Danfield Ct. MS470A * FAX: (303) 226-9556 */
>/* Fort Collins, Colorado 80525 * */
>/***/
>Why are these athletic shoe salesmen following me??
^^^^^^^^^^^^
Just hope one of them is not named AL BUNDY!!! :-)

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"there is nothing sure in Life but Death and Texas..." - Kelly Bundy

2121. Re: What's the F in 1040STf

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 20:42:19 UTC
From: willing@opus.hpl.hp.com
Message-ID: <C1w46o.DKB@hplntx.hpl.hp.com>
Source record: 210759

mjr@trellis.cs.nott.ac.uk (Marcus Roberts) writes:
: In article <C1rtBp.6yt@dcs.ed.ac.uk>, cdw@dcs.ed.ac.uk (Chris Walton) writes:
: > I always thought the 'f' stood for internal Floppy drive and the 'm'
: > stood for Modulator - I seem to remember reading it in ATARI explorer
: > magazine ?
: >
:
: Not flaming any of the answers given, but reading this makes me feel so
: nostalgic. It just occured to me that the ST came out in late '85 - nearly
: 7 years ago, so when I was buying my first ST in 87, I had the choice of
: external floppy or internal floppy, and RF modulator or not.
:
: It makes me feel so old that there are ST users out there that only know
: about such things from reading about it in a magazine :-)
:
: Marcus

Yes. When I bought my first ST in early '86, my dealer could only
obtain plain 520STs (external power-rat and *single-sided* external
floppy and no RF modulator). The 1040ST was still unobtainable.
TOS came on a floppy and furthermore, my dealer only had color
monitors in stock.

Scott Willingham // willing@hpl-opus.hpl.hp.com

2122. <None>

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 21:04:40 UTC
From: stewart@yvax.byu.edu
Message-ID: <1993Feb3.140440.1385@yvax.byu.edu>
Source record: 210765

Since this appears to be where all the die-hard Atarians hang out, does anybody know anything about an upcoming Portfolio II? How about the Atari Notepad? Any support for Portfolio I still happening?

Maybe if Atari loses out in the home computer market, they can still stay afloat with portable stuff like Portfolio and Lynx. If they go bankrupt, though, at least people wont care about pirating Atari software anymore...

2123. Re: I need help with rsrc_load from Basic

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 21:13:00 UTC
From: only_bbs!King_Midas@under.mind.ORG
Message-ID: <2460493@under.mind.ORG>
Source record: 210847

larry.o.imm@uwrf.ed:

If you want to stick to BASIC, switch over to GFA. Version 2.0 was released on a STart magazine disk a couple years ago, so it's "kind of" shareware. I've never had problems with RSRC_LOAD from GFA, but then I don't have an STe either...

--
via Fortress Gateway at uumind.mind.ORG

2124. Re: ADVOCACY: Writing games

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 21:16:31 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1kpcnfINNkbn@life.ai.mit.edu>
Source record: 210793

In article <1kp329$35f@falcon.natinst.com> glens@natinst.com (Glen Sescila) writes:
>In article <1kosorINNbk0@life.ai.mit.edu> dmb@ai.mit.edu writes:
>> (This limitation is
>>corrected in pixel-based graphics co-procesors like the TI34010, which
>>can address at the bit level.)
>
> Also, a BLiTTER chip as is found on the STE, Falcon, and Amiga can
>handle this quite nicely (not to mention the fine scrolling hardware that
>can be found on the STE and Falcon).

Hmmm, not what I was thinking about, exactly, but you're certainly
right given the way I put it. For those who don't know, though, I
guess I should briefly explain what I *meant* to say:

With the 34010 and 34020 (and probably other pixel processors I don't
know about), you load registers with the (X, Y) location of the object
you are dealing with. E.g., for the equivalent of the bit blit
instruction you set up the X and Y registers and then call the
bitblit-equivalent instruction. Similarly for lines (there is a LINE
instruction), splines, etc.

The nice thing is that your assembly code doesn't change for different
screen depths (for the most part). So the same code that works with 2
bit images will work with 8 bit images, without loss of speed. (I'm
simplifying things, but you can get the TI34010 reference if you're
really interested in the details.)

I'd really love to see a personal computer with that kind of graphics
capability as its standard. The chips are less than $100 now, and you
can get boards with 34020's on them for the PC already. (Of course,
that doesn't mean they're intended for writing games!)

Workng so hard at getting graphics fast on the ST (and PC) really makes
you appreciate something like the 34010! If only the Falcon had a
TI34010 instead of a 56000... :-(

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

2125. Re: Help with Uniterm

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 21:17:00 UTC
From: only_bbs!King_Midas@under.mind.ORG
Message-ID: <2460497@under.mind.ORG>
Source record: 210848

TOS error #35 means a corrupted
file, I think. Your only choice is probably to get a new copy of the
program.

--
via Fortress Gateway at uumind.mind.ORG

2126. Re: THE PC FALCON DEBATE.

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 21:17:55 UTC
From: neurom@stein.u.washington.edu
Message-ID: <1kpcq3INNp4m@shelley.u.washington.edu>
Source record: 210849

Shall we add the sound capabilities of the Falcon to your petty 3/33/SX?
How about MIDI ports, and the LAN port. SCSI II adapter, etc...

It may seem like a good deal, but once you add so much.....

--Neurom

2127. Re: request for information - MiNT or minix on Atari - performance?

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 21:22:23 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1kpd2flNNkf9@life.ai.mit.edu>
Source record: 210794

In article <C1vwCM.K90@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>You won't get virtual memory ... the 68000 was designed well before people
>thought it might be a good idea for a microcomputer to be able to address
>virtual memory.

Great post, but you're a bit off here -- the 68000 was released in
1979, and hence probably designed in 1977-1978. Virtual memory has
been around since the early 1960's, and even its familiar Unix
implementation appeared in the Multics project in 1968.

In fact there have been almost no significant advances in "hardware
features" since the 1960's. Almost everything you can find on a
microprocessor today was used in 1960's mainframes -- the only
difference is that now you can do those things on a much smaller
scale. Even vector processing units like those found in Crays were
around in the 60's, though back then they only showed up in machines
that were abysmal failures.

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

2128. Prompt= $CWD in Mintshel?

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 23:27:00 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <93034.182701JJL101@psuvm.psu.edu>
Source record: 210752

Is it possible to get the Prompt in Mintshel to be the 'updated' CWD?
Nice, short, sweet, and to the point :)

PS: For you GCC compiling folks, that use mint to do it in the background,
perhaps share your 'program' setup choice that conserves space, yet grants
some freedom in usability!

J.J. Lehett : Atari's, puzzles, games, MIDI, fractals, Kawai K4's...

- Work: JJL101@psuvm.psu.edu Penn State CAC
- Genie: J.LEHETT2
- Delphi: JLEHETT@delphi.com

2129. TEMPEST

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 23:30:14 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <C1wByE.7Gu@newcastle.ac.uk>
Source record: 210753

Just befor I left the UK for a job in the US a I picked up a copy of TEMPEST for the ST. It cost #5 from Macro and was produced by Atari (Well it had the atari logo all over it.) The game was written some time ago but did work on my STE. When I get the rest of my belongings shiped over and get a new Atari I will look into the program in more detail.

Dave Halliday.

Dave ADDRS : Silvaco, 4701 Patrick Henry Drv, Bld 3, Santa Clara CA 94054.
Halliday PHONE : (408) 988 2862 FAX: (408) 988 3285 HOME: (408) 259 2050
EMAIL : daveh@silvaco.com

Brit in exile wishing for a proper pint of draught beer.

2130. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 23:46:58 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <C1wCqA.KrE@ucunix.san.uc.edu>
Source record: 210763
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <KENTD.93Feb3111543@zappa.FtCollins.NCR.com> kentd@FtCollins.NCR.com (Kent Dalton) writes:
> <1993Feb02.132908.18891@rchland.ibm.com> <1227@usdtsg.DaytonOH.NCR.COM>
>
>>For example, PC games are starting to come out in 640x480 format, and
>>while the Falcon has that display capability, it is interlaced.
>>And also, the Amiga 1200/4000 outperforms the Falcon in practically any
>>incarnation of what an arcade game should be.
>>
>>--Raist
>
>anisko> Something doesn't sound right. If you're using a VGA/SVGA
>anisko> monitor, then 640x480 mode won't be interlaced.
>anisko> However, if you're on a TV set or SC1224 monitor, then it probably
>anisko> would be interlaced.
>
>You clearly do not understand what interlace really means. If the signal
>coming out of your box is interlaced it stays interlaced, the display
>device has absolutely nothing to do with it. As a matter of fact, the
>interlacing will probably be more noticeable on a multisync than on a
>composite monitor.

Umm, Perhaps you need a review of the FALCON's resolutions.

For people who don't wish to get a SVGA monitor, the FALCON will let you use the standard Atari monitor(s).

If you have a SVGA (VGA too), the FALCON won't be INTERLACED. You get 640x480.

If you have an Atari monitor, the FALCON will be INTERLACED. You get 640x480/2. The ST resolutions will NOT be interlaced.

--Kevin Klasmeier
klasmekj@ucunix

2131. droid

Newsgroup: comp.sys.atari.st
Date: 1993-02-03 23:58:36 UTC
From: weezy@netlink.cts.com
Message-ID: <D57eyB1w165w@netlink.cts.com>
Source record: 210754

does anyone have any hints/cheats for the shareware game droid?
mail weezy@hale.cts.com
thanks in advance

--
INTERNET: weezy@netlink.cts.com (Karl Harlbritter)
UUCP: ...!ryptyde!netlink!weezy
NetLink Online Communications * Public Access in San Diego, CA (619) 453-1115

2132. Re: <None>

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 00:27:41 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1kpnttINNeo1@shelley.u.washington.edu>
Source record: 210757

stewart@yvax.byu.edu writes:

>Maybe if Atari loses out in the home computer market, they can still stay afloat with
>portable stuff like Portfolio and Lynx. If they go bankrupt, though,
>at least people wont care about pirating Atari software anymore...

Pirating isn't bad just because it hurts Atari corp. It's bad because it
hurts the users and the developers! I think the Atari community is
capable of surviving even if the company goes bankrupt, at least for a
short while...

Dan Aylward
dud@u.washington.edu

2133. Awesome Centipede Clone at a.a.u.e!

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 00:44:46 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <C1wFEo.7D6@mentor.cc.purdue.edu>
Source record: 210790

I just downloaded this new shareware version of Centipede from GEnie and have just placed it on the Atari Archive at umich. It is from Scotland and is brand new.

This is worth anybody's time to d/l, it is great.

It is file centped.lzh in /atari/Newitems or /atari/Games.

(Use lzh 2.01l)

Jody Lenn
8-bit archivist

lenn@atari.archive.umich.edu
lenn@mentor.cc.purdue.edu
GEnie: j.lenn1

2134. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 01:02:33 UTC
From: 73110.713@CompuServe.COM
Message-ID: <930204002724_73110.713_DHB50-1@CompuServe.COM>
Source record: 210795

To make the A1200 roughly equivalent to the Falcon 030, you'll have to buy the following: FPU socket $150 (Microbotics empty simm/'881 FPU board), programmable DSP 56001 with I/O port $1000+ (Sunrize), 16-bit stereo A/D D/A $50, SCSI card with 3-4 MB/s spec $200?, Proprietary HD Floppy drive $100, 16-bit Hicolor card $100, 68030 with MMU $50, LAN $50, MIDI $25, 16 Mhz BLiTTER with IDE DMA capabilities $50?, Extra joystick ports $10, VGA monitor adaptor $25, Fan $20, Upgraded 65W power (from 22W) $50. Plus you'll have to get an OS with DIG and memory protection.

Total upgrade cost = ~$1800 (+ $600 cost of A1200) = ~$2400 Total

Since most A1200 owners void their warranties because they are forced to install an IDE drive instead using the SCSI drive most Amiga/Atari users possess, they should be *very* careful when performing their dozen upgrades. :-)

2135. Re: request for information - MiNT or minix on Atari - performance?

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 02:56:54 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Feb3215654@kropotkin.gnu.ai.mit.edu>
Source record: 210704

In article <1kpd2fINNkf9@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:
>In article <C1vwCM.K90@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>>You won't get virtual memory ... the 68000 was designed well before people
>>thought it might be a good idea for a microcomputer to be able to address
>>virtual memory.
>
>Great post, but you're a bit off here -- the 68000 was released in
>1979, and hence probably designed in 1977-1978. Virtual memory has
>been around since the early 1960's, and even its familiar Unix
>implementation appeared in the Multics project in 1968.

It's a really good idea to read entire paragraphs before you start
spewing out true but irrelevant facts. The original post specifically
says "for a MICROCOMPUTER". Multics and UNIX were developed on PDP
mini's, not on desktop home micros.

>In fact there have been almost no significant advances in "hardware
>features" since the 1960's. Almost everything you can find on a
>microprocessor today was used in 1960's mainframes -- the only
^^^^^^^^^^

Ahem.

entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, and Xerox. Join the League for
Programming Freedom! Write to lpf@uunet.uu.net for more information.

2136. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 03:25:15 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1kq2arlNNe71@elroy.jpl.nasa.gov>
Source record: 210758
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <C1wCqA.KrE@ucunix.san.uc.edu> klasmekj@ucunix.san.uc.edu (Kevin J. Klasmeier) writes:
>In article <KENTD.93Feb3111543@zappa.FtCollins.NCR.com> kentd@FtCollins.NCR.com (Kent Dalton) writes:
>> <1993Feb02.132908.18891@rchland.ibm.com> <1227@usdtsg.DaytonOH.NCR.COM>
>>>For example, PC games are starting to come out in 640x480 format, and
>>>while the Falcon has that display capability, it is interlaced.
>>>And also, the Amiga 1200/4000 outperforms the Falcon in practically any
>>>incarnation of what an arcade game should be.

>>anisko> Something doesn't sound right. If you're using a VGA/SVGA
>>anisko> monitor, then 640x480 mode won't be interlaced.
>>anisko> However, if you're on a TV set or SC1224 monitor, then it probably
>>anisko> would be interlaced.

>>You clearly do not understand what interlace really means. If the signal
>>coming out of your box is interlaced it stays interlaced, the display
>>device has absolutely nothing to do with it. As a matter of fact, the
>>interlacing will probably be more noticeable on a multisync than on a
>>composite monitor.

"You clearly do not understand" how the Falcon video system works...

>For people who don't wish to get a SVGA monitor, the FALCON will let you
>use the standard Atari monitor(s).
>
>If you have a SVGA (VGA too), the FALCON won't be INTERLACED. You get
>640x480.
>
>If you have an Atari monitor, the FALCON will be INTERLACED. You get
>640x480/2. The ST resolutions will NOT be interlaced.

Mostly correct. The ST's mono rez (640x400x2) is interlaced on the TV/SC1224.
As some other post surmised, the Falcon can determine what kind of monitor is
plugged into its video out port and TOS will adjust things accordingly.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

2137. Re: THE PC FALCON DEBATE.

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 03:40:47 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1kq37vlNNeu4@elroy.jpl.nasa.gov>
Source record: 210716

In article <1kpcq3INNp4m@shelley.u.washington.edu> neurom@stein.u.washington.edu (Neuromancer) writes:
>Shall we add the sound capabilities of the Falcon to your petty 3/33/SX?
>How about MIDI ports, and the LAN port. SCSI II adapter, etc...
>
>It may seem like a good deal, but once you add so much.....

All good points. You really can't discount the presence of nice controllers like the Zilog 8530 SCC (provides the RS232 serial port and RS422 LAN port), the high speed SCSI (NCR 5380, as I recall), etc. While very few new PCs are still using the crappy Intel 8250 ACIAs, the performance even with the nicer 16550s can't compare to the speed and reliability of the Zilog 8530s. (I won't harp on the MIDI ports because it really is a valid point that few people will ever use them. However, the serial ports on a PC will tend to get used very heavily, and the hardware driving them makes a big difference. You can drive a PC's serial port at up to 115kbps, but it tends to be very unreliable, particularly using the 8250, and you can't do *anything* else when operating at that speed. You can drive the Falcon serial port about 3 or 4 times faster and not miss a beat, while multitasking.)

And of course, as long as we're restricted to the [E]ISA PC bus, you'll never see more than 8 MHz of available bandwidth there, which works out to maybe 512KB/sec max. So unless you go with a localbus SCSI adapter, your PC is never going to see anywhere near optimal hard drive performance.

--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

2138. Re: ADVOCACY: the future is not in computers

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 04:04:28 UTC
From: dcable@nyx.cs.du.edu
Message-ID: <1993Feb4.040428.21002@mnemosyne.cs.du.edu>
Source record: 210773

davidli@simvax.labmed.umn.edu writes:

>stuff deleted here

>Of course, one could probably program a 'console' system such as the Falcon to
>process CD-I/VIS discs ... food for thought.

Is this why Atari (Sam Tramiel on GEnie) says that they are "keeping in
touch" with Microware--the developers of the OS9 system which I
believe is used by Phillips for CD-I?

Does anybody out there know more about this?

--
dcable@nyx.cs.du.edu

2139. Joppa FAX (Re: Atari ST and FAX)

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 04:18:18 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <C1wpAJ.AsH@watserv1.uwaterloo.ca>
Source record: 210761

In article <stigj.26.728401453@dhhalden.no> stigj@dhhalden.no (STIG JORGENSEN) writes:
>That's wrong. There is at least two FAX progs more around... but they are
>German, and I think one of this programs has an acc that is public domain.
>With this you can send fax from a program that has a fax driver... Not many
>has yet, but...

I would like to get a phone number and address for Joppa. I would
like to find out about their FAX software. I have been informed that they
no longer distribute it and that one of the programmers now does. By contacting
them I am sure I can get the addess of the new distributor. If you have Joppa's
phone number (at least) and address could you please email it to me? thanks.

brett maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

2140. FORTRAN, umich access, MIDInet

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 04:49:21 UTC
From: fsctc@avelon.lerc.nasa.gov
Message-ID: <1993Feb4.044921.8320@eagle.lerc.nasa.gov>
Source record: 210762

Okay guys, don't laugh, okay. My ego's fairly fragile. Here are my questions.

1. What would be a good FORTRAN (yes, you heard it right) to use on my TT?
It needs to take advantage of my 68882 and the 16 MB of TT RAM. I was
prospero FORTRAN is pretty decent. Where can I get it here in the US?

2. There's a MIDI networking program that Fred Brooks wrote on umich that
allow several STs to be linked via the MIDI ports. I tried it couple
of days ago and it didn't work. Anybody else had experiences with it?

3. I've trying anonymous ftp from atari.archive.umich.edu for the last
three nights. Each time, I was kicked off because the number of
connections were filled to the hilt. What's going on?

Clarence

--

Clarence T. Chang | phone: 216-433-8561
NASA Lewis Research Center |
Cleveland, Ohio 44135 | email: fsctc@avelon.lerc.nasa.gov

2141. Re: 14.4 modem - What handshaking to use?

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 05:51:46 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1kqati$dou@msuinfo.cl.msu.edu>
Source record: 210764

phruby@ucrengr.ucr.edu (paul hruby) writes:

>I believe I saw version 2 of serial fix program on Genie. Didn't have the
>time to download it though.

It's well worth looking at. It comes with a version of the program
which does NOT require the CPX memory hog...
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

2142. Re: 78Hz vertical screen frequency on the falcon

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 06:07:38 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Feb4.060738.27963@beaver.cs.washington.edu>
Source record: 210766

In article <1993Feb3.102809.21057@Informatik.TU-Muenchen.DE>
eberl@Informatik.TU-Muenchen.DE (Michael Eberl) writes:
>
> Super78 - 78Hz vertical frequency for the Falcon030
> ==
>
>This program for the AUTO-folder switches the vertical screen frequency to
>78 Hz, the horizontal frequency to about 40kHz, the pixel-rate to 33MHz.

Ok, that sounds cool and all but could you explain to us video neophytes
why exactly you would want to do this? Would it give you more video modes?
A better picture? Or do you just change the frequency to 72Hz and look
at it saying "Wow" for a few hours? :-)

[a few words deleted]

>Written by:
>Georg Acher, acher@informatik.tu-muenchen.de
>Michael Eberl, eberl@informatik.tu-muenchen.de
>
>PS: If you want to send us some money, dare it and contact us via email :-)

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

2143. Re: request for information - MiNT or minix on Atari - performance?

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 06:10:02 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1kqbvqINN2l4@life.ai.mit.edu>
Source record: 210707

In article <ENTROPY.93Feb3215654@kropotkin.gnu.ai.mit.edu> entropy@gnu.ai.mit.edu (maximum entropy) writes:
>In article <1kpd2fINNkf9@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:
>>In article <C1vwCM.K90@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>>>You won't get virtual memory ... the 68000 was designed well before people
>>>thought it might be a good idea for a microcomputer to be able to address
>>>virtual memory.
>>
>>Great post, but you're a bit off here -- the 68000 was released in
>>1979, and hence probably designed in 1977-1978. Virtual memory has
>>been around since the early 1960's, and even its familiar Unix
>>implementation appeared in the Multics project in 1968.
>
>It's a really good idea to read entire paragraphs before you start
>spewing out true but irrelevant facts. The original post specifically
>says "for a MICROCOMPUTER". Multics and UNIX were developed on PDP
>mini's, not on desktop home micros.

Sigh, another contentless bitching meta-post. Why I ever waste my
time posting here anymore is totally beyond me.

"Thanks for your contribution; unfortunately we don't have space to
print all the excellent material we receive."

The Mac was released shortly after the 68000, had a 68000 in it, and
featured an *implementation* of a (hacky) vritual memory scheme. If it
weren't already obivous enough that the existence of VM in the early
60's makes it unlikely that VM had not even been considered for micros,
that pretty much puts the argument to rest, now doesn't it?

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

2144. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 07:03:12 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Feb4.020312.14507@bsu-ucs>
Source record: 210767

In article <KENTD.93Feb3105008@zappa.FtCollins.NCR.com>, kentd@FtCollins.NCR.com (Kent Dalton) writes:
>>>>>> On 3 Feb 93 06:39:53 GMT, 01mbmccabe@leo.bsuvc.bsu.edu said:
>
>> As for the Amiga outperforming the Falcon for games - exactly
>> how fast does a machine need to be to play Donkey Kong or
>> Dungeon Master, or even Super Mario, etc?
>>
>> If you like a 1200, buy a 1200. If you like a Falcon, buy a
>> Falcon. Whatever your needs are.
>
> Matt> I hope I can provide a little perspective here...
>
> Nope you're clueless.

Grow up. You don't know me.

> Matt> The SuperNintendo -- the one everyone plays StreetFighter II on --
> Matt> has it main processor running at ~3MHz. I've never seen a game on
> Matt> any computer with the quality of StreetFighter II. (Although I
> Matt> read a few months ago that US Gold [i think] is coming out w/SF II
> Matt> for the ST)
>
> The SNES has additional processors that implement many graphics effects,
> like scaling and rotation in hardware. The CPU speed is not nearly as
> much an issue in its case.

Here you are in the process of missing the point of the post.

> Matt> So...if we're talking about games (popular games -- SFII was/is?
> Matt> the most popular arcade game/home game) your Amiga sucks, My str
> Matt> suck, and your IBM sucks.
>
> Huh? Just because one box has a superior *implementation* of SFII
> doesn't mean it's a better game box, in principle. It could just mean
> that the software developers that did one (SNES - CapCom the actual
> designers of the arcade game itself.) version of a program simply did a
> better job than the others (ST/Amiga/PC - US Gold?).

By this point you have completely missed the point of the post.

[...stuff deleted...]

The point was to answer the question (sort of..even more to provide perspective) posed above. Do you remember the question?

"...exactly how fast does a machine have to be to play Donkey Kong, or Dungoen Master, or even Super Mario, etc?"

Read as: How fast a machine (8MHz, 16MHz, 25MHZ, 33MHZ) does on need to play games?

My point: Not a very fast machine is needed to play the best games.

Good luck this time.

-Matt

2145. Re: ZPCAD

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 08:02:25 UTC
From: chris@cyber.mim.uni-hannover.de
Message-ID: <1993Feb4.080225.29734@newsserver.rrzn.uni-hannover.de>
Source record: 210709

mbdqbest@diamond.sara.nl (;;diamond) writes:
: Does anyone know how to reach Burkhard Strausz, the author of ZPCAD?
: E-mail to ac3.maus.de does not work anymore.
:
: Robert Best
: rwbest@sara.nl
:
:
Robert,
B. Strausz has changed to MS-DOS (?!) and has stopped all
development in ZPCAD...

sorry chris

--

Uni-Hannover, MiM e-Mail: chris@cyber.mim.uni-hannover.de
Christoph Niessen voice: +49 511 762-4301
Nienburger Str. 17 fax: +49 511 762-3456
3000 Hannover 1, Germany

2146. Re: PowerDOS

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 08:07:50 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b70c1f0@Kralizec.fido.zeta.org.au>
Source record: 210768

Original to: gerry.o'rourke
In a message of <28 Jan 93 15:14:31>, Gerry O'Rourke (3:713/602) writes:

GO> Gerry O'Rourke (?), via Kralizec 3:713/602
GO>
GO> I downloaded Powerdos from a.a, bit I can't get it to do anything for
GO> me. There is no Configur file in the archive, & I cant't figure out how
GO> to set it up properly.

Take a hint from someone who has tried, quite hard :

Don't bother.

GO> If there is anyone out there who has or who knows something, please
post
GO> a reply as it certainly looks interesting.

Looks can be (are) deceiving.

GO> Some questions:
GO> 1. Does it work with all versions of TOS.

Probably not with <1.04

GO> 2. What is the difference between it and Mint/Multitos.

Everything 8) ... PDos is a very simple system, providing reasonable
backwards compatability, but few new features. MiNT is a whole new operating
system that just happens to be backwards compatible. (That's simplifying it
a lot, but basically the gist of it)

GO> 3. How much faster are the disk routines.

In version 1.0 they were about twice as fast. Unfortunately, in fixing all
of the incredible bugs in 1.0, this speed was lost, and the current versions
are 10-2)% faster. In my mind, that's not enough to justify living with a
product that is that buggy.

GO> 4. How do you set up the programs to muti-task.

You don't. There are no shells, and unless you want to write your own, there
probably won't be.

Don't get me wrong, I think Chris has done a very impressive job - it's just
that it's not reliable, and he should concentrate on PowerNET and making it
work with MiNT/MTos...

GO> Gerry O'Rourke

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

2147. Re: FTP sites

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 08:14:31 UTC
From: doucet@ripolin.laas.fr
Message-ID: <8812@laas.laas.fr>
Source record: 210769

In article 2921@targon.UUCP, marc@targon.UUCP (Marc Dierikx) writes:
>In article <25708@galaxy.ucr.edu> phruby@ucrengr.ucr.edu (paul hruby) writes:
>>Try these FTP sites:
>>atari.archive.umich.edu
>>wuarchive.wustl.edu
>>ftp.uni-paderborn.de
>>ftp.tu-chausthal.de
>>
>>Anyone know of any other atari ftp sites?
>>
>> Paul
>
>Yep: cs.ruu.nl

BTW, what happened to src.doc.ic.ac.uk who used to be an a.a.u.e. mirror ?
Nothing new has arrived there for two weeks...
It was a very good site for people having trouble to connect to a.a.u.e.

+-------------------------+-------------------------+
| Jean-Etienne DOUCET | LAAS - CNRS |
| doucet@laas.laas.fr | Toulouse FRANCE |
+-------------------------+-------------------------+

2148. Re: FTP sites

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 08:30:00 UTC
From: atari@cs.ruu.nl
Message-ID: <1993Feb4.083000.15550@cs.ruu.nl>
Source record: 210771

In <25708@galaxy.ucr.edu> phruby@ucrengr.ucr.edu (paul hruby) writes:
> Yep: cs.ruu.nl
Almost right: it's ftp.cs.ruu.nl

In <1993Feb3.143909.22756@umr.edu> S112397@UMRVMA.umr.edu writes:
>FTP to sol.cs.ruu.nl pub/atari and download ST-ARCHIVES file, its where I
>found most of my sites(note my as in I use them not as in I own them). I
>
Please use the name that will last longer than the computer: ftp.cs.ruu.nl
We don't know how much longer the name sol will be valid.

BTW: The file ST-ARCHIVES is in the directory pub/ATARI-ST

- Ate -

--
Ate Brink, Systems Administrator
Moderator of the Atari archive at the Utrecht University (ftp.cs.ruu.nl)
Email: ate@cs.ruu.nl
atari@cs.ruu.nl Use this if you want to upload a program to the archive

2149. Re: Speedo GDOS questions...

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 09:29:40 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1993Feb4.092940.25577@olymp.informatik.uni-bonn.de>
Source record: 210776

In article <C1ML0s.7sI@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>In article <1993Jan28.182803.27454@olymp.informatik.uni-bonn.de>,
volker@sfb256.iam.uni-bonn.de (Volker A. Brandt) writes:
>If SpeedoGDOS is anything like FSMGDOS, you may be able to use typical GDOS
>fonts, but you won't be able to use any of the SpeedoGDOS features with these
>bitmapped fonts -- a bitmapped font is not scaleable, except in the crudest
>form.

SpeedoGDOS is like FSMGDOS (I *have* Speedo) but, like you say, I want a
scalable font, or else I could indeed stick with FSM or FontGDOS.

>Since BitStream fonts are licensed technology, I don't think you'll find any
>freeware or shareware font editors for BitStream fonts. You might be able to
>find a font editor within the Intel-clone world of software. Good luck in your
>search.

Basically, you are right. But, since the Speedo fonts are included with the
X11R5 release of the X Window System, and there exists source code for font
display within those sources, I guess that one could derive a font editor or
some sort of converter from aother outline or vector font format from this.

Also, I guess that one could use those speedo fonts that come with X11R5, but I
haven't found the time to try this out.

-- Volker

--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

2150. Re: THE PC FALCON DEBATE.

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 11:42:03 UTC
From: mpnolan@unix1.tcd.ie
Message-ID: <mpnolan.728826123@unix1.tcd.ie>
Source record: 210779

In <1993Feb3.165353.232@tse.uucp> mattias@tse.uucp (Mattias Hembruch x0830) writes:

>In article <5033.723.uupcb@almac.co.uk> craig.dunn@almac.co.uk (Craig Dunn) writes:
>>"I noticed an advert in your magazine for one of your numerous sister
>>magazines. The interesting part of the advert was not the main
>>content, but the small print at the bottom claiming that a 25MHz
>>clocked 80386SX based PC is faster than the new Falcon.
>><text skipped>
>>Obviously a 25MHz processor, to the uninitiated, will appear faster
>>than a 16MHz processor, but in the quoted case, this is blatantly
>>untrue. The 68030 is a full 32-bit processor with an onboard
>>instruction cache. The 80386SX is a 32-bit processor internally, but
>>with only a 16-bit data bus externally. Thus it takes the 386SX two
>>instruction cycles to access 32 bits of memory, where the 68030 takes
>>just one. Add to this the fact that most 32-bit fetches are for the

>On a TT, SURE... However, we're NOT talking about a TT.. We're talking Falcon
>(or is it Fall-Con????)
>The Falcon ALSO only has a 16-bit bus, a fact that MOST people on GEnie have
>criticized to no end (isn't that right Tbird ? :-)..
>So, in effect, the 386SX and 030 in the Falcon are on equal grounds in that
>area. I agree with some of the other comments made.
>However, the prices are NOT realistic. For $1500 you get a 4/65 Falcon
>WITHOUT a monitor.. For $1500 you can get a 33-386 WITH NICE SVGA monitor &
>SVGA card..

>Mattias

Hello!
I think you forgot the 32-bit graphic bus! Was that on purpose?

It iritates me when people come in here and write about
something they know nothing about.
You obviously did even bother to read up on the thing, and as a result, your
posting is wrong.
Sorry, if I'm a bit too brash, but this sort of thing really annoyes me.
Mark

2151. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 12:02:23 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.93Feb4120223@zappa.FtCollins.NCR.com>
Source record: 210714
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

>>>>> On 3 Feb 93 21:39:17 GMT, bjgrier@bnr.ca (Brian Grier) said:
Brian> Nntp-Posting-Host: 131.253.206.80

> anisko> Something doesn't sound right. If you're using a VGA/SVGA
> anisko> monitor, then 640x480 mode won't be interlaced.
> anisko> However, if you're on a TV set or SC1224 monitor, then it probably
> anisko> would be interlaced.
>
> You clearly do not understand what interlace really means. If the signal
> coming out of your box is interlaced it stays interlaced, the display
> device has absolutely nothing to do with it. As a matter of fact, the
> interlacing will probably be more noticeable on a multisync than on a
> composite monitor.
>
> Kent Dalton

Brian> Kent, From your statement about interlaced you are not familiar
Brian> with the Atari line of computers. The scan rates vary according
Brian> to the selected resolution. The Falcon does have both interlaced
Brian> (15khz) and non-interlaced (30khz) VGA resolutions. It also has a
Brian> non-interlaced monochrome EGA resolution (34khz). This machine is
Brian> flexible.

Yeah, I've since been corrected by several Falcon buffs (Thanks to those
who sent me the specification tables via e-mail). From what I gather,
the signal coming out of the box *is not* interlaced when hooked to VGA
monitor because the Falcon was designed to sense the monitor type and
change it accordingly. Sorry to anyone following the discussion for the
misinformation.

Brian> The hardware architecture of the clones needs to change. I am not
Brian> saying dump Intel, but the clones must start using more
Brian> specialized processors. A general purpose processor (GPP), video
Brian> graphics processor (VGP), and digital signal processor (DSP)
Brian> architecture makes a lot more sense today.

I agree completely, for advanced multimedia boxes, a flexible
multiprocessor architecture is needed in addition to the fast CPU's.

S3 local bus gfx cards on the PC's are a step in the right direction.
New boxes like the Amiga AGA machines, Atari Falcons, and 3DO are probably
even better examples of this trend.

--
/**/

```
/* Kent Dalton * EMail: Kent.Dalton@FtCollinsCO.NCR.COM */
/* NCR Microelectronics * Phone: (303) 223-5100 X-319 */
/* 2001 Danfield Ct. MS470A * FAX: (303) 226-9556 */
/* Fort Collins, Colorado 80525 * */
/*************************************************************************/
The appreciation of the average visual graphisticator alone is worth
the whole suaveness and decadence which abounds!!
```

2152. Re: Profibuch (was Julian Reschke involved

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 12:06:56 UTC
From: sanders@sci.kun.nl
Message-ID: <C1xAzL.2F5@sci.kun.nl>
Source record: 210780

In <1koo92INN168j@obelix.uni-muenster.de> julian@math.uni-muenster.de (Julian F. Reschke) writes:

>In article 1329@mwuk.UUCP, tony@microware.co.uk (Tony Mountifield) writes:
>> > I'm not sure what international copyright says, but *I* definitively
>> > would be angry.
>>
>> In such a case your anger would best be directed at Sybex for being
>> ignorant enough to disregard a large proportion of the Atari community.
>>
>> IMHO, of course.

>Well. Sybex thinks that they would loose money with an english edition.
>If YOU want to risk the money, no problem. As I said: Sybex Germany is
>still waiting for someone who REALLY wants to do the project -- it
>doesn't have to be Sybex US at all. If you are healty enough to invest
>~75000 DM of translation costs -- go for it.
^^^^^^^^ That much?

I thought that was the first point: If some guys (from the net) voluntarily translate one chapter, we could send the translated copy back to Sybex (Germany) to publish it; they would only have to pay for typesetting/printing. And if the translators would produce TeX sources, that would be not too much anyway. (The original Profibuch was 300dpi I think, so a TeX printout at 600 (which wouldn't be too

Is the original Profibuch in TeX this time, or is it DTP'd? It would save a considerable amount of time if the translators could easily leave the tables etc. unattended and concentrate on translating the pure text.

The product wouldn't be state-of-the-art Queen's English perhaps, but since the Atari community is not that big, it wouldn't be possible otherwise.

How could there ever have been a Dutch edition (just wondering)? Didn't Sybex loose some money on that one? Or is the Dutch market for Atari stuff not that bad?

>If not, please shut up.

Relax... Take it as a compliment that so many people would like to have your book...

>---
>_____________ cut here _____________________
>Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster

> eMail: julian@math.uni-muenster.de, jr@ms.maus.de
>_____ correct me if I'm wrong _____

Sander STOks
sanders@sci.kun.nl

2153. Re: STOS_3D_Manual?

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 12:46:10 UTC
From: jvt@its.bt.co.uk
Message-ID: <1993Feb4.124610.21215@its.bt.co.uk>
Source record: 210797

In article <1993Feb3.130843.12451@its.bt.co.uk> jvt@its.bt.co.uk (John Trickey) writes:
>>Which magazine!? The original of the program was released approx'
>>1 year ago! Why on earth would they release it that soon!?
>
>Atari ST User, Dec 92 or Jan 93. The mags are at home & I can't remember

Apologies for following up my own article but I've been home & its Jan 93.

John
--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7FLG
+44 21 308 8892

2154. JPG > GIF/TGA converter? Please?

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 13:17:45 UTC
From: mcsdc1ph@dct.ac.uk
Message-ID: <1993Feb4.131745.3383@dct.ac.uk>
Source record: 210781

Hallo, one-and-all!

Okay, I have yet another graphical problem!

Is there a decent ST program out there that can convert JPG to GIF or TGA
format for use within Photochrome 3?

Please don't tell me that DJPEG is the only one, as firstly I couldn't get it
to work, and secondly, I hate .TTP's!!!!!

Any help would very highly appreciated!

Thanks#

Feekzoid

2155. Smalltalk

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 13:19:32 UTC
From: cs90ijr@brunel.ac.uk
Message-ID: <C1xECL.14v@brunel.ac.uk>
Source record: 210782

Is there a commercial/PD version of Smalltalk available for the ST?
If so - where can I get it from?, how much will it cost?

.Ian.
cs90ijr@brunel.ac.uk

2156. Marconi Trackball for sale

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 13:26:24 UTC
From: ksweber@cip.informatik.uni-erlangen.de
Message-ID: <1kr5i0Ecqt@uni-erlangen.de>
Source record: 210784

Hi !

I'm offering a Marconi Trackball RB2, which is thought to be
used with an Atari Microcomputer.

Offers at :

email: ksweber@cip.informatik.uni-erlangen.de

2157. Re: How do you get a sound file from BART?

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 13:46:37 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <C1xFLq.G15@bailgate.gpsemi.com>
Source record: 210785

In article winnipg@sys6626.bison.mb.ca (Winnipg) writes:
|> I've tried several times to get BART to send me one of the digi-sound
|> files but I can't get it to go. I've tried send Sound/Sounds/filename.snd
|> and variations thereof. Anyone successfully received a file from this
|> section? If yes...how?

I had this problem a while ago to. The advice from Jeff Weiner at the archive
is to request Sound/Sounds/filename.snd.Z as all the files have been compressed.
You'll obviously need to uncompress them when you've uudecoded the files BART
sends. This needs to be done using uncompress on a UNIX system or use the uncompress
program from the archive (I think it's Archivers/uncompress.ttp, but I'm not sure
'cos as far as I know the index for that area isn't available).

This has worked fine for me.

-- Martin

==
Martin Kite | G.P.S. Lincoln | E-mail - mkite@lincoln.gpsemi.com
================================= | Janet - mkite@com.gpsemi.lincoln
==

2158. Compressing nethack 3.1

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 14:42:52 UTC
From: christof@wowbagger.pc-labor.uni-bremen.de
Message-ID: <1993Feb4.144252.9481@informatik.uni-bremen.de>
Source record: 210787

I recieved several requests to put a compressed, self-extracting binary of nethack 3.1 on our server for all those floppydisk-only users. Well, yesterday I tried to compress it, but without success. The program would crash when started after packing. The packers I tried were

Ice 2.3.1
Automation 2.5.1

As these packers do work on other programs, I suspect the size of the nethack binary (940K) was too much for them. I also tried pfx-pack 2.1 and succeeded (the game would run), but then I found out that pfx-pack is guiltware. Also, when I tried to de-pack the compressed binary, it would not come out the original size and crash when attempted to run, all of which rendered me suspicious about pfx-pack.

Could anyone mail me a free, known-to-be-working packer for executables. I know there are newer versions of the packers above, I just don't have them.

Thanks in advance,

Christoph

2159. Warp 9 - Extendo Save Screen Savers -

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 14:52:20 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Feb4.095220.14445@umiami.ir.miami.edu>
Source record: 210788

I just downloaded some new screen savers for Warp 9's Extendo Save. I will upload them to A.A.U.E. if someone will be kind enough to explain how to upload to the archive! Yes, I have been on line for 2 years and have never u/l'd to the archive. SO if someone tells me how, I will u/l the savers.

I have no further communications.

/^^\
[Mark Santora]
[DLK0MS9S@umiami.ir.miami.edu]
[GEnie : M.SANTORA2 Look with more than your eyes...]
____/

2160. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 15:00:17 UTC
From: matt-dah@dsv.su.se
Message-ID: <2291@vall.dsv.su.se>
Source record: 210789
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

01mbmccabe@leo.bsuvc.bsu.edu wrote:

: So...if we're talking about games (popular games -- SFII was/is? the most
: popular arcade game/home game) your Amiga sucks, My str suck, and your IBM
: sucks.

Ever played Pinball Dreams? Naah, didn't think so. ;-)

--
```
============================================================
= Regards = email: = 1280x512x262000+ =
= Mattias = matt-dah@dsv.su.se = I love it. =
============================================================
= If we don't *buy* our programs, there soon won't be =
= any new software for the Amiga. Obvious, is it not? =
============================================================
```

2161. Re: Compress

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 15:58:02 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.eg.sdxyutHT27_@jonh.wimsey.bc.ca>
Source record: 210791

In <C1uJrJ.Lq5@ecf.toronto.edu> alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:

>To my knowledge, there isn't any compress on the Atari that handles 16bit (at >least none I know about). Anybody out there know if there is one?

As far as I knw, the gnu compress does.

--
John Henders
Vancouver,BC

2162. Re: Compressing nethack 3.1

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 16:29:27 UTC
From: hasse@solace.hsh.se
Message-ID: <1993Feb4.162927.24248@solace.hsh.se>
Source record: 210724

In <1993Feb4.144252.9481@informatik.uni-bremen.de>
christof@wowbagger.pc-labor.uni-bremen.de (Christoph Koerner) writes:

>I recieved several requests to put a compressed, self-extracting
>binary of nethack 3.1 on our server for all those floppydisk-only
>users. Well, yesterday I tried to compress it, but without success.
>The program would crash when started after packing. The packers I
>tried were

> Ice 2.3.1
> Automation 2.5.1

>As these packers do work on other programs, I suspect the size of the
>nethack binary (940K) was too much for them. I also tried pfx-pack 2.1
>and succeeded (the game would run), but then I found out that pfx-pack
>is guiltware. Also, when I tried to de-pack the compressed binary, it
>would not come out the original size and crash when attempted to run,
>all of which rendered me suspicious about pfx-pack.

>Could anyone mail me a free, known-to-be-working packer for
>executables. I know there are newer versions of the packers above, I
>just don't have them.

>Thanks in advance,

Try the pfx-packer that's distributed with lharc, should work with it.

>Christoph

/Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

2163. Slip on the St?

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 16:40:17 UTC
From: pauld@umbc.edu
Message-ID: <1krgthINNmvt@umbc8.umbc.edu>
Source record: 210799

I'm curious about setting up a Slip connection for my St.. I know there are several programs that will let you do stuff (UUCP, etc..), but what do you need to do this? Any sort of special modem or what? Thanks..

Paul

2164. Re: Remember TEMPEST? Does it exist for the atari?

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 16:40:41 UTC
From: plate@cdsmn.mn.org
Message-ID: <C1xnnu.40w@cdsmn.mn.org>
Source record: 210792

I have a version of Tempest made by Paradox (Tempest, Copyright Atari Corp.)

I guess it's ok, but I just don't really like Tempest in the first place.
I didn't buy it, it came with my ST when I bought it used.

Regards,
Doug Plate
--
()(*)(*)(*)(*)(*)(*)(*)(*)(*)*(*)(*)(*)(*)(*)(*)(*)(*)(*)()
/ plate@cdsmn.mn.org \
/ / Doug Plate Sr. | "Assume no malice!" \ \
(*)

2165. Re: ST SOFTWARE FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 17:28:59 UTC
From: ken@isgtec.com
Message-ID: <4157@isgtec.isgtec.com>
Source record: 210796

In article <ABADDON.93Feb2100115@suprenum.uk.ac.liverpool.scm.suprenum>
abaddon@uk.ac.liverpool.scm.suprenum (Kevin o donovan) writes:
> Isn't Rogue PD (One of the Hack type games), or am I thinking of something
> else?

No, it's not. You're thinking of something else. :) Done by Epyx many moons
ago, quite good.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2166. Max for atari st?

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 17:55:54 UTC
From: v035550@stortek.com
Message-ID: <1993Feb4.175554.4471@stortek.com>
Source record: 210798

Has anyone ever tried to port MAX from the Mac to the Atari ST? Please respond via email or post- your choice. Many thanks.

sjm

2167. Thanks for much help (GCC, MiNT,...)

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 18:12:20 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C1xrwK.Gzo@newcastle.ac.uk>
Source record: 210800

Thankyou to all the people who mailed solutions to my (many) problems over the past few weeks. Special mentions to Warwick for filling my mailbox with helpful messages, & to Eric Smith for still having time for the little people.

Missed out loads of people, but thanks anyway.....

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk |The lone Falcon owner
BAe Space Systems || Phone : (UK) 091 2737650 +----------
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2168. Re: JPG > GIF/TGA converter? Please?

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 18:18:27 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1231@usdtsg.DaytonOH.NCR.COM>
Source record: 210750

In article <1993Feb4.131745.3383@dct.ac.uk> mcsdc1ph@dct.ac.uk (Feekzoid) writes:
>
>Is there a decent ST program out there that can convert JPG to GIF or TGA
>format for use within Photochrome 3?
>
>Please don't tell me that DJPEG is the only one, as firstly I couldn't get it
>to work, and secondly, I hate .TTP's!!!!!

GEM View 2.13 (unregistered version) will convert any of the inputted
pictures (GIF, JPG, and a billion other formats) into GIF format (you
have the choice whether to display it or not). The registered version
will convert to other formats as well (BMP being one of them)...

On this subject, does anyone know an easy way for someone in the
U.S.A (like me) to register Gemview, being based in Germany?
Thanks...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

2169. Atari SLM 804 laser printer for sale

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 18:51:18 UTC
From: szhu@prism.poly.edu
Message-ID: <1993Feb4.185118.12907@prism.poly.edu>
Source record: 210731

Atari SLM 804 Laser printer for sale. In good condition. Everything
works. Price negotiable.

If you are interesed, call Tom Greene at 718 238-0102. If he is not
in, leave a message on his answer machine.

Or you can send me an email with your phone number w/o an offer, and I will
pass them to Tom, then he can call you.

shu

2170. Atari formats PC better than PC

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 19:19:54 UTC
From: mayfiej@ucunix.san.uc.edu
Message-ID: <C1xv16.Kq@ucunix.san.uc.edu>
Source record: 210701
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech

I do a lot of disk swapping between my ST and my PC. I use a number of different devices and programs to format my disks. Recently, I noticed that different disks seem to read data at different speeds. I knew that the interleave of sectors can affect this but I doubted that this was the case for two reasons: 1.the write speed always seemed to be the same no matter which disk I used, and 2.I have never intentionally formatted a disk with a different interleave the default.
I conducted a simple test comparing the formatting, writing and reading speeds of my different devices. To do this, I took four COMPLETELY blank double density 3.5" disks and recorded how long each device/program took to format a disk with 80 tracks, 9 sectors per track (MS-DOS standard). Next, I recorded how long it took my PC to copy three files that added up to 578,293 bytes (564.74 k) onto each floppy and how long it took to read those files from each floppy.
The devices I used were 1.an Atari 520STfm with 1 meg and DS/DD drive, a Toshiba T5100 laptop PC compatible and a Roland Sound Brush MIDI file player (which formats/writes/reads IBM format disks). I used two different programs to format on the ST: PS2FORM and DCFORMAT v 3.02. I just used standard MS-DOS protocol to format the disk on the Toshiba (FORMAT a: /f:720). The data are as follows:

Device	Program	Format Time	Write Time	Read Time
ST	PS2FORM	1:23	0:49	0:34
ST	DCFORMAT	1:07*	0:48	0:33
PC	MS-DOS	1:35	0:48	0:41
Sound Brush	N/A	1:07	0:48	0:41

* DCFORMAT requires that you write an MS-DOS boot sector to the disk after formatting if you want the disk to be PC compatible. This only takes a moment, however. Plus, you can only write the MS-DOS boot sector to disks formatted in 'normal' mode (not 'skewed').

Interestingly, the PC took the longest time, overall. Although the write/read results were identical for the PC and Sound Brush, the PC took an extra 28 seconds to format! Of the Atari programs, the write/results were very close, however DCFORMAT took less time to format than did PS2FORM. (Of course, then you have to write the MS-DOS boot sector when using DCFORMAT, so the results are a bit closer. You will notice that ALL of the disks performed equally well during writing, but BOTH of the Atari-formatted disks took significantly less time when READING. This is important, since your computer generally reads more stuff than it writes.
I should note that the FORMATTING results would probably have been

different if I had used disks that were already formatted rather than completely blank ones. Usually, it takes less time to format a disk if there's already stuff on it... USUALLY. (If the disk was previously in a very different format from what your computer's used to it can take a lot longer. Sometimes you even have to erase such a disk before your computer will let you format it!)
I do not know why the Atari programs performed better on this test. Perhaps the Atari just defaults to a different step rate, allowing it to read sectors more quickly. There are other Atari programs that will format in MS-DOS mode, but the others I've tried have either been buggy or have performed very innefficiently (when reading a disk formatted in the MS-DOS mode on my ST communications program, it takes longer than it would to FORMAT!) If you know of any others, or of an alternative PC formatting procedure/program I would very much like to know.

-Joshua L. Mayfield (02/04/93)
mayfiej@ucunix.san.uc.edu

--

"Don't get nervous, folks- it's only humor." -Pat Cooper

2171. Re: Slip with sticp

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 19:27:44 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1krqngINN2ud@phakt.usc.edu>
Source record: 210719

In article <ln037qINNa09@levelland.cs.utexas.edu> psurge@cs.utexas.edu (Troy Carpenter) writes:

[stuff about tcpip package deleted]

So are you connected to an ethernet line or is this strictly TCPIP over a serial line (and does it require or compete with the KA9Q package)? If it is over a serial line (or modem), what is the advantage to this over say zmodem? Does the TCPIP require that you dialup to a line that specifically supports SLIP lines, or is it much simpler than that (IE does it require much effort on the part of the UoT network people (assuming that is where you are TCPIPing to) to get it to work, or do they even have to know about it)?

Thanks, and BTW, has anyone developed a packet driver for those nifty scsi-port ethernet boxes that are available for the Mac?

> Troy Carpenter
> Department of Computer Sciences
> THE University of Texas, Austin
> psurge@cs.utexas.edu
>
>"M-U-S-I-C we see was never ment to be M-I-C-K-E-Y-M-O-U-S-E" --P.I.D
>
>*>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<*
>

-MikeB

2172. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 19:33:17 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Feb04.193317.21585@rchland.ibm.com>
Source record: 210727
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <C1wCqA.KrE@ucunix.san.uc.edu>, klasmekj@ucunix.san.uc.edu (Kevin J. Klasmeier) writes:
|> In article <KENTD.93Feb3111543@zappa.FtCollins.NCR.com> kentd@FtCollins.NCR.com (Kent Dalton) writes:
|> > <1993Feb02.132908.18891@rchland.ibm.com> <1227@usdtsg.DaytonOH.NCR.COM>
|> >
|> >>For example, PC games are starting to come out in 640x480 format, and
|> >>while the Falcon has that display capability, it is interlaced.
|> >>And also, the Amiga 1200/4000 outperforms the Falcon in practically any
|> >>incarnation of what an arcade game should be.
|> >>
|> >>--Raist
|> >
|> >anisko> Something doesn't sound right. If you're using a VGA/SVGA
|> >anisko> monitor, then 640x480 mode won't be interlaced.
|> >anisko> However, if you're on a TV set or SC1224 monitor, then it probably
|> >anisko> would be interlaced.
|> >
|> >You clearly do not understand what interlace really means. If the signal
|> >coming out of your box is interlaced it stays interlaced, the display
|> >device has absolutely nothing to do with it. As a matter of fact, the
|> >interlacing will probably be more noticeable on a multisync than on a
|> >composite monitor.
|>
|> Umm, Perhaps you need a review of the FALCON's resolutions.
|>
|> For people who don't wish to get a SVGA monitor, the FALCON will let you
|> use the standard Atari monitor(s).
|>
|> If you have a SVGA (VGA too), the FALCON won't be INTERLACED. You get
|> 640x480.
|>
|> If you have an Atari monitor, the FALCON will be INTERLACED. You get
|> 640x480/2. The ST resolutions will NOT be interlaced.
|>

I really do wonder who needs a review in Falcon resolutions... I recall
numerous postings (official ATARI ones here) last year (sept/oct/nov)
about the Falcon not being able to display modes that are x400+ in the Y axis
in non-interlaced.

Can someone with REAL information post *again* all the Falcon modes?

From what I read in those months, it said that the Falcon had to go interlace at those resolutions, and no matter what monitor you connect there, you are gonna have flickering.

|>
|>
|> --Kevin Klasmeier
|> klasmekj@ucunix
|>
|>

--
- Raist

2173. Re: THE PC FALCON DEBATE.

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 19:39:06 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1krrcqINN3bg@phakt.usc.edu>
Source record: 210723

In article <1kq37vINNeu4@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>And of course, as long as we're restricted to the [E]ISA PC bus, you'll
>never see more than 8 MHz of available bandwidth there, which works out to
>maybe 512KB/sec max. So unless you go with a localbus SCSI adapter, your
>PC is never going to see anywhere near optimal hard drive performance.

Howard,

Are you sure about that? I know that I have gotten around 800k/s on
HD controllers, and that was on old RLL drive controllers on a 286. In fact,
if you think about it, if you figure a 5clocks/memory fetch, that would work
out to be 1.6MB/S on an 8-bit ISA bus and 3.2MB/s on 16-bit ISA bus. If I
remember correctly, EISA bumps the bus speed up to 12MHz (or maybe that is
MicroChannel) or 16MHz. Even at the 12MHz speed, with a 32-bit bus and a
5clock memory fetch, that is 10MB/s.

So, you may never see optimal performance on an ISA bus, but you
shouldn't see much performance degredation on EISA (as long as you have the
right configuration files and a EISA config program that is new enough for your
particular machine :)

>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
>
>There's a rough border between genius and insanity, but I'm a dual citizen.

-MikeB

2174. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 19:43:06 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Feb04.194306.33694@rchland.ibm.com>
Source record: 210722

In article <930204002724_73110.713_DHB50-1@CompuServe.COM>, 73110.713@CompuServe.COM (Al Gor) writes:
|>
|> To make the A1200 roughly equivalent to the Falcon 030, you'll have to
|> buy the following: FPU socket $150 (Microbotics empty simm/'881 FPU board),
|> programmable DSP 56001 with I/O port $1000+ (Sunrize), 16-bit stereo
|> A/D D/A $50, SCSI card with 3-4 MB/s spec $200?, Proprietary HD Floppy
|> drive $100, 16-bit Hicolor card $100, 68030 with MMU $50, LAN $50,
|> MIDI $25, 16 Mhz BLiTTER with IDE DMA capabilities $50?, Extra joystick
|> ports $10, VGA monitor adaptor $25, Fan $20, Upgraded 65W power (from
|> 22W) $50. Plus you'll have to get an OS with DIG and memory protection.
|>
|> Total upgrade cost = ~$1800 (+ $600 cost of A1200) = ~$2400 Total
|>
|> Since most A1200 owners void their warranties because they are
|> forced to install an IDE drive instead using the SCSI drive most
|> Amiga/Atari users possess, they should be *very* careful when
|> performing their dozen upgrades. :-)
|>
|>

Hold it there.

Let's make your list of things to buy fair - let's take out
a couple of things you won't need/want:

*16 Mhz BLiTTER with IDE DMA capabilities

While I don't have infor whether the 1200 can do DMA from the IDE
hardisk, the A1200 BLiTTER is more flexible/powerfull than the Falcon's.
Why, has operations that would take more blittings for the Falcon's blitter.

*16-bit Hicolor card -> why? A1200 graphics are much better (see below)

*Fan, upgraded power supply, OS with DIG, etc. -> when the Falcon comes
out we'll see

Now let's go to the things the Falcon must change/add:

*32 bit datapath from cpu to memory -> gee, I guess that you can't buy
one of this

*Separate Video and CPU bus to memory to avoid
video/cpu contention -> I guess you can't buy one of
this either.

*Concurrent DMA operations -> Falcon 68030 halts when DMA is taking place
not such on the A1200

*PCMCIA slot

It's interesting all the people go around taking on the A1200 with the
Falcon, when the A1200 is selling right now and the Falcon isn't.
How can you tell how good is its OS? Good humor.

BTW, GVP announced a new 68030 card @40Mhz with FPU socket
expandable to 32 megs of RAM for a retail of $499. The A1200 is new and
already has expansions available... where's the Falcon?

- Raist

2175. Re: FORTRAN, umich access, MIDInet

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 19:56:41 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1993Feb4.125642.4335@arizona.edu>
Source record: 210702

In article 8320@eagle.lerc.nasa.gov, fsctc@avelon.lerc.nasa.gov (Clarence Chang) writes:
> Okay guys, don't laugh, okay. My ego's fairly fragile. Here are my questions.
>
> 1. What would be a good FORTRAN (yes, you heard it right) to use on my TT?
> It needs to take advantage of my 68882 and the 16 MB of TT RAM. I was
> prospero FORTRAN is pretty decent. Where can I get it here in the US?
>
Prospero FORTRAN (TT version--different from ST version) _should_ meet your
requirements (boy, I wish I had 16 MB of TT RAM..... :), but it does have
some bugs and non-standard features. For example,
instead of FORMAT(X,A10)
you must use FORMAT(1X,A10)
This is actually implement the ANSI standard, but most compilers all the
former. And one big bug it has is that some programs just don't run right
(they compile, but...) unless the -g option is included. And there's other
minor one's I can't remember right now. But they may have fixed them by
now, since I got mine last summer and never bothered to send in the
registration. (I was going to send in my list of errors....)

But if it worked all right I'd say it was pretty good--the manual is nice
and big and all kinds of system calls, etc (all the stuff everybody needs
in FORTRAN) are included.

I got it from Zephyr/STplus in Berkeley for $103, which is pretty cheap,
but it took them over _SIX_MONTHS_ to get it to me, though the last update
in the readme file was only a month old (?).

> 3. I've trying anonymous ftp from atari.archive.umich.edu for the last
> three nights. Each time, I was kicked off because the number of
> connections were filled to the hilt. What's going on?
>

Just keep trying. And it helps if it's after 11PM EST.

> Clarence
>
>
> --
>
> --
> Clarence T. Chang | phone: 216-433-8561
> NASA Lewis Research Center |
> Cleveland, Ohio 44135 | email: fsctc@avelon.lerc.nasa.gov
> --

```
-Paul Harris @ @
paul@jupiter.ame.arizona.edu \___/
```

2176. Re: Remember TEMPEST? Does it exist for the atari?

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 19:56:44 UTC
From: wmagro@uiuc.edu
Message-ID: <C1xwqL.17y@news.cso.uiuc.edu>
Source record: 210739

In article <C1MEKF.HGq@math.uwaterloo.ca> mwtilden@math.uwaterloo.ca (Mark W. Tilden) writes:
>In article <62043@aurs01.UUCP> whitcomb@aurxc3.aur.alcatel.com.UUCP (Jonathan Whitcomb) writes:
>>In article <C1Iow4.Fz4@math.uwaterloo.ca> mwtilden@math.uwaterloo.ca (Mark W. Tilden) writes:
>>>
>>>I've always wanted to get the old arcade game TEMPEST for my ST.
>>
>>I have a TEMPEST arcade game at home and it's my opinion that it would
>>not port well to any home computer. The main reason is the controller.
>>TEMPEST uses a free spinning rotary knob, and I can't see how one could
>>emulate that action with a mouse, joystick or trackball. On some of the
>>screens it could work (the ones where your movement is essentially
>>left-right), but the circular and figure-8 screens wouldn't translate at
>>all.
>
>I disagree. The knob only acts as a screen translatable controller.
>It's the orientation of your 'ship' which determines which way is what,
>especially during the figure 8 patterns where the knob control does not
>switch at the center (if I remember correctly). In any case, it's
>just a matter of training. The mouse would at least give incremental
>control where a joystick would move only in a very restrictive linear
>fashion.
>
>Besides, I'm prone towards games I can just power up from my desktop
>without having to fiddle with installing a joystik or trackball.
>The question is moot until such a program exists though. Any of
>you bright-eyed, assembly language gamesters interested? Would it
>help if I said it don't exist for the Amiga yet?

The mac has a good (vector) version of tempest, called storm. It was going to be a commercial product, but the authors got tired of it. They released the full source into the public domain a couple of months ago. I can dig it up for anyone who'd like to try a port...
--
William Magro NeXTMail welcome
wmagro@uiuc.edu

2177. MiNT ... and problems with it...

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 20:19:07 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1krtnrINN59f@phakt.usc.edu>
Source record: 210725

Hi All,

Has anyone had problems running .prgs with MiNT? I tried using the distribution disks but it didn't copy the software over properly so I had to take a go at it by hand.

In fact I've had very strange results with MiNT (ver .95?). It seems that I can run MiNT and get to the GEM desktop (and could use cntl-c to get a directory of drive c: when I added Init=bootgem :) and I can run TCSH from TOSWIN. I can run most .ttps like zoo (yay!!) ls, dir, etc. However, anything requiring screen movement (elvis, CoNnect, and all .prgs) causes a "freeze" - well, the mouse still moves just fine, but clicking on menu items or on GEM control/slider boxes does nothing (sometimes cntl-alt-del works, sometimes not). This same effect happens if I am in TCSH and I hit backspace one too many times (like if I have ">hi" and hit backspace 3 times) - every time.

If it matters, the distribution disk dies after it has copied the files off of disk1 (I think it dies when it tries to run a script, perhaps using sh.ttp and system I think). Of course it probably needs MiNT to be running so that the shell runs while the setup program is running, but since I can't run a .prg while MiNT is active...<sigh>. I can run MiNT and then from TOSWIN (using sh.ttp) run the shell script (sh system.sh), and can even run the do.sh created by the install program (which also cannot be run while MiNT is active) but since the do.sh is overwritten for each disk, I have to reboot, run the shell, reboot, run the install - for each disk. Would it be possible to make a version of the install program so that it presents an ASCII list of options (each numbered say 1-20) that you type then number of each option you want installed, perhaps separated by commas, and then runs - all within a .TTP that can run in a shell? I don't know if the distribution does any file modifications (like modifing mint.cfg to reflect the hierarchy of GCC, or at least the drive it is run on, etc.) but if it does then I know that the setup or install program fail before they can. If this is the case, is there a setup/config value that I am missing that won't let me run .prgs?

My setup is a TT with TOS3.06, 4MBSTram, Q105LPS internal, color, 1.44 upgrade. This happens regardless of what is running as a .acc (although I haven't tried removing xcontrol) or in /auto.

BTW, is Warp9 screen saver compatible with MiNT? For me, the screen goes blank and then it is frozen. Warp9 seems to work fine otherwise (works with .ttps, desktop, etc.).

Any help would be VERY appreciated. Any comments Eric S.?

2178. Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 20:33:33 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1kruitINN66d@phakt.usc.edu>
Source record: 210703

In article <1junh5INN6s5@anaconda.cis.ohio-state.edu> tbrown@cis.ohio-state.edu (ted croft brown) writes:

>I believe that some high end modems already do that. From what I understand
>the high end Zyzel (?) modem has two cheap DSPs, a 68000 and a ROM. A modem
>upgrade usually consists on buying a new $35 ROM. Of course the modem is
>expensive to begin with....of course it's also really cool..fax modem,
>alternate ring detection, caller ID, supposedly can digitize incoming voice
>messages...wish I could afford one.

Tell me about it. When Wolfgang, the author of CoNnect, told me that
you could use CoNnect as an answering machine if you had a Xyzel - my jaw hit
the floor. True, it isn't at 16-bit sound (Hi Howard) but hey, you would have
a hard time transfering 16-bit sound fast enough over the serial line to keep
up with the digitized sound at anything over 8KHz samples (unless you have a
TT or falcon and can use the new ports to go at 38.4k which would allow 18kHz
samples). Anyone know what the sample rate is on the Xyzel?
Didn't Supra say they were working on a ROM that would support this
same kind of feature? If so, I haven't heard about it...yet.

>--
>Ted Brown tbrown@cis.ohio-state.edu
> tbrown@magnus.acs.ohio-state.edu

-MikeB

2179. Re: STZIP.. is the latest version here yet?

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 21:13:09 UTC
From: s19184@seb.se
Message-ID: <1993Feb4.221309.1@seb.se>
Source record: 210705

In article <2920@eagle.ukc.ac.uk>, wabe@ukc.ac.uk (W.A.B.Evans) writes:
>
> Finally what do you archivers think of submissions packed as a
> self-extracting archive using zip2tos.ttp? I guess the same - as that
> also cannot be unpacked under UNIX. But these must be marvellous for
> the recipients.

I have a strong dislike, bordering on hate, for self-extracting archives.
Maybe I am paranoid, but like to have a good look at stuff before I
execute it. I have a good set of archive browsers etc, which I can use
to decide whether to unarchive a thing, and to where. I use these on
the most convenient machine of the moment, an ST, a PC or a VAX under
VMS.

> Cheers, W. Alan B. Evans

/Mike (no relative, as far as I know)
--
Michael Evans Skandinaviska Enskilda Banken (S-E-Banken)
SEB Data R Telephone: +46-8-639 33 70
S-106 40 Stockholm Fax: +46-8-639 37 62
Sweden Internet: mike@seb.se

2180. Re: Slip with sticp

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 21:23:49 UTC
From: psurge@cs.utexas.edu
Message-ID: <ln32b5lNNhbr@levelland.cs.utexas.edu>
Source record: 210721

In article <1krqngINN2ud@phakt.usc.edu> baffoni@phakt.usc.edu (Juxtaposer) writes:
>
> So are you connected to an ethernet line or is this strictly TCPIP over
>a serial line (and does it require or compete with the KA9Q package)? If it
>is over a serial line (or modem), what is the advantage to this over say
>zmodem? Does the TCPIP require that you dialup to a line that specifically
>supports SLIP lines, or is it much simpler than that (IE does it require much
>effort on the part of the UoT network people (assuming that is where you are
>TCPIPing to) to get it to work, or do they even have to know about it)?
>

I am not using TCPIP at all, nor do I know anything about it. If it supports SLIP, then you can use it separately. I see no way to run anything else at the same time, so I guess it competes with KA9Q (SLIP implementaion is local to KA9Q, not a driver).

KA9Q requires SLIP to be running on the server machine. I have no idea what the sys admins need to do to set that up. When SLIP mode is entered, an IP number is provided and your computer becomes a node on the network which can telnet, ftp, service finger inquiries, and do mail. I have not used the mail system, but I have had a telnet session, an ftp session from my ST, and an ftp session to my ST from a local host, as well as doing a finger from my local host (the host I telnet'ted to), all at the same time. Sure transmission is slow in that case, but it is not a normal case.

The big advantage is that I can set my ST up in the morning with an IP number via SLIP, and while I am working at the University one of the Suns I can be getting files via ftp from the archives, deciding which ones I want, and opening an FTP session to my ST to put the files there. When I get home, then all the files I want are waiting, and I don't have to spend my time D/L'ding the files.

The package also has mail service, both send and receive, as well as reply-to rerouting. Since my system does not stay up full time, I do not worry about this feature.

I have not seen newsgroup support.

If anyone else is using a KA9Q derivitive, please tell me what version and what features it has (since there are so many different ports of this program). Also what your setup is.

Thanks,

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin

psurge@cs.utexas.edu

"M-U-S-I-C we see was never ment to be M-I-C-K-E-Y-M-O-U-S-E" --P.I.D

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

2181. Re: Weird ethernet idea (was: Falcon as X-terminal?)

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 21:27:13 UTC
From: s19184@seb.se
Message-ID: <1993Feb4.222713.1@seb.se>
Source record: 210706

In article <1226@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
> since the parallel ports ought to be pretty much compatible

Someone already pointed out that Atari, in its usual show of wisdom,
did not implement all of the control lines to the parallel port, so
that it is not sufficiently compatible with the PC port.

> SMOP???????

SMOP = Simple Matter Of Programming, unit of work used when planning
technical development projects at S-E-Banken during the mid 1980's :-)

/Mike
--
Michael Evans Skandinaviska Enskilda Banken (S-E-Banken)
SEB Data R Telephone: +46-8-639 33 70
S-106 40 Stockholm Fax: +46-8-639 37 62
Sweden Internet: mike@seb.se

2182. _HELP_ Uniterm U/l

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 21:28:54 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Feb4.162855.14447@umiami.ir.miami.edu>
Source record: 210720

OK. I am having a problem with UNiterm. I am using version 2.0c and I am having a very hard time u/ling to my host here in Miami. I extend the packet-lengths and set the file type. I also set file type binary. But it just won't u/l. I have tried over 12 times and I keep getting a NAK error when I try to send.

Any thoughts?

thanks

Mark Santora

2183. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 22:01:26 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Feb4.220126.21932@beaver.cs.washington.edu>
Source record: 210718
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb04.193317.21585@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>
> I really do wonder who needs a review in Falcon resolutions... I recall
>numerous postings (official ATARI ones here) last year (sept/oct/nov)
>about the Falcon not being able to display modes that are x400+ in the Y axis
>in non-interlaced.
>
> Can someone with REAL information post *again* all the Falcon modes?
>
> From what I read in those months, it said that the Falcon had to go
>interlace at those resolutions, and no matter what monitor you connect
>there, you are gonna have flickering.
>

Ok, I really would have liked to do this in E-mail, but since you asked, here again is the posting from Atari's very own John Townsend (which has since been reprinted in numerous magazines and uncountable times here on the net). These _are_ the video modes available on the Falcon, this really should not be a matter of dispute. And if you didn't want to read all the video modes, the answer is yes, the Falcon _does_ have non-interlaced video at up to 640x480x256 colors.

P.S. - Could someone *please* add this to the FAQ? If it's already in there, I guess there isn't much we can do, but this seems to come up every week or so and it's really an issue that's been decided for some time now.

---------- cut here ----------
The following message describes the resolution modes on the Falcon 030:

Resolutions available on the Atari Falcon030
(c) 1992 Atari Corp. Written by John Townsend
==========
This document may be re-printed again and again as long as the Atari copyright remains intact.
==========

A couple of notes: Unlike previous machines, there are just too many resolutions to give each resolution a name. Therefore, I will do my best to describe what the resolution is and which monitor it is on.

- NOTE: TV and a Color Monitor are the same.. by Color Monitor, I am talking about the standard SC1224. By VGA, I mean a standard VGA Monitor.

40 column modes ("column" means the number of x pixels divided by 8)
---
4 color, normal, TV: 320x200, 4 colors, 2 planes
16 color, normal, TV: 320x200, 16 colors, 4 planes
256 color, normal, TV: 320x200, 256 colors, 8 planes
True color, normal, TV: 320x200, true color
4 color, interlace, TV: 320x400, 4 colors, 2 planes
16 color, interlace, TV: 320x400, 16 colors, 4 planes
256 color, interlace, TV: 320x400, 256 colors, 8 planes
True color, interlace, TV: 320x400, true color

4 color, normal, VGA: 320x480, 4 colors, 2 planes
16 color, normal, VGA: 320x480, 16 colors, 4 planes
256 color, normal, VGA: 320x480, 256 colors, 8 planes
True color, normal, VGA: 320x480, true color
4 color, line-doubling, VGA: 320x240, 4 colors, 2 planes
16 color, line-doubling, VGA: 320x240, 16 colors, 4 planes
256 color, line-doubling, VGA: 320x240, 256 colors, 8 planes
True color, line-doubling, VGA: 320x240, true color

80 column modes
---
2 color, normal, TV: 640x200, 2 colors, 1 plane
4 color, normal, TV: 640x200, 4 colors, 2 planes
16 color, normal, TV: 640x200, 16 colors, 4 planes
256 color, normal, TV: 640x200, 256 colors, 8 planes
True color, normal, TV: 640x200, true color
4 color, interlace, TV: 640x400, 4 colors, 2 planes
16 color, interlace, TV: 640x400, 16 colors, 4 planes
256 color, interlace, TV: 640x400, 256 colors, 8 planes
True color, interlace, TV: 640x400, true color

2 color, normal, VGA: 640x480, 2 colors, 1 plane
4 color, normal, VGA: 640x480, 4 colors, 2 planes
16 color, normal, VGA: 640x480, 16 colors, 4 planes
256 color, normal, VGA: 640x480, 256 colors, 8 planes
4 color, line-doubling, VGA: 640x240, 4 colors, 2 planes
16 color, line-doubling, VGA: 640x240, 16 colors, 4 planes
256 color, line-doubling, VGA: 640x240, 256 colors, 8 planes

and lastly.. there are compability modes for ST Low, ST Medium, and ST High on
both VGA monitors and SC1224 monitors. (On a color monitor, ST High is
achieved by using the interlace mode).

Also, the ST Monochrome monitor (the SM124) will work with Falcon030 as well.
However, it only supports one resolution: ST High Resolution.

All modes on a TV can be overscanned. This means multiplying the X and Y
resolution by 1.2. For example, modes with 320 pixels of horizontal resolution
(X res) will become 384 pixels across, and modes with 640 pixels will become
768 across. Overscanning is done in the X and Y resolution. You can't do them
independently. Special Note: On a VGA monitor, overscan is "faked".. since the
video hardware doesn't have the capability to do overscan on a VGA monitor, we

made it so that if a overscan mode is set on a VGA monitor, you still see the normal size screen, but the screen is a window onto the bigger overscanned image. Make sense? We did this for compatibility. This way if a game that has an overscanned starup picture can use the same pic on both the VGA monitor and the TV monitor. Pretty cool, eh? <grin>

BTW.. Overscan can NOT be set from the desktop. The AES and Desktop will work just fine with it, but because you can't see the parts of the screen, we thought that that option shouldn't be available from the desktop. We don't want to confuse people. However, Overscan can be set using a new XBIOS call (Vsetmode()).. so it is still available.

I hope I haven't made any mistakes. I triple-checked this document in search of errors and I couldn't find any. If you do find some, send me Email on GEnie (to TOWNS) or CIS (70007,1135) and let me know.

-- John Townsend, Atari Corp.

PS. Anyone would would like to reprint this message, please do so!
The smaller the number of times I have to type that message, the
more my fingers with thank you! ;-)

After looking at this one more time.. one point to clear up: By
saying SC1224 Color Monitor, I mean any Color Monitor that Atari
have manufactured for the ST/Mega/STE/MegaSTE computers. Clear
as mud? ;-)

---------- cut here ----------

>
>
>--
>- Raist

Regards,

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

2184. PCB designer

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 22:29:30 UTC
From: swanee@megadata.mega.oz.au
Message-ID: <1993Feb4.222930.28059@megadata.mega.oz.au>
Source record: 210708

Can anyone tell me anything about the Abacus PCB designer package? Like
where to get it, how much is it, what it can do. Does it accept netlists
or is it just a simple PCB package with no schematic rule checking?
Many thanks in advance,

Sla/n go fo/ill,
Risky B.

Geoff Swan (research & development) _--_|\ swanee@megadata.oz.au
Megadata Pty Ltd / \
2/37 Waterloo Rd, North Ryde, _.--._/ +61 2 805 0899
NSW 2113, Australia. v (Fax) +61 2 887 4847

2185. Re: NetHack 3.1

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 22:46:00 UTC
From: Matthias_Murra@hb2.maus.de
Message-ID: <A13445@HB2.maus.de>
Source record: 210710

```
c>This weekend I ftp'ed the sources and a friend with a 20MB (RAM, not

Oh, you ftp'ed a friend, great, how did you do that? :-)))
You might want to add a comma somewhere ...

Sorry, couldn't resist. :->

Greets, Matt

------------------------------------------------------------------------
| Matthias Murra | DW-2800 Bremen 1 | E-Mail: Matthias_Murra@hb2.maus.de |
------------------------------------------------------------------------
```

2186. More good news on Atari to format IBM disks

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 22:47:59 UTC
From: mayfiej@ucunix.san.uc.edu
Message-ID: <C1y4o0.BAG@ucunix.san.uc.edu>
Source record: 210711
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech

After posting my findings on the differences between Atari and IBM formatting procedures, I discovered that disks formatted on the ST with DCFORMAT 3.02 leave 2k less to the user than disks formatted on the IBM or with PS2FORM. I was, at first disappointed by this, since DCFORMAT was the quickest, overall in my original tests and I was thus planning to register it and make it my official formatting utility- but I didn't want a formatter that left less free space on the disk than it should.
But then I thought, "Hey, DCFORMAT lets you format up to 82 tracks. I wonder if that would fly on the PC?" So I tried it, and it worked. To test whether my PC would handle stuff on the extra 2 tracks, I filled the disk up with small text files, so that every data block on the disk was occupied. Not only did it copy without error, but the files, when accessed loaded just as quickly as the other files on the disk. Here's a list of the formatters that I tested previously and the amount of free space they leave on your disk:

Device Software	Free Space (in bytes)	Free Space (in k)
ST DCFORMAT (80 tracks)	728,064	711
ST DCFORMAT (82 tracks)	746,496	729
ST PS2FORM	730,112	713
PC MS-DOS	730,112	713
Sound Brush	N/A	730,112	713

So, DCFORMAT 302 gives you 16,384 bytes (16k) more space on your disk (if you format 82 tracks, 9 sectors per track [in "normal" mode!]) than if you format the same disk on a PC with the standard 720k format command.
Now, please note that when you format a 720k disk, you're NOT going to get 720k free space. See, some of the sectors are reserved for booting and for the directory. That is why the PC, Sound Bruch and PS2FORM leave us with 713k instead of 720. Some formatters allow you to change the number of sectors allocated to the boot table and directory, but I don't encourage doing that unless it's really necessary; I've had problems on other peoples' disk drives and computers when I mess around with that stuff.
I am now very impressed with DCFORMAT, and am going be using it for quite a while. (Unless I find something even better!)

-Joshua L. Mayfield (02/04/93)
mayfiej@ucunix.san.uc.edu

--

"Don't get nervous, folks- it's only humor." -Pat Cooper

2187. Re: THE PC FALCON DEBATE.

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 23:05:30 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.9TF8bl9IN6Y@semprini.tdkcs.waterloo.on.ca>
Source record: 210712

In <5033.723.uupcb@almac.co.uk>, Craig Dunn writes:
> The letter does not end there..but this is the part I wanted to let
> you all read.. Can anyone disprove what is said in this letter? If
> so, write the fact and then underneath the disproof. I repeat I'm not
> flaming. I just want the facts, whatever side of the line they lie
> on, as I use a PC at work and will be using a Falcon at home (soon).

Mr. <Electrical Engineer> was fooled like the rest of us. The 16-bit
bus in the Falcon cripples the CPU the same way it does in a '386sx.

Oh, whoops, that'll peeve people. How about this, "The 16-bit bus in
the Falcon makes it much slower than it should be, the same way it
does in a '386sx."? Or maybe, "16Mhz wouldn't be so bad if Atari
hadn't messed up the design and then _LIED_ to us about it being a
fully 32-bit machine."?

Flame me in email please; I don't really want to waste time on the
flame war again.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2188. Re: The RFD for advocacy

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 23:07:02 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.ow_rYv0sUMU@semprini.tdkcs.waterloo.on.ca>
Source record: 210713
Cross-posted to: news.groups,comp.sys.atari.st

In <H.ea.XoMHdnBb4mU@yonder.equinox.gen.nz>, Craig Shore writes:
> >The discussion will continue until end of February and if there hasn't been any
> >discussion of it be then then no vote will take place.
>
> How can a discussion be very big if everybody either doesn't care or thinks
> it's a good idea?

Well, I'm pretty sure the protocol requires _some_ discussion. So those
of us who see a need for a .advocacy group should say so, and why.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2189. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-04 23:29:54 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Feb04.232954.25985@rchland.ibm.com>
Source record: 210738
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

Thanks for the clarifycation of falcon resolutions...

I wonder why last year it was different... No argument , your
list looks pretty official

Thanks.

- /////raist

2190. Atari LZH files in UN*X

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 00:09:19 UTC
From: fdomingu@zeus
Message-ID: <C1y8FK.Hq5@watserv1.uwaterloo.ca>
Source record: 210608

I've been having some difficulties in unlzh'ing some files that were meant for the Atari. I looked at the lzh files and they have lh5 in the header. Assuming that this is one the compression methods that is used by the Atari version of lharc, I would like to know if there is a Unix/Mach version of the lharc application that would allow me to extract the files from the archive.

Thanks...
Francisco Dominguez
fdomingu@zeus.uwaterloo.ca

2191. Re: PC DITTO & Falcon first impressions by

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 00:11:13 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb5.001113.22641@newshost.lanl.gov>
Source record: 210728

In article @semprini.tdkcs.waterloo.on.ca, cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>In <C1rwnn.EtG@newcastle.ac.uk>, Craig Graham writes:
>> First impressions....nice, but not that nice, after all the delay's there should
>> have been a MUCH more professional and impressive package put together than this.
>>
>> Nice computer, shame about the software.
>
>So, it's a typical Atari product... late, with a crummy manual and not
>enough software.

My Falcon arrived yesterday so here's some random thoughts:

Actually, the Falcon manual is quite nice, surely the best they have managed to date. Sure, it doesn't compare to the huge volumes you may find elsewhere, but it does cover all the points of Falcon operation in a clean, straightforward manner and is quite readable for beginners (the target audience).

What little included software I've seen is disappointing. Although I admit I have not seen D2D or MultiTOS in action yet.

The case is... well, you all _know_ what the case is like, don't you?

It is noticeably faster in all respects to my MSTE. It would further benefit from a software accelerator like Warp 9 or NVDI, however.

Stay tuned... the trials continue...

Shameless commercial plug dept.:

All Fair Dinkum Tech products have proven compatible with the Falcon 030...
including Cyberdrome-The Hoverjet Simulator and Crossword Creator II. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2192. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 00:28:53 UTC
From: kodak@mentor.cc.purdue.edu
Message-ID: <C1y9C6.K23@mentor.cc.purdue.edu>
Source record: 210745
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1kq2arINNe71@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>Mostly correct. The ST's mono rez (640x400x2) is interlaced on the TV/SC1224.
>As some other post surmised, the Falcon can determine what kind of monitor is
>plugged into its video out port and TOS will adjust things accordingly.

I'm pretty sure I've never seen a TV with autoconfig. How does the
Falcon determine this?

> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
>There's a rough border between genius and insanity, but I'm a dual citizen.

--
Jason Balicki | kodak@mentor.cc.purdue.edu

2193. Credit check on "ABC Drives"?

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 01:31:57 UTC
From: frank@halcyon.com
Message-ID: <1993Feb5.013157.651@nwnexus.WA.COM>
Source record: 210604

I was told that this would be an appropriate group to find out about the dependability/honesty of a dealer who will NOT give me his address, but insists on COD or a credit card. Dealing in that fashion would leave me completely defenseless.

So -

Has anyone heard of or about or done business with:

ABC Drives
818-885-7157

??

Thanks in advance. I've queried comp.sys.3b1 where I usually "live" but got no response.

Frank

| Frank G. Higgins, 22508 39th W., Mountlake Terrace, WA 98043-4506 |
| Voice: 206-774-0956 Data: frank@halcyon.com |

2194. Re: Re: FTP sites

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 02:22:47 UTC
From: bpat@cs.mcgill.ca
Message-ID: <C1yEM0.12E@cs.mcgill.ca>
Source record: 210715

Last I looked, cs.bu.edu had a bunch of ST stuff (I fell on it while looking for something else)

Patrick.

2195. Re: What's the F in 1040STf

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 02:35:51 UTC
From: lrumsey@nyx.cs.du.edu
Message-ID: <1993Feb5.023551.11035@mnemosyne.cs.du.edu>
Source record: 210717

```
>: It makes me feel so old that there are ST users out there that only know
>: about such things from reading about it in a magazine :-)
>
>Yes. When I bought my first ST in early '86, my dealer could only
>obtain plain 520STs (external power-rat and *single-sided* external
>floppy and no RF modulator). The 1040ST was still unobtainable.
>TOS came on a floppy and furthermore, my dealer only had color
>monitors in stock.
>
When I got my first 520, TOS indeed came on a disk... twas the first
upgrade done to the machine... It's still in fine shape too...

--
~~ there is an awakening... ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~ and -all that remaims is true... ~~ -wato- ~~
~~ -Jim Morrison- ~~ lrumsey@nyx.cs.du.edu ~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

2196. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 02:46:31 UTC
From: davewt@NCoast.ORG
Message-ID: <C1yFpK.Fvq@NCoast.ORG>
Source record: 210618
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

In article <1klmmsEr26@uni-erlangen.de> bdraschk@cip.informatik.uni-erlangen.de (Bernd Raschke) writes:
>dlk0ms9s@umiami.ir.miami.edu writes:
>> The Falcon has a total of 256,144 colors with 65,000+ on a 640x480 screen in
>>its maximum resolution. The 256 color mode is available in 320x200, 320x400,
>>320x480, 320x240, 640x200, 640x400, and 640x480. All of these graphic modes
>>are based around an 8 bit plane. The Amiga 1200 only has a 3 bit plane per
>>color. This makes the graphic handling much harder to manipulate on the Amiga.
Wrong. The 1200 (and all machine with the AGA chipset) have 16 million
colors, and have some modes that allow 256,000 SIMULTANEOUS colors. The 1200
is NOT based on a "3 bit plane system" (perhaps you are thinking of the older
Amiga's?). In any case, most games will make use of only 8-bit screens anyway,
as it will be easier to port IBM VGA 256 color games to the chunky-pixel
format that is available at that depth. All of the formats you mentioned above
are supported (and more) on the 1200 or any machine that has the AGA chipset.
Do not confuse the 1200 as "a faster 600". They share VERY little in common
with the exception of a similar-style case.
>>Rgardless of the custom ships, it can't handle all the fast color changes the
>>Falcon can...
Get real.
>You have no clue.
You said it.... He also forgot to mention that the 1200 has a RETAIL
price of US$699, and I am SURE you can get it for about US$100 less in many
other places.

Dave

2197. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 02:51:54 UTC
From: davewt@NCoast.ORG
Message-ID: <C1yFyI.GC7@NCoast.ORG>
Source record: 210619
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

In article <1993Feb2.185117.15565@mpifr-bonn.mpg.de> mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst) writes:
>The A1200 can have 1,2,3,4,5,6,7 or 8 bits per pixel.
This is not exactly true. It can do more! :-) All AGA chipset machines have a 16 milion color pallete, can do various scan freqs, and you can turn on and off a mode that gives you "chunky" pixels, just like PC VGA displays. There are also new modes that can be thought of like "super HAM" modes that give you 256,000 simultaneous colors, though due to the speed you don't get the banding that occurs in the ECS & older chips (since you can make larger steps).

Dave

2198. Re: More good news on Atari to format IBM disks

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 05:53:33 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1ksvctINN2ge@life.ai.mit.edu>
Source record: 210743

In article <C1y4o0.BAG@ucunix.san.uc.edu> mayfiej@ucunix.san.uc.edu (Josh) writes:
> But then I thought, "Hey, DCFORMAT lets you format up to 82 tracks.
>I wonder if that would fly on the PC?" So I tried it, and it worked. To
>test whether my PC would handle stuff on the extra 2 tracks, I filled the
>disk up with small text files, so that every data block on the disk was
>occupied.

Be warned: not all drives can read tracks 81 and 82. It's generally
a bad idea to put important data on these tracks; i.e., don't use
this format in practice if you care about your disk. The other method
of increasing disk capacity beyond the standard limit, putting more
sectors in each track, is more reliable.

If you really want to fool with PC/ST disk formats, I recommend you get
a PC program called fdformat. It should be on the usual archives; try
garbo.uwasa.fi, for example. Fdformat lets you do all kinds of tweaked
modes, including all the standard ST ones. It even has a mode to
change the media byte so that disks will look just like ST disks to the
ST. (You can also get 1.7M on a 3.5" HD disk, which is pretty nifty.)

I don't know how fast it formats or copies. That may very well depend
on your particular floppy drive.

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

2199. Re: NEWSFLASH : FALCON RELEASED

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 05:54:53 UTC
From: bull@vaxc.cc.monash.edu.au
Message-ID: <1993Feb5.165453.91189@vaxc.cc.monash.edu.au>
Source record: 210610

giggey@ecf.toronto.edu (GIGGEY Mike S) writes:

> Oh really, I thought our navy was in dry dock.

Sorry, you're wrong. You don't need a dry dock for two canoes
and a box of water wings.

Bull@vaxc.cc.monash.edu.au OR bull@monu1.cc.monash.oz
DOD# 251 '84 VF 750 Closet Ducatisto
Disclaimer. If you love your llama, let it lambada.

2200. Re: Warp 9 - Extendo Save Screen Savers -

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 06:31:10 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Feb5.063110.26484@news.unige.ch>
Source record: 210741

Has anybody used the Warp 9 screen savers on big monitors? If it works, I'll buy.

Mike Morris

2201. Re: STZIP.. is the latest version here yet?

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 06:43:15 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Feb5.114315.15419@miavx1.acs.muohio.edu>
Source record: 210726

In article <1993Feb4.221309.1@seb.se>, s19184@seb.se (Michael Evans) writes:
> In article <2920@eagle.ukc.ac.uk>, wabe@ukc.ac.uk (W.A.B.Evans) writes:
>>
>> Finally what do you archivers think of submissions packed as a
>> self-extracting archive using zip2tos.ttp? I guess the same - as that
>> also cannot be unpacked under UNIX. But these must be marvellous for
>> the recipients.
>
> I have a strong dislike, bordering on hate, for self-extracting archives.
> Maybe I am paranoid, but like to have a good look at stuff before I
> execute it. I have a good set of archive browsers etc, which I can use
> to decide whether to unarchive a thing, and to where. I use these on
> the most convenient machine of the moment, an ST, a PC or a VAX under
> VMS.

But actually, if it is a self-extracting archive, it can still be
looked at by your zip prg, so you can see whats in it before you download.
(I actually prefer self-extracting. That way I know it will extract when I
get it downloaded. I hate having to download something, then have to go
online and download an archiver that can handle it.)

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You like Earth Jazz, she likes Klingon \rlcollins@miavx1.acs.muohio.edu
opera, so you compromise, and listen to \RC1DSANU@miamiu.acs.muohio.edu
Klingon opera." -Odo, Star Trek- Deep Space Nine \rcollins@apsvax.aps.muohio.edu
\ R.COLLINS1 on GEnie
-----=======}}}}}}}}(((((((((((}}}}}}}}=======----- 5-FEB-1993

2202. Re: Using Slip with sticp

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 06:45:54 UTC
From: dbsuthe@pbhya.PacBell.COM
Message-ID: <1993Feb5.064554.9354@pbhya.PacBell.COM>
Source record: 210602

In article <lmtk6fINN52h@levelland.cs.utexas.edu> psurge@cs.utexas.edu (Troy Carpenter) writes:
>I am using NET.TOS which I got from the sticp.lzh file that was mentioned
>2. Is there any way to use a domain name server instead of having to know all
> the servers before hand, and especially their numbers.
>

I have not seen anywhere in the doumantation where a domain name server is mentioned. Please let me know if you find out.

I am also looking for a vt100 screen emulation package that could be run out of my auto folder so that vt100 escape sequences would display correctly when telnet'ing to other systems.

Any Ideas?

Daniel B. Suthers, CCP, CSP
Technology Consultant, AIN Services Creation Lab, Pac*Bell
Voice: (510) 867-5193 UUCP: dbsuthe@Pacbell.COM
==========
= Ethics means never having to erase your E-mail... out of fear. =
==========

2203. Re: 78Hz vertical screen frequency on the falcon

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 08:45:05 UTC
From: eberl@Informatik.TU-Muenchen.DE
Message-ID: <1993Feb5.084505.10039@Informatik.TU-Muenchen.DE>
Source record: 210737

```
|> Ok, that sounds cool and all but could you explain to us video neophytes
|> why exactly you would want to do this? Would it give you more video modes?
|> A better picture? Or do you just change the frequency to 72Hz and look
|> at it saying "Wow" for a few hours? :-)
You can do that if you want. But for me: With the Falcon-default 60Hz I always
got headache, because the flicker is terrible. And when we found an easy way
to switch to a higer rate we decided to make it available to the public...
be good to your eyes ...

Greetings
Michael Eberl
eberl@informatik.tu-muenchen.de
```

2204. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 09:07:02 UTC
From: David.Dell@bbs.actrix.gen.nz
Message-ID: <1993Feb5.090702.682@actrix.gen.nz>
Source record: 210744
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

<1kkc1bINNdf1@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
> <1kk3inINNktk@falcon.natinst.com>, Glen Sescila (glens@natinst.com) wrote:
> : <1kjqv2INNa9m@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
> :>
> :> The blitter is still somewhat slow, but the system
> :>has 0% contention in 320x200 mode at a full 8-bit resolution, the main
> :>processor has full access to ram.
>
> : IF you have added FAST RAM to your A1200 of course.
>
> Did I _MENTION_ fast ram? No. If you're running in 320x200x8, there's
> no contention out of chip ram. One doesn't need fast ram to get decent
> speed, then. Fast ram will add, perhaps, 20% to the speed, however.

Could someone with the AGA hardware information post the amount of
available bandwidth for the various display modes? Even if there's
no contention in any particular mode, it would indicate what is
the absolute limit at which a blitter, '020, '040 (or even a DSP
rated at 1000 Mips) is able to access video memory.

> Sure beats Yet Another Crippled System, yet another 16-bit memory arch...

The Falcon 030 you mean? The memory system (as people have repeatedly
mentioned) is configured for 32-bit access by the memory controller.
Since 64 bits are fetched in two quick cycles, the 16'bit datalines
keep filling the '030 with data pretty effectively.

As for crippled...since the A4000 has 32-bit data/address lines, it
would seem that it should offer more than 8 bits graphics? The
Falcon 030 may be maligned as a 16-bit machine, but as least it has
16-bit graphics capability.

2205. Re: Profibuch (was Julian Reschke involved

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 09:11:53 UTC
From: julian@math.uni-muenster.de
Message-ID: <1ktb0pINN11fg@obelix.uni-muenster.de>
Source record: 210729

In article 2F5@sci.kun.nl, sanders@sci.kun.nl (Sander Stoks) writes:
> In <1koo92INN168j@obelix.uni-muenster.de> julian@math.uni-muenster.de (Julian F. Reschke) writes:
> I thought that was the first point: If some guys (from the net)
> voluntarily translate one chapter, we could send the translated copy
> back to Sybex (Germany) to publish it; they would only have to pay for
> typesetting/printing. And if the translators would produce TeX
> sources, that would be not too much anyway. (The original Profibuch
> was 300dpi I think, so a TeX printout at 600 (which wouldn't be too

:-) Todays editions are typeset.

>
> Is the original Profibuch in TeX this time, or is it DTP'd? It would
> save a considerable amount of time if the translators could easily
> leave the tables etc. unattended and concentrate on translating the
> pure text.

Parts of the book are written with Wordplus (don't laugh), other parts
MS-Word. I am currently evaluating some of the newer WP packages.

And, btw: it wouldn't make much sense to translate the current edition,
because there's no information abouth the Falcon or MultiTOS in it
(and that -- if it happens -- will need a LOT of time).

>
> The product wouldn't be state-of-the-art Queen's English perhaps, but
> since the Atari community is not that big, it wouldn't be possible
> otherwise.
>
> How could there ever have been a Dutch edition (just wondering)?
> Didn't Sybex loose some money on that one? Or is the Dutch market for
> Atari stuff not that bad?

I don't know. What I know is that it wasn't profitable at all for the
authors.

> Relax... Take it as a compliment that so many people would like to
> have your book...

I know that, but it seems that the english speaking Atari market just
is too small (currently).

_____ cut here _____
Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de

_____ correct me if I'm wrong _____

2206. jpeg --> gif files (or jpeg viewer)

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 09:17:33 UTC
From: awest@ub.d.umn.edu
Message-ID: <1kulhdINNtck@ub.d.umn.edu>
Source record: 210730
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I would like to know if anybody out there knows where I could get a jpeg -->
gif file covnerter, or (even better) a jpeg viewer.

Thanx

Andrew

--
| |) |==| "We're all in the *
| | | | mood for a melody, *
*. * * * and you've got us *
feelin' alright." *

2207. Re: X-windows for the Atari line

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 09:33:10 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1993Feb5.093310.22397@ucl.ac.uk>
Source record: 210732

In article <1knuaaINNnte@phakt.usc.edu> baffoni@phakt.usc.edu (Juxtaposer) writes:
>In article <1993Feb3.010942.347@erenj.com> mbernar@erenj.com (Marcelino Bernardo) writes:
>>In article <1993Feb1.224250.19379@irscscm.UUCP> mlake@irscscm.UUCP (Marshall Lake)
writes:
>[X stuff deleted]
>>
>>Who was it that said ST software is cheaper than Mac or PC software?
>>MacX, which is a X-Window server from Apple costs around $220 (US).
>
> Unforunately, this is market economics at work. It is exactly what
>happens in the absence of competition. If someone else were to put out
>an X-windows package, it would not only have to be cheaper to compete, but
>the competition would force the price of the other X-win stuff down.
>
> So what we need is a PD or Shareware version of X....that would
>really bring down the price of commercial X (if it didn't kill it outright,
>depending on the quality of the PD/SW software).
>
>>Marcelino Bernardo
>>mbernar@erenj.com
>
>-MikeB

A good basis for this would be MiNT, but only if it had TCP/IP added into the kernel and at least process swapping (680[346]0 only). Device drivers for the network devices could then be loaded at boot time just like file systems can be now. TCP/IP wouldn't bloat the kernel much, after all KA9Q is only about 40K as an executable and this includes the clients as well as the protocol layers. Unfortunately something like KA9Q is useless for X as it cannot be used by external programs.

The programming interface for the TCP/IP stuff should be identical to that on BSD hosts so the minimum of porting of code is necessary, the only thing needing to be written from scratch being the X server itself.

What would be really good for machines based upon the 68030 and above (ie the TT, Falcon etc) would be to implement GEM over the top of X. This would allow a fully networked version of GEM. I must admit that you'd still have to have a relatively large amount of memory, ie at the very least 4MB preferably 8MB or more.

If you want to have X, this is the price.

Steve

PS. Eric, now we have memory protection in MiNT on 68030's and above how's about virtual address spaces, ie all processes seems to be at the same address, this would enable easy shared text without needing the program to have been compiled with -mbaserel -mpcrel and would also enable non-blocking forks. Any possiblility of having a word with the people upstairs about this?
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

2208. Re: FALCON 486 BOARD

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 10:12:51 UTC
From: hanscs@dhhalden.no
Message-ID: <hanscs.88.728907171@dhhalden.no>
Source record: 210733

In article <1kjkh9INNrgf@shelley.u.washington.edu> neurom@stein.u.washington.edu (Neuromancer) writes:
>From: neurom@stein.u.washington.edu (Neuromancer)
>Subject: Re: FALCON 486 BOARD
>Date: 1 Feb 1993 16:52:57 GMT
>
>Yes, there is. An ATonce card is currently being sold which replaces the 68030 with a 68030/386SX/25 hybrid daughter board. If that doesn't sound like much, let me rekindle the Atari/Amiga war by saying, the best ATonce available for the Amiga is a 286. He he.
>
>"But, if I have your mind, the rest doesn't matter."

The Amiga has a 386sx 25MHz ATOnce PC-Clow emulator.
The Amiga has a Commodore 386sx 25MHz Bridgeboard PC-Clown emulator.
The Amiga has a Vortex Gold Gate 386sx 25MHz.
The Amiga has a Vortex Gold Gate 486slc 33MHz PC-Clown emulator.
The Amiga has an Atari ST emulator.(Software)
The Amiga has an Emplant Macintosh emulator.
The Amiga has an AMax Macintosh emulator.

Only Amiga Makes It Possile

Hans C. Sander
hanscs@sofus.dhhalden.no

2209. Re: Why Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 11:01:01 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1993Feb5.110101.14553@Informatik.TU-Muenchen.DE>
Source record: 210734

In article <1993Jan25.125958.7782@ludd.luth.se>, woom@ludd.luth.se (johan.burman) writes:
|> Why buy a falcon seems to be the hot question nowadays...
|>
|> My reason will undoubtly be the soundspecs. Too bad CBM didn't include better
|> sounds in the A1200...
|>
|> Anyway, do anybody out there have any serious info on when atari will release
|> the machine? I'm getting a bit bored waiting for it (dreaming?)...
|>
|> /Da Wooom

Mail me if you really want a Falcon soon ... I'll try my very best.
Yours
Jackintosh

P.S.: I coldnt post to your adress

--
==========
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
==========

(* = Maerchen aus 1001 Nacht

2210. Re: Smalltalk

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 11:07:14 UTC
From: marc@targon.UUCP
Message-ID: <2923@targon.UUCP>
Source record: 210735

In article <C1xECL.14v@brunel.ac.uk> cs90ijr@brunel.ac.uk (Ian J Ray) writes:
>Is there a commercial/PD version of Smalltalk available for the ST?
>If so - where can I get it from?, how much will it cost?
>
>.Ian.
>cs90ijr@brunel.ac.uk

There is a version of GNU Smalltalk available (on atari.archive
I think). The documents say it may be not too stable yet though.
I cannot yet comment on that.

Marc

2211. Soundtracker module editor wanted

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 11:22:50 UTC
From: jjevissc@cs.ruu.nl
Message-ID: <1993Feb5.112250.5808@cs.ruu.nl>
Source record: 210736

```
Does anyone know if there exists a better
Soundtracker module editor than trakst[e].prg ?
Because this program looks very nice but it is
almost impossible to use it as an editor.
There are a lot of nice modules so there has to
be a program with which these can be made.
I would like to make my own modules instead of
listening only.

Thanks,

Jeroen

(jjevissc@cs.ruu.nl)
--
Jeroen Visscher

Email: jjevissc@cs.ruu.nl
Kamer: CGN A114 (tel 4090)
```

2212. Re: Profibuch (was Julian Reschke involved

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 12:03:57 UTC
From: spoil@cs.tu-berlin.de
Message-ID: <1ktl3d$qm9@news.cs.tu-berlin.de>
Source record: 210746

sanders@sci.kun.nl (Sander Stoks) writes:

>Relax... Take it as a compliment that so many people would like to
>have your book...

As soon as Julian hands out e-copies of it, the sales of his book will
probably shrink to zero.

Regards,
Laurenz

2213. WANTED: Genlock

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 12:11:11 UTC
From: EDWR@UNB.CA
Message-ID: <05FEB93.08841593.0054@UNBVM1.CSD.UNB.CA>
Source record: 210740

I am looking for a Genlock for my ST. Does anyone know if JRI still exists, and is producing genlocks ? If so, can anyone suggest a good source. Are there any other products that I should look at? I need this for a project NOW, so any help would be appreciated.

Thank you
Alan

2214. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 12:35:50 UTC
From: bcballi@cs.vu.nl
Message-ID: <C1z6zq.4Ep@cs.vu.nl>
Source record: 210742

ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

> It's interesting all the people go around taking on the A1200 with the
>Falcon, when the A1200 is selling right now and the Falcon isn't.
>How can you tell how good is its OS? Good humor.

This is total and utter BS. The falcon IS selling, at least here in
holland and probably also in germany! So don't say these things that
are not true.

If you don't want to be objective, don't write to this newsgroup. Go and
post at the amiga group. I like the Falcon, but I'm still interesseted
in other MC680x0 machines, so I like comparisons.

Gerco.

```
+-------------------------------------------------------------+
| I feed on the patience |
| of trees that wait for new born leaves to grow.... |
| R.V. |
+-------------------------------------------------------------+
```

2215. Re: STOS_3D_Manual?

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 13:52:53 UTC
From: u2mpl@csc.liv.ac.uk
Message-ID: <C1zAK5.AF6@compsci.liverpool.ac.uk>
Source record: 210747

In article <1kd4fcINNq1a@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

> Which magazine!? The original of the program was released approx'
> 1 year ago! Why on earth would they release it that soon!?

[Deleted]

> If you do mean STOS-3D, which magazine, and which issue!? As I get
> the left-over magazines from a friends-aunt who owns a newsagent...
> (great!! Saves mega-$$$)

The magazine was ST User. Can't remember which issue but it was probably about November or December '92.

2216. Re: What's the F in 1040STf

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 13:55:05 UTC
From: u2mpl@csc.liv.ac.uk
Message-ID: <C1zAnt.AGz@compsci.liverpool.ac.uk>
Source record: 210748

In article <25610@galaxy.ucr.edu>, phruby@ucrengr.ucr.edu (paul hruby) writes:
> The F on your computer stands for frequency modulator. Basically, this
> means you can connect your computer to a TV or VCR. Early 1040STs did
> not have this capability. (As I remember.)
>
> Paul Hruby
********WRONG!*********

The f stands for floppy (as in 'built-in').
It is the m in STfm that stands for modulator.

2217. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 14:12:24 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Feb05.141224.30940@rchland.ibm.com>
Source record: 210749
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb5.090702.682@actrix.gen.nz>, David.Dell@bbs.actrix.gen.nz writes:
|> <1kkc1bINNdf1@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
|> > <1kk3inINNktk@falcon.natinst.com>, Glen Sescila (glens@natinst.com) wrote:
|> > : <1kjqv2INNa9m@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
|> > :>
|> > :> The blitter is still somewhat slow, but the system
|> > :>has 0% contention in 320x200 mode at a full 8-bit resolution, the main
|> > :>processor has full access to ram.
|> >
|> > : IF you have added FAST RAM to your A1200 of course.
|> >
|> > Did I _MENTION_ fast ram? No. If you're running in 320x200x8, there's
|> > no contention out of chip ram. One doesn't need fast ram to get decent
|> > speed, then. Fast ram will add, perhaps, 20% to the speed, however.
|>
|> Could someone with the AGA hardware information post the amount of
|> available bandwidth for the various display modes? Even if there's
|> no contention in any particular mode, it would indicate what is
|> the absolute limit at which a blitter, '020, '040 (or even a DSP
|> rated at 1000 Mips) is able to access video memory.
|>
|> > Sure beats Yet Another Crippled System, yet another 16-bit memory arch...
|>
|> The Falcon 030 you mean? The memory system (as people have repeatedly
|> mentioned) is configured for 32-bit access by the memory controller.
|> Since 64 bits are fetched in two quick cycles, the 16'bit datalines
|> keep filling the '030 with data pretty effectively.
|>
|> As for crippled...since the A4000 has 32-bit data/address lines, it
|> would seem that it should offer more than 8 bits graphics? The
|> Falcon 030 may be maligned as a 16-bit machine, but as least it has
|> 16-bit graphics capability.

Ah, but the A4000 can offer 8 bits at 800x600 and 1280x400 (not including
overscan here), not to mention that it can also do those in 256k colors
and animate them without taking a lot of memory.

Well, thinking of things, the Falcon is a nice machine in overall, if
people can use the DSP for games in other things like sounds, that would
be really nice to see. But for applications I see the Amigas a better
offer, not to mention games too (except for the music, which is something
that the Falcon seems to be very good at).

I still believe that the Falcon is somewhat crippled, not matter if you have a fast memory controller, the 68030 still fetches info @ 16bits which is SLOW for it... doubles the time during memory access....

- Raist

2218. Re: FALCON 486 BOARD

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 14:23:48 UTC
From: andrew@minster.york.ac.uk
Message-ID: <728922228.5407@minster.york.ac.uk>
Source record: 210601

Kent Dalton (kentd@FtCollins.NCR.com) wrote:
: model with an 040, an actual 32 bit architecture, detached keyboard,
: and built in expansion slots, and sell it for a reasonable price.
: That'd be much more useful than the current Falcon/030 (for users like
: me) which seems to be basically a NeoGeo-killer with MIDI support :^)
: Are there any rumors of such a future product?
:
:

From what I recently heard, the Falcon hasn't truely been released in England yet and the real Falcon'030 will be in a box with a separate keyboard. I don't know about expansion slots though.

Anyone else heard this rumour?

-Andrew

2219. Re: FORTRAN, umich access, MIDInet

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 14:51:33 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1993Feb5.145133.10451@ugle.unit.no>
Source record: 210603

> In article 8320@eagle.lerc.nasa.gov, fsctc@avelon.lerc.nasa.gov (Clarence Chang) writes:
> > Okay guys, don't laugh, okay. My ego's fairly fragile. Here are my questions.
> >
> > 1. What would be a good FORTRAN (yes, you heard it right) to use on my TT?
> > It needs to take advantage of my 68882 and the 16 MB of TT RAM. I was
> > prospero FORTRAN is pretty decent. Where can I get it here in the US?
> >

I am using F2C together with GCC and have found this combination very useful.
Both of these compilers are free as you probably know.
I have compiled SPICE version 2G6 with F2C and GCC successfully with no changes
in the source at all. The sources to SPICE is several houndreds of kilobytes.

Stig Vidar Hovland - stigvi@lise.unit.no

2220. Struggling display

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 14:57:42 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <5FEB93.09574276@cc4.crl.aecl.ca>
Source record: 210605

Lat night, I set up the Windows 3.1 screen saver to display a banner message. The message was "CCCCC HHHH CCCCCCCCC" in a 42 point font.

2221. Struggling Display (again!)

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 15:04:59 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <5FEB93.10045978@cc4.crl.aecl.ca>
Source record: 210606

Last night I set up the Windows 3.1 screen saver to display a banner message. The message was "CCCCC HHHH CCCCCCCCC" in a 42 point font.

Even at the slowest speed, the 386@40MHz with an ATI card could not scroll the message smoothly. At faster speeds, the message flashed on and off as it scrolled. This so called FAST BOX as some PCs have been called could not perform a simple graphics display smoothly.

Now I know why I have waited for the FALCON since I saw it demonstrated in Toronto last April. Its graphics and sound capabilities, right out of the box, will blow a '386 right out of the water.

The next space left blank for PC enthusiast flames (as they try to explain why the '386 could not do the job)

```
**********************************************************************
* *
* *
**********************************************************************
```

That's all folks!

2222. Disk Image of TOS

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 15:07:53 UTC
From: s883334@minyos.xx.rmit.OZ.AU
Message-ID: <1ktvs9INN1u1@escargot.xx.rmit.OZ.AU>
Source record: 210607

Does anyone know of anywhere I could ftp some software to allow me to create a bootable tos image from my tos in rom ?
I own a 1040STFM, and am upgrading to an STE, yet I would still like to be able to operate under the older TOS at times. (Especially since Bards Tale, one of my favourite games only runs under that version of TOS)

Any suggestions appreciated....

James

2223. GODS

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 15:10:19 UTC
From: s883334@minyos.xx.rmit.OZ.AU
Message-ID: <1ku00rlNN1u6@escargot.xx.rmit.OZ.AU>
Source record: 210609

This is being posted on behalf of a friend of mine who cant access the bet. Does anyone have a list of passwords theyve achieved with GODS that they would be willing to share ? Especially for the higher levels.

James.

2224. Re: Help/Looking For

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 15:17:58 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb5.151758.2199@newshost.lanl.gov>
Source record: 210611

In article 15244@oz.plymouth.edu, pyr579@oz.plymouth.edu (Technoid) writes:
>Hello,
>
> I'm writing this from my recently purchased (used) Spectre GCR.
>Luckily there was a disk with System/Finder on it that also had Kermit.
>I would like to thank and find if he reads this group, Ernie Runyan. So
>far the GCR is cool with the exception of one thing. The cable that
>connects to the external floppy port on the ST was not included. This
>cable is a rather vital part I think since I cannot read MAC disks. I am
>quite sure this cable is a part of GCR since it speaks of it so often in
>the manual. Question: To anyone, can I just buy and ordinary floppy disk
>cable from Toad Computers and have it work? Or if Ernie is out there and
>has the cable, could you please send it to me?

Stephan, the seller should have provided you the cable as one originally
came with the GCR. If that is not possible now, you can simply use any
external drive floppy cable as they are one in the same.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2225. Re: Compressing nethack 3.1

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 15:22:32 UTC
From: christof@wowbagger.pc-labor.uni-bremen.de
Message-ID: <1993Feb5.152232.983@informatik.uni-bremen.de>
Source record: 210612

In article <1993Feb4.162927.24248@solace.hsh.se> hasse@solace.hsh.se (Hans Holmberg) writes:

>>nethack binary (940K) was too much for them. I also tried pfx-pack 2.1
>>and succeeded (the game would run), but then I found out that pfx-pack
>>is guiltware. Also, when I tried to de-pack the compressed binary, it
>>would not come out the original size and crash when attempted to run,
>>all of which rendered me suspicious about pfx-pack.

>>Could anyone mail me a free, known-to-be-working packer for
>>executables. I know there are newer versions of the packers above, I
>>just don't have them.

>Try the pfx-packer that's distributed with lharc, should work with it.

That's the one I tried - pfx 2.1. But it's guiltware (or can I use it if I only compress one program (i.e. nethack) and then throw it away?). There might be a problem with making the compressed nethack binary available for ftp afterwards.

Anyway, as I said, though the compressed binary did not crash, I'm still suspicious about pfx-pack not being able to properly decompress it again.

So, if there are any alternatives at all - please drop me a line (and/or a packer :-)

Christoph

2226. Re: ADVOCACY: Writing games

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 15:25:03 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb5.152503.3326@newshost.lanl.gov>
Source record: 210613

In article 11923@uqcspe.cs.uq.oz.au, warwick@cs.uq.oz.au (Warwick Allison) writes:
>Anyone considering writing games and considering doing it on a Clone
>should read the messages in rec.games.programmer for a while.
>
>I find it hard to believe, but lots of people talk about
>"virtual paging" there. You know what that is? IT'S COPYING THE
>SCREEN MEMORY FOR EACH PAGE FLIP. Isn't that ridiculous!!!
>Give me the Atari ST (or 8bit, even Amiga) any day - where we
>can have any number of pages in memory and flip instantly between
>them just by changing a pointer.

The 640K conventional memory barrier of DOS is the single most archaic reason that the pc is so difficult to program. OK, before I get toasted, let me say it's the reason that _I_ find it difficult, OK? Sure, memory managers may be used to work around this but it's still a kludge. The relatively "flat" memory architecture of the Atari certainly relieves a lot of unnecessary pain.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2227. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 15:27:52 UTC
From: cpb1001@phx.cam.ac.uk
Message-ID: <1993Feb5.152752.29281@infodev.cam.ac.uk>
Source record: 210628
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

In article <C1yFyI.GC7@NCoast.ORG>, davewt@NCoast.ORG (David Wright) writes:
|> In article <1993Feb2.185117.15565@mpifr-bonn.mpg.de> mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst) writes:
|> >The A1200 can have 1,2,3,4,5,6,7 or 8 bits per pixel.
|> This is not exactly true. It can do more! :-) All AGA chipset machines
|> have a 16 milion color pallete, can do various scan freqs, and you can turn on
|> and off a mode that gives you "chunky" pixels, just like PC VGA displays.
|> There are also new modes that can be thought of like "super HAM" modes that
|> give you 256,000 simultaneous colors, though due to the speed you don't get
^^^^^^^^^^^^^^^^^^^^^^^^^^^^

In fact, this is understating AGA's capabilities. If you choose your palette carefully in HAM8, then you can use ALL 16777216 colours. (This is assuming you had this many pixels on the screen :-).

There is a program going around called AGA Test, which uses the entire 24 bit palette without changing any colour registers.

|> the banding that occurs in the ECS & older chips (since you can make larger
|> steps).

The extra resoloution helps too. You can have HAM8 in 1280*512 (Or more with overscan), and whilst I don't have any of these pictures yet, I have some 640*512 HAM8 pictures, and they look incredible.

Chris Brown

2228. Re: Pirating Software (was: <None>)

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 15:36:50 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb5.153650.4635@newshost.lanl.gov>
Source record: 210622

In article 1385@yvax.byu.edu, stewart@yvax.byu.edu () writes:
>
>Maybe if Atari loses out in the home computer market, they can still stay afloat with
>portable stuff like Portfolio and Lynx. If they go bankrupt, though,
>at least people wont care about pirating Atari software anymore...
^^

Oh SURE! That's got to be the most innane comment I've seen here for ages!
If Atari goes bankrupt, I won't mind at all if you steal my software.... NOT!

Grrrrrrr.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2229. ST Hardware for Sale

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 16:05:55 UTC
From: malay@sae.com
Message-ID: <1993Feb5.160555.18815@sae.com>
Source record: 210627

I've got some extra ST stuff for sale (I own an STe too!):

1040STf - stock, excellent condition, brand new internal
drive (Atari authorized replacement part). This
machine looks and acts brand new. $175 (includes S/H)

VideoKey - Hook up an ST without a modulator to a TV - great for
games. $50 (include S/H)

SM124 - Needs some work - comes up, looks great, runs perfect
for a while (until something heats up) and then the
picture gets stretched and jittery. $40 (includes S/H)

I don't have any of the original cartons or manuals, but all
hardware comes complete with original cables.

Bob Malay
malay@sae.com
malay@template.com

2230. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 16:25:48 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Feb05.162548.11431@rchland.ibm.com>
Source record: 210614

```
In article <C1z6zq.4Ep@cs.vu.nl>, bcballi@cs.vu.nl (Ballintijn GC) writes:
|> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|>
|> > It's interesting all the people go around taking on the A1200 with the
|> >Falcon, when the A1200 is selling right now and the Falcon isn't.
|> >How can you tell how good is its OS? Good humor.
|>
|> This is total and utter BS. The falcon IS selling, at least here in
|> holland and probably also in germany! So don't say these things that
|> are not true.
|>
|> If you don't want to be objective, don't write to this newsgroup. Go and
|> post at the amiga group. I like the Falcon, but I'm still interesseted
|> in other MC680x0 machines, so I like comparisons.
|>
|> Gerco.

I always wellcome all clarifications. If the Falcon is finally selling
good. I was getting the info from other Atari people. And yes, I want
to be objective... I consider the Falcon a very good sound machine.

I think also demand objectiveness... which is why I see no point in
saying that the Amiga 1200 has either slower graphics than the Falcon
or a Bad OS.

|>
|> +-------------------------------------------------------------+
|> | I feed on the patience |
|> | of trees that wait for new born leaves to grow.... |
|> | R.V. |
|> +-------------------------------------------------------------+

--
- Raist
```

2231. nethack 3.1 record file bug resolved

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 16:59:40 UTC
From: christof@wowbagger.pc-labor.uni-bremen.de
Message-ID: <1993Feb5.165940.1430@informatik.uni-bremen.de>
Source record: 210615

The bug in nethack's handling of the record file (it would always contain only a single line - arrrgh) has been eliminated and I strongly recommend getting the new version. Old record files (the one-liners) *must be deleted*, they are not compatible with the new binary (because of the bug, the record file contains bad strings). It turned out the bug was in the GNU lib with which our binary was linked (read this, Hannu? :-)

Oh, and the file wizhelp was missing in the first release (no one seems to have noticed, though). This is not needed to actually play the game, just a quick reminder of wizard-mode commands. Nevertheless, it needs to be included, of course.

In addition to that, a TT-only version is ready. This is somewhat shorter than the ST binary (which still runs on a TT as well, of course) due to taking advantage of the TT's advanced hardware capabilities (68030 code).

I'm going to put everything on the server later today. I'll reorganize the structure, so that there will be one archive containing the supplementary files and separate archives for the binaries, so you won't have to download anything you don't need. I'll also make wizhelp available as a single file for some time, for the same reason.

What's more, I'll post the archives to comp.binaries.atari.st on behalf of the multiple requests I recieved.

Thanks again to everyone who responded, commented, etc.!

Christoph

2232. Re: Profibuch (was Julian Reschke involved...)

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 17:02:33 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1993Feb5.170233.25919@news.th-darmstadt.de>
Source record: 210616

In article <11858@uqcspe.cs.uq.oz.au> marshall@cs.uq.oz.au writes:
>I have learned a L-I-T-T-L-E bit of German, but looking up every few word in
>a dictionary is VERY tedious, and after n hours one just gives up! Anyway,
>you would need a damn good and expensive German-English dictionary! I find I
>can cope for short docs, but a book??!!
Well the Profibuch is like an encyclopedia (sp? word???), you don't read it
from page 1 to page 1400, but rather just check out a few pages at a time.
Espcially if you just want to know what Malloc returns exactly, I think I
could even cope with French.

Nat!
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Album of the month: Waltari - Torcha! VfL Bochum: "Unabsteigbar"

2233. Re: FALCON 486 BOARD

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 17:17:51 UTC
From: neurom@stein.u.washington.edu
Message-ID: <1ku7fvINNfsb@shelley.u.washington.edu>
Source record: 210626

Golden Gates? Yup, you sure do have em and they're full size zorro/pc cards. And as for your 386sx ATOnce, I spoke to Vortex on the phone last week and according to them, it doesn't exits.

But, of course, Amiga people are always right.....

;)

--Neurom

2234. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 17:25:22 UTC
From: neurom@stein.u.washington.edu
Message-ID: <1ku7u2lNNglk@shelley.u.washington.edu>
Source record: 210617

Yes, the Falcon is selling now, all over Europe and the UK. Why isn't it in the US? According to Atari, they're stockpileing enough for their 6 month projection so they don't run out*, they're redesigning the case (thank God,) and finishint MultiTOS. And to address those "But the Falcon doesn't come with MultiTos" whines, it does. The version selling now is not the final release.

* My store has been trying for two months to get 1200's in. Commodore assures us they are "on the way." Unofficial sources say they just ran out. Great marketing plan.

--Neurom

2235. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 17:28:42 UTC
From: don@chopin.udel.edu
Message-ID: <C1zKJv.8L6@news.udel.edu>
Source record: 210620
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

Nice list of resolutions... will the Falcon still need to be rebooted
to change to a different one like the STs did?

And what's this about "Overscan is not accessible from the desktop"?

--
Don Lloyd | Publications Editor, AmigaNetwork |AmigaNetwork Voice Mail
don@chopin.udel.edu | AmigaNetwork BBS (The Original!) | Info by voice or FAX
GeNIE: D.LLOYD7 | (302)368-3942 (v.32bis) | (GVP PhonePak)
BIX: DRL | (302)368-1067 (USR HST) | (302)368-4673)

2236. Re: THE PC FALCON DEBATE.

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 17:44:44 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.dNIESWnH5k2@fredrik.atari.no>
Source record: 210621

In <1krrcqINN3bg@phakt.usc.edu>, Juxtaposer writes:
>In article <1kq37vINNeu4@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu)
writes:
>
>>And of course, as long as we're restricted to the [E]ISA PC bus, you'll
>>never see more than 8 MHz of available bandwidth there, which works out to
>>maybe 512KB/sec max. So unless you go with a localbus SCSI adapter, your
>>PC is never going to see anywhere near optimal hard drive performance.
>
> Howard,
>
> Are you sure about that? I know that I have gotten around 800k/s on
>HD controllers, and that was on old RLL drive controllers on a 286. In fact,
>if you think about it, if you figure a 5clocks/memory fetch, that would work
>out to be 1.6MB/S on an 8-bit ISA bus and 3.2MB/s on 16-bit ISA bus. If I
>remember correctly, EISA bumps the bus speed up to 12MHz (or maybe that is
>MicroChannel) or 16MHz. Even at the 12MHz speed, with a 32-bit bus and a
>5clock memory fetch, that is 10MB/s.

You must not forget that there usually resides 2-3 "high bandwith" devices
on the (E)ISA bus. The most common is HD-controller and VGA card. Additionally
you have serial and parallel ports, floppydisk controller. Most people these
days have a soundblaster and other "multimedia" addons.

I'm not saying you'r wrong, but even if the RAW performance of the bus may
seem high (at least high enough), the net performance may be poor due to
bus arbitration and contention! And, of course this is not uniqe to the
(E)ISA bus. It even applies to the Falcon's bus(es). (Althogh I'm sure
the bus(es) of the falcon performs MUCH better than ANYTHING found in any
PC clone:^)

(Anyone who starts a serious flamewar on this posting
should have their head (or was it humour) checked)!

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-----------------------------------------------------
```

2237. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 18:06:06 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Feb5.180606.20383@mpifr-bonn.mpg.de>
Source record: 210623
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In <C1wCqA.KrE@ucunix.san.uc.edu> klasmekj@ucunix.san.uc.edu (Kevin J. Klasmeier) writes:
>If you have a SVGA (VGA too), the FALCON won't be INTERLACED. You get
>640x480.

According to my information the 640x480x65536 mode is only available in
interlace which means it would not even work on a VGA monitor.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

2238. (none)

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 18:12:00 UTC
From: only_bbs!nostrilla@under.mind.ORG
Message-ID: <2463192@under.mind.ORG>
Source record: 210624

cd.amdahl.com!kls30: ? I would beg to differ. A 68030 on a 32-bit architecture machine EASILY toasts my 386/25SX. And, since the falcon does share the same crippling as the sx's, you might expect it to perform about the same...
but then again, the Falcon 030 has _MUCH_ faster native graphics, (taking some of the burden off of the processor) and a far better addressing system than ANY intel based machine in the cloner world to date. My PC does a lot of calculating 16bitx16bit adresses just to break out of the first 640K.

BTW, a stock atari ST performs 148,000 simple register math operations per second, and more floating point operations per second than a 386/16 by a factor of almost two.

--
via Fortress Gateway at uumind.mind.ORG

2239. Re: ADVOCACY: the future is not in computers

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 18:13:10 UTC
From: mattias@tse.uucp
Message-ID: <1993Feb5.181310.14578@tse.uucp>
Source record: 210625

In article <C1vvDK.JnA@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>In article <1993Feb2.175726.17265@tse.uucp>, mattias@tse.uucp (Mattias Hembruch x0830) writes:
>>When you say the future is not in computers, what do you mean??
>
>"Home computers" failed to sell to more than an extreme minority of households
>in the United States. There are more game machines sold each YEAR than the
>total number of home computers. [Note, my definition of a home computer is a
>computer purchased solely for home use, to do the 'typical' home things:
>writing short letters, balancing the checkbook, playing games, providing
>educational opportunities to children.... Buying a computer so that you can do
>work at home means you've purchased a business computer.]
>
I guess then my ST would qualify as a home computer, 'cause I haven't made
any money with it yet, and my PC has now more than paid for itself and will
pay for itself about 4 times when all the money is in, so it's a business
computer... Strange - my business computer has many BETTER games than my
home computer :-)

>Future home entertainment systems -- applied applications devices, if you will
>--- will replace "home computers" as a viable market. They may, in actuality,
>BE computers (or at least they'll contain computer components), but this
>business of having to learn to type in order to use a computer isn't going
>anywhere.

Exactly why I recommended to my sister to take typing in high-school.. probably
one of the most useful courses I took - I learned more 'practical' things than
in grade 13 algebra, although probability was a lot of fun :-)

>Corporate purchases will still provide the majority of computer sales.
True.
>
>>Also, who will program the CD-I & VIS???
>
>An interesting question. The people who currently program for the Intel
>computer market are already moving into VIS/CD-I. At least one major games
>publisher for the PC (Sierra) has converted their current software to VIS.
(a little aside, not related to the current topic, at least not completely)
Personally, I can't stand Sierra's games anymore.. This 'click here, click
there' is boring.. Sure, the graphics are nice, but all you do is click...
click.. click.. What about the joystick-left, push button to grab, hold button,
move joystick up-diagonal-left, up,up-diagonal-right,right to throw your
opponent (Double Dragon)?? Sure can't believe I would have played 150 games
of Hardball 3 w/ a mouse!!

>Others are sure to follow -- the video game market is going upscale.
>
>>As far as I can remember, the CD-I was being touted as the next big thing 3
>>years ago..
>
>I remember the computer hacker fling with CD-I (heck, I remember the
>RCA/Phillips fight over video discs...). It didn't go anywhere. Phillips
>decided that if the 'home computer' market wasn't going to do CD-I, they'd have
>to create their own entertainment system that WOULD. You can go to Sears and
>purchase the system today. Or you can go to Radio Shack and purchase the VIS
>system.
>
>The average consumer could care less about home computers. However, a simple
>entertainment system that would allow them to play video games and get the kids
>to use the encyclopedia (and also play audio CDs) just might make them want to
>make a purchase.
Personally, I'd rather look it up in the encyclopaedia myself.. On the way to
the topic I'm looking for, I usually find 15 others which are more interesting.

Also can't see myself reading a novel from a computer screen - books are so
much nicer..
>
>>Having 2 different formats will only hurt the entire industry..
>
>I know. Tandy has a bit of an advantage, I guess, since it appears their
>system is basically an Intel computer running a ROM-based version of Windows
>while disguised as a CD player. Those who already OWN a computer, and who can
>attach a CD-ROM device to a SCSI port may be able to use both formats, if
>someone out there is smart enough to write the conversion software...
Can you say CD-I-ulator, written by Mr. Mihoka? (I have nothing against Darek,
I've met him in person, and he fixed a bug in Quick ST 2.0 while I waited..
A nice guy, I would say - BUT I'm NOT going to open that can of worms again,
UNDERSTOOD??? I WILL NOT DEBATE ABOUT THIS.)

(don't know if the chain works totally, but...)
anyone noticed that we can now, on a TT, emulate a Mac, run a PC emulator on
the Mac, run the gemulator from the PC emulator, run the Xformer on the
gemulator to run the translator on the Xformer to get back to Atari's REAL
computer - the 800 :-)
>
>-- David Paschall-Zimbel

--
Mattias Hembruch
>> My views do not necessarily reflect those of the TSE. <<
E-mail: mattias@tse.asd.tse.ca

2240. Re: request for information - MiNT or minix on Atari - performance?

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 19:26:22 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1993Feb5.192622.34516@news.th-darmstadt.de>
Source record: 210629

```
In article <1kqbvqINN2l4@life.ai.mit.edu> dmb@ai.mit.edu writes:
>In article <ENTROPY.93Feb3215654@kropotkin.gnu.ai.mit.edu> entropy@gnu.ai.mit.edu
(maximum entropy) writes:
>>In article <1kpd2fINNkf9@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:
>>>In article <C1vwCM.K90@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>>>>You won't get virtual memory ... the 68000 was designed well before people
>>>>thought it might be a good idea for a microcomputer to be able to address
>>>>virtual memory.
>>>
>>>Great post, but you're a bit off here -- the 68000 was released in
>>>1979, and hence probably designed in 1977-1978. Virtual memory has
>>>been around since the early 1960's, and even its familiar Unix
>>>implementation appeared in the Multics project in 1968.
>>
>>It's a really good idea to read entire paragraphs before you start
>>spewing out true but irrelevant facts. The original post specifically
>>says "for a MICROCOMPUTER". Multics and UNIX were developed on PDP
>>mini's, not on desktop home micros.
>
>Sigh, another contentless bitching meta-post. Why I ever waste my
>time posting here anymore is totally beyond me.
WTF ? The guy made a point. The 6502 (sic) was designed in 197x something and
it had surely no provision for virtual memory per se. On the other
hand I do think that the 68000 was developed with VM in mind, but
because of a fault in the microcode (one register wasn't saved during
bus errors (or some such)) VM was not possible till the 68010 (+ added MMU)

>The Mac was released shortly after the 68000, had a 68000 in it, and
>featured an *implementation* of a (hacky) vritual memory scheme. If it
>weren't already obivous enough that the existence of VM in the early
>60's makes it unlikely that VM had not even been considered for micros,
>that pretty much puts the argument to rest, now doesn't it?
The Mac and virtual memory ? It does (did) have a memory allocation and
referencing scheme, which I can't quite remember offhand, but that has
nothing to do with VM on the hardware level. Considering anything else,
you have 'virtual memory' everywhere. See how your editor swaps memory
in and out from disks...

Nat!
(all the above to the best of my knowledge, which may not be much)
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Album of the month: Waltari - Torcha! VfL Bochum: "Unabsteigbar"
```

2241. Re: ADVOCACY: Writing games

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 20:16:00 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1kuhu0INNhg6@life.ai.mit.edu>
Source record: 210630

In article <1993Feb5.152503.3326@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>The 640K conventional memory barrier of DOS is the single most archaic reason
>that the pc is so difficult to program. OK, before I get toasted, let me say
>it's the reason that _I_ find it difficult, OK? Sure, memory managers may be
>used to work around this but it's still a kludge. The relatively "flat"
>memory architecture of the Atari certainly relieves a lot of unnecessary pain.

I know this will be incorrectly interpreted as an "Atari sucks" article
by those with a jaundiced eye, but I have been writing a lot of game
related code for the PC recently, and have discovered that this
long-time criticism of clones is no longer as significant as it once
was. At the risk of being at the center of another massive flame war,
here goes:

You do not have to worry about the 640K limitation for DOS applications
unless you feel it absolutely necessary to support the 286's that
comprise less than 10% of the PC market now. You can have a prefectly
wonderful 32-bit flat memory model on a PC, just like on the Atari.
Not only that, but the 32 bit code is faster than "large model" PC
equivalents.

The technology that makes this possible is a so-called "32-bit
extender." Basically, it does some magic to switch to 386 mode without
clobbering DOS, 386Max, QEMM, or other memory-resident things. So you
switch to 32-bit mode, run your code, and then switch back. Everything's
just dandy. Windows does something like this itself.

This technology is free. In fact it is the basis of the excellent PC
port of GCC (2.2.2) by DJ Delorie. What's even neater is that the
32-bit extender supplied with DJGCC knows about Super VGA cards and
sets up the page table to make the video RAM appear to be an (up to)
1MB contiguous block. This means you can trivially write programs that
use the higher graphics modes, and they're all byte-per-pixel format.
And the assembly language blitting rotuines for video games (should you
be inclined to write them in assembly; you don't have to for something
like pacman) will be even faster in 32-bit mode than they would be in
"real mode" because there's no foolishness with taking several
instructions to do things to "far pointers."

Microsoft and Borland are both working on their own "official" 32-bit
extender pacakges. In fact the MSC 7 package refers to it in the
documentation (even though it hasn't been released). Zortech has had
32-bit compilers and extenders out for a while, and PharLap makes a
32-bit extender that works with Borland and Microsoft executables.
(The latter is expensive, though.)

The bottom line is that if you are willing to blow off 286 support, you're free of such brain-damage. As time goes on, blowing off 286 support will be less and less of an issue. Many PC games already assume you have a 386+ for speed reasons. (After all, 386 motherboards are $150-$175 now, less than complex software pakcages.)

Dave Baggett

--

dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

2242. Re: Credit check on "ABC Drives"?

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 20:17:18 UTC
From: slp9m@cc.usu.edu
Message-ID: <1993Feb5.141718.63689@cc.usu.edu>
Source record: 210631

In article <1993Feb5.013157.651@nwnexus.WA.COM>, frank@halcyon.com (Frank Higgins) writes:
> I was told that this would be an appropriate group to find out about the
> dependability/honesty of a dealer who will NOT give me his address, but
> insists on COD or a credit card. Dealing in that fashion would leave me
> completely defenseless.
>

[...]

Using a credit card wouldn't leave you defenseless. It's probably your BEST
defense. -SEP

Scott E. Parker WA7VYJ \ INTERNET: SLP9M@cc.usu.edu
Center for Atmospheric & Space Sciences \ Twisted pair: (801) 750-2975
Utah State University \ Home: (801) 753-3924
Logan, UT 84322-4405 \

2243. This is probably not true, but..

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 20:18:35 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Feb5.201835.2539@prime.mdata.fi>
Source record: 210632

And, to once again start this a-thousand-times-discussed discussion
about falcons data bus and casing, I am posting this :

A person I know (remotely) said that he had received a fax from Atari
saying that the Falcon has been recased, and that there will be a
professional version in october or november. He also quoted the fax
and said something like "32-bit data address buses with instuction and
data caches". So, has anybody heard anything like this? I hope this
will not result in a big confusion, like there was a time ago (with
the data bus).

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

2244. Falcon...IBM network

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 21:42:39 UTC
From: ST32373@VM.CC.LATECH.EDU
Message-ID: <16B6CDCF5.ST32373@VM.CC.LATECH.EDU>
Source record: 210633

Is it possible to network a Falcon to an IBM 386? I would like to boot the falc
on from floppy and use the IBM 210mg hard drive...lots cheaper...sinc i already
have it..

2245. irrelevant history (was Re: request for information...)

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 22:20:51 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Feb5.222051.7319@exu.ericsson.se>
Source record: 210634

David Baggett writes:
>
>In fact there have been almost no significant advances in "hardware
>features" since the 1960's. Almost everything you can find on a
>microprocessor today was used in 1960's mainframes -- the only
>difference is that now you can do those things on a much smaller
>scale.

That's a good point (hey, nothing to do with Atari computers but
a good point nonetheless). In the 1960s there were even machines
that could execute several instructions simultaneously. There
was a unit which scanned ahead and determined if an instruction
depended on the result of an instruction which hadn't been executed
yet. If not it was sent to a free "cpu" to be executed. The
system only had to wait when it found a dependency. Hmmm...isn't
this one of the big features of "the next generation" of CPUs?

Actually, the same thing is true of software. Almost all programming
techniques currently in use have been around for 25 years or more.
(The only advances I can think of are in program derivation, but
that field has yet to hit the mainstream.) A few years ago I
went to a talk by Alan Kay and he showed films of the "Sketchpad"
program from the mid-1960s. Even today it's an amazing piece of
work.

--
James Hague
exuhag@exu.ericsson.se

2246. Re: What's the F in 1040STf

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 22:22:15 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <25836@galaxy.ucr.edu>
Source record: 210635

I think we all know now that the F stands for floppy and the M stands for frequency modulator. Let's drop it people, ok? Let's try and get the news feeds current. I'm tried of being told I'm wrong by everyone on this newfeed. I'm sorry, I was wrong! Let's talk about something else like whether MultiTOS will ever be released in the U.S. or for that matter the Falcon!

Paul

2247. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-05 23:53:32 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Feb5.235332.1161@beaver.cs.washington.edu>
Source record: 210636
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <C1zKJv.8L6@news.udel.edu> don@chopin.udel.edu (Donald R Lloyd) writes:
>
>
> Nice list of resolutions... will the Falcon still need to be rebooted
>to change to a different one like the STs did?

I believe Bill Rehbock said in a GEnie conference (I'd repost it but I accidentally deleted the file... Grrr) that the Falcon030 doesn't have to be rebooted for a program to change to a new resolution. So, you pick a certain "base" resolution to use for your desktop, say 640x480x16, then any program you run can make a system call to place the computer in some arbitrary new resolution. The application will get full VDI support for the resolution it wants to be in, then can just return the system back to the "base" resolution when it exits. Probably to change the resolution the desktop is running in, you'll need to "reboot" just as with the ST, but if software developers follow the guidelines this shouldn't be a problem -- all Falcon030 programs should run from any resolution and exit back to that resolution, among other things.

>
> And what's this about "Overscan is not accessible from the desktop"?
>

Well I don't know first hand, but that's what John Townsend said. Really, this makes sense because if you have a VGA monitor, you don't actually see the extra edges of the screen, so if you were on the desktop, you might not see the menu bar or icons if they were scrolled off. Just like the resolution thing though, overscan is accessible and fully supported within applications, although I'm not sure how MultiTOS will handle programs which are running in different resolutions.

>
>
>--
>Don Lloyd | Publications Editor, AmigaNetwork |AmigaNetwork Voice Mail
>don@chopin.udel.edu | AmigaNetwork BBS (The Original!) | Info by voice or FAX
>GeNIE: D.LLOYD7 | (302)368-3942 (v.32bis) | (GVP PhonePak)
>BIX: DRL | (302)368-1067 (USR HST) | (302)368-4673)

Cheers,

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

2248. Falcon monitor detection (Was Re: A1200/4000 v. Falcon 030 FAQ)

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 00:01:52 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Feb6.000152.1512@beaver.cs.washington.edu>
Source record: 210637
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

>In article <C1y9C6.K23@mentor.cc.purdue.edu>, kodak@mentor.cc.purdue.edu (Jason 'KodaK' Balicki) writes:
>
>I'm pretty sure I've never seen a TV with autoconfig. How does the
>Falcon determine this?
>
>--
>Jason Balicki | kodak@mentor.cc.purdue.edu

This really isn't any different than the way the ST can tell if it should boot in color or monochrome. If you have something plugged into the rf modulator out (which the falcon has), then it will run in color. The Falcon, however, has the additional benefit of being able to plug in either a VGA or ST-type monitor (mono or color). It can tell which kind is plugged in by what kind of monitor-adapter is in use. So, if there's a monitor adapter plugged in, it uses that ; if there's no adaptor it uses the RF output.

I'm not 100% certain on the RF modulator details, but essentially this is how it works. If I'm blatantly wrong I'm sure someone who actually has a Falcon can correct me. As far as I know the RF modulator is still a separate output, but it's possible there could be a "TV" adapter block as well.

Regards,

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

2249. Ren & Stimpy Sounds

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 00:15:52 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <25842@galaxy.ucr.edu>
Source record: 210638

Has anyone in their travels seen any Ren & Stimpy sound files? I would like the complete "Happy! Happy! Joy! Joy!" song and anything to do with Powered Toast Man. Thanks!

Paul

2250. Re: Credit check on "ABC Drives"?

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 00:34:51 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1kv13bINNcdb@usenet.INS.CWRU.Edu>
Source record: 210639

In a previous article, slp9m@cc.usu.edu (Scott E. Parker WA7VYJ) says:

>In article <1993Feb5.013157.651@nwnexus.WA.COM>, frank@halcyon.com (Frank Higgins)
writes:
>> I was told that this would be an appropriate group to find out about the
>> dependability/honesty of a dealer who will NOT give me his address, but
>> insists on COD or a credit card. Dealing in that fashion would leave me
>> completely defenseless.
>>
>
>[...]
>
>Using a credit card wouldn't leave you defenseless. It's probably your BEST
>defense. -SEP

Many people have been reporting problems with ABC, etc.

If you read about four online magazines back in Atari Explorer and Z*Net,
you'll get a better picture.

I don't know if any of this is true, but the one guy's article was
pretty convincing.

Len
>

--

2251. Re: Atari users are great!

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 01:08:01 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C205tD.2Aw@ecf.toronto.edu>
Source record: 210640

Why don't you just contact the ICD board in Rockford IL for the latest
ICD utilities. It's updated a lot faster than any of the FTP sites.

2252. Re: X-windows for the Atari line

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 01:14:57 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C2064x.33s@ecf.toronto.edu>
Source record: 210641

Does it really matter anyways. The source code is available at no charge.
European prices are also very misleading as well.

2253. Re: ADVOCACY: Writing games

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 01:40:56 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C207C9.5r9@ecf.toronto.edu>
Source record: 210642

As much as I like the ST, the blitter chip on it is a waste of silicon. It is an afterthought designed for the sole purpose of having something to compare with the AMIGA. I wish ATARI had designed it in from the beginning.

It is much cheaper than buying a 340X0 series graphics board for the PC though.

2254. Re: THE PC FALCON DEBATE.

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 01:46:07 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C207Kw.6Ir@ecf.toronto.edu>
Source record: 210643

I'm not sure that including a full 32 bit bus would improve the speed too much since the processor timeing has to be finely tuned with the Video chip. The added overhead of a 32 bit bus might not be a worthwile speed gain. I guess an Atari engineer would have to clarify this matter.

2255. Re: What's the F in 1040STf

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 01:48:56 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C207pK.6wE@ecf.toronto.edu>
Source record: 210644

Just looking at my original 520 ST just makes me so nostalgic.

2256. Re: Warp 9 - Extendo Save Screen Savers -

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 02:01:41 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <C208At.35E@ucunix.san.uc.edu>
Source record: 210645

In article <1993Feb5.063110.26484@news.unige.ch> mike@medsun.unige.ch (michel morris) writes:
> Has anybody used the Warp 9 screen savers on big monitors? If it
>works, I'll buy.
>

Say, I have WARP 9 version 3.61 and I was wondering if it was worth the bother to upgrade it. Does anyone know what the highest version offers? Is the Extendo Save worth it? Are there nice modules for the Extend-o Save? Also, How much will it cost to upgrade?

And

Does CodeHead have a GEnie account or InterNET account?

Sorry about all of the questions.....THANKS

+-----------------------------------+_
*> Kevin Klasmeier	
*> NET: klasmekj@ucunix.san.uc.edu	
*> GEnie: K.Klasmeier	
{Cincinnati, Ohio in the US of A}	
+-----------------------------------+ |
'-----------------------------------'

2257. Re: Falcon monitor detection (Was Re: A1200/4000 v. Falcon 030 FAQ)

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 02:14:25 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1kv6u1INNdgt@elroy.jpl.nasa.gov>
Source record: 210646
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb6.000152.1512@beaver.cs.washington.edu> bgilbert@cs.washington.edu (Ben Gilbert) writes:
>>In article <C1y9C6.K23@mentor.cc.purdue.edu>, kodak@mentor.cc.purdue.edu (Jason 'KodaK' Balicki) writes:
>>I'm pretty sure I've never seen a TV with autoconfig. How does the
>>Falcon determine this?
>
>This really isn't any different than the way the ST can tell if it
>should boot in color or monochrome. If you have something plugged into
>the rf modulator out (which the falcon has), then it will run in color. The
>Falcon, however, has the additional benefit of being able to plug in either
>a VGA or ST-type monitor (mono or color). It can tell which kind is plugged
>in by what kind of monitor-adapter is in use. So, if there's a monitor
>adapter plugged in, it uses that ; if there's no adaptor it uses the RF
>output.
>
>I'm not 100% certain on the RF modulator details, but essentially this is
>how it works. If I'm blatantly wrong I'm sure someone who actually has a
>Falcon can correct me. As far as I know the RF modulator is still a
>separate output, but it's possible there could be a "TV" adapter block
>as well.

Well, there's no functional difference between a TV and an SC1224 monitor as far as the Falcon is concerned. The video out port has a pair of lines that are tied to either ground or +5 volts, depending on the type of adapter plugged in. The "VGA" adapter sets it one way, the "Atari monitor" adapter sets it the other way. The original SM124 monochrome detect info is also available on the Atari adapter. Anyway, it defaults to Atari video, and if there's no monochrome detect, then it drops into SC1224 mode, which is pretty much what a TV will cope with.

Note - all the outputs are active all the time. I.e., there's a signal present on the composite out pin, as well as out the RF jack, even when a VGA or monochrome monitor is attached. Not very useful information, I guess, since no display device that would attach to them (RF or composite) would show anything useful... (It was kinda nice running some of the demos on my multisync and my TV concurrently. Just had to make sure not to switch the multisync into VGA mode, the TV *really* didn't like that...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

2258. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 02:22:12 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1kv7ckINNdpq@elroy.jpl.nasa.gov>
Source record: 210647
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb04.193317.21585@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> I really do wonder who needs a review in Falcon resolutions... I recall
>numerous postings (official ATARI ones here) last year (sept/oct/nov)
>about the Falcon not being able to display modes that are x400+ in the Y axis
>in non-interlaced.
>
> Can someone with REAL information post *again* all the Falcon modes?
>
> From what I read in those months, it said that the Falcon had to go
>interlace at those resolutions, and no matter what monitor you connect
>there, you are gonna have flickering.

It's really very simple. The Falcon *never* uses interlace on a VGA-style monitor. All the available resolutions (up to 640x480x8 bits) are displayed straight, noninterlaced. On an old-style Atari RGB monitor, composite monitor, or TV, all modes with vertical resolution 400 or greater *must* be interlaced. On an SM124 style monochrome monitor, you get 640x400, period.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

2259. Re: request for information - MiNT or minix on Atari - performance?

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 02:23:31 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C209B8.9zr@ecf.toronto.edu>
Source record: 210648

The 68010 has the capability to support virtual memory while the 68000 does not I realize that this is of no consequence to the ST for 2 reasons 1. Most TOS's do not allow the use of a 68010 processor and 2. the ST hardware doesn't have an extra socket for the MMU. but the chip is plug in compatable (with the Amig at least) with the 68000. I think if you put tos 206 in your machine, you can plug in a 68010 (That is if ATARI ever got around to removing the move .sr instruction from the roms.

2260. Re: PC VS ST

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 02:36:34 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C209wz.B5v@ecf.toronto.edu>
Source record: 210649

In article <1kruitINN66d@phakt.usc.edu> baffoni@phakt.usc.edu (Juxtaposer) writes:
>In article <1junh5INN6s5@anaconda.cis.ohio-state.edu> tbrown@cis.ohio-state.edu (ted
croft brown) writes:
>
>>I believe that some high end modems already do that. From what I understand
>>the high end Zyzel (?) modem has two cheap DSPs, a 68000 and a ROM. A modem
>>upgrade usually consists on buying a new $35 ROM. Of course the modem is
>>expensive to begin with....of course it's also really cool..fax modem,
>>alternate ring detection, caller ID, supposedly can digitize incoming voice
>>messages...wish I could afford one.
>
> Tell me about it. When Wolfgang, the author of CoNnect, told me that
>you could use CoNnect as an answering machine if you had a Xyzel - my jaw hit
>the floor. True, it isn't at 16-bit sound (Hi Howard) but hey, you would have
>a hard time transfering 16-bit sound fast enough over the serial line to keep
>up with the digitized sound at anything over 8KHz samples (unless you have a
>TT or falcon and can use the new ports to go at 38.4k which would allow 18kHz
>samples). Anyone know what the sample rate is on the Xyzel?
> Didn't Supra say they were working on a ROM that would support this
>same kind of feature? If so, I haven't heard about it...yet.
>
>>--
>>Ted Brown tbrown@cis.ohio-state.edu
>> tbrown@magnus.acs.ohio-state.edu
>
>-MikeB
>
>

Why would you want 16 bit sound from a standard phone line (for audio of course)
The quality from the phone system is stretching it a 8 bits.

2261. ATARI UUCP, DOES IT EXIST

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 02:47:14 UTC
From: dhunt@infocom.co.uk
Message-ID: <769@infocom.co.uk>
Source record: 210650

Hi Atari Users,

We provide access to USENET & MAIL via UUCP, now DOS (Ugh!) users can use UUPC or FSUUCP or WAFFLE, MAC Users have similar packages. Therefore my question is;

Is there a package available for the ATARI (ST, TT, etc) which can be used for UUCP connections, using the standard operating system. If there are packages where can they be ftp'ed from.

Many thanks

--
Public Access USENET & MAIL - dhunt@infocom.co.uk - (David Hunt - SYSOP)
USENET GROUPS (of your choice) & MAIL on your own DOS/UNIX MACHINE at HOME, for a FIVER a MONTH (5.00), mail information@infocom.co.uk with UUCP on the subject line. Replies sent by an automatic reply daemon

2262. Re: ctrl-alt-del reset adding utility

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 03:06:32 UTC
From: dsmall@well.sf.ca.us
Message-ID: <C20BAw.5GL@well.sf.ca.us>
Source record: 210501

While on the topic of alt-ctrl-del, you might want to examine the code in the keyboard driver for TOS 2.06 for a "coldstart". The "warmstart" code (e.g., no SHIFT)
does the usual stuff -- looking at resvector and all that. (You are warned that the
jmp (a6) still doesn't work, and, the address is moved. Scan for the return address.)

However, in 2.06, the coldstart is really amazing. As nearly as I can tell -- and I invite
corrections -- a pointer is set up, *to the middle of the ROMs*. Then zeros are rammed into
where that pointer points, incrementing indefinitely. Eventually something gives out and you
bus error; I think the bus error code possibly points at restart.

I've been wondering since before we shipped the SST (call it 1 1/2 years) what this code does.

One theory, since writing into the ROMs will result in an immediate bus error.

Let's say you're using a disk-loaded TOS, which moves down the top of memory pointers,
screen, and whatnot, and has been patched-up for the new addresses. (Not that Atari hasn't
ever done something similar -- I had a 520 that had the first disk loaded TOS). Anyway,
if someone does this to 2.06, I *believe* the effect will be to start zeroing out RAM
beginning in the middle of the ROMs, presumably up through video RAM, until a bus error.
Writing 0's into video RAM would turn it all-white, since a 0 bit is a "white' dot in mono.
(Color is weirder, but at least the color would be consistent, being $FFFF throughout).

On a ROM loaded TOS, you'd bus-error immediately, and the video would probably go dark as
the result of the RESET *instruction* at startup, which causes the 68000/30 to send out a RESET
strobe to the other chips.

Hence, I theorize ... and this is strictly blowin' in the wind ... that for computer shows and
other place, this is the world's quickest test if someone is running TOS 2.06 off disk.

Just 4-finger the machine. If the screen goes white, it's a disk TOS. If it goes black,
it is not.

I'm mentioning this because I found it interesting; I don't understand it (certainly!), and
I wanted to invite comments from people "in the know". Certainly the code is going to do
something spectacular -- writing zeroes in an unrolled loop like that is going to tromp
anything in memory, particularly reset-"resistant" stuff.

-- thanks, Dave Small / Gadgets

2263. Re: Spectre 3.0 & apple file exchange?

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 03:14:30 UTC
From: dsmall@well.sf.ca.us
Message-ID: <C20Bo7.5n6@well.sf.ca.us>
Source record: 210502

The basenote asks about Apple File Exchange on Spectre 3.0.

We and many other people tested AFE under 3.0 and it works just fine. However, I have
personally gotten some mondo weird results from Apple File Exchange, like unwanted text
editing. Heck, I don't know, maybe I didn't read the manual right (for the 50th time).
The tables for the disk drive queue data structure (see the undocumented part of Inside Mac,
not in print and non-existent) (*grin*) are set up properly for AFE to see the Atari floppy
drives as 400/800K "SWIM" drives, capable of either MFM (IBM-Atari) or GCR (Apple old)
format.

I personally vastly prefer programs like DOS Mounter or Access PC, both of which work just fine
under 3.0 (how do you think we knew when we got the tables right?) to transfer data in and out
of the Mac. They don't screw with binary data when I don't want it altered; they'll do the
needed cr/lf conversion if I ask nicely, and so forth.

I don't know ProDOS well. That was a long time ago. I can't give you any info on whether
Spectre will deal with a ProDOS disk. I believe at least the directory structure is different,
and I don't know if AFE will tolerate that. I don't even know if 3.5" ProDOS disks are MFM or GCR.

It might be easiest to lay hands on an Apple II and spend some time with an automatic modem
program like zmodem (I prefer it) to convert data, although that depends a lot on what you got.

-- thanks, Dave / Gadgets

2264. Re: Atari ST system for sale

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 03:21:11 UTC
From: rxg3321@ultb.isc.rit.edu
Message-ID: <1993Feb6.032111.27556@ultb.isc.rit.edu>
Source record: 210503
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

```
In article <1krdfkINN5c4@mercury.kingston.ac.uk> cs_e445@king.ac.uk (Vlod Kalicun) writes:
>Mubashir Cheema (mac1@ra.msstate.edu) wrote:
>: rxg3321@ultb.isc.rit.edu (R.X. Getter) writes:
>
>
>: >I have an Atari MegaST2 for sale
>
>: >features:
>: > * upgraded to 4 megabytes
>: > * TOS 1.4 roms
>: >rxg3321@cs.rit.edu
>
>
>: Well I tried to find humour in the above post. I couldn't.
>: Guess I am humour impaired.
>: Could somebody tell me, why is this guy trying to sell his Atari ST
>: in c.s.a.advocacy ?
>: Mubashir Cheema
>:
>
>Ha!
>Well probably, not even the guys in comp.sys.atari are buying ataris anymore!
>Sorry I couldn't resist it! :-)
>
>Regards..
>
>Vlod
>-Amiga Advocate.
>-----------------------------------------------
>Amiga - Anything else isn't worth considering
>-----------------------------------------------

oops.
rxg3321@cs.rit.edu
```

2265. Re: 030 sync cycles (...)

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 03:32:45 UTC
From: dsmall@well.sf.ca.us
Message-ID: <C20CIL.5zA@well.sf.ca.us>
Source record: 210504

The basenote talks about Falcon030 wait-states on the 16/32 bit bus. I'm trying to save
net bandwidth by summarizing.

I recall reading online that the early Falcons had additional wait states added to them
as Atari was getting the hardware solid. Certainly the version 4 Falcon is far quicker than
the version 2 Falcon, I have personal experience.

I am a bit concerned about memory contention. Now, given that Quick Index is not the best
benchmarker possible, it does have a useful benchmark in CPU-Memory in that it does tell you
how well the CPU is talking to RAM.

In the low resolution modes (say, ST Low Res emulation), the Falcon030 scored 60% of a TT
according to Q-Index. However, when kicked up into high-bandwidth modes, such as VGA,
the Falcon030 scored 40% of a TT in CPU-Memory. It seems to me that probably the video chips
are wait-stating the CPU because they have to grab so very much extra RAM in high res.
All of this has been discussed online elsewhere.

I enjoy the high-res VGA'ish Falcon030 modes, and hope the CPU bandwidth isn't too bad of a
problem for the 16 Mhz 68030. With the onboard twin 256 byte caches (which CPU-Memory overrides)
perhaps this will prove to be the case; the 4K twin caches of the 68040 would be nice indeed.

I wanted to interject this for people who did not know.

-- thanks, Dave Small / Gadgets

2266. Re: <None>

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 03:37:00 UTC
From: ekrimen@wet.UUCP
Message-ID: <5269@wet.UUCP>
Source record: 210505

In article <1993Feb3.140440.1385@yvax.byu.edu> stewart@yvax.byu.edu writes:
>
>Since this appears to be where all the die-hard Atarians hang out, does anybody
>know anything about an upcoming Portfolio II? How about the Atari Notepad?
>Any support for Portfolio I still happening?

I honestly doubt you'll ever see a Portfolio II from Atari.

It's safe to say that the STylus/ST Pad has been put on the back burner.
Probably for good reason with all the wonderful success that Momenta has had
with their pentop.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

2267. Re: FALCON 486 BOARD

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 03:45:05 UTC
From: dsmall@well.sf.ca.us
Message-ID: <C20D35.67u@well.sf.ca.us>
Source record: 210506

re: The Compo 486-thing for the Falcon.

The referenced note says that Dave Small is working on a Mac Emulator for it.

I know Dave pretty well, and believe me, this is the very, very first he has heard
of all of this.

Please consider this rumour absolutely, positively quashed. As Picard would put it,
"make it not so".

I have *nothing* against Compo - CompoScript is good stuff, for instance -- but I
don't want to see them in the position of having to deal with rumours like this.

[Mind you, I can't, and wouldn't, do anything about somebody popping a GCR into a
Falcon motherboard. That's cool, as long as they watch the latch timing -- email me
for more. But it would be no different than someone getting a GCR for a 1985 520 ST.]

I'd appreciate it, as a personal favor, if Steve Wells can back-spread the correction
to the rumour. This just isn't happening, folks.

Other things are.

-- thanks, Dave Small / Gadgets by Small

2268. Re: X-windows for the Atari line

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 03:55:13 UTC
From: sourada@iastate.edu
Message-ID: <sourada.728970913@vincent1.iastate.edu>
Source record: 210507

In <C2064x.33s@ecf.toronto.edu> giggey@ecf.toronto.edu (GIGGEY Mike S) writes:

>Does it really matter anyways. The source code is available at no charge.

The problem is, it is nothing like trivial to get those sources running on
the ST (even neglecting the fact that certain parts of the package have to
be written for each computer seperately.)

Later,
Steven Ourada

--

Steven Ourada -- sourada@iastate.edu

2269. Re: Joppa FAX (Re: Atari ST and FAX)

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 04:09:22 UTC
From: dsmall@well.sf.ca.us
Message-ID: <C20E7M.6xs@well.sf.ca.us>
Source record: 210508

The referenced note talks about JoppaFAX.

To the best of my knowledge, the author is Charles Smeton, who is well known in the Atari
community. I have been told repeatedly that one possibility for the new distributor of the
FAX software he writes is Toad Computers, which is reasonably local to him. Toad is at
(410) 544-6943, if my memory isn't failing; they have an 800 number you could find at
800-555-1212.

Again, this is what I have been told, not by Charles.

-- thanks, Dave Small / Gadgets

p.s. Hope this helps and good luck with your search.

2270. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 05:07:10 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1kvh1uINN3au@terminator.rs.itd.umich.edu>
Source record: 210509

```
-rw-r--r-- 23421 4356 Jan 31 00:08 ./0new1
-rw-r--r-- 23421 7049 Jan 31 00:08 ./0new3
-rw-r--r-- 23421 7305 Jan 31 00:08 ./0new2
drwxrwx--- root 4096 Feb 2 11:31 .
-rw-r--r-- weiner 4405 Feb 2 11:21 ./Languages/0index
-rw-r--r-- weiner 59801 Feb 2 11:27 ./ls-lR.Z
-rw-r--r-- weiner 196566 Feb 2 11:25 ./0index
-rw-r--r-- weiner 85031 Feb 2 11:25 ./0compind.Z
drwxrwxr-x root 10240 Feb 3 19:34 ./Games
-rw-r----- dpz 706369 Jan 23 20:26 ./Games/oxydcolr.zip
-rw-rw-r-- weiner 12089 Feb 3 11:55 ./Games/0index
-rw-r--r-- lenn 92386 Feb 3 19:34 ./Games/centped.lzh
-rw-rw-r-- weiner 12167 Feb 4 19:46 ./Games/0index
drwxr-xr-x root 4096 Feb 5 23:39 .
drwxrwxr-x root 10240 Feb 5 22:11 ./Games
-rw-r----- entropy 44229 Feb 1 04:19 ./Games/hexmin12.zoo
-rw-r----- entropy 673168 Feb 4 12:39 ./Games/nethack31.zoo
-rw-rw-r-- weiner 12065 Feb 5 22:13 ./Games/0index
drwxrwxr-x weiner 2048 Feb 5 21:36 ./Gnustuff/Tos/Othergnu
-rw-r----- entropy 99892 Jan 30 19:24 ./Gnustuff/Tos/Othergnu/gzip082st.zoo
-rw-r--r-- entropy 9911 Feb 5 21:39 ./Gnustuff/Tos/0index
drwxrwxr-x root 8192 Feb 5 22:20 ./Graphics
-rw-r----- entropy 71936 Feb 4 23:38 ./Graphics/savers12.lzh
-rw-r--r-- weiner 9204 Feb 5 22:25 ./Graphics/0index
drwxrwxr-x root 4096 Feb 5 23:30 ./Mint
-rw-rw-r-- entropy 4497 Feb 5 23:31 ./Mint/0index
drwxr-xr-x entropy 2048 Feb 5 22:55 ./Mint/Devices
drwxr-xr-x entropy 2048 Feb 5 22:57 ./Mint/Filesystems
drwxr-xr-x entropy 2048 Feb 5 22:57 ./Mint/Editors
drwxr-xr-x entropy 2048 Feb 5 22:58 ./Mint/Telecomm
-rw-rw-r-- entropy 1393 Feb 5 23:27 ./Mint/0readme.1st
drwxr-xr-x entropy 2048 Feb 5 23:07 ./Mint/Shells
drwxr-xr-x hyc 2048 Feb 5 21:09 ./Mint/Gcc
-rw-r----- entropy 74317 Feb 2 09:02 ./Mint/Gcc/bmake363.zoo
drwxr-xr-x entropy 2048 Feb 5 23:24 ./Mint/Utilities
drwxrwxr-x root 2048 Feb 5 22:18 ./Misc
drwxrwxr-x root 2048 Feb 5 22:30 ./Sound
-rw-r----- entropy 48333 Jan 31 12:33 ./Sound/sox5.zoo
drwxrwxr-x weiner 2048 Feb 5 22:30 ./Sound/Convert
drwxrwxr-x weiner 2048 Feb 5 22:15 ./Sound/Players
-rw-rw-r-- weiner 27382 Feb 5 22:15 ./Sound/Players/trackst.lzh
-rw-r--r-- weiner 2743 Feb 5 22:33 ./Sound/0index
drwxrwxr-x root 10240 Feb 5 21:17 ./Utilities
-rw------- entropy 5453 Feb 3 08:08 ./Utilities/dvorak.arc
```

```
-rw-rw-r-- weiner 15251 Feb 5 21:19 ./Utilities/0index
drwxrwxr-x root 4096 Feb 5 22:14 ./Telecomm
-rw-r----- entropy 97933 Feb 3 16:13 ./Telecomm/newnet.zoo
-rw-r--r-- weiner 4467 Feb 5 22:17 ./Telecomm/0index
-rw-r--r-- weiner 291825 Feb 5 22:08 ./Telecomm/conn192.lzh
drwxrwxr-x root 4096 Feb 5 21:28 ./Programming
-rw-r----- entropy 178703 Feb 3 18:14 ./Programming/gem++12.zoo
-rw-r--r-- weiner 3124 Feb 5 21:30 ./Programming/0index
-rw-r--r-- entropy 59993 Feb 5 23:38 ./ls-lR.Z
drwxrwxr-x weiner 2048 Feb 5 22:35 ./Falcon
-rw-r--r-- entropy 30392 Feb 3 19:31 ./Falcon/frac_dsp.lzh
-rw-r--r-- entropy 1054 Feb 3 19:30 ./Falcon/super_78.zoo
-rw-rw-r-- weiner 571 Feb 5 22:36 ./Falcon/0index
-rw-r--r-- entropy 197043 Feb 5 23:37 ./0index
-rw-r--r-- entropy 85197 Feb 5 23:37 ./0compind.Z
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

2271. Re: Atari users are great!

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 05:42:26 UTC
From: Paul Purdom <pwp@cs.indiana.edu>
Message-ID: <1993Feb6.004232.28519@news.cs.indiana.edu>
Source record: 210510

giggey@ecf.toronto.edu (GIGGEY Mike S) writes:

>Why don't you just contact the ICD board in Rockford IL for the latest
>ICD utilities. It's updated a lot faster than any of the FTP sites.

How do you contact this board? I tried the number in one of their manuels
once, but it did not seem to work. Do you know a number that works. Do you
know their baaud rate?

2272. ..from d small

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 05:42:56 UTC
From: dsmall@well.sf.ca.us
Message-ID: <C20IJK.90B@well.sf.ca.us>
Source record: 210511

Hiya, folks. I wanted to let you know I'm back to The Well and "I'm baaaack".

There have been some complaints about Gadgets (and sort of, about me) not being
available. I plead guilty, but extenuating circumstances. I am certainly not as
available online or by phone/fax as I was two years ago, and there are reasons.

First off, we're trying to get Spectre 3.1 out the door. I spent time in Oregon last
December getting this tuned up (we had DMA troubles with the TT). 3.1 now understands
TT SCSI hard disks, and can handle the AHDI/HDX 3 and above "XGM" partition scheme, which
was causing users problems. You can concert partitions on SCSI drives to HFS or MFS, just
as with ACSI, and no problems. (Working this into XGM cost an extra couple of days, not fun.)

As a lot of you know, 1992 was not much fun for the Smalls in general, not just Gadgets by them.
Eric, a 10 year old, was hit by a car and broke his upper leg, which is one of those bones
you don't want to break. The bone also tore up his thigh muscles. He had to have a steel
rod put into his thigh to hold the multiple pieces together; it took the surgeon an extra
hour to line them up. (Gee, that'll be a fun thing to read after dinner). This happened in
May '92. He attended graduation in a 4-legged "walker".

We shut down Gadgets completely over summer 1992. I mean, nobody, but nobody got answered on
anything. The reason was we were working with Eric on physical therapy; we didn't want him to
have a short or weak leg the rest of his life. My wife begged off on PT; she had been through
it twice with knee surgery and knew how much it hurt. So I got to do it. I also got to sleep
around Eric when he'd wake up with muscle spasms, and they hurt quite badly. This went on
all summer, and the closest analogy is a new baby in the house that's real fussy -- every
2 hours.

It turned out well. Eric calls himself "The Terminator" now and points out that bullets
would bounce off his steel leg. (He gets it out in a month or so, oh joy.) He went back to
school in September with no walker, bouncing around, rough-housing with the kids, running up
and down the stairs. It is incredible how fast 10 year olds can heal.

Innn the meantime, some folks that wanted to get ahold of us were rather peeved. We made up
a FAX sheet and sent it out in general (ST-Report quoted it) to our dealers, explaining what
had happened. We even scanned in the X-rays of Eric's leg, which are real graphic. (Definitely
worse than the start of "Basic Instinct"). And we discovered we were 4 months behind in FAXes
and telecalls and so forth, and our input buffer was getting swamped.

Our normal input buffer, "Barb", is now in Jamaica enjoying running a scuba diving biz. We're
looking for someone else. Sandy was taken away 100% by the need to straighten out our taxes,
which had glitched (we filed for extension, then Eric happened -- kaboom). We're basically
understaffed at this point. (Anyone out there want to handle phone and FAX traffic? Drop me
a line...)

The input is pretty overwhelming. People set autodialers to work on us, so the minute I
complete a call and put the receiver down, the phone rings. No hesitation. The FAX is just
unreal. I'm positive we have lost FAXes in the overall overload.

We've been trying to find some help, and with all the aerospace layoffs in Denver, maybe
we will succeed. I've talked with 4 people so far that did not feel right to me; a telephone
person is your whole contact with your customer. You don't want an engineering type doing it.
In the meantime, we answer the phone and ship to dealers when we can, particularly when Sandy
is sick of taxes or I'm wasted on Spectre 3.1. (The recent, most embarrassing bug was to find
out the hard disk write command was changed into a read accidentally; this is surprisingly hard
to discovrer after the avalanche crash it caused.)

My attitude is that I would rather make X thousand customers happy than one person happy,
by *not* answering the phone and wrapping up 3.1, getting it through Beta, and OUT, so TT
users can start using SCSI drives. (3.1 does not (yet) allow generic SCSI,

that is another
issue; we are "special-casing" disk I/O.) 3.1 also has some long-wanted bug fixes, like the
Mega-STe with less than 4 mb RAM fix, and the > 4 meg fix for TT's, but I am having a lot of
fun with big memory in general and the MMU; I have to provide a secure ST RAM disk I/O and
screen buffer, and the *combinations* are giving me flak. (The TT, for instance, has that
big screen monitor which uses up so much more RAM than the ST 32K... I have to allow for it
in ST RAM).

3.1 is essentially ready for Beta test once I get done wiring up the Mac-required device table
stuff ("Gee, is a hard drive ejectable?"), and is headed there, probably on GEnie to begin with
but that is not a restriction to there. I *definitely* want to test out one thing at a time so
I don't get combination errors; big memory combos in particular have WEIRD bugs. For instance,
Mac programs often compress the heap by requesting 8 meg of memory. Request fails, but the
heap compresses. Well, with a TT and GeSoft board, we have 12 megs (or with SST), so... the
request works. WHAM!

The Mac is also "24-bit dirty", meaning it uses the upper 8 bits (like older GFA Basic) for
flags, meaning an MMU has to watch it to keep it from crashing. This is real fun when people
are promising to put 68EC030 chips into the ST, where there IS NO MMU, and where I don't know
a way to lock all 256 "groups" of 16 meg ST-size pages into one. The manufacturers say it is no
problem to run Spectre; I have absolutely no idea how it could work with 3.1. We have long
put out an advisory on this, but it is, shall we say, in the interests of an EC030 board maker
to contradict us. As for patching our code to kill caches (mentioned), Spectre is real touchy
about being patched, on purpose, because of the Dr. Typo dweeb that made a pirate version -- and
wiped out the boot sector of most machines it ran on. (He was 2 bytes off on a patch, and
fell into disk write code with D0 = 0 = absolute sector # = partition sector). This totally
blew away the hard disk for most folk.

So. We know we are too hard to get ahold of; I presently have 130 messages in my email buffer

here on the Well. Yup, that's truly scary, especially with the "bounce percentage" I get of
replies of fail. Oh, well. There are hundreds more on GEnie and so forth. But 3.1 is pretty well
done, and it was a lot of work. [We are debating putting in Sparrow...oopps.. Falcon support
for IDE and Sparrow SCSI, which is TOTALLY different than TT SCSI, beware!, but I'd like a
seperate revision for that. The IDE and SpSCSI code seems straightforward.]

We have absolutely, definitely stopped saying "No" to a Color Mac II'-style emulator.
If you don't know, it's been done for the Amiga, Jim Drew & Co., called Emplant, and is
very, very impressive; we've talked.

I expect that when we finally find the right frontend person (I just hate to call people buffers)
that things will ease up, and we can all get back to our proper jobs. We did manage to ship a
whole bunch of SST's in the one year it's been out, and MegaTalk is out as well; both of those
involved extensive coding and writing of manuals.]

I'll post up here (or someone will beat me to it, no worries) when 3.1 is thru beta and solid.
I don't want to high-speed timing screw up SCSI drives, and some do it, believe me; we're trying
to make the code Mhz independent so all them 150 Mhz accelerators will work. (grin)

Okay, back to discussing the real issues of the day: Whether a PC is a better buy than a
Falcon -- surely the most apples to oranges question I've seen.

Oh, yes. We finally whacked through the Sys 7 thingo that caused so much trouble. But that's
news for another note.

Hang in there, folks.

At the end of 1992, at midnight, we re-formatted a disk labelled "1992". That is our comment
on the whole blasted year. Hopefully 1993 will be an improvement; nice and dull would be GREAT!

-- thanks, Dave Small / Gadgets by Small, Inc. / Bottlewasher, programmer, VP, all that stuff

p.s. It's late, and I don't remember how this editor works. Forgive me the typos.

2273. Trackste Doc for all those that got it from a.a (was stm editor wanted)

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 07:13:08 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.5mgF5WrCYIA@yonder.equinox.gen.nz>
Source record: 210512

In <1993Feb5.112250.5808@cs.ruu.nl>, Jeroen Visscher writes:
>Does anyone know if there exists a better
>Soundtracker module editor than trakst[e].prg ?
>Because this program looks very nice but it is
>almost impossible to use it as an editor.
>There are a lot of nice modules so there has to
>be a program with which these can be made.
>I would like to make my own modules instead of
>listening only.

Have you got a registered version? or just the one off a.a?

Someone renamed the copy that is on a.a to Trackste, and left out
the authors doc. I mailed the doc to Jeff Weiner, so it should
be with it now. The actual name of the program is "Esion".

I've seen no better for the STE than it, the rest tend to crash very
easily and they are about the same anyway.

here is that doc for all those that don't have it, I especially like
his disclaimer on the end of it! :-)

Ålesund, the 5th of April, 1991

After having listened to the divine sounds of 'The Ultimate Musical
Experience', you'll probably be wondering how and with what software
these songs have been conceived. To be frank, writing such songs will
need the skill of a true artist, but at least the software is right here
at your fingertips, well, in your drive, to be precise.

Esion is a program for writing music using samples of real-life
instruments. With four separate channels, two in your left speaker and
two in the right, these samples can easily be matched in to form genuine
music of a previously unheard quality. Esion has been written to take
your STe's sonical capabilities to the absolute limit.

Writing Esion has taken and is taking rather a lot of at least my spare
time, which at least partly should have been spent reading for my exams.
Getting a job without an education is tough luck these days, and so far
Esion has not brought us a single dime. We plan to continue to develop
Esion, but unless we start earning some money on it, we are forced to
abandon Esion as a failed project. If you want us to continue working on
Esion and software of high quality in general, please show your support.
Thank you.

A SHORT INTRODUCTION TO THE USAGE OF ESION

The notes which are valid for Esion range from C-1 to B-3, three octaves. Two octaves are accessible from the keyboard at a time. The other two octaves can be accessed when pressing [TAB]. Pressing [TAB] one more time will make the first two octaves accessible again. The notes are laid out over the keyboard as on a piano.

When EDIT is off, no changes can be made to the patterns. Pressing a key will sound the respective note, but no note is inserted in the patterns. When EDIT is on the note will be inserted, and all four channels will sound.

A tune is built up on positions. A position specifies a pattern, e.g. position 0 specifies pattern 0. When the position is set to 0, pattern 0 will be played. When the end of the pattern is reached, the position counter will be increased to 1. If position 1 also specifies pattern 0, pattern 0 will be played again. This will continue until the position counter reaches 'length'. The position counter will then be loaded with the value specified by 'restart'.

Use shift + sideways arrowkeys to view the different patterns.

A pattern is divided in four tracks, which in their turn are divided in 64 notes. A note looks like this:

```
--- 0000
| | +-- Command field
| +---- Sample number
+------- Note
```

A typical note could look like this:

```
C-2 1000
```

This implies that a C-2 should be played with sample number 1. No command is specified.

```
C#314C20
```

This will order Esion to play a #C3 with sample #14. A command is also specified. Let's have a closer look at the commands. The command field is built up like this:

```
C 20
| ++-- Command parameter
+----- Command
```

The command here is 'C' and the parameter is '20'. The command 'C' means that the volume should be set to, in this case, 20.

I'll list some of the commands available:

```
1 - PORTAMENTO UP
------------------------------------------------------------------------
1XX = slide note up (speed=xx)
```

Will slide the note xx steps upwards per vertical blank.

2 - PORTAMENTO DOWN

2XX = slide note down (speed=xx)

Will slide the note xx steps downwards per vertical blank.

4 - VIBRATO

4XY = vibrato note (x=speed, u=size)

Will vibrate the note, where x specifies the speed of the vibrato and y is the size of the vibrato. Specifying 400 will continue the vibrato.

A - SLIDE VOLUME

AXY = slide volume (+x/-y)

Slides the volume with speed x steps upwards and speed y steps downwards per vertical blank.

B - POSITION JUMP

BXX = jump to pattern xx

Will exit the present pattern immediately and set the position counter to xx.

C - SET VOLUME

CXX = set volume to xx

Will set the volume of that channel to xx.

D - PATTERN BREAK

D00 - next pattern

Will exit the current pattern and jump directly to the next pattern.

F - SET SPEED

FXX = set speed to xx

Will change the speed at which the patterns are played to xx. xx indicates the vertical blanks between each new note. The smallest value allowed is 1, which suggests that a new note is played every vertical blank.

The default speed is 6.

This small documentation is in no way full, there simply are no better docs at present. But to make it a bit easier for you, I've included a finished module with which you can experiment.

For those who have been using the infamous TCB tracker, we have added
the ability to load TCB tracker modules.

We hope you like Esion. If enough interest is shown we hope to include
the following features:

- AVR sample loading/saving
- Midi support
- TT support
- sample editor
- powerful cut/paste functions
- YM2149 (PSG) sound chip support
- 25kHz
- 8 voices
- Monochrome support?

But you really shouldn't count on us getting it done ;^)

The ESION XLI tracker is in no way finished. You'll probably come across
lots of bugs etc. when using it. Esion is under continual development
and may not even be finished as you read this. Still, you can get hold
of the latest version of Esion by registering by the author. You will
then receive the latest version of ESION XLII together with documenta-
tion, replay routines for ST/E for incorporation in your very own
programs and three disks full of high quality samples. The registration
fee is a measly 20 GB pounds or equivalent.

At the moment we are looking for distributors, so ESION XLII may very
well appear at the commercial market. If you are interested in distri-
buting the tracker for us or need music or sfx for a game, do contact
us!

Karl Anders &#65533;ygard
Box 8
N-6180 S&#65533;B&#65533;
NORWAY

Phone: +47 070 40015 (in the weekends only)
Postgiro account: 0824 0427932
Email: Karl Anders 0ygard <data3d@aahs.no>

With love from Norway...

Disclaimer: The author does not take any responsibility for any damage
done with this demo/Esion. If it turns your 200Meg HD into a C60 cassette
tape or you blow your speakers in pure extacy, that is really your
problem.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

2274. Re: Fantasy Games

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 07:13:46 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <74964@cup.portal.com>
Source record: 210513

Actually the "Put the Gem Back" puzzle can be solved in a couple of ways...

The "correct" solution involves taking the Gem upstairs and dropping it into the pit so it ends up back behind the gate where it was in the first place... (you could probably say that just dropping it doesn't constitute "throwing"...)

You can also just jump into the pit and end up behind the gate yourself... there's a lever on the other side of the gate, where you end up under the pit, that will let you open the gate from that side... (umm.. maybe it's a button... whatever..)

Along the same lines though, just past that part is the fireball cannon gauntlet... it's hard to get through there without tossing objects onto the floorplates unless you're VERY quick... but it can be done.

I still haven't had time to start up a new game and try some of these ideas out... it would be fun though...!

BobR

2275. Re: STZIP.. is the latest version here yet?

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 07:17:38 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.g3S2_4S_kwU@yonder.equinox.gen.nz>
Source record: 210514

In <1993Feb4.221309.1@seb.se>, Michael Evans writes:

>I have a strong dislike, bordering on hate, for self-extracting archives.
>Maybe I am paranoid, but like to have a good look at stuff before I
>execute it. I have a good set of archive browsers etc, which I can use
>to decide whether to unarchive a thing, and to where. I use these on
>the most convenient machine of the moment, an ST, a PC or a VAX under
>VMS.

I was under the impression that SEA's still complied to the normal
archive format and could be listed/extracted normally with the archiver
program if you desire to rather than just running it to extract itself.

Craig.
--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

2276. Re: Remember TEMPEST? Does it exist for the atari?

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 07:19:11 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <74966@cup.portal.com>
Source record: 210515

Mattias Hembruch mentioned Planetary Defense...

Yes indeed..!! That was one of my favorite games on the 800..

It had a very unique approach, with the orbiting platform and
targeting... took a little bit of practice to get used to it, but
once learned, it was an addictive game..

Another masterpiece by Tom Hudson...!

BobR

2277. Re: knightmare help

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 07:22:09 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <74968@cup.portal.com>
Source record: 210516

In Knightmare, the Well is "Ill"... you have to make it "well"
again...

Unfortunately normal "heal" and "cure" spells don't work on it..
you have to find a special magical item to make it well...

BobR

2278. For sale ******Monitor

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 13:05:03 UTC
From: CRA103@psuvm.psu.edu
Message-ID: <93037.080503CRA103@psuvm.psu.edu>
Source record: 210517

sm124 monomonitor,adjusted for full screen, with swivel -$80 +shipping.
I will be selling it after FEB27th.... If you are interested please tell me and
I will hold it for you. thanks

Once I thought I was wrong, but then I found out I was mistaken.
==========
-Scott

==========

2279. Re: STalker vs Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 13:48:24 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <b75f5a20@Kralizec.fido.zeta.org.au>
Source record: 210518

Original to: baffoni@phakt.usc.edu
*> baffoni@phakt.usc.edu (Juxtaposer), via Kralizec 3:713/602
*> In article <4084@isgtec.isgtec.com> ken@isgtec.com (Ken Newman)
*> writes:
> I tried Connect over the weekend, but 90% of it is in
> German, and I wrestled with it for a half hour trying to get it to
> use a smaller font so that I could see 24x80, but gave up. It has so
> many extra status lines and menu bars that the font would have to be
> pretty small. It also was *surprise* too slow IMO.
> Might be very nice in TT high though. :)

As suggested, reading the english docco (brief though it may be yet) that comes with it would probably have solved your problems in a few minutes.

Changing to the english resource file is an utter doddle... the only suggestion I would make (oi! wolfgang!) to the author is that he check the machine's country ID and load the appropriate resource file...

As for getting 24x80, well, you _really_ must have been out of it - the option to select the scrollbars/windowmenu etc would probably have bitten your mouse if it had been any more obvious...

*> It is a bit slow, but that can be fixed with a screen
*> accelerator like Warp9 or NVDI.

Anything as picky and legal as CoNNect will be slow without a screen accelerator - if you're not using one already, then there's something _seriously_ wrong with your setup!

miff

/|\ fED-UP v1.18

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

2280. Re: Profibuch (was Julian Reschke involved

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 13:50:44 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.135.729006644@dhhalden.no>
Source record: 210519

In article <1koo92INN168j@obelix.uni-muenster.de> julian@math.uni-muenster.de (Julian F. Reschke) writes:
>
>Well. Sybex thinks that they would loose money with an english edition.
>If YOU want to risk the money, no problem. As I said: Sybex Germany is
>still waiting for someone who REALLY wants to do the project -- it
>doesn't have to be Sybex US at all. If you are healty enough to invest
>~75000 DM of translation costs -- go for it.

I take it is still feasible to make a free-will project out of it then - if enough volunteered to do it free (well, a free finalized book would be nice). If SYBEX would back the publishing, we could do the translation. Thei it would not be 75000DM, but reather a couple of thousand for correction reading.

>If not, please shut up.

Ok, I'm silent from here...

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

2281. Re: CoNnect trouble: How To Dial????

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 13:51:14 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <b75f5a21@Kralizec.fido.zeta.org.au>
Source record: 210520

Original to: js@phil.ruu.nl
*> js@phil.ruu.nl (Jeroen Scheerder), via Kralizec 3:713/602
*> Hi!
*> After examining CoNnect 1.91 I'm stunned by the following weird
*> behaviour: I enter a number in the dialer, and click the phone
*> icon. Then I get the message the window is already connected; no
*> dialing takes place. Deep shit.
*> Has anyone ever dialed successfully with this neat-looking spiffy
*> program? If so, please tell me all about it. I'll summarize to the
*> net if there is anything worth mentioning.

Yup - your modem has DCD high all the time : you need to fix that before
CoNNect will be able to tell whether or not you're online.

*> Cheers, Jeroen.

miff

/|\ fED-UP v1.18

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

2282. Re: Keyboard microprocessor sources

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 13:56:56 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <b75f5a22@Kralizec.fido.zeta.org.au>
Source record: 210521

Original to: cctony@sun1.mcsr.olemiss.edu
*> cctony@sun1.mcsr.olemiss.edu (Tony Reynolds), via Kralizec
*> 3:713/602
*> My mouse pointer will no longer move to the left. I've checked it
*> out with another mouse, and indeed the problem is internal to the
*> ST. I need to get a keyboard microprocessor (6301 with
*> programming). Does anyone have a source for these devices? I can
*> install it myself.

Before you waste all your time on that, check the solder joints on the
back of the DB9RM. The bracing of the sockets is lousy at best, and a
fewhundred insertions/removels of the mouse will usually fracture the
joints.

*> Tony Reynolds Have you hugged

miff

/|\ fED-UP v1.18

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

2283. Re: What's the F in 1040STf

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 14:00:24 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <b75f5a23@Kralizec.fido.zeta.org.au>
Source record: 210522

```
Original to: phruby@ucrengr.ucr.edu
*> phruby@ucrengr.ucr.edu (paul hruby), via Kralizec 3:713/602
*> The F on your computer stands for frequency modulator. Basically,
*> this means you can connect your computer to a TV or VCR. Early
*> 1040STs did not have this capability. (As I remember.)

*grin* no, the F means floppy, the M means modulator 8)

*> Paul Hruby

miff

/|\ fED-UP v1.18

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)
```

2284. The latest on Atari and the FALCON

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 21:43:09 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <C21qzy.Dvv@ucunix.san.uc.edu>
Source record: 210523

For those of you who don't have GEnie, here is the opening summary of
the B.BRODIE confrence. It features the latest on ATARI CORP.

ENJOY...

==========
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To sign up for GEnie service, call (with modem) 800-638-8369. Upon
connection type HHH (RETURN after that). Wait for the U#= prompt.
Type XTX99437,GEnie and hit RETURN. The system will prompt you for your
information.
==========

Special Edition Friday Night Conference
GEnie ST RoundTable

Dateline Atari! with Bob Brodie
Host - Lou Rocha

February 5, 1993

<[Lou] ST.LOU> Welcome to another session of Dateline Atari! with
Bob Brodie. Let me begin by thanking Bob and his colleagues at
Atari (Bill Rehbock, John Towns, Greg LaBrec, Dan McNamee) for
their online support of GEnie members. Their participation has
been most helpful to all and has certainly raised the excitement
level in the ST Round Table.

Since we last met Bob, there has been increasing information about
new software to be bundled with the Falcon030. We have also heard
about MultiTOS, SpeedoGDOS and that great new integrated
application, Atari Works <originally named ST Sutra, then
Concierge>.

Bob, I have really been looking forward to tonight's RTC. I think
the transcript for this one may set a new record for downloads
surpassing even your last meeting with us. So let's get this show
on the road with your opening comments. GA

<BOB-BRODIE> I'd like to welcome every one to our February
installment of Dateline Atari! I hope that all of you are
enjoying these conferences as much as I am. I'm pleased with the
opportunity to interact with each of you, and share with you all
the latest events in the Atari Community.

Tonight, I want to start things off by discussing the current status of the Atari Falcon030, and then we'll talk about our integrated package, Atari Works.

At our last session of Dateline Atari, I told you about the delay in the shipments of the Atari Falcon030 to North America. The reason for the delay was unacceptable performance from one of the contracted manufacturers that Atari is dealing with. At that time, I also indicated to you that we would be bringing on another firm to supply us with Atari Falcon030s, as well as attempting to resolve the quality concerns with the units at the original manufacturing site. I'm pleased to report that the new factory has come on-line in the speedy fashion that we anticipated that they would. We have seen the first runs off of that line, and the quality is dramatically better than the original units. A recent run tested out at less an 0.5% defect rate, which is thrilling news to me! This means that our projections last month that Falcons would be available in North America in March is right on target! We _WILL_ to have the machines in stock in March!!

The added plus of this delay is that we have completed MultiTOS, and all of the machines in North America will ship with MultiTOS! There will be no customers that will purchase Atari Falcon030s that will have to be "retrofitted" with MultiTOS! While we are still debating internally how we want to distribute MultiTOS to the established user base, I'm very pleased that it is _done_. In addition to the inclusion of MultiTOS, we will be finalizing Atari Works as well, and hope to have that available as well to ship with each Atari Falcon030, along with SpeedoGDOS.

Let's talk about Atari Works at this point, and try to give you a glimpse of what is coming with that product. Atari Works is a fully integrated word processor, database, and spreadsheet. It's intended to provide the average user just about anything that they might require in a package to be used in either the home, or for a small business/home office scenario. Most of our energies with Atari Works have been focused on the word processor component of Works, as we believe that word processing is still the most common usage for home users. The Atari Works word processor offers multiple documents, full cut and paste between documents and the other portions of Works, easy set up of justification (left, right, center, or proportional), and importing of GEM metafile images. Atari Works has full SpeedoGDOS support, which means multiple scalable outline fonts with multiple sizes, and your usual bold, italics, underline, outline, superscript, subscript, footnotes, and headers. Works uses the Proximity dictionary system, and updated version of the system that was used with Word Up and Word Flair II. There is also a thesaurus included with Works. Works has full search and replace capabilities, again easily activated by drop down menus.

One of the features that I really enjoy in using Atari Works is the exceptionally easy mail merge capabilities with Atari Works database module. It's always been something of a pain for me to have to mail merge. It seemed to me that there was never really a system that felt very intuitive to me for mail merging. With Works, there is a drop down menu called "Begin Merge" that allows you to begin the process. It's TERRIFIC!!! On the editing side of the coin, Works allows you to transpose letters that just need to be flip-flopped with a Control-T command. Its also "intelligent" about it's editing, in that if you begin moving around text, Works will recognize the need for additional spaces and automatically insert the spaces for you. There are also commands that will allow you to do a number of different text commands, like setting areas to all caps, or all lower case, and other text handling.

The word processor of Atari Works also supports the importation of standard ASCII text, the Microsoft Rich Text Format (RTF) files. This is an increasingly popular format used with PC and Mac word processors, like Microsoft Word. The logical extension of that is that your documents at work can be saved out as .RTF files, and readily brought into Atari Works with the formatting fully intact!!

The database portion of Atari Works will import .DBF files, tab delimited ASCII, and comma delimited ASCII. The Atari Works database is a breeze to set up and work with, too! If you start a new database file, the system begins prompting you for field names, until you tell it you're done. Once the fields are entered, you simply click on the fields and hold down the mouse button while you drag the field to the desired size! Simple, eh? You can add additional fields later by simply clicking on the database form with your mouse. Fields are moved about the page simply by clicking and dragging them. You can display the records in a form fashion, or in a list fashion that looks very spreadsheet-ish to me. :) Since everything in Atari Works is fully GEM compliant, you can also highlight portions of the database records, and save out the area as a GEM metafile and drop it into your document! Of course, this also applies to the spreadsheet as well. That makes displaying graphs and tables as part of your document easier than it's ever been before.

Bill Rehbock, the product manager for Atari Works, tells me that the database portion of Works will feel very familiar to anyone that has ever used a database on a Mac. My sentiment was that I didn't find an overpowering need to run to the docs just to get things going, the database has a very comfortable "feel" to it. I'm not generally comfortable with ANY database, so I have great confidence that most of you will really enjoy the database portion of Atari Works.

The spreadsheet portion of Atari Works is Excel command compatible. Our intention with the spreadsheet is not to compete

against stand alone products like LDW Power, but to provide a good, basic speadsheet for users to be able to chart, graph, and track their finances. We have some portions of our business presently tracking their finances under the spreadsheet of Atari Works.

I could go on a little bit longer about the spreadsheet, but I think I've gone on about as long as I dare on this opening. Let's see what kind of questions are out there, Lou!

+-----------------------------------+
| *> Kevin Klasmeier |-.
*> NET:klasmekj@ucunix.san.uc.edu	
*> GEnie: K.KLASMEIER	
{Cincinnati, Ohio in the US of A	
+-----------------------------------+ |
'-----------------------------------'

2285. Looking for PD or Used Atari ST Sequencer and/or SysEx Tools

Newsgroup: comp.sys.atari.st
Date: 1993-02-06 23:54:39 UTC
From: bob@atlantis.CS.ORST.EDU
Message-ID: <1l1j3vINN8r1@leela.CS.ORST.EDU>
Source record: 210524

Hello there. I have just recently had the good fortune to rescue
an Atari 520ST from gathering dust in a friend's garage. This system
has 512K, a single-sided external floppy, and was updated to TOS in ROM
(I don't know what version.) Also has a mono monitor. I would like
to incorporate this into my MIDI setup, but don't have too much in
the way of financial resources right now. I am looking for either a
PD sequencer (FTP site somehwere?) or something used for a low price.
Or, it also would be handy to just use the ST as a SYSEX dump recorder
for the sequencer I am using now (an ESQ-1). Any info would be
appreciated.

==
Bob Richardson (bob@atlantis.cs.orst.edu) \ __ | "What in the name of Bob
PO Box 1404, Corvallis, OR 97339-1404 /\ \/ | is that?" "Who?"
(503) 758-5018 "Serenity Through Confinement." | "Forget it." -- D. Adams

2286. Re: Looking for PD or Used Atari ST Sequencer and/or SysEx Tools

Newsgroup: comp.sys.atari.st
Date: 1993-02-07 01:32:02 UTC
From: wmagro@uiuc.edu
Message-ID: <C221LE.CGI@news.cso.uiuc.edu>
Source record: 210525

In article <1l1j3vINN8r1@leela.CS.ORST.EDU> bob@atlantis.CS.ORST.EDU
(robert s. richardson) writes:
>Hello there. I have just recently had the good fortune to rescue
>an Atari 520ST from gathering dust in a friend's garage. This system
>has 512K, a single-sided external floppy, and was updated to TOS in ROM
>(I don't know what version.) Also has a mono monitor. I would like
>to incorporate this into my MIDI setup, but don't have too much in
>the way of financial resources right now. I am looking for either a
>PD sequencer (FTP site somehwere?) or something used for a low price.
>Or, it also would be handy to just use the ST as a SYSEX dump recorder
>for the sequencer I am using now (an ESQ-1). Any info would be
>appreciated.

There is a PD sequencer called EKSEQ. You should be able to download it
from atari.archive.umich.edu.
I looked at it once, but I don't have a keyboard, so I couldn't really try
it out.
--
William Magro NeXTMail welcome
wmagro@uiuc.edu

2287. Midimaze docs...

Newsgroup: comp.sys.atari.st
Date: 1993-02-07 03:10:28 UTC
From: mackie@meena.cc.uregina.ca
Message-ID: <7FEB93.03102854@meena.cc.uregina.ca>
Source record: 210526

Is there an english version of Midimaze II or at least an english version of the docs for it anywhere?

Help me please, I don't know how to enter names, or what all the little parameters do. I don't even know to open doors... What is money used for? Etc.

Any help would be GREATLY appreciated.

Brook
Mackie@meena.cc.uregina.ca

2288. Falcon Monitor Detect

Newsgroup: comp.sys.atari.st
Date: 1993-02-07 05:22:51 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C22CA3.5BC@sdf.lonestar.org>
Source record: 210527

Everyone is talking about how the Falcon can detect a monitor, and I noticed there are 2 pins used called M0 and M1 on the Falcon. And since I have heard that it DOES know what monitor you are using and I've heard that you need an adaptor for any monitor you use, i have come to a conclusion.

My conclusion is that M0 and M1 combine to make a 2 bit word that determines the monitor type and that the adaptor simply makes one or both of these pins "high" to set the monitor type. My guess is that if they are both low, then the machine assumes its using the RF port and assumes a TV. The other pins likely detect VGA monitor capability and possibly detect the Genlock capability on the other pin, or maybe its a multisync detect.

Anyway, it seems to be able to do it through the specialized use of the video port.

2289. Does anyone have info. on the U.S. Compo products distributor?

Newsgroup: comp.sys.atari.st
Date: 1993-02-07 06:45:21 UTC
From: millerm@CS.ColoState.EDU
Message-ID: <Feb07.064521.41866@yuma.ACNS.ColoState.EDU>
Source record: 210528

I posted a message on this before and apparently I haven't gotten a
reply on it yet. I wanted to ask again, does anyone know the address
and/or phone number of the U.S. distributor for Compo products? I
heard they had set up such a U.S. distributor.

Thanks,

Mark Miller, computer science	"The most important human endeavor is the
major at C.S.U.	striving for morality in our actions. Our
millerm@cs.colostate.edu	inner balance and even our very existence
mmiller@nyx.cs.du.edu	depend on it. Only morality in our
Atari friend! ||| |actions can give beauty and dignity to
)|(|life." --- Albert Einstein
World Peace /	\ There's nothing else quite like it.

2290. Questions about an Abaton Fax Modem and others.... (help)

Newsgroup: comp.sys.atari.st
Date: 1993-02-07 10:08:32 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <C22pI9.2x3@watserv1.uwaterloo.ca>
Source record: 210529
Cross-posted to: comp.sys.atari.st,comp.dcom.fax

I am considering the purchase of an Abaton 24/96 external fax modem. I was wondering if anyone knew anything about this partiucular modem. I have no experience with fax modems. I am interested in getting a fax system working on my atari st and would like to know if this modem is suitable. Does fax software have to be compatible with a particular modem or will any fax modem work with any fax software. Also, what other modems do you think I should consider? I would also like pricing and suppliers addresses/ phone numbers if you have them. Any help would be appreciated. Thanks

brett maraldo
plexus productions

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

2291. Program Registration Keys (How do I incorporate this?)

Newsgroup: comp.sys.atari.st
Date: 1993-02-07 10:36:38 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.YUa&eI3HbgQ@elfhaven.ersys.edmonton.ab.ca>
Source record: 210530
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

There is an interesting method of releasing Shareware programs that seems to be growing in popularity. The program is released with all functions intact, but key functions locked out unless the user enters a "key". CoNnect is a program that does this, as does MasterCache.

How is this done, though? I would like to use this method of releasing programs (faster for the user, cheaper for me).

How do I generate the key (based on the name of the user)?

Lastly, I would like to know what people think of this method of releasing software (which is why I crossposted to comp.sys.atari.st). Do you like it?

--
Regards,

<< +-+ >>
<< Michel Forget >>
<< ~~~~~~ >>
<< mforget@elfhaven.ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< My cat worships the Sacred Halogen Torchiere! >>
<< --- >>

2292. falcon

Newsgroup: comp.sys.atari.st
Date: 1993-02-07 14:21:00 UTC
From: Hans-Christian_Scherzer@hb2.maus.de
Message-ID: <A13685@HB2.maus.de>
Source record: 210531

hiya, friends,
just be honest about it: did you ever consider the possibility that
YOUR COMPUTER might provide elements of subconscious tension!?
Weird, twisted anxieties that could force a human being having bought
the Falcon030 to become ... you name it!
No reason to suffer. Things are bad enough without the bugs on your
software (running on the Falcon030) adding even more misery to the
troubles of the world.
Remember the years of '85, when an astonishing machine appeared which
was attributed 'power without the price': what did you get these days?
512k RAM, TOS from floppy and after booting even less memory, a BASIC
which merited not even this name...
So let's have some patience, wait for better days of adapted software
and hope that the bureau of finance will reduce the tax according to
the price without the power.
Christian

: a falcon on the desk is better than a sparrow on the top :-<

email: Hans-Christian_Scherzer@hb2.maus.de

2293. Re: Compressing nethack 3.1

Newsgroup: comp.sys.atari.st
Date: 1993-02-07 14:32:22 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <729095542.21180@minster.york.ac.uk>
Source record: 210532

In article <1993Feb4.144252.9481@informatik.uni-bremen.de>
christof@wowbagger.pc-labor.uni-bremen.de (Christoph Koerner) writes:
>I recieved several requests to put a compressed, self-extracting
>binary of nethack 3.1 on our server for all those floppydisk-only
>users.
[...]

>As these packers do work on other programs, I suspect the size of the
>nethack binary (940K) was too much for them.
[...]

Has anyone had any trouble running NetHack 3.1 on an ordinary ST? I downloaded and decompressed it to my hard disk last week, and booted without any accessories or AUTO programs in order to give NetHack most of my 2MB memory.

When I double-click on the program to run it, the program loads, there is a short pause, then I'm dumped back to the desktop. Has anyone else got it to work?

I have TOS 1.4, if that has any bearing on the problem.

Mat

Mathew Lodge	"But my Lord! I've been in your family
mjl-b@minster.york.ac.uk	since 1532!" "So has syphilis"
Langwith College, Uni of York, UK	-- Blackadder II

2294. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-07 16:39:40 UTC
From: stelmack@incubus.csee.usf.edu
Message-ID: <1993Feb7.163940.727@ariel.ec.usf.edu>
Source record: 210533
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb3.113953.15373@miavx1.acs.muohio.edu>, rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
|> If Atari wants to move the Falcon, all they have to do is get a
|> port of SFII for it. (Hopefully Championship Edition!!) I know this game
|> alone has sold several Super Nintendos, in fact, if I had the money I would
|> be buying it!! (Both a SNES and SFII, even at $70 for the game)
|>
|> SFII is the Pac-man of the 90's. My girlfriend even likes the game,
|> and she doesn't like going into Arcades at all. (That's why when we go to
|> the mall, I send her shopping, and I go to the arcade!!)

Wrong conclusion. SFII has been out for a while, and has yet to sell a single Amiga. BTW, interesting that it's $70 on SNES, and less than $40 on the Amiga...

--
-- Greg Stelmack (INTERNET: stelmack@eggo.csee.usf.edu BIX: gstelmack)
-- FullTime Grad Student, PartTime Amiga Salesman, PartTime Amiga Developer
-- Author of: Spades, Pro Port Analyzer Plus, more to come...
-- DISCLAIMER: The opinions reflected here are mine and mine alone.

2295. Re: Does anyone have info. on the U.S. Compo products distributor?

Newsgroup: comp.sys.atari.st
Date: 1993-02-07 16:59:33 UTC
From: dcable@nyx.cs.du.edu
Message-ID: <1993Feb7.165933.15483@mnemosyne.cs.du.edu>
Source record: 210534

millerm@CS.ColoState.EDU (mark miller) writes:

>I posted a message on this before and apparently I haven't gotten a
>reply on it yet. I wanted to ask again, does anyone know the address
>and/or phone number of the U.S. distributor for Compo products? I
>heard they had set up such a U.S. distributor.

Compo Software Ltd.
104 Esplanade Ave. #121
Pacifica CA 94044

Phone 415-355-0862
Fax 415-355-0869

Dan

--
dcable@nyx.cs.du.edu

2296. Re: ADVOCACY: Writing games

Newsgroup: comp.sys.atari.st
Date: 1993-02-07 17:14:51 UTC
From: saj@chinet.chi.il.us
Message-ID: <C2398s.3ox@chinet.chi.il.us>
Source record: 210535

In article <1993Feb5.152503.3326@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>
>The 640K conventional memory barrier of DOS is the single most archaic reason
>that the pc is so difficult to program. OK, before I get toasted, let me say
>it's the reason that _I_ find it difficult, OK? Sure, memory managers may be
>used to work around this but it's still a kludge. The relatively "flat"
>memory architecture of the Atari certainly relieves a lot of unnecessary pain.
>
I'd go a lot farther: the 640 K conventional memory limit is a consequence of
the 64 K bank size assumed 1n the Intel architecture. And half (or more) of
the weirdness of Windows programming is in response to 64 K limits on various
things.
Steve saj@chinet.chi.il.us

2297. Re: Remember TEMPEST? Does it exist for the atari?

Newsgroup: comp.sys.atari.st
Date: 1993-02-07 18:08:52 UTC
From: jonesha1@ph.ic.ac.uk
Message-ID: <1993Feb7.180852.2117@sys.uea.ac.uk>
Source record: 210536

On the subject of old arcade conversions, is there a version of Mr Do!, for
the ST?
I am looking at doing a version, but if one exists, well... why bother? :)

howie

--
Howard Jones, Dept. of Physics, | "I don't believe in maxims that require
Imperial College, London, UK | behaviour modification." - calvin
Internet: ha.jones@ic.ac.uk |
IRC: howie on #atari | My opinions, not those of IC

2298. RE: Midimaze docs...

Newsgroup: comp.sys.atari.st
Date: 1993-02-07 19:01:57 UTC
From: mackie@meena.cc.uregina.ca
Message-ID: <7FEB93.19015724@meena.cc.uregina.ca>
Source record: 210537

Got 'em, thanks.

Brook

2299. Re: Does anyone have info. on the U.S. Compo products distributor?

Newsgroup: comp.sys.atari.st
Date: 1993-02-07 19:16:14 UTC
From: ekrimen@wet.UUCP
Message-ID: <5279@wet.UUCP>
Source record: 210538

In article <Feb07.064521.41866@yuma.ACNS.ColoState.EDU> millerm@CS.ColoState.EDU (mark miller) writes:
>I posted a message on this before and apparently I haven't gotten a
>reply on it yet. I wanted to ask again, does anyone know the address
>and/or phone number of the U.S. distributor for Compo products? I
>heard they had set up such a U.S. distributor.

Compo Software Corp.
104 Esplanade Avenue, Suite 121
Pacifica, California 94044
Work phone: 415-355-0862
Fax line: 415-355-0869

(Courtesy of Cardfile 4.0. :^)

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ AEO.5 (GEnie)

2300. Re: tcpip package fuer st1040f gesucht

Newsgroup: comp.sys.atari.st
Date: 1993-02-07 19:40:14 UTC
From: ue@nathan.do.open.de
Message-ID: <H.eg.xglSmKSKnCA@nathan.do.open.de>
Source record: 210539
Cross-posted to: de.comp.sys.st,comp.sys.atari.st

In <Feb05.171032.16687@roxi.rz.fht-mannheim.de>, Thomas Neser writes:

Hi,
>i search a good tcpip package for atari st to establish a slip line to
>my computer on the internet via modem.
the only tcp/ip packages I know are ka9q and sticp (which is an enhanced
version of ka9q with scc support). I tried both and put ka9q into the
dustbin.

sticp can be found within the atari/telecom directory of a.a. The files are
sticp.lzh (binaries & some config file examples) and sticpsrc.lzh (sources,
docs and even more config file examples)...

/s/ Udo
PS: I don't think that ka9q or sticp are GOOD tcp/ip packages but unfortunately
there are no better ones :-(
--
Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

2301. Re: Slip on the St?

Newsgroup: comp.sys.atari.st
Date: 1993-02-07 20:10:52 UTC
From: ue@nathan.do.open.de
Message-ID: <H.eg.IJrumGqxogM@nathan.do.open.de>
Source record: 210540

In <1krgthINNmvt@umbc8.umbc.edu>, Mr. Paul C. Danckaert writes:
Hi Paul,
>I'm curious about setting up a Slip connection for my St.. I know there are
>several programs that will let you do stuff (UUCP, etc..), but what do you
>need to do this? Any sort of special modem or what? Thanks..
all you need is the software, a normal modem (the faster the better) and
someone who lets you in. Works perfectly here in good(really?) old Germany...
Software? sticp..
/s/
--
Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

2302. Re: Converting vector graphic formats

Newsgroup: comp.sys.atari.st
Date: 1993-02-07 21:10:10 UTC
From: BING_SIN@bdt.COM
Message-ID: <1993Feb7.211010.12601@bdt.com>
Source record: 210541

There is one excellent vector drawing program for the ST. It is called Avant Vector from CodeHead Software. It will convert bitmap picture to vector, create vector drawing with it, and save/load vector picture using .GEM/3, .EPS and other format, too.

It is available at ATY COMPUTER in Oakland, California. There number is 510-482-3775.

---
bing

2303. Re: ATARI UUCP, DOES IT EXIST

Newsgroup: comp.sys.atari.st
Date: 1993-02-07 21:58:51 UTC
From: John_Collis@equinox.gen.nz
Message-ID: <John_Collis.8nje@equinox.gen.nz>
Source record: 210542

David Hunt (dhunt@infocom.co.uk) wrote:

: Is there a package available for the ATARI (ST, TT, etc) which can be used
: for UUCP connections, using the standard operating system. If there are
: packages where can they be ftp'ed from.

There are a number of packages. Have a look at Hermes and Mercury both which
should be available from atari.archive.umich.edu or cs.ruu.nl
Cheers,
JohnC
--

John_Collis@equinox.gen.nz (JohnC at equinox networks)

2304. New Falcons delivered

Newsgroup: comp.sys.atari.st
Date: 1993-02-07 22:16:00 UTC
From: Henning_Maruhn@kr.maus.de
Message-ID: <A17966@KR.maus.de>
Source record: 210543

Hi,

finally new Falcons were delivered to several German computer dealers (on Saturday). A good sign, but not enough, though. What about the USA?

Bye,
Henning

2305. T_64, TOS2.06 expansion Board.

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 01:05:51 UTC
From: rdt154k@monu6.cc.monash.edu.au
Message-ID: <1993Feb8.010551.24161@monu6.cc.monash.edu.au>
Source record: 210544

Has anyone used or installed the T_64 Tos2.06 expansion board.
I need any comments (good and bad) as I am about to purchase one.
Here in Australia the unit cost is $229.00, which seems a little
steep. What do you actually get for that price.

Any help would be appreciated.

Nino Benci
Department of Physics
Monash University
Wellington Rd, CLAYTON, VIC, 3168
Tel - 565 3649
Fax - 565 3637
email - rdt154k@monu6.cc.monash.oz.au

2306. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 01:44:16 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.QNi7a2w92XA@semprini.tdkcs.waterloo.on.ca>
Source record: 210545
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware

In <2294@vall.dsv.su.se>, Mattias Dahlberg writes:
> Ryan 'Gozar' Collins (rlcollins@miavx1.acs.muohio.edu) wrote:
>
> : If Atari wants to move the Falcon, all they have to do is get a
> : port of SFII for it. (Hopefully Championship Edition!!) I know this game
> : alone has sold several Super Nintendos
>
> Like "Sherlock Holmes consulting detective" has begun to sell CDTV-units,
> by the way.

This is one of the reasons that whatever system I buy WILL HAVE a CD-ROM
in it. Hmm, guess there's no Falcon version of Sherlock Holmes, Consulting
Detective, eh? Darn.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2307. RE: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 01:44:28 UTC
From: mackie@meena.cc.uregina.ca
Message-ID: <8FEB93.01442813@meena.cc.uregina.ca>
Source record: 210546
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

```
In a previous article, matt-dah@dsv.su.se (Mattias Dahlberg) wrote:
>Ryan 'Gozar' Collins (rlcollins@miavx1.acs.muohio.edu) wrote:
>
>: If Atari wants to move the Falcon, all they have to do is get a
>: port of SFII for it. (Hopefully Championship Edition!!) I know this game
>: alone has sold several Super Nintendos
>
>Like "Sherlock Holmes consulting detective" has begun to sell CDTV-units,
>by the way.
>
>--
>=========================================================
>= Regards = email: = 1280x512x262000+ =
>= Mattias = matt-dah@dsv.su.se = I love it. =
>=========================================================
>= If we don't *buy* our programs, there soon won't be =
>= any new software for the Amiga. Obvious, is it not? =
>=========================================================
```

2308. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 01:49:40 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.lyEDcmV&UEg@semprini.tdkcs.waterloo.on.ca>
Source record: 210547

In <1ku7u2INNglk@shelley.u.washington.edu>, Neuromancer writes:
> Yes, the Falcon is selling now, all over Europe and the UK. Why isn't it in
> the US? According to Atari, they're stockpileing enough for their 6 month
> projection so they don't run out*, they're redesigning the case (thank God,)
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Yah, right. People from Atari have said this rumour is baseless several
times.

After all, it'd be an intelligent move on Atari's part...

> and finishint MultiTOS. And to address those "But the Falcon doesn't come
> with MultiTos" whines, it does. The version selling now is not the final
> release.

They WHY are they selling it?!?!?

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2309. Re: Compressing nethack 3.1

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 02:01:34 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.1PD27bNMNf2@semprini.tdkcs.waterloo.on.ca>
Source record: 210548

In <1993Feb4.144252.9481@informatik.uni-bremen.de>, Christoph Koerner writes:
> I recieved several requests to put a compressed, self-extracting
> binary of nethack 3.1 on our server for all those floppydisk-only
> users. Well, yesterday I tried to compress it, but without success.
> The program would crash when started after packing. The packers I
> tried were

I hope you're not suggesting that people with 1M will be able to run this
when it's compressed...

You'll need at least 2M of RAM for a version with all the options left
in (the binary I built yesterday is about 1019k or so). You'll probably
need 4M for a pfxpak'd version (since it'll have to load the compressed
file, then unpack it to another region of memory).

Does anyone have any suggestions on getting the size down to something
1M users can deal with?

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2310. Re: JPG > GIF/TGA converter? Please?

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 02:05:22 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.iQIhII1Gfzs@semprini.tdkcs.waterloo.on.ca>
Source record: 210549

In <1993Feb4.131745.3383@dct.ac.uk>, mcsdc1ph@dct.ac.uk writes:
>
>
> Hallo, one-and-all!
>
> Okay, I have yet another graphical problem!
>
> Is there a decent ST program out there that can convert JPG to GIF or TGA
> format for use within Photochrome 3?
>
> Please don't tell me that DJPEG is the only one, as firstly I couldn't get it
> to work, and secondly, I hate .TTP's!!!!!
>
> Any help would very highly appreciated!

Well, I think you're out of luck... Read the djpeg docs!

Rumour has it that GEM-view 2.?? will save as GIF or TARGA, _if_ you
register it (it's shareware after all).

djpeg is definitely the only free way to decompress a JPEG file.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2311. Re: request for information - MiNT or minix on Atari - pe

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 02:13:26 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.1so9bk1mZvI@semprini.tdkcs.waterloo.on.ca>
Source record: 210550

In <C1vwCM.K90@news2.cis.umn.edu>, davidli@simvax.labmed.umn.edu writes:
> Performance will vary. I've compiled GNU C programs in the background while
> using GhostScript to print out a PostScript file to an HP DeskJet. The system
> response time is not nearly as fast as the SPARCstation ELC next door :) Then
> again, it compared favorably to the response time of a Sun 3/60, and positively
> beats the response time of a DECstation 3100 with 8 megabytes of memory which
> is in the process of compiling a lot of GNU C code in an interactive process
> while also running OSF/Motif.

Are you using a TT with lots of RAM? I've found that GNU C eats up all
available memory, making it a bit difficult to run anything else (and
yes, I've fixed the stack size to be "what it needs" instead of "all
free RAM")...

MiNT with tcsh running in a TOSWIN window, and NetHack running in another
TOSWIN window is definitely a good thing. Add MultiTOS with STalker or
CoNect running, and you're starting to wish you had a faster computer...

:-)

It'd be much nicer on a 20M TT...

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2312. Re: Does anyone have info. on the U.S. Compo products distributor?

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 03:38:33 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <83665@hydra.gatech.EDU>
Source record: 210551

The U.S. address and phone number for COMPO is:

COMPO Software Corp.
104 Esplanade Avenue Ste. 121
Pacifica, California 94044

Tel: 415-355-0862
Fax: 415-355-0869
--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

2313. ###MORE### Warp 9 Screen Savers!

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 04:10:20 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Feb7.231020.14463@umiami.ir.miami.edu>
Source record: 210552

O.K. folks,

I last week uploaded several screen savers for extendo-saver in Warp 9.
I am about to u/l another screen saver for it. It is from the Codeheads
and is a mendelbot screensaver and works in all ST resolutions and the TT
color resolutions.

Files: SAVERS12.lzh
MANDALA.LZH (NEW THIS WEEK).

If it isn't up by the end of today, Sunday, I will try to u/l it
tomorrow. The lines have been really busy.

Mark Santora

2314. Bob Brodie GEnie Conference _FEBRUARY_

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 04:16:30 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Feb7.231630.14464@umiami.ir.miami.edu>
Source record: 210553
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The following is the ENTIRE transcript from this month's Bob Brodie Conference help on-line on GEnie. I am posting this as several people were interested after last month's posting of that transcript...

Mark Santora

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Special Edition Friday Night Conference
GEnie ST RoundTable

Dateline Atari! with Bob Brodie
Host - Lou Rocha

February 5, 1993

<[Lou] ST.LOU> Welcome to another session of Dateline Atari! with Bob Brodie. Let me begin by thanking Bob and his colleagues at Atari (Bill Rehbock, John Towns, Greg LaBrec, Dan McNamee) for their online support of GEnie members. Their participation has been most helpful to all and has certainly raised the excitement level in the ST Round Table.

Since we last met Bob, there has been increasing information about new software to be bundled with the Falcon030. We have also heard about MultiTOS, SpeedoGDOS and that great new integrated application, Atari Works <originally named ST Sutra, then Concierge>.

Bob, I have really been looking forward to tonight's RTC. I think the transcript for this one may set a new record for downloads surpassing even your last meeting with us. So let's get this show on the road with your opening comments. GA

<BOB-BRODIE> I'd like to welcome every one to our February installment of Dateline Atari! I hope that all of you are enjoying these conferences as much as I am. I'm pleased with the opportunity to interact with each of you, and share with you all the latest events in the Atari Community.

Tonight, I want to start things off by discussing the current status of the Atari Falcon030, and then we'll talk about our integrated package, Atari Works.

At our last session of Dateline Atari, I told you about the delay in the shipments of the Atari Falcon030 to North America. The reason for the delay was unacceptable performance from one of the contracted manufacturers that Atari is dealing with. At that time, I also indicated to you that we would be bringing on another firm to supply us with Atari Falcon030s, as well as attempting to resolve the quality concerns with the units at the original manufacturing site. I'm pleased to report that the new factory has come on-line in the speedy fashion that we anticipated that they would. We have seen the first runs off of that line, and the quality is dramatically better than the original units. A recent run tested out at less an 0.5% defect rate, which is thrilling news to me! This means that our projections last month that Falcons would be available in North America in March is right on target! We _WILL_ to have the machines in stock in March!!

The added plus of this delay is that we have completed MultiTOS, and all of the machines in North America will ship with MultiTOS! There will be no customers that will purchase Atari Falcon030s that will have to be "retrofitted" with MultiTOS! While we are still debating internally how we want to distribute MultiTOS to the established user base, I'm very pleased that it is _done_. In addition to the inclusion of MultiTOS, we will be finalizing Atari Works as well, and hope to have that available as well to ship with each Atari Falcon030, along with SpeedoGDOS.

Let's talk about Atari Works at this point, and try to give you a glimpse of what is coming with that product. Atari Works is a fully integrated word processor, database, and spreadsheet. It's intended to provide the average user just about anything that they might require in a package to be used in either the home, or for a small business/home office scenario. Most of our energies with Atari Works have been focused on the word processor component of Works, as we believe that word processing is still the most common usage for home users. The Atari Works word processor offers multiple documents, full cut and paste between documents and the other portions of Works, easy set up of justification (left, right, center, or proportional), and importing of GEM metafile images. Atari Works has full SpeedoGDOS support, which means multiple scalable outline fonts with multiple sizes, and your usual bold, italics, underline, outline, superscript, subscript, footnotes, and headers. Works uses the Proximity dictionary system, and updated version of the system that was used with Word Up and Word Flair II. There is also a thesaurus included with Works. Works has full search and replace capabilities, again easily activated by drop down menus.

One of the features that I really enjoy in using Atari Works is the exceptionally easy mail merge capabilities with Atari Works database module. It's always been something of a pain for me to have to mail merge. It seemed to me that there was never really a system that felt very intuitive to me for mail merging. With Works, there is a drop down menu called "Begin Merge" that allows you to begin the process. It's TERRIFIC!!! On the editing side of the coin, Works allows you to transpose letters that just need to be flip-flopped with a Control-T command. Its also "intelligent" about it's editing, in that if you begin moving around text, Works will recognize the need for additional spaces and automatically insert the spaces for you. There are also commands that will allow you to do a number of different text commands, like setting areas to all caps, or all lower case, and other text handling.

The word processor of Atari Works also supports the importation of standard ASCII text, the Microsoft Rich Text Format (RTF) files. This is an increasingly popular format used with PC and Mac word processors, like Microsoft Word. The logical extension of that is that your documents at work can be saved out as .RTF files, and readily brought into Atari Works with the formatting fully intact!!

The database portion of Atari Works will import .DBF files, tab delimited ASCII, and comma delimited ASCII. The Atari Works database is a breeze to set up and work with, too! If you start a new database file, the system begins prompting you for field names, until you tell it you're done. Once the fields are entered, you simply click on the fields and hold down the mouse button while you drag the field to the desired size! Simple, eh? You can add additional fields later by simply clicking on the database form with your mouse. Fields are moved about the page simply by clicking and dragging them. You can display the records in a form fashion, or in a list fashion that looks very spreadsheet-ish to me. :) Since everything in Atari Works is fully GEM compliant, you can also highlight portions of the database records, and save out the area as a GEM metafile and drop it into your document! Of course, this also applies to the spreadsheet as well. That makes displaying graphs and tables as part of your document easier than it's ever been before.

Bill Rehbock, the product manager for Atari Works, tells me that the database portion of Works will feel very familiar to anyone that has ever used a database on a Mac. My sentiment was that I didn't find an overpowering need to run to the docs just to get things going, the database has a very comfortable "feel" to it. I'm not generally comfortable with ANY database, so I have great confidence that most of you will really enjoy the database portion of Atari Works.

The spreadsheet portion of Atari Works is Excel command compatible. Our intention with the spreadsheet is not to compete

against stand alone products like LDW Power, but to provide a good, basic speadsheet for users to be able to chart, graph, and track their finances. We have some portions of our business presently tracking their finances under the spreadsheet of Atari Works.

I could go on a little bit longer about the spreadsheet, but I think I've gone on about as long as I dare on this opening. Let's see what kind of questions are out there, Lou!

<[Lou] ST.LOU> Bob, this is terrific news. Thank you for preparing these opening comments. Since we have so many new users with us tonight, could I please ask everyone to use the /nam (your name) command before you /rai your hands. Our first question is from Bob Frazier of the Kansas City Atari group. Go ahead Bob.

<[kcac-prez] B.FRAZIER2> Bob....I need to know if you found a firm date for the Kansas City Atari Fest..We are at a standstill

<BOB-BRODIE> Hi Bob, I spoke with Garry Tramiel today, and don't have a yes or no about our attending CES in June yet. The possibility exists that we might still have a booth at that show to launch the new Atari Jaguar Game Console. We'll pick this up in email later on, with Dorothy Brumleve. I also got a fax from the CT. Show folk, and they are looking at a June Show Date as well. I'm very happy that we have you online now here on GEnie, as it is making our planning for what is shaping up to be an EXTRAORDINARILY busy show summer much easier. I know that the gang from San Antonio, Indy, and Asheville also very much appreciate the cooperative spirit that you have shown. ga

<[Lou] ST.LOU> Bob... do you have any questions about the Falcon or Atari Works? You may have a followup.

<[kcac-prez] B.FRAZIER2> No....I just needed to know about the show date...Thanks...

<[Lou] ST.LOU> OK... our next question comes from JCD at New Dimensions.

<[JCD] NEWDIMENSION> Hi Bob. The upcoming Atari products are excellent as ususal, but are we really going to see an major increase in Atari's market share in the computer industry? Will Atari _finally_ understand that a national advertising campaign is desparately needed. It seems more advertising dollars are put toward the Lynx than the computer line. GA

<BOB-BRODIE> Hello, Jeff. Nice to see you again online tonight. As I have indicated in previous conferences, Atari has the confidence that this machine will be a tremendous success. Sam Tramiel indicated back in August of last year that Atari didn't have the same confidence in the Mega STE/TT030 line as a major success in the US, due to the pricing/features/performance

constraints. In short it's not a question of Atari finally understanding that they need a national advertising campaign, it's a question of Atari having the faith in a product that can be a national success. The Lynx is clearly a technically superior product to the other handhelds in the marketplace, which explains the advertising support that the Lynx has enjoyed. The Atari Falcon030 is also a product that represents a major technical advancement over the existing CPUs in the marketplace. As a new dealer, I'm sure that you can also understand the importance of not just having a product that you are a fan of, but a product that the public can see a real value in for them to buy. I know that you'll also be pleased to hear that the number of dealer inquiries since the article in BYTE have skyrocketed. You'll probably not be the only Atari dealer in your area for very long. ga

<[Lou] ST.LOU> JCD... there is quite a lineup of questioners. Please hold your additional question for now and /RAI again. Thanks. Next is Joe Torres.

<[STimpy!] J.TORRES17> I have a three part question on ATARI WORKS (YEAH!): 1)Does it support graphics (lite DTP)? 2) What resolutions will it support (falcon only?)? 3)Is it too early for price/availabilty for existing STe Users? GA

<BOB-BRODIE> Hiya, STimpy, it supports GEM metafiles in the word processor which are readily available both online here, and in packages from people like Migraph's Easy Draw. Atari Works will function in any mode that supports 80 columns, which of course includes ST Medium resolution. Pricing is still under discussion, but will include a bundling of SpeedoGDOS and about 14 BitStream fonts in the package. It will be competitive with other verions of WORKS that are already in the marketplace on other platforms. ga

<[Lou] ST.LOU> Bob... John Cole from Lexicor is our next guest. GA John...

<[Lexicor] J.COLE18> Bob, just got the latest version today, fast and great. My first bug report is that I just looked up the plural for 'spelling' and it's 'spelling' not 'spellings' as in the menu bar :-) Fantastic program and I cant wait for it and Falcon. GA

<BOB-BRODIE> John, glad to hear that you like it. The bug is probably related to the Indian roots of our programmer, Pradip Fatepuria. ga

<[Lou] ST.LOU> Thanks John. Next is Eric Nickolaise.

<E.NIKOLAISE2> Hi Bob! What is Atari doing to get Developer Support for the Jaguar game system?

<BOB-BRODIE> Hi Eric, most of that information is covered by non-disclosure at this point. I can tell you that we have development units out, to a number of very talented software houses now. We've

also had at least two developer conferences for Jaguar, one here and one in the UK. Both of them have been greeted with a great amount of enthusiasm by the developers and their publishers. ga

<[Lou] ST.LOU> Scott Lapham has our next question, Bob. GA Scott.

<[Scott L.] S.LAPHAM1> Bob. at the beginning of the conference, you said that the quality of the Falcons coming off the "new" line are much better than before. My question is are any of those units off the first line going to be sold? And if so, how would one tell if you bought a Falcon if it was off the first line or second? GA

<BOB-BRODIE> Scott, the units *_have_* been sold. They are already out the door in Germany. As long as you don't try to mail order one from Deutchland, you shouldn't have to worry about. it. ga

<[Lou] ST.LOU> Thanks Scott. Next is Robb Albright.

<[Robb] R.ALBRIGHT7> Bob, I hear that the deal with Ingram Micro (Distributor) has been tabled, and that Atari plans direct marketing for the first push for Falcon. Are there any deals set with larger chains to carry the Falcon, or any planned, and if not, what will be the way that thousands can get their hands on one?? ga

<BOB-BRODIE> Gee, Robb. That's new to me. Might I enquire what your source is for that information?

<[Robb] R.ALBRIGHT7> A local developer said he got this from Bill Rehbock about a month ago. ga

<BOB-BRODIE> Well, Robb, Thanks for bringing this rumor to the light of day. I appreciate the opportunity to dispel this type of disinformation at the earliest possible time. We have a number of different arrangements working for Falcon distribution, and I'm confident that the thousands of people that want to have Atari Falcon030s will be able to get them. Regardless of what you're un-named local developer might have suggested to you. <grin> ga

<[Lou] ST.LOU> Thanks for clarifying that Bob. Next we have I.DUCKETT... welcome.

<[Evil E] I.DUCKETT.> How will the release of the Falcon help, The STE user? GA

<BOB-BRODIE> I see why your nickname is Evil. <grin> How did the release of the Quadra help the Mac? How did the release of the 486 help the 386? The answer to that is it gives the STE user a higher quality machine to upgrade to that retains a high degree of software compatibility that protects your investment in software. Does it mean that the STE is obsolete? No. It does mean that you can upgrade to a newer, more powerful machine and not have to lose your investment in Atari and Atari related products. ga

<[Lou] ST.LOU> Good answer Bob. BTW folks... I have been using Atari Works on my ST and STE... runs great. Next we have Steve Miller. GA Steve..

<[Steve] S.MILLER58> Hi, I am a somewhat digruntled TT owner who has been an atari owner aince the ole 400 and this my question where is the TT going to be when the Falcon _finally_ makes its appearance? Is the 68030 going to be supported on both systems or will the TT be a fluke machine here in the US sticking me with $6000 worth of unsup. hardware? and if the TT is going to be 'supported' when is the software going to be there to take advantage of he 68030 and the math co??????

<BOB-BRODIE> The TT030 will continue to be a high end, powerful workstation even when the Falcon030 makes it's appearance NEXT MONTH here in the US. The 68030 will continue to be support on both systems. There are products already that take advantage of the 68030 and the FPU, like DynaCadd, all Lexicor products, and Calamus SL. In addition to those products, there are other things like PageStream and Touch Up that are very happy on a TT030, especially when they have a graphics card installed in it, like an AlberTT card, a Crazy Dots board, or a Matrix card. I've also seen an goodly number of Musicians that are happy with their TT030s, and development tools like Lattice C 5.5 that have 030 libraries and FPU libraries. ga

<[Lou] ST.LOU> Thank you Steve. T.WILSON is next, Bob.

<[Dark.Oak.Sof] T.WILSON14> Are we going to see more guidelines from Atari on building apps for MultiTOS? I'm writing a multi-tos Zmodem program and was wondering if I should make it with GDOS, clipboard support, or would a simple .ttp CLI-callable be ok?

<BOB-BRODIE> Are you a registered developer, Tim? Our last developer newsletter had an article on user interface guidelines.

<[Dark.Oak.Sof] T.WILSON14> I can't afford it at the moment, I'm using net knowledge.

<BOB-BRODIE> Net knowledge is a little too far from the source, and I urge you to register as a developer at the earliest possible time. We provide a good deal of documentation to the developers as a portion of the MultiTOS distribution packet. Right now, that is only available to registered developers, and most of the support is done online, in our Atari.RSC area here on GEnie. ga

<[Lou] ST.LOU> Mike McFee from Pittsburg, California is next Bob.

<M.MCFEE> BOB when will MultiTOS be out for the TT if at all?

<BOB-BRODIE> Hi Mike, it will be released for all Atari Computers, as I THINK I indicated in my last conference. :) As I indicated in my opening remarks tonight, we're still having discussions regarding the distribution method to be used with MultiTOS. I

remain a staunch proponent of the "upload it and let nature take it's course" stance, but cannot guarantee that we'll be doing that. The product is done, we just have decisions to make now. ga

<[Lou] ST.LOU> I have a little surprise for everyone... we have a free one year subscription to EXPLORER to give away. Then Scott Lapham will have the next question. Here goes a roll of the dice....

<[Lou] ST.LOU> Job 24... you win! Dorothy!!!!

<BOB-BRODIE> It's not a fix, I swear it is not a rigged deal you guys!!!!

<[Lou] ST.LOU> Dorothy is the winner! Dot... any words? ;-)

<D.A.BRUMLEVE> Thank you, thank you! Maybe this subscription will actually arrive at my door! My other one hasn't. ;-) And I've been so interested to see how the new staff is coming! So thank you very, very much!

<[Lou] ST.LOU> Next we have Scott Lapham....

<[Scott L.] S.LAPHAM1> Bob, have you heard any new news on any products that will allow the SLM lasers to work on the Falcon?? GA

<[Lou] ST.LOU> Bob says he has another subscription to give away folks. Right after this answer.

<BOB-BRODIE> Scott, sorry for the delay, was sending. :) Yes, I have. There is a company that is working on this product, and we have discussions scheduled with them this next week to ensure that it WILL BE DONE, and users of SLM series laser printers will be able to use it with the Atari Falcon030. ga

<[Lou] ST.LOU> OK... here goes another roll of the dice.... Job 15... Chuck Haines is the winner of a free one year subscription to Explorer! Congratulations. Any comments Chuck?

Chuck is speechless!

<E.NIKOLAISE2> Does anyone (if so who?) make a VME RAM board that can be used with the Mega STE? Thanks! GA

<[Lou] ST.LOU> Folks, there are only two in the queue. This is a good time to /raise if you have a question.

<BOB-BRODIE> Erik, I'm not aware of any such ram board. I've heard that they do exist on the VME bus, but don't think that the software exists to make our system aware of the ram once such a board has been installed. ga

<[Lou] ST.LOU> Next is Robb Albright.

<[Robb] R.ALBRIGHT7> Bob, any announcements of terrific, *BLOW-EM-AWAY*, mind boggling games that will be released for the Falcon.

Either planned or set-in stone. ga

<BOB-BRODIE> Robb, there are about 35 games that are being developed for... the Atari Falcon030. Most of them are better than anything... that I have seen on any other computer game anywhere. And for that matter, better than most of the console games, too. We covered that in an edition of Atari Explorer Online a coule oops Couple of weeks ago, when we had a review of them from Andreas Barbiero when he came over to the office and sat down with a Falcon030, and one of those really cool joysticks for about oh...three hours or so. :) In particular, the sound is dramatically better than any other system that I've heard. I'm sure that we'll be able to convince Andreas to come back to the office again, to write a few more lines about Falcon gaming without too much arm twisting...at least until it's time for him to leave the office. :) ga

<[Lou] ST.LOU> Steve Miller is back with another question for you, Bob. Oh, and thanks, Robb.

<[Steve] S.MILLER58> Is the Atari community ever going to be tightened between us and Europe so that when new and interesting software/hardware comes out there, we can take advantage of it here? It seem as if we always have to wait for A LONG time for it to trickle down to us. GA

<BOB-BRODIE> Steve, much of that depends on distribution arrangements. Some of the developers don't like to have to support their products overseas, or mess around with translations. I know that some of the German developers have a hard time with the needs of the US users, as they have a particular view on things like users interface. :) But we are working on those arrangements, and I expect that you will be pleased with the way that things are going to turn out. ga

<[Lou] ST.LOU> I Duckett has another question too.

<[Evil E] I.DUCKETT.> Is there any way I can get info on the Falcon here in New York and support for all Atari system in my area?

<BOB-BRODIE> Regarding info on the Falcon030, there is a wealth of info in the Atari BB area right here on GEnie. We've posted a HUGE amount of information in a number of conferences, and in the BB message area itself. I'd suggest that you look at those files first. After that, I'd suggest one of the high quality mags that are out in the marketplace, like our own Atari Explorer Magazine or the equally wonderful AtariUser Magazine. Both of them do a excellent job of being factual in their reporting. And of course, be sure to check the weekly issues of Z*Net Online Magazine, which is also uploaded here weekly in the Atari Roundtable. We upload our own online magazine, Atari Explorer Online Magazine

here bi-weekly. That should give you plenty of reading material about the Falcon030. As far as support goes, why don't you send me e-mail with your specific questions and I'll be happy to deal with them personally rather than tie things up here any longer tonight. :) ga

<[Lou] ST.LOU> I.Duckett... I suggest you use FEEDBACK and you will get lots of help from my fellow sysops! ;-) Next we have Joe Torres, then Bob Frazier, Mike Allen and Andreas Barbiero.

<[STimpy!] J.TORRES17> (Let me just put down my LYNX - Pinball Jam :>) Does SPEEDOGDOS support a wider range of printers than FontGDOS does/did? I have a Panasonic KXP1142pi printer and was basically told by tech-support 'tough luck'

<BOB-BRODIE> SpeedoGDOS has support for the following printers at this point.. Atari Laser printer, SMM-804, Canon Bubble Jet 10e, Epson FX-80.
Epson LQ-570, HP PaintJet, DeskJet 500, HP LaserJet, NEC P Series Okimate 20, Star NB24-15, Star NX-1000, and of course, STraight Fax as well. :) You should be able to use the Epson LQ-570 driver with your unit. Just be sure that you have the dip switche in the Epson emulation mode. Have you tried that yet? Most of the time you have to have the printer off when you change the switches, and then re-start it. ga

<[Lou] ST.LOU> Thanks... now fellow sysop and RTC Shotgun <shogun?>... Mike Allen

<MIKE-ALLEN> Bob - I wonder if the SpeedoGDOS/Works combo is going to be available through Atari dealers in the near future? I'd really like to support my local dealer.

Also I still have to disagree about the Mega STe. I really feel that it is a product that suffered from improper marketing. A good product that no one outside of the Atari user community knew about. ga.

<BOB-BRODIE> Mike, I respect your opinion about the Mega STE, and share it. However, I don't own enough stock to change the decisions on that type of issue, and have to rely upon my persuasive ability from time to time on those matters. I think that part of the reason that the Mega STE didn't get a better "shove" is because the Falcon030 was expected sooner that this time frame. Now, re the shipments of Atari Works/SpeedoGDOS, the manuals are.. being done now, I suspect that it will be in the March time frame as well. Not two weeks, but likely six weeks at the max. I'm still twisting a few arms here on a couple of points about Atari Works, like allowing the importation of IMG files as well as just GEM files. If we can have that added, I think it's worth a little delay in shipping the product. ga

<[Lou] ST.LOU> Andreas has been waiting very patiently :-) GA

<[Andreas@AEO] AEO.2> Bob, I have been inundated by info from NAMM, and while I might have missed something due to bad phone lines earlier tonite on it, I was wondering if you could comment further on the FEEDING frenzy that went on with the new dealers?

<BOB-BRODIE> Andreas, the timing for NAMM was excellent for us. The write ups in Keyboard, Electronic Musician, and EQ Magazine are very exciting, and it appeared that most of the show attendees had read the magazines. :) We got a large number of dealers that are very interested in the Falcon from NAMM, and expect even more

<[Lou] ST.LOU> Joe has the last question... unless I missed someone's /RAI ? GA Joe Torres...

<[STimpy!] J.TORRES17> I am concerned about the apparent throw away memory boards on the Falcon... The fact that you have either a 1, 4 OR 14 meg board. Why not a user expandable version (I would eventually like a 14 meg... GA

<BOB-BRODIE> Joe, there is simply not enough real estate for that to happen via a normal/conventional means like your basic throw away SIMMS <grin>. What is going to happen with the Falcon030 is the same thing that happened with the STE and Mega STE. People will buy bigger supplies of RAM, and try to sell or trade in their old memory units. Dealers will capitalize on this to have a ready source of ram available. There are already other developers that have announced plans for third party memory boards. For example, Zubair will have a board as well. However, it will not use SIMMS either. There is simply not enough room SIMMS in the Falcon case. ga

<[Lou] ST.LOU> Bob... two more questions and then a wrap... OK? First J.VOGH then John Stanley. GA J.VOGH.

<J.VOGH> What about PC boards for the Falcon? What is the staus of 468 emulation?

<BOB-BRODIE> Oh, that. Had me worried for a second there. As we reported in our online magazine, Atari Explorer Online at COMDEX, COMPO Software is working on a 486 board. I was personally assured by the company president, Theo Bruers, that the product would be done in March. It is to support the full VGA Color, etc, etc, etc. Although I recognize that having such an item is attractive to some people, I think that you will find that products like Atari Works will make you much less inclined to have to sully your machine with MS-DOS. <grin> ga

<[Lou] ST.LOU> Bob... last question from John Stanley...

<[John STanley] JLS> I got here late so this may have already been asked. What's the current eta for MultiTOS? (Ballpark estimates... 2 days, 2 weeks, 2 months, 2 __??__) ga

<BOB-BRODIE> You're right, it was already answered...:) It's done, and will be shipping with Falcons. We're still discussing internally here how we want to handle the distribution of the product to the existing user base. I guess the answer from most perspective will be 2 long. :) BTW, you also missed the drawings for free subscriptions to Atari Explorer, too! :) ga

<[Lou] ST.LOU> Bob... my local dealer wants to order 50 packages of Atari Works. Please tell me what he needs to do and can it be ordered directly from Atari by the individual user?

<BOB-BRODIE> Gee, Lou, he must have been really impressed with it!

<[Lou] ST.LOU> All I did was tell him about my beta copy!

<BOB-BRODIE> At this point, he can't. But we'll be making our dealers aware of all the pricing on Atari Works as soon as possible. The manual will probably be inserted here in the US in the Falcons at this point. It will be available via the normal sources, both directly from Atari, and from our distributors as well. ga

<[Lou] ST.LOU> Bob... what can I say.... I am really excited and can't bear the thought of a few more weeks. Let's hope that our next Dateline Atari! has some real shipping dates. Thank you once again for such a terrific evening. GA

<BOB-BRODIE> Thanks, Lou. As always, it's a pleasure to be online here on our official online resource, GEnie. Thanks to everyone for taking the time to be here tonight, and I hope that you got a little bit better feel for how things are progressing. In our next issue of Atari Explorer Online Magazine, we'll be featuring a preview of Atari Works, including screenshots of the program. It'll be up here in the libraries in about a week for you to download. Thanks again for attending!!

2315. How do u uncompress a '.Z' file using COMPRESS.TTP?

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 06:14:36 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <273myB3w165w@sys6626.bison.mb.ca>
Source record: 210554

The subject says it all.

2316. Re: mouse bug (was Re: Remember TEMPEST?...)

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 07:15:02 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11978@uqcspe.cs.uq.oz.au>
Source record: 210555

mpark@stein.u.washington.edu (Michael Park) writes:

>warwick@cs.uq.oz.au (Warwick Allison) writes:

>[about the ST's joystick/mouse port...]
>>they cannot handle the throughput of a mouse connected to the joystick
>>port - because the IKBD cannot send data to the CPU fast enough).

>This is a minor point, but, assuming he is referring to the
>odd behavior of the mouse pointer when the physical mouse is
>moved very rapidly, that behavior is consistent with aliasing;
>i.e., the keyboard processor is not sampling the mouse state
>at a sufficiently high frequency to keep up with quick movement.
>This is different from "the IKBD cannot send data to the CPU
>fast enough" but not contradictory either (the latter problem
>could also exist).

The problem is that the IKBD -> CPU link is at something like 5Kbaud,
which is quite sufficient for most applications... but I attached my
old mouse to the joystick port and tried to operate both simulataneously
(with a custom joystick handler that converted the joystick pulses into
mouse pulses). But the "joystick changes" created by the mouse overran
the serial link from IKBD to CPU, so I couldn't move my second mouse very
quickly :-). Since the IKBD samples the mouse port but converts the
"joystick changes" into mouse movement BEFORE sending the [now smaller]
information to the CPU, and since the data rate was pretty close to the
limit [can't really remember this, but I did calulations at the time],
I expect it really was the overloading of the serial link.

Pity... that would have been an excellent game of Air Hockey...

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2317. Re: Compress

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 08:03:26 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.2efe6PCdI0o@elfhaven.ersys.edmonton.ab.ca>
Source record: 210556

In <lmtqm5INN68s@levelland.cs.utexas.edu>, Troy Carpenter writes:

[> Is the a compress.ttp that will handle 16 bits compression?
[>
[> Troy Carpenter
[> Department of Computer Sciences
[> THE University of Texas, Austin
[> psurge@cs.utexas.edu

Actually, yes, there is one. It comes with the Hermes UUCP archive
(available at atari.archive). It handles 16 bit compression (as long as
you have enough memory). I use it every day to uncompress my news and
mail.

--
Regards,

<< +-+ >>
<< Michel Forget >>
<< ~~~~~~ >>
<< mforget@elfhaven.ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< My cat worships the Sacred Halogen Torchiere! >>
<< -- >>

2318. Re: Profibuch (was Julian Reschke involved

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 08:08:46 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <93039.090846HAC041@DJUKFA11.BITNET>
Source record: 210557

In article <C1xAzL.2F5@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) says:
>
>I thought that was the first point: If some guys (from the net)
>voluntarily translate one chapter, we could send the translated copy
>back to Sybex (Germany) to publish it; they would only have to pay for
>...
>The product wouldn't be state-of-the-art Queen's English perhaps, but
>since the Atari community is not that big, it wouldn't be possible
>otherwise.

I don't expect any self-respecting publisher to publish any translation
which is not up to professional standards.

Konrad Hinsen (hac041@zam001.zam.kfa-juelich.de)

2319. Re: Profibuch (was Julian Resc

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 08:49:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A56873@MS.maus.de>
Source record: 210558

JON ARVID LOVSTAD (jonal@dhhalden.no) wrote:
>I take it is still feasible to make a free-will project out of it then - if
>enough volunteered to do it free (well, a free finalized book would be
>nice). If SYBEX would back the publishing, we could do the translation. Thei
>it would not be 75000DM, but reather a couple of thousand for correction
>reading.

This sure is a nice offer, HOWEVER (you knew this before, didn't you?):

- I can't give away any electronic form of my text files, and:
- I think we should wait for the new edition or 2nd volume (covering
Falcon and MTOS). But this will take months. Don't expect it to
be ready before the end of the year.

2320. Re: PC DITTO & Falcon first impressions by a new user...

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 09:29:27 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1993Feb8.092927.800@cs.hw.ac.uk>
Source record: 210559

In article <C1vJF9.1EF@newcastle.ac.uk> news@newcastle.ac.uk
(NEWS system) writes:
>There's no way to turn off the processor cache on the Falcon. The manual
>mentions the processor cache control in the Xcontrol panel, but the option is
>NOT there (at least in the version they shipped with my falcon). Perhap's
>someone could tell me exactly how to turn off the cache (I love llamatron,
>and hate the fact it will not run.....).

Of course you can turn off the cache on the Falcon. I know the General CPX
that comes with production machines has no option for it but I have one that
does. I also wrote a little TTP that can can switch it off/on and change the
processor speed too. That was quite handy for some benchmarking.

On a related note, I posted an article on the tech newsgroup a short time
back concerning a serious bug in the Falcon video hardware and was surprised
that there was next to no response. I know there aren't that many Falcons
about but it looks like nobody cares.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

2321. Re: 78Hz vertical screen frequency on the falcon (Problems)

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 09:57:33 UTC
From: elendir@inf.enst.fr
Message-ID: <1994@enst.enst.fr>
Source record: 210560

Michael Eberl writes
] You can do that if you want. But for me: With the Falcon-default 60Hz I always
] got headache, because the flicker is terrible. And when we found an easy way
] to switch to a higer rate we decided to make it available to the public...
] be good to your eyes ...

That patch seems to cause problems to a few programs... The pure debugger especially... I dunno if it s because of the incresed rate of the VBL interruption... I even dunno if both are linked...

Vincent.

--

In memoria di mori di Furiani.

2322. Re: RGB vs. Modulators (was Re: What's the F in 1040STf)

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 10:19:58 UTC
From: adrian@cs.hw.ac.uk
Message-ID: <1993Feb8.101958.1088@cs.hw.ac.uk>
Source record: 210561

In article <1993Feb2.185507.31810@news.th-darmstadt.de>
kremser@rbg.informatik.th-darmstadt.de (steffen kremser) writes:
>.. other posters mentioned the existence of such things, but IMHO :
>
>IF you just want to hook up your TV, RGB cables are to be preferred.
>over here (/dev/world/europe/germany 8-), most color TV's come with
>a "SCART" connector, which allows direct RBG+Sync input.

A word of warning may be appropriate here. Many colour TV's come with a
SCART connector, but (here in the U.K., at least) not all of those have
the RGB inputs connected to anything - a lot just have the composite video
input wired up. When I bought a new TV, I took the precaution of asking to
see the user manual first, and rejected one set because it did not have RGB
inputs, even though it did have a SCART plug.

You can connect the Atari ST to the composite video input, but the last time
I tried that, the picture was little better than the one obtained via the
modulator, and significantly inferior to the one obtained via RGB inputs.

--
"Keyboard? How quaint!" - M. Scott

Adrian Hurt | JANET: adrian@uk.ac.hw.cee
UUCP: ..!uknet!cee.hw.ac.uk!adrian | ARPA: adrian@cee.hw.ac.uk

2323. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 10:59:57 UTC
From: rogeraw@dhhalden.no
Message-ID: <rogeraw.30.729169197@dhhalden.no>
Source record: 210562

In article <1993Feb04.194306.33694@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>From: ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado)
>Subject: Re: A1200/4000 v. Falcon 030 FAQ
>Date: Thu, 04 Feb 1993 19:43:06 GMT
>In article <930204002724_73110.713_DHB50-1@CompuServe.COM>, 73110.713@CompuServe.COM (Al Gor) writes:
>|>
>|> To make the A1200 roughly equivalent to the Falcon 030, you'll have to
>|> buy the following: FPU socket $150 (Microbotics empty simm/'881 FPU board),
>|> programmable DSP 56001 with I/O port $1000+ (Sunrize), 16-bit stereo
>|> A/D D/A $50, SCSI card with 3-4 MB/s spec $200?, Proprietary HD Floppy
>|> drive $100, 16-bit Hicolor card $100, 68030 with MMU $50, LAN $50,
>|> MIDI $25, 16 Mhz BLiTTER with IDE DMA capabilities $50?, Extra joystick
>|> ports $10, VGA monitor adaptor $25, Fan $20, Upgraded 65W power (from
>|> 22W) $50. Plus you'll have to get an OS with DIG and memory protection.
>|>
>|> Total upgrade cost = ~$1800 (+ $600 cost of A1200) = ~$2400 Total
>|>
>|> Since most A1200 owners void their warranties because they are
>|> forced to install an IDE drive instead using the SCSI drive most
>|> Amiga/Atari users possess, they should be *very* careful when
>|> performing their dozen upgrades. :-)
>|>
>|>
>
> Hold it there.
>
> Let's make your list of things to buy fair - let's take out
>a couple of things you won't need/want:
>
> *16 Mhz BLiTTER with IDE DMA capabilities
>
> While I don't have infor whether the 1200 can do DMA from the IDE
>hardisk, the A1200 BLiTTER is more flexible/powerfull than the Falcon's.
>Why, has operations that would take more blittings for the Falcon's blitter.
>
> *16-bit Hicolor card -> why? A1200 graphics are much better (see below)
>
> *Fan, upgraded power supply, OS with DIG, etc. -> when the Falcon comes
> out we'll see
>
> Now let's go to the things the Falcon must change/add:
>

> *32 bit datapath from cpu to memory -> gee, I guess that you can't buy
> one of this
>
> *Separate Video and CPU bus to memory to avoid
> video/cpu contention -> I guess you can't buy one of
> this either.

Why has the CPU 16 bit, and video 32 bit then ???
THE DSP also has its own bus to main memory, 1MB/s..... + 96K of FAST
ram .... SO: dual prosessing!!!!!!

>
> *Concurrent DMA operations -> Falcon 68030 halts when DMA is taking place
> not such on the A1200
>
> *PCMCIA slot
>
>
> It's interesting all the people go around taking on the A1200 with the
>Falcon, when the A1200 is selling right now and the Falcon isn't.
>How can you tell how good is its OS? Good humor.
>
> BTW, GVP announced a new 68030 card @40Mhz with FPU socket
>expandable to 32 megs of RAM for a retail of $499. The A1200 is new and
>already has expansions available... where's the Falcon?
>
>- Raist

PS! Heard what rez programmers use for games on the A1200??? In 640 x 480,
8bit there is no prosessing time left to do games!!!!!! They have to use
320 x 200!!!!! ha ha ha ha ..... Minter has made a 640 x 480 shoot 'em
up game on the Falcon. 10 paralax with 8 bit color.....

2324. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 12:06:13 UTC
From: knecht@avalon.physik.unizh.ch
Message-ID: <1993Feb8.120613.27183@ifi.unizh.ch>
Source record: 210563
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

What a poor discussion...

I am working on a Silicon Graphics Crimson and think it's a little bit faster than Amiga 4000 and Atari Falcon :-) Especially the 24bit realtime rendering. :-)

What about a new subject: C64 versus Crimson?
Or tomato- versus orange juice

Greetings.

Roland

2325. Re: Fantasy Games

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 12:07:52 UTC
From: jont@harlqn.co.uk
Message-ID: <JONT.93Feb8120753@ml.harlqn.co.uk>
Source record: 210564

In article <1993Feb1.170258.26144@aston.ac.uk> wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:

Path: harlqn!harlqn.co.uk!pipex!bnr.co.uk!uknet!inmos!fulcrum!bham!warwick!sunserver1.aston.ac.uk!uhura!wrighttj
From: wrighttj@uhura.aston.ac.uk (Auntie Tim)
Newsgroups: comp.sys.atari.st
Date: 1 Feb 93 17:02:58 GMT
References: <JONT.93Feb1112822@ml.harlqn.co.uk>
Sender: usenet@aston.ac.uk (Usenet administrator)
Organization: Aston University
Lines: 15
Nntp-Posting-Host: uhura
X-Newsreader: TIN [version 1.1 PL241235]

Since there appears to be a Dungeon Master thread in full flow,
I'll post a few queries which I never really had answered before.
Firstly, what exactly does the "Put the gem back" puzzle do? I
don't think I ever tried taking it, as gems always seemed pretty
useless (or aren't they?) so I'd quite like to know.

If this is the one on level 9 of the game, you have to replace the gem beyond the portcullis where it was in order to open the portcullis. You get the gem in the first place by tripping a lever which opens the floor where it was, along with a chest of other stuff then collecting it from the level below. The puzzling requires throwing skills, and can be quite hard if your champions are too advanced at this point, as they then throw the gem too far through the portcullis and it lands beyond the correct spot and goes straight down a pit again. I have found a solution to this overstrength problem by getting the relevant champion to continually practice his throwing until such time as his stamina characteristic gets quite low, after which he can probably make a throw which is sufficiently weak to put the gem back on the pressure plate. I guess this could all be done with some other object which you don't want and which will fit back through the portcullis.

Regarding
the idea of finishing the game using only magic, it'd be quite
tricky. Has anyone tried it?
I don't think you can get through the first door on level 3 using
only magic, you have to chop it with an axe or some such.

Personally, I like trying to get
through as fast as possible using only one character; I've got
it down to about four and a half hours, although I skipped past
quite a lot on that. Anyone beaten that? (I do hope so, it'll

give me a new challenge :)

I believe I have done it in about four hours, using a single reincarnated champion (ie no levels of any skills at the start). The champion used was Chani. The rules I play are that the stop watch starts as soon as you can start to move through the hall of champions, saves are allowed and the stop watch stops while the game is being saved, however, if you screw up and die and have to go back to a save, the time spent since that save still counts as part of the overall time. And yes, you do need to miss a lot out, particularly early on. I am currently investigating doing the same in Chaos Strikes Back, again with a single reincarnated champion, and I think it's feasible though quite delicate at the start. I have no idea what the time will be though.

--
Tim Wright. \ Being Human just isn't
wrighttj@uhura.aston.ac.uk \ enough fun.
--

Jon Thackray jont@uk.co.harlqn 44 223 872522 (voice)
Harlequin Ltd. jgt1@uk.ac.cam.phx 44 223 872519 (fax)
Barrington Hall
Barrington
Cambridge CB2 5RG
England

2326. Re: 78Hz vertical screen frequency on the falcon

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 12:17:49 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C24q5q.GDw@hpbbrd.bbn.hp.com>
Source record: 210565

Harald Schoenfeld (mppi76@cd4680fs.rrze.uni-erlangen.de) wrote:
> The normal Falcon VGA mode works with 60Hz only. That is not very good
> as you can see the picture flicker all the time (the St already worked at
> 70 Hz!).
>
> So 78 Hz really looks beautiful. If have tested the program with the
> NEC 4FG and everything works fine - not only in real VGA-mode, but also
> in the compatability modes.

Do 78 Hz also mean that the processor gets less bus cycles?

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

2327. Re: Profibuch (was Julian Reschke involved...)

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 12:32:48 UTC
From: sanders@sci.kun.nl
Message-ID: <C24quo.LnH@sci.kun.nl>
Source record: 210566

In <1993Feb5.170233.25919@news.th-darmstadt.de>
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:

>In article <11858@uqcspe.cs.uq.oz.au> marshall@cs.uq.oz.au writes:
>>I have learned a L-I-T-T-L-E bit of German, but looking up every few word in
>>a dictionary is VERY tedious, and after n hours one just gives up! Anyway,
>>you would need a damn good and expensive German-English dictionary! I find I
>>can cope for short docs, but a book??!!
>Well the Profibuch is like an encyclopedia (sp? word???), you don't read it
>from page 1 to page 1400, but rather just check out a few pages at a time.

Oh no? Well at least _I_ did!

>Espcially if you just want to know what Malloc returns exactly, I think I
>could even cope with French.

>Nat!
>--
> ----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
> "Bang that bit that doesn't bang"
>Album of the month: Waltari - Torcha! VfL Bochum: "Unabsteigbar"

Sander STOks
sanders@sci.kun.nl

2328. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 12:40:20 UTC
From: stud30@iris5.csv.ica.uni-stuttgart.de
Message-ID: <1l5kbk$2dr@info2.rus.uni-stuttgart.de>
Source record: 210671
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

In article <1993Feb8.120613.27183@ifi.unizh.ch> knecht@avalon.physik.unizh.ch (Roland Knecht) writes:
>
>I am working on a Silicon Graphics Crimson and think it's a little bit
>faster than Amiga 4000 and Atari Falcon :-) Especially the 24bit realtime
>rendering. :-)
>
>What about a new subject: C64 versus Crimson?
> Or tomato- versus orange juice
>Roland
>

Just start the Xball demo five or ten times and then you will experience:

Crimson emulating C64 speed

Have fun

Uwe

2329. MultiSync To ST

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 12:51:59 UTC
From: grillo@flash.ATC.Olivetti.Com
Message-ID: <57871@olivea.atc.olivetti.com>
Source record: 210672

I Folks,

Sorry if my question is a FAQ:

Is it possible to hook up a MultiSync Monitor
to my St ?

I know that should be possible but I need more
detailed information, on which requirements have to
have such a monitor and how to connect it to my ST
(do I need to wire myself the cable?)

I own a 1040 St with Hi Rez Monocromatic Atari monitor,
and I'd like to use both my lovely Cubase and some
of the nice games and others color programs, without
2 monitors on my little desk...

Thanks in advance.

Savino

2330. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 13:18:05 UTC
From: jarnis@mits.mdata.fi
Message-ID: <1993Feb8.131805.24425@prime.mdata.fi>
Source record: 210567
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

In article <1kk3inINNktk@falcon.natinst.com> glens@natinst.com (Glen Sescila) writes:
>In article <1kjqv2INNa9m@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>>
>> The blitter is still somewhat slow, but the system
>>has 0% contention in 320x200 mode at a full 8-bit resolution, the main
>>processor has full access to ram.
>
> IF you have added FAST RAM to your A1200 of course.
>

Only a true moron would use A1200 without FAST ram. I think Commodore
made a major mistake not to put say 2 megs of Fast ram to the A1200
in addition to the 2MB chip it already has.

- Jarnis

2331. Co-processor chip capabilities???

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 13:39:36 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1993Feb8.093936.1@sscl.uwo.ca>
Source record: 210568

I was recently inquiring about an accelerator board for sale and it was mentioned that it could accomodate a 68881 co-procesor chip...which speeds up math processing I guess. Anyway, my question is: does a program need to be designed to use a chip like this or will it speed up ALL math processes. Specifically, would a chip like this speed up stuff like raytracing, de-arcing, and de-compressing pics etc.! Just curious :^)

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-----------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+---------------------------------------+ +--------------------------------+

2332. Re: 78Hz vertical screen frequency on the falcon

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 13:43:01 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C24u3p.76D@newcastle.ac.uk>
Source record: 210569

In article <1kqmi0E569@uni-erlangen.de>, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>>In article <1993Feb3.102809.21057@Informatik.TU-Muenchen.DE>
eberl@Informatik.TU-Muenchen.DE (Michael Eberl) writes:
>>>
>>> Super78 - 78Hz vertical frequency for the Falcon030
>>> ==
>>>
>>>This program for the AUTO-folder switches the vertical screen frequency to
>>>78 Hz, the horizontal frequency to about 40kHz, the pixel-rate to 33MHz.

Where can I get this program, I missed the original post.....?

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2333. Swap joystick ports on TT-- can it be done?

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 13:43:03 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Feb8.134303.17224@cs.ruu.nl>
Source record: 210570

Is there a program that swaps the joystick ports so that you can stick
your mouse into the mouse port on the left of the TT/Mega STe keyboard?
If your cable is long enough (mine is) that would solve the
cable-is-in-the-way problem. I checked the dc******.prg list, but there
doesn't seem to be such a program.

--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

2334. Re: st is rubbish

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 13:52:38 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Feb8.135238.18155@cs.ruu.nl>
Source record: 210571

In <H.ea.UmS7bml9uaw@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>In <1993Feb1.150102.8268@westminster.ac.uk>, William Hargreaves writes:
>> The Amiga 500 is better than the Atari ST
>
>So? They're both incredibly outdated machines that somehow manage to
>remain useful after 7-8 years.

What machines did you have in mind that are currently being used by a large
group and are not outdated? Mac is, PC is, Atari is, Amiga is, Acorn is.
Nobody has a NeXT or SGI at home.

--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

2335. Re: THE PC FALCON DEBATE.

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 13:56:09 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Feb8.135609.18381@cs.ruu.nl>
Source record: 210572

In <1993Feb3.165353.232@tse.uucp> mattias@tse.uucp (Mattias Hembruch x0830) writes:

>On a TT, SURE... However, we're NOT talking about a TT.. We're talking Falcon
>(or is it Fall-Con????)
>The Falcon ALSO only has a 16-bit bus, a fact that MOST people on GEnie have
>criticized to no end (isn't that right Tbird ? :-)..
>So, in effect, the 386SX and 030 in the Falcon are on equal grounds in that
>area. I agree with some of the other comments made.

That doesn't necessarily have to be so. The 030 will still take 1 cycle, but
the memory of a Falcon (BTW, ST Ram on a TT works the same) may be slower
because of the multiplexing. There is no way a 030 will take more cycles for
an operation because something outside the processor is organised in a
different way, is there?

--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

2336. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 14:07:26 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Feb08.140726.34930@rchland.ibm.com>
Source record: 210573

In article <rogeraw.30.729169197@dhhalden.no>, rogeraw@dhhalden.no (ROGER ALLAN WAHLGREN) writes:
|> In article <1993Feb04.194306.33694@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|> >From: ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado)
|> >Subject: Re: A1200/4000 v. Falcon 030 FAQ
|> >Date: Thu, 04 Feb 1993 19:43:06 GMT
|> >In article <930204002724_73110.713_DHB50-1@CompuServe.COM>, 73110.713@CompuServe.COM (Al Gor) writes:
|> >|>
|> >|> To make the A1200 roughly equivalent to the Falcon 030, you'll have to
|> >|> buy the following: FPU socket $150 (Microbotics empty simm/'881 FPU board),
|> >|> programmable DSP 56001 with I/O port $1000+ (Sunrize), 16-bit stereo
|> >|> A/D D/A $50, SCSI card with 3-4 MB/s spec $200?, Proprietary HD Floppy
|> >|> drive $100, 16-bit Hicolor card $100, 68030 with MMU $50, LAN $50,
|> >|> MIDI $25, 16 Mhz BLiTTER with IDE DMA capabilities $50?, Extra joystick
|> >|> ports $10, VGA monitor adaptor $25, Fan $20, Upgraded 65W power (from
|> >|> 22W) $50. Plus you'll have to get an OS with DIG and memory protection.
|> >|>
|> >|> Total upgrade cost = ~$1800 (+ $600 cost of A1200) = ~$2400 Total
|> >|>
|> >|> Since most A1200 owners void their warranties because they are
|> >|> forced to install an IDE drive instead using the SCSI drive most
|> >|> Amiga/Atari users possess, they should be *very* careful when
|> >|> performing their dozen upgrades. :-)
|> >|>
|> >|>
|> >
|> > Hold it there.
|> >
|> > Let's make your list of things to buy fair - let's take out
|> >a couple of things you won't need/want:
|> >
|> > *16 Mhz BLiTTER with IDE DMA capabilities
|> >
|> > While I don't have infor whether the 1200 can do DMA from the IDE
|> >hardisk, the A1200 BLiTTER is more flexible/powerfull than the Falcon's.
|> >Why, has operations that would take more blittings for the Falcon's blitter.
|> >
|> > *16-bit Hicolor card -> why? A1200 graphics are much better (see below)
|> >
|> > *Fan, upgraded power supply, OS with DIG, etc. -> when the Falcon comes
|> > out we'll see
|> >

|> > Now let's go to the things the Falcon must change/add:
|> >
|> > *32 bit datapath from cpu to memory -> gee, I guess that you can't buy
|> > one of this
|> >
|> > *Separate Video and CPU bus to memory to avoid
|> > video/cpu contention -> I guess you can't buy one of
|> > this either.
|>
|> Why has the CPU 16 bit, and video 32 bit then ???
|> THE DSP also has its own bus to main memory, 1MB/s..... + 96K of FAST
|> ram .... SO: dual prosessing!!!!!!

Falcon shares video bus with CPU bus resulting in DMA contention.
This means that there is not a 'fast mem' scheme like that one of the A1200
unless you expand the Falcon through the 'direct slot' or whatever it is
IF after all it doesn't share the same bus. And wasn't the DSP 32k?

|>
|>
|> >
|> > *Concurrent DMA operations -> Falcon 68030 halts when DMA is taking place
|> > not such on the A1200
|> >
|> > *PCMCIA slot
|> >
|> >
|> > It's interesting all the people go around taking on the A1200 with the
|> >Falcon, when the A1200 is selling right now and the Falcon isn't.
|> >How can you tell how good is its OS? Good humor.
|> >
|> > BTW, GVP announced a new 68030 card @40Mhz with FPU socket
|> >expandable to 32 megs of RAM for a retail of $499. The A1200 is new and
|> >already has expansions available... where's the Falcon?
|> >
|> >- Raist
|>
|>
|>
|> PS! Heard what rez programmers use for games on the A1200??? In 640 x 480,
|> 8bit there is no prosessing time left to do games!!!!!! They have to use
|> 320 x 200!!!!! ha ha ha ha ..... Minter has made a 640 x 480 shoot 'em
|> up game on the Falcon. 10 paralax with 8 bit color......

No processing time... BS. Games in 640x480 will come out for the A1200.

And BTW about processing time, remember the A1200 has 8 64 bit wide/16 color
depth PLUS dual playfields... That will do something that the Falcon
just isn't able to do.

Minter made a game with 10 paralax scrolling? The old Amigas have
done better (well, not in 640x480 in 8bit color, but then the A1200 would

can do it).

--
Raist

2337. stuff for sale!

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 14:18:00 UTC
From: scst174@csc.liv.ac.uk
Message-ID: <C24vq0.521@compsci.liverpool.ac.uk>
Source record: 210574

Keywords:

I have a few games I want to sell. They are in perfect order and haven't been played more than once or twice.

1) Midwinter II (I can't get into it) 12 pounds
2) Storm Master - 10 pounds
3) Logic Three steering wheel (I can't use it very well, only done one race with it and it cost 30 quid) - 20 pounds

Also if interested I have a Wang daisywheel printer with all leads, spare ribbons and acoustic hood with fan. 50 pounds.

If contacting by post send mail to.-

Mr M A Humphreys
278 Anfield Road
Anfield
L4 OTJ

tel:- 051 261 0947 and ask for Mike.

2338. Re: Compressing nethack 3.1

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 14:48:27 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <C24x4r.KAC@mach1.wlu.ca>
Source record: 210575

In responce to your desire to find a packer sutable for NetHack3.01 I tried many as well last night and the only one that worked for me was JAM PACK (4 i think.)

It took the file from the 900K+ down to about 485K i believe, definatly under 500K.

I hope this helps,

Keith
(ps, i have tested it for about an hour after that and it seems to work fine.)

2339. waiting for events while reading stdin ???

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 14:55:58 UTC
From: alexlehm@iti.informatik.th-darmstadt.de
Message-ID: <1993Feb8.145558.18482@news.th-darmstadt.de>
Source record: 210576

Hello people,

I can across the following problem while porting a program to multiAES:
When the program is started from mw, it calls appl_init and becomes the top application. This means that all keys can be read via evnt_keybd. The program does some terminal IO which appear in the mw window. The input from mw is ignored, which is ok since the program has it's own readline implementation which I modified to read the keys via the envt_keybd call.

If however the mw window is topped again, no more keys reach the application, since it never checks stdin. This means that one has to top the other application again to get any input to it.

My question is now the following: is it possible under MiNT/MultiAES to wait for keys from stdin while at the same time waiting for keyboard (and other) events from the AES.

I would appreciate any tricks that could help me solve the problem.

Thanks in advance ... Alexander Lehmann

BTW. the application I am developing is GNUPLOT 3.3 which will be released in sources from within the next month or so. I will try to post the binary to comp.binaries.atari.st, if there is enough interest.

--
If possible, please reply to me directly, since our newsfeed is currently not working (mail does however).

--
Alexander Lehmann | "Wopp"
alexlehm@iti.informatik.th-darmstadt.de | - (THHGTTG Pt.3)

2340. Compressing the nethack 3.1 binary

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 14:57:37 UTC
From: christof@wowbagger.pc-labor.uni-bremen.de
Message-ID: <1993Feb8.145737.27880@informatik.uni-bremen.de>
Source record: 210577

The problem of creating a compressed executable binary of nethack 3.1 for use from floppy disk has been solved. Using Ice-Pack 2.1.1 produces a result that seems to work all right.

I'm going to put it on the server this week (can't yet say exactly when). Let me know if there are any problems with it.

Still, if anyone has something better than Ice-Pack 2.1.1 (faster decompression, for example), and if it's free (and works), please mail me a copy.

Thanks,

Christoph

2341. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 15:05:30 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1233@usdtsg.DaytonOH.NCR.COM>
Source record: 210578
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <3L9HyB1w165w@lakes.trenton.sc.us> mr_scary@lakes.trenton.sc.us (Chris Hurley) writes:
>It is interesting how they refer to a "True Color" mode. I am fairly
>sure that it is not 24 bit color. I would not call 262k colors true
>color.

And again...

"True Color", as referred to by Atari, is defined as "not have a palette." By this definition almost *any* number of colors in a particular resolution may be called true color if there is no limitation of a palette.

Then again, some people refer to "true color" as being synonymous with 24bit.

No doubt there are probably other definitions as well (hmmm, would 32-bit be called "really really true color"? :-)

Who's right? Who knows? "True Color" seems more of a marketing catch-phrase than a scientifically specific term.

Poetic license, perhaps?

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"may I see your poetic license please? you've been stopped for speed-reading..."

2342. Re: Using Slip with sticp

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 15:38:23 UTC
From: psurge@cs.utexas.edu
Message-ID: <lncvjfINNh39@coltexo.cs.utexas.edu>
Source record: 210673

In article <1993Feb5.064554.9354@pbhya.PacBell.COM> dbsuthe@PacBell.COM (Daniel B. Suthers) writes:
>
>I have not seen anywhere in the doumantation where a domain name server is
>mentioned. Please let me know if you find out.
>
>I am also looking for a vt100 screen emulation package that could be
>run out of my auto folder so that vt100 escape sequences would display
>correctly when telnet'ing to other systems.
>
>Any Ideas?
>
>
Ok, the Domain server option is for the n890421 package (as well as bootp).
This version crashed on me whenever I tried to telnet to another machine.
In addition, the paths are determined by the program, instead of letting you
decide where to put the files.

As for the vt100, I also was wondering that. I hate using vt52, but see no
way right now to use the vt100 escape sequences with NET. Anyone else
out there who know how to do this, please let use know.

Thanks,

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"M-U-S-I-C we see was never ment to be M-I-C-K-E-Y-M-O-U-S-E" --P.I.D

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

2343. Re: ..from d small

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 16:02:09 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb8.160209.3802@newshost.lanl.gov>
Source record: 210579

<ref Dave Small's return to the real world>

To the rest of the netters all I can say is... "I told you so." ;-)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2344. Re: PC DITTO

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 16:05:59 UTC
From: wrkumpe@utdallas.edu
Message-ID: <C250pz.lwq@utdallas.edu>
Source record: 210678

In article <C1KFyw.DAB@cck.coventry.ac.uk> jat@cch.coventry.ac.uk (STBW) writes:
>This is a problem someone has asked me, I've never used pc ditto so I can't
>really answer it, so I figure one of you lot maybe able to help !
>
>> I have got an atari st and a copy of pc ditto, when emulating dos the
>> *&$%$%# thing will not allow me access to my beloved hard disk!!!
>
>A nice simple well explained solution would be most welcome,
>
>thanks in advance,
>
>

(sorry, I don't really know how to use this editor) program to access the HD
I think it is called pcd_pactch or something similar. I got my copy from my
Atari dealer. If you can't find it, email me at wrkumpe@utdallas.edu and I will
try to dig it out. I just recently got my atari system up again and I'm not
very organized yet.

Hope this is helpful
Russell

> \ / "Me, the artist, has produced all this with my own imagination
> /\/\ and skill... Oi!! Yes, you at the back, stop laughing !" 8~}
> \/ -- \ <jat@uk.ac.cov.cch> is (Mirrir, Skippy, Jase, Slarts... Pick 1 :-)

2345. micro emacs documentation?

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 16:07:33 UTC
From: v035550@stortek.com
Message-ID: <1993Feb8.160733.9670@stortek.com>
Source record: 210580

Recently, I inherited a bunch of discs that had a bunch -o- public domain stuff on 'em. Contained on one of those discs is micro emacs for the ST. Problem is, there is ABSOLUTELY NO documentation anywhere. I am uncertain what the version number is, but could some kind soul please send me the file called "keybind.doc."? When I press the 'HELP' key the editor asks me to "please visit file keybind.doc." I sure would appreciate it. Many thanks.

sjm
(Steve_Monroe@stortek.com)

2346. Falcon 030 Compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 16:13:17 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb8.161317.4494@newshost.lanl.gov>
Source record: 210677

In the latest issue of the Z-Net online magazine, the good folks at Cottonwood Computers compiled a rather lengthy list of software that worked/did not work with the Falcon 030. I praise their efforts but wish to make a correction:

CYBERDROME-The Hoverjet Simulator _is_ compatible with the Falcon (& TT too)! Their report claimed it crashes and I can only surmise they must have been testing a very early version or else did not read the README.TXT file on disk. At any rate, it works fine on _my_ Falcon! (hint: try it on the Falcon in Cyberdrome's 8 MHz mode... hee hee!) Like most others, I do not have MultiTOS so I cannot vouch for compatiblity under that environment (yet).

And just in case anyone is curious, our other products (Crossword Creator II, Word Search Creator, Puzzle Pack, The Cryptographer) are also Falcon compatible.

Thanx,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2347. *** a couple of things ***

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 16:17:27 UTC
From: awest@ub.d.umn.edu
Message-ID: <1l612nINNc98@ub.d.umn.edu>
Source record: 210581

First of all, is there a PD/shareware Pascal compiler out there that works?? I have the two from umich archive, but I can't figure out what to do...(the one, PP_DEMO, has German docs, (leider, mein Deutsch ist nicht so gut!) and the other, (PascalII) just burps, and complains, and basically doesn't do much. Does anyone have docs for these (more complete ones) or a compiler that works?!

Secondly, just a quirk that my 1040ST has and I'm wondering how to fix it. Sometimes when I enter or exit a folder, the mouse gets "reversed" somehow. I.E. Up is now down, down is now up, but weirdly, the left and right stay the same. Anyone else have this problem, can it be fixed?!

Andrew

--
| |) |==| "We're all in the *
| | | | mood for a melody, *
*. * * * and you've got us *
feelin' alright." *

2348. Re: Program Registration Keys (How do I incorp

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 16:20:53 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb8.162053.5392@newshost.lanl.gov>
Source record: 210681

In article eI3HbgQ@elfhaven.ersys.edmonton.ab.ca, mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:
>There is an interesting method of releasing Shareware programs that seems to
>be growing in popularity. The program is released with all functions intact,
>but key functions locked out unless the user enters a "key". CoNnect is a
>program that does this, as does MasterCache.
>
>How is this done, though? I would like to use this method of releasing
>programs (faster for the user, cheaper for me).
>How do I generate the key (based on the name of the user)?

This is a fairly simple algorithm you can create. Contact me via email if
you want to discuss it further.

>Lastly, I would like to know what people think of this method of releasing
>software (which is why I crossposted to comp.sys.atari.st). Do you like it?

It doesn't bother me a bit, but there was quite a heated exchange (is there
any other kind here?) a month or so ago on "crippleware." I think most folks
did not care for the idea... but then again, most people want free software.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2349. Re: Compressing nethack 3.1

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 17:07:31 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Feb8.170731.29762@dcs.warwick.ac.uk>
Source record: 210582

In article <H.ea.1PD27bNMNf2@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <1993Feb4.144252.9481@informatik.uni-bremen.de>, Christoph Koerner writes:
>> I recieved several requests to put a compressed, self-extracting
>> binary of nethack 3.1 on our server for all those floppydisk-only
>> users. Well, yesterday I tried to compress it, but without success.
>> The program would crash when started after packing. The packers I
>> tried were
>
>I hope you're not suggesting that people with 1M will be able to run this
>when it's compressed...
>
>You'll need at least 2M of RAM for a version with all the options left
>in (the binary I built yesterday is about 1019k or so). You'll probably
>need 4M for a pfxpak'd version (since it'll have to load the compressed
>file, then unpack it to another region of memory).
>
>Does anyone have any suggestions on getting the size down to something
>1M users can deal with?

I'd like to play it on my 1Mb machine too, and I find it hard to believe a
game with no graphics and no sound won't fit. How far away is it from fitting
on a 1Mb system (with hard disk)?
Has anybody tried compiling it with optimisation for space rather than time,
relative addressing, regsiter function arg passing, global optimiser, shorter
printf and stdio replacement, 16-bit ints etc? I usually find this halves
the code size (admittedly in smallish programs).
How big is the biggest source file? If small enough to compile in 1Mb,
maybe I could have a go sometime.

- Leo

2350. Re: Compressing nethack 3.1

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 18:13:57 UTC
From: christof@wowbagger.pc-labor.uni-bremen.de
Message-ID: <1993Feb8.181357.29243@informatik.uni-bremen.de>
Source record: 210583

In article <H.ea.1PD27bNMNf2@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <1993Feb4.144252.9481@informatik.uni-bremen.de>, Christoph Koerner writes:
>> I recieved several requests to put a compressed, self-extracting
>> binary of nethack 3.1 on our server for all those floppydisk-only
>> users. Well, yesterday I tried to compress it, but without success.
>> The program would crash when started after packing. The packers I
>> tried were
>
>I hope you're not suggesting that people with 1M will be able to run this
>when it's compressed...

Well, to begin with, I'm not *that* stupid... :-) No, of course you
won't save any memory (i.e. RAM) by compressing, how did you infer
that from my posting? :-) It's just that people who have 2 megs of
memory but no harddisk can't run the game from floppy for the simple
reason that 940K won't fit onto an normal DD disk (well, you *could*
format with 11 sectors per track and 84-86 tracks, but not all drives
work reliably at such excess settings).

>You'll need at least 2M of RAM for a version with all the options left
>in (the binary I built yesterday is about 1019k or so).

Yes.

Might be a good idea to strip the binary :-)

>You'll probably
>need 4M for a pfxpak'd version (since it'll have to load the compressed
>file, then unpack it to another region of memory).

No.

The compressed ST version I'm going to put on our ftp-server is about
550K in size, the uncompressed binary is 940K. So it should fit in 2MB
easily. The compressed version definitely runs on my 3MB ST with 2.5MB
of memory left at startup time. I'll try with 2MB left tonight when I
come home.

Christoph

2351. Re: THE PC FALCON DEBATE.

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 19:08:13 UTC
From: mattias@tse.uucp
Message-ID: <1993Feb8.190813.8100@tse.uucp>
Source record: 210584

In article <mpnolan.728826123@unix1.tcd.ie> mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes:
>In <1993Feb3.165353.232@tse.uucp> mattias@tse.uucp (Mattias Hembruch x0830) writes:
>
>>In article <5033.723.uupcb@almac.co.uk> craig.dunn@almac.co.uk (Craig Dunn) writes:
>I think you forgot the 32-bit graphic bus! Was that on purpose?
>
>It iritates me when people come in here and write about
>something they know nothing about.
>You obviously did even bother to read up on the thing, and as a result, your
>posting is wrong.
>Sorry, if I'm a bit too brash, but this sort of thing really annoyes me.
> Mark

I'll admit that one slipped by me.. Maybe you're talking about the blitter having 32-bit access to memory?? I don't know of any 'general' 32-bit graphics bus in the Falcon - video is part of standard RAM, which has a 16-bit interface to the CPU. So, you can move little bits of the screen around quickly, but to fill a screen would take some time..

Just for fun, I'll throw out a little cannon fodder:

Article 1206 of misc.forsale.computers.mac:
Path: tse!pyrtor!geac!lethe!telly!canrem!uunet.ca!zaphod.mps.ohio-state.edu!howland.reston.ans.net!spool.mu.edu!agate!stanford.edu!nntp.Stanford.EDU!sul-systems-kfps4u-dynamic.stanford.edu!user
From: cfoon@leland.stanford.edu (Curtis Foon)
Newsgroups: misc.forsale.computers.mac
Subject: New Mac Prices
Message-ID: <cfoon-020293163411@sul-systems-kfps4u-dynamic.stanford.edu>
Date: 3 Feb 93 00:43:18 GMT
Sender: news@leland.Stanford.EDU (Mr News)
Followup-To: misc.forsale.computers.mac
Organization: Stanford University
Lines: 32

Here are New prices on the latest Mac machines as printed in the latest Mac Week.

MODEL CONFIG. PRICE Comments

LCIII 4/80 $1379
(25 MHz '030) 4/160 $1499

Color Classic 4/80 $1389

Centris 610 4/80 $1859
(20 MHz '040) 4/80E $2149 E=Ethernet
8/230 E $2519
8/230 E CD $2959 CD=AppleCD 300i

Centris 650 4/80 $2699 includes 3 NuBus slots and 1
PDS
(25 MHz '040) 8/80 E FPU $3189
8/230 E FPU $3559
8/230 E FPU CD $3999
8/500 E FPU $4379

Quadra 800 8/230 E $4679
(33 MHz '040) 8/500 E $5429
8/500 E CD $5869
8/1000 E $6399

Expect Educational prices to be substantially lower.

Curtis Foon
cfoon@leland.stanford.edu

--
Mattias Hembruch
>> My views do not necessarily reflect those of the TSE. <<
E-mail: mattias@tse.asd.tse.ca

2352. Re: How do u uncompress a '.Z' file using COMPRESS.TTP?

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 19:26:15 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1234@usdtsg.DaytonOH.NCR.COM>
Source record: 210585

In article <273myB3w165w@sys6626.bison.mb.ca> winnipg@sys6626.bison.mb.ca (Winnipg) writes:
>The subject says it all.

My initial guess would be to use a "-d" or "-D" switch, as in:

COMPRESS.TTP -d FILE.Z

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

2353. Re: Remember TEMPEST? Does it exist for t

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 19:27:15 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Feb8.192715.16036@exu.ericsson.se>
Source record: 210586

Bob_BobR_Retelle@cup.portal.com () writes:
>
>Mattias Hembruch mentioned Planetary Defense...
>
>Yes indeed..!! That was one of my favorite games on the 800..
>
>It had a very unique approach, with the orbiting platform and
>targeting... took a little bit of practice to get used to it, but
>once learned, it was an addictive game..
>
>Another masterpiece by Tom Hudson...!

It was vaguely similar to the offical coin-op sequel to Missile
Command: Liberator. I wasted a lot of time playing PD; amazing
that such a simple game was so much fun (and so _small_).

--
James Hague
exuhag@exu.ericsson.se

2354. Need HELP with "DR. T's" sequencing Software

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 19:41:54 UTC
From: M14563@mwvm.mitre.org
Message-ID: <16B6FCECC.M14563@mwvm.mitre.org>
Source record: 210587

I am a NEW ATARI-1040ST user. Presently, I am using my Atari to help me sequence music. I have purchased the most recent version of the KCS's "Dr. T's" software (Omega version ?). Though I have become somewhat familiar with this package, I am experiencing a few problems with it. My most frustrating problem with this software involves the "looping" of tracks and/or sequences. Even after painstakingly following all instructions on how to end up with a "clean" loop for a track or sequence, (ie. making sure that the last "deleted event" falls on the first step of the first beat of the first measure AFTER the last measure of real music -- that is, for a 15 bar song, the deleted event should fall on the first step of the first beat of measure 16!) I still experience slight, but VERY NOTICEABLE hesitations when looping from the end of a track/sequence back to the beginning of that track/sequence. I have used quantization where possible, and this helps some, but NOT in all cases. I've tried moving/deleting control changes, modifying durations, changing timings, you name it! I am hoping that someone out there will be able to help me with this problem. I have some important work to do involving this sequencing, so would appreciate any and all assistance in this matter. (Oh, by the way, I did call Dr. T's technical support line and talked to them for about one hour about this and other problems. Unfortunately, they could give me any additional insight into this particular problem.)

My configuration is an Atari-1040ST with 4MB RAM. I am running the software from a DD floppy drive.

I would also be interested in knowing how the package "Master Tracks Pro" (?) compares with the Dr. T's package. I have heard a few negative things about Dr. T's and have heard that "Master Tracks" is better. Could someone out there give me a brief pros and cons list? (And, if by chance you have a pros and cons list for Dr T's, that would also be appreciated.)

In advance, thank you so very much for your time and help.

E. Terry Coles
etcoles@mitre.org

2355. Address Correction for 'Need HELP with "Dr. T's" seq...'

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 19:50:26 UTC
From: M14563@mwvm.mitre.org
Message-ID: <16B6FD0B3.M14563@mwvm.mitre.org>
Source record: 210588

(re: Help with Dr. T's Sequencing Software)

I failed to give my full e-mail address in my previous note, so here it is:

etcoles@mwvm.mitre.org

Again, many thanks. (E. Terry Coles) 8-) .

2356. Re: Warp 9 - Extendo Save Screen Savers -

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 20:00:06 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <25909@galaxy.ucr.edu>
Source record: 210589

I believe the latest version is 3.65 for Warp 9. Codehead puts patches on
GEnie and other systems. Extendo Save is great! It's a lot of fun to
write screen saver modules for it. Also there has been alot of bug fixes
in Warp 9. It is pretty solid now. I can upload the patches to a.a.u.e
if anyone wants.
Paul

2357. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 20:06:16 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1l6efoINN7nm@elroy.jpl.nasa.gov>
Source record: 210590
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Feb08.140726.34930@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>|> > *Separate Video and CPU bus to memory to avoid
>|> > video/cpu contention -> I guess you can't buy one of
>|> > this either.
>|>
>|> Why has the CPU 16 bit, and video 32 bit then ???
>|> THE DSP also has its own bus to main memory, 1MB/s..... + 96K of FAST
>|> ram .... SO: dual prosessing!!!!!!
>
> Falcon shares video bus with CPU bus resulting in DMA contention.
>This means that there is not a 'fast mem' scheme like that one of the A1200
>unless you expand the Falcon through the 'direct slot' or whatever it is
>*IF* after all it doesn't share the same bus. And wasn't the DSP 32k?

The DSP has 96K bytes or 32K words of 0 wait state static RAM.

Until one of you Amigans actually coughs up benchmark results showing the available bus bandwidth on an A4000 or A1200 in a varied selection of screen resolutions, your claims about Falcon bus contention are just so much hot air. Just as an example that I posted before, on the Falcon in 640x480 monochrome, no CPU/video contention occurs, and the CPU can transfer a full 32M byte/sec over the bus using longword accesses, or 16MB/sec using word accesses. Simple assembly language code to run a bus test has been posted twice now to these newsgroups, in both Motorola and MIT assembler syntax, yet nobody has taken the few minutes required to generate some results on any Amigas. Of the replies I got to my posting of the code, the only Amigan who responded said "sorry, I don't have an A1200 to test on."

What's the deal here? Where are all the A1200 owners that should be out there? How long has the A1200 been available for sale now? Don't any of you own a C compiler and assembler? Don't any of you *care* to know the actual bandwidth of your system bus in bytes per second, or are you all just happy to spout on about how "my system has fast RAM so it's better than yours" ??

To the Atari readers - it's way past time that this discussion thread died. We're obviously not getting any facts from the Amiga camp, so any further discussion is merely a shouting match. I admit I was very much interested in comparing the available systems, when I first thought that an objective comparison might be possible, using hard numbers, but at this point, it seems that no Amigan wants to provide factual data to actually compare. It's just the same old baiting game, and nobody needs it.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

2358. G++ question

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 20:13:20 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1993Feb8.201320.17722@unix.brighton.ac.uk>
Source record: 210591

Wha's the name of the file at the a.a.u.e in order to install G++ ??

I've 4mb of ram, but only 2 800k floppies, is this config enough ?

Dom De Vitto

2359. Re: Disk Image of TOS

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 20:38:50 UTC
From: ken@isgtec.com
Message-ID: <4181@isgtec.isgtec.com>
Source record: 210592

In article <1ktvs9INN1u1@escargot.xx.rmit.OZ.AU> s883334@minyos.xx.rmit.OZ.AU (James Alan Hall) writes:
> Does anyone know of anywhere I could ftp some software to allow me to
> create a bootable tos image from my tos in rom ?

Even if this was possible, which it probably isn't (since the TOS roms are fairly position-dependent, unless you have the assembler source), it would be either illegal, immoral, or fattening. :)

> I own a 1040STFM, and am upgrading to an STE, yet I would still like
> to be able to operate under the older TOS at times. (Especially since
> Bards Tale, one of my favourite games only runs under that version of
> TOS)

Not true. Bard's Tale can be made to run fine on an STe, you need a small patch program that involves setting up a special ram disk. Someone posted this for me to atari.archive, but last time I checked it wasn't there. :(However, with the patch I don't think it works in 1 meg anymore, you need at least 2 (it just goes slightly over 1 meg). You should jam in some SIMMs anyway, 1 meg isn't really enough nowadays, except solely for games. I could probably be convinced to find it and mail it to someone, I don't have ftp upload capability.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2360. Re: Spectre 3.0 & apple file exchange?

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 20:39:02 UTC
From: pegram@emba-news.uvm.edu.UUCP
Message-ID: <1993Feb8.203902.2755@uvm.edu>
Source record: 210680

From article <C20Bo7.5n6@well.sf.ca.us>, by dsmall@well.sf.ca.us (David Small):
>
> The basenote asks about Apple File Exchange on Spectre 3.0.
>
> We and many other people tested AFE under 3.0 and it works just fine. However,
> I have
> personally gotten some mondo weird results from Apple File Exchange, like
> unwanted text
> editing. Heck, I don't know, maybe I didn't read the manual right (for the
> 50th time).
> The tables for the disk drive queue data structure (see the undocumented part
> of Inside Mac,
> not in print and non-existent) (*grin*) are set up properly for AFE to see the
> Atari floppy
> drives as 400/800K "SWIM" drives, capable of either MFM (IBM-Atari) or GCR
> (Apple old)
> format.
>
> I personally vastly prefer programs like DOS Mounter or Access PC, both of
> which work just fine
> under 3.0 (how do you think we knew when we got the tables right?) to transfer
> data in and out
> of the Mac. They don't screw with binary data when I don't want it altered;
> they'll do the
> needed cr/lf conversion if I ask nicely, and so forth.
>
> I don't know ProDOS well. That was a long time ago. I can't give you any info
> on whether
> Spectre will deal with a ProDOS disk. I believe at least the directory
> structure is different,
> and I don't know if AFE will tolerate that. I don't even know if 3.5" ProDOS
> disks are MFM or GCR.
>
> It might be easiest to lay hands on an Apple II and spend some time with an
> automatic modem
> program like zmodem (I prefer it) to convert data, although that depends a lot
> on what you got.
>
> -- thanks, Dave / Gadgets

I've tried a ProDOS disk and it worked, sort of. I got one file off
before the machine started to buzz the drive. I attribute that to the
fact that the person who gave me the disk (GCR format - you oughta
know Woz did it for the Apple][first Dave! 8-) happened to send me a

ProDOS formatted HD disk, and even a regular Mac had trouble with it until I taped the *underside* of the HD sense hole. In general I find that St drives hate HD disks, even when formatted low density - and those guys keep selling all those hole punches (to fake out drives that sense the HD hole)! Hope this helps the original questioner, AFE is sure cheaper than the other programs you mentioned, but I also had to write a CR to CR/LF utility for myself 8-(.

Bob Pegram

--
pegram@emba.uvm.edu
or
..!uvm-gen!pegram

2361. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 20:53:36 UTC
From: don@chopin.udel.edu
Message-ID: <C25E1D.12G@news.udel.edu>
Source record: 210593
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>
>Until one of you Amigans actually coughs up benchmark results showing the
>available bus bandwidth on an A4000 or A1200 in a varied selection of
>screen resolutions, your claims about Falcon bus contention are just so
>much hot air. Just as an example that I posted before, on the Falcon in
>640x480 monochrome, no CPU/video contention occurs, and the CPU can transfer
>a full 32M byte/sec over the bus using longword accesses, or 16MB/sec using
>word accesses. Simple assembly language code to run a bus test has been

Monochrome? I guess that'd be a 0-bit display. No the Amiga can't
transfer _anything_ across the bus while it's in monochrome mode, because that
generally means it's either unplugged or dead. :-)
If you mean a two-color screen, most Amigas would have no contention
problems there. I'd like to see someone run such speed testing on both
an AGA and ECS Amiga.

>only Amigan who responded said "sorry, I don't have an A1200 to test on."

Sorry, I don't have an A1200 to test on. :-)
I do have a 3000, though... if someone gets your benchmark compiled,
I'd be happy to try it out.

>What's the deal here? Where are all the A1200 owners that should be out
>there? How long has the A1200 been available for sale now? Don't any of you
>own a C compiler and assembler? Don't any of you *care* to know the actual
>bandwidth of your system bus in bytes per second, or are you all just happy
>to spout on about how "my system has fast RAM so it's better than yours" ??

No, they're probably busy _using_ their machines rather than sitting
around speculating about when the machines will actually ship...

>To the Atari readers - it's way past time that this discussion thread died.
>We're obviously not getting any facts from the Amiga camp, so any further
>discussion is merely a shouting match. I admit I was very much interested in
>comparing the available systems, when I first thought that an objective
>comparison might be possible, using hard numbers, but at this point, it
>seems that no Amigan wants to provide factual data to actually compare. It's
>just the same old baiting game, and nobody needs it.

I haven't been following much of this thread, but if you're acting in
true .advocacy style you're probably dismissing the facts that have been
given as irrelevant (except, of course, those facts which might support
you own arguments).

--
Don Lloyd | Publications Editor, AmigaNetwork |AmigaNetwork Voice Mail
don@chopin.udel.edu | AmigaNetwork BBS (The Original!) | Info by voice or FAX
GeNIE: D.LLOYD7 | (302)368-3942 (v.32bis) | (GVP PhonePak)
BIX: DRL | (302)368-1067 (USR HST) | (302)368-4673)

2362. Re: FALCON 486 BOARD

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 21:16:05 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb8.211605.12104@newshost.lanl.gov>
Source record: 210594

In article 5407@minster.york.ac.uk, andrew@minster.york.ac.uk () writes:
>
>From what I recently heard, the Falcon hasn't truely been released in
>England yet and the real Falcon'030 will be in a box with a separate
>keyboard. I don't know about expansion slots though.
>
>Anyone else heard this rumour?

That's exactly what it is... a rumour.

Sorry folks, you can hope and dream all you want but the Falcon 030 will be shipped in the 'ol 1040ST style case. That doesn't prevent Atari from selling a faster 030 or 040 system in a new case style (e.g., mid-tower) later on, of course. Like everyone else, I wish Atari had designed the Falcon differently, but it's now an open and shut (mostly _shut_) case. :) Complaints aside, it's still kinda neat to have all those goodies crammed into that ST box.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2363. Re: ADVOCACY: Writing games

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 22:01:06 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb8.220106.17355@newshost.lanl.gov>
Source record: 210595

In article 1kuhu0INNhg6@life.ai.mit.edu, dmb@case.ai.mit.edu (David Baggett) writes:
>In article <1993Feb5.152503.3326@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>>The 640K conventional memory barrier of DOS is the single most archaic reason
>>that the pc is so difficult to program. OK, before I get toasted, let me say
>>it's the reason that _I_ find it difficult, OK? Sure, memory managers may be
>>used to work around this but it's still a kludge. The relatively "flat"
>>memory architecture of the Atari certainly relieves a lot of unnecessary pain.
>
>I know this will be incorrectly interpreted as an "Atari sucks" article
>by those with a jaundiced eye, but I have been writing a lot of game
>related code for the PC recently, and have discovered that this
>long-time criticism of clones is no longer as significant as it once
>was.

< remainder of Dave's reply deleted >

Whoa, don't be so gunshy, Dave. A knowledgeable reply such as this one of yours
is greatly appreciated. At least _I'm_ not about to flame you for it! :)

So perhaps the difficulties I'm experiencing in my foray into pc programming
lies within my programming environment, not the machine architecture? Hmmmm,
"velly intelesting." Well, it _still_ sounds like a kludge to me but if it
works and works well, I won't complain. Let's follow this up via email so as
not to waste any more bandwidth in c.s.a.s. about pc stuff. Thanks.

_____________________________ John "HUTCH" Hutchinson _____________________________
_____________________ Fair Dinkum Technologies Member - IAAD _____________________
_____________________ "No worries, mate... it's from Fair Dinkum!" _____________________
_____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________

2364. SPICE Simulation Program Integrated Circuit Emphasis

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 22:11:31 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Feb08.221131.186759@zeus.calpoly.edu>
Source record: 210596
Cross-posted to: comp.sys.atari.st,comp.sys.atari.tech

Hello, this is my first posting, but I have seen there are a lot of people posting from EE and CSC depts. from around the world.

I have been using a version of Berkeley SPICE for my electrical engineering classes on my TT however, it is a 1981 version ported to the ATARI in 1986

DOES ANYONE KNOW OF A MORE RECENT VERSION THAT PERHAPS HAS A GRAPHICS POST PROCESSOR??

If you know of one on an internet ftp site or elsewhere I would be very appreciative to know of it. Thank you!

Steve Miller (not the band mind you)

smiller@farad.elee.calpoly.edu

and by the way my TT stomps, wait no STOMPS over any 386 when I am running the circuit simualtions, and I am using a 6 year old program and they a brand new one. My TT runs somewhere in the neighborhood of 100-200 times faster If you disagree I'll post my results at a later date if you want 'em.

thanks again

California Polytechnic University of San Luis Obispo
Electrical/Electronic Engineering Dept.

'We Will Arise' --- Sepultura (Arise)
At least I HOPE atari will arise (grin)

2365. Re: Alwin Stumpf ...

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 22:26:23 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1993Feb8.222623.23683@olymp.informatik.uni-bonn.de>
Source record: 210597

In article <C1tM4H.F40@hpbbrd.bbn.hp.com> clausb@hpbbrd.bbn.hp.com (Claus Brod) writes:
> Volker A. Brandt (volker@sfb256.iam.uni-bonn.de) wrote:
>> ... I am surprised that noone in this group has commented on the fact that
>> Alwin Stumpf, former head of Atari Germany, is now president of Commodore
>> Germany.
>
>Probably because nobody knew that. How did you find out about this?

It was mentioned in one of those PC rags. If I remember correctly, it was
"PC Magazin" by Markt&Technik. I don't have the magazine because I didn't
buy it (not worth wasting money on that one :-).

-- Volker

--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

2366. Re: *** a couple of things ***

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 22:36:02 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb8.223602.21630@newshost.lanl.gov>
Source record: 210598

In article 1l612nINNc98@ub.d.umn.edu, awest@ub.d.umn.edu (The Piano Man) writes:
>
>Secondly, just a quirk that my 1040ST has and I'm wondering how to fix it.
>Sometimes when I enter or exit a folder, the mouse gets "reversed" somehow.
>I.E. Up is now down, down is now up, but weirdly, the left and right stay the
>same. Anyone else have this problem, can it be fixed?!

Hmmm... sounds like the old "mouse virus" (or whatever its popular name is)
has gotcha. It's harmless, but irritating. Try booting your system from a
known clean boot disk and see if it shows up again. And download one of the
virus killers and inspect your system boot disk for nasties. This one is
fairly easy to eradicate, as I recall someone saying here not long ago.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2367. Atari 1040ST and accessories FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 22:57:30 UTC
From: eggert@sun.lclark.edu
Message-ID: <1993Feb8.225730.1018@lclark.edu>
Source record: 210599

I still have the following items for sale: $350 Takes all, or split up as follows...

Atari 1040 STf - $190
1 meg RAM
with Atari mouse
Atari SC1224 - $75
Screen bows at top and bottom. This is
apparently due to a burned out capacitor.
Should be an easy fix.
VideoKey - $50
Use a TV or VCR with your ST.
Works great!
Monitor Master - $29
Switch monitors without unplugging
and plugging.

Software -
Laser C compiler. . . . $30| or both for
Laser C Debugger package. . . $20| $40
GST C Compiler $10
Personal Pascal $10
Quantum Paint $8
BBS Express! ST $20
Universal Military Simulator . . $12
Falcon Flight Simulator. . . $18
Bloodwych $18
Chrono Quest $18
Carrier Command $18
Gone Fishin' $8

Again, all of this could be had for $350. I will pay shipping (within the U.S.) on any of this assuming it is pre-paid. I will ship c.o.d. if desired, but I ask that the buyer pays for that ahead of time (I got royally screwed on a previous deal that ALL of this was supposed to go with).

Jonathan Eggert
(503) 768-8666
eggert@lclark.edu
L.C. Box 1151
Lewis & Clark College
Portland, OR 97219

2368. Re: *** a couple of things ***

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 23:35:52 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1l6qooINN2512@rs1.rrz.Uni-Koeln.DE>
Source record: 210600

In <1l612nINNc98@ub.d.umn.edu> awest@ub.d.umn.edu (The Piano Man) writes:

>Secondly, just a quirk that my 1040ST has and I'm wondering how to fix it.
>Sometimes when I enter or exit a folder, the mouse gets "reversed" somehow.
>I.E. Up is now down, down is now up, but weirdly, the left and right stay the
>same. Anyone else have this problem, can it be fixed?!

Check all your disks for viruses. There is a virus that sometimes
reverses the mouse for fun. I think it is harmless otherwise, but
it should be eliminated anyway.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

2369. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-08 23:56:54 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C25MIv.Lor@ecf.toronto.edu>
Source record: 210652
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

True color is a standard. 24 bit color is a different thing altogether.

2370. How many TT's are there?

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 00:05:57 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Feb09.000557.127677@zeus.calpoly.edu>
Source record: 210653

I was just wondering.....

I was told that I am one of around 650 TT users in the US how many
are there in the rest of the world?

Steve Miller
(not the band folks)

EL student
~Sepultura~

2371. Re: Struggling Display (again!)

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 00:12:28 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.fxShnzQUzGY@semprini.tdkcs.waterloo.on.ca>
Source record: 210654

In <5FEB93.10045978@cc4.crl.aecl.ca>, csullogg@cc4.crl.aecl.ca writes:
> The next space left blank for PC enthusiast flames (as they try to
> explain why the '386 could not do the job)
> **

I'm not a PC enthusiast, but, like Dave Baggett, misinformation bugs me:

1) Windows SUCKS for trying to get any performance out of your machine.
2) Turn _off_ the swapfile (in the 386Enhanced Mode part of the Control
Panel), it'll double the "speed" of your machine.
3) 4M is _not_ enough RAM for Windows. 8M is getting there.

> **

Try #2 and do it again. Then again, DOS/Windows sucks rocks. The
Windows screen saver isn't smooth on the 8M '486/33 I use at work. It
sure does ray tracing fast though.

--
-------------------==-------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2372. Re: This is probably not true, but..

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 00:20:02 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.N7OzD344Sbs@semprini.tdkcs.waterloo.on.ca>
Source record: 210655

In <1993Feb5.201835.2539@prime.mdata.fi>, Rasmus Paetau writes:
> A person I know (remotely) said that he had received a fax from Atari
[...]
> and said something like "32-bit data address buses with instuction and
> data caches". So, has anybody heard anything like this? I hope this
> will not result in a big confusion, like there was a time ago (with
> the data bus).

That's exactly what the original Atari official posting of Falcon030
specs said. Of course, they were wrong...

I'll beleive in a "professional" Falcon (ie, real case, 32-bit buses,
VME slot, etc) when I see one.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2373. Monitor SM 124 am PC ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 00:50:48 UTC
From: fabi@bmdv.novalis.public.sub.org
Message-ID: <H.ea.K97Im_sgNuA@bmdv.novalis.public.sub.org>
Source record: 210651
Cross-posted to: de.comp.sys.st,comp.sys.atari.st

Hi!

Weiss jemand, ob sich der Atari Monitor SM 124 an einen PC
anschliessen laesst? Und wie? Geht das ueberhaupt wegen der
Frequenz des SM 124?

Falls jemand damit schon irgendwelche Erfahrungen gemacht hat,
so moechte er/sie mir diese bitte mitteilen.

Danke!

Gruss,
Fabi

e-mail: fabi@bmdv.novalis.public.sub.org

2374. ATARI ST SCSI controller board for sale

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 00:58:02 UTC
From: patf@silvlis.com
Message-ID: <1993Feb9.005802.6584@silvlis.com>
Source record: 210656
Cross-posted to: ba.market.misc,comp.sys.atari.st

```
For sale :

ICD AdSCSI-PLUS ST hard disk controller board.

SCSI hard drive controller board for
Atari ST/STE along with cable.

I don't need it because I have a Mac now.

Will take Best offer.

--
O O O Patrick Fitzgibbons /\ | These are my opinions.
\ / patf@silvlis.com /--\ Sunnyvale ) -- Any agreement with my
X /\/ \ CA | company is purely
/ \ in / \ \ coincidental.
```

2375. ForSale: loaded Atari 520STe + Col. Monitor $405/obo

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 00:59:04 UTC
From: cs161fgp@sdcc10.ucsd.edu
Message-ID: <44704@sdcc12.ucsd.edu>
Source record: 210657
Cross-posted to: comp.sys.atari.st,ucsd.buy+sell,sdnet.forsale,misc.forsale.computers,misc.forsale.computers.other

```
For Sale: (for $405 plus shipping) [or best offer]

Atari 520STe w/ 4MB RAM, DEKA external
IBM-AT keyboard adapter, all
the usual stuff, w/ TOS 2.06 installed

[all the usual stuff = stereo sound,
RF port (for TV/VCR hookup), extra
interface ports, midi ports, etc.]

Atari SC1224 Color Monitor [knobs on side]

Lots of software:
STalker 3.0, Dungeon Master,
Guild of Thieves, BAAL,
Alternate Reality, Balance of
Power, Macro Mouse, Fleet
Street Publisher, Rocket
Ranger, Beckemeyer's MTCSH/VSH/UUCP
Magic Sac, Defender of Crown,
F29 Retaliator, Falcon ST,
Space Ace, Hyperfont, and more.
(Some are missing documentation,
but all are original disks.)

Please mail "nut@ucsd.edu" if you are interested.
I am willing to part out the software, but I would
rather sell everything at once.

-- adam

--
Adam G. Tilghman - atilghma@ucsd.edu - Voice +1 619 622 1944
"Two birds killed with the same stone gather no moss" - Anon
```

2376. Buying A Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 01:25:49 UTC
From: oyakea@jec319.its.rpi.edu
Message-ID: <1_53t!+@rpi.edu>
Source record: 210658

hello my friends. for those who know me i have returned.
my problem as usual is simple. i want to buy a falcon. my dealer, (in s.c.)
told me they were getting their falcons on a specified date pretty soon.
i am a student who needs an atari for the following reasons
1) i have a lot of old st stuff.
2) i like ataris
i want to know what packages, multisync monitor, and hardisk options are
available. i also want to know if there is an X Window emulator for
the falcon or some tcp/ip package cos we are very unix inclined at this school.
i am also planning to try writing games and am interested in what assemblers
support this machine.
to david small i ask: what are your plans for falcon support ??
also can i use an nec cd rom drive with the falcon, and can i sample off it ??

thanx :

hello to hackbear: howie: dr. nibble: tanman: knightman: xyvark: gcsh : abel

2377. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 02:51:53 UTC
From: skip@cs.olemiss.edu
Message-ID: <1993Feb9.025153.20296@cs.olemiss.edu>
Source record: 210659
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <C25MIv.Lor@ecf.toronto.edu> giggey@ecf.toronto.edu (GIGGEY Mike S) writes:
>True color is a standard. 24 bit color is a different thing altogether.

How is true color a standard? As I understand it, many companies are claiming "true color" for 15 and 16 bit video modes, in which each pixel may be one of the 32k or 64k possible colors. While this is not bad in itself, the way it is presented can be somewhat misleading.

For example, could we not consider the Commodore 64 to have true color by that definition? After all, it does not have the notion of a palette and all 16 colors can be used in certain modes. For that matter, any machine which allows for any pixel to be any one of the possible colors could be considered true color by the definition being so carelessly tossed about.

One question that I have asked before but have yet to receive a definite answer regards the range of colors in the true color palette. Simple math shows that there are only 32 shades of each red, green, and blue in a 15 bit palette, and possibly 64 of one of the shades in a 16 bit palette. This is not bad compared to the Amiga's 16 or the original ST's 8, but it pales next to the AGA Amiga's 256 and even the VGA's 64 shades. The total number of colors should be plenty for photorealistic images, but what if one wishes to generate smoothly shaded objects with a renderer? There are many who claim that 256 shades are not enough, much less only 32...

Now, maybe someone will correct me and say that the Falcon has a 24 bit palette in the true color mode. But if it does, should it not also allow each pixel to be one of ~16.7M instead of one of 32k or 64k? This is not intended to start a flame war, I'd just like a bit of clarification...

Skip Sauls, Amiga Advocate
skip@tacky.cs.olemiss.edu

2378. Re: Compressing nethack 3.1

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 03:01:09 UTC
From: kroddos@yoyo.cc.monash.edu.au
Message-ID: <1993Feb9.030109.500@monu6.cc.monash.edu.au>
Source record: 210660

mjl-b@minster.york.ac.uk wrote:
: In article <1993Feb4.144252.9481@informatik.uni-bremen.de>
christof@wowbagger.pc-labor.uni-bremen.de (Christoph Koerner) writes:
: >I recieved several requests to put a compressed, self-extracting
: >binary of nethack 3.1 on our server for all those floppydisk-only
: >users.
: [...]

: >As these packers do work on other programs, I suspect the size of the
: >nethack binary (940K) was too much for them.
: [...]

Should it really be that big? The Amiga version's binary is 801K, which
is pretty hefty :-/ The person that compiled might want to try it again
with a few more optimizations on... The first port of the Amiga NetHack
ballooned out to about 1.4 meg (I think)

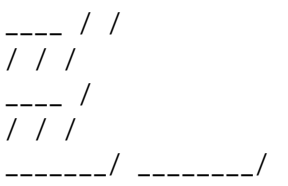
Regards,

Jim

2379. What kind of a name is Falcon030?

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 03:15:20 UTC
From: brymastr@eng.umd.edu
Message-ID: <1l77k8INNiaj@mojo.eng.umd.edu>
Source record: 210661
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

I think the Falcon sounds like a pretty cool machine, and I'm waiting
to see the real thing, but what kind of a name is 'Falcon030' ??
I know it has a 68030, but still that name bothers me. Couldn't they
call it the 'Falcon 30' or the 'Falcon 3'? Just plain 'Falcon' suits me
fine.



2380. MINT distribution kit..

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 03:31:31 UTC
From: clive@aldetec.oz.au
Message-ID: <533@aldetec.oz.au>
Source record: 210662
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have collected most of the MINT distribution kit and have a few queries...

1. My screen length is set to about 20 lines.. This is true even when you
view a file from the GEM desktop.

2. I run a shell - KSH but the files I create are not owned by 'clive' (ME!)
how do I get around it?

Thats it...

..Clive


```
__________________. _--_|\ .______________________________
Clive Salvidge | / \ | Internet : clive@aldetec.oz.au
| *-->\_.--._/ | ACSnet : clive@aldetec.oz
| v | Voice : +61-9-445-1888
Western Australia | |
_________< Due to a lack of imagination, this space is blank ! >__________
```

2381. Re: FALCON 486 BOARD

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 03:31:38 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1l78irINNim5@usenet.INS.CWRU.Edu>
Source record: 210663
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st

In a previous article, hutch@bellman.lanl.gov (John Hutchinson) says:

>In article 5407@minster.york.ac.uk, andrew@minster.york.ac.uk () writes:
>>
>>From what I recently heard, the Falcon hasn't truely been released in
>>England yet and the real Falcon'030 will be in a box with a separate
>>keyboard. I don't know about expansion slots though.
>>
>>Anyone else heard this rumour?
>
>That's exactly what it is... a rumour.
>
>Sorry folks, you can hope and dream all you want but the Falcon 030 will be
>shipped in the 'ol 1040ST style case. That doesn't prevent Atari from selling
>a faster 030 or 040 system in a new case style (e.g., mid-tower) later on, of
>course. Like everyone else, I wish Atari had designed the Falcon differently,
>but it's now an open and shut (mostly _shut_) case. :) Complaints aside, it's
>still kinda neat to have all those goodies crammed into that ST box.
>
>---
>
>_____________________________ John "HUTCH" Hutchinson ____________________________
>_____________________ Fair Dinkum Technologies Member - IAAD _____________________
>
>

Yes, you are right. Atari is shipping the Falcon030 in a one piece case.

I have heard though, that Atari plans to release two other computers
with the keyboards separate from the units in Fall, 1993.

Atari is just too busy making the Lynx, Falcon030, and Jaguar to worry
about the other higher-end computers right now. And they have reason to
do so. Guess how many SNES Nintendo plans to sell this year? Between
6 and 8 million. Sega plans to sell 6 million Genesis.

Imagine how many Jaguar systems Atari can sell, 2 million perhaps?

And perhaps another 1 million Lynx systems?

--

2382. Re: How do u uncompress a '.Z' file using COMPRESS.TTP?

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 04:08:42 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.yWvkxRqOzLs@yonder.equinox.gen.nz>
Source record: 210664

In <273myB3w165w@sys6626.bison.mb.ca>, Winnipg writes:

>The subject says it all.

from the Hermes manuals.....

COMPRESS (1) Commands and Applications COMPRESS (1)

NAME
compress, uncompress, zcat - compress and expand data

SYNOPSIS
compress [-f] [-v] [-c] [-V] [-b bits] [name ...]
uncompress [-f] [-v] [-c] [-V] [name ...]
zcat [-V] [name ...]

DESCRIPTION
Compress reduces the size of the named files using adaptive Lempel-Ziv coding. Whenever possible, each file is replaced by one with the extension .Z, while keeping the same ownership modes, access and modification times. If no files are specified, the standard input is compressed to the standard output. Compressed files can be restored to their original form using uncompress or zcat.

The -f option will force compression of name. This is useful for compressing an entire directory, even if some of the files do not actually shrink. If -f is not given and compress is run in the foreground, the user is prompted as to whether an existing file should be overwritten.

The -c option makes compress/uncompress write to the standard output; no files are changed. The nondestructive behavior of zcat is identical to that of uncompress -c.

Compress uses the modified Lempel-Ziv algorithm popularized in "A Technique for High Performance Data Compression", Terry A. Welch, IEEE Computer, vol. 17, no. 6 (June 1984), pp. 8-19. Common substrings in the file are first replaced by 9-bit codes 257 and up. When code 512 is reached, the algorithm switches to 10-bit codes and continues to use more bits until the limit specified by the -b flag is reached (default 16). Bits must be between 9 and 16. The default can be changed in the source to allow compress to be run on a smaller machine.

After the bits limit is attained, compress periodically checks the compression ratio. If it is increasing, compress continues to use the existing code dictionary. However, if the compression ratio decreases, compress discards the table of substrings and rebuilds it from scratch. This allows the algorithm to adapt to the next "block" of the file.

Note that the -b flag is omitted for uncompress, since the bits parameter specified during compression is encoded within the output, along with a magic number to ensure that neither decompression of random data nor recompression of compressed data is attempted.

The amount of compression obtained depends on the size of the input, the number of bits per code, and the distribution of common substrings. Typically, text such as source code or English is reduced by 50-60%. Compression is generally much better than that achieved by Huffman coding (as used in pack), or adaptive Huffman coding (compact), and takes less time to compute.

Under the -v option, a message is printed yielding the percentage of reduction for each file compressed.

If the -V option is specified, the current version and compile options are printed on stderr.

Exit status is normally 0; if the last file is larger after (attempted) compression, the status is 2; if an error occurs, exit status is 1.

SEE ALSO
pack(1), compact(1)

DIAGNOSTICS
Usage: compress [-dfvcV] [-b maxbits] [file ...]
Invalid options were specified on the command line.
Missing maxbits
Maxbits must follow -b.
file: not in compressed format
The file specified to uncompress has not been compressed.
file: compressed with xx bits, can only handle yy bits
File was compressed by a program that could deal with more bits than the compress code on this machine.
Recompress the file with smaller bits.
file: already has .Z suffix -- no change
The file is assumed to be already compressed. Rename the file and try again.
file: filename too long to tack on .Z

The file cannot be compressed because its name is longer
than 12 characters. Rename and try again. This message
does not occur on BSD systems.
file already exists; do you wish to overwrite (y or n)?
Respond "y" if you want the output file to be replaced;
"n" if not.
uncompress: corrupt input
A SIGSEGV violation was detected which usually means
that the input file has been corrupted.
Compression: xx.xx%
Percentage of the input saved by compression. (Relevant
only for -v.)
-- not a regular file: unchanged
When the input file is not a regular file, (e.g. a
directory), it is left unaltered.
-- has xx other links: unchanged
The input file has links; it is left unchanged. See

ln(1) for more information.
-- file unchanged
No savings is achieved by compression. The input
remains virgin.

BUGS
Although compressed files are compatible between machines with
large memory, -b12 should be used for file transfer to
architectures with a small process data space (64KB or less, as
exhibited by the DEC PDP series, the Intel 80286, etc.)

COPYRIGHT NOTE
This program is supplied with HERMES for your convenience. It
is not covered by the HERMES license regulations, and is in the
public domain, as far as I know.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Coming at you not quite live & direct from Christchurch, New Zealand *

2383. Atari MegaSTe 4 System For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 04:18:08 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <93039.231808JJL101@psuvm.psu.edu>
Source record: 210665
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
For Sale:
Mega STe , 4 megs ram, 16Mhz 68000
Internal Maxtor 120 meg Hard Drive
SC1224 Color Monitor
SM147 Monochrome Monitor
Monitor Master Switchbox
Beetle Mouse
Spectre 128 cart w/ROMS
SLM804 Laser Printer
Numerous Software

Asking price: $1200 obo
------------------
J.J. Lehett

- Work: JJL101@psuvm.psu.edu Penn State CAC
- Genie: J.LEHETT2
- Delphi: JLEHETT@delphi.com
```

2384. comp.sys.atari.st.binaries - does it exist?

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 05:20:30 UTC
From: S112397@UMRVMA.umr.edu
Message-ID: <1993Feb9.052303.2450@umr.edu>
Source record: 210666

I was readin in news.groups (looking for discussion on the flamewar group:)
when I saw an article stating that the group contained within were illegal and
recommended that they should be droped. Browsingthrough it, I was surprised
that our binaries group is listed. What Gives?

2385. Re: What's the F in 1040STf

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 08:52:46 UTC
From: sav@nanette.sto.pdb.sni.de
Message-ID: <1l7rcuINNeo5@nanette.sto.pdb.sni.de>
Source record: 210667

```
STFM = Stupid Tramiel Fucking Machine!
^ ^ ^ ^
```

2386. The Abaton Interfax 24/96 and StraightFAX Compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 09:08:49 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <C26C2q.KoC@watserv1.uwaterloo.ca>
Source record: 210668

I am considering the purchase of an Everex Abaton Interfax 2496
FAX modem for use with StraightFAX. I was wonsering if the two will be
compatible. Comments?

brett maraldo

ps. Is the Abaton modem a good one? what do they cost new?

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

2387. Fair Dinkum Where Are You?

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 09:09:54 UTC
From: cj195@cleveland.Freenet.Edu
Message-ID: <1l7sd2INNrol@usenet.INS.CWRU.Edu>
Source record: 210669

Fair Dinkum, please send me email letting me know where you are.
--

--------- All my opinions are tentative pending further data. ---------
------------ John W. Redelfs, cj195@cleveland.Freenet.edu -------------

2388. Re: Compressing nethack 3.1

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 09:24:32 UTC
From: borrmann@Informatik.TU-Muenchen.DE
Message-ID: <1993Feb9.092432.4125@Informatik.TU-Muenchen.DE>
Source record: 210670

```
In article <729095542.21180@minster.york.ac.uk>, mjl-b@minster.york.ac.uk writes:
|> Has anyone had any trouble running NetHack 3.1 on an ordinary ST? I
|> downloaded and decompressed it to my hard disk last week, and booted without
|> any accessories or AUTO programs in order to give NetHack most of my 2MB
|> memory.
|>
|> When I double-click on the program to run it, the program loads, there is a
|> short pause, then I'm dumped back to the desktop. Has anyone else got it to
|> work?
|>
|> I have TOS 1.4, if that has any bearing on the problem.
|>
|> Mat
|>
|> | Mathew Lodge | "But my Lord! I've been in your family |
|> | mjl-b@minster.york.ac.uk | since 1532!" "So has syphilis" |
|> | Langwith College, Uni of York, UK | -- Blackadder II |
Nethack 3.1 works on my 1040 ST (2.5 MBytes of RAM, TOS 1.04,
48 MBytes Harddisk) even with 1176 KBytes of memory left. Perhaps
some files are missing or damaged, so please check the following list:
Archive nethack31.zoo:
Length CF Size Now Date Time
-------- --- -------- --------- --------
521 80% 102 31 Jan 93 01:43:42+2 09fc nethack/data/a-filla.lev
523 79% 112 31 Jan 93 01:43:42+2 c84b nethack/data/a-fillb.lev
2695 86% 384 31 Jan 93 01:43:40+2 23fa nethack/data/a-goal.lev
2705 83% 447 31 Jan 93 01:43:40+2 81b2 nethack/data/a-locate.lev
2375 85% 360 31 Jan 93 01:43:38+2 40ec nethack/data/a-start.lev
2769 89% 317 31 Jan 93 01:43:02+2 3fd3 nethack/data/air.lev
1006 74% 258 31 Jan 93 01:43:12+2 d95d nethack/data/asmodeus.lev
3248 78% 700 31 Jan 93 01:43:06+2 b3be nethack/data/astral.lev
297 71% 86 31 Jan 93 01:43:48+2 8ce7 nethack/data/b-filla.lev
527 81% 100 31 Jan 93 01:43:48+2 2406 nethack/data/b-fillb.lev
2519 85% 380 31 Jan 93 01:43:48+2 63e1 nethack/data/b-goal.lev
2561 82% 466 31 Jan 93 01:43:46+2 8719 nethack/data/b-locate.lev
2225 84% 360 31 Jan 93 01:43:44+2 7782 nethack/data/b-start.lev
1120 77% 254 31 Jan 93 01:43:12+2 0b47 nethack/data/baalz.lev
2319 96% 100 31 Jan 93 01:42:56+2 5ab6 nethack/data/bigroom.lev
345 75% 87 31 Jan 93 01:43:52+2 d539 nethack/data/c-filla.lev
457 81% 88 31 Jan 93 01:43:54+2 a324 nethack/data/c-fillb.lev
1889 89% 209 31 Jan 93 01:43:52+2 e797 nethack/data/c-goal.lev
2481 82% 442 31 Jan 93 01:43:52+2 2257 nethack/data/c-locate.lev
2161 76% 524 31 Jan 93 01:43:50+2 496b nethack/data/c-start.lev
3660 80% 736 31 Jan 93 01:42:58+2 b3fa nethack/data/castle.lev
```

```
4641 66% 1600 19 Jan 93 00:50:28+2 5b7b nethack/data/cmdhelp
26925 54% 12315 31 Jan 93 01:28:42+2 5e92 nethack/data/data
2004 74% 528 31 Jan 93 01:57:30+2 2caf nethack/data/dungeon
345 74% 91 31 Jan 93 01:43:58+2 9bca nethack/data/e-filla.lev
417 78% 93 31 Jan 93 01:43:58+2 a696 nethack/data/e-fillb.lev
2570 78% 562 31 Jan 93 01:43:58+2 cf8c nethack/data/e-goal.lev
2405 78% 532 31 Jan 93 01:43:56+2 1a6c nethack/data/e-locate.lev
2189 88% 265 31 Jan 93 01:43:56+2 f67f nethack/data/e-start.lev
3050 83% 529 31 Jan 93 01:43:02+2 d4ca nethack/data/earth.lev
293 53% 139 31 Jan 93 01:43:32+2 c9cc nethack/data/fakewiz1.lev
287 57% 123 31 Jan 93 01:43:34+2 8210 nethack/data/fakewiz2.lev
3121 87% 414 31 Jan 93 01:43:04+2 ad80 nethack/data/fire.lev
496 78% 110 31 Jan 93 01:44:04+2 7201 nethack/data/h-filla.lev
660 80% 130 31 Jan 93 01:44:04+2 535e nethack/data/h-fillb.lev
1612 83% 276 31 Jan 93 01:44:04+2 236e nethack/data/h-goal.lev
1417 87% 188 31 Jan 93 01:44:02+2 0b85 nethack/data/h-locate.lev
2256 84% 371 31 Jan 93 01:44:02+2 cf03 nethack/data/h-start.lev
8454 61% 3269 19 Jan 93 00:50:28+2 e323 nethack/data/help
4490 58% 1889 19 Jan 93 01:04:14+2 57c0 nethack/data/hh
4962 59% 2045 11 Jan 93 21:31:28+2 d041 nethack/data/history
1995 78% 439 31 Jan 93 01:43:10+2 204c nethack/data/juiblex.lev
341 73% 93 31 Jan 93 01:44:10+2 346d nethack/data/k-filla.lev
439 79% 94 31 Jan 93 01:44:10+2 c481 nethack/data/k-fillb.lev
2655 86% 383 31 Jan 93 01:44:10+2 223d nethack/data/k-goal.lev
1621 85% 249 31 Jan 93 01:44:08+2 ce7d nethack/data/k-locate.lev
1505 80% 298 31 Jan 93 01:44:08+2 9df0 nethack/data/k-start.lev
2467 82% 432 31 Jan 93 01:43:16+2 c24c nethack/data/knox.lev
4975 61% 1953 19 Jan 93 00:50:28+2 3176 nethack/data/license
352 65% 124 31 Jan 93 02:03:32+2 752c nethack/data/logfile
2344 84% 370 31 Jan 93 01:43:18+2 a136 nethack/data/medusa-1.lev
2636 78% 568 31 Jan 93 01:43:18+2 948c nethack/data/medusa-2.lev
2473 84% 390 31 Jan 93 01:43:22+2 2eb7 nethack/data/mine_end.lev
789 85% 115 31 Jan 93 01:43:24+2 cee6 nethack/data/minefill.lev
1085 76% 258 31 Jan 93 01:43:22+2 74b5 nethack/data/minetown.lev
6596 59% 2688 25 Jan 93 20:12:08+2 56cd nethack/data/opthelp
619 42% 361 31 Jan 93 01:27:04+2 c091 nethack/data/options
678 75% 167 31 Jan 93 01:43:26+2 c67c nethack/data/oracle.lev
6316 39% 3854 31 Jan 93 01:28:48+2 5692 nethack/data/oracles
2396 81% 447 31 Jan 93 01:43:12+2 006e nethack/data/orcus.lev
433 76% 106 31 Jan 93 01:44:16+2 ec79 nethack/data/p-filla.lev
537 74% 137 31 Jan 93 01:44:16+2 a647 nethack/data/p-fillb.lev
1270 81% 246 31 Jan 93 01:44:14+2 2b17 nethack/data/p-goal.lev
997 80% 202 31 Jan 93 01:44:14+2 3b70 nethack/data/p-locate.lev
2181 86% 307 31 Jan 93 01:44:12+2 c581 nethack/data/p-start.lev
80487 47% 42378 31 Jan 93 01:28:54+2 9d48 nethack/data/quest.dat
583 77% 135 31 Jan 93 01:44:22+2 43b4 nethack/data/r-filla.lev
587 76% 143 31 Jan 93 01:44:22+2 0ae1 nethack/data/r-fillb.lev
2768 82% 493 31 Jan 93 01:44:20+2 d39c nethack/data/r-goal.lev
2677 86% 378 31 Jan 93 01:44:20+2 85d4 nethack/data/r-locate.lev
2797 74% 721 31 Jan 93 01:44:18+2 0451 nethack/data/r-start.lev
```

```
43 0% 43 31 Jan 93 02:48:40+2 9228 nethack/data/record
41189 53% 20245 31 Jan 93 01:29:02+2 d69d nethack/data/rumors
381 75% 94 31 Jan 93 01:44:28+2 f995 nethack/data/s-filla.lev
1369 86% 190 31 Jan 93 01:44:28+2 cdbb nethack/data/s-fillb.lev
1858 82% 331 31 Jan 93 01:44:26+2 b0c8 nethack/data/s-goal.lev
3003 84% 495 31 Jan 93 01:44:26+2 fa04 nethack/data/s-locate.lev
2167 84% 348 31 Jan 93 01:44:24+2 a769 nethack/data/s-start.lev
2469 80% 506 31 Jan 93 01:43:14+2 700c nethack/data/sanctum.lev
345 74% 89 31 Jan 93 01:44:34+2 8b21 nethack/data/t-filla.lev
417 77% 96 31 Jan 93 01:44:34+2 4694 nethack/data/t-fillb.lev
3041 78% 662 31 Jan 93 01:44:32+2 6dfc nethack/data/t-goal.lev
2716 76% 660 31 Jan 93 01:44:32+2 b663 nethack/data/t-locate.lev
2715 83% 459 31 Jan 93 01:44:30+2 6aa9 nethack/data/t-start.lev
520 70% 154 31 Jan 93 01:43:28+2 5c1e nethack/data/tower1.lev
444 58% 185 31 Jan 93 01:43:28+2 d9a0 nethack/data/tower2.lev
620 68% 196 31 Jan 93 01:43:28+2 68ad nethack/data/tower3.lev
391 77% 90 31 Jan 93 01:44:38+2 9062 nethack/data/v-filla.lev
427 78% 92 31 Jan 93 01:44:40+2 61a4 nethack/data/v-fillb.lev
1409 79% 299 31 Jan 93 01:44:38+2 92b0 nethack/data/v-goal.lev
1469 87% 191 31 Jan 93 01:44:38+2 5ffc nethack/data/v-locate.lev
2113 83% 361 31 Jan 93 01:44:36+2 86ab nethack/data/v-start.lev
2965 81% 556 31 Jan 93 01:43:08+2 f647 nethack/data/valley.lev
543 76% 128 31 Jan 93 01:44:44+2 25f1 nethack/data/w-filla.lev
523 76% 127 31 Jan 93 01:44:46+2 39bb nethack/data/w-fillb.lev
2847 84% 452 31 Jan 93 01:44:44+2 69a8 nethack/data/w-goal.lev
2685 84% 421 31 Jan 93 01:44:42+2 4cee nethack/data/w-locate.lev
2293 80% 458 31 Jan 93 01:44:42+2 b7d0 nethack/data/w-start.lev
2829 94% 167 31 Jan 93 01:43:06+2 e814 nethack/data/water.lev
1080 73% 288 31 Jan 93 01:43:30+2 fa34 nethack/data/wizard1.lev
636 72% 180 31 Jan 93 01:43:32+2 fe90 nethack/data/wizard2.lev
941 70% 285 31 Jan 93 01:43:32+2 f018 nethack/data/wizard3.lev
52923 59% 21783 25 Jan 93 18:09:40+2 0480 nethack/guideboo.mn
60216 62% 23244 25 Jan 93 18:09:40+2 fb66 nethack/guideboo.tex
71651 67% 24421 25 Jan 93 18:10:58+2 6dd5 nethack/guideboo.txt
7455 45% 4118 31 Jan 90 22:27:04+2 8bde nethack/hackfnt.prg
3404 53% 1595 31 Jan 93 22:47:20+2 e860 nethack/nethack.cnf
941182 51% 458228 31 Jan 93 19:56:46+2 699c nethack/nethack.tos
206 28% 149 30 Jan 93 22:20:12+2 f6a2 nethack/nh32icon.img
394 41% 231 30 Jan 93 22:20:34+2 672b nethack/nh56icon.img
515 47% 272 30 Jan 93 22:20:48+2 cc10 nethack/nh72icon.img
2834 75% 708 31 Jan 93 21:07:48+2 5878 nethack/nhicons.rsc
16 0% 16 31 Jan 93 21:07:48+2 1b14 nethack/nhicons.rsd
25079 68% 8144 1 Dec 90 02:36:58+2 0098 nethack/tmac.n
2374 49% 1208 26 Jan 93 23:03:38+2 f667 nethack/update0
-------- --- -------- --------- --------
1503293 56% 663475 115 files
```

2389. graphic program with .ps file

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 10:40:08 UTC
From: jtreichl@iiic.ethz.ch
Message-ID: <1993Feb9.104008.23501@neptune.inf.ethz.ch>
Source record: 210674

I search a draw program wich generates postscript files.
is there any aviabale for an atari TT. I prefere a PD or
sharware program from a FTP server.

Thanks

Juerg Treichler ETH Zuerich
email: jtreichl@inf.ethz.ch
mail: Wehntalerstr. 261
CH-8166 Niederweningen

2390. Re: Co-processor chip capabilities???

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 10:52:21 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <75206@cup.portal.com>
Source record: 210675

John Richardson asked about using a math coprocessor in an ST...

As you surmised, programs MUST be specially compiled to take advantage of a math coprocessor chip.

The number of programs available for the ST which can use a math coprocessor is virtually zero.

BobR

2391. Game uploaded

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 11:24:39 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <1l849nINNobb@obelix.uni-muenster.de>
Source record: 210676

I just uploaded a nice game called traps to atari.archive.umich.edu and
to ftp.uni-muenster.de
It should be available during the next days.
It is a very good implementation of a minesweeper-type game for the
atari (ST, TT and so on), so get it and have fun!

Ulrich

+---------------+---------------------------+-------------------------+
| Ulrich Kuehn | Internet: | Do they know that they |
| Cand.Math.Inf | kuehn@math.uni-muenster.de | cannot eat their money? |
+---------------+---------------------------+-------------------------+

2392. Re: Atari formats PC better than PC

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 12:03:47 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1993Feb9.120347.7040@cs.hw.ac.uk>
Source record: 210679
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech

In article <C1xv16.Kq@ucunix.san.uc.edu> mayfiej@ucunix.san.uc.edu (Josh)
wrote:
>(an interesting comparison of ST and PC disk formatting speed and
>compatibilty)

I myself had some strange experinces with ST and PC disks.
My PC at work reads ST formatted disks fine as long as the first three bytes
of the boot sector are EB 34 90. This even works for 10SPT disks since DOS 5
does not seem to mind. However my PC at home, also running DOS 5, reads ST
disks really slowly and sometimes gets errors. I wondered why so I formatted
four disks on the ST all with completely genuine MS-DOS boot sectors.

9 SPT-no skewing, 9 SPT-skewed, 10 SPT-no skewing, 10 SPT-skewed.

The PC would read none of the disks fast/reliably. *BUT* When I formatted the
disks exactly the same again using the Falcon they were all perfectly
readable by the PC. Why? The Falcon has a high-density disk drive. It seems
that my PC does not like low-density disks that were written using a
low-density drive. I have seen other PC's with this problem.
I also find that the Falcon drive reads just about anything that my PC has
trouble with and that includes high-density disks too.

On a related note, I found that Flopfmt on the Falcon will format a track as
high density if the SPT is greater than 12. This is fine but I don't know
how to write the track after that since the hardware defaults to low-density.
I guess I need to pass some sort of flag to Flopwr but what? The dev-docs
say nothing about this (what's new?) which is a pity because I was planning
on a 1.6Mb (20 SPT) disk formatter. Anyone got any ideas?

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

2393. Re: 78Hz vertical screen frequency on the falcon (Problems)

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 12:36:04 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Feb9.123604.6024@dcs.warwick.ac.uk>
Source record: 210682

In article <1994@enst.enst.fr> elendir@inf.enst.fr writes:
>Michael Eberl writes
>] You can do that if you want. But for me: With the Falcon-default 60Hz I
>always
>] got headache, because the flicker is terrible. And when we found an easy way
>] to switch to a higer rate we decided to make it available to the public...
>] be good to your eyes ...
>
> That patch seems to cause problems to a few programs... The pure debugger
>especially... I dunno if it s because of the incresed rate of the VBL
>interruption... I even dunno if both are linked...
>
> Vincent.

What kind of problems, what programs? There's no point in just saying that
you are having problems if you don't give enough information for them to be
sorted out.

- Leo

2394. Extra disk to Megafile 30

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 12:59:22 UTC
From: d70@nikhefh.nikhef.nl
Message-ID: <2194@nikhefh.nikhef.nl>
Source record: 210683

Hi there!

I still have a 1040STf + Megafile 30, and now I'm offered a 105 MB RLL-disk, which I think could be connected to the Megafile's controller without much trouble. Actually, I think some magazine gave some details about that several years ago, but I can't find it anymore.

Can somebody tell me what kind of software I'll need to have TOS find (and format/partition etc.) this disk? Any problems I'm likely to forget?

Also: will this setup still work when I swap to 1040 for a Falcon?

Thanx ------ Bram

2395. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 13:03:12 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Feb9.130312.6425@mpifr-bonn.mpg.de>
Source record: 210684
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In <3L9HyB1w165w@lakes.trenton.sc.us> mr_scary@lakes.trenton.sc.us (Chris Hurley) writes:
>It is interesting how they refer to a "True Color" mode. I am fairly
>sure that it is not 24 bit color. I would not call 262k colors true
>color.

It is a 32768/65536 out of 32768/65536 colors mode. It is refered to as
'true color' because it does not use a palette instead you have 5 bits per
primary color (the 65536 mode has 6bits red (green? blue?)).

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

2396. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 13:11:11 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Feb9.131111.6664@mpifr-bonn.mpg.de>
Source record: 210685
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

In <1993Feb8.131805.24425@prime.mdata.fi> jarnis@mits.mdata.fi (Jarno Kokko) writes:
>Only a true moron would use A1200 without FAST ram. I think Commodore
>made a major mistake not to put say 2 megs of Fast ram to the A1200
>in addition to the 2MB chip it already has.

Not sure if it is a mistake. 2MB more memory would have increased the
price significantly. Even a 1MB chip+1MB fast version would have been
more expensive since they'd need additional space on the motherboard
for the fast memory. The fact that the first A1200 models hat a connector
for a 1MB chip memory expansion shows that they did even think about
selling a 1MB chip-only version to reduce the price.

What they should have done IMHO is to add the RTC and an 68881 socket and
sell a Fast RAM expansion right from the beginning.

BTW, does anyone know wether a 68881 soldered to the motherboards SMD pads
would work ? Does it conflict with 68881s on trapdoor boards ?

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

2397. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 13:14:25 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Feb09.131425.33619@rchland.ibm.com>
Source record: 210686
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1l6efoINN7nm@elroy.jpl.nasa.gov>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
|> In article <1993Feb08.140726.34930@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|> >|> > *Separate Video and CPU bus to memory to avoid
|> >|> > video/cpu contention -> I guess you can't buy one of
|> >|> > this either.
|> >|>
|> >|> Why has the CPU 16 bit, and video 32 bit then ???
|> >|> THE DSP also has its own bus to main memory, 1MB/s..... + 96K of FAST
|> >|> ram .... SO: dual prosessing!!!!!!
|> >
|> > Falcon shares video bus with CPU bus resulting in DMA contention.
|> >This means that there is not a 'fast mem' scheme like that one of the A1200
|> >unless you expand the Falcon through the 'direct slot' or whatever it is
|> >*IF* after all it doesn't share the same bus. And wasn't the DSP 32k?
|>
|> The DSP has 96K bytes or 32K words of 0 wait state static RAM.

Thanks for the clarification.

|>
|> Until one of you Amigans actually coughs up benchmark results showing the
|> available bus bandwidth on an A4000 or A1200 in a varied selection of
|> screen resolutions, your claims about Falcon bus contention are just so
|> much hot air. Just as an example that I posted before, on the Falcon in
|> 640x480 monochrome, no CPU/video contention occurs, and the CPU can transfer
|> a full 32M byte/sec over the bus using longword accesses, or 16MB/sec using
|> word accesses. Simple assembly language code to run a bus test has been
|> posted twice now to these newsgroups, in both Motorola and MIT assembler
|> syntax, yet nobody has taken the few minutes required to generate some
|> results on any Amigas. Of the replies I got to my posting of the code, the
|> only Amigan who responded said "sorry, I don't have an A1200 to test on."

I can claim the Amiga has no bus contention @ resolutions of 640x400 with
4 bit planes (read 16 colors) and 320x200 in 8 bitplanes (256 colors or
256K colors). It *seems* that it has no bus contention either @320x400
with 8 bitplanes from what I have used an A4000 so far, and theoretically
it shouldn't since 320x400 in 8 bitplanes == memory in 640x400 in 4 bitplanes.

I do know that there is *heavy* bus contention @ 1280x400 in 8 bitplanes,
specially in overscan, although I don't know what is the slowdown.

So no bus contention occurs for the Falcon in Monochrome, big deal, neither
on the old Amigas. Now, you got a point, we have to do some benchmarking

with the A1200. Well, let's see when I get one at the end of this month,
I'll do some C tests if I get a compiler.

All I know is this and this from an engineering point of view should be
obvious:

If the Falcon has a 68030 with a 16 bit data path do memory AND
the video bus is shared with the CPU bus AND
there is bus contention in some hi res configurations AND
the Amiga 1200 has a 32-bit data path to memory AND
the Amiga 1200 has an alternate bus where the cpu can access the
memory at full speed ('fast ram') THEN

The A1200 should be faster accessing RAM. Well, it happens that all
of the above are *true*.

|>
|> What's the deal here? Where are all the A1200 owners that should be out
|> there? How long has the A1200 been available for sale now? Don't any of you
|> own a C compiler and assembler? Don't any of you *care* to know the actual
|> bandwidth of your system bus in bytes per second, or are you all just happy
|> to spout on about how "my system has fast RAM so it's better than yours" ??

Well, some people will not care, as a lot of Falcon people won't care
either. I agree that the Falcon has strong points and is a nice machine
for a lot of things.

And yes, since the A1200 has fast ram, it's faster than yours. Input
/output to and from the computer should be the exception, where the Falcon
seems to be faster.

|>
|> To the Atari readers - it's way past time that this discussion thread died.
|> We're obviously not getting any facts from the Amiga camp, so any further

You got some above... I still owe you the benchmarks, so you got a point.

|> discussion is merely a shouting match. I admit I was very much interested in
|> comparing the available systems, when I first thought that an objective
|> comparison might be possible, using hard numbers, but at this point, it
|> seems that no Amigan wants to provide factual data to actually compare. It's
|> just the same old baiting game, and nobody needs it.

Your proposal seems fair... let's see what happens ;-)

|> --
|> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
|>
|> There's a rough border between genius and insanity, but I'm a dual citizen.

--
Raist

2398. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 13:22:08 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Feb09.132208.10996@rchland.ibm.com>
Source record: 210687
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <C25E1D.12G@news.udel.edu>, don@chopin.udel.edu (Donald R Lloyd) writes:
|> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
|> >
|> >Until one of you Amigans actually coughs up benchmark results showing the
|> >available bus bandwidth on an A4000 or A1200 in a varied selection of
|> >screen resolutions, your claims about Falcon bus contention are just so
|> >much hot air. Just as an example that I posted before, on the Falcon in
|> >640x480 monochrome, no CPU/video contention occurs, and the CPU can transfer
|> >a full 32M byte/sec over the bus using longword accesses, or 16MB/sec using
|> >word accesses. Simple assembly language code to run a bus test has been
|>
|> Monochrome? I guess that'd be a 0-bit display. No the Amiga can't
|> transfer _anything_ across the bus while it's in monochrome mode, because that
|> generally means it's either unplugged or dead. :-)
|> If you mean a two-color screen, most Amigas would have no contention
|> problems there. I'd like to see someone run such speed testing on both
|> an AGA and ECS Amiga.

ALL AMIGAS have *NO* bus contention in 640x400 in 1 color. AGA should
have NO contention even in 1280x400 or 800x600 in 1 color since they
have 4 times the bandwitdth.

|>
|> >only Amigan who responded said "sorry, I don't have an A1200 to test on."
|>
|> Sorry, I don't have an A1200 to test on. :-)
|> I do have a 3000, though... if someone gets your benchmark compiled,
|> I'd be happy to try it out.

I would *LOVE* to see the benchmark posted again, please. I haven't
seen it yet.
[stuff deleted]
|>
|>
|>
|> --
|> Don Lloyd | Publications Editor, AmigaNetwork |AmigaNetwork Voice Mail
|> don@chopin.udel.edu | AmigaNetwork BBS (The Original!) | Info by voice or FAX
|> GeNIE: D.LLOYD7 | (302)368-3942 (v.32bis) | (GVP PhonePak)
|> BIX: DRL | (302)368-1067 (USR HST) | (302)368-4673)

--
Raist

2399. Z*NET Atari International Issue 9306 released in alt.znet.pc

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 13:24:30 UTC
From: jonc@status.gen.nz
Message-ID: <JFkoyB2w165w@status.gen.nz>
Source record: 210688

Greeting infojunkies,

This weeks issue of Z*NET Atari International is available in alt.znet.pc in full form and uue form.

There is also a copy of the brodie rtc on GEnie and lots of New PD software reviews.

Please note Z*NET is now released on Sunday (USA and Northern Dates) and on Monday (Southern Date) into the worlds nets, GEnie and the Atari related FNET's.

Writer Wanted: drop me a note here at the gateway if there is any news, tips, articles you have and we will post them direct to Ron and the crew in NJ .

Happy days from the Z*NET Crew

2400. Re: Can some one tell me about hardware accelorators?

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 13:26:16 UTC
From: and@thor.mim.uni-hannover.dbp.de
Message-ID: <and.13@thor.mim.uni-hannover.dbp.de>
Source record: 210689

In article <C1qooo.J4@acsu.buffalo.edu> chu@acsu.buffalo.edu (John C. Chu) writes:

>The FAQ courtesy of Steven D Ourada says this about hardware accelorators:
>>Hardware Accelerators
>>=====================
>>(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)
>>
>> 68000 based: ICD adspeed ST/STe
>> Fast Tech Turbo T-16 (16MHz)
>> T-20 (20MHz)
>> T-25 (25MHz)
>> 68030 based: Gadget by Small SST (16MHz to 40MHz user changeable, 8 SIMM slot
>> 68882 FPU socket, 1 expansion slot, TOS 2.0x).
>> Fast Tech : Tiny Turbo
>> Full size version

>Can someone tell me more about these products? (i.e., prices? caches?
>overall performance? ease of installation?) In particular, the SST
>sounds really interesting...

>Please e-mail. I'll post a summary.

Don't buy "Hypercache". It has a hardware bug (GALs), some programs don't
work.

Andreas Kromke and@thor.mim.uni-hannover.de
X400: C=DE AD=DBP PD=UNI-HANNOVER
OU1=MIM OU2=THOR S=AND

2401. CS-TeX distribution method (Was: Stalker ...)

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 13:59:31 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1993Feb9.135931.6161@olymp.informatik.uni-bonn.de>
Source record: 210482

In article <4132@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>Damn, why didn't the author distribute it as a complete tree! (like a
>GEMSYS directory already there!) I *hate* when people put archives inside
>of archives! (CsTex seems to take this to ridiculous lengths by putting
>lharc archives inside a zoo archive! Arghhh! Why not zoo (2.1) the whole
>damn tree!)

Because lots of people don't know zilch about ftp and binary mode transfer and installation and all that, and used to phone CS and ask silly questions (I know since I also get those questions). So, to make it easy for all those less-perfect-than-Ken-Newman people out there, I put the stuff into .zoo files. [There was no Unix lzh dearchiver for many systems.]

And CS didn't use zoo 2.1 because it didn't exist when he write his INSTALL tool. LHarc just packed better than zoo 2.01. Enough soapboxing. :-)

-- Volker

--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

2402. Re: How do u uncompress a '.Z' file using COMPRESS.TTP?

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 14:21:24 UTC
From: ansga01@mailserv.zdv.uni-tuebingen.de
Message-ID: <ansga01.729267684@mailserv>
Source record: 210690

```
COMPRESS.TTP seems to have a bug in not recognizing a .Z file.
It works fine if you add a second 'Z' to the file-ending.
E.g. 'compressed.ZZ'
--
* Thomas Gaiser * ansga01@mailserv.zdv.uni-tuebingen.de *
* Seminar fuer Sinologie *_____________________________________*
* Herrenberger Str. 51 * home: Elchtrasse 21 *
* 7400 Tuebingen, Germany * 7410 Reutlingen *
```

2403. Re: Warp 9 - Extendo Save Screen Savers -

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 14:48:38 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Feb9.094838.14472@umiami.ir.miami.edu>
Source record: 210691

In article <25909@galaxy.ucr.edu>, phruby@ucrengr.ucr.edu (paul hruby) writes:
> I believe the latest version is 3.65 for Warp 9. Codehead puts patches on
> GEnie and other systems. Extendo Save is great! It's a lot of fun to
> write screen saver modules for it. Also there has been alot of bug fixes
> in Warp 9. It is pretty solid now. I can upload the patches to a.a.u.e
> if anyone wants.
> Paul

The latest version of Warp 9 is 3.75. I am currently using it. There were
two minor upgrades from 3.73 which were posted to GEnie to solve a few
compatability problems. That is why it is currently 3.75. Rumor mill says
that 4.0 will be out this summer.

Mark Santora

2404. Should I get an Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 15:30:29 UTC
From: jnielsen@magnus.acs.ohio-state.edu
Message-ID: <1993Feb9.153029.15618@magnus.acs.ohio-state.edu>
Source record: 210692

My mac died a few weeks ago and I am looking for another computer.
Unfortunately, just to be "safe", my wife wants to get another Mac.
And, I don't feel like shelling out money for an inefficient machine.

Well, I have heard some good stuff about Atari, and I am considering
it. So, does anyone know how well does the Mac emulator work?
Could I even run a game, for example, like SimCity on it?

Also, what are the pros and cons of getting an Atari when compared
to a Mac?

I am not very PC literate(since I mostly work on a Unix system), but I
am computer literate.

john
--
John Nielsen MAGNUS Consultant ______ ______ __ __
jnielsen@magnus.acs.ohio-state.edu /\ __ \ /\ ___\ /\ \/\ \
\ \ \/\ \\ ___ \\ \ _\ \
Back off man, I'm a Scientist! \ _____\\/_____\\ _____\

2405. Re: Should I get an Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 16:01:05 UTC
From: mode@csd4.csd.uwm.edu
Message-ID: <1l8kg1INNt2v@uwm.edu>
Source record: 210693

> Well, I have heard some good stuff about Atari, and I am considering
> it. So, does anyone know how well does the Mac emulator work?

Atari isnt as scary a word as most people think it is. I dont know much
about Mac emulation, except that there are software and hardware versions.
What I can tell you is that IBM emulation works very well (ie PC-DITTO):

PC-DITTO
Avant-Garde Systems
381 Pablo Point Dr
Jacksonville FL 32225
904.221.2904

Daniel James Frederiksen
mode@csd4.csd.uwm.edu
Milwaukee Wisconsin
United States

2406. Graphics Questions (Technical).

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 16:21:34 UTC
From: csg019@cch.coventry.ac.uk
Message-ID: <C26w41.3zw@cck.coventry.ac.uk>
Source record: 210694

Hello,
I may in the future start to write games for the ST (Falcon) or the new Amiga A1200. Having programmed the ST and Amiga, i wish to compare the games hardware (graphics) of these 2 machines. Please do not start the ST Vs Amiga stuff, as it is terminally boring. The information here is for my benefit, so i can choose the ideal machine.

A few questions:

Blitter: I have used the amiga blitter *extensively*, and it can cope with 3 sources (A,B and C) and 1 destination (D). The source can be shifted by upto 15 bits. The new A1200 now has a 64 bit bandwidth for all blitter operations. As the blitter is possibly the most importaint item for games hardware, i would appretiate any information regarding the Falcon blitter (i hear some bad rumours about barrel shifters and limited blitter operations (ie <256)).

Playfields: The old amiga used to able to have 2 seperate 3 bitplane playfiles, each with hardware pixel scroll in any direction, the A1200 allows 3 seperate playfiles or one 256 colour mode. What is the display hardware like on the falcon? The planes dont have to be aligned every 256 bytes to they? I would like to hear about the possible games modes (ie 320 * 200) that the falcon uses (please done talk about "true colour" as the DMA would be a killer).

Copper: Does the Falcon have a facility to display lists like the Atari 800 or the Amiga?

PS: How much is a standard Falcon? (2 meg ram, 1 floppy).

Thanks in advance!

Steve.

--
****
* /// An Amiga Software Protection Scheme Reverse Engineer. /// *
* /// Fight, defeat and kill organized laming. /// *
****\\\X//********Steven Haggerty**csg019@uk.ac.cov.cck ok?*****\\\X//*********

2407. CeBit Dates ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 16:43:49 UTC
From: BRARDA@VXCLIA.CERN.CH
Message-ID: <BRARDA-090293174338@128.141.55.206>
Source record: 210695

Does anybody knows the dates of the CeBit in Hannover in March ?

2408. Re: _HELP_ Uniterm U/l

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 16:45:08 UTC
From: boyd@tait
Message-ID: <1993Feb9.164508.10009@mailer.cc.fsu.edu>
Source record: 210696

dlk0ms9s@umiami.ir.miami.edu wrote:
> OK. I am having a problem with UNiterm. I am using version 2.0c and I am
> having a very hard time u/ling to my host here in Miami. I extend the packet-
> lengths and set the file type. I also set file type binary. But it just won't
> u/l. I have tried over 12 times and I keep getting a NAK error when I try
> to send.

Well, first of all you should get the latest version. Uniterm 2.0e011 is on
atari.archive, and 2.0e015 is available from somewhere (anyone remember?).
I used 2.0e011 for about a year with no problems. Anyway, you did not mention
which protocol you were using. I personally use ymodem batch, along with the
"xmodem" program for the Unix box (it also does ymodem batch). I use the
arguments:

xmodem sbcykl file(s)

s = send
b = binary
c = CRC checking
y = ymodem batch
k = 1k packets
l = no log file

Grab the program from ftp.uu.net, compile it, and run it with no arguments
for a help page. This, combined with Uniterm, works fine for me. Feel free
to email if you have problems.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2409. Re: _HELP_ Uniterm U/l

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 16:53:13 UTC
From: boyd@tait
Message-ID: <1993Feb9.165313.10335@mailer.cc.fsu.edu>
Source record: 210697

```
Mickey Boyd (boyd@tait) wrote:
>
> xmodem sbcykl file(s)
>
> s = send
> b = binary
> c = CRC checking
> y = ymodem batch
> k = 1k packets
> l = no log file

Oops, I forgot to mention that changing "s" to "r" enables this program to
receive files (i.e. upload), and that works fine for me also. Typically
though, it is more convenient for me to put files on an IBM formatted
floppy and use my SPARC at work to read it. If you have access to a Sun
with a floppy drive, you should be able to do the same.

--
*******************************************************************************
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
*******************************************************************************
```

2410. Abaton FAX/STraight FAX

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 16:58:11 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <9FEB93.11581190@cc4.crl.aecl.ca>
Source record: 210698

As long as you have a class two FAX modem you're laughing.
I use STraightFAX on a Zoom 14,400 S/R FAX modem and it's great.
Using STalker, I can log onto the NCAUG BBS in Ottawa at 19,200
because of great data compression by the Zoom.

2411. Re: Should I get an Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 17:25:39 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1l8pejlNNndd@usenet.INS.CWRU.Edu>
Source record: 210699
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st

In a previous article, jnielsen@magnus.acs.ohio-state.edu (John F Nielsen) says:

>My mac died a few weeks ago and I am looking for another computer.
>Unfortunately, just to be "safe", my wife wants to get another Mac.
>And, I don't feel like shelling out money for an inefficient machine.

If you want to be "safe" than get another Mac.

But, Atari is planning to release the FALCON030 next month and this machine
will be very good for the purpose of music and video (especially music).
Atari has combined both video and sound to make a very good multi-media
system.

TheFalcon030 has some very big advantages over other systems like the DSP chip
and port which may allow you to run your home with it in the future.

But, the Falcon030 also has its drawbacks. The case is in a ONE piece which
means that the CPU and keyboard are together.

The Falcon030 is also only 16 MHz though it should do the job for most
of what people want the computer to do.

It all depends what you will use it for.

If you are planning to get really into DTP, etc. I would either get a
Macintosh or wait until November and see what Atari is planning to release
that is a bit faster.

>
>Well, I have heard some good stuff about Atari, and I am considering
>it. So, does anyone know how well does the Mac emulator work?
>Could I even run a game, for example, like SimCity on it?

Dave Small's emulator does not work. He will not say either way if he is
working on an emulator that will work (and I'm sure many people are hoping
that he is).

And yes, SimCity is out for the ST (Falcon). I enjoy that game.
And I'm hoping that SimWorld, SimAnt, and other games are created for the
Falcon030.

>
>Also, what are the pros and cons of getting an Atari when compared
>to a Mac?

The pros are that you will never be bored with the Atari Community.
There is always something going on either in the Atari Community or at

Atari Corporation that will keep you on your toes.

You will also find that the Atari Community is more ACTIVE than the Macintosh Community. I'm not trying to start a flamewar, BUT, we are more active because we NEED to be.

The negatives is that the Macintosh has been around longer. The company is selling more Macs, there is more software, and more support.

The Macintosh is also well-known.

The Falcon030 is not yet and Atari has a lot of work ahead of them.

>
>I am not very PC literate(since I mostly work on a Unix system), but I
>am computer literate.
>
>john
>--
>John Nielsen MAGNUS Consultant ______ ______ __ __
>jnielsen@magnus.acs.ohio-state.edu /\ __ \ /\ ___\ /\ \/\ \
> \ \ \/\ \\ ___ \\ \ _\ \
> Back off man, I'm a Scientist! \ _____\\/_____\\ _____\
>

--

2412. Re: Co-processor chip capabilities???

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 17:30:12 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Feb9.173012.19228@csi.uottawa.ca>
Source record: 210700

In article <75206@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>John Richardson asked about using a math coprocessor in an ST...
>
>As you surmised, programs MUST be specially compiled to take
>advantage of a math coprocessor chip.
>
>The number of programs available for the ST which can use a
>math coprocessor is virtually zero.

Pure C does have support for the math coprocessor; GCC has support for the TT (and presumably Falcon) 68881 installations. Unfortunately, on the Mega ST, the coprocessor is installed differently, and fairly incompatibly.

Yes, programs MUST be specially compiled. In addition, the 68881 would primarily be useful for accelerating floating point stuff. It wouldn't be much good in accelerating data compression, as was speculated. DSP might be helpful, but not FPA.
--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

2413. Atari is dead

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 17:47:11 UTC
From: nmp@mfltd.co.uk
Message-ID: <1993Feb9.174711.25303@mfltd.co.uk>
Source record: 210451

It astounds me that there is so much discussion about what is essentially
a dead machine.
I have a 1040 ST, and its old, slow, clanky and I hate it.
When I bought it in 88, the Amiga (at least here in the UK) was getting
little support. All games it got were ST conversions. So I didn't get
an Amiga, and I couldn't afford a PC.
No sooner had I made said purchase than the tables turned. The Amiga
gained more support, ST support waned, and Atari utterly failed to
release a real competitor to fight back.
If I get another computer, it'll be a PC. Cos the equivalent to a 50MHz
486DX, 200MB HD SVGA display etc etc costs about 50% more if it is an Amiga
or ST. And the other point is most ST/Amiga games assume that the
user might have no hard disk (or in the case of the ST almost certainly have
no hard disk) - so you spend your life swapping floppies. Not only that
MOST games don't even notice if you've got 2 floppy disk drives. They
INSIST you use drive A:
Well fuck that. STs and Amigas are crap. I'll get a PC. And get FREE UNIX
for it.

Cheers,
--
Nic Percival | |
Micro Focus | "Anything is good and useful | nmp@mfltd.co.uk
Newbury | if it's made of chocolate.." | (0635) 32646 Ext 5336
Berks, RG13 1JT | |

2414. Re: Fair Dinkum Where Are You?

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 17:56:25 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb9.175625.9675@newshost.lanl.gov>
Source record: 210452

In article 1l7sd2INNrol@usenet.INS.CWRU.Edu, cj195@cleveland.Freenet.Edu (John W. Redelfs) writes:
>
>Fair Dinkum, please send me email letting me know where you are.
>--

I'm here... where are you? :) email is enroute.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2415. help for instaling emacs on my STe

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 18:06:16 UTC
From: lperroto@ens-lyon.fr
Message-ID: <C270yH.AoH@ens-lyon.fr>
Source record: 210453

I tried to install emacs 18.57 that I got from ftp at wuarchive on my STe, and I get some troubles:

-> I use Gemini shell.
-> all is ok for the dump, I got an executable "emacs.ttp*", but when I run emacs, it says :

"emacs: Terminal type "atari" is not powerful enough to run emacs. It lacks the ability to position the cursor."

-> I tried all the TERMCAP file possible entries, vt52, atari, atari32, s0, s1, ...
=> same result.

-> I look into the TERMCAP file, ir does describe the vt52 command to position th e cursor in the x,y position on the screen.

Did someone install the same emacs ? How did it work ? what is your TERMCAP file ?
where can i get directly the executable (perhaps mine is not well-dumped) ?

Could you email me, please, as I dont read the newsgroup regularly.
All help appreciated, thanks in advance.

,---, ,----. Laurent PERROTON
/ / / / LIP - IMAG
/ / / / / Unite de recherche associe 1398 CNRS
/ /__/ __/ Ecole Normale Superieure de Lyon
/ / / 46, Allee d'Italie
/ / / 69364 LYON Cedex 07
'------'---' FRANCE
email: lperroto@lip.ens-lyon.fr phone: (+33) 72.72.84.35

2416. FALCON030 Memory Survey

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 18:06:37 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1l8rrdINNpqd@usenet.INS.CWRU.Edu>
Source record: 210454

Hi, I frequently write for Z*Net and would like to eventually do an article
on what people feel the memory configurations should be for the
Falcon030.

The Falcon030's present memory configurations is 1, 4, and 14 Megs of RAM.

My first question (not part of the survey) is will the Falcon030 only
recognize these configurations? If a memory board was added to the Falcon
that allowed 2 Megs to be used, would the computer recognize the 2 Megs?
Or will it only recognize 1, 4, and 14?

This is the survey.

Do you feel that a version of the Falcon030 should be sold WITHOUT memory?

Yes
No

What is the LOWEST amount of memory that you believe the Falcon030 should
be sold with from the choices below?

1 Meg ($799 suggested retail price)
4 Meg ($999 suggested retail price)

If 2 Meg was an option for the lowest amount of memory (costing a little more
than $799 (around $50), would you prefer it over the choice you made above?

Yes
No

Do you believe there should be a Falcon030 memory configuration between
4 Megs and 14 Megs?

Yes
No

If so, list the configuration that you would like to see:

What configuration (if these are the only ones available) would you purchase?

Falcon030 (1 meg)
Falcon030 (4 meg)
Falcon030 (4 meg/65 meg HD) (comes with Atari Works package and speedo)

Would the addition of the Atari Works package with the hard drive version
influence your decision?

Yes
No

Why did you answer the way you did?

What is your occupation?

Can you program computers?

THANK YOU!

Please reply e-mail so we do not clutter up this newsgroup.
aa399@cleveland.freenet.edu

--

2417. Re: Should I get an Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 18:09:21 UTC
From: ti6ls@tuhhco.rz.tu-harburg.de
Message-ID: <ti6ls.729281361@tuhhco>
Source record: 210455

If you're not extremely run into debt, get another MAC! Emulation on an Atari ST
works fine, but why take a copy if you can have the original?
No emulation can provide 100% compatibility.

Hope this helps.

Ludger.

2418. Re: waiting for events while reading stdin ???

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 18:25:21 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C271uA.L7o@hpbbrd.bbn.hp.com>
Source record: 210456

Alexander Lehmann (alexlehm@iti.informatik.th-darmstadt.de) wrote:
> My question is now the following: is it possible under MiNT/MultiAES to wait for
> keys from stdin while at the same time waiting for keyboard (and other) events
> from the AES.
>
> I would appreciate any tricks that could help me solve the problem.

The best solution certainly would be to open a second prompt window
where GNUPLOT commands can be typed in, but this might require major
changes in the GNUPLOT sources. I've been thinking about similar changes
a while ago.

> BTW. the application I am developing is GNUPLOT 3.3 which will be released in
> sources from within the next month or so. I will try to post the binary to
> comp.binaries.atari.st, if there is enough interest.

You must be kidding - of course there's a lot of interest 8-)! Can't
wait for it ...

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

2419. Re: Atari is dead

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 18:51:06 UTC
From: pinelr@rs6403.ecs.rpi.edu
Message-ID: <f353bt=@rpi.edu>
Source record: 210457

In article <1993Feb9.174711.25303@mfltd.co.uk> nmp@mfltd.co.uk writes:
>
>no hard disk) - so you spend your life swapping floppies. Not only that
>MOST games don't even notice if you've got 2 floppy disk drives. They
>INSIST you use drive A:
>Well fuck that. STs and Amigas are crap. I'll get a PC. And get FREE UNIX
>for it.

Your opinion has been duly noted, and let me tell you, every Atari owner
is right this very second trying to unload his/her machine in order to buy
a clone. Imagine, the inconvenience while playing games! What an outrage!

--
||| | Rob Pinelli |5\ "Don't have your chimney swept... chimney fires
/ | \ | pinelr@rpi.edu |18\ are _cool!_ There's nothing better than walking
Atari ST| 203 North Hall |276\ down your block and seeing flames spewing 20
Mega 2 | Troy, NY 12180 |7080\ feet out of your neighbor's chimney!" --E.J.N.

2420. Re: Atari is dead

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 19:02:30 UTC
From: mode@csd4.csd.uwm.edu
Message-ID: <1l8v46INN1nm@uwm.edu>
Source record: 210458

>>Well fuck that. STs and Amigas are crap. I'll get a PC. And get FREE UNIX
>>for it.

> Your opinion has been duly noted, and let me tell you, every Atari owner
> is right this very second trying to unload his/her machine in order to buy
> a clone. Imagine, the inconvenience while playing games! What an outrage!

WHY NOT TAKE YOUR DISCUSSION TO A DIFFERENT NEWSGROUP. ATARILAND DOESNT WANT
TO HEAR YOUR GRIPES. OBVIOUSLY THE IBM BOARDS ARE NOT KEEPING YOU
INTERESTED. SPILL-IT SOMEWHERE ELSE!!!

(for all you know I just might be the inventor of the ST)

Daniel James Frederiksen
mode@csd4.csd.uwm.edu
Milwaukee Wisconsin
United States

2421. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 19:37:23 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Feb9.193723.15042@mpifr-bonn.mpg.de>
Source record: 210459
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In <1l6efoINN7nm@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>a full 32M byte/sec over the bus using longword accesses, or 16MB/sec using
>word accesses.

The 68030 in the Falcon just has a 16bit data path to the bus. Your
measurements must be wrong.

>seems that no Amigan wants to provide factual data to actually compare.

Start with telling facts.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

2422. Re: How do u uncompress a '.Z' file using COMPRESS.TTP?

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 20:10:36 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <25958@galaxy.ucr.edu>
Source record: 210460

My initial guess would be to use a "-d" or "-D" switch, as in:

COMPRESS.TTP -d FILE.Z

But I don't think this will work because the compress.ttp
file will only extract 13bit files. The UNIX system uses something else. I
remember seeing this before on this newsgroup. I seem to remember you had to
save it on the UNIX system as 13bit for the compress.ttp to uncompress it.
Does anyone one remember?
Paul

2423. Re: Need HELP with "DR. T's" sequencing Software

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 21:02:29 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <62132@aurs01.UUCP>
Source record: 210258

In article <16B6FCECC.M14563@mwvm.mitre.org> M14563@mwvm.mitre.org writes:

>I am a NEW ATARI-1040ST user. Presently, I am using my Atari to help me
>sequence music. I have purchased the most recent version of the KCS's
>"Dr. T's" software (Omega version ?). Though I have become somewhat
>familiar with this package, I am experiencing a few problems with it.
>My most frustrating problem with this software involves the "looping" of
>tracks and/or sequences. Even after painstakingly following all
>instructions on how to end up with a "clean" loop for a track or
>sequence, (ie. making sure that the last "deleted event" falls on the
>first step of the first beat of the first measure AFTER the last measure
>of real music -- that is, for a 15 bar song, the deleted event should
>fall on the first step of the first beat of measure 16!) I still
>experience slight, but VERY NOTICEABLE hesitations when looping from the
>end of a track/sequence back to the beginning of that track/sequence.

Hmmm. I don't have this problem with KCS Omega. This is a very complex
and powerful program, so I'm not surprised that you are experiencing
some frustration when you jump right in. I still run across new
features from time to time, and I've been using various versions of it
for five years!

All the timing information in Track mode comes from the conductor track
(track 1), so make sure the DE event is properly aligned in this track.
If you convert from tracks to sequences and include a faulty conductor
track this problem will migrate to your sequences. The calculator
function can be very helpful with cleaning up event timing. You can
also display the conductor track in TIGER, which can help you
visually track down timing glitches.

Do you experience this hesitation when using Cue loops? If the Cue loop
timing is correct and regular loops have a hesitation I'd look very
carefully at your conductor track. Do you have a tempo or time
signature event stuck in there somewhere?

Are you sure the timing problem is at the end of your loop and not the
beginning?

If none of this helps you could send me a simple TRK file that has this
problem and I'll take a look at it.

If you have access to GEnie, the on-line Dr.T's support is great, and
there are quite a few experienced KCS users who are very knowledgable
and helpful. And make sure you've registered your copy of KCS Omega,
because version 5.0 is due out soon.
****

Jonathan Whitcomb, Alcatel Network Systems, Raleigh, North Carolina
* UUCP: whitcomb%aurfs1.aur.alcatel.com@rockdal.aud.alcatel.com *
* GEnie: J.WHITCOMB3 *
****

2424. Warp 9 current version

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 21:05:05 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <25962@galaxy.ucr.edu>
Source record: 210461

The current version of Warp 9 is version 3.75 not 3.65. a.a.u.e has patches up to version 3.73. I'll post the 3.74 patch and 3.75 patch later this week.

Paul

2425. Novice Alert!!! What _is_ a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 22:17:30 UTC
From: schwartz@feh.scs.uiuc.edu
Message-ID: <C27CL6.F80@news.cso.uiuc.edu>
Source record: 210462

O.k., I'm not totally stupid -- I can tell that the Falcon is a recent offering
from Atari's, a 68030 based computer, etc., but I was wondering a few things:

What equipment is standard on a Falcon?
What equipment can be bought as an add-on?
TCP/IP networking hardware?
A/D, D/A i/o boards?

Are these computers available in the US?
For what price?
Who's a reputable dealer in this product?

Is there good software available?
OS?
MIDI?
Database?
Word Processing/Desktop Publishing?
Graphics/CAD/Drawing/Painting
Networking
UNIX?

Does the Falcon run software for the Atari 1040's, 520's, etc.?

I've asked a lot of questions. Maybe I should be reading a Falcon
FAQ. Is there one?

Dwight

Dwight A. Schwartz _____--_-____--________------___--_-_-_-_-_----------__
_____
University of Illinois Department of Chemistry | 502 W. Main, # 302
Box 10-1 Noyes Laboratory | Urbana, IL 61801
505 S. Mathews Ave. | 217-328-4823
Urbana, IL 61801-3664 |
217-333-7605 _____________|_____________________________
333-3004 |Earth's crammed with Heaven,
i-net : schwartz@feh.scs.uiuc.edu |And Every common bush afire with God;
bitnet: schwartz@uiucscs |But only he who sees takes off his shoes.
|The rest sit round it and pluck blackberries.
| --- Elizabeth Barrett Browning

2426. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 22:39:38 UTC
From: rcormac@abc.cs.oberlin.edu
Message-ID: <RCORMAC.93Feb9173938@abc.cs.oberlin.edu>
Source record: 210463
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

If somebody could repost or e-mail me the assembly code I could try
getting DevPac to assemble it, but since I don't know assembler yet
(just started trying to teach myself it) I am not sure if I could fix
the inevitable problems with the code...
Cormac
--
Retch The Grate aka Cormac Russell Amiga, The Computer for The Creative Mind
rcormac@occs.cs.oberlin.edu
Vote Libertarian in 92! Marrou/Lord!

2427. Re: FRACTAL ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 22:57:15 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1993Feb9.165716.86@janus.arc.ab.ca>
Source record: 210464

In article <John_Collis.874u@equinox.gen.nz>, John_Collis@equinox.gen.nz (Johnc) writes:
>TOMAS FRIDN (e90-frt@tekn.hj.se) wrote:
>: I'm looking for a book in fractals, it rather would be a
>: book that give you som exampels in PASCAL or BASIC.
>
>: If anybody have or knows such a book please give me
>: the title,auther and if possible ISBN.
>
>Try This one it has Examples in GFA Basic:
>
>Computers and Chaos - ISBN 1-85058-247-5
>
>By Conrad Bessant
>
>Published by:
>
>Sigma Press
>1 South Oak Lane,
>Wilmslow,
>Cheshire SK9 6AR
>UK
>

Another one is:

Compyuters, Pattern, Chaos, and Beauty
Clifford A. Pickover
ISBN 0-312-04123-3

Bob

2428. Re: What kind of a name is Falcon030?

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 23:38:30 UTC
From: dhermann@sample.eng.ohio-state.edu
Message-ID: <1993Feb9.233830.2592@ee.eng.ohio-state.edu>
Source record: 210483
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1l77k8INNiaj@mojo.eng.umd.edu>, brymastr@eng.umd.edu (Bryan Lee) writes:
> I think the Falcon sounds like a pretty cool machine, and I'm waiting
> to see the real thing, but what kind of a name is 'Falcon030' ??
> I know it has a 68030, but still that name bothers me. Couldn't they
> call it the 'Falcon 30' or the 'Falcon 3'? Just plain 'Falcon' suits me
> fine.
>
This is true, however the real question is "Can I run Falcon 3.0 on the
Falcon030?"

2429. QWK reader on a.a. now!

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 23:54:26 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.D0R_647Rl&k@yonder.equinox.gen.nz>
Source record: 210465

I sent the latest version of the Micro-Talk QWK offline reader
to a.a

I will send some others when my budget allows, my email costs a fortune.

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Coming at you not quite live & direct from Christchurch, New Zealand *

2430. new STM player for STE/TT

Newsgroup: comp.sys.atari.st
Date: 1993-02-09 23:59:08 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.0nopwKIBLd2@yonder.equinox.gen.nz>
Source record: 210466

Last night I also sent a new STM player to a.a, i'm not too sure if
it was already there or not (I have no way of finding out, waste of money
getting the index!),

it's called 50play.lzh , it's done by the guy from Electronic Images (of the
SPX picture viewer fame).

It works on either the STE or TT and will play Sound Tracker Modules (.MOD
files) at 50KHz !!!
It doesn't have a pretty front end, in fact no graphics at all, just some
text sliders on the screen to adjust volume/tone etc... but who needs
that when you're getting great sound ay!

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Coming at you not quite live & direct from Christchurch, New Zealand *

2431. Re: How many TT's are there?

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 00:22:02 UTC
From: gfarrell@cs.sfu.ca
Message-ID: <1993Feb10.002202.11154@cs.sfu.ca>
Source record: 210497

In article <1993Feb09.000557.127677@zeus.calpoly.edu> smiller@farad.elee.calpoly.edu (Steve Miller) writes:
>I was told that I am one of around 650 TT users in the US how many
>are there in the rest of the world?

All right. I'll start the Canadian count.

1

>
>Steve Miller
>(not the band folks)
>
>EL student
>~Sepultura~

--

Gordon Farrell
gfarrell@cs.sfu.ca

2432. Re: *** a couple of things ***

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 00:33:44 UTC
From: ritz@ritz.mordor.com
Message-ID: <930209125@ritz.mordor.com>
Source record: 210467

The Piano Man (awest@ub.d.umn.edu) wrote:
:) Secondly, just a quirk that my 1040ST has and I'm wondering how to fix it.
:) Sometimes when I enter or exit a folder, the mouse gets "reversed" somehow.
:) I.E. Up is now down, down is now up, but weirdly, the left and right stay the
:) same. Anyone else have this problem, can it be fixed?!

It's a virus. I forget which one. Get one of the PD virus killers
out there and check all your disks.

Chris

--
Christopher Mauritz | My views reflect those of my
ritz@ritz.mordor.com | company since I own the company.
{backbone}!rutgers!spcvxb!ritz!ritz | Ritz International, Inc.
OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 | Import/Export Consultants

2433. Re: What kind of a name is Falcon030?

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 02:39:08 UTC
From: ekrimen@wet.UUCP
Message-ID: <5298@wet.UUCP>
Source record: 210468
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1l77k8INNiaj@mojo.eng.umd.edu> brymastr@eng.umd.edu (Bryan Lee) writes:
>I think the Falcon sounds like a pretty cool machine, and I'm waiting
>to see the real thing, but what kind of a name is 'Falcon030' ??
>I know it has a 68030, but still that name bothers me. Couldn't they
>call it the 'Falcon 30' or the 'Falcon 3'? Just plain 'Falcon' suits me
>fine.

Centris?

Performa?

Pentium?

I read that Microsoft is/has been developing an OS named Cairo!?

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ AEO.5 (GEnie)

2434. Re: Co-processor chip capabilities???

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 02:46:03 UTC
From: ekrimen@wet.UUCP
Message-ID: <5300@wet.UUCP>
Source record: 210469

In article <75206@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>
>The number of programs available for the ST which can use a
>math coprocessor is virtually zero.

Oh, but why don't we try to list them? Shall we?

Lexicor's Chronos, Phoenix, Calamus SL, DynaCADD, and Bill Penner's
Satellite Orbital Prediction Program, just to name a few.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ AEO.5 (GEnie)

2435. Color Monitor forsale

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 03:05:38 UTC
From: ca2ee209@troi.cc.rochester.edu
Message-ID: <1993Feb10.030538.5571@galileo.cc.rochester.edu>
Source record: 210256

I have a Thomson Color Monitor that works with the
Atari ST/8 bits and PC (CGA) for sale.
$100 + shipping obo.
Thanks

2436. Re: comp.sys.atari.st.binaries - does it exist?

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 04:17:24 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.pch55CTbkWM@yonder.equinox.gen.nz>
Source record: 210470

In <1993Feb9.052303.2450@umr.edu>, S112397@UMRVMA.umr.edu writes:
>I was readin in news.groups (looking for discussion on the flamewar group:)
>when I saw an article stating that the group contained within were illegal and
>recommended that they should be droped. Browsingthrough it, I was surprised
>that our binaries group is listed. What Gives?

Well it does exist, last posting in it was 7th Feb 93 (3 days ago), did
the guy that wrote the list have any sort of authority? or was it
just a joke?

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Coming at you not quite live & direct from Christchurch, New Zealand *

2437. Music tutors

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 04:24:44 UTC
From: marshall@cs.uq.oz.au
Message-ID: <12006@uqcspe.cs.uq.oz.au>
Source record: 210471

Does anyone know of any program/s that teach a complete novice how to play a keyboard instrument, and how to read music - using the midi ports, naturally? Commercial or PD. Thanks. I'll post the answers.

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

2438. Re: ATARI UUCP, DOES IT EXIST

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 04:36:02 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.2znES3aQ65s@semprini.tdkcs.waterloo.on.ca>
Source record: 210472

In <769@infocom.co.uk>, David Hunt writes:
> Is there a package available for the ATARI (ST, TT, etc) which can be used
> for UUCP connections, using the standard operating system. If there are
> packages where can they be ftp'ed from.

Yes!

It's called "Hermes", and it's shareware. (Hmm, I really should try to save up a few $$$ to send Martin; he's pretty helpful and Hermes is great!)

I'm using Hermes 1.04 right now; rumour has it Hermes 1.10 will be out real soon now (hmm, kinda like the Atari Falcon030, but probably sooner).

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2439. Re: Compressing nethack 3.1

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 04:39:26 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea._3_zESBxINQ@semprini.tdkcs.waterloo.on.ca>
Source record: 210473

In <729095542.21180@minster.york.ac.uk>, mjl-b@minster.york.ac.uk writes:
> Has anyone had any trouble running NetHack 3.1 on an ordinary ST? I
> downloaded and decompressed it to my hard disk last week, and booted without
> any accessories or AUTO programs in order to give NetHack most of my 2MB
> memory.
>
> When I double-click on the program to run it, the program loads, there is a
> short pause, then I'm dumped back to the desktop. Has anyone else got it to
> work?

Have you:

1) edited your nethack.cnf file appropriately?

2) tried putting nethack.ttp in your AUTO folder (and renaming it
nethack.prg)?

If you have "only" 2M, the binary will probably have to be completely
unpacked... If the file's been PFX-Pak'd, or compressed with any other
binary compressor, you'll have to unpack it and save it to disk. I doubt
you'd be able to run it from a floppy on a 2M system.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2440. Re: PC DITTO & Falcon first impressions by a new user...

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 04:43:26 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.wN&AKvNuSKA@semprini.tdkcs.waterloo.on.ca>
Source record: 210474

In <1993Feb8.092927.800@cs.hw.ac.uk>, Neil Forsyth writes:
> On a related note, I posted an article on the tech newsgroup a short time
> back concerning a serious bug in the Falcon video hardware and was surprised
> that there was next to no response. I know there aren't that many Falcons
> about but it looks like nobody cares.

Neil, does this mean that the much vaunted STe-compatibility is all for
naught? Your description of the bug made it seem like practically any
game written well would do nasty things on the Falcon's screen...

Any idea of what revision of Falcon you've got?

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2441. Re: CeBit Dates ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 05:49:34 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1la51eINNcsq@elroy.jpl.nasa.gov>
Source record: 210477

In article <BRARDA-090293174338@128.141.55.206> BRARDA@VXCLIA.CERN.CH (Loic BRARDA) writes:
>Does anybody knows the dates of the CeBit in Hannover in March ?

I think it starts the 24th, don't remember the end date.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

2442. Re: Atari is dead

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 05:58:50 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1la5iqINNjnf@life.ai.mit.edu>
Source record: 210475

In article <1993Feb9.174711.25303@mfltd.co.uk> nmp@mfltd.co.uk writes:
>It astounds me that there is so much discussion about what is essentially
>a dead machine.

You are completely insane. Posting *facts* about Atari computers and
PC's is dangerous enough here, but you've actually posted your
opinions! Man, you're going to get flamed to cinders. :|

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

2443. Re: Atari is dead

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 06:00:26 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1la5lqINNjnk@life.ai.mit.edu>
Source record: 210476

In article <1l8v46INN1nm@uwm.edu> mode@csd4.csd.uwm.edu writes:
> (for all you know I just might be the inventor of the ST)

For all you know, he might be the pope.

:) <--- for the overly-sensitive

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

2444. Re: How do u uncompress a '.Z' file using COMPRESS.TTP?

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 08:52:25 UTC
From: jansteen@cwi.nl
Message-ID: <8886@charon.cwi.nl>
Source record: 210478

phruby@ucrengr.ucr.edu (paul hruby) writes:

> My initial guess would be to use a "-d" or "-D" switch, as in:

> COMPRESS.TTP -d FILE.Z

Close! Leave of the ".Z" suffix and it works fine for me:

compress.ttp -d file

Jan van der Steen

--
-=-
Jan van der Steen jansteen@cwi.nl
Centre for Mathematics and Computer Science (CWI)
Kruislaan 413, 1098 SJ Amsterdam, The Netherlands

2445. Midimaze 2 again.

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 09:41:52 UTC
From: elendir@inf.enst.fr
Message-ID: <1997@enst.enst.fr>
Source record: 210479

Hi !

Someone recently sought the midimaze docs. I m looking for a maze
editor/creator. Does someone have this ?

Thanks.

Vincent.
--

In memoria di mori di Furiani.

2446. Re: 78Hz vertical screen frequency on the falcon (Problems)

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 09:45:21 UTC
From: acher@Informatik.TU-Muenchen.DE
Message-ID: <1993Feb10.094521.19389@Informatik.TU-Muenchen.DE>
Source record: 210284

```
In article <1994@enst.enst.fr>, elendir@inf.enst.fr writes:
|> Michael Eberl writes
|> ] You can do that if you want. But for me: With the Falcon-default 60Hz I
|> always
|> ] got headache, because the flicker is terrible. And when we found an easy way
|> ] to switch to a higer rate we decided to make it available to the public...
|> ] be good to your eyes ...
|>
|> That patch seems to cause problems to a few programs... The pure debugger
|> especially... I dunno if it s because of the incresed rate of the VBL
|> interruption... I even dunno if both are linked...
|>
The Pure Debugger ALWAYS crashes on the Falcon after quitting (with or without
SUPER_78.PRG).
|> Vincent.
|>
|> --
|>
|> In memoria di mori di Furiani.
-
Bye
Georg Acher
+------------------------------------------------------------+
| Georg Acher, acher@informatik.tu-muenchen.de |
| "Oh no, not again !" The bowl of petunias |
+------------------------------------------------------------+
```

2447. MAC Emulation on ST

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 09:51:23 UTC
From: grillo@flash.ATC.Olivetti.Com
Message-ID: <57903@olivea.atc.olivetti.com>
Source record: 210480

Hi there,

One of my friends is trying to sell me a Spectre (or something like that)
MAC Emulator, the price is intersting but I'd like to know, before to buy,
what are the programs (and games) running correctly under emulation.

For example MS-Word - SymCity - SymAnt - FrameMaker 3.0 - Finale ?

Thanx a lot!

Savino

2448. Re: 78Hz vertical screen frequency on the falcon

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 09:56:05 UTC
From: acher@Informatik.TU-Muenchen.DE
Message-ID: <1993Feb10.095605.19679@Informatik.TU-Muenchen.DE>
Source record: 210285

```
In article <C24q5q.GDw@hpbbrd.bbn.hp.com>, clausb@hpbbrd.bbn.hp.com (Claus Brod) writes:
|> Harald Schoenfeld (mppi76@cd4680fs.rrze.uni-erlangen.de) wrote:
|> > The normal Falcon VGA mode works with 60Hz only. That is not very good
|> > as you can see the picture flicker all the time (the St already worked at
|> > 70 Hz!).
|> >
|> > So 78 Hz really looks beautiful. If have tested the program with the
|> > NEC 4FG and everything works fine - not only in real VGA-mode, but also
|> > in the compatability modes.
|>
|> Do 78 Hz also mean that the processor gets less bus cycles?
Yes :-(, but in VGA 640x480(16 colors) the loss in performance is about 6%, in
'True Color' 320x240 it's about 15%.
|>
|> --
|> --clausb@hpbeo79.bbn.hp.com-----------------------------------------------
|> Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
|> --#include <std_disclaimer>-----------------------------------------------
--
Bye
Georg Acher
+-------------------------------------------------------------+
| Georg Acher, acher@informatik.tu-muenchen.de |
| "Oh no, not again !" The bowl of petunias |
+-------------------------------------------------------------+
```

2449. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 10:21:16 UTC
From: elendir@inf.enst.fr
Message-ID: <1998@enst.enst.fr>
Source record: 210481

I m not sure whether all that makes sense. But there are some points which so far have remained obscure and that I would like to clarify :

1. The Falcon really has a separate 32-bit graphics bus. When you open a 4 Megs machine, for example, you may notice that Atari has used 8 chips of 1Mx4 DRAM, giving 32 bit bus, instead of 8 chips of 4Mx1. The contention is not on the bus, but on the RAM itself. That means, if the processor does a ROM access, the video chip can do a RAM access at the same time with no contention. This means also that, on the internal expansion board, you can add what you call *Fast RAM*. You can even design a cache like the one found in the MegaSTE.

2. Blitter is a 16-bit chip, and uses CPU bus. The sole improvement is the speed, now 16 MHz instead of 8.

Anyhow each machine has advantages and drawbacks. Now, the point I m considering is in the multiTOS and equivalent Workbench. There I am happy to have a 030 instead of an EC020 because of the MMU. Memory protection is straightforward with a 030, painful with a 020. The MMU means also that in the future, a real UNIX-like system could be written ?

(PS : All the infos above extracted from the official Atari Falcon Doc)

Vincent.

--

In memoria di mori di Furiani.

2450. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 10:51:05 UTC
From: snail@lsl.co.uk
Message-ID: <1993Feb10.105105.3072@lsl.co.uk>
Source record: 210254
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <C1zKJv.8L6@news.udel.edu>, don@chopin.udel.edu (Donald R Lloyd) writes:
>
>
> Nice list of resolutions... will the Falcon still need to be rebooted
> to change to a different one like the STs did?

The old STs *NEVER* needed to be rebooted to change to a different resolution.
I've had one since 1987, one of the very first ones that had the OS on ROM,
no internal disk drive etc. This has never needed to be turned off to change
resolution. You've been reading too much propoganda.
--
snail@lsl.co.uk

"Washing one's hands of the conflict between the powerful and the powerless
means to side with the powerful, not to be Neutral."
Quote by Freire.
Poster by OXFAM.

2451. Re: Alwin Stumpf ...

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 11:26:03 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1993Feb10.112603.22569@Informatik.TU-Muenchen.DE>
Source record: 210286

In article <1993Feb8.222623.23683@olymp.informatik.uni-bonn.de>,
volker@sfb256.iam.uni-bonn.de (Volker A. Brandt) writes:

|> It was mentioned in one of those PC rags. If I remember correctly, it was
|> "PC Magazin" by Markt&Technik. I don't have the magazine because I didn't
|> buy it (not worth wasting money on that one :-).
|>
|> -- Volker

* Either the News is not correct ... most probable thing with
MORD & TOTSCHLAG-Verlag (Markt&T..)(why didn't they publish it in
Amiga-Mags??? (no Flame came on up to now)
* or ALWIN got mad (as he is a personal friend of Jack Tramiel ... but had
Problems with the Junior-Tramiels) so we can hope he'll ruin C=
* or he went there as a Spy.

--
==========
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
==========

(* = Maerchen aus 1001 Nacht

2452. Re: Atari LZH files in UN*X

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 11:35:11 UTC
From: andi@gmd.de
Message-ID: <andi.729344111@gmd.de>
Source record: 210259

Hi,

you can find the requested version of lharc at the following location via
anonymous ftp:

rzsun2.informatik.uni-hamburg.de [134.100.4.42]

dir: /pub/utils filename: lharc.lh5.tar.Z

Hope that helps,

Andreas.

Andreas Rohrschneider
GMD - I5.SKS
German National Research Center for Computer Science
Schloss Birlinghoven phone: (+49 2241) 14-2542
D-5205 Sankt Augustin 1, FRG email: rohrschneider@gmd.de

2453. Porting device drivers ST -> Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 11:36:47 UTC
From: kiwi@cs.tu-berlin.de
Message-ID: <1lapcf$a4f@news.cs.tu-berlin.de>
Source record: 210287

Hi Folks!

A friend needs to port a self made network driver from Atari ST
(TOS1.04 .. 2.06) to the Falcon (TOS 4.01).
Where can he get information about the changed structure of the
GEMDOS traps and everything else (I don't know exactly where the problem
is, so I can only ask for general information about the internal
structure of the new TOS 4.01)

Is there any documentation available via ftp?

Any help appreciated.

Regards, Axel

--
Axel Habermann \\|// FaxFon: +49 30 4543046 Fon:4531772
Fehmarnerstr. 4)o o(eMail: kiwi@cs.tu-berlin.de
1000 Berlin 65 \ | / "Wenn Du nicht weisst
Germany \~/ was du tust, mach's mit Eleganz!"

2454. Re: How many TT's are there?

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 12:35:56 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Feb10.123556.6623@cs.ruu.nl>
Source record: 210484

How many TT users are there?

>All right. I'll start the Canadian count.
>
> 1

I'll start the Dutch count.

1

(note that this way of counting has the danger that more than one person
can give him/herself the same number, but we'll have a minimum anyway)
--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

2455. Re: graphic program with .ps file

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 12:37:12 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Feb10.083712.11080@ac.dal.ca>
Source record: 210485

In article <1993Feb9.104008.23501@neptune.inf.ethz.ch>, jtreichl@iiic.ethz.ch (Juerg Treichler) writes:
> I search a draw program wich generates postscript files.
> is there any aviabale for an atari TT. I prefere a PD or
> sharware program from a FTP server.
>
> Thanks
>
> --
> Juerg Treichler ETH Zuerich
> email: jtreichl@inf.ethz.ch
> mail: Wehntalerstr. 261
> CH-8166 Niederweningen
> --

The program tab_plot can save a .ps file; I tried it once and it seemed to work ok. Try looking for tabplot.zoo, maybe on sol, or stuttgart.

John Cordes

2456. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 12:55:06 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993Feb10.125506.14589@ugle.unit.no>
Source record: 210486
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb10.105105.3072@lsl.co.uk>, snail@lsl.co.uk writes:

[whoops... Question deleted...]

> The old STs *NEVER* needed to be rebooted to change to a different resolution.
> I've had one since 1987, one of the very first ones that had the OS on ROM,
> no internal disk drive etc. This has never needed to be turned off to change
> resolution. You've been reading too much propoganda.

koff How about hi-res/med-res, then? You know, the one where the computer resets itself if you plug in a different type of monitor? (I read this in an ST magazine, btw...)

> snail@lsl.co.uk

-Eyvind

--
//| | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

2457. nn newsreader and Hermes

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 12:58:40 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.HZ5&SP_vNuw@semprini.tdkcs.waterloo.on.ca>
Source record: 210487

I've just gotten the ST port of the 'nn' newsreader from a site in
British Columbia...

Could people using nn with Hermes either follow-up or reply-to this
with their hints and tips for getting the two working together? I'd
like to have as much info as possible before I give it a try... What
environment variables did you have to change/set up, what files did you
have to fiddle with, how are you set up, etc.

Many, many thanks in advance!

--
-------------------==-------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2458. ADVOCACY: Major Developers and Falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 13:03:14 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.Snq6QmVqoDY@semprini.tdkcs.waterloo.on.ca>
Source record: 210488

I don't want to start a flame war, but this definitely falls into the comp.sys.atari.st.advocacy newsgroup... pity it doesn't exist yet. (If you WANT to see it appear, follow up to the RFD: c.s.a.s.a message that appeared a while ago!)

Many months ago, when the release of the Atari Falcon030 was supposedly "just around the corner", Atari claimed that there were many big developers interested in the Falcon030, including many NeXT developers.

Since then, they have mentioned that Kodak is "supporting" the Falcon030. To me, this means that someone else has written a PhotoCD application for the ST/TT/Falcon030, and Kodak has given it the official stamp of approval; it's not like Kodak is going to port its PhotoCD tools (available for Mac/PC/unix) to the tiny userbase of Atari computers...

So, we have _one_ large company that is "supporting" (ie, allowing someone else to work on applications for) the Falcon030. Are there any others? Are there really any NeXT developers playing with the Falcon030? Or are we being snowballed again?

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2459. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 13:17:32 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C28I99.BJK@newcastle.ac.uk>
Source record: 210489
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <C1zKJv.8L6@news.udel.edu>, don@chopin.udel.edu (Donald R Lloyd) writes:

> And what's this about "Overscan is not accessible from the desktop"?

The falcon doesn't have an option in it's Video Preferances Dialog. I'm informed
that you can set it to boot in overscan mode by messing with the NEWDESK.INF
file, but I haven't tried it with mine yet......

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2460. Re: Extra disk to Megafile 30

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 13:20:00 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C28IDE.GC3@hpbbrd.bbn.hp.com>
Source record: 210490

Bram Bouwens (d70@nikhefh.nikhef.nl) wrote:
> I still have a 1040STf + Megafile 30, and now I'm offered a 105 MB
> RLL-disk, which I think could be connected to the Megafile's
> controller without much trouble. Actually, I think some magazine
> gave some details about that several years ago, but I can't find
> it anymore.
>
> Can somebody tell me what kind of software I'll need to have TOS
> find (and format/partition etc.) this disk? Any problems I'm likely
> to forget?

First, the 105 MB drive should be a 3.5" drive. Second, you
can connect the second drive to the internal controller; you'll
have to provide some cabling, a small hardware patch to the
controller board, and you may also need a larger power supply.
Third, you need special software that recognizes the second
drive. Only few such drivers and installation programs exist;
one of them is our CBHD/SED combo.

> Also: will this setup still work when I swap to 1040 for a Falcon?

The Falcon does not have an ACSI bus, so you're out of luck here 8-(

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

2461. Re: How many TT's are there?

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 13:24:16 UTC
From: meulenbr@ce.philips.nl
Message-ID: <1993Feb10.132416.21971@philce.ce.philips.nl>
Source record: 210491

avgroeni@cs.ruu.nl (Annius Groenink) writes:

>How many TT users are there?

>>All right. I'll start the Canadian count.
>>
>> 1

>I'll start the Dutch count.

> 1

>(note that this way of counting has the danger that more than one person
>can give him/herself the same number, but we'll have a minimum anyway)

To avoid the problem:

```
wait(dutch_count_free);
dutch_count = dutch_count + 1;
signal(dutch_count_free);
```

If no-one incremented before, I'm no. 2
--
Frans Meulenbroeks Philips Research Laboratories
preferred email address: meulenbr@prl.philips.nl

2462. Re: FALCON030 Memory Survey

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 13:48:47 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Feb10.134847.1264@dcs.warwick.ac.uk>
Source record: 210281

In article <1l8rrdINNpqd@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>The Falcon030's present memory configurations is 1, 4, and 14 Megs of RAM.
>
>My first question (not part of the survey) is will the Falcon030 only
>recognize these configurations? If a memory board was added to the Falcon
>that allowed 2 Megs to be used, would the computer recognize the 2 Megs?
>Or will it only recognize 1, 4, and 14?

This is an interesting question since many people believe that 1Mb is too little memory, and 4Mb would push the price too high. I think most people would agree that 2Mb would be the best minimum (especially as this is what the A1200 has).
However, the memory is organised so that you can have a board containing either 1, 4 or 14Mb plugged into the single memory expansion socket, and these boards are of non-standard Atari design. As well as not allowing you 2Mb of memory, this means that if you start off with 1Mb and later decide to upgrade to 4 or 14Mb, you must throw your 1Mb board away as it is no good to you or anybody else.
This seems an ideal oppotunity for a 3rd party memory expansion system. Such a system would plug into the Atari memory slot and take either two Atari memory boards, or one Atari memory board and several SIMMs. Since presumably the memory controler can't handle configurations other than 1, 4 or 14Mb, other amounts of memory would need a software patch that told the memory controler that the next highest amount of memory was installed, but told GEMDOS how much memory was really available, preventing it from dishing out non-existant memory via malloc.
I am hoping that a more complex expansion system would be possible that allowed Amiga like 32-bit Fastram to be added, perhaps via the FPU socket. There was some discussion about this a while back, and somebody said this was being worked on (I'd be very interested in any news about it).

In the mean time, if you buy a Falcon, make sure you get at least 4Mb of memory. At least if you want to upgrade to 14Mb you can sell the 4Mb board to some hapless person who bought one with 1Mb of RAM.
Since no 1Mb systems have yet been sold, I hope it is not too late for Atari to redesign the Falcon to take 2Mb of RAM and make this the minimum.

>This is the survey.

Haven't we seen this before?

- Leo

2463. Re: Using Slip with sticp

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 14:05:23 UTC
From: climpach@avalon.physik.unizh.ch
Message-ID: <1993Feb10.140523.24850@ifi.unizh.ch>
Source record: 210492

In article <lncvjfINNh39@coltexo.cs.utexas.edu> psurge@cs.utexas.edu (Troy Carpenter) writes:

>As for the vt100, I also was wondering that. I hate using vt52, but see no
>way right now to use the vt100 escape sequences with NET. Anyone else
>out there who know how to do this, please let use know.

well I don't know if it works, but I think that you could run net.tos in a vt100 window of the terminal program connect. I have seen net.tos run in the console window of the gemini shell, so it should also run in a vt100 window from connect. try it out (and tell me if it works...)

christian

2464. Re: MINT distribution kit..

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 14:08:59 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Feb10.140859.25937@sol.ctr.columbia.edu>
Source record: 210255
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <533@aldetec.oz.au>, clive@aldetec.oz.au (Clive Salvidge) writes:

} 1. My screen length is set to about 20 lines.. This is true even when you
} view a file from the GEM desktop.

Hmm - I'll need some more info to help you on this. How are you
viewing it from the desktop ?

} 2. I run a shell - KSH but the files I create are not owned by 'clive' (ME!)
} how do I get around it?

The uid/gid bits of the minixfs filesystem are set by the uid/gid that
you *actually* are. If you aren't using the multi-user mint style, then
you'll find that you're set to uid 0 and gid 0 (ie: root/system). If
you want clive/users rather than root/system you'll have to set the uid
and gid using a program - I'm not aware of any program to do this, but
it's fairly simple. Look in the source for init (by S.Usher) to find
how it's done.

Simon.

____
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

2465. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 14:17:03 UTC
From: mapmh@sunlab1.bath.ac.uk
Message-ID: <C28L0F.3L5@sunlab1.bath.ac.uk>
Source record: 210493

In the referenced article, ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

[large scale deletions]
>to be objective... I consider the Falcon a very good sound machine.
>
Is that "a very good, sound, machine" or "a very good _sound_ machine"?
Ie are we talking music or 'a good, robust, all round wonderful, truly awesome, brilliant, fantastic, errr, oooops got carried away there"

What me? Nitpicking? Never!

Mark

2466. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 14:43:39 UTC
From: Kent.Dalton@FtCollinsCO.NCR.COM
Message-ID: <KENT.DALTON.93Feb10144339@zappa.FtCollinsCO.NCR.COM>
Source record: 210494
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb7.163940.727@ariel.ec.usf.edu> stelmack@incubus.csee.usf.edu (Gregory M. Stelmack) writes:

In article <1993Feb3.113953.15373@miavx1.acs.muohio.edu>, rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
|> If Atari wants to move the Falcon, all they have to do is get a
|> port of SFII for it. (Hopefully Championship Edition!!) I know this game
|> alone has sold several Super Nintendos, in fact, if I had the money I would
|> be buying it!! (Both a SNES and SFII, even at $70 for the game)
|>
|> SFII is the Pac-man of the 90's. My girlfriend even likes the game,
|> and she doesn't like going into Arcades at all. (That's why when we go to
|> the mall, I send her shopping, and I go to the arcade!!)

>Wrong conclusion. SFII has been out for a while, and has yet to sell a single
>Amiga. BTW, interesting that it's $70 on SNES, and less than $40 on the
>Amiga...

Re, SFII not selling amigas: That's probably because the base hardware for even the lowliest Amiga is 3x the cost of an SNES box and the version of SFII for the Amiga absolutely *sucks* when compared to the SNES version. (The Amiga version comes on, what, 4 disks to swap? Jeezus... Even on the A3000 the animation isn't nearly as good or fast as the SNES version w/ more colors. Not to mention the lack of any reasonable way to control a six button game w/ a one button joystick)

I own an SNES (apple) *and* an A3000 (orange), and I love both systems. So I don't have any axe to grind here... it's simply a fact.

As far as SFII selling Falcons, I do have to agree that it probably won't sell any of those either, seeing as how a complete SFII/SNES set up is only going to cost you ~$160. Even if the Falcon's version were better (unlikely, IMHO given the fact that its controller probably doesn't have enough buttons and the SNES versions graphics are _almost_ perfect anyway). You'd have to be very dedicated or very stupid to pay ~$500-$600 more for a slightly better SFII box, if that's all you want.

Plus Mortal Kombat will be out on the SNES, RSN. ;^)

Fortunately, both the Amigas and the Falcons can do much more than play arcade games (like play Black Crypt, for example ;^)

--
/***/
/* Kent Dalton * EMail: Kent.Dalton@FtCollinsCO.NCR.COM */
/* NCR Microelectronics * Phone: (303) 223-5100 X-319 */

```
/* 2001 Danfield Ct. MS470A * FAX: (303) 226-9556 */
/* Fort Collins, Colorado 80525 * */
/*************************************************************************/
Everywhere I look I see NEGATIVITY and ASPHALT...
```

2467. AVR sound format description

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 14:44:30 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <7307@tuegate.tue.nl>
Source record: 210495

I downloaded this from the Atari Benelux bulletin board and thought
thast people on the net might also be interested in this, so here it is
the description of the AVR sample format.

A.V.R. PRO SERIES 16m

Appendix III

Sample Data Formats

Here is a brief description of the AVR Sample format

The first 128 Byte on an AVR sound file on diac contain a sound file
header. The first BYTE or WORD immediately following the header is the first
BYTE or WORD of the sound sample itself. The contents of the header are as
follows

OFFSET SIZE DESCRITPTION
(BYTES)
--- --- ---

0 - 3 4 4 BYTE ASCII CHARACTER I.D. CONTAINS '2BIT'

4 - 11 8 8 BYTE ASCII CHARACTER SAMPLE NAME
UNUSED BYTES PADDED WITH NULL ($00).

12 - 13 2 WORD = 0 FOR MONO $FFFF FOR STEREO SAMPLE

14 - 15 2 WORD = SAMPLE RESOLUTION $0008 (8 BIT)
$0010 (16 BIT)

16 - 17 2 WORD = $0000 UNSIGNED SAMPLE
WORD = $FFFF SIGNED SAMPLE

18 - 19 2 WORD = $0000 NON-LOOPING SAMPLE
WORD = $FFFF LOOPING SAMPLE

20 - 21 2 WORD = ASSIGNED MIDI NOTE / SPLIT
$FFFF = NO ASSIGNMENT (DEFAULT)
$FFxx = SINGLE KEY NOTE ASSIGNMENT
$LLHH = KEY SPLIT, TWO BYTES, NOTE LOW/NOTE HI

22 - 25 4 LONG = SAMPLE SPEED SPLIT INTO 1 BYTE & 3 BYTES
BYTE 22 = 0 TO 7 OR $FF
BYTE 23 - 25 = 3 BYTE SAMPLE FREQUENCY IN HERTZ

26 - 29 4 LONG LENGTH OF SAMPLE IN DATA BYTES OR WORDS

30 - 33 4 LONG FIRST LOOP POINT (OFFSET IN DATA WORDS)
FORCE $0000 IF UNUSED

34 - 37 4 LONG END LOOP POINT (OFFSET IN DATA WORDS)
FORCE TO SAMPLE LENGTH IF UNUSED

38 - 39 2 - DO NOT USE - RESERVED AREA - MIDI KEYBOARD SPLIT

40 - 41 2 - DO NOT USE - RESERVED AREA - SAMPLE COMPRESSION

42 - 43 2 - DO NOT USE - RESERVED AREA - FILL WITH $00

44 - 63 20 FILENAME EXTENSION. FILLED WITH $00 IF UNUSED

64 - 127 64 FREE AREA FOR DEFINITION BY USER. MAY HAVE ASCII
MESSAGE OR OTHER USER DEFINED DATA

128 - EOF -SAMPLE- Held in format described by header.

Appendix - Page 13

This format represents a useful header which can be used to describe not only 16 Bit samples, but has the flexibility built into it to cater for MONO/STEREO and 8, 12, 14, and 16 BIT data sizes. 2-BIT SYSTEMS recommend, that users DO NOT occupy the reserved space in the first 64 BYTES of the header, the last 64 BYTES have been provided for micellanous use and abuse.

If the user is developing software which uses the AVR format, please note the following :-

When reading samples
---

i) Always check for the first 4 BYTES of the sample file for '2BIT' before attempting to load in any sample from disc. If this header is found, then it can be assumed, that the smple is in AVR format, no matter what the file extension is. It is useful, though not important, to save AVR files out as XXXX.AVR.

ii) After having established that the sample is indeed an AVR file, load the 128 BYTE header into a seperate area of memory. Interpret this header before attempting to load the rest of the file. This is important for a number of reasons, the least of which is, that if a Stereo or 16 BIT sample were just about to be loaded, the load address for the sampl block should be made on a WORD boundary.

iii) Do not take anything for grated about the sample. Ensure, that all of the important parameters have been read and interpreted. E.G. SIGN status. If your program can only use BYTE EXCESS samples then ensure that the samples is not signed (and un-sign it if it is).

iv) When reading the FREQUENCY long word, mask off the top 8 BITS. These bits were used in ST REPLAY, PEPLAY PROFESSIONAL and the first version of the PRO-SERIES editors. This byte took the form of a value from 0 to 7

which was used to denote a fixed SYSTEM frequency (0 = 5 kHz, 7 = 48 kHz etc.). If this value is read as $FF, then the editor assumes that the sample frequency is not immediately compatible with the choice which the cartridge and EDITOR support.

When writing a file
---

i) ALWAYS wipe the eintrire header area with zero's when constructing a new header.

ii) ALWAYS force default values and never leave RUBBISH in areas unused by the program in question, remember, another program may look for DATA which is nonsense otherwise.

iii) If looping is not used within an sample, ALWAYS force the start loop to be zero and end loop to match the sample length.

iv) When writing the sample record frequency long word into the header, ensure that the default of $FF is placed into the top 8 BITS.

SIZES and POINTER OFFSETS

Please note the use of the phrase 'WORD size' when expressing the size of a sample or the offset of the loop pointers from the start of the sample. It is assumed that if the sample is an 8 BIT sample (or less), then the WORD size is BYTE. If the sample is greater that 8 BITS then the size is assumed to be a 16 BIT data WORD. Hence a 16 BIT file size of 10000 words would actually be 20000 BYTES in length. The value stored in the header should be 10000.

2468. Re: Graphics Questions (Technical).

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 14:50:20 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Feb10.145020.30528@rchland.ibm.com>
Source record: 210496

In article <C26w41.3zw@cck.coventry.ac.uk>, csg019@cch.coventry.ac.uk (-~=Zaphod=~-) writes:
|> Hello,
|> I may in the future start to write games for the ST (Falcon) or the new
|> Amiga A1200. Having programmed the ST and Amiga, i wish to compare the games
|> hardware (graphics) of these 2 machines. Please do not start the ST Vs Amiga stuff,
|> as it is terminally boring. The information here is for my benefit, so i can choose
|> the ideal machine.

Some corrections about the graphics of the A1200 follow (I would not mention the Falcon after this senctence):

|>
|> A few questions:
|>
|> Blitter: I have used the amiga blitter *extensively*, and it can cope with 3 sources
|> (A,B and C) and 1 destination (D). The source can be shifted by upto 15 bits. The
|> new A1200 now has a 64 bit bandwidth for all blitter operations. As the blitter is
|> possibly the most importaint item for games hardware, i would appretiate any
|> information regarding the Falcon blitter (i hear some bad rumours about barrel
|> shifters and limited blitter operations (ie <256)).

Remember the Amiga has sprites which are instantaneous- much faster than a blitter object. It had 8 sprites, 4 color, 16 bits wide,
with the AGA it has 8 sprites, 16 colors, 64 bits wide.

|>
|> Playfields: The old amiga used to able to have 2 seperate 3 bitplane playfiles, each
|> with hardware pixel scroll in any direction, the A1200 allows 3 seperate playfiles
|> or one 256 colour mode. What is the display hardware like on the falcon? The planes

The A1200 doesn't allows 3 separate playfields unless you are counting the sprites as a separate playfield. The A1200 dual-playfields are 4 bitplane (16 colors each).

|> dont have to be aligned every 256 bytes to they? I would like to hear about the
|> possible games modes (ie 320 * 200) that the falcon uses (please done talk about
|> "true colour" as the DMA would be a killer).
|>
|> Copper: Does the Falcon have a facility to display lists like the Atari 800 or the
|> Amiga?
|>
|> PS: How much is a standard Falcon? (2 meg ram, 1 floppy).
|>
|> Thanks in advance!
|>
|> Steve.

```
|>
|>
|>
|>
|> --
|> ********************************************************************************
|> * /// An Amiga Software Protection Scheme Reverse Engineer. /// *
|> * /// Fight, defeat and kill organized laming. /// *
|> ****\\\X//********Steven Haggerty**csg019@uk.ac.cov.cck ok?*****\\\X//*********

--
Raist
```

2469. u*** PASCAL!!! ***

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 15:15:05 UTC
From: awest@ub.d.umn.edu
Message-ID: <1lb65pINNemj@ub.d.umn.edu>
Source record: 210291

Thanx to all who answered the "mouse inversion" question for me...but I got
no responses about the Pascal compilers!! Does ANYONE have one that works?!

Andrew
--
| |) |==| "We're all in the *
| | | | mood for a melody, *
*. * * * and you've got us *
feelin' alright." *

2470. Re: FALCON030 Memory Survey

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 15:56:35 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1lb8jjEbla@uni-erlangen.de>
Source record: 210498

leo@dcs.warwick.ac.uk (Leo Hendry) writes:

>This is an interesting question since many people believe that 1Mb is too
>little memory, and 4Mb would push the price too high.

Obviously these people have never seen a FALCON or any other ATARI ST
running under MultiTOS. Because 2 Mb are really not enough in that case,
as you can't start any other programs...

I don't think 1Mb for the FALCON could be enough for anything. The only
interesting question would be: How to use 8Mb? :-)

--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

2471. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 16:02:23 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Feb10.160223.17969@rchland.ibm.com>
Source record: 210499
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

```
In article <1993Feb10.105105.3072@lsl.co.uk>, snail@lsl.co.uk writes:
|> In article <C1zKJv.8L6@news.udel.edu>, don@chopin.udel.edu (Donald R Lloyd) writes:
|> >
|> >
|> > Nice list of resolutions... will the Falcon still need to be rebooted
|> > to change to a different one like the STs did?
|>
|> The old STs *NEVER* needed to be rebooted to change to a different resolution.
|> I've had one since 1987, one of the very first ones that had the OS on ROM,
|> no internal disk drive etc. This has never needed to be turned off to change
|> resolution. You've been reading too much propoganda.
|> --
|> snail@lsl.co.uk
|>
|> "Washing one's hands of the conflict between the powerful and the powerless
|> means to side with the powerful, not to be Neutral."
|> Quote by Freire.
|> Poster by OXFAM.

Not turned off, but rebooted. I have used ST's.
--
Raist
```

2472. Re: Should I get an Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 16:23:32 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1lba64INNnko@rs1.rrz.Uni-Koeln.DE>
Source record: 210288

In <ti6ls.729281361@tuhhco> ti6ls@tuhhco.rz.tu-harburg.de (Ludger Solbach) writes:

>If you're not extremely run into debt, get another MAC!
>Emulation on an Atari ST
>works fine, but why take a copy if you can have the original?
>No emulation can provide 100% compatibility.

It was my impression that the guy who asked about the Atari was
kinda disenchanted by the idea of buying just another Mac. I can
understand that very well. If I recall things correctly, he said
that he used UN*X a lot, and I think therefore switching to Atari
would be a great idea for him.
An up-to-date Atari offers a GUI that is equivalent to the Mac's
GUI. But in addition to that, an alternate setup can be created
using MiNT, TosWin, GCC etc. that lets you use the Atari in a
semi-workstation like fashion. It seems to me that this
possibility could be quite attractive for an experienced UN*X
guy.
The Mac emulation (Spectre) istn't 100% compatible, sure, but it
works ok for most purposes. Presently, it doesn't run system 7 (I
think), but this is being worked on, as far as I know.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

2473. Re: comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 16:44:25 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C28ru3.4p9@news2.cis.umn.edu>
Source record: 210500

In article <728646456.12860@hitech.com.au>, matthew@hitech.com.au (Matthew Smith-Stubbs) writes:
> yesterday I got a binary from c.b.a.s and it has been posted in several
> parts (2 or 3). My question is this : in what way are you supposed to uudecode
> them; are you supposed to append all parts and then do it or do you uudecode
> them seperately ?

I save the first part of a uudecoded binary as file.uue. I save additional parts of a uudecoded binary as file.uab, file.uac, file.uad, etc.

The uudecode that I have at work starts up with 'uudecode file.uue'. When it gets to the end of the first part, it reads the "include file.uab" line and then starts up on file.uab. It will do this until it reaches the end of the last part.

Alternatively, you can append the parts (in order) and use a program which is regularly posted to alt.binaries.pictures (I believe that's the newsgroup, it's been a while since I've gotten anything from the alt hierarchy) called 'convert'.

After the file has been decoded, you will generally have a binary archive file, which you can transfer to your ST.

There is also a uudecode for the ST which works in a manner similar to the one I described for the uudecode I have at work. Check for it on the atari.archive.umich.edu. It should be in the Archivers directory.

-- David Paschall-Zimbel

2474. Re: u*** PASCAL!!! ***

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 16:48:37 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Feb10.164837.22565@cs.ruu.nl>
Source record: 210251

In <1lb65pINNemj@ub.d.umn.edu> awest@ub.d.umn.edu (The Piano Man) writes:

>Thanx to all who answered the "mouse inversion" question for me...but I got
>no responses about the Pascal compilers!! Does ANYONE have one that works?!
>

As far as I understand it the fact that it might work is not the point
of Pascal. It is meant as a language for tuition. At least, it was.
What do you need Pascal for anyway?

I always run Turbo Pascal from Aladin the Mac Emulator. But 'always' is
not very often.

--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

2475. I've got some Mac stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 16:49:28 UTC
From: malay@sae.com
Message-ID: <1993Feb10.164928.28779@sae.com>
Source record: 210252

Maybe one of you GCR users might be interested in this:

I have a some MAC stuff for sale:

MAC Plus - 4MB Memory, Keyboard with numeric keypad, internal
800K Drive, mouse, SCSI Cable - just buy an external
SCSI Hard Drive, plug it in and go. I'll include
your choice of System 6.0.5, 6.0.7, 7.0.1 on 800K
disks. Very Clean, new power supply. $450 includes S/H

800K External Floppy - Made by "Cutting Edge" - $60 includes S/H

and now some broken stuff but can be repaired:

Connor 3040A 40MB Hard Drive - SCSI, formats, runs great for awhile
and then has a problem accessing data.
If you power it down for a while
and then reboot then it runs with
data lose until it heats up again;
however, it doesn't run hot. You
can have this fixed for a flat rate
of around 90 dollars.
- $50 includes S/H

Photon 40 Complete External Hard Drive - case, fan, power supply,
has a Miniscribe 3650 inside,
external SCSI ID Selector, two external
SCSI connectors. I don't know what
its problem is, but can be repaired
for a flat rate.
- $40 includes S/H

Bob Malay

malay@sae.com
malay@template.com

2476. Re: *** a couple of things ***

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 17:24:22 UTC
From: Marco_Verhoeven@p11.f607.n285.z2.fidonet
Message-ID: <2b793a6d@p11.f607.n285.z2.fidonet>
Source record: 210253

In a message of <Mon 8 Feb 93 11:44>, The Piano Man (2:281/202.0) writes:

TP> Secondly, just a quirk that my 1040ST has and I'm wondering how
TP> to fix it. Sometimes when I enter or exit a folder, the mouse
TP> gets "reversed" somehow. I.E. Up is now down, down is now up, but
TP> weirdly, the left and right stay the
TP> same. Anyone else have this problem, can it be fixed?!

Does this problem only occur when you exit/enter a folder cause it sounds a
lot like the (harmless) Ghost virus which is spread widely amongst ST
users.
Check some of your disks to see if they contain a virus (probably boot
disk), especially the Ghost virus but there are other viruses which invert
the mouse movements (after copying a disk 5 times etc).

.\\arco

--- MARSmail v1.20
* Origin: Bit Decay!? D!d y s aB D&y-((2:285/607.11)

2477. Falcon Desktop GIFs

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 17:33:37 UTC
From: jmillar@thomas.helios.nd.edu
Message-ID: <1993Feb10.173337.3692@news.nd.edu>
Source record: 210266

Excuse my ignorance, but does anyone remember which on-line magazine
(AEO, Znet) had the 640x480 16 color GIF of the new Falcon desktop?
Any help you could give me would be appreciated...especially if you
remembered the specific issue number. Thanks....

--
Jay T. Millar - Department of Electrical Engineering - |||
jmillar@rodin.helios.nd.edu University of Notre Dame |||
"Quick to judge, quick to anger, slow to understand; Ignorance and / | \
prejudice and fear walk hand in hand." Neil Peart, Witch Hunt

2478. Re: comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 17:37:55 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1993Feb10.173755.6663@oz.plymouth.edu>
Source record: 210257

In article <C28ru3.4p9@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>In article <728646456.12860@hitech.com.au>, matthew@hitech.com.au (Matthew Smith-Stubbs) writes:
>> yesterday I got a binary from c.b.a.s and it has been posted
>> in several parts (2 or 3). My question is this : in what way are
>> you supposed to uudecode them; are you supposed to append all parts
>> and then do it or do you uudecode them seperately ?

>There is also a uudecode for the ST which works in a manner similar to the one
>I described for the uudecode I have at work. Check for it on the
>atari.archive.umich.edu. It should be in the Archivers directory.

I use uud, a very small program that I got WAY... back in 1987 or so
when I got my first ST when I copied a dealer's entire set of 10 :-)
disks of PD shareware/software (Back before I was on the 'net). I was
able to compile it on our Ultrix machine here and it works great (Very
portable code).

All you have to do is cat ALL of the *.uaa etc. files together in
order and it'll create the binary. It even ignores message headers &
such. Can't remember who wrote it... Moshe Braner (sp?) ??
>-- David Paschall-Zimbel

--
|E-mail --> un*x: oddjob@oz.plymouth.edu |vms: andys@psc.plymouth.edu |
|Disclaimer > Any "end-user" software that provides NO avenue for user |
|of the week> modification or programmability is NOT user friendly. |

2479. Re: Should I get an Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 17:49:05 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb10.174905.17064@newshost.lanl.gov>
Source record: 210264

In article 1l8pejINNndd@usenet.INS.CWRU.Edu, aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>Dave Small's emulator does not work. He will not say either way if he is
>working on an emulator that will work (and I'm sure many people are hoping
>that he is).

WHOA!!! Hold on there, Len. I think you meant to say that Dave Small's Mac emulator (the Spectre GCR) does not support Mac COLOR (yet). It most certainly _does_ emulate a mono Mac Plus and does it very well indeed. Sorry, I just don't want to give the original poster the wrong impression. And although it's just vaporware dreams at this point, I was delighted to see Dave publicly state that he is no longer saying "never" to the possibility of a Color capable GCR in the future.

>You will also find that the Atari Community is more ACTIVE than the
>Macintosh Community. I'm not trying to start a flamewar, BUT, we are
>more active because we NEED to be.

Very good point, Len. As most folks know, I also dabble in peecee's and Macs so I interact with users of those systems quite a lot too. The one thing that I have found time and time again is that the Atari community (aka, users and developers) are just more _fun_ than the other groups. I suppose it's because we are a much smaller group and tend to support one another more (not that you could tell that from THIS flame-infested net). IMHO, of course. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2480. Re: Printing with Spectre 128

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 17:58:15 UTC
From: sundsted@amnese.eng.uab.edu
Message-ID: <1993Feb10.175815.3430@cis.uab.edu>
Source record: 210267

I have an Epson LQ800 and have tried various versions of Chuck's drivers since the first version was released some time ago. I have had no luck. I dumped the output to the printer in hex dump mode and have discovered the problem however. It seems that the driver is sending codes (ESC 3 x) which the Epson printers don't use (but I presume make sense on the Panasonic). I don't know what the fix is, but you might try poking around with ResEdit. It seems Charles included descriptions of some of his printer resources which control which codes are being sent to the printer. That might help. If I ever get a few minutes I intend to look into it myself (but my Hard Drive just crashed again - damn thing - so it may be a while).
Todd
* Todd Sundsted - sundsted@amnese.eng.uab.edu
* University of Alabama at Birmingham - Biomedical Engineering Department
* "Let thee not eat beans."
* - Pythagoras

2481. Caller ID for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 18:18:21 UTC
From: kisaacso@nyx.cs.du.edu
Message-ID: <1993Feb10.181821.5235@mnemosyne.cs.du.edu>
Source record: 210283

Well, US West Communications just began caller ID here in Denver. I
have a couple friends with nifty setups that use the caller ID service
with their PC. Is there any hardware/software out there to do this
with my ST?

--

```
_______________________________________________________________________
| Kevin "Zonker" Isaacson kisaacso@nyx.cs.du.edu |
| "No promises, no demands" |
-----------------------------------------------------------------------
```

2482. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 18:48:12 UTC
From: iank@microsoft.com
Message-ID: <1993Feb10.184812.6893@microsoft.com>
Source record: 210260
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

In article <1993Feb8.131805.24425@prime.mdata.fi> jarnis@mits.mdata.fi (Jarno Kokko) writes:
>Only a true moron would use A1200 without FAST ram. I think Commodore
>made a major mistake not to put say 2 megs of Fast ram to the A1200
>in addition to the 2MB chip it already has.

Hey spudster! Watch who you're callin' a moron!

However, I agree with the need for fast ram in the A1200. I just haven't has the spare cash to get some. I think I'll save up and get that GVP A1230 card /w 4 Megs and an FPU.

For the Atari Folks who wanted to know about bus contention with the AGA chips:

At 320x200x8 (256 color) there is 0% bus contention. CPU and Custom chips have full access to the chipram bus. And of course the CPU has 100% access to the fast ram (if you have it).

At the high res-non-interlaced modes (640x480x8, for exapmple) the chip bus is 100% saturated and the CPU can only access chip ram during the vertical blank. But the CPU always has 100% access to fast ram, even when the chip bus is saturated.

Since the Amiga has so many modes at so many different resolutions, there of course will be different performace factors for each screen mode. For example you could do a 800x600x8 72Hz interlaced with the same performance as 640x480x8 non-interlaced.

It all depends on what you want to do.
--

MAIL : IANK@MICROSOFT.COM
A1200/85MBHD OS3.0 Yeah!

2483. Re: FALCON030 Memory Survey

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 18:49:10 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1lbin6INN2gv@usenet.INS.CWRU.Edu>
Source record: 210263

Before I respond to this message, I'd like to thank everyone very much
that have taken the time to complete the survey.

If you have not completed it yet, please do. I am finding out a lot
of interesting information that I plan to share with everyone
next week.

In a previous article, leo@dcs.warwick.ac.uk (Leo Hendry) says:

>In article <1l8rrdINNpqd@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>>
>>The Falcon030's present memory configurations is 1, 4, and 14 Megs of RAM.
>>
>>My first question (not part of the survey) is will the Falcon030 only
>>recognize these configurations? If a memory board was added to the Falcon
>>that allowed 2 Megs to be used, would the computer recognize the 2 Megs?
>>Or will it only recognize 1, 4, and 14?
>
>This is an interesting question since many people believe that 1Mb is too
>little memory, and 4Mb would push the price too high. I think most people
>would agree that 2Mb would be the best minimum (especially as this is what
>the A1200 has).
> However, the memory is organised so that you can have a board containing
>either 1, 4 or 14Mb plugged into the single memory expansion socket, and these
>boards are of non-standard Atari design. As well as not allowing you 2Mb of
>memory, this means that if you start off with 1Mb and later decide to upgrade
>to 4 or 14Mb, you must throw your 1Mb board away as it is no good to you or
>anybody else.

Ok, I have found out that a lot of people (including myself) do not
understand how the Falcon's memory system works. If someone that knows
(has one) could post info on it, it would greatly be appreciated.

Specifically, what are the memory boards available for the Falcon?

1Mb board, 4Mb board, 14 Mb board?

What type of chips do each use? Does the 1Mb board use a 1Mb chip?
Do the 4Mb boards use 1 Mb chips?

And how about the 14 Mb board? Do they use 4Mb chips?
(Yes, I know that 4x4=16).

Could a 4Mb board be designed so that only 1Mb comes with it, but the
user can purchase an additional 3Mb?

I understand that when you buy a 4Mb board, you have to get rid of
the 1Mb. This makes the 1Mb a garbage chip.

> This seems an ideal oppotunity for a 3rd party memory expansion system.
>Such a system would plug into the Atari memory slot and take either two Atari
>memory boards, or one Atari memory board and several SIMMs. Since presumably
>the memory controler can't handle configurations other than 1, 4 or 14Mb,
>other amounts of memory would need a software patch that told the memory
>controler that the next highest amount of memory was installed, but told
>GEMDOS how much memory was really available, preventing it from dishing out
>non-existant memory via malloc.

Now, does anyone know why Atari made the memory controler so that it
cannot handle anything but 1, 4, and 14Mb?

This doesn't sound like a very smart move. What if you need 8Mb and
do not want to spend the big $$$ for 14Mb?

> I am hoping that a more complex expansion system would be possible that
>allowed Amiga like 32-bit Fastram to be added, perhaps via the FPU socket.
>There was some discussion about this a while back, and somebody said this
>was being worked on (I'd be very interested in any news about it).

From what I understand, this would not be possible. Anyone?

>>This is the survey.
>
>Haven't we seen this before?

No, I don't think so.

>
>- Leo
>

--

2484. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 19:00:55 UTC
From: tose@ulke.dhmolde.no
Message-ID: <TOSE.93Feb10200055@ulke.dhmolde.no>
Source record: 210261
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

Disclaimer: This posting represents the poster's views, not necessarily those of IBM
Nntp-Posting-Host: rs43873.rchland.ibm.com

In article <1993Feb10.105105.3072@lsl.co.uk>, snail@lsl.co.uk writes:
|> In article <C1zKJv.8L6@news.udel.edu>, don@chopin.udel.edu (Donald R Lloyd) writes:
|> >
|> >
|> > Nice list of resolutions... will the Falcon still need to be rebooted
|> > to change to a different one like the STs did?
|>
|> The old STs *NEVER* needed to be rebooted to change to a different resolution.
|> I've had one since 1987, one of the very first ones that had the OS on ROM,
|> no internal disk drive etc. This has never needed to be turned off to change
|> resolution. You've been reading too much propoganda.
|> --
|> snail@lsl.co.uk
|>
Not turned off, but rebooted. I have used ST's.
--
Raist

Only a change from color to monochrome reboots the computer. It really jumps through a
vector that can be changed. Multisync software do this and do the change without a reboot.

Torbjoern
--
Torbjorn Ose - tose@unix03.dhmolde.no - "Things Take Time - Piet Hein"

2485. Re: Compressing nethack 3.1

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 19:03:43 UTC
From: ken@isgtec.com
Message-ID: <4198@isgtec.isgtec.com>
Source record: 210426

In article <1993Feb8.170731.29762@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
> I'd like to play it on my 1Mb machine too, and I find it hard to believe a
> game with no graphics and no sound won't fit. How far away is it from fitting
> on a 1Mb system (with hard disk)?

You greatly underestimate the complexity of Nethack. Graphics and sound have nothing to do with it, it is the unusual sort of game where the actual code is spectacularly complex, and even with ascii graphics and no sound takes huge amounts of ram. Of course, the size of the binary is only a small part of the story, don't forget that the program probably mallocs a great deal of additional space. Nethack 3.0j binary was around 660K, and while actually running in memory probably barely fit in 1 meg. 3.1 is a great deal larger and more convoluted than 3.0, so I would say you haven't got a snowball's chance in h**l of running in 1 meg. :) Nethack isn't just a game, it's a way of life. :) It should be in the Guiness book of records. A testament both to the dev team and to the compiler that can actually build it.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2486. Re: How many TT's are there?

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 19:09:19 UTC
From: erlingh@storlind.world
Message-ID: <ERLINGH.93Feb10200919@storlind.world>
Source record: 210262

avgroeni@cs.ruu.nl (Annius Groenink) writes:

>How many TT users are there?

>>All right. I'll start the Canadian count.
>>
>> 1

>I'll start the Dutch count.

> 1

>(note that this way of counting has the danger that more than one person
>can give him/herself the same number, but we'll have a minimum anyway)

To avoid the problem:

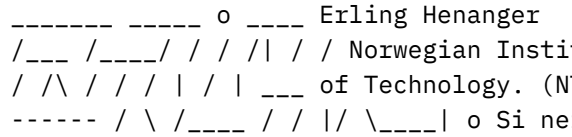
```
wait(dutch_count_free);
dutch_count = dutch_count + 1;
signal(dutch_count_free);
```

If no-one incremented before, I'm no. 2

ok, in the same spirit :-)

```
wait(norwegian_count_free);
norwegian_count += 1;
signal(norwegian_count_free);
```

Gee, I guess I'm the first Norwegian TT-user to report.

Erling
--


2487. Re: Using Slip with sticp

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 19:16:48 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1237@usdtsg.DaytonOH.NCR.COM>
Source record: 210421

In article <1993Feb10.140523.24850@ifi.unizh.ch> climpach@avalon.physik.unizh.ch (Christian Limpach) writes:
[stuff deleted]
>well I don't know if it works, but I think that you could run net.tos in a
>vt100 window of the terminal program connect. I have seen net.tos run in
>the console window of the gemini shell, so it should also run in a vt100
>window from connect. try it out (and tell me if it works...)
>
> christian

I have a question on SLIP - what exactly is it?/how do you make a SLIP connection? I've just downloaded the Hermes package, and while it seems interesting, I have that one part of the plan that needs being done - actually making a connection to the network so that I can try it out (the mail, news, etc). Is NET.TOS the SLIP handler of the ST side, or do I need some other file(s)?

At present, I would probably be running it in a Mupfel shell, though I wouldn't mind running it via TC shell in a TOSWIN window under MiNT (wouldn't be bad - background mail/news processing)...

Also, what arrangements would I need to make (if any) with the sysadmin of the system I'm dialing into to create a mail/news link? Could it be done without his intervention, or does he need to set something up specifically for me? For instance, how/when would my system and his connect to do the transfer of mail/news? Could I leave my system going say over the weekend and have it automatically be updated at certain time intervals, or would I physically have to create the connection each time? (I suppose I might be able to use Connect to do a script login, if it has some sort of "cron" feature to it)...

And of course, how would I tie in a FTP/TELNET option into this? I'm a bit of a novice when it comes to networking, so I'm learning from the net...

Anyways, any help would be appreciated. It would be cool to have my own site, so...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

2488. Re: FALCON030 Memory Survey

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 19:21:21 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1238@usdtsg.DaytonOH.NCR.COM>
Source record: 210422

In article <1lb8jjEbla@uni-erlangen.de> mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
[stuff deleted]
>Obviously these people have never seen a FALCON or any other ATARI ST
>running under MultiTOS...
[stuff deleted]
>I don't think 1Mb for the FALCON could be enough for anything. The only
>interesting question would be: How to use 8Mb? :-)

I thin 1 meg would be sufficient for a SINGLE-TASKING system - then
the Falcon would be like a suped-up STe. However, if someone wants
to use MultiTOS, then 1 meg probably won't cut it...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

2489. Finally FAXed

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 19:53:18 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <C290Ku.6xn@watserv1.uwaterloo.ca>
Source record: 210429

After much deliberation and indecisivness towards a modem purchase
this is what I ended up with: a Practical Peripherals pm2400fx96sa external
fax modem and the TOAD STraightFAX software. Both have been ordered but have
not yet arrived (should get the modem on Friday and the S/W next week).
I am interested in what people have to say about either of these
two products. Does anyone out there have STraightFAX and a pm2400fx??

brett maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

2490. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 19:55:33 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Feb10.145533.14909@bsu-ucs>
Source record: 210406
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

```
> |> If Atari wants to move the Falcon, all they have to do is get a
> |> port of SFII for it. (Hopefully Championship Edition!!) I know this game
> |> alone has sold several Super Nintendos, in fact, if I had the money I would
> |> be buying it!! (Both a SNES and SFII, even at $70 for the game)
> |>
> |> SFII is the Pac-man of the 90's. My girlfriend even likes the game,
> |> and she doesn't like going into Arcades at all. (That's why when we go to
> |> the mall, I send her shopping, and I go to the arcade!!)
>
> Wrong conclusion. SFII has been out for a while, and has yet to sell a single
> Amiga. BTW, interesting that it's $70 on SNES, and less than $40 on the Amiga...

Not very interesting... You have any 6-trigger jouy-sticks/pads available?
People who play SFII know it's supposed to be played w/6 buttons. To get this
playability, people will pay what they think it's worth. 1 or 2 button play
gets just a little more than squat.

-Matt
```

2491. Re: Compress

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 20:00:10 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <26000@galaxy.ucr.edu>
Source record: 210401

What is the name of the compress program for the ST that can
handle 16bit compression? Were is it on a.a.u.e. ?

Paul

2492. Re: Atari is dead <- NOT

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 20:02:49 UTC
From: oyakea@rs6119.ecs.rpi.edu
Message-ID: <#5637sd@rpi.edu>
Source record: 210275

question:

i thought mr. bagget and bob_r were anti atari .....
but they frequent this group so much. nothing wrong with that but i figured
they would just completely avoid this group. :-)

2493. Re: ATARI LYNX

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 20:16:09 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb10.201609.2270@newshost.lanl.gov>
Source record: 210289

In article 8533@cs.mun.ca, thom@cs.mun.ca (Thomas Clancy) writes:
>Sorry for the X-post to .8bit and .st
> Having recently acquired an ATARI LYNX I am looking for a related
> Newsgroup. There is one for the Vectrex, but alas, I cannot seem to locate an
> Atari one. If someone can point me in the right direction. Alternatively,
> I am looking to purchase LYNX cartridges and accessories at REASONABLE
> (or below reasonable 8-) prices. Anyone have anything they are willing to
> part with? Or, perhaps an address as to where one can find such items?

Thomas, for used Lynx cartridges, give BRE Software a try at 800-347-6760.
They have a free catalog available for the asking and buy/sell used Lynx
cartridges. As I recall they sold most Lynx carts for 19.95 and bought most
titles for around $10.00. Hope this helps.

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2494. Re: Atari is dead

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 20:43:17 UTC
From: healy@nosc.mil
Message-ID: <1993Feb10.204317.24987@nosc.mil>
Source record: 210412

In article <1la5lqINNjnk@life.ai.mit.edu> dmb@ai.mit.edu writes:
>In article <1l8v46INN1nm@uwm.edu> mode@csd4.csd.uwm.edu writes:
>> (for all you know I just might be the inventor of the ST)
>
>For all you know, he might be the pope.
>
>:) <--- for the overly-sensitive
>

WOW! I didn't know the Pope invented the atari st!

Mike Healy

2495. Re: Why Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 20:54:00 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.939799@cix.compulink.co.uk>
Source record: 210420

>Mail me if you really want a Falcon soon ... I'll try my very best.
>Yours
> Jackintosh

What makes me think you got more than a single response? :-) i have
written your email address in invisible ink to protect the innocent.

Adam.

2496. MiNT Control

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 22:20:24 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2b797fbf@p12.f202.n281.z2.fidonet>
Source record: 210265

Hello All!

With the release of MultiTos not that far in the near future, we would like to present you a program we wrote to make life easier when using MultiTos. This program is called MiNT Control.

MiNT Control is a control accessory for MultiTos. It enables the user to access various functions provided by the operating system in an easy and comfortable manner. Let me list some of these functions present in the current beta version:

- All processes can be displayed, killed, halted, continued, their priorities can be changed and various amounts of information on a particular process can be listed. (eg. how much memory it consumes)
- Information on global system memory usage can be listed.
- Program flags can be changed. Supported are: fastload/TT Ram run/TT Ram malloc, private/global/super/readable and the shared text flag.
- The MultiTos config files (MiNT.CNF and GEM.CNF) and the system environment can be easily edited through the use of popup menus.
- Processes can be started through the use of a kind of batch files, which enables the user to run one or multiple processes with a given priority, maximum memory usage, environment, command line, default directory, etc. A comfortable full-GEM editor is implemented in the program.
- At startup, the processes running (eg. your Auto folder programs and accessories) can be given a certain priority through the use of a configuration file.

MiNT Control runs on (Mega) ST(E)'s, TT's and Falcon030's. It requires a minimum resolution of 640 x 200.

What we would like to hear from YOU are suggestions. While reading the list above, has a certain feature come to your mind which hasn't been listed? Tell us! If there is anything you want to see implemented (like process startup time scheduleing), please do let us know! We can think of lots of things, but don't want to overload the program with features. It's better to have a functional not so extensive program which people USE than to have a large program, loaded with exotic features which nobody uses, and which only consumes a lot of memory.

So give us your ideas!

Thanks in advance!

Send all your ideas, comments, illuminated enlightments to:

Jan Willekens Diederik Hoogenboom
jan@nextjk.wlink.nl UseNet Address diederik@gadget.hse.nl
2:281/202.12 FidoNet Address 2:281/801.9

--- Bermuda v1.20
* Origin: Wooden figures pagan Gods stare blindly cross the s (2:281/202.12)

2497. Who cares?

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 22:47:16 UTC
From: smiller@joule.elee.calpoly.edu
Message-ID: <1993Feb10.224716.108051@zeus.calpoly.edu>
Source record: 210268

I don't know about others but this constant comparison between atari
and amiga is VERY TIRESOME!
WHO REALLY CARES???? If you want to play video games go to the arcade!
What people really should be discussing is why atari is such a rotten
advertiser and why ties between the U.S. atari and atari Germany, Netherlands,
England etc. can't be strengthened!
I personally am sick of mediocre software put out by US companies (at least for
what I need) when there is great software from ther countries but in different
languages!

Steve Miller
Electronics Engineering
Cal Poly San Luis Obispo

'under a pale gray sky
we will arise'
-Sepultura

2498. Re: MAC Emulation on ST

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 23:10:41 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb10.231041.21754@newshost.lanl.gov>
Source record: 210269

In article 57903@olivea.atc.olivetti.com, grillo@flash.ATC.Olivetti.Com (GUEST Savino Grillo) writes:
>
>Hi there,
>
>One of my friends is trying to sell me a Spectre (or something like that)
>MAC Emulator, the price is intersting but I'd like to know, before to buy,
>what are the programs (and games) running correctly under emulation.
>
>For example MS-Word - SymCity - SymAnt - FrameMaker 3.0 - Finale ?

Here's a simple test... if it will run on a Mac Plus, it will (probably) run via a Spectre GCR. Of course, it will be a bit faster and on a larger screen but that's just a sacrifice you'll have to make. :) If it's a color only app or if it accesses hardware registers then it won't work. From your list, I can only confirm that MS Word (4.0?) works fine on the Spectre. Make sure you buy the Spectre _GCR_ and not the older Spectre 128 as only the GCR has the capability to read/write Mac format 800K disks.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2499. Re: How many TT's are there?

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 23:21:40 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.dAb6V1MYkDA@fredrik.atari.no>
Source record: 210438

In <ERLINGH.93Feb10200919@storlind.world>, Erling Henanger writes:
> avgroeni@cs.ruu.nl (Annius Groenink) writes:
>
>
> >How many TT users are there?
>
> >>All right. I'll start the Canadian count.
> >>
> >> 1
>
> >I'll start the Dutch count.
>
> > 1
>
> >(note that this way of counting has the danger that more than one person
> >can give him/herself the same number, but we'll have a minimum anyway)
>
> To avoid the problem:
>
> wait(dutch_count_free);
> dutch_count = dutch_count + 1;
> signal(dutch_count_free);
>
> If no-one incremented before, I'm no. 2
>
>ok, in the same spirit :-)
>
>wait(norwegian_count_free);
>norwegian_count += 1;
>signal(norwegian_count_free);
>
>Gee, I guess I'm the first Norwegian TT-user to report.
>

To make it all a bit easier. I know most of the people that have TT's in
Norway...*heavy counting and thinking going on in main-brain*..... and
there's at least 14 TT's that I know of, and probably about 10
that I don't know of. So the norwegian count is approximatly 25 TT's!

(for keeping statistics corect: population in norway is little over 4.000.000)

While we'r at it: In sweeden they have sold at least 300 machines!

There is howewer internal statistics that exactly can tell how many TT's that
were sold worldwide. Try to ask Bob Brodie, he'll be the right guy ta answer

this (I guess:^)

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-------------------------------------------------------
```

2500. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 23:27:46 UTC
From: kroddos@yoyo.cc.monash.edu.au
Message-ID: <1993Feb10.232746.20687@monu6.cc.monash.edu.au>
Source record: 210270

ROGER ALLAN WAHLGREN (rogeraw@dhhalden.no) wrote:

: Why has the CPU 16 bit, and video 32 bit then ???
: THE DSP also has its own bus to main memory, 1MB/s..... + 96K of FAST
: ram .... SO: dual prosessing!!!!!!

What's all this about dual processing and it's own bus?
Has the Falcon got dual ported VRAM or something?

2501. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 23:33:27 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12015@uqcspe.cs.uq.oz.au>
Source record: 210271
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In <C1zKJv.8L6@news.udel.edu> don@chopin.udel.edu (Donald R Lloyd) writes:

> And what's this about "Overscan is not accessible from the desktop"?

This simply means that there is no "Overscan" selection in the resolutions pop-up. The reason for this is that in overscan mode on VGA monitors, the overscan is simulated (because VGA monitors don't even pass the beam INTO the overscan area!) - ie. the logical screen is wider than the actual physically displayed screen. The trouble is, of course, that if a newbie user selected this, the desktop icons, and the menu bar would be in this "not actually visible" section!!!! So, while the option is available via the XBIOS call that sets the screen mode, it isn't presented to the users at the desktop level. Of course, a simple AUTO program could do the trick... but only people who knew what they were doing would use that. The desktop itself is perfectly capable of running in any mode you set it in.

A bit annoying for us experts... but a user-friendly choice by Atari.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2502. WANTED: Monochrome Monitor

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 23:44:57 UTC
From: ladd@iftccu.ca.boeing.com
Message-ID: <15300001@iftccu.ca.boeing.com>
Source record: 210272

I am looking for either a SM124 or SM147 monochrome monitor in good working condition. Will pay up to $50.00 & shipping for one. Please e-mail if interested.

Thanks, Bob

2503. Re: Compressing nethack 3.1

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 23:48:30 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.fdSQr9T_HR2@semprini.tdkcs.waterloo.on.ca>
Source record: 210273

In <1993Feb8.170731.29762@dcs.warwick.ac.uk>, Leo Hendry writes:
> I'd like to play it on my 1Mb machine too, and I find it hard to believe a
> game with no graphics and no sound won't fit. How far away is it from fitting
> on a 1Mb system (with hard disk)?

After Warwick and I finish fiddling with it, it might have sound and
graphics, and definitely won't fit into 1M...

The number of monsters/items/etc, dungeon algorithms, character
classes, etc all serve to drive the size up.

It's as optimised as you can go, and you probably couldn't use
pc-relative addressing/etc... the data structures are too huge. I find
it hard to believe that there is a working PC version...

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2504. Re: Compressing nethack 3.1

Newsgroup: comp.sys.atari.st
Date: 1993-02-10 23:51:22 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.ZoabTokGzAw@semprini.tdkcs.waterloo.on.ca>
Source record: 210274

In <1993Feb8.181357.29243@informatik.uni-bremen.de>, Christoph Koerner writes:
> Well, to begin with, I'm not *that* stupid... :-) No, of course you
> won't save any memory (i.e. RAM) by compressing, how did you infer
> that from my posting? :-) It's just that people who have 2 megs of
> memory but no harddisk can't run the game from floppy for the simple
> reason that 940K won't fit onto an normal DD disk (well, you *could*
> format with 11 sectors per track and 84-86 tracks, but not all drives
> work reliably at such excess settings).

I was just clairfying for the people that might've mistakenly thought a
packed version would work on a 1M machine...

> >You'll need at least 2M of RAM for a version with all the options left
> >in (the binary I built yesterday is about 1019k or so).
>
> Yes.
>
> Might be a good idea to strip the binary :-)

It's that big stripped.

There are a few extra k of features that I'll take out (like the mail
daemon; STs don't generally get email... unless someone can give me a
suggestion for getting it to work with Hermes), but you'll have to take
out something _big_ to get it to work on a 1M machine.

A good reason to upgrade to 2.5M!

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2505. Printing with Spectre 128

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 02:00:51 UTC
From: neilex@brt.deakin.edu.au
Message-ID: <1993Feb10.210052.8297@brt.deakin.edu.au>
Source record: 210276

Does anyone else use Spectre 128 with an Epson Printer?

I have been trying to get a good printout for a couple of days with no luck using Chucks printer driver version 1.0, but I'm getting a lot of strange characters, and line misfeeds. I'm running it out of the parallel port into an Epson LQ400.

If anyone has any ideas I'd appreciate hearing how I might fix this problem.

Thanks - Neil Wallace

neilex@viccol.edu.au
wallacen@insted.unimelb.edu.au

2506. Re: Kermit

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 03:10:14 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1993Feb10.201015.4367@arizona.edu>
Source record: 210277

In article 26072@debug.cuc.ab.ca, Cford@debug.cuc.ab.ca (Conan Ford) writes:
> Where can I find a Kermit program that can be run as a TTP?
>
> Thanks in advance,
> --
> Conan Ford 1:134/9,201:5500/9,1:134/21 | Save our forests - ask for
> Cford@debug.cuc.ab.ca | plastic bags :-)
> ---
> I do not represent Debug Computer Services.

get Telecomm/kermit.arc from atari.archive.umich.edu. It's the standard
command-line kermit.

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

p.s. Conan: I just tried to mail this to you and it bounced back.

2507. LYNX QUERIES

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 03:12:38 UTC
From: thom@cs.mun.ca
Message-ID: <1993Feb11.031238.11346@cs.mun.ca>
Source record: 210278

Thanks go out to the 35,000+ readers that flooded my mail box with help. 8-)

My SysAdmin has been kind enough to subscribe to the alt.game.lynx group for me. [And I didn't even threaten to foward me mail!] ;-)

Again, thanx

Thomas

2508. Colorado Ataris

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 04:14:42 UTC
From: Randy.Baer@f370.n231.z1.fidonet.org
Message-ID: <729426668.AA00640@royaljok.fidonet.org>
Source record: 210279

I was just wondering if there were any ST boards or stores in Colorado?
I have a friend who just moved to the Air Force Academy out there, and he
is looking for both....

Thanks,

Randy

2509. Remember TEMPEST? Does it exist for the atari?

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 04:18:30 UTC
From: Randy.Baer@f370.n231.z1.fidonet.org
Message-ID: <729426668.AA00641@royaljok.fidonet.org>
Source record: 210280

In a message of 01 Feb 93 10:27:14, Neil Forsyth wrote:

NF> From: neil@cs.hw.ac.uk (Neil Forsyth)
NF> Organization: Dept of Computing & Electrical Engineering, Heriot-Watt
NF> University, Scotland
NF>
NF> In article <1993Jan29.083027.12869@dcs.warwick.ac.uk>
leo@dcs.warwick.ac.uk
NF> (Leo Hendry) writes:
NF> >Didn't Atari licence Tempest to Superior Software who released it on the
NF> >BBC Micro? I never played it myself, but it got quite good reviews.
Can
NF> >anyone remember how the controls worked?
NF>
NF> Yes they did! I have the ad for it in front of me now on the back of the
NF> May
NF> 1985 issue of Acorn User (why do I keep these old mags?). There is a
NF> circle
NF> with "Atari approved" written in it. However I think Atari slapped
NF> Superior
NF> around for their version of Joust so much that it was withdrawn from the
NF> market.
NF>
NF> I too would like to see an ST version of Tempest too and would be very
NF> suprised if Andromeda didn't make one since they did so many arcade
NF> conversions to the ST that worked in mono too!
NF>
NF> Still on the old game subject. Was there ever ST conversions made of
NF> Frogger
NF> or Donkey Kong?
NF>
NF>
+--+
NF> ! DISCLAIMER:Unless otherwise stated, the above comments are entirely my
NF> own !
NF> ! Neil Forsyth

NF> !
NF> ! Department of Computing and Electrical Engineering

NF> !
NF> ! Heriot-Watt University

NF> !
NF> ! Edinburgh, Scotland

NF> !
NF> ! United Kingdom Email: neil@uk.ac.hw.cs,
..!ukc!cs.hw.ac.uk!neil !
NF> ! "'Have you got any?' he asked, expecting the answer no" - Monty Python

NF> !
NF>
+--+

I know I have seen SOMONE have Tempest for the ST...there was also a game I saw a long time ago for the ST called "Monkey Business" that was a Donkey Kong type of thing. No Frogger tho. Both the above games as I recall were pretty mediocre on the ST, sad to say...the 8-bit versions were much better...(ok, so there was never an 8-bit Tempest...sue me!)

RSB

2510. Falcon compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 04:38:30 UTC
From: Randy.Baer@f370.n231.z1.fidonet.org
Message-ID: <729426668.AA00642@royaljok.fidonet.org>
Source record: 210282

I just read that only about 3 of 50 games worked on the Falcon that run on the ST...let me tell you, if THIS is true and that is the percentage of compatibility is THAT low, you can forget about all us old ST owners upgrading to Falcons...unless we see TONS of new programs for the Falcon...

RSB

M but it got quite good reviews. Can
NF> >anyone remember how the controls worked?
NF>
NF> Yes they did! I have the ad for it in front of me now on the back of the
NF> May
NF> 1985 issue of Acorn User (why do I keep these old mags?). There is a
NF> circle
NF> with "Atari approved" written in it. However I think Atari slapped
NF> Superior
NF> around for their version of Joust so much that it was withdrawn from the
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NF> conversions to the ST that worked in mono too!
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NF> Still on the old game subject. Was there ever ST conversions made of
NF> Frogger
NF> or Donkey Kong?
NF>
NF>
+--+
NF> ! DISCLAIMER:Unless otherwise stated, the above comments are entirely my
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NF> ! Neil Forsyth

NF> !
NF> ! Department of Computing and Electrical Engineering

NF> !
NF> ! Heriot-Watt University

NF> !
NF> ! Edinburgh, Scotland

NF> !
NF> ! United Kingdom Email: neil@uk.ac.hw.cs,
..!ukc!cs.hw.ac.uk!neil !
NF> ! "'Have you got any?' he asked, expecting the answer no" - Monty Python

NF> !
NF>
+--+

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RSB

2511. Re: Atari is dead

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 04:58:00 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <DFmsyB15w165w@dogbox.acme.gen.nz>
Source record: 210446

The Dominion, a major national newspaper in New Zealand, runs an insert each week on Information Technology and general computer stuff.

A couple of weeks ago, they released a glowing review on the Falcon, and finished it by saying that the official word is that it will not be released in New Zealand.

One more nail in the coffin of Atari.

STOP ATARI BLOODY AUSTRALIA DISTRIBUTING IN NEW ZEALAND!
IF THAT'S THEIR ATTITUDE THEY CAN STICK THEIR DAMN COMPUTERS.

Or to put it another way - Why is it 40% cheaper to mail order an Atari from the USA (including all freight and customs charges) than to purchase one locally??????

--
=> Dogbowl <=

2512. Re: What kind of a name is Falcon030?

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 05:14:51 UTC
From: mueller@cs.ubc.ca
Message-ID: <1lcncbINN2cu@giraf.cs.ubc.ca>
Source record: 210417

In article <5298@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>In article <1l77k8INNiaj@mojo.eng.umd.edu> brymastr@eng.umd.edu (Bryan Lee) writes:
>>I think the Falcon sounds like a pretty cool machine, and I'm waiting
>>to see the real thing, but what kind of a name is 'Falcon030' ??
>>I know it has a 68030, but still that name bothers me. Couldn't they
>>call it the 'Falcon 30' or the 'Falcon 3'? Just plain 'Falcon' suits me
>>fine.
>
>Centris?
>Performa?
>Pentium?

Amiga? Yet again, we are years ahead of the competition.

>I read that Microsoft is/has been developing an OS named Cairo!?

This is true.

OK, I'll say a bit more. There is a project whose 'working title'
is Cairo. I expect it'll be named Windows 4.0, or something like
that when/if it ships.

stephan();

2513. For sale or Trade -- ICD Link

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 05:48:31 UTC
From: GOMBMIK@chico.acc.iit.edu
Message-ID: <1993Feb11.054831.3045@iitmax.iit.edu>
Source record: 210430

For Sale ---

ICD Link Host Adaptor - Brand New -- $90

I just bought this thing a few weeks ago and then I figured out what was wrong with my ICD Plus Adaptor. Now I have two host adaptors and I need to get rid of one. The LINK works, I tested it, and is really nice to use. Its small, it gets its power from the drive and its basically the easiest plug-and-play adaptor to use. All the manuals, cables, and software you might need come with it. I also made a cable that will go between the Centronics plug of the LINK and the 50 pin plug on most drives. I will through the cable in with the adaptor.

I would like to sell this little guy or trade it. I will take either a mono monitor in trade or something like a CMI accelerator board. Make me an offer and I will consider it.

Ciao,
Michail Gomberg
email - GOMBMIK@karl.iit.edu - VMS
- rgmvg330@glen-ellyn.iit.edu - UNIX

2514. Re: u*** PASCAL!!! ***

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 06:51:46 UTC
From: marc@targon.UUCP
Message-ID: <2925@targon.UUCP>
Source record: 210444

>In <1lb65pINNemj@ub.d.umn.edu> awest@ub.d.umn.edu (The Piano Man) writes:
>
>Thanx to all who answered the "mouse inversion" question for me...but I got
>no responses about the Pascal compilers!! Does ANYONE have one that works?!

Not me, but I do know of a Pascal to C translator 'p2c' that seems to work.
It is free and available somewhere on the net.

2515. Looking for a (public domain) PC - emulator ???

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 07:19:32 UTC
From: krienke@informatik.uni-koblenz.de
Message-ID: <1lcum4INNk39@uniko.uni-koblenz.de>
Source record: 210298

Hello to everyone,
I'm looking for a PC -emulator for my Atari st. Is there any public domain tool?
If yes, where can I get it from. If no, is there a commercial product?
Which product(if any) supports harddisk - access?
Please mail your answers to the address noted below.

Thanks in advandce,
R. Krienke

--

Rainer Krienke krienke@infko.uni-koblenz.de
Universitaet Koblenz,
Rechenzentrum, Voice: +49 261 9119-641
Rheinau 3-4, D-5400 Koblenz, Germany Fax: +49 261 9119-499

2516. Re: New Falcons delivered

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 07:32:01 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Feb11.073201.22372@beaver.cs.washington.edu>
Source record: 210290

In article <A17966@KR.maus.de> Henning_Maruhn@kr.maus.de (Henning Maruhn) writes:
>Hi,
>
>finally new Falcons were delivered to several German computer dealers (on
>Saturday). A good sign, but not enough, though. What about the USA?
>

None yet, unfortunately. Although my local (Bellevue, WA) Atari dealer just
got in a demo model last week. It's a German version, as is eveident from
the keyboard, but it had MultiTOS and the included apps installed on it
(everything but Atari Works and SpeedoGDOS, I think).

>
>Bye,
>Henning

Cheers,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

2517. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 07:37:36 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Feb11.073736.22553@beaver.cs.washington.edu>
Source record: 210428
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb10.160223.17969@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

[Complaints about ST needing to be rebooted to change resolutions deleted]

>
> Not turned off, but rebooted. I have used ST's.
>--
>Raist

The ST never really has to be rebooted to change the resolution. As a simple demonstration, time how long it takes for the computer to switch from medium to low resolution as opposed to the original time it takes to boot when you turn it on. You'll notice that in changing resolutions, it doesn't have to reload the accessories. It's just that GEM itself needs to be reset for the new resolution. If you have TOS 2.06, I believe this can be accomplished by pressing "1" or "CTRL-1" , where 1 means low resolution, as an example. The computer will usually be back in almost no time at all -- this is _not_ a reboot.

Just for comparison, why doesn't someone elaborate on the process of switching from 640x480x16 to 640x480x256 in MicroSoft Windows? Can you say _blech_??? I don't think the Atari is worse of when it comes to resolution handling...

Regards,

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

2518. Re: CeBit Dates ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 08:10:15 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.52.729418215@dhhalden.no>
Source record: 210434

In article <BRARDA-090293174338@128.141.55.206> BRARDA@VXCLIA.CERN.CH (Loic BRARDA)
writes:
>From: BRARDA@VXCLIA.CERN.CH (Loic BRARDA)
>Subject: CeBit Dates ?
>Date: Tue, 9 Feb 1993 16:43:49 GMT
>Does anybody knows the dates of the CeBit in Hannover in March ?

It's March 24-31. I'm going there. Maybe Atari will show the Jaguar?

Greets

Rune Hyldmo, anti sig.file activist

2519. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 08:20:20 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.54.729418820@dhhalden.no>
Source record: 210435
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

In article <1993Feb07.011901.8634@microsoft.com> iank@microsoft.com (Ian Kennedy) writes:
>From: iank@microsoft.com (Ian Kennedy)
>Subject: Re: A1200/4000 v. Falcon 030 FAQ
>Date: 07 Feb 93 01:19:01 GMT
>In article <C1yFyI.GC7@NCoast.ORG> davewt@NCoast.ORG (David Wright) writes:
>>In article <1993Feb2.185117.15565@mpifr-bonn.mpg.de> mlelstv@specklec.mpifr-bonn.mpg.de
(Michael van Elst) writes:
>>>The A1200 can have 1,2,3,4,5,6,7 or 8 bits per pixel.
>> This is not exactly true. It can do more! :-) All AGA chipset machines
>>have a 16 milion color pallete, can do various scan freqs, and you can turn on
>>and off a mode that gives you "chunky" pixels, just like PC VGA displays.
>
>I've seen you say this several times. It is wrong. the AGA chips do not
>have a chunky pixel mode. I know. I have an A1200. I've even programmed
>some of the new AGA stuff.
>
>A future version MAY have a chunky mode according to some folks. This is
>rumore, though...

Since you have an A1200 why don't you do some testing and come back here
with the result of testing the bandwith of it and stuff.

Greets

Rune H.
>-------------------------
>MAIL : IANK@MICROSOFT.COM
>A1200/85MBHD OS3.0 Yeah!
>-------------------------

2520. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 08:26:00 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.55.729419160@dhhalden.no>
Source record: 210436
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Feb9.193723.15042@mpifr-bonn.mpg.de> mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst) writes:
>From: mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst)
>Subject: Re: A1200/4000 v. Falcon 030 FAQ
>Date: Tue, 9 Feb 1993 19:37:23 GMT
>In <1l6efoINN7nm@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>>a full 32 M byte/sec over the bus using longword accesses, or 16MB/sec using>>word accesses.
>
>The 68030 in the Falcon just has a 16bit data path to the bus. Your
>measurements must be wrong.
>
>>seems that no Amigan wants to provide factual data to actually compare.
>
>Start with telling facts.

How the do you know whats facts have you tried a Falcon 030. Howard Chu has.
Maybe he knows a bit better than you whats facts and whats not.

Greets

Rune H.

2521. Re: Atari is dead <- NOT

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 08:26:56 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <75386@cup.portal.com>
Source record: 210413

Amalaye Oyake wrote:

> i thought mr. bagget and bob_r were anti atari .....
> but they frequent this group so much. nothing wrong with that but i figured
>they would just completely avoid this group. :-)

I guess you must not have actually read anything I've ever posted
(since I can't speak for Dave Baggett)

Let's try one more time...

I'm posting this with my venerable old 520ST... I use my ST more
than any of my other computers put together. I love my ST as
much as the most psychotic Atari Cheerleader...

However... I'm just totally embarassed by the PARENTS of my]
favorite computer.

It's as if the Tramiel family, one sunny Sunnyvale day suddenly
decided to lock the ST into a dark closet and not let it ever
see the light of day again...

The COMPUTER is great... why doesn't the COMPANY which makes
it feel the same...?

When you say "Anti-Atari", you have to be careful to
differentiate between not liking the computer, and not liking the
company which makes the computer...

BobR

2522. Re: FALCON030 Memory Survey

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 08:27:52 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Feb11.082752.16731@dcs.warwick.ac.uk>
Source record: 210309

>In a previous article, leo@dcs.warwick.ac.uk (Leo Hendry) says:
>
>> This seems an ideal oppotunity for a 3rd party memory expansion system.
>>Such a system would plug into the Atari memory slot and take either two Atari
>>memory boards, or one Atari memory board and several SIMMs. Since presumably
>>the memory controler can't handle configurations other than 1, 4 or 14Mb,
>>other amounts of memory would need a software patch that told the memory
>>controler that the next highest amount of memory was installed, but told
>>GEMDOS how much memory was really available, preventing it from dishing out
>>non-existant memory via malloc.
>
>Now, does anyone know why Atari made the memory controler so that it
>cannot handle anything but 1, 4, and 14Mb?

Note that I didn't say I knew this to be the case, but previous Atari memory controllers have been limited to a few memory configs (3 in the case of the ST, although at least there were two banks of memory), and I would have thought they would make 2 and 8Mb boards if the memory controler could handle them.

>>>This is the survey.
>>
>>Haven't we seen this before?
>
>No, I don't think so.

Sorry, must have been a genuine case of deja-vu!

- Leo

2523. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 09:02:03 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.56.729421323@dhhalden.no>
Source record: 210437
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Feb09.131425.33619@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>From: ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado)
>Subject: Re: A1200/4000 v. Falcon 030 FAQ
>Date: Tue, 09 Feb 1993 13:14:25 GMT
>In article <1l6efoINN7nm@elroy.jpl.nasa.gov>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>|> In article <1993Feb08.140726.34930@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>|> >|> > *Separate Video and CPU bus to memory to avoid
>|> >|> > video/cpu contention -> I guess you can't buy one of
>|> >|> > this either.
>|> >|>
>|> >|> Why has the CPU 16 bit, and video 32 bit then ???
>|> >|> THE DSP also has its own bus to main memory, 1MB/s..... + 96K of FAST
>|> >|> ram .... SO: dual prosessing!!!!!!
>|> >
>|> > Falcon shares video bus with CPU bus resulting in DMA contention.
>|> >This means that there is not a 'fast mem' scheme like that one of the A1200
>|> >unless you expand the Falcon through the 'direct slot' or whatever it is
>|> >*IF* after all it doesn't share the same bus. And wasn't the DSP 32k?
>|>
>|> The DSP has 96K bytes or 32K words of 0 wait state static RAM.

> Thanks for the clarification.
>
>|>
>|> Until one of you Amigans actually coughs up benchmark results showing the
>|> available bus bandwidth on an A4000 or A1200 in a varied selection of
>|> screen resolutions, your claims about Falcon bus contention are just so
>|> much hot air. Just as an example that I posted before, on the Falcon in
>|> 640x480 monochrome, no CPU/video contention occurs, and the CPU can transfer
>|> a full 32M byte/sec over the bus using longword accesses, or 16MB/sec using
>|> word accesses. Simple assembly language code to run a bus test has been
>|> posted twice now to these newsgroups, in both Motorola and MIT assembler
>|> syntax, yet nobody has taken the few minutes required to generate some
>|> results on any Amigas. Of the replies I got to my posting of the code, the
>|> only Amigan who responded said "sorry, I don't have an A1200 to test on."
>
> I can claim the Amiga has no bus contention @ resolutions of 640x400 with
>4 bit planes (read 16 colors) and 320x200 in 8 bitplanes (256 colors or
>256K colors). It *seems* that it has no bus contention either @320x400
>with 8 bitplanes from what I have used an A4000 so far, and theoretically

>it shouldn't since 320x400 in 8 bitplanes == memory in 640x400 in 4 bitplanes.
>
> I do know that there is *heavy* bus contention @ 1280x400 in 8 bitplanes,
>specially in overscan, although I don't know what is the slowdown.

There must be some bus contention on the 640x400 256 colors on the A1200
since the review in BYTE stated that the 256 mode was slow on the A4000
and the A1200 only got a EC020. Why has German CBM-mags stated that there
is almost no prosessor time left when running the 640x400 256 color mode?
Why has a lot of software developers for the A1200 stated that they won't
use more than 320x200/256-mode because the system wasn't fast enough for
anything else.

Why is the A1200 faster than the Falcon since Jeff minter has made a
horizontal shoot'em up with 10 paralax scrolling in 256 color per scanline.
With pounding 16-bit sound and effects in the background without using the
DSP?

>So no bus contention occurs for the
Falcon in Monochrome, big deal, neither>on the old Amigas. Now, you got a
point, we have to do some benchmarking>with the A1200. Well, let's see when
I get one at the end of this month,>I'll do some C tests if I get a compiler.

Looks like there is an enormous amount of software for the A1200 since it
will take a month to get a compiler;)

> All I know is this and this from an engineering point of view should be
>obvious:
>
> If the Falcon has a 68030 with a 16 bit data path do memory AND
> the video bus is shared with the CPU bus AND
> there is bus contention in some hi res configurations AND
> the Amiga 1200 has a 32-bit data path to memory AND
> the Amiga 1200 has an alternate bus where the cpu can access the
> memory at full speed ('fast ram') THEN
>
> The A1200 should be faster accessing RAM. Well, it happens that all
>of the above are *true*.......NOT

The videobus and CPU is in a way shared, but the multiplexer runs
at 32 MHZ therefore it's twice as fast as the CPU so it will not slow down
the CPU. You can get fast-ram for the FALCON too SO WHATS YOUR POINT.

The A1200 has not got fast-ram it only has chip-ram which is a lot slower.
Fast-ram must be bougt in addition.

If you have followed this thread before you would have read that George
Robbins, a member of the A1200 development team, has stated that the Falcon
030 is a bit faster than the A1200.

What's the deal here? Where are all the A1200 owners that should be out
>|> there? How long has the A1200 been available for sale now? Don't any of you
>|> own a C compiler and assembler? Don't any of you *care* to know the actual

>|> bandwidth of your system bus in bytes per second, or are you all just happy
>|> to spout on about how "my system has fast RAM so it's better than yours" ??
>
> Well, some people will not care, as a lot of Falcon people won't care
>either. I agree that the Falcon has strong points and is a nice machine
>for a lot of things.
>
> And yes, since the A1200 has fast ram, it's faster than yours. Input
>/output to and from the computer should be the exception, where the Falcon
>seems to be faster.

Wrong again. Haven't I just told you that it's got NO fast-ram only chip-ram.

>|>
>|> To the Atari readers - it's way past time that this discussion thread died.
>|> We're obviously not getting any facts from the Amiga camp, so any further
>
> You got some above... I still owe you the benchmarks, so you got a point.

>|> discussion is merely a shouting match. I admit I was very much interested in
>|> comparing the available systems, when I first thought that an objective
>|> comparison might be possible, using hard numbers, but at this point, it
>|> seems that no Amigan wants to provide factual data to actually compare. It's
>|> just the same old baiting game, and nobody needs it.
>
> Your proposal seems fair... let's see what happens ;-)
>
>|> --
>|> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
>|>
>|> There's a rough border between genius and insanity, but I'm a dual citizen.
>
>--
>Raist

2524. Re: Looking for MENU safety program

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 09:33:28 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1993Feb11.093328.7461@cs.nott.ac.uk>
Source record: 210441

In article <1993Feb3.095508.62@janus.arc.ab.ca> erkamp@JANUS.ARC.AB.CA writes:
>I am trying to find a program/acc that will disable the menu bar unless you
>click on an item. I was sure I had one of these at one time but can no longer
>seem to find it. Does anyone know if such a program exists and if so what it's
>called and where I might find it?
>
>Bob
>
>'erkamp@arc.ab.ca'

What, you mean rat-trap?
Should be available at a.a, or at most ftp sites.

Martin

2525. Re: Using Slip with sticp

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 09:43:28 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <16B7296D1.BWWL@ibm.rz.tu-clausthal.de>
Source record: 210305

In article <1993Feb5.064554.9354@pbhya.PacBell.COM>
[...]

>I have not seen anywhere in the doumantation where a domain name server is
>mentioned. Please let me know if you find out.
>
>I am also looking for a vt100 screen emulation package that could be
>run out of my auto folder so that vt100 escape sequences would display
>correctly when telnet'ing to other systems.
>
>Any Ideas?

Hi!

The tcp/ip package "n890421.lzh" provides query of a domain-server.
The Enviromentvar "TERM" is now exported while telnetting.
But... no mailer included, fix pathnames (instead of Enviroment).

I don't know where to get a vt100-auto-folder-emulator-prg...
You may instead try to set the TERM on the host (telnetting to) to "vt52"
e.g. "set term=vt52"

You may get the tcp/ip packages via anonymous FTP from "ftp.tu-clausthal.de"
or via email from "mail-server@ftp.tu-clausthal.de"
/pub/atari/telecomm/tcpip/*

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

2526. Re: tcpip package fuer st1040f gesucht

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 09:52:58 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <16B72990D.BWWL@ibm.rz.tu-clausthal.de>
Source record: 210304
Cross-posted to: de.comp.sys.st,comp.sys.atari.st

In article <H.ea.mnO7jKJT_o6@saxnot.toppoint.de>
panther@saxnot.toppoint.de (Hendrik S. Roepcke) writes:

>In <Feb05.171032.16687@roxi.rz.fht-mannheim.de>, Thomas Neser writes:
>>Hi,
>>i search a good tcpip package for atari st to establish a slip line to
>>my computer on the internet via modem.
>>Thanks for any advice
>>---
>>Thomas Neser,
>
>Hello,
>
>I am interested too! Please mail me some information...

Hi!

There are two packages:
tcp/ip with slip (modem) - called ka9q, available via anonymous ftp
from "ftp.tu-clausthal.de" (139.174.2.10)
or via email "mail-server@ftp.tu-clausthal.de"
/pub/atari/telecomm/tcpip/*
tcp/ip with ethernet - available from TU Wien (sorry, couldn't find
the ftp-address right now).

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

2527. Re: 030 sync cycles (...)

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 10:19:17 UTC
From: mapmh@sunlab1.bath.ac.uk
Message-ID: <C2A4o5.Jnx@sunlab1.bath.ac.uk>
Source record: 210442

In the referenced article, dsmall@well.sf.ca.us (David Small) writes:
>
...in lines longer than 80 characters which means that I and probably
others had a little difficulty reading them, 'cause they were chopped...
At least I assume that was what happened, the alternative was that the
sentences were very strange?

Mark

2528. problems compiling nethack3.1

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 10:38:40 UTC
From: ach@informatik.uni-kiel.dbp.de
Message-ID: <1ldabgINN21o@amun.informatik.uni-kiel.dbp.de>
Source record: 210439

I have some trouble compiling nethack3.1 on my 4MB-ST:
At the first file I try to compile, monst.c, gcc stops with
the error message

monst.c:2541: virtual memory exhausted

I have removed all resident programs, so I have nearly the full
4MB free, but this error still shows up. What am I doing wrong?

Achim

--
--
Achim Held
ach@informatik.uni-kiel.dbp.de || awin@bytos.toppoint.de

2529. Re: Using Slip with sticp

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 11:25:16 UTC
From: climpach@avalon.physik.unizh.ch
Message-ID: <1993Feb11.112516.20694@ifi.unizh.ch>
Source record: 210440

In article <1237@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.UUCP () writes:

> I have a question on SLIP - what exactly is it?/how do you make
>a SLIP connection? I've just downloaded the Hermes package, and
>while it seems interesting, I have that one part of the plan that
>needs being done - actually making a connection to the network so
>that I can try it out (the mail, news, etc). Is NET.TOS the SLIP
>handler of the ST side, or do I need some other file(s)?

slip is serial line internet protocol and allows you to connect your st to
the internet... the hermes package is (as far as I know) quite different
as it is uucp. hermes allows you to get mail and news, slip gives you full
IP capabilities, like telnet and ftp...

christian

2530. Re: What kind of a name is Falcon030?

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 11:36:11 UTC
From: is_c527@king.ac.uk
Message-ID: <1lddnbINNmq7@mercury.kingston.ac.uk>
Source record: 210445

Ed Krimen (ekrimen@wet.UUCP) wrote:
: In article <1l77k8INNiaj@mojo.eng.umd.edu> brymastr@eng.umd.edu (Bryan Lee) writes:
: >I think the Falcon sounds like a pretty cool machine, and I'm waiting
: >to see the real thing, but what kind of a name is 'Falcon030' ??
: >I know it has a 68030, but still that name bothers me. Couldn't they
: >call it the 'Falcon 30' or the 'Falcon 3'? Just plain 'Falcon' suits me
: >fine.

: Centris?

: Performa?

: Pentium?

: I read that Microsoft is/has been developing an OS named Cairo!?

: --
: ||| Ed Krimen
: ||| ekrimen@wet.uucp
: / | \ AEO.5 (GEnie)

2531. Re: MAC Emulation on ST

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 12:07:24 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.729432444@groucho.phil.ruu.nl>
Source record: 210292

hutch@bellman.lanl.gov (John Hutchinson) writes:

>In article 57903@olivea.atc.olivetti.com, grillo@flash.ATC.Olivetti.Com (GUEST Savino Grillo) writes:
>>what are the programs (and games) running correctly under emulation.
>>
>>For example MS-Word - SymCity - SymAnt - FrameMaker 3.0 - Finale ?

>can only confirm that MS Word (4.0?) works fine on the Spectre. Make sure you

Finale is OK too -- although very slow -- as is to be expected from a Mac Plus.

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * I'm feeling like a kid again,
Dept. of Philosophy * I'm feeling like I just walked
University of Utrecht * in the door
The Netherlands * -Peter Hammill-

2532. THIS IS PROBABLY NOT TRUE

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 12:21:00 UTC
From: craig.dunn@almac.co.uk
Message-ID: <5516.723.uupcb@almac.co.uk>
Source record: 210295

```
-> A person I know (remotely) said that he had received a fax from Atari
-> saying that the Falcon has been recased, and that there will be a
-> professional version in october or november. He also quoted the fax
-> and said something like "32-bit data address buses with instuction
-> and data caches". So, has anybody heard anything like this? I hope
-> this will not result in a big confusion, like there was a time ago
-> (with the data bus).
->
-> --
->
---------------------------------------------------------------------
-> - | Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in
-> Falcon030 |

Confused!!?? I am!

Oh and by the way, I hope Atari don't muck up the 040 the same way they
have the 030.......please..

confused
Craig
<craig.dunn@almac.co.uk>
```

2533. Re: request for information - MiNT or minix on Atari - performance?

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 12:28:14 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <729433694.21965@minster.york.ac.uk>
Source record: 210296

In article <1993Feb5.192622.34516@news.th-darmstadt.de>
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
[lots deleted]
>On the other
>hand I do think that the 68000 was developed with VM in mind, but
>because of a fault in the microcode (one register wasn't saved during
>bus errors (or some such)) VM was not possible till the 68010 (+ added MMU)

There was no "fault" in the microcode -- the microcode simply wasn't intended
to save enough processor state to enable the instruction that caused the bus
error to be continued.

It wasn't just "one register" that wasn't saved -- if you look at the amount
of data saved when a bus error occurs on a 68000, and compare it to that
saved on the '010, there's a *huge* difference.

>Considering anything else,
>you have 'virtual memory' everywhere. See how your editor swaps memory
>in and out from disks...

Don't split hairs. VM in the conventional sense means swapping *code*
without the application being aware that the swap has taken place.

>Nat!
>(all the above to the best of my knowledge, which may not be much)

> ----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

2534. Re: Compressing nethack 3.1

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 12:34:33 UTC
From: christof@wowbagger.pc-labor.uni-bremen.de
Message-ID: <1993Feb11.123433.27503@informatik.uni-bremen.de>
Source record: 210297

In article <4198@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>In article <1993Feb8.170731.29762@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>> I'd like to play it on my 1Mb machine too, and I find it hard to believe a
>> game with no graphics and no sound won't fit. How far away is it from fitting
>> on a 1Mb system (with hard disk)?
>
>You greatly underestimate the complexity of Nethack. Graphics and sound
>have nothing to do with it, it is the unusual sort of game where the actual
>code is spectacularly complex, and even with ascii graphics and no sound
>takes huge amounts of ram.
>Of course, the size of the binary is only a
>small part of the story, don't forget that the program probably mallocs
>a great deal of additional space.

It's not that much, really. Including malloced ram the program uses
somewhere around 1,1MB. Thus, the size of the binary actually is by
far the bigger part of the story. Even though, there is not much hope
for making the whole game run in 1MB as this would still mean having
to save 100 to 150K and you probably can't do that without leaving out
major features of the game.

>Nethack isn't just
>a game, it's a way of life. :) It should be in the Guiness book of records.
>A testament both to the dev team and to the compiler that can actually
>build it.

Damn right.

Christoph

2535. NROFF Formatter wanted!

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 12:58:17 UTC
From: S_DINGLER@iravcl.ira.uka.de
Message-ID: <1ldih9INN7nt@iraul1.ira.uka.de>
Source record: 210402

Hi all there!

Where can I find an NROFF formatter for downloading via FTP?
Please tell me the FTP-number via eMail.

thank you , f.

--[.sig]----------------+--
Florian Dingler | S_DINGLER@informatik.uni-karlsruhe.de
Tel.:(+49) 721-861216 |
Fed. Rep. of Germany |

2536. uuencode uudecode

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 13:17:44 UTC
From: mbdqbest@diamond.sara.nl
Message-ID: <1993Feb11.131745.2962@news.sara.nl>
Source record: 210293

```
UUE.TTP, UUD.TTP, doc and C-sources can be ftp-ed from
131.211.80.17 sol.cs.ruu.nl
cd pub/ATARI-ST/utils
binary
get uuxbin.arc

The C-sources contain initials of those who modified the
Berkeley original.

Robert Best
```

2537. binaries

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 13:19:05 UTC
From: mbdqbest@diamond.sara.nl
Message-ID: <1993Feb11.131906.2963@news.sara.nl>
Source record: 210294

Where can I find Atari ST binaries? In .newsrc
comp.sys.atari.st.binaries does not exist.
comp.binaries.atari.st does exist, but does not show up
in the top of the xrn window, though I changed the ! in :

Could somebody give me hint, please?

Robert Best

2538. Re: Atari is dead

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 13:59:43 UTC
From: nmp@mfltd.co.uk
Message-ID: <1993Feb11.135943.21333@mfltd.co.uk>
Source record: 210323

In article <DFmsyB15w165w@dogbox.acme.gen.nz>, dogbowl@dogbox.acme.gen.nz (Kennelmeister) writes:
>
> The Dominion, a major national newspaper in New Zealand, runs an insert
> each week on Information Technology and general computer stuff.
>
> A couple of weeks ago, they released a glowing review on the Falcon,
> and finished it by saying that the official word is that it will
> not be released in New Zealand.
>
> One more nail in the coffin of Atari.
>
> STOP ATARI BLOODY AUSTRALIA DISTRIBUTING IN NEW ZEALAND!
> IF THAT'S THEIR ATTITUDE THEY CAN STICK THEIR DAMN COMPUTERS.
>
> Or to put it another way - Why is it 40% cheaper to mail order an
> Atari from the USA (including all freight and customs charges) than
> to purchase one locally??????
>
> --
> => Dogbowl <=
Sounds familiar. Here in England its cheaper to order PCs from the States
than buy 'em here. Also I believe release dates here (on Atari stuff) _may_
be later than in Germany and the States, though don't quote me.
Congratulations to all those readers who managed to hold their tempers and
not flame me for the original article. What I said I do mean (except for
the bit about hating the ST), but I deliberately worded the post in an
aggravating manner, just for the fun of seeing outraged responses :-)

Cheers,
--
Nic Percival | |
Micro Focus | "Anything is good and useful | nmp@mfltd.co.uk
Newbury | if it's made of chocolate.." | (0635) 32646 Ext 5336
Berks, RG13 1JT | |

2539. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 14:08:16 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Feb11.140816.28418@rchland.ibm.com>
Source record: 210324
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <runehy.55.729419160@dhhalden.no>, runehy@dhhalden.no (RUNE HYLDMO) writes:
|> In article <1993Feb9.193723.15042@mpifr-bonn.mpg.de> mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst) writes:
|> >From: mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst)
|> >Subject: Re: A1200/4000 v. Falcon 030 FAQ
|> >Date: Tue, 9 Feb 1993 19:37:23 GMT
|> >In <1l6efoINN7nm@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
|> >>a full 32 M byte/sec over the bus using longword accesses, or 16MB/sec
|> using>>word accesses.
|> >
|> >The 68030 in the Falcon just has a 16bit data path to the bus. Your
|> >measurements must be wrong.
|> >
|> >>seems that no Amigan wants to provide factual data to actually compare.
|> >
|> >Start with telling facts.
|>
|>
|>
|> How the do you know whats facts have you tried a Falcon 030. Howard Chu has.
|> Maybe he knows a bit better than you whats facts and whats not.
|>
|>
|> Greets
|>
|> Rune H.

While I would not say that Howard Chu is making a false statement (or
the guys who posted the results originally) I have concluded that I am
quite skeptic about those results too, and you don't need a Falcon to
prove it:

If you have a 16 Mhz 68030, what is the fastest instruction that the
68030 can execute that will read/store a longword and read/store a
word? If it is two cycles, you might be able to do it on the Falcon,
as a word access is two bytes, and running at 16Mhz will give you the
16 M byte /sec. So I am looking for a 68030 assembly book now, to
see if it can be done.
--
Raist

2540. number of TTs

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 14:12:11 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <11FEB93.09121150@cc4.crl.aecl.ca>
Source record: 210322

I haven't checked back through my files but I think that I have sold 10 TTs myself. Nine in Ontario and one in new Brunswick. I was also involved in the sale of nearly 200 1040s and 1040STes and about a dozen MegaSTes. I have also sold about 40 Portfolios but only 3 LYNXs (there is not local advertising by Atari so no one is aware of the LYNX).

Altogether I have sold 0 FALCONS; still don't know when I'll get any!

2541. Re: Atari formats PC better than PC

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 14:24:09 UTC
From: jimomura@tndb.UUCP
Message-ID: <jimomura.02lg@tndb.UUCP>
Source record: 210299
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech

In article <C1xv16.Kq@ucunix.san.uc.edu> mayfiej@ucunix.san.uc.edu (Josh) writes:
>
> I do a lot of disk swapping between my ST and my PC. I use a number
>of different devices and programs to format my disks. Recently, I no-
>ticed that different disks seem to read data at different speeds. I knew
>that the interleave of sectors can affect this but I doubted that this
>was the case for two reasons: 1.the write speed always seemed to be the
>same no matter which disk I used, and 2.I have never intentionally formatted
>a disk with a different interleave the default.

With floppies it's not a question of "interleave" but of "offset".
The two characteristics have similar reasoning but are quite different.

...

>
> Format Write Read
>Device Program Time Time Time
>---
>ST PS2FORM 1:23 0:49 0:34
>ST DCFORMAT 1:07* 0:48 0:33
>PC MS-DOS 1:35 0:48 0:41
>Sound Brush N/A 1:07 0:48 0:41
>
>* DCFORMAT requires that you write an MS-DOS boot sector to the disk after
> formatting if you want the disk to be PC compatible. This only takes a
> moment, however. Plus, you can only write the MS-DOS boot sector to disks
> formatted in 'normal' mode (not 'skewed').
>
> Interestingly, the PC took the longest time, overall. Although the
>write/read results were identical for the PC and Sound Brush, the PC took
>an extra 28 seconds to format! Of the Atari programs, the write/results
>were very close, however DCFORMAT took less time to format than did PS2FORM.
>(Of course, then you have to write the MS-DOS boot sector when using DCFOR-
>MAT, so the results are a bit closer. You will notice that ALL of the disks
>performed equally well during writing, but BOTH of the Atari-formatted disks
>took significantly less time when READING. This is important, since your
>computer generally reads more stuff than it writes.

The read time will be affected by the offset and whether the
offset is properly matched to the seek time. But for formatting, you
don't seem to realize something. DCFormat (and some other formatters)
don't verify. I wouldn't really want to use a formatter that doesn't
verify. Bad disks are actually pretty rare, but it happens. For 3.5"

floppies, which I've been using since I bought my 1040ST (just a little while after the 1040ST was first on the market). I've only had about 20-30 floppies that were either bad "out-of-the-box" or that went bad after some use. That's maybe around 1% of my floppies. But a I don't need the headaches of finding out I have a bad disk by losing important work.

--

Jim Omura, (416) 652-3880
'jimomura@lsuc'

2542. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 14:24:13 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Feb11.142413.25230@rchland.ibm.com>
Source record: 210325
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <runehy.56.729421323@dhhalden.no>, runehy@dhhalden.no (RUNE HYLDMO) writes:
|> In article <1993Feb09.131425.33619@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
|> >From: ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado)
|> >Subject: Re: A1200/4000 v. Falcon 030 FAQ
|> >Date: Tue, 09 Feb 1993 13:14:25 GMT
|> >In article <1l6efoINN7nm@elroy.jpl.nasa.gov>, hyc@hanauma.jpl.nasa.gov (Howard Chu)
writes:
|> >|> In article <1993Feb08.140726.34930@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
[stuff deleted]

|> >256K colors). It *seems* that it has no bus contention either @320x400
|> >with 8 bitplanes from what I have used an A4000 so far, and theoretically
|> >it shouldn't since 320x400 in 8 bitplanes == memory in 640x400 in 4 bitplanes.
|> >
|> > I do know that there is *heavy* bus contention @ 1280x400 in 8 bitplanes,
|> >specially in overscan, although I don't know what is the slowdown.
|>
|> There must be some bus contention on the 640x400 256 colors on the A1200
^^
| I didnt' say there wasn't in this mode.

|> since the review in BYTE stated that the 256 mode was slow on the A4000
|> and the A1200 only got a EC020. Why has German CBM-mags stated that there
|> is almost no prosessor time left when running the 640x400 256 color mode?

What did they say?

|> Why has a lot of software developers for the A1200 stated that they won't
|> use more than 320x200/256-mode because the system wasn't fast enough for
|> anything else.

What developers said that?

|>
|> Why is the A1200 faster than the Falcon since Jeff minter has made a
|> horizontal shoot'em up with 10 paralax scrolling in 256 color per scanline.
|> With pounding 16-bit sound and effects in the background without using the
|> DSP?

This:

1. Doesn't prove that the A1200 can't be faster, since it doesn't
necessarily means that a game can't be developed on the A1200.
2. How do you know they are not using the DSP.

3. The amiga 1200, for a shoot 'em up game should be *much* faster
than the Falcon thanks to its 8 sprites of 64 bit width and 16 colors.

|>
|> >So no bus contention occurs for the
|> Falcon in Monochrome, big deal, neither>on the old Amigas. Now, you got a
|> point, we have to do some benchmarking>with the A1200. Well, let's see when
|> I get one at the end of this month,>I'll do some C tests if I get a compiler.
|>
|> Looks like there is an enormous amount of software for the A1200 since it
|> will take a month to get a compiler;)

I am talking about buying an A1200. I have to save the money. If you give
me the $570 (US), I can buy it this weekend and receive a free copy of
DPAINT IV AGA and Final Copy 1.3. I guess you can't send me money to buy
the Falcon here, there's no one around ;-)

|> > All I know is this and this from an engineering point of view should be
|> >obvious:
|> >
|> > If the Falcon has a 68030 with a 16 bit data path do memory AND
|> > the video bus is shared with the CPU bus AND
|> > there is bus contention in some hi res configurations AND
|> > the Amiga 1200 has a 32-bit data path to memory AND
|> > the Amiga 1200 has an alternate bus where the cpu can access the
|> > memory at full speed ('fast ram') THEN
|> >
|> > The A1200 should be faster accessing RAM. Well, it happens that all
|> >of the above are *true*.......NOT
|>
|> The videobus and CPU is in a way shared, but the multiplexer runs
|> at 32 MHZ therefore it's twice as fast as the CPU so it will not slow down
^^^^^^^^^^^^^^^^^^^^^^^^
|> the CPU. You can get fast-ram for the FALCON too SO WHATS YOUR POINT.
^^^^^^^^
False. David Small said there was bus contention in modes like 640x480 256 colors.
It slows down the CPU. And you say the Falcon can get the Fast Ram, where?
In the dedicated expansion bus? Could be. Are those expansions readily available?

|>
|> The A1200 has not got fast-ram it only has chip-ram which is a lot slower.
|> Fast-ram must be bougt in addition.

True, but there are options in the market already. I plan to buy GVP's
1230+ Turbo, a 68EC030 @ 40Mhz with FPU, 1 meg of 60 ns ram expandable to
32 megs of ram. It's being shipped now.

|>
|> If you have followed this thread before you would have read that George
|> Robbins, a member of the A1200 development team, has stated that the Falcon
|> 030 is a bit faster than the A1200.

What did he say and where... If I recall correctly, I know of someone who
said that the A1200 could also be hit by bus contention problems as the Falcon.
Not that the Falcon was faster.

|>
|> What's the deal here? Where are all the A1200 owners that should be out
|> >|> there? How long has the A1200 been available for sale now? Don't any of you
|> >|> own a C compiler and assembler? Don't any of you *care* to know the actual
|> >|> bandwidth of your system bus in bytes per second, or are you all just happy
|> >|> to spout on about how "my system has fast RAM so it's better than yours" ??
|> >
|> > Well, some people will not care, as a lot of Falcon people won't care
|> >either. I agree that the Falcon has strong points and is a nice machine
|> >for a lot of things.
|> >
|> > And yes, since the A1200 has fast ram, it's faster than yours. Input
|> >/output to and from the computer should be the exception, where the Falcon
|> >seems to be faster.
|>
|> Wrong again. Haven't I just told you that it's got NO fast-ram only chip-ram.

OK, I said it wrong. I know it has no fast ram. What I wanted to say is
that the A1200 provides for a Fast Ram bus.

|>
|> >|>
|> >|> To the Atari readers - it's way past time that this discussion thread died.
|> >|> We're obviously not getting any facts from the Amiga camp, so any further
|> >
|> > You got some above... I still owe you the benchmarks, so you got a point.
|>
|> >|> discussion is merely a shouting match. I admit I was very much interested in
|> >|> comparing the available systems, when I first thought that an objective
|> >|> comparison might be possible, using hard numbers, but at this point, it
|> >|> seems that no Amigan wants to provide factual data to actually compare. It's
|> >|> just the same old baiting game, and nobody needs it.
|> >
|> > Your proposal seems fair... let's see what happens ;-)
|> >
|> >|> --
|> >|> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
|> >|>
|> >|> There's a rough border between genius and insanity, but I'm a dual citizen.
|> >
|> >--
|> >Raist

--
Raist

2543. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 14:26:02 UTC
From: matt-dah@dsv.su.se
Message-ID: <2362@vall.dsv.su.se>
Source record: 210329
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

RUNE HYLDMO (runehy@dhhalden.no) wrote:

: Why is the A1200 faster than the Falcon since Jeff minter has made a
: horizontal shoot'em up with 10 paralax scrolling in 256 color per
: scanline. With pounding 16-bit sound and effects in the background
: without using the DSP?

Not many will buy the Falcon for MIDI - they'll by Mac or PC. Not many will buy the Falcon for DTV - they'll buy Amiga or Mac. Not many will buy the Falcon for WP, DTP, 3D-modelling, etc. Atari is out.

Alright, you're gonna have one or two games by Jeff Minter, but that's not enough for me to switch computer...

--
```
============================================================
= Regards = email: = 1280x512x262000+ =
= Mattias = matt-dah@dsv.su.se = I love it. =
============================================================
= If we don't *buy* our programs, there soon won't be =
= any new software for the Amiga. Obvious, is it not? =
============================================================
```

2544. Re: Atari is dead

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 14:34:27 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1ldo5jINN1foe@rs1.rrz.Uni-Koeln.DE>
Source record: 210403

In <1993Feb10.204317.24987@nosc.mil> healy@nosc.mil (Mike Healy) writes:
>In article <1la5lqINNjnk@life.ai.mit.edu> dmb@ai.mit.edu writes:
>>In article <1l8v46INN1nm@uwm.edu> mode@csd4.csd.uwm.edu writes:
>>> (for all you know I just might be the inventor of the ST)

>>For all you know, he might be the pope.

>WOW! I didn't know the Pope invented the atari st!

But we all know that computers are religions, don't we??

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

2545. Re: CeBit Dates ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 14:42:43 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1ldol3INNvpn@rs1.rrz.Uni-Koeln.DE>
Source record: 210404

In <runehy.52.729418215@dhhalden.no> runehy@dhhalden.no (RUNE HYLDMO) writes:

>In article <BRARDA-090293174338@128.141.55.206> BRARDA@VXCLIA.CERN.CH (Loic BRARDA)
writes:

>It's March 24-31. I'm going there. Maybe Atari will show the Jaguar?

Hmmm... would it make sense to arrange some sort of c.s.a.st
netters' meeting at the CeBIT? I mean, such as something saying
"All who are interested and can make it shall meet at 15:00 at
some specified place in the Atari area". What do you think?

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

2546. New Atari hardware?

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 14:48:03 UTC
From: lmcstst@noah.ericsson.se
Message-ID: <1993Feb11.144803.7105@exu.ericsson.se>
Source record: 210300

Hi,

five years ago when I lived in the UK. I had a Atari ST at home, a
truly unique and innovative machine for its time. I am now in the market
for a home computer. As I hate PCs and SUNs are a bit expensive
(although the classic is mighty tempting) I am wondering what new
hardware Atari have come up with in the last five years?
PCs have gone from < 1mip to >50mips, any 50mip Ataris?

I would appreciate a list of current Atari computers specs and prices.

Thanks in advance

--
Stamos <lmcstst@noah.ericsson.se> ZZR11 Ellas
Ericsson, Cellular Design
Montreal, Canada.

2547. Re: Printing with Spectre 128

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 15:29:58 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb11.152958.19785@newshost.lanl.gov>
Source record: 210330

In article 8297@brt.deakin.edu.au, neilex@brt.deakin.edu.au () writes:
>Does anyone else use Spectre 128 with an Epson Printer?
>
>I have been trying to get a good printout for a couple of days with no luck
>using Chucks printer driver version 1.0, but I'm getting a lot of strange
>characters, and line misfeeds. I'm running it out of the parallel port into an
>Epson LQ400.

I don't know anything about "Chuck's printer driver" but there are a few good commercial and shareware printer drivers out there designed to let the Mac print to an Epson. Sheesh, I can't seem to remember the one I used to use but "MacPrint" comes to mind as one of the commercial packages. Ask in the Mac newsgroup for Epson printer drivers if you don't get any more help here.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2548. GFA modem I/O sources wanted...

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 15:30:39 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1ldrevlNN4at@shelley.u.washington.edu>
Source record: 210327

```
From dud@u.washington.edu Ukn Feb 10 07:45:44 1993
Received: by hardy.u.washington.edu
(5.65/UW-NDC Revision: 2.22 ) id AA14858; Wed, 10 Feb 93 07:45:43 -0800
Date: Wed, 10 Feb 93 07:45:43 -0800
From: Daniel Aylward <dud@u.washington.edu>
Message-Id: <9302101545.AA14858@hardy.u.washington.edu>
Sender: dud@hardy.u.washington.edu
To: dud
Subject: post failed
Status: RO
X-Status:

Article not accepted by server; not posted.
400 No space left on device writing article file -- throttling/usr/local/bin/inews failed

Your response has been saved in ~/dead.letter

Your article/letter follows:
Newsgroups: comp.sys.atari.st
Subject: Modem I/O

A friend of mine asked me to post this. He's trying to write a door game
with GFA basic...

-----------
Can anyone out there direct me to GFA type sources which include modem I/O
routines?

I am working on a project, and would like to see some examples of how to
set up
modem i/o. Anything such as a DOORS prg/game or a terminal program would do.

Thank you.
```

2549. Falcons in US!!!

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 15:31:37 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1ldrgpINN4b6@shelley.u.washington.edu>
Source record: 210326

```
From dud@u.washington.edu Ukn Feb 10 07:59:10 1993
Received: by hardy.u.washington.edu
(5.65/UW-NDC Revision: 2.22 ) id AA16114; Wed, 10 Feb 93 07:59:10 -0800
Date: Wed, 10 Feb 93 07:59:10 -0800
From: Daniel Aylward <dud@u.washington.edu>
Message-Id: <9302101559.AA16114@hardy.u.washington.edu>
Sender: dud@hardy.u.washington.edu
To: dud
Subject: post failed
Status: RO
X-Status:

Article not accepted by server; not posted.
400 No space left on device writing article file -- throttling/usr/local/bin/inews failed

Your response has been saved in ~/dead.letter

Your article/letter follows:
Newsgroups: comp.sys.atari.st
Subject: Falcons in the US!

Guess what! Our local dealer (Xanth Computers in Bellevue, WA), just got
two demonstration Falcons! I went to see them yesterday (for some reason
they only had one displayed). It was pretty cool. Definitely a VGA
monitor is the way to go; the best they can do on a SC1224 (that I could
see) was ST medium with 256 colors and 320 X 200 true color. Interlace
didn't work. The 3D gadgets looked kinda funny in that low res. The
internal speaker sounded pretty good, but I wish they had it plugged into
a decent stereo system... MultiTOS seemed to crash all the time. I think
it was because of the OLD versions of STalker and STeno that they for some
reason had constantly loaded. I tried GEMview and that worked great...
It seemed pretty slow with GEM graphics... of course they had no Warp9 or
anything... I wanted to install a Minix partition on it to see if
MultiTOS could handle the long filenames in the directory windows, but
they wouldn't let me :(. I was pretty impressed all in all, but I wish
they'd have displayed it better (with a VGA monitor and stereo system,
etc.)

Dan Aylward
dud@u.washington.edu
```

2550. Re: What kind of a name is Falcon030?

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 16:12:17 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Feb11.161217.10335@exu.ericsson.se>
Source record: 210405

Ed Krimen writes:
>
>>what kind of a name is 'Falcon030' ??
>
>Centris?
>
>Performa?

[In a heavy New York accent] "My computa's a real Performa."

Just think of the advertising possibilities...

--
James Hague
exuhag@exu.ericsson.se

2551. Re: FALCON030 Memory Survey

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 16:31:58 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb11.163158.25721@newshost.lanl.gov>
Source record: 210339

In article 1238@usdtsg.DaytonOH.NCR.COM, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
>
> I thin 1 meg would be sufficient for a SINGLE-TASKING system - then
>the Falcon would be like a suped-up STe. However, if someone wants
>to use MultiTOS, then 1 meg probably won't cut it...

A 1Mb Falcon makes sense only for those searching for the absolute lowest entry level price. It's also good for Atari as they can advertise the Falcon "as low as $xxx." Please forgive my faux pas of "advertise" and "Atari" being used in the same sentence. :)

As long as MTOS will be disk based and hence, a RAM hog, a 2Mb Falcon would be worthless. A 4Mb system running MTOS would be the bare minimum if you want to do any multi-tasking at all, IMHO. An 8Mb config would have been a nice intermediate step between 4 and 14, however. Unfortunately, according to Atari there was just not enough room inside the cramped case to use industry standard SIMMs. Third party vendors, to include Zubair (maker of the Z-Ram board for ST's), are developing Falcon memory boards but I do not know what configurations they will support.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2552. Re: THE PC FALCON DEBATE.

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 16:37:00 UTC
From: Robert_Federle@k.maus.de
Message-ID: <A63928@K.maus.de>
Source record: 210407

m>I'll admit that one slipped by me.. Maybe you're talking about the blitter
m>having 32-bit access to memory?? I don't know of any 'general' 32-bit
m>graphics
m>bus in the Falcon - video is part of standard RAM, which has a 16-bit
m>interface
m>to the CPU. So, you can move little bits of the screen around quickly, but
m>to fill a screen would take some time..

Sorry, but you're wrong. The memory data bus has a width of 32 bits (not only 16), but the data bus between the CPU and the ComBel has the 16 bit limit. This doesn't means that the CPU is two times slower than using a 32 bit data bus!

Bye,
Rob

2553. PC BOARD

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 16:39:00 UTC
From: craig.dunn@almac.co.uk
Message-ID: <5517.723.uupcb@almac.co.uk>
Source record: 210408

On the subject of PC High Density drives in the ST...I have since found a company that provide a small kit for letting a PC drive in an ST read/write to High density disks....Unfortunately the address escapes me at the moment. However I will post is SOON...

cheers all
craig
<craig.dunn@almac.co.uk>

2554. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 16:39:58 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb11.163958.26347@newshost.lanl.gov>
Source record: 210409

In article 93Feb10200055@ulke.dhmolde.no, tose@ulke.dhmolde.no (Torbjoern Ose) writes:
>
>Only a change from color to monochrome reboots the computer. It really jumps
>through a vector that can be changed. Multisync software do this and do the
>change without a reboot.

This is correct. You can change video modes on the Falcon by selecting the
"Video Modes..." drop down menu and making your choice. This resets the GEM
desktop but does not perform a reboot. If you switch monitors, of course
(like from a VGA to an SC1224), then a reboot would be necessary.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2555. Re: How many TT's are there?

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 16:48:05 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb11.164805.27308@newshost.lanl.gov>
Source record: 210410

In article dAb6V1MYkDA@fredrik.atari.no, jornmoe@fredrik.atari.no (Joern Moe) writes:
>
>There is howewer internal statistics that exactly can tell how many TT's that
>were sold worldwide. Try to ask Bob Brodie, he'll be the right guy ta answer
>this (I guess:^)
>

Sorry, that option's no good. Atari has a strict policy of not disclosing
sales figures and Bob's not about to break that rule. His office is far too
close to the Atari "revolving door" as it is. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2556. Re: How many TT's are there?

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 16:49:45 UTC
From: stigpo@Lise.Unit.NO
Message-ID: <1993Feb11.164945.7969@ugle.unit.no>
Source record: 210411

```
> ok, in the same spirit :-)
>
> wait(norwegian_count_free);
> norwegian_count += 1;
> signal(norwegian_count_free);
>
> Gee, I guess I'm the first Norwegian TT-user to report.
>
Ok, let my TT be counted for, allthough it only has 4mb of ram:( *sob*
Run the norwegain count rutine once:)

--
Stig Petter Olsroed
InterNet: stigpo@lise.unit.no
```

2557. Re: Who cares?

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 17:17:10 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb11.171710.1357@newshost.lanl.gov>
Source record: 210414

In article 108051@zeus.calpoly.edu, smiller@joule.elee.calpoly.edu (Steve Miller) writes:

>I personally am sick of mediocre software put out by US companies (at least for
>what I need) when there is great software from ther countries but in different
>languages!

Oooh, thanks a _lot_, Steve. I'm sure such encouragement will really make us
few remaining US developers to rush right out and start new projects for our
loyal Atari customers. :(

Really, NO ONE likes stereotyping. So how about some specifics, eh?

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2558. Re: Atari is dead

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 17:17:50 UTC
From: scott@winnetou.santafe.edu
Message-ID: <SCOTT.93Feb11101750@winnetou.santafe.edu>
Source record: 210303

>In article <1l8v46INN1nm@uwm.edu> mode@csd4.csd.uwm.edu writes:
>> (for all you know I just might be the inventor of the ST)
>For all you know, he might be the pope.
>:) <--- for the overly-sensitive
WOW! I didn't know the Pope invented the atari st!

Right. Atari has died many times now... only to be reborn ... uh, er...

Um.

The King is dead. Long live the King!

Scott

2559. Re: CeBit Dates ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 17:19:46 UTC
From: nhk@informatik.uni-kiel.dbp.de
Message-ID: <1ldqqiINNjut@tarzan.informatik.uni-kiel.dbp.de>
Source record: 210343

In <1la51eINNcsq@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>In article <BRARDA-090293174338@128.141.55.206> BRARDA@VXCLIA.CERN.CH (Loic BRARDA)
writes:
>>Does anybody knows the dates of the CeBit in Hannover in March ?

>I think it starts the 24th, don't remember the end date.

CeBIT takes place between the 24th and 30th of March.

nils-henner

--
Nils-Henner Krueger, Waitzstr. 98, 2300 Kiel, Germany
- -
email: nk@ki.maus.de (short text-messages < 16kB) DAILY
nhk@informatik.uni-kiel.dbp.de (long mails, uuencoded files) WEEKLY/2

2560. People, please set you terminal to 80.

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 17:55:42 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <C2Apsu.1D6@ucunix.san.uc.edu>
Source record: 210415

Just some easy to follow advice:

Please, when you post on the NET, write you letters in 80 columns. It is difficult to read what you post in 85 or 90 column mode. Most of us read in 80 column mode because it is easier on the eyes. To set the terminal to 132 for one or two posts is worthless.

Thanks and now on with the show...


```
+-----------------------------------+_
| *> Kevin Klasmeier | |
| *> NET: klasmekj@ucunix.san.uc.edu | |
| *> GEnie: K.Klasmeier | |
| {Cincinnati, Ohio in the US of A} | |
+-----------------------------------+ |
'-----------------------------------'
```

2561. Re: A1200/4000 v. Falcon 030 F

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 17:56:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A63935@K.maus.de>
Source record: 210416

m>primary color (the 65536 mode has 6bits red (green? blue?)).

Green.

2562. Re: What kind of a name is Falcon0

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 18:02:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A63936@K.maus.de>
Source record: 210418

b>to see the real thing, but what kind of a name is 'Falcon030' ??
b>I know it has a 68030, but still that name bothers me. Couldn't they
b>call it the 'Falcon 30' or the 'Falcon 3'? Just plain 'Falcon' suits me
b>fine.

Note that they called the TT "TT030", too. Maybe it's just spare room for a
Falcon100 to come in 2010 :-)

2563. Re: A1200/4000 v. Falcon 030 F

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 18:04:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A63937@K.maus.de>
Source record: 210419

s>math shows that there are only 32 shades of each red, green, and blue in
s>a 15 bit palette, and possibly 64 of one of the shades in a 16 bit palette.
s>This is not bad compared to the Amiga's 16 or the original ST's 8, but it
s>pales next to the AGA Amiga's 256 and even the VGA's 64 shades. The total

The falcon can do 64 shades when in 256 color mode, where it has a palette of
262144 colors (6 bit per color)

2564. Re: Should I get an Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 18:05:55 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1le4i3INNbf3@usenet.INS.CWRU.Edu>
Source record: 210425

In a previous article, hutch@bellman.lanl.gov (John Hutchinson) says:

>In article 1l8pejINNndd@usenet.INS.CWRU.Edu, aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>>
>>Dave Small's emulator does not work. He will not say either way if he is
>>working on an emulator that will work (and I'm sure many people are hoping
>>that he is).
>
>WHOA!!! Hold on there, Len. I think you meant to say that Dave Small's
>Mac emulator (the Spectre GCR) does not support Mac COLOR (yet). It most
>certainly _does_ emulate a mono Mac Plus and does it very well indeed. Sorry,
>I just don't want to give the original poster the wrong impression. And
>although it's just vaporware dreams at this point, I was delighted to see
>Dave publicly state that he is no longer saying "never" to the possibility
>of a Color capable GCR in the future.

No, I was talking about GCR not working on the FALCON030.

I know it works on all other STs and TT.

>
>
>that I have found time and time again is that the Atari community (aka, users
>
>_____ John "HUTCH" Hutchinson _____
>_____ Fair Dinkum Technologies Member - IAAD _____
>_____ "No worries, mate... it's from Fair Dinkum!" _____
>_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____
>
>
>

--

2565. Re: _HELP_ Uniterm U/I

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 18:33:28 UTC
From: alf@skid.north.de
Message-ID: <a9158034@skid.north.de>
Source record: 210423

In <1993Feb9.164508.10009@mailer.cc.fsu.edu> boyd@tait (Mickey Boyd) writes:

>atari.archive, and 2.0e015 is available from somewhere (anyone remember?).

chsun.chuug.ch archive/software/atari/uniterm

Alf
--
Alf Hoheisel, Potsdamer Str. 14, D-2940 Wilhelmshaven, Phone: +49 4421 52635
<university> alf@zfn.uni-bremen.de | alf@informatik.uni-bremen.de
<home> alf@skid.north.de

2566. Re: CeBit Dates ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 18:37:05 UTC
From: gutschk@obelix.uni-muenster.de
Message-ID: <1le6chINNalg@obelix.uni-muenster.de>
Source record: 210424
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <runehy.52.729418215@dhhalden.no> runehy@dhhalden.no (RUNE HYLDMO) writes:
>In article <BRARDA-090293174338@128.141.55.206> BRARDA@VXCLIA.CERN.CH (Loic BRARDA) writes:
>>Does anybody knows the dates of the CeBit in Hannover in March ?
>
>It's March 24-31. I'm going there. Maybe Atari will show the Jaguar?
>

Hi,

I am not sure, if I will be able to go there, though I would really like to do so. Anyways, I guess, it would be a good idea, if some kind of meeting place for all InterNet-users could be agreed on --- I would suggest something along the lines of, every day at 12:00 anybody, who is interested in meeting those people he has been talking to by mail/news for years, should come to the entrance of the Atari press lounge.

Feel free to discuss this idea or come up with something more useful than this... :-) (Maybe, somebody could volunteer to keep a list of all InterNet-users who are going to come to CeBit...)

Markus

P.S.: This article has been crossposted to c.s.a.s.tech, in order to have it read by many

2567. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 19:16:52 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1le8n4INN8vc@uwm.edu>
Source record: 210337
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <runehy.56.729421323@dhhalden.no>, RUNE HYLDMO (runehy@dhhalden.no) wrote:
: There must be some bus contention on the 640x400 256 colors on the A1200
: since the review in BYTE stated that the 256 mode was slow on the A4000
: and the A1200 only got a EC020. Why has German CBM-mags stated that there

There is. On the A1200 or A4000, in non-interlaced 640x400, there is
100% contention--you get access to ram only on vertical blank times.

: is almost no prosessor time left when running the 640x400 256 color mode?
: Why has a lot of software developers for the A1200 stated that they won't
: use more than 320x200/256-mode because the system wasn't fast enough for
: anything else.

1) They haven't said that. I'd love you to prove me wrong. You can't.

2) 320x200x8 has zero contention.

: Why is the A1200 faster than the Falcon since Jeff minter has made a
: horizontal shoot'em up with 10 paralax scrolling in 256 color per scanline.
: With pounding 16-bit sound and effects in the background without using the
: DSP?

Because it's not hard. It's been done. Do note, however, that there
WILL be a speed difference between the 1200 and Falcon--with the Falcon,
you're allowed to hit hardware, and with the AGA chipset, if you want
graphics, you MUST use the OS. That alone will give the falcon an
advantage.

: Looks like there is an enormous amount of software for the A1200 since it
: will take a month to get a compiler;)

Compilers, of course, exist now.

: The videobus and CPU is in a way shared, but the multiplexer runs
: at 32 MHZ therefore it's twice as fast as the CPU so it will not slow down
: the CPU. You can get fast-ram for the FALCON too SO WHATS YOUR POINT.

1) Does or does not the 030 have 16-bit access to the memory? If so,
that cuts your possible bandwidth by 50%. Even with the limited
bandwidth available to the Amiga (heh), the bandwidth available is a
full-32 bit data path. That's on the 3000, the 4000 _AND_ the 1200. And
the 3000 didn't even have AGA.

2) Do you have burst access to ram? For the falcon, that answer is no.
For the Amiga, it's only true in "fast" ram, which is a fancy term for
ram which isn't "arbitrated" by the chipset, and "belongs" to the CPU.

3) How fast _IS_ that ram? What is the access speed? How much bandwidth
is available to the CPU? I believe that on the Amiga, the maximum
bandwidth any processor can have to ram is 7 megabytes/second, due to the
chipset's "ownership". At some point, that begins to go down due to
"contention". (and if you're going to say 16mb/s, youd better also tell
me the type of ram and the layout of it. If you're going to say
something realistic, on the other hand...)

: The A1200 has not got fast-ram it only has chip-ram which is a lot slower.
: Fast-ram must be bougt in addition.

The Amiga architecture at least has "allowances" for fast-ram where the
CPU can access the ram at the full speed allowable by the processor and
memory architecture--and that includes burst access. While the 020 has
no burst, the 030 and 040 certainly do.

: If you have followed this thread before you would have read that George
: Robbins, a member of the A1200 development team, has stated that the Falcon
: 030 is a bit faster than the A1200.

I was here, and while he did say something about the theoretical speed of
the Falcon, I remember no such statement.

: Wrong again. Haven't I just told you that it's got NO fast-ram only chip-ram.

The Amiga's architecture allows for fast ram. The 1200 can HAVE fast
ram. The Falcon's architecture, if I remember correctly, disallows
it--ALL ram is accessible by the "chipset", and that means that all of it
has limited bandwidth and no burst.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "Windows isn't CrippleWare -- it's "Functionally Challenged". :)
(: -unknown author :)
(: (: (: (: (: (: (: (: (: (: (: (: (:) :) :) :) :) :) :) :) Wubba :)

2568. Re: u*** PASCAL!!! ***

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 19:47:40 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <26044@galaxy.ucr.edu>
Source record: 210427

I have Prospero Pascal for GEM. It works pretty well. No resource editor though. (sold separately). It's not shareware but a commercial product.

Paul

2569. ST Minix 1.5 For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 20:25:21 UTC
From: malay@sae.com
Message-ID: <1993Feb11.202521.1585@sae.com>
Source record: 210338

I have a copy of Minix 1.5 - original disks, documentation, and box
for sale. $100 includes S/H.

Bob Malay
malay@sae.com
malay@template.com

2570. Atari 7800

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 20:50:19 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Feb11.205019.7629@apgea.army.mil>
Source record: 210431

ok, I know this isn't exactly the correct topic for here but I have a question
and I figured you guys were probably the ones that would know the answer
better than anyone else.

I was finding my selkf rather bored playing Wing Commander II the other day
and I relaized that I use to have fun playing video games. So, I went out
and tracked down an Atari 7800.

Ahhh.. joy again! I can't tell you how much I missed atari. Anyways I have
about 8 cartridges for it. Now I know they made more. (specifically I'm
looking for desert flyer and asteriods) Does anyone have any idea where I
might beable to *gasp* order them? I saw Super heuy in a Kay Bee the other
day which I think it was next to their last cart for the 7800 but they
said it was their last one and they had no clue how to get more. (I
actually think tyhe last releases were Double Dragon and Rampage but I'm not
sure)

Its strange to see my sega genesis moved a side for the 7800 and my 486 getting
little use.. oh well..
Anyways, its been since 1988 since I've seen the system on the selves so
I figured its going to be next to impossible to find anything for it.

So, if someone who knows where I can order the things, please post the name
and/or number of said place. Thanks

Rob Merritt

PS. Sorry for interupiting the ST confrance.

2571. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 21:00:06 UTC
From: lkoop@TIGGER.STCLOUD.MSUS.EDU
Message-ID: <1993Feb11.150007.2411@msus1.msus.edu>
Source record: 210432
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <runehy.55.729419160@dhhalden.no>, runehy@dhhalden.no (RUNE HYLDMO) writes:
>In article <1993Feb9.193723.15042@mpifr-bonn.mpg.de> mlelstv@specklec.mpifr-bonn.mpg.de
(Michael van Elst) writes:
>>From: mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst)
>>Subject: Re: A1200/4000 v. Falcon 030 FAQ
>>Date: Tue, 9 Feb 1993 19:37:23 GMT
>>In <1l6efoINN7nm@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>>>a full 32 M byte/sec over the bus using longword accesses, or 16MB/sec
>using>>word accesses.
>>
>>The 68030 in the Falcon just has a 16bit data path to the bus. Your
>>measurements must be wrong.
>>
>>>seems that no Amigan wants to provide factual data to actually compare.
>>
>>Start with telling facts.
>
>
>
>How the do you know whats facts have you tried a Falcon 030. Howard Chu has.
>Maybe he knows a bit better than you whats facts and whats not.
>

Well, lets think about this a bit. The Falcon runs a 68030 at 16 MHz on
a 16 bit data bus. Now, lets assume a memory configuration capable of running
the best it can under these circumstances: 3 clock asynchronous memory
accesses. Now, for a 16 bit bus, a longword access will take at a minimum
6 clocks (2 accesses need to be done to transfer 32 bits). At 16 MHz, this
works out to 375ns per access. Now, with this type of timing, you can get at
a maximum 2.67 million of these accesses, and with each access moving 4 bytes,
this works out to about 10.67 million bytes per second, or about 10.17 MB/sec.
Not the 32 MB/sec transfer rate given above at all.
Now, all of this assumes that no bus contention takes place, that the
memory subsystem is indeed capable of handling 3 clock memory cycles. Note
that cache issues are not brought into play here, as we are discussing bus
transfer efficiency.

LaMonte Koop -- SCSU Electrical/Computer Engineering
Internet: lkoop@tigger.stcloud.msus.edu -OR- f00012@kanga.stcloud.msus.edu
"Performance is in the eye of the beholder"

2572. Atari Video Titling Software

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 21:04:31 UTC
From: bhawker@oneb.almanac.bc.ca
Message-ID: <9DsTyB3w164w@oneb.almanac.bc.ca>
Source record: 210433

I have been addicted to my Atari since purchasing it nearly
two years ago now. I use it mainly for C-Lab Notator and DTP,
however, I would like to find some PD software to aid in
titling my home videos, etc.

My search so far has been fruitless. I know of one commercial
^^^
product only, and can't find anything PD. Has anyone seen or
used a PD product available from any of the mail-server sites?

If anyone is looking for ideas to come up with new software, this
seems to be a relatively untapped area.

BTW, I use a 1040STe, 4meg, TOS 1.62 if this makes any difference to
your recommendation.

Thanks, all!

bhawker@oneb.almanac.bc.ca (Bruce Hawker)
The Old Frog's Almanac (Home of The Almanac UNIX Users Group)
(604) 245-3205 (v32) <Public Access UseNet> (604) 245-4366 (2400x4)
Vancouver Island, British Columbia Waffle XENIX 1.64

2573. misc

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 21:07:40 UTC
From: kfason@lamar.ColoState.EDU
Message-ID: <Feb11.210740.4179@yuma.ACNS.ColoState.EDU>
Source record: 210340

Does anyone know if Space Hulk will be made available for the Atari system? A friend on my floor got me hooked to the RPG. And I'm interested in getting itfor my ST. I have Space Crusade which is alot like it.

Also, is there a 1meg EPROM burner for the ST? I have a 512 one, but want a 1meg, as one I'm thinking of replacing my Supra v.32bis with a ZyXEL, and my father can use it... thank you.

2574. Re: FALCON030 Memory Survey

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 21:25:07 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1leg7jlNNdi0@walnut.cis.ohio-state.edu>
Source record: 210341

In article <1993Feb11.163158.25721@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 1238@usdtsg.DaytonOH.NCR.COM, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
>>
>> I thin 1 meg would be sufficient for a SINGLE-TASKING system - then
>>the Falcon would be like a suped-up STe. However, if someone wants
>>to use MultiTOS, then 1 meg probably won't cut it...
>

>As long as MTOS will be disk based and hence, a RAM hog, a 2Mb Falcon would
>be worthless. A 4Mb system running MTOS would be the bare minimum if you
>want to do any multi-tasking at all, IMHO. An 8Mb config would have been a
>nice intermediate step between 4 and 14, however. Unfortunately, according
>to Atari there was just not enough room inside the cramped case to use
>industry standard SIMMs. Third party vendors, to include Zubair (maker of
>the Z-Ram board for ST's), are developing Falcon memory boards but I do not
>know what configurations they will support.
>

Hunh. I know someone running MTOS on a 2.5 Mg STE and they have no problems.
I think it depends more on what you want to do, and what you are running.
I was under the impression that MTOS took *less* space on the Falcons
than on a TT/STE as some of it was in ROM, thus it would take less
ROM on the Falcon, and maybe a 2MB machine might be usefull to run MTOS
for some people. (And some of it *is* in the ROMS. I've seen both
MTOS and TOSS 4 on the Falcons and they look similar. Since
the Falcon was *not* running MTOS, it was using it's ROMS to make for
the desktop AES. Since some of this is in MTOS, it shouldn't have to
be in the Falcon version of MTOS. Theoretically, the Falcon version
should be somewhat smaller.

I wouldn't knock a 1Mg Falcon either. There are plenty of people in the
Atari world still running on 1Mg (I am one, but might (soon ?) move up
to a 14M Falcon). I would hardly say those people would complain about
not having enough memory. Hell I would be glad to not have TOS 1.0!
(I'm not wasting *any* money to upgrade my machine. I'll either buy a
Falcon, or some other machine.)

Not to knock your statments (and I am guilty of the same thinking) not
everyone *needs* alot of memory/HD space. We all *want* it but we can
get by without it (sometimes quite comportably). Of course, once you
are spoiled, you just never want to go back :). (And I am *plenty*
spoiled, it just might be one reason my ol' ST doesn`t get much use
these days....)

>
>_____ John "HUTCH" Hutchinson _____

>_____ Fair Dinkum Technologies Member - IAAD _____
>_____ "No worries, mate... it's from Fair Dinkum!" _____
>_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____
>
>

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

2575. Re: problems compiling nethack3.1

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 22:40:26 UTC
From: ersmith@netcom.com
Message-ID: <1993Feb11.224026.13855@netcom.com>
Source record: 210443

In article <1ldabgINN21o@amun.informatik.uni-kiel.dbp.de> ach@informatik.uni-kiel.dbp.de (Achim Held) writes:
>I have some trouble compiling nethack3.1 on my 4MB-ST:
>At the first file I try to compile, monst.c, gcc stops with
>the error message
>
>monst.c:2541: virtual memory exhausted
>
>I have removed all resident programs, so I have nearly the full
>4MB free, but this error still shows up. What am I doing wrong?

Possibly you're doing nothing wrong. I never tried compiling on a 4 megabyte machine (I used a TT with more memory) and it's possible that gcc just can't compile that file. You could try removing the -O option (monst.c is only data, so it can't be optimized anyway) and running gcc from a very small command line shell booted from your AUTO folder (i.e. just type "gcc -c monst.c". That way you save the memory occupied by the desktop and by make.

Regards,
Eric

2576. Re: How many TT's are there?

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 23:33:32 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.140.729473612@dhhalden.no>
Source record: 210447

In article <ERLINGH.93Feb10200919@storlind.world> erlingh@storlind.world (Erling Henanger) writes:
> >How many TT users are there?
>
> >>All right. I'll start the Canadian count.
> >>
> >> 1
>
> >I'll start the Dutch count.
>
> > 1
>
> >(note that this way of counting has the danger that more than one person
> >can give him/herself the same number, but we'll have a minimum anyway)
>
> To avoid the problem:
>
> wait(dutch_count_free);
> dutch_count = dutch_count + 1;
> signal(dutch_count_free);
>
> If no-one incremented before, I'm no. 2
>
>ok, in the same spirit :-)
>
>wait(norwegian_count_free);
>norwegian_count += 1;
>signal(norwegian_count_free);
>
>Gee, I guess I'm the first Norwegian TT-user to report.

That's just because my newsreader didn't want to post my message yesterday...
I'm in for another 1/2 TT in Norway...(it's on repair :-( )

>Erling

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

2577. Re: Atari is dead <- NOT

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 23:42:59 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1leoa3INN9vr@life.ai.mit.edu>
Source record: 210372

In article <#5637sd@rpi.edu> oyakea@rs6119.ecs.rpi.edu (Amalaye Oyake) writes:
> question:
>
> i thought mr. bagget and bob_r were anti atari .....
> but they frequent this group so much. nothing wrong with that but i figured
>they would just completely avoid this group. :-)

Well, you thought wrong. I've been having fun hacking on my ST for
years -- the fact that Atari doesn't have a competitive machine NOW
doesn't change that.

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

2578. ADVOCACY: New Macs out - Falcon price obsolete?

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 23:49:26 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.141.729474565@dhhalden.no>
Source record: 210448

At last my newsreader is letting me post again (It's my fourth attempt to post this info...)

It's lifted from an online Mac "mag" called TIDBITS. Have a little peek just below...
...

LC III
Apple has finally broken their ban on using the number three in a machine name, a ban reportedly started when the Apple III flopped. I predict that the LC III will not suffer the Apple III's fate - it's basically a IIci in an LC case with its 25 MHz 68030 and full 32-bit data bus.

The LC III's expansion slots make sense for a cross between the now outdated LC/LC II and IIci, with a single NuBus slot (although the internal size limits the NuBus card length to 6.5 inches), an LC-type processor-direct slot, and a socket for a math coprocessor.

The LC III takes up to 36 MB via a new single 72-pin SIMM slot. Its internal video can do 256 colors, expandable to 32,768 with more VRAM. Interestingly, the LC III will include RAM disk software - presumably the same sort that comes with the PowerBooks. The price is pretty good at $1,379 for a 4/80 configuration with no monitor. After a long life in the Apple product line, the IIci will no longer be sold, so look for some major price cuts in the near future.

...

Of course it does not run GEM software nor does it have a DSP, but I've seen the 15bit display of the Mac and as I know the Falcon has that capability in interlace only which is virtually useless as a working mode, I'm starting to wonder if the Falcon pricing is competitive. Atari must stop "releasing" products with prices just to have them on the street 9 months late with the same price... And, Apple cuts their prices every 3 or 6 months - The Atari SLM605 has had the same price the last two years (at least here, but then again, it's almost impossible to get hold of one - when should the SCSI based SLM406 arrive again??).

I'm starting to get really tired of this. I *MIGHT* be devoured into the ranks of the mindless MacMen anytime soon...

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

2579. Re: New Falcons delivered

Newsgroup: comp.sys.atari.st
Date: 1993-02-11 23:51:57 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.142.729474717@dhhalden.no>
Source record: 210449

In article <A17966@KR.maus.de> Henning_Maruhn@kr.maus.de (Henning Maruhn) writes:
>Hi,
>
>finally new Falcons were delivered to several German computer dealers (on
>Saturday). A good sign, but not enough, though. What about the USA?

What about Norwegian developers? They haven't seen a bird since the
Dusseldorf Fair last year. "Devs have the highest priority" my ass!

>Bye,
>Henning

Nomad (Erling, you haven't gotten one lately, have you??)

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

2580. Re: tcpip package fuer st1040f gesucht

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 00:09:29 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1leprpINN15lq@rs1.rrz.Uni-Koeln.DE>
Source record: 210378
Cross-posted to: de.comp.sys.st,comp.sys.atari.st

In <16B72990D.BWWL@ibm.rz.tu-clausthal.de> BWWL@ibm.rz.tu-clausthal.de (Wolfgang Ley) writes:

>In article <H.ea.mnO7jKJT_o6@saxnot.toppoint.de>
>panther@saxnot.toppoint.de (Hendrik S. Roepcke) writes:

>>In <Feb05.171032.16687@roxi.rz.fht-mannheim.de>, Thomas Neser writes:

>>>i search a good tcpip package for atari st to establish a slip line to
>>>my computer on the internet via modem.

>There are two packages:
>tcp/ip with slip (modem) - called ka9q, available via anonymous ftp
> from "ftp.tu-clausthal.de" (139.174.2.10)
> or via email "mail-server@ftp.tu-clausthal.de"
> /pub/atari/telecomm/tcpip/*
>tcp/ip with ethernet - available from TU Wien (sorry, couldn't find
> the ftp-address right now).

The address is fortec.tuwien.ac.at. This is off the top of my
head, but I'm pretty sure about this.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

2581. Spectre on Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 00:13:02 UTC
From: wmagro@uiuc.edu
Message-ID: <C2B79r.ADx@news.cso.uiuc.edu>
Source record: 210347

People have noted that the GCR part of spectre won't work on a falcon. This is ok with me, since it can use 1.4 meg floppies (which are mfm, even on a mac).

David Small said that there is no reason there might not be an internal spectre for falcon. He has also hinted that the color roms will be supported someday (or at least he'll try).

What hasn't been answered is an obvious question. will the software be updated so that a current spectre cartridge will run on a falcon? If not, no falcon for me.

--
William Magro NeXTMail welcome
wmagro@uiuc.edu

2582. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 00:32:43 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Feb12.003243.17139@mpifr-bonn.mpg.de>
Source record: 210301
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In <1993Feb11.073736.22553@beaver.cs.washington.edu> bgilbert@cs.washington.edu (Ben Gilbert) writes:
>The ST never really has to be rebooted to change the resolution.

Well, sort of. You couldn't switch between the monochrome hires and the color medres and lores modes even if you had a monitor that could handle all modes. The ST senses the type of monitor (i.e. monochrome or color) and will reboot when the sense line on the monitor connector changes. You could make an adapter for say a Multisync to display monochrome hires at 70Hz but if you want to go color the ST did reboot.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

2583. Re: Atari is dead

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 00:49:47 UTC
From: wmagro@uiuc.edu
Message-ID: <C2B8z0.B38@news.cso.uiuc.edu>
Source record: 210348

In article <1993Feb9.174711.25303@mfltd.co.uk> nmp@mfltd.co.uk (Nic Percival (x5336)) writes:
>
>It astounds me that there is so much discussion about what is essentially
>a dead machine.
[stuff deleted to save bandwidth...]
>Well fuck that. STs and Amigas are crap. I'll get a PC. And get FREE UNIX
>for it.

I agree that the Atari has problems. I was a staunch Mac user and I bought it with spectre as a cheap clone. I have been _very_ happy. What extra I got was much better games, and lots of fun things to explore. I really have a lot of fun with my ST, so I won't be ditching it soon.

As for the Free Unix, I agree. I ordered a 40MHz 386DX yesterday so I can play with it. I already know, however, that it cannot replace my atari.
--
William Magro NeXTMail welcome
wmagro@uiuc.edu

2584. Problems with CMS-Kermit, send UUE's

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 00:57:35 UTC
From: UPS500@rhrz.uni-bonn.de
Message-ID: <16B73D7F.UPS500@rhrz.uni-bonn.de>
Source record: 210450

Hello all Atarians!

I have had this problem for quite some time, but I have not encountrered
a real solution to it yet.

I have tried out 1000&1 Kermit to work with an IBM-cms mainframe.
Nothing has done the job for me so far.

From there, my question: could someone send me an UUE of a Kermit
that he is sure will work fine on a CMS-machine?
PLEASE ONLY SEND KERMITS, THAT HAVE WORKED ON YOUR OWN MACHINE
WITH YOUR VERY OWN ATARI 1040 STF!!! - because if that's not the
case, I am sure to have tried out almost all the Kermits that don't
work for me.

Having a CVM-modem, any other hint that could get me going would
be rerceived thankfully.

Best regards to all,
Markus Schlegel

2585. Re: New Falcons delivered

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 01:07:34 UTC
From: bl692@cleveland.Freenet.Edu
Message-ID: <1let8mINN68v@usenet.INS.CWRU.Edu>
Source record: 210331

They're shipping pretty well to U.S. developers now, still a short w
wait. But most have had at least one shot at getting them already. I don't
have one yet but then again I don't have the cash yet.

2586. Re: Atari formats PC better than PC

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 01:09:39 UTC
From: ken@isgtec.com
Message-ID: <4212@isgtec.isgtec.com>
Source record: 210302
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <jimomura.02lg@tndb.UUCP> jimomura@tndb.UUCP (Jim Omura) writes:
> ...
> DCFormat (and some other formatters)
> don't verify. I wouldn't really want to use a formatter that doesn't
> verify.

Right. That's why you should be using Twister 2.2 (from one of the
last Start mags). It does very thorough verifying and error checking.
I should know. :}

> I've only had about
> 20-30 floppies that were either bad "out-of-the-box" or that went bad
> after some use.

Yipes! That many! I have had maybe 1 or 2, out of hundreds. Many of which
I don't use much, though... I haven't even had trouble formatting some
SS disks to be DS.

> That's maybe around 1% of my floppies.

What?! You have 2000 floppies? One or more of your numbers must be a
bit off. :}

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2587. Re: ATARI LYNX

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 01:10:11 UTC
From: wmagro@uiuc.edu
Message-ID: <C2B9x0.BFu@news.cso.uiuc.edu>
Source record: 210332

In article <1993Feb10.201609.2270@newshost.lanl.gov>
hutch@bellman.lanl.gov (John Hutchinson) writes:
>In article 8533@cs.mun.ca, thom@cs.mun.ca (Thomas Clancy) writes:
>>Sorry for the X-post to .8bit and .st
>> Having recently acquired an ATARI LYNX I am looking for a related
>> Newsgroup. There is one for the Vectrex, but alas, I cannot seem to
locate an
>> Atari one. If someone can point me in the right direction.
Alternatively,
>> I am looking to purchase LYNX cartridges and accessories at REASONABLE
>> (or below reasonable 8-) prices. Anyone have anything they are willing
to
>> part with? Or, perhaps an address as to where one can find such items?
>
>
>Thomas, for used Lynx cartridges, give BRE Software a try at
800-347-6760.
>They have a free catalog available for the asking and buy/sell used Lynx
>cartridges. As I recall they sold most Lynx carts for 19.95 and bought
most
>titles for around $10.00. Hope this helps.
>

Beware of the BRE scam. They saw the carts are 19.95, but they charge ridiculous shipping. Two day priority mail would cost $2.90. Normal ups ground would be about a dollar. They sent mine UPS ground and charged $7 shipping. For the total of $27, I could have almost bought the _new_ copy of blue lightning at Babbages. Insist on realistic shipping.

--
William Magro NeXTMail welcome
wmagro@uiuc.edu

2588. What is peacebug? I can't understand it.

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 01:58:01 UTC
From: millerm@CS.ColoState.EDU
Message-ID: <Feb12.015801.59780@yuma.ACNS.ColoState.EDU>
Source record: 210355

I got interested in peacebug (pbug1_04.zoo) on atari.archive, because it is listed as a debugger. When I looked at all the files in the package it looked like a large system. I tried the readme files to see what the program actually did (many of the filenames suggested the system did a lot more than just debugging). Unfortunately all the doc's were in German, and I don't know that language. Anyone know the features of this program? I wanted to find this kind of stuff out before I downloaded it to my ST. I want to know if it is worth getting.

Thanks,

Mark Miller, computer science	"The most important human endeavor is the
major at C.S.U.	striving for morality in our actions. Our
millerm@cs.colostate.edu	inner balance and even our very existence
mmiller@nyx.cs.du.edu	depend on it. Only morality in our
Atari friend! ||| |actions can give beauty and dignity to
)|(|life." --- Albert Einstein
World Peace /	\ There's nothing else quite like it.

2589. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 02:07:12 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1lf0ogINN10o@elroy.jpl.nasa.gov>
Source record: 210353
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Feb11.140816.28418@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> While I would not say that Howard Chu is making a false statement (or
>the guys who posted the results originally) I have concluded that I am
>quite skeptic about those results too, and you don't need a Falcon to
>prove it:
>
> If you have a 16 Mhz 68030, what is the fastest instruction that the
>68030 can execute that will read/store a longword and read/store a
>word? If it is two cycles, you might be able to do it on the Falcon,
>as a word access is two bytes, and running at 16Mhz will give you the
>16 M byte /sec. So I am looking for a 68030 assembly book now, to
>see if it can be done.

I tried to email you the code that I used, but it bounced. Some mail gateway at ibm.com said that rchland was not a valid destination host. Please send me a valid email address and I'll resend the timing code.

In the meantime, I was discussing the timing code with the author recently, I had some concerns that the program wasn't correctly accounting for the effect of the 68030 data cache. However, upon further thought, with only 256 bytes of data cache and with the program accessing 2048 bytes per loop iteration, I am satisfied that the cache has been taken into account.

I do agree, the numbers appear too high to me. That was another reason to see how the code performed on another platform, as a reality check on my results. As for the fastest that a move instruction can execute on a 68030 - if both the instructions and the data are in the cache, there is no fetch delay so you can indeed execute an instruction in 2 cycles. Also, given the parallelism in the 68030 design, you can have one instruction executing with cached data at the same time that another instruction is causing a fetch from real memory, allowing overlap of execution. (But that shouldn't really affect the results of this test, which simply loops to read or write data as quickly as possible.)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

2590. Re: ADVOCACY: New Macs out - Falcon price obsolete?

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 02:09:49 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1lf0tdINNlvo@tortoise.cis.ohio-state.edu>
Source record: 210354

In article <jonal.141.729474565@dhhalden.no> jonal@dhhalden.no (JON ARVID LOVSTAD) writes:

[LC III specs deleted]

Were were you. I posted stuff about the LCIII over a week ago (with prices!).

>Of course it does not run GEM software nor does it have a DSP, but I've seen
>the 15bit display of the Mac and as I know the Falcon has that capability in
>interlace only which is virtually useless as a working mode, I'm starting to
>wonder if the Falcon pricing is competitive. Atari must stop "releasing"
>products with prices just to have them on the street 9 months late with the
>same price... And, Apple cuts their prices every 3 or 6 months - The Atari
>SLM605 has had the same price the last two years (at least here, but then
>again, it's almost impossible to get hold of one - when should the SCSI
>based SLM406 arrive again??).
>
>I'm starting to get really tired of this. I *MIGHT* be devoured into the
>ranks of the mindless MacMen anytime soon...

It's not bad to not lower your prices when they aren't that bad to begin
with. *BUT* in light of the new Mac prices and the price of those
486 behemoths (not to mention the slowly-being outdated 386's) the price
of the Falcon is not looking so spiffy these days.

Anyway, just for kicks, I'll pick on the LC III for awhile.

- Does't use standard SIMM slots (unless you own a NeXTStation Turbo)
This just means that every Tom Dick and Harry store won't have
the memory on Hand. But, since most people seem to order
memory mail-order you might just have to look around awhile first.

- Has there been a Mac (ever) that didn't break lots of software upon
release (like the ci,lc,si,cx,fx,quadra, etc) Hmm maybe the
Quadra 950, Classic, Classic II, LC II didn't cause massive
incompatibility problems, at that point, I ceased to care.

- I'd pick on the lackluster number of slots, but in comparison w/ the
Falcon, this seems pointless.

- I don't know about it's internal video, but the video on the LC, LC II
si, ci is certainly a CPU drain if an external card is not bought.
Believe me there is a world of difference. (The Falcon might suffer
from this as well, but all it will be compared to is the STE, TT,
and the Mega, so it should come out ok. Plus, the Falcon seems to
be designed to keep video rolling quickly...but we'll see).

- Apple has a little distribution problem right now. It seems they
can't make computers fast enough. Now, I *have* heard claims that
Mac stockpiled the new computers this time so there
wouldn't be a supply problem, but can you believe them. Some
people are mad as they are just getting machines ordered 3-6 mths
ago!!! You might be able to get a Falcon and an LC III at the
same time (but I wouldn't be on *either* Apple or Atari!!!).

Gosh, I'm disappointed, I thought I could dig harder than that. Well, it
does lack some things the falcon has. The Falcon has CD-quality stereo
sound input (LC III mono 8-bit 22 Khz sound input, but it *comes* with a
microphone, crappy though it may be). This might be a draw depending on
what you want to use it for. The mac sounds ok to me for sound-annotation.
It's better than you get over the telephone, which seems to be OK for speech.
(If asked I'll tell you about the Japaneese student who came into out lab
and wanted to run Kanji Talk....) The best thing for the mac is that
lots of programs have support for sound annotation on the Mac. Again, it
depends on what you want to do, and how high your standards are. The little
I saw of SAM on the Falcon convinced me it was usuable, whereas the Mac
sound players freeze the system till the sound is done. Some idiot I know
put a 2 min sound as his beep, and the mac did one of those common BEEP BEEP
BEEP things it always does and he was out of it for 6 minutes! I think the
state of the Mac-sound-thingy world is better now, but I really can't put
all those sounds on the Macs here in the lab, so I haven't kept up.

Of course the Mac games situation is a little bleek to (but it gets better
each month). I hear there is a *great* new CD-ROM game. But again, balance
what you want. Is there an Atari equivalent to Word + Excell (or even
the two #3's int the word processing/spreadsheet world?) I sure hope
Atari Works Works!!!

Hmmm. I came out more "pro-Mac" than I thought I would. Of course, *I*
still haven't decieded what I'm going to do with my money yet. (And I no
longer have a brand-new NeXTStation to shoot for!!!!) Well, the educational
prices for the LC III are do in tommorrow. Think I'll stroll over and find
out. If ya'll really care, I'll post. But I think we've had enough
of this silly bickering. If we didn't like Atari products we wouldn't
be here!!!

>Jon Lovstad | Sorry, but this part of my .sig file has been
>jonal@sofus.dhhalden.no | retconned by DeFalco...
> |
--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

2591. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 02:14:47 UTC
From: baffoni@aludra.usc.edu
Message-ID: <1lf16nINNn3g@aludra.usc.edu>
Source record: 210306

In article <1993Feb10.232746.20687@monu6.cc.monash.edu.au> kroddos@yoyo.cc.monash.edu.au (Jimmy Fang) writes:
>ROGER ALLAN WAHLGREN (rogeraw@dhhalden.no) wrote:
>
>: Why has the CPU 16 bit, and video 32 bit then ???
>: THE DSP also has its own bus to main memory, 1MB/s..... + 96K of FAST
>: ram .... SO: dual prosessing!!!!!!

>What's all this about dual processing and it's own bus?
>Has the Falcon got dual ported VRAM or something?

No. The way it works (from what has slipped through discussion with Atari reps, devs, etc.) is that the Falcon has a seperate bus for the sound hardware and the DSP. In fact, I believe it is one of the sound DMA chips that acts as a 1MB/s (1MBit?) bridge between the main bus and the DSP's private bus. Sitting on this DSP bus is the DSP, 96KBytes (32Kwords) of RAM, and the DSP external connecter (I believe through some serial controller).
Sitting on the the main bus is the main memory, various and sundry support chips (serial controllers, SCSI-2 controlers, etc.), the DMA controler, and the interface hardware that pipes the memory bus's 32bit words over the 16bit CPU data lines. Not that the '030 has only 16bits usable, in fact it still addresses ROM, FPU, and possibly the DPS connector through 32-bits, but that is the "bottleneck" to main memory.

I was going to write this up in a separate post, but I guess I might as well put it here. I think I figured out how the Falcon gets such amazingly high throughput values.

The key is that we are talking about a computer whose CPU is running at 16MHz, but it is still running on 32-bit accesses. Since you have cut the bandwidth of your databus in half, but only access it at a relatively slow rate, then it shouldn't be a big deal to operate the bus between the CPU and the main memory at twice the CPU's operating rate to be completely transparent to the system. So operating a data-pump at 32MHz@16bits should clear any bottlneck.

Since the '030 operates using burst-mode filling of its caches when nibble-mode drams are used, it guarantees 4 (32bit) word accesses in 5 cycles. This is 16bytes/5cycles or 16bytes/312ns = 51.2MB/s max. Subtract 18.4MB/s for a 640x480x8bitx60Hz screen and you get ~32MB/s. Of course real-world values will be a bit less, like the CPU probably won't need to fill its caches every 5 cycles, and other things use the bus like DMA, floppy, serial, etc, not to mention video hardware may not use burst-filling. But then again, I believe Howard's quote of 32MB/s was for monochrome ST mode which is 640x400x2bitx72Hz = 4.6MB/s, which leaves around 14.5MB/s to be lost through non-optimal operating conditions and still give you around 32MB/s throughput.

Howard, or anyone else "in the know", care to correct this?

2592. Re: Swap joystick ports on TT-- can it be done?

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 02:24:52 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12035@uqcspe.cs.uq.oz.au>
Source record: 210307

avgroeni@cs.ruu.nl (Annius Groenink) writes:

>Is there a program that swaps the joystick ports so that you can stick
>your mouse into the mouse port on the left of the TT/Mega STe keyboard?

Unlikely, as this would require reprogramming of the IKBD keyboard chip,
which doesn't have any space for reprogramming!

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2593. Atari Software for Sale

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 03:06:06 UTC
From: mlake@irscscm.UUCP
Message-ID: <1993Feb12.030606.12172@irscscm.UUCP>
Source record: 210308

ST Software for sale (all items come with original disks and docs):

The Games '92, Espana 9
Daily Double Horseracing 3
Vampire's Empire 3
C.O.L.R. Object Editor 3
Steve McQueen Westphaser 6
Knight Force (*NOT* STe) 3
Targhan 6
California Games 6
Black Lamp 5
Blockbuster 6
Time Bandit 6
Flood 6
Blood Money 6

Please add $1 per order to help cover shipping.

Marshall Lake
POB 7332
Washington, DC 20044-7332
Tel 703-533-2132
Fax 703-538-4598
Internet mlake@irscscm.uucp or mlake%irscscm%media@uunet.uu.net
uucp ...!uunet!{media,mimsy!bogart}!irscscm!mlake
CIS 73717,3174
GEnie MLAKE

--
Marshall Lake
mlake%irscscm%media@uunet.uu.net
...!uunet!{media,mimsy!bogart}!irscscm!mlake
mlake@irscscm.UUCP

2594. Mint and multi-line BBS

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 03:44:07 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1lf6e7INNmh4@tortoise.cis.ohio-state.edu>
Source record: 210359

I remember someone posting awhile about how they had used a multi-user version of MiNT to set up a multi-line BBS running on two ST's and a MegaST hooked together somehow (MIDI).

I have a friend who *really* wants to set up a multi-user BBS and since he has an ST (and is thinking of buying another, and maybe a Falcon for spice), I would really like some info on how to do so. No sense beating my head against the wall if someone has already done it!!!!

So if anyone has any info, please don't hesitate to stuff my mailbox!!!
--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

2595. UNIXMODE and Minix Filesystem under MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 04:30:50 UTC
From: lehmann@cs.tamu.edu
Message-ID: <1lf95qINN6u7@tamsun.tamu.edu>
Source record: 210361

This post has two topics that are related:

1) What must a user do to take advantage of the Minix filesystem?

I have been using the excellently designed "MiNT Distribution Kit"
with the GNU file utilities. I have been careful not to overwrite
these utilities with the akbin utilities.

Whenever I try to create any file with a file name greater than
8 characters, the name gets truncated by touch, elvis, jove, ls,
ln, sort, grep, and every other standard tool I have used.

Do I need to change some setting in MiNT.CNF to get the 32 character
filenames?

2) What utilites will allow me to backup data stored on a minix filesystem?
I currently have only floppy disks for backup. I am holding off buying
Diamond Back II becuase I believe that it won't back up my files.

Does anyone want me to write a guide for MiNT? Sort of a FAQ but with
extra details, like how to compile MiNT 0.99 using the MiNT Distribution
Kit (if that doesn't cause a conflict with the distribution notice). I
would make the guide similar to my "So, You want to install TeX on your
Atari ST guide." (By the way, I lost the entire guide twice. Once to
a hard drive crash, and the second time due to a hard drive crash and to
a 1 1/2 year son who took "bytes" out of the floppy backup. Only one
person expressed interest in the document after CS-TeX became widely
available, so I have discontinued the guide.)

I would like to collect suggestions being that I am fairly new to MiNT, but
experienced enough with AIX to be very comfortable with MiNT. Those of you
experts, please point me to good MiNT information or submit articles to
me. I promise to give credit to the authors and I even write a "good will"
contract to gaurantee that the author gets proper credit.

--
Mark Lehmann Senior Texas A&M University
lehmann@cs.tamu.edu

2596. number of TT

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 04:47:06 UTC
From: akisujar@nuscc.nus.sg
Message-ID: <1993Feb12.044706.13922@nuscc.nus.sg>
Source record: 210365

The Singapore Atari Distribute brought in 20 TTs. All except the one
I now own were sold to the grament factories in Singapore and Malaysia for
controlling the empbroidery machine via VME cards. Thereofre I am the
only private TT user here.

S. Suthipuntha, School of Architecture, National University of Singapore

2597. TOS 2.06 and Monochrome Emulation

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 05:28:39 UTC
From: lehmann@cs.tamu.edu
Message-ID: <1lfci7INNc61@tamsun.tamu.edu>
Source record: 210364

Does anyone have a monochrome emulator for TOS 2.06? I have tried both emulators in the utilities directory of atari.archive.umich.edu and both lock up the micro-computer. I am forced to reboot to make the micro-computer work again. I elimiated all auto-boots and accesories before I started the monochrome emulators.

I plan on purchasing a monochrome monitor but it will take several weeks to raise the money. So I would like to use am emulator until then.
--
Mark Lehmann Senior Texas A&M University
lehmann@cs.tamu.edu

2598. Re: *** a couple of things ***

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 06:16:42 UTC
From: matthew@hitech.com.au
Message-ID: <729497796.4094@hitech.com.au>
Source record: 210310

awest@ub.d.umn.edu (The Piano Man) writes:

>First of all, is there a PD/shareware Pascal compiler out there that works??
>I have the two from umich archive, but I can't figure out what to do...(the
>one, PP_DEMO, has German docs, (leider, mein Deutsch ist nicht so gut!) and
>the other, (PascalII) just burps, and complains, and basically doesn't do
>much. Does anyone have docs for these (more complete ones) or a compiler
>that works?!
Sorry, can't help you there.

>Secondly, just a quirk that my 1040ST has and I'm wondering how to fix it.
>Sometimes when I enter or exit a folder, the mouse gets "reversed" somehow.
>I.E. Up is now down, down is now up, but weirdly, the left and right stay the
>same. Anyone else have this problem, can it be fixed?!
uh oh. What you describe sounds like a virus. I had this problem after
swapping disks with a friend (they now blame me for their virus problem) and
it took me 1 year before I realized it was a virus :-). You can get a virus
killer from FTP sites that will fix your problem for you. Make sure you check
all your disks with the virus killer.

Hope this helps,
Matthew.

--
Matthew Smith-Stubbs | "..and you wouldn't know good advice if it came up and
Brisbane, Australia. | did a biff y in your face."
matthew@hitech.com.au | -- Grandma UNIX.

2599. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 06:17:04 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Feb12.061704.22101@mpifr-bonn.mpg.de>
Source record: 210311
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In <runehy.55.729419160@dhhalden.no> runehy@dhhalden.no (RUNE HYLDMO) writes:
>How the do you know whats facts have you tried a Falcon 030. Howard Chu has.
>Maybe he knows a bit better than you whats facts and whats not.

Well, in the meantime he could have discovered facts.

What he did was using a bus speed test program from someone else. This
program is quite inaccurate because it 'corrects' for instruction overhead
that does not exist on the 68030 which can move data and fetch/decode
instructions in parallel. The program gives rather 'real' numbers on 68000
systems though.

The result is an artificial high number printed as 'bus speed'.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

2600. Re: How many TT's are there?

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 07:33:27 UTC
From: mboom@mswe.dnet.ms.philips.nl
Message-ID: <1993Feb12.083327.131175@mswe.dnet.ms.philips.nl>
Source record: 210312

In article <1993Feb10.123556.6623@cs.ruu.nl>, avgroeni@cs.ruu.nl (Annius Groenink) writes:
>
> How many TT users are there?
>
> I'll start the Dutch count.
>
> 1

I'll continue...
2

Marcel.

#include <stddiscl.h> Are you sure you won't change your mind?
email: mboom@mswe.dnet.ms.philips.nl Why, what's wrong with the one I have?
voice: +31 40 762007 / +31 4408 3531 Spock in ST4

2601. Re: MiNT Control

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 09:15:16 UTC
From: rtkiessl@cip.informatik.uni-erlangen.de
Message-ID: <1lfpr4Eaju@uni-erlangen.de>
Source record: 210313

Jan_Willekens@p12.f202.n281.z2.fidonet writes:

>Hello All!

>With the release of MultiTos not that far in the near future, we would
>like to present you a program we wrote to make life easier when using
>MultiTos. This program is called MiNT Control.

>MiNT Control is a control accessory for MultiTos.

I'd like to have the different functions implemented as CPX-Modules. This
way each user can decide which features to use and which not. Furthermore,
the memory for the programs is allocated at the time when it is first used,
and is not wasted.

What I don't like are huge accessories of which I only need a small part.

For me, a comfortable job control would the most important part of such
a program.

2602. Falcon Sighting in MA

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 09:16:17 UTC
From: rost@tecrus.dec.com
Message-ID: <1993Feb12.141636.28747@ryn.mro4.dec.com>
Source record: 210345

Well, it finally happened. I saw a Falcon, in the flesh, running software. Maybe Atari really will be able to get some out to dealers. I just don't know if I would buy one.

The sighting was at my user's group meeting. A member of a nearby group happens to be a developer, had a Falcon and agreed to show it off. The box he had was a 14/65 configuration, and he demoed with both a SVGA monitor (looked like 14", didn't notice brand) and a 1224. He showed the bundled programs he had, namely the Calendar, Calculator, MTOS, Landmine. He had neither AtariWorks or D2D.

Yep, MTOS seemed to work although he didn't push it very hard. He pulled up Calamus and did some moving of a color image around the screen and it was satisfyingly quick. The interlacing needed for hi-res modes on the 1224 will drive you crazy in text-oriented apps. However, like the old STs, the mono tube will still only support ST hi-res, so if you're a mono person (like me) there is an SVGA in your future if you get a Falcon.

The most impressive demo was of a slide show in true color. This had some really nice animation effects and looked killer on the 1224, somewhat less impressive on the SVGA due to no ability to overscan (left a stupid white border on the bottom of the screen).

As a user of a twin floppy TOS 1.0 1040, this thing looked ridiculously fast and the much improved desktop was wonderful. Users who have upgraded their stuff to newer TOS revs, more memory, hard drives, etc. will likely be less impressed.

The biggest disappointment: the appearance. Psychologically, it's weird thinking of this thing as being more than a 1040. I recall a Mega STe demo I saw two years back and that machine *looked* impressive in its redesigned case and separate keyboard.

I'd have to say overall, the machine is impressive. It's still probably too expensive to capture much market share, especially now with the new lower priced Macs just announced.

Brian Rost @tecrus.enet.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
```

```
* musicians. *
* *
************************************************
```

2603. Re: How many TT's are there?

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 09:35:14 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2b7b6f57@p12.f202.n281.z2.fidonet>
Source record: 210314

```
>> I'll start the Dutch count.
FM>
>> 1
FM>
FM> If no-one incremented before, I'm no. 2

And I'm no. three.

Greetings... - Jan -
FidoNet: 2:281/202.12, UseNet: jan@nextjk.wlink.nl

--- Bermuda v1.20
* Origin: Gate's favourite pet is a turtle... (2:281/202.12)
```

2604. Shiraz Shivi, Momenta and the first ST's

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 09:36:36 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2b7b6fe9@p12.f202.n281.z2.fidonet>
Source record: 210315

In a message of <Wed 10 Feb 93 11:53>, Bob BobR Retelle (2:281/202.0)
writes:

BB> I think not... the inventor of the ST has LONG AGO bailed out
BB> of the Atari market and gone on into better and more lucrative
BB> pursuits.

What is he doing now? The last I saw of Momenta was at the CeBIT last year.

Greetings... - Jan -
FidoNet: 2:281/202.12, UseNet: jan@nextjk.wlink.nl

--- Bermuda v1.20
* Origin: Gate's favourite pet is a turtle... (2:281/202.12)

2605. Re: How many TT's are there?

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 09:47:55 UTC
From: meulenbr@ce.philips.nl
Message-ID: <1993Feb12.094755.28054@philce.ce.philips.nl>
Source record: 210316

erlingh@storlind.world (Erling Henanger) writes:
[lots trimmed]
>ok, in the same spirit :-)

>wait(norwegian_count_free);
>norwegian_count += 1;
>signal(norwegian_count_free);

>Gee, I guess I'm the first Norwegian TT-user to report.

Uhm. Then there is a problem because no-one initialised the variable yet.

It now contains garbage + 1
--
Frans Meulenbroeks Philips Research Laboratories
preferred email address: meulenbr@prl.philips.nl

2606. Re: Midimaze 2 again.

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 09:56:42 UTC
From: Benedikt_Heinen@p1.firemark.fido.de
Message-ID: <2b7b74a0%fidonet.org@p1.f44.n242.z2.fidonet.org>
Source record: 210317

> Someone recently sought the midimaze docs. I m looking for a maze
> editor/creator. Does someone have this ?

You'll have to register for Midimaze II to get the maze editor (the maze editor will be put on the disk with the registered Midimaze). Registration fee & address should be found in the manual (REGISTER.TXT).

bye,

Benedikt

2607. Re: CeBit Dates ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 10:06:15 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.143.729511575@dhhalden.no>
Source record: 210318

In article <1ldol3INNvpn@rs1.rrz.Uni-Koeln.DE> aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
>
>Hmmm... would it make sense to arrange some sort of c.s.a.st
>netters' meeting at the CeBIT? I mean, such as something saying
>"All who are interested and can make it shall meet at 15:00 at
>some specified place in the Atari area". What do you think?

I'm in. Would be great to meet some of our "virtual friends" out there. Have
a chat and a beer and mabybe flame some Atari reps :-)

>Greetinx, Jan

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

2608. Re: Alwin Stumpf ...

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 10:29:33 UTC
From: borrmann@Informatik.TU-Muenchen.DE
Message-ID: <1993Feb12.102933.17262@Informatik.TU-Muenchen.DE>
Source record: 210389

```
In article <1993Feb10.112603.22569@Informatik.TU-Muenchen.DE>,
seibert@Informatik.TU-Muenchen.DE (Ewald Seibert) writes:
|>
|> In article <1993Feb8.222623.23683@olymp.informatik.uni-bonn.de>,
volker@sfb256.iam.uni-bonn.de ( Volker A. Brandt ) writes:
|>
|> |> It was mentioned in one of those PC rags. If I remember correctly, it was
|> |> "PC Magazin" by Markt&Technik. I don't have the magazine because I didn't
|> |> buy it (not worth wasting money on that one :-).
|> |>
|> |> -- Volker
|>
|> * Either the News is not correct ... most probable thing with
|> MORD & TOTSCHLAG-Verlag (Markt&T..)(why didn't they publish it in
|> Amiga-Mags??? (no Flame came on up to now)
|> * or ALWIN got mad (as he is a personal friend of Jack Tramiel ... but had
|> Problems with the Junior-Tramiels) so we can hope he'll ruin C=
|> * or he went there as a Spy.
|>
|> --
|> ==========================================================================
|> seibert@informatik.tu-muenchen.de ist
|> Ewald Seibert, Herschelstr.1 8070 Ingolstadt, 0841-86480
|>
|> Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
|> ==========================================================================
|>
|> (* = Maerchen aus 1001 Nacht
Also the March issue of the german magazine c't says that Alwin Stumpf is now
working for Commodore Germany.
```

2609. GNU zip v1.0.2 binaries available

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 11:18:06 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Feb12.111806.17229@tdb.uu.se>
Source record: 210319

Within a couple of days the binaries to GNU zip v1.0.2 will be downloadable from atari.archive as /atari/Gnustuff/Tos/Othergnu/gzip102st.zoo and from ftp.uni-kl.de as /pub/atari/archivers/gzip102st.zoo.

GNU zip is the successor of COMPRESS (and PACK). It gives you better compression-ratios in next to every case. It also eradicates the (in)famous problems imposed by COMPRESS when trying to depack files created on a big-memory computer with your 1MB Atari. Just to make the switch easy, the author also has put in routines that can decompress COMPRESSed and PACKed files.

The current version of GNU zip runs under a multitude of 'important' OSes (amiga, atari(!), msdos, os2, vms, unix and most of the *ix-clones). And since the author tries to comply with POSIX-guidelines it will probably be an easy task to port it to any other platform. The people behind the GNU-project seems determined to switch over to GNU zip RSN ((c) Atari ;-), and as far as I know the Linux-distribution already has been converted (reducing it from 30 to 23 disks).

Happy packing!

Snailmail: Daniel Eriksson Internet: m91der@tdb.uu.se OR den@hgs.se
||| Gardskarsvagen 6B Fidonet : Daniel Eriksson @ 2:205/229
||| 814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
/ | \ SWEDEN Voice : +46 26 72905 OR +46 26 72901

2610. This is a test

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 11:48:14 UTC
From: fiebelko@bonny.informatik.uni-dortmund.de
Message-ID: <1lg2puINN7te@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 210320

SORRY!

Dieter

2611. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 11:49:38 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.61.729517778@dhhalden.no>
Source record: 210321
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <2362@vall.dsv.su.se> matt-dah@dsv.su.se (Mattias Dahlberg) writes:
>From: matt-dah@dsv.su.se (Mattias Dahlberg)
>Subject: Re: A1200/4000 v. Falcon 030 FAQ
>Date: 11 Feb 93 14:26:02 GMT
>RUNE HYLDMO (runehy@dhhalden.no) wrote:
>
>: Why is the A1200 faster than the Falcon since Jeff minter has made a
>: horizontal shoot'em up with 10 paralax scrolling in 256 color per
>: scanline. With pounding 16-bit sound and effects in the background
>: without using the DSP?
>
>Not many will buy the Falcon for MIDI - they'll by Mac or PC. Not many
>will buy the Falcon for DTV - they'll buy Amiga or Mac. Not many will
>buy the Falcon for WP, DTP, 3D-modelling, etc. Atari is out.
>
>Alright, you're gonna have one or two games by Jeff Minter, but that's
>not enough for me to switch computer...
>

Not many will buy it for MIDI.. Gee, I guess all stribing musicians can afford a mac or a PC with a DSP board, and extra for MIDI-ports and a 16-direct to harddisk recorder/sampler. I guess no one will buy it for MIDI since BYTE-magazine wrote no negatively about it...NOT.. That's maybe why Atari representatives had their hands full receiving orders for it the hole night after it was voted "The best MIDI-product of 1992 at the NAMM-conference. The Atari has always done good in the MIDI market and will continue to do so, perhaps even better.

As for DTP, Atari has good products and better will come when they start using the DSP. The Atari has not got a big market in Europe, but has a stronghold in Germany, where I wish and think they will do even better and after a while maybe that stronghold will spread to at least the rest of Europe.

When it comes to the rest of the computer-areas you are probably right. Not many will buy it just to use it for 3D-modelling since the res. is to low. Not for WP either since it has not got Microsoft programs. As for DTV only time will tell. I agree that no professional studios etc. will buy the Falcon, they will buy Mac. Smaller firms will maybe buy Amiga since the Toaster and Scala is around, but the Falcon is also able to do the same if just someone develops hardware like the Toaster for it. Only time will tell.

As for games there will be alot of good games for it. As there will be for the A1200. Altough I belive the Falcon games will be a tad faster and

better. (Lucas Film is thinking of making X-Wing for the Falcon..with DSP effects?!) Again also here only time will tell.

Greetings from

Rune Hyldmo, anti sig.file activist

Gee, I actually wrote a follow-up without saying anything irritating. (well at least not very irritating, well maybe very irritating, but at least not very, very irritating, well maybe .....)

2612. Re: ADVOCACY: New Macs out - Falcon price obsolete?

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 13:50:25 UTC
From: Dale_Adams@gateway.qm.apple.com
Message-ID: <1993Feb12.135025.16556@pcnntp.apple.com>
Source record: 210328

In article <1lf0tdINNlvo@tortoise.cis.ohio-state.edu>
tbrown@cis.ohio-state.edu (ted croft brown) writes:
> Anyway, just for kicks, I'll pick on the LC III for awhile.
>
> - Does't use standard SIMM slots (unless you own a NeXTStation Turbo)
> This just means that every Tom Dick and Harry store won't have
> the memory on Hand. But, since most people seem to order
> memory mail-order you might just have to look around awhile first.

"Standard" is a relative term. The NeXT machines are not the only ones to use 72-pin DRAM SIMMs. The Amiga 4000 does, as do a number of DOS machines. Actually, the 72-pin SIMMs, with their 32-bit data bus interface, make a lot of sense if you think about it. You can upgrade your memory one SIMM at a time instead of by twos or fours as is the case with other SIMM types.

> - Has there been a Mac (ever) that didn't break lots of software upon
> release (like the ci,lc,si,cx,fx,quadra, etc) Hmm maybe the
> Quadra 950, Classic, Classic II, LC II didn't cause massive
> incompatibility problems, at that point, I ceased to care.

For the most part, software compatibility problems are caused by software vendors that don't follow the (by now, very well) established rules for Mac programming. True, occasionally Apple has done something wrong and has broken some software. But it's far and away more of a problem with the 3rd party software folks.

> - I'd pick on the lackluster number of slots, but in comparison w/ the
> Falcon, this seems pointless.
>
> - I don't know about it's internal video, but the video on the LC, LC II
> si, ci is certainly a CPU drain if an external card is not bought.
> Believe me there is a world of difference. (The Falcon might suffer
> from this as well, but all it will be compared to is the STE, TT,
> and the Mega, so it should come out ok. Plus, the Falcon seems to
> be designed to keep video rolling quickly...but we'll see).

The internal video of the LC and LC II (and LC III,too, for that matter) does not slow down the machine. Your assertion is true for the IIsi and the IIci - they use a cycle-stealing DRAM-based frame buffer approach that negatively impacts CPU performance. The LCs, however, all have VRAM-based video hardware which does not exhibit this performance degradation.

- Dale Adams

2613. Neural Nets

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 14:01:42 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <1993Feb12.140142.9023@cs.nott.ac.uk>
Source record: 210350

```
A neural net
Where can I get
a version for ST ?

A PD wun,
would be good fun,
better still if FTP.

Just to translate: if anyone knows of any PD neural-net s/w on the ST
I'd love to hear about it.

Cheers,

Sam.

--------------------------------------------------------------------
Sam Marshall ssm@uk.ac.nott.psy lpzssm@unicorn.nott.ac.uk
--------------------------------------------------------------------
```

2614. Civilisation on ST?

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 15:10:12 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1993Feb12.151012.10297@aston.ac.uk>
Source record: 210351

Hi there. Does anyone have any news on the convertion of Microprose's
Civilisation to the ST? I played it on a friend's 286 and got
thoroughly hooked, and have been waiting for a few weeks now.
A recent edition of ST User (I think) said it was coming out "early
in the new year", but I haven't seen anything since... any ideas?

--
Tim Wright. \ Being Human just isn't
wrighttj@uhura.aston.ac.uk \ enough fun.

2615. Re: GNU zip v1.0.2 binaries available

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 15:22:30 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Feb12.152230.28998@tdb.uu.se>
Source record: 210333

Well, Jean-loup Gailly (the author of GNU zip) is very busy these days.
While I was editing my last post a new version was released. :-)

So, instead of looking for gzip102st.zoo you should look for gzip103st.zoo.

Snailmail: Daniel Eriksson Internet: m91der@tdb.uu.se OR den@hgs.se
||| Gardskarsvagen 6B Fidonet : Daniel Eriksson @ 2:205/229
||| 814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
/ | \ SWEDEN Voice : +46 26 72905 OR +46 26 72901

2616. Re: Alwin Stumpf ...

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 15:22:36 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.93Feb12082236@hpbeo82.bbn.hp.com>
Source record: 210334

The new issue of C'T also has a short notice mentioning that Alwin Stumpf
has joined Commodore.

Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

2617. Re: Atari 7800

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 15:23:34 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Feb12.152334.13276@exu.ericsson.se>
Source record: 210335

Robert C. Merritt writes:
>
>I was finding my selkf rather bored playing Wing Commander II the other day
>and I relaized that I use to have fun playing video games. So, I went out
>and tracked down an Atari 7800.
>
>Ahhh.. joy again! I can't tell you how much I missed atari.

[Off topic, sure, but better than Atari flames...]

I too bought a 7800 after purchasing a Genesis--and my Genesis hasn't
been touched in a long time. Some games I'd highly reccommend are:

Centipede
Joust
Robotron
Xevious
Mario Bros.
Asteroids (fancy--more like Blasteroids than the original)
Ballblazer (even better than the 800 version)
Food Fight

And some to avoid:

Crack'd
Karateka (very bad version of the Apple II classic)
Ninja Golf
Jinks

Officially, the 7800 stopped production in December 1991 and the
many of the last batch of cartridges are difficult to find: Scrapyard
Dog (now a Lynx game), Motor Psycho, Fatal Run, Basketbrawl (also a
Lynx game), Meltdown, and a few others. Most of these later games
aren't as solid and playable as earlier titles.

You can still order games from a couple of places. Telegames USA:

Telegames USA
Box 901 V
Lancaster, TX 75146
(send $1 for catalog)

has some games, but they are missing quite a few titles and are
a bit overpriced. Another place to try is Video Magic. They've
got a good selection of games, new & used, for $6-$8. A catalog
costs $2, but I don't have the address handy. Email me and I'll
dig it up.

--
James Hague
exuhag@exu.ericsson.se

2618. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 15:27:56 UTC
From: matt-dah@dsv.su.se
Message-ID: <2375@vall.dsv.su.se>
Source record: 210336
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

RUNE HYLDMO (runehy@dhhalden.no) wrote:

: buy Amiga since the Toaster and Scala is around, but the Falcon is also
: able to do the same if just someone develops hardware like the Toaster
: for it.

Hah! So you mean that the Amiga couldn't be a MIDI-computer (like the ST)
if "someone develops" software like Cubase and Finale for it? That's the
same thing really.

--
```
============================================================
= Regards = email: = 1280x512x262000+ =
= Mattias = matt-dah@dsv.su.se = I love it. =
============================================================
= If we don't *buy* our programs, there soon won't be =
= any new software for the Amiga. Obvious, is it not? =
============================================================
```

2619. Re: ADVOCACY: New Macs out - Falcon price obsolete?

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 16:24:12 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.144.729534252@dhhalden.no>
Source record: 210342

In article <jonal.141.729474565@dhhalden.no> jonal@dhhalden.no (JON ARVID LOVSTAD) writes:
>
> The LC III takes up to 36 MB via a new single 72-pin SIMM slot.
> Its internal video can do 256 colors, expandable to 32,768 with
> more VRAM. Interestingly, the LC III will include RAM disk
> software - presumably the same sort that comes with the
> PowerBooks. The price is pretty good at $1,379 for a 4/80
> configuration with no monitor. After a long life in the Apple
> product line, the IIci will no longer be sold, so look for some
> major price cuts in the near future.

As a little hint at what the streetprices will be:
(excerpt from newsposting to the Mac area, // is my comments)

Here are the updated prices at the GTEch computer store :

LCIII 4/80 $1250

Ce610 4/80 $1595 //(25MHz EC040)

Q700 4/0 $2095 //(25MHz 040 - the real thing...Two months
ago you had to shell out 4 big ones for
it...)

The list also lists all the other models, but I think these will do... The
New 16MHz Color Classic goes for almost the same as a LCIII.

Any thoughts?

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

2620. Re: ATARI UUCP, DOES IT EXIST

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 16:28:42 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.LzzdODa5&Jw@harvee.billerica.ma.us>
Source record: 210344

In <H.ea.2znES3aQ65s@semprini.tdkcs.waterloo.on.ca>, Chris Herborth writes:
>In <769@infocom.co.uk>, David Hunt writes:
>> Is there a package available for the ATARI (ST, TT, etc) which can be used
>> for UUCP connections, using the standard operating system. If there are
>> packages where can they be ftp'ed from.

>It's called "Hermes", and it's shareware. (Hmm, I really should try to
>save up a few $$$ to send Martin; he's pretty helpful and Hermes is
>great!)

nag, nag, nag. If I, eric johansson, can drag my procrastinating butt to
the bank, get a money order for 60$, find a stamp, find and address an
envelop, put everything together in the right order and put the bundle into
a mailbox, *YOU* can do the same. martin is doing the atari community a
great service by building hermes. If you use it, please pay for it (and I
will keep hounding you by email until you do... :-)

>I'm using Hermes 1.04 right now; rumour has it Hermes 1.10 will be out
>real soon now (hmm, kinda like the Atari Falcon030, but probably
>sooner).

1.10 is real nice. I've been beta testing it for a few months now and it is
getting better and better. I am currently running about 1000 articles a day
through my little ST and I may be feeding other sites any day now if I can
figure out how from the german docs.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956

2621. Re: CS-TeX distribution method (Was: Stalker ...)

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 17:25:54 UTC
From: ken@isgtec.com
Message-ID: <4216@isgtec.isgtec.com>
Source record: 210346

In article <1993Feb9.135931.6161@olymp.informatik.uni-bonn.de>
volker@sfb256.iam.uni-bonn.de (Volker A. Brandt) writes:
> Because lots of people don't know zilch about ftp and binary mode transfer and
> installation and all that, and used to phone CS and ask silly questions (I know
> since I also get those questions). So, to make it easy ....
> ... I put the stuff into .zoo files.

This is pretty strange logic? Why is it easier to put lharc archives inside
a zoo archive and writing an install program than doing the whole trees with
lharc, for example? I think the various Questor versions have allowed this
for a while. What does this have to do with ftp? Or binary mode?

> [There was no Unix lzh dearchiver for many systems.]

Huh? Who needs a unix lzh dearchiver? Do it on the ST? Isn't the idea
to get the whole binary file (or 8 files, in this case) on your computer? :)

> And CS didn't use zoo 2.1 because it didn't exist when he write his INSTALL
> tool. LHarc just packed better than zoo 2.01.

Fair enough. So now that zoo 2.1 has been available for what, a year or
something, why not do it over again? The install prg is nicely done
but unnecessary. I also don't like the way you HAVE to run the install
prg from floppies. (Though it does force you to have floppy backups, which
is probably a good idea, but in a non-optimal way).

So... a suggestion: make 8 zoo 2.1, complete tree archives, and put up
a small file, perhaps with zoo 2.1 in it, with a text file saying exactly
what options to give to zoo. This would also have the benefit of letting
us back up to floppy just 8 zoo files instead of a pile of lharc archives
and install programs. I would even do it, but I can't upload to a.a.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2622. Software for the TT

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 17:57:40 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Feb12.175740.194500@zeus.calpoly.edu>
Source record: 210349

[No readable article body recovered]

2623. Oops didn't send 1st time - TT software

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 18:02:59 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Feb12.180259.196698@zeus.calpoly.edu>
Source record: 210352

Newsgroups: comp.sys.atari.st
Subject: Software for the TT
Summary:
Followup-To: Article by 'Hutch'
Distribution: world
Organization: California Polytechnic State University, San Luis Obispo
Keywords:

I must apologizer Hutch, I did not mean to bring down all US developers
when I mentioned mediocre software. I will be more specific.
When it comes to software that I NEED TO USE, there is not much out there.
The software that I need to use includes mathematical programs, circuit
simulation programs, formulae graphing programs etc.
On the IBM or MACs there are several pieces of software from each group
mentioned above that you can choose from. This is what I meant.
Sorry if I offended any of the developers here in the US, because I do use
on a regular basis many programs from the US. However, when ATARI put
out their Intl. Software Cat. it had many programs in German or French
only that I would love to own.
Only if I spoke German......

BTW I am going to get off on another tangent....

How many of you people think that Bob Brodie is an idiot? I personally
do, the reason being is that I believe that he fails to realize that
ATARI is going to slip into nothingness unless a major marketing
campaign takes place with the falcon, (which I doubt will happen).
Another reason I feel that he is an idiot is because I met him at the
very well organized and nice GLENDALE ATARI SHOW in California, and he
treated people like they were stupid idiot jerks, in other words it
seemed as if he thought he was one step higher than everyone else. When
people asked questions of him he usually had some stupid personal story
to tell and then ended up acting as if the question asked of him was
something a retarded person would ask...
If he is in charge of anything important at ATARI woe for us.

Ahhh, I finally got that off my chest, now I'll probably be blackballed
though because all atari owners here in the US know each other on a
first name basis.

*steve miller
*cal poly san luis obispo
*electronics engineering department
smiller@farad.elee.calpoly.edu

2624. Re: Compress

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 18:35:56 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.0yr_10HSA5k@semprini.tdkcs.waterloo.on.ca>
Source record: 210356

In <H.eg.2efe6PCdI0o@elfhaven.ersys.edmonton.ab.ca>, Michel Forget writes:

> In <lmtqm5INN68s@levelland.cs.utexas.edu>, Troy Carpenter writes:
> [> Is the a compress.ttp that will handle 16 bits compression?

> Actually, yes, there is one. It comes with the Hermes UUCP archive
> (available at atari.archive). It handles 16 bit compression (as long as
> you have enough memory). I use it every day to uncompress my news and
> mail.

The GNU compress (in Gnustuff/Tos/Compress/compress.zoo I think) would
be a better idea... it compresses/uncompresses 16-bits, and doesn't
bus-error (two bombs) when you say "compress *".

The compress and freeze that come with Hermes (1.04) bus-error if you
tell them to pack/unpack more than one file at a time. This is FINE for
use with Hermes, since it only packs/unpacks one file at a time; it's
inconvenient for "normal" use.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2625. Re: FALCON 486 BOARD

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 18:39:12 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.JDZylkeD8DA@semprini.tdkcs.waterloo.on.ca>
Source record: 210357
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st

In <1l78irINNim5@usenet.INS.CWRU.Edu>, Len Stys writes:
> Yes, you are right. Atari is shipping the Falcon030 in a one piece case.
>
> I have heard though, that Atari plans to release two other computers
> with the keyboards separate from the units in Fall, 1993.

Are they planning to follow the same course as the Falcon030? ie, leak
rumours in Fall '93, officially announce them in Spring/Summer '94, have
'em on the shelves late '95?

Hmm, by '95, even Windows NT will be out...

--
------------------==----------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2626. Re: How many TT's are there?

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 18:41:08 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.KTN_&kJcDxg@semprini.tdkcs.waterloo.on.ca>
Source record: 210358

In <1993Feb09.000557.127677@zeus.calpoly.edu>, Steve Miller writes:
> I was just wondering.....
>
> I was told that I am one of around 650 TT users in the US how many
> are there in the rest of the world?

That might be a _really_ optimistic count. The last I heard there were
_300_ TTs in all of North America.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2627. Re: GODS

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 19:13:58 UTC
From: it2am1@dmu.ac.uk
Message-ID: <1993Feb12.191358.26871@dmu.ac.uk>
Source record: 210360

The password system in GODS is such that you cannot use
someone elses passwords. Each copy of the game creates different
passwords on disk 2. Therefore you will have to try some other options

CHEAT - There is one built in. You must enter a certain word in the password
screen, can't remember what it is off hand.
BORROW - Use a friends disk 2. It isn't copy protected and I don't believe
there is any copyright on this disk.

OK?
--

Al Montgomery, BSc Information Technology, DeMontfort University UK
E-MAIL: it2am1@dmu.ac.uk

2628. Changing Resolutions (was Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 19:32:09 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb12.193209.6694@newshost.lanl.gov>
Source record: 210362

In article 22553@beaver.cs.washington.edu, bgilbert@cs.washington.edu (Ben Gilbert) writes:
>>
>Just for comparison, why doesn't someone elaborate on the process of
>switching from 640x480x16 to 640x480x256 in MicroSoft Windows? Can you
>say _blech_??? I don't think the Atari is worse of when it comes to
>resolution handling...

No kidding... this is really a pain! You are expected to run Windows SETUP again to specify which resolution you want. Can you say "stoopid?" I've seen some ads for replacement program managers (desktops) that supposedly have a switch or menu item for selecting resolutions but why didn't MS design something simple like that in the first place? Sheeesh.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2629. OutBurst: Where can I get it on the net?

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 19:42:33 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <m0iVyB1w165w@sys6626.bison.mb.ca>
Source record: 210363

I'm looking for the demo (or maybe the shareware) version of OutBurst for
a friend. Is it available at any FTP sites around the net? Maybe someone
could mail it to me?

Thanks in advance.

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

2630. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 20:21:57 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Feb12.202157.17601@apgea.army.mil>
Source record: 210366
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1le8niINNa7@phakt.usc.edu> baffoni@phakt.usc.edu (Juxtaposer) writes:
>In article <1993Feb10.145533.14909@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>
>>Not very interesting... You have any 6-trigger jouy-sticks/pads available?
>>People who play SFII know it's supposed to be played w/6 buttons. To get this
>>playability, people will pay what they think it's worth. 1 or 2 button play
>>gets just a little more than squat.
>
> Does anyone know if the Falcon will be able to use the strange
>multi-button (20? 12?) controller off of the soon-to-be-announced Atari game
>machine (so far called the Jaguar)?
>That should be able to give you enough controls to do a proper SFII or
>Mortal Kombat or whatever. Then again, even if it doesn't come out for the
>Falcon, it'll still be more than likely that it will come out for the Jaguar.
>
>> -Matt
>
>-MikeB

Question: What is known about the Jaguar? Is it defently coming out or is it
vapor-hardware? (I read a mag artically 2 years ago saying it was made up)
If it is real, is it the dual 68000 system that I heard it was?

Rob Merritt

2631. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 20:29:13 UTC
From: eas3714@ultb.isc.rit.edu
Message-ID: <1993Feb12.202913.4040@ultb.isc.rit.edu>
Source record: 210367
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article runehy@dhhalden.no (RUNE HYLDMO) writes:
>In article ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>
>There must be some bus contention on the 640x400 256 colors on the A1200
>since the review in BYTE stated that the 256 mode was slow on the A4000
>and the A1200 only got a EC020. Why has German CBM-mags stated that there
>is almost no prosessor time left when running the 640x400 256 color mode?
>Why has a lot of software developers for the A1200 stated that they won't
>use more than 320x200/256-mode because the system wasn't fast enough for
>anything else.

[lots of nonsense of Jeff Minter's game (so what?) and bogus "specs"
deleted].

Here are some facts (hopefully, any Amiga owner can correct me on these
if he wishes) for comparision. I'm not going to apply any judgement to
these facts. All I want is a comparible set of facts from an Atari
owner. No tilted spec lists with stuff based on speculation about the
numbers, JUST the numbers themselves ok? This is apparently what you
want Rune, and I'm going to give it to you (to the best of my
knowledge).

Very rough idea of bandwidth taken up (minus H/VBlank) with 8bitplanes.
If you reduce the bitplanes, it decreases, for example.. if you
use 4 bitplanes divide the percentages below by 2. Since the Amiga can
do a greatly varied combination of scan rates, the resolutions given
below are the typical ones, but not the only ones (by far :-)).

640 across at 31Khz (VGA) = 100%
320 across at 31Khz (VGA) = 50%
1280 across at 15Khz = 100%
640 across at 15Khz = 50%
320 across at 15Khz = 25%
800 across at 24[?]Khz (SVGA?) = ???%

The CPU needs 50% of the bandwidth to operate at full speed, so at bandwidths
taken up of 50% and below there is no CPU contention for chipram.

I hope the stats above are clear enough. Now I'd like to see a similar
list for the Falcon.

--
"THAT is a DRY turtle. That turtle is NOT moist!"
Ezra Story, a student at RIT, and
eas3714@ultb.isc.rit.edu, his trusty(?) mailing address.

2632. Re: ADVOCACY: New Macs out - Falcon price obsolete?

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 20:30:22 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1lh1cuINNpdg@tortoise.cis.ohio-state.edu>
Source record: 210368

In article <1993Feb12.135025.16556@pcnntp.apple.com> Dale_Adams@gateway.qm.apple.com (Dale Adams) writes:
>In article <1lf0tdINNlvo@tortoise.cis.ohio-state.edu>
>tbrown@cis.ohio-state.edu (ted croft brown) writes:
>> [Memory is non-standared]
>
>"Standard" is a relative term. The NeXT machines are not the only ones to
>use 72-pin DRAM SIMMs. The Amiga 4000 does, as do a number of DOS
>machines. Actually, the 72-pin SIMMs, with their 32-bit data bus
>interface, make a lot of sense if you think about it. You can upgrade
>your memory one SIMM at a time instead of by twos or fours as is the case
>with other SIMM types.

This is a given point to you. I knew that other computers used them, but
I thought it was a PS/2 or something. But it does mean that Apple owners
can't sell each other (and ST owners) used memory (unless they find some-
one else with a new mac (or one of those other machines). This means they
have to remember and learn more about their machine (not a bad thing).
I really wasn't condemming the choice apple made, just pointing out, that
for some, it will be a stickling point. All in all I think the new memory
is faster and since there are less of them, easier to deal with.

I don't know about the realative prices, but with all the new macs using the
memory and some dos machines, the price should drop steadily.

>> [My point that new mac generally break software]
>
>For the most part, software compatibility problems are caused by software
>vendors that don't follow the (by now, very well) established rules for
>Mac programming. True, occasionally Apple has done something wrong and
>has broken some software. But it's far and away more of a problem with
>the 3rd party software folks.

Huh...sorry but those machines broke *Apple* software. They are hardly a
third party develper. We could go into a long discourse upon the reasons
why those things won't happen again (I mean the 32-bit clean thing is
mostly solved (Execpt for Microsoft!! Word 5.1 ain't 32-bit clean!!!) and
I think the problems with the 040 have been cleaned up (but I still hear
grumbling on the net.) The real problem is that machines like the LCII and
the si should never have caused a problem, but software manufacturers made
and unreasonable assumption that 030 == FPU and that crashed machines.
Apple got socked in all these cases (Microsoft and some third party
manufacteres are not the only ones....). I still think that the Clasic II
ROMS aren't 32-bit clean. I don't know about the si and LC II (but I seem
to remember that they are not...). Anyone what to bet on the Centris

Models? I just bet some dopehead patching the 030=FPU code made a silly
assumption of 040=FPU (after all, it's *built in* he said. Hahahahaha).

>> - I don't know about it's internal video, but the video on the LC, LC II
>> si, ci is certainly a CPU drain if an external card is not bought.
>> Believe me there is a world of difference. (The Falcon might suffer
>> from this as well, but all it will be compared to is the STE, TT,
>> and the Mega, so it should come out ok. Plus, the Falcon seems to
>> be designed to keep video rolling quickly...but we'll see).
>
>The internal video of the LC and LC II (and LC III,too, for that matter)
>does not slow down the machine. Your assertion is true for the IIsi and
>the IIci - they use a cycle-stealing DRAM-based frame buffer approach that
>negatively impacts CPU performance. The LCs, however, all have
>VRAM-based video hardware which does not exhibit this performance
>degradation.

Hmmm. I had thought that the LC and si had essentially the same video, and
I knew it slowed down the machine, so I made the assumption for the LC
family. Guess I was wrong...sorry. (My knowledge of Mac models that I
don't have to deal with *is* a bit sketchy). One of my friends points out
that they think apple is desparate for realasing a confusing number of
machine models. I admit, you do have to pay attention to remember the
subtle differences between all these beast, and what corner Apple cut
to save money.

Oh gosh. Here I go *spouting* off again! Gonna know enough about Macs
to hate Apple just as much as Atari!!

By the way Atari is *not* by *any* means the king of "Real Soon Now". I
think #1 goes to Microsoft and #2 goes to Apple!!!

>- Dale Adams

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

2633. Printerdriver definition for 1Word+?

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 21:38:19 UTC
From: leonp@cs.kun.nl
Message-ID: <C2Curv.HwH@sci.kun.nl>
Source record: 210369

Hello Atarians,

I very much need to know how I can write my own printer drivers for
First Word Plus (3.??). What I want to know in fact is if there
is a part of the printer driver that defines a initialisation sequence
for the printer. We have the normal First Word Plus manuals, but nothing
can be found in it about this.
Is there a document somewhere on the net describing the
First Word Plus printer drivers?
Can anybody help me with this?
I would furthermore be very pleased if somebody has a good
printer driver for the HP Deskjet 500 Printer (the original one
is not quite good enough for us).

Please respond by email, since I cannot read this newsgroup regularly at the
moment.

Thnx for any help,

Leon Pillich
email: leonp@cs.kun.nl

Life is what's happening when you're making other plans ...
John Lennon

2634. What is wrong with my 1040 STe?

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 21:42:52 UTC
From: darkstar@u.pathology.washington.edu
Message-ID: <1lh5ksINNooe@shelley.u.washington.edu>
Source record: 210370
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have a 1040 STe with 2 megs. It has an intermittant problem: sometimes the display freezes, the keyboard does nothing, etc. When I turn in off and on again, or press the reset button, sometimes it reboots, and sometimes the screen stays completely dark. Sometimes it cures itself quickly (5 minutes), and sometimes it takes a day, and sometimes a trip to the Atari doctor, who can find nothing wrong.

We were told by one Atari doctor that this is caused by a chip working loose from its socket. I've tried taking the covers off and pressing the chips down - again, sometimes this works, sometimes not.

Can anyone suggest to me what might be causing this annoying problem, and how to alleviate it? It's driving me nuts. Replies by email please - thanks.

--

Alden F.M. Hackmann University of Washington
darkstar@u.washington.edu Department of Pathology

"You can know, even for a moment, that it's your turn,
that you can walk with the power of a thousand generations" - Bruce Cockburn

2635. Gopher and UMICH

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 21:54:43 UTC
From: rmsara@ecst.csuchico.edu
Message-ID: <1lh6b3INN8n@charnel.ecst.csuchico.edu>
Source record: 210371

I'm having a little trouble downloading archives from the University of Michigan using *gopher*. Does anyone know of a way in which gopher can be safely used to download archives without them being corrupted in the process? Any help would be greatly appreciated.

I'd normally use FTP, but it's almost impossible to get a connection to UMICH and I'm just trying out different systems.

Thanks in advance,

Robert M. Sara
rmsara@CSCIHP.ECST.CSUCHICO.EDU

2636. Re: ADVOCACY: New Macs out - Falcon price obsolete?

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 22:29:01 UTC
From: Dale_Adams@gateway.qm.apple.com
Message-ID: <1993Feb12.222901.18095@pcnntp.apple.com>
Source record: 210373

In article <jonal.144.729534252@dhhalden.no> jonal@dhhalden.no (JON ARVID LOVSTAD) writes:
> Here are the updated prices at the GTEch computer store :
>
> LCIII 4/80 $1250
>
> Ce610 4/80 $1595 //(25MHz EC040)
>
> Q700 4/0 $2095 //(25MHz 040 - the real thing...Two months
> ago you had to shell out 4 big ones for
> it...)

Two quick corrections here: the Centris 610 uses a 68LC040 (the one without the FPU) not a 68EC040 (the one without either an FPU or MMU); and it runs at 20 MHz, not 25 MHz.

- Dale Adams

2637. Re: ADVOCACY: New Macs out - Falcon price obsolete?

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 22:30:59 UTC
From: Dale_Adams@gateway.qm.apple.com
Message-ID: <1993Feb12.223059.18153@pcnntp.apple.com>
Source record: 210374

In article <1lh1cuINNpdg@tortoise.cis.ohio-state.edu>
tbrown@cis.ohio-state.edu (ted croft brown) writes:
> In article <1993Feb12.135025.16556@pcnntp.apple.com>
> Dale_Adams@gateway.qm.apple.com (Dale Adams) writes:
> >For the most part, software compatibility problems are caused by software
> >vendors that don't follow the (by now, very well) established rules for
> >Mac programming. True, occasionally Apple has done something wrong and
> >has broken some software. But it's far and away more of a problem with
> >the 3rd party software folks.
>
> Huh...sorry but those machines broke *Apple* software.

Yeah. That's why I said 'For the most part'.

- Dale Adams

2638. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 22:59:38 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1lha4qINN66e@elroy.jpl.nasa.gov>
Source record: 210375
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1le8niINNa7@phakt.usc.edu> baffoni@phakt.usc.edu (Juxtaposer) writes:
>In article <1993Feb10.145533.14909@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>>Not very interesting... You have any 6-trigger jouy-sticks/pads available?
>>People who play SFII know it's supposed to be played w/6 buttons. To get this
>>playability, people will pay what they think it's worth. 1 or 2 button play
>>gets just a little more than squat.

> Does anyone know if the Falcon will be able to use the strange
>multi-button (20? 12?) controller off of the soon-to-be-announced Atari game
>machine (so far called the Jaguar)?
>That should be able to give you enough controls to do a proper SFII or
>Mortal Kombat or whatever. Then again, even if it doesn't come out for the
>Falcon, it'll still be more than likely that it will come out for the Jaguar.

The new 20-some button controllers were shown on a set of Falcons at Comdex.
They plug into the (STe) analog ports. The Falcon developers docs includes
in the game development guidelines that all games should be written to use
these ports instead of the regular ST joystick/mouse ports.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

2639. Re: Co-processor chip capabilities???

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 23:00:13 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1lha5tINN69g@elroy.jpl.nasa.gov>
Source record: 210376
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Feb9.173012.19228@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
>In article <75206@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>John Richardson asked about using a math coprocessor in an ST...
>>
>>As you surmised, programs MUST be specially compiled to take
>>advantage of a math coprocessor chip.
>>
>>The number of programs available for the ST which can use a
>>math coprocessor is virtually zero.
>
>Pure C does have support for the math coprocessor; GCC has support for
>the TT (and presumably Falcon) 68881 installations. Unfortunately, on
>the Mega ST, the coprocessor is installed differently, and fairly
>incompatibly.

All of the co-processor add-ons I've seen are compatible with the Atari SFP004 specification, which is supported by the GCC library. In total, the GCC library implements floating point arithmetic 3 different ways - plain 68000 code, SFP004 compatible code, and native 68881 code (which is really only usable by 68020 or 68030-based systems).

Since it's now apparent that we can implement a Line-F emulator to allow any program to use the floating point instructions directly, the question now becomes - how do we specify things in the _FPU cookie? We need values that mean "no FPU, 68000 emulator installed" or "SFP and emulator installed" in addition to "no FPU code at all" and "FPU in coprocessor mode installed"...

--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

2640. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 23:04:27 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1lhadrINN6ki@elroy.jpl.nasa.gov>
Source record: 210381

In article <1993Feb11.163958.26347@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 93Feb10200055@ulke.dhmolde.no, tose@ulke.dhmolde.no (Torbjoern Ose) writes:
>>Only a change from color to monochrome reboots the computer. It really jumps
>>through a vector that can be changed. Multisync software do this and do the
>>change without a reboot.

>This is correct. You can change video modes on the Falcon by selecting the
>"Video Modes..." drop down menu and making your choice. This resets the GEM
>desktop but does not perform a reboot. If you switch monitors, of course
>(like from a VGA to an SC1224), then a reboot would be necessary.

Actually, I've switched monitors on the fly. The screen is really scrambled,
and the difference in frequency is probably pretty terrible for the monitors
themselves, but once you select a new mode in the Video Preferences menu
everything is adjusted for the current monitor, and you can pick up right
where you left off. (Obviously this is not something you want to do very
often. But if you must, the trick is to have the menu selection already
made, without pressing "OK" yet. After you switch monitors, it'd be well
nigh impossible to make enough sense out of the screen to mouse over correctly
to do it then...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

2641. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 23:17:56 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1lhb74INN7b0@elroy.jpl.nasa.gov>
Source record: 210390

In article <1lf16nINNn3g@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
(lots of information deleted)
> Howard, or anyone else "in the know", care to correct this?

I believe Michael Elst has hit on the problem with the numbers I posted previously, the timing code subtracts the time to execute a dummy loop from the total execution time. On the 68030 since the instruction and data fetches are fully independent and can occur in parallel, that "overhead" really doesn't exist, (ok, there's a cache fill the first time thru the loop, but since all interrupts are disabled, the loop runs 100% in the instruction cache from then on, so there's a *tiny tiny* amount of overhead...) so the speeds reported are too high.

I'm still curious to see how the numbers for the A1200's 68EC020 compare, since it has an instruction cache and no data cache. (For this test, again with the loop running entirely in the instruction cache, the results should be directly comparable.)

In the meantime I'll try it again without the erroneous overhead computation...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

2642. Re: Compressing nethack 3.1

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 23:19:26 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Feb12.231926.28612@prime.mdata.fi>
Source record: 210377

In article <H.ea.fdSQr9T_HR2@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <1993Feb8.170731.29762@dcs.warwick.ac.uk>, Leo Hendry writes:
>> I'd like to play it on my 1Mb machine too, and I find it hard to believe a
>> game with no graphics and no sound won't fit. How far away is it from fitting
>> on a 1Mb system (with hard disk)?
>
>After Warwick and I finish fiddling with it, it might have sound and
>graphics, and definitely won't fit into 1M...

Sounds nice, are you also going to fix the "bug" or whatever that
changes the background and border colors when nethack starts? It
annoys me very much, I like to play with black bordes and black
background. Also the colors are gone, even with the color option,
Nethack 3.0 pl10 had nice colors for different monsters, i liked that.

So, any way to fix this?

[A bit deleted]

>
>--
>------------------==------------------
>Chris Herborth
>cherborth@semprini.tdkcs.waterloo.on.ca

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

2643. Re: Caller ID for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-02-12 23:25:31 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1lhblbINN7ei@elroy.jpl.nasa.gov>
Source record: 210382

In article <1993Feb10.181821.5235@mnemosyne.cs.du.edu> kisaacso@nyx.cs.du.edu (Kevin "Zonker" Isaacson) writes:
>Well, US West Communications just began caller ID here in Denver. I
>have a couple friends with nifty setups that use the caller ID service
>with their PC. Is there any hardware/software out there to do this
>with my ST?

Say, how much does the phone company there charge for this service?

We had considered decoding this in the BlackMail interface box but didn't think it was widespread enough to justify including in our first product...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

2644. GRn strikes again ... (cmsg cancel <3L9HyB1w165w@lakes.trenton.sc.us>)

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 00:09:03 UTC
From: wusel@hactar.hanse.de
Message-ID: <130293x0112@hactar.uucp>
Source record: 210379
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy,alt.sys.amiga.uucp

In article <jperkski.04jy@kentcomm.uucp>, Jim Perkowski writes:

... another obviously illegal cancel message created by buggy newsreader.

% Path: hactar!hamburg!abqhh!news.Hamburg.Germany.EU.net!Germany.EU.net!news.netmbx.de!mai
lgzrz.TU-Berlin.DE!math.fu-berlin.de!ira.uka.de!yale.edu!newsserver.jvnc.net!darwin.sura.n
et!gatech!usenet.ins.cwru.edu!neoucom.edu!aldhfn!legend!kentcomm!jperkski
% From: jperkski@kentcomm.uucp (Jim Perkowski)
% Newsgroups: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy
% Control: cancel <3L9HyB1w165w@lakes.trenton.sc.us>
% Subject: cmsg cancel <3L9HyB1w165w@lakes.trenton.sc.us>
% Distribution: world
% Message-ID: <jperkski.04jy@kentcomm.uucp>
% X-NewsSoftware: GRn 1.16f (10.17.92) by Mike Schwartz & Michael B. Smith
% Date: 8 Feb 93 14:57:15 EST
% Organization: Privately owned and operated UUCP site.
% Lines: 8
%
% cancel <3L9HyB1w165w@lakes.trenton.sc.us> in newsgroup(s)
comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy
%
% This article MUST have been generated by a buggy newsreader.
% Certainly not GRn. :)
% --
% ____
% kentcomm!jperkski@legend.akron.oh.us (and) kentcomm!jperkski@aldhfn.akron.oh.us
% Without software, a CRAY is nothing more, than a very expensive boat anchor.

And again and again and again =:-<
kai

-- _
_ // Kai 'wusel' Siering, Villa Straylight, Hamburg, Germany. Go for MIME!
\X/: <wusel@hactar.hanse.de> Exile: <wusel@wolfhh.hanse.de> iso-8859-1: ï¿½ï¿½ï¿½ï¿½

"Ja! Al Bundy hat ein Riesengeschï¿½ft gemacht."
-- Al, "Eine schrecklich nette Familie"

2645. Re: Caller ID for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 00:22:56 UTC
From: logajan@ns.network.com
Message-ID: <1993Feb13.002256.12720@ns.network.com>
Source record: 210380

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>Say, how much does the phone company there charge for this service?

The average seems to be about $6.00 per month, where available. Various states are, as usual, balking at the new technology, but I think that that is only changing the order in which some states get the technology, since the phone companies can only phase it in so fast anyhow.

--
- John Logajan MS010, Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@network.com, 612-424-4888, Fax 612-424-2853

2646. Re: Who cares?

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 02:27:48 UTC
From: Marco_Verhoeven@p11.f607.n285.z2.fidonet
Message-ID: <2b7c5d50@p11.f607.n285.z2.fidonet>
Source record: 210383

In a message of <Wed 10 Feb 93 23:47>, Steve Miller (2:281/202.0) writes:

SM> I personally am sick of mediocre software put out by US companies
SM> (at least for
SM> what I need) when there is great software from ther countries but
SM> in different
SM> languages!

That's only the problem with German or French software, most of the other countries try to programm in English. It's very common to use English even when you're a Dutch programmer cause Dutch isn't that important to us.

But in Germany they want everything in their own language (as do the French), we have ofcourse the advantage that we can understand at least 80% of the German language.

.\\arco

--- MARSmail v1.20
* Origin: There are no edges. Only the places where things meet. (2:285/607.11)

2647. Re: Caller ID for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 02:58:24 UTC
From: smiller@bcarh838.bnr.ca
Message-ID: <1993Feb13.025824.10603@zoonews.bnr.ca>
Source record: 210384

From what I hear, Caller-ID penetration has grown much faster than expected, at least in Bell Canada territory. I wouldn't be surprised to hear the same from many other telcos.

For a product not yet introduced, I would DEFINATELY consider including it, or at least a way it can be added on.

I had caller-id before I moved, and it was $4.50/month, I think, for just the service. (I also rented a call-display phone)

Maybe ask on comp.dcom.telecom about market penetration.

--
****
Scott Miller, in the bowels of Bell-Northern Research Voice:(613) 763-2992
.signature USES DISCLAIMER Ottawa, Ontario, Canada
smiller@bnr.ca (also aa438@freenet.carleton.ca)
****

2648. WARP 9 _Upgrade_ now at a.a.u.e

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 03:21:12 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Feb12.222112.14498@umiami.ir.miami.edu>
Source record: 210385

WARP 9 Upgrade patches are now available on a.a.u.e. However you MUST have bersion 3.73 or 3.74 to use these. If you do not have them, you must write to CodeHead directly for upgrades.

If you have 3.73 you must get BOTH the W9 373->374 and 374->375.
If you have w(374m you only need 374->375.

These are PATCHES only! And if you don't have Warp 9, go buy it!

Mark Santora
I have no further communications.

```
/^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^\
[ Mark Santora ]
[ DLK0MS9S@umiami.ir.miami.edu ]
[ GEnie : M.SANTORA2 Look with more than your eyes... ]
\_____________________________________________________________________/
```

2649. JSTEVIE - anyone have it?!!

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 03:26:05 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C2DAvH.K2x@ecf.toronto.edu>
Source record: 210386

Hey guys!

Anyone heard of the vi-emulator that decodes JIS instructions to display Japanese Kanji/Kana??? SOMEONE's gotta know about this!! After all, it was _only_ designed on the ATARI ST!!!! I reeeely need to get my hands on this, as I can't seem to compile it on my Unix terminal at school (too many restrictions) Again, the name of the program is JSTEVIE (I don't really care what version....well actually, the newer the better!) If anyone could possibly get the newest one (the one that can translate new-Jis, shift-Jis and all-the-other-stuff-jis codes...) If anyone can help, Puleeeeeeeez do!

Wow! Here's a case where something designed on the ST has become the WORLD standard!! (A whooooooole lotta people use Jstevie... on every conceivable personal computer/workstation/mainframe).....

Thanx a million billion trillion jillion ga-jillion!!!

BTW, for an example of JIS codes, just trying perusing any newsgroup starting with fj (eg fj.rec.pachinko...)

Vaya con Dios,
AcEzE. ☐
--
********** WHO AM I, YOU SAY? ********** "If time is money, we
********** SHAHIR AL RASHID**aka**ACEZE ********** are all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------
** This message brought to you by the Bollocks Bros. ** no fate but what we make

2650. I'm back!

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 05:14:01 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1li02pINN9do@golem.wcc.govt.nz>
Source record: 210387

```
Due to a slight (major) 'system maintenance' being performed at this
end, I've been unable to do anything NET-wise for the last 2-weeks,
so, has anything really exciting happened!? Or is it the usual
assortment of Flame-wars still!?
(This server only keeps 200 or so messages, and then wraps - better
than nothing I suppose 8-)
```


```
                                                                    □
  Contrary to popular belief, money IS everything!  |||
  To cause a catastrophic disaster, you need a computer!  |||  TARI
  If several things can go wrong, the one that will  / | \
  cause the most damage, happens first! At least it goes!
                    WELLS_S@KOSMOS.WCC.GOVT.NZ                      □
```

2651. Re: Warp 9 - Extendo Save Screen Savers -

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 05:22:41 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1li0j1$dv9@msuinfo.cl.msu.edu>
Source record: 210397

mike@medsun.unige.ch (michel morris) writes:

> Has anybody used the Warp 9 screen savers on big monitors? If it
>works, I'll buy.

I've seen W9 v3.75 screen savers used on a Viking Moniterm monitor and
can say that only a few of them seem to work as expected. The built-in
inverter works fine, but the loadable extendos sometimes work, sometimes
leave the large monitor intact while blanking the small monitor, and
sometimes just don't do anything at all to the large monitor. Can't say
anything about how well it works in color...
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

2652. Atari TT without FPU

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 05:43:16 UTC
From: akisujar@nuscc.nus.sg
Message-ID: <1993Feb13.054316.24273@nuscc.nus.sg>
Source record: 210221

Hi,

I am thinking of temporary removing the FPU (Co-processor) from my TT and install it into the Mac LC III because most of my Atari programs don't support or make full use of the FPU but several Macintosh program that I want to use on the LC III will not run without the co-processor.

My questions are:

1. Will the TT works without a co-processor?
2. Do I have to move any jumper after removing the FPU chip?

Suthipuntha, School of Architecture, National University of Singapore

2653. Re: Caller ID for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 05:43:23 UTC
From: pinelr@rebecca.its.rpi.edu
Message-ID: <-d932_j@rpi.edu>
Source record: 210392

In article <1993Feb13.025824.10603@zoonews.bnr.ca> smiller@bcarh838.bnr.ca (Scott Miller) writes:
>For a product not yet introduced, I would DEFINATELY consider including it,
>or at least a way it can be added on.

I wholeheartedly second this idea!

--
||| | Rob Pinelli |5\ "Don't have your chimney swept... chimney fires
/ | \ | pinelr@rpi.edu |18\ are _cool!_ There's nothing better than walking
Atari ST| 203 North Hall |276\ down your block and seeing flames spewing 20
Mega 2 | Troy, NY 12180 |7080\ feet out of your neighbor's chimney!" --E.J.N.

2654. Mono emulator that works with RDE/RDY

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 06:35:41 UTC
From: Cford@debug.cuc.ab.ca
Message-ID: <1993Feb13.063541.11879@debug.cuc.ab.ca>
Source record: 210388

I am looking for a mono. emulator which will work not crash RDE/RDY. I have tried BIGCOLOR, but it completely removes the RAM disk. It appears that it is allocating memory near the top of the TPA and dropping the _memtop variable in order to survive a reset.

Any help on this would be appreciated.
--
Conan Ford 1:134/9,201:5500/9,1:134/21 | Save our forests - ask for
Cford@debug.cuc.ab.ca | plastic bags :-)

I do not represent Debug Computer Services.

2655. Re: ADVOCACY: New Macs out - Falcon price obsolete?

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 07:23:00 UTC
From: mbernar@erenj.com
Message-ID: <1993Feb13.072300.9565@erenj.com>
Source record: 210395

In article <1lf0tdINNlvo@tortoise.cis.ohio-state.edu> tbrown@cis.ohio-state.edu (ted croft brown) writes:
>
>Anyway, just for kicks, I'll pick on the LC III for awhile.
>
> - Has there been a Mac (ever) that didn't break lots of software upon
> release (like the ci,lc,si,cx,fx,quadra, etc) Hmm maybe the
> Quadra 950, Classic, Classic II, LC II didn't cause massive
> incompatibility problems, at that point, I ceased to care.
>
Of course, we don't have to worry about any software breaking on the Falcon. :-) Seriously, what do you mean by lots. Would you care to give a number to back this up? Is it more than 50%?

> - I don't know about it's internal video, but the video on the LC, LC II
> si, ci is certainly a CPU drain if an external card is not bought.
> Believe me there is a world of difference. (The Falcon might suffer
> from this as well, but all it will be compared to is the STE, TT,
> and the Mega, so it should come out ok. Plus, the Falcon seems to
> be designed to keep video rolling quickly...but we'll see).
>

The LC III has a separate VRAM (512K standard, enough to support up to 256 colors o displays as large as 16") so there would be no memory contention with the cpu unlike the ci,si... Besides, don't forget the LC III has a 32-bit bus versus 16 for the Falcon.

> - Apple has a little distribution problem right now. It seems they
> can't make computers fast enough. Now, I *have* heard claims that
> Mac stockpiled the new computers this time so there
> wouldn't be a supply problem, but can you believe them. Some
> people are mad as they are just getting machines ordered 3-6 mths
> ago!!! You might be able to get a Falcon and an LC III at the
> same time (but I wouldn't be on *either* Apple or Atari!!!).
>

Come on, Apples' supply problem is trivial compared to Atari's.

Marcelino Bernardo
mbernar@erenj.com
/* Views expressed are mine, not Exxon's */

2656. Re: GNU zip v1.0.2 binaries available

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 12:03:36 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Feb13.160336.11209@ac.dal.ca>
Source record: 210391

In article <1993Feb12.152230.28998@tdb.uu.se>, m91der@tdb.uu.se (Daniel Eriksson) writes:
> Well, Jean-loup Gailly (the author of GNU zip) is very busy these days.
> While I was editing my last post a new version was released. :-)
>
> So, instead of looking for gzip102st.zoo you should look for gzip103st.zoo.
>
> --
> Snailmail: Daniel Eriksson Internet: m91der@tdb.uu.se OR den@hgs.se
> ||| Gardskarsvagen 6B Fidonet : Daniel Eriksson @ 2:205/229
> ||| 814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
> / | \ SWEDEN Voice : +46 26 72905 OR +46 26 72901

Could someone please explain why one should have GNU zip? Is it a .TTP
designed to run under MiNT, or something? Are it's zip/unzipper compatible
with other zip's (such as STZIP21)?

Thanks,
John

2657. Re: Falcon compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 13:20:56 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <1993Feb13.132056.13017@cbnewse.cb.att.com>
Source record: 210208

In article <729426668.AA00642@royaljok.fidonet.org> Randy.Baer@f370.n231.z1.fidonet.org (Randy Baer) writes:
>
>I just read that only about 3 of 50 games worked on the Falcon that run on the
>ST...let me tell you, if THIS is true and that is the percentage of
>compatibility is THAT low, you can forget about all us old ST owners upgrading
>to Falcons...unless we see TONS of new programs for the Falcon...
>
> RSB

In ZNET93.05 there is a compatibility list being compiled Cottonwood Computers - unfortunately they didn't list what version of the Falcon they are doing their testing on - but that aside (they also didn't mention if they "installed" some of the applications they said didn't work or if they just tried to run them from disk) Most of the programs tested were application/utility/business software but some educational and games were tested: Their results -

RUN: Mixed up Mother Goose, Geography Tutor, Typing Tutors, Wordquest, RC Aerochopper, All Aboard, Dungeon Master, Skate Tribe, The Black Cauldron, Winnie the Pooh

Some that didn't: Magical Math, Battletech (not able to load - bad disk or not?), Conqueror, Cyberdrome (see note below), Midimaze II.

Note: I think I remember seeing a note from John Hutchinson emphatically stating that Cyberdrome does work on Falcon.

The ratio is no where near as bad as indicated above from this very limited sampling. So far a very limited testing in the gaming area - and Cottonwood didn't say exactly what version of Falcon (beta or production?) and what software the programs were tested under (with or without multi-TOS?)

Hopefully they have heard this feedback and will add this info to their compatibility listing. I think its a great service they are providing despite the missing info. Thank you for taking the time and effort, Cottonwood. Wayne

2658. Re: ADVOCACY: New Macs out - Falcon price obsolete?

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 13:39:45 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.146.729610785@dhhalden.no>
Source record: 210393

In article <1lf0tdINNlvo@tortoise.cis.ohio-state.edu> tbrown@cis.ohio-state.edu (ted croft brown) writes:
>
> [LC III specs deleted]
>
>Were were you. I posted stuff about the LCIII over a week ago (with prices!).

They didn't make it *here* - I would have noticed in that case...

>It's not bad to not lower your prices when they aren't that bad to begin
>with. *BUT* in light of the new Mac prices and the price of those
>486 behemoths (not to mention the slowly-being outdated 386's) the price
>of the Falcon is not looking so spiffy these days.
>
>Anyway, just for kicks, I'll pick on the LC III for awhile.
>
> - Does't use standard SIMM slots (unless you own a NeXTStation Turbo)
> This just means that every Tom Dick and Harry store won't have
> the memory on Hand. But, since most people seem to order
> memory mail-order you might just have to look around awhile first.

Well, the FastRam cards for the TT will only use Toshiba or Samsung brand SIMMS - I had to wait 2 MONTHS to get my 32MB RAM card working. And, the 32 Bit SIMMS are better that your plain vanilla SIMMS.

> - Has there been a Mac (ever) that didn't break lots of software upon
> release (like the ci,lc,si,cx,fx,quadra, etc) Hmm maybe the
> Quadra 950, Classic, Classic II, LC II didn't cause massive
> incompatibility problems, at that point, I ceased to care.

Well, this have *NOT* happened on the Atari side has it? There were no problems with the STE or the TT, nooooooooooooooo :-). Incompability problems generally come from crappy programming.

> - I'd pick on the lackluster number of slots, but in comparison w/ the
> Falcon, this seems pointless.

Yup.

> - I don't know about it's internal video, but the video on the LC, LC II
> si, ci is certainly a CPU drain if an external card is not bought.
> Believe me there is a world of difference. (The Falcon might suffer
> from this as well, but all it will be compared to is the STE, TT,
> and the Mega, so it should come out ok. Plus, the Falcon seems to
> be designed to keep video rolling quickly...but we'll see).

All the LC models has their own VRAM like the Quadras. The IIsi is a drain when it comes to video, but the LC's are in fact pretty OK!

> - Apple has a little distribution problem right now. It seems they
> can't make computers fast enough. Now, I *have* heard claims that
> Mac stockpiled the new computers this time so there
> wouldn't be a supply problem, but can you believe them. Some
> people are mad as they are just getting machines ordered 3-6 mths
> ago!!! You might be able to get a Falcon and an LC III at the
> same time (but I wouldn't be on *either* Apple or Atari!!!).

Like Atari hasn't got production problems... BTW, as far as I've heard, the LCIII is opne of the machines that has got highes priority in production.

>Gosh, I'm disappointed, I thought I could dig harder than that. Well, it
>does lack some things the falcon has. The Falcon has CD-quality stereo
>sound input (LC III mono 8-bit 22 Khz sound input, but it *comes* with a
>microphone, crappy though it may be). This might be a draw depending on
>what you want to use it for. The mac sounds ok to me for sound-annotation.
>It's better than you get over the telephone, which seems to be OK for speech.
>(If asked I'll tell you about the Japaneese student who came into out lab
>and wanted to run Kanji Talk....) The best thing for the mac is that
>*lots* of programs have support for sound annotation on the Mac. Again, it
>depends on what you want to do, and how high your standards are. The little
>I saw of SAM on the Falcon convinced me it was usuable, whereas the Mac
>sound players freeze the system till the sound is done. Some idiot I know
>put a 2 min sound as his beep, and the mac did one of those common BEEP BEEP
>BEEP things it always does and he was out of it for 6 minutes! I think the
>state of the Mac-sound-thingy world is better now, but I really can't put
>all those sounds on the Macs here in the lab, so I haven't kept up.

The Falcon sound is of course vastly superior campared to that on the Macs. Sound suppport is however pretty weak on the Atari s/w side. There seems to be chaos when it comes to formats and productive use of it. Sound people will get a lot out of the Falcon, no doubt about it. It might be Atari's own fault that people don't use the features of the machines, though - the dev manual for the TT didn't include a squat about the SCSI or the LAN port...

>Of course the Mac games situation is a little bleek to (but it gets better
>each month). I hear there is a *great* new CD-ROM game. But again, balance
>what you want. Is there an Atari equivalent to Word + Excell (or even
>the two #3's int the word processing/spreadsheet world?) I sure hope
>Atari Works Works!!!

I'm hoping that Atari Works will be good. I miss a decent spreadsheet.

>Hmmm. I came out more "pro-Mac" than I thought I would. Of course, *I*
>still haven't decieded what I'm going to do with my money yet. (And I no
>longer have a brand-new NeXTStation to shoot for!!!!) Well, the educational
>prices for the LC III are do in tommorrow. Think I'll stroll over and find
>out. If ya'll really care, I'll post. But I think we've had enough
>of this silly bickering. If we didn't like Atari products we wouldn't
>be here!!!

Yeah, that was my reaction as well. If I didn't care for Atari I wouldn't have posted here at all. What I want is the guys at Atari to have a peek at what's going on in the real world, what people are actually getting out there. It seems like they don't know...

>Ted Brown tbrown@cis.ohio-state.edu

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

2659. Re: Atari formats PC better than PC

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 14:45:40 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Feb13.104540.11196@ac.dal.ca>
Source record: 210210
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <4212@isgtec.isgtec.com>, ken@isgtec.com (Ken Newman) writes:
> In article <jimomura.02lg@tndb.UUCP> jimomura@tndb.UUCP (Jim Omura) writes:
>> ...
>> DCFormat (and some other formatters)
>> don't verify. I wouldn't really want to use a formatter that doesn't
>> verify.
>
> Right. That's why you should be using Twister 2.2 (from one of the
> last Start mags). It does very thorough verifying and error checking.
> I should know. :}

I'm quite sure DCFormat 3.02 *does* (optionally) do a verify pass; I always used to select verify on when I used it for formatting. It also claims, if it finds bad sectors, to mark them as bad. However, I've never been convinced that this actually does any good under TOS - anybody know?

John

2660. Re: How many TT's are there?

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 16:02:42 UTC
From: gkirkaldie@sanity.tdkcs.waterloo.on.ca
Message-ID: <H.ea.D5HF9fzb9Vk@sanity.tdkcs.waterloo.on.ca>
Source record: 210394

In <1993Feb10.002202.11154@cs.sfu.ca>, Gordon James Farrell writes:
>In article <1993Feb09.000557.127677@zeus.calpoly.edu> smiller@farad.elee.calpoly.edu
(Steve Miller) writes:
>>I was told that I am one of around 650 TT users in the US how many
>>are there in the rest of the world?
>
>All right. I'll start the Canadian count.
>
> 1
>

And I'll add to it.

2

--

George Kirkaldie

2661. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 16:08:04 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Feb13.160804.8629@mpifr-bonn.mpg.de>
Source record: 210222
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In <1993Feb11.140816.28418@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> While I would not say that Howard Chu is making a false statement (or
>the guys who posted the results originally) I have concluded that I am
>quite skeptic about those results too, and you don't need a Falcon to
>prove it:

The program that Howard used may even yield such values. The problem is
with the test program that doesn' account for parallelism in the 68030.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

2662. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 16:11:29 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Feb13.161129.8729@mpifr-bonn.mpg.de>
Source record: 210223
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In <1993Feb11.142413.25230@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> It slows down the CPU. And you say the Falcon can get the Fast Ram, where?
> In the dedicated expansion bus? Could be. Are those expansions readily available?

As far as I know the dedicated expansion bus can support Fast RAM. But it is still 16bit wide and 'compatible' to 68000 operation. I believe that this also says that it is as slow as needed for an 68000 only.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

2663. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 16:18:44 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Feb13.161844.8915@mpifr-bonn.mpg.de>
Source record: 210224
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In <1lf0ogINN10o@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In the meantime, I was discussing the timing code with the author recently,
>I had some concerns that the program wasn't correctly accounting for the
>effect of the 68030 data cache. However, upon further thought, with only 256
>bytes of data cache and with the program accessing 2048 bytes per loop
>iteration, I am satisfied that the cache has been taken into account.

Doesn't help :)

The program basically does the following:

a) measure the time needed for a loop consisting of MOVE instructions.
b) measure the time needed for an equivalent number of NOP instructions.
c) subtract both times.

This produces good results on 68000 since the MOVE instruction needs the
same time as the NOP instruction _plus_ the time needed to transfer the
data.

On the 68030 this does produce house numbers since instruction fetch
(from cache and prefetch queue) takes place concurrently with the data
transfer. If the transfer lasts longer than the instruction then the loop
is completely determined by the external bus accesses. The time measured
in a) is what you need. If the bus is faster you run into problems for
determining bus speed and you have to deal with the specific instruction
timing.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

2664. Steve Yelvington (UUD/UUE source) ... please E-mail

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 16:33:46 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <Z75wyB1w165w@ersys.edmonton.ab.ca>
Source record: 210396

Anybody, including Steve Yelvington, please E-mail me with more
up-to-date source (later than uux789) for uuencode/uudecode. I wish to
make a graphical version of it which uses GEM (I hate TTP files, because
it reminds me of CLI's).


```
=========================================================================
| Gregeory C. Granger | "All these memories will be |
| (GGranger@Ersys.Edmonton.Ab.Ca) | lost in time, like tears |
| 5516-190A Street | in the rain." |
| Edmonton, Alberta T6M-2L3 Canada | |
| +1 (403) 483-2049 / 481-5110 | - Roy Batty, _Blade Runner_ |
=========================================================================
```

2665. Re: ADVOCACY: New Macs out - Falcon price obsolete?

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 18:03:23 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1ljd5bINNq1@tortoise.cis.ohio-state.edu>
Source record: 210217

In article <jonal.146.729610785@dhhalden.no> jonal@dhhalden.no (JON ARVID LOVSTAD) writes:
>In article <1lf0tdINNlvo@tortoise.cis.ohio-state.edu> tbrown@cis.ohio-state.edu (ted
croft brown) writes:
>>
>> [LC III specs deleted]
>>
>>Were were you. I posted stuff about the LCIII over a week ago (with prices!).
>
>They didn't make it *here* - I would have noticed in that case...

>Jon Lovstad | Sorry, but this part of my .sig file has been
>jonal@sofus.dhhalden.no | retconned by DeFalco...
^^^^^

Let me whole-heartedly apologize for my Amero-centrism. I think since
I quoted Amercan prices I limited it to the usa (sorry!). I know that Macweek
has a time-lag to get to Europe too!!

Anyway, I alays here how good Atari/Amiga is doing in Europe, but I here
them from Atari/Amiga people (and sales figures along don't tell the whole
story). I was wondering if you'd give us *your* insights on how well
Atari/Amiga/PC/Macs are doing in your area. It just might be a little
more objective....

Someone told me that they just passed new laws stating that all monitors
must be adjustable and because of that Apple cannot sell the Classic II or
the Color Classic II in Europe. Do you know anything about that?

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

2666. Re: ADVOCACY: New Macs out - Falcon price obsolete?

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 18:17:55 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1lje0jINNtm@tortoise.cis.ohio-state.edu>
Source record: 210216

In article <1993Feb13.072300.9565@erenj.com> mbernar@erenj.com (Marcelino Bernardo) writes:
>In article <1lf0tdINNlvo@tortoise.cis.ohio-state.edu> tbrown@cis.ohio-state.edu (ted croft brown) writes:
>>
>>Anyway, just for kicks, I'll pick on the LC III for awhile.
>>

>Of course, we don't have to worry about any software breaking on the
>Falcon. :-) Seriously, what do you mean by lots. Would you care to give
>a number to back this up? Is it more than 50%?

Hmmm. I have to go dig up stuff on the ci. The si and LC only broke software that needed the FPU (I believe) but that covered all the major spreadsheets including Excell. The 040's on the other had were delayed about 6 month because Apple could not get Sys 7 to run correctly on them. And when they were released, several programs broke becasue the 040 cache is different than the 030 cache (and they didn't know they would have to trap for that). I don't have the numbers but I remember the excited squeals of the first brave Quadra owners when major apps were found to (finally) work with it. Hell, Word 5.1 *still* has problems with the Quadras (as it's not 32-bit clean, and why would you want a Quadra if it's not running 32-bit?). Some just posted the other day, that his DTP friend wouldn't run his stuff on a Quadra as it was still to flaky (not a reliable source/datapoint).

So, I think the ci/Quadra might have got a ~50% fail rate on "real" programs. But the si and LC hubbub was predicted and headed off as it happened, so I don't really know. But, I mentioned it so Atari people don't feel left out. Hey do you know how much trouble Multifinder caused? It took *years* to staighten out. MTOS here we come.....

If you *really* care, I could go out and find a list circa the time of release for the si and Quadra and find out. (ci is just *too* old).

>
>Come on, Apples' supply problem is trivial compared to Atari's.

Agreed. Again, I posted mainly from "Mac" mode, more how a Mac user would see the world. But, rember, Atari is not the only company with supply problems! (Apple is just on a different scale, and soon NeXT will have no supply!!! Wahhhhhhhh!)

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

2667. Re: SPICE Simulation Program Integrated Circuit Emphasis

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 18:37:55 UTC
From: Oliver.Frick@arbi.informatik.uni-oldenburg.de
Message-ID: <1993Feb13.184616.20104@arbi.Informatik.Uni-Oldenburg.DE>
Source record: 210212
Cross-posted to: comp.sys.atari.st,comp.sys.atari.tech

Yes, there is a newer version of SPICE exsisting and there is also a program
to visualize the SPICE-result-files, called SPICELINE.

The SPICE-Version (2G6) is just licensed by the university of Berkeley which
allows us to deal with it as a commercial product and give full support to
the user.
SPICLINE parses the OUTFILES of SPICE and visualizes AC-/DC-/Transient- and
Fourieranalysis-tables in diagrams. It can draw upto 12 curves in one diagram
and every curve can be zoomed seperately.
It is possible to save the diagrams as IMG-files in a free choicable reso-
lution.

We distribute these two products since Nov.'92 in germany. The point, which
is a problem for the rest of the world is: SPICELINE has a german user-
interface and a german documentation. We dont't consider to translate it,
until we know the scale of interest in the rest of the world.

I'll upload a demo-version of SPICELINE (hope they will accept it) to the
atari.archive.umich.edu from where you can download it.
(The version I will upload is V1.01. There are newer ones (<=V1.21) but I
am away from my computer and this version is the newest I have with me.
The actual version will follow in some weeks.
V1.01 has some bugs which are killed in the later versions and probably
a lot of undetected ones :-))

If you are interested in the programs, or have some questions, then write
me an email, because we are just reorganizing our distribution-structures,
so I can't tell you the address of our ditribution-company at this time.

The actual prices of the programs are
SPICE 99.- Deutsche Mark (Sorry, I don't know the exchange rates)
SPICELINE 129.- DM
(incl. support)

Oliver Frick (author of SPICELINE)

---
email: Oliver.Frick@arbi.informatik.uni-oldenburg.de

2668. Re: This is a test

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 18:58:56 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2b7d4518@p12.f202.n281.z2.fidonet>
Source record: 210398

In a message of <Fri 12 Feb 93 12:48>, Dieter Fiebelkorn (2:281/202.0)
writes:

DF>
DF> SORRY!
DF>
DF> Dieter

Doesn't matter, as long as you keep us informed about new GemView releases!
;-)

Greetings... - Jan -
FidoNet: 2:281/202.12, UseNet: jan@nextjk.wlink.nl

--- Bermuda v1.20
* Origin: When she moved her presence speared me... (2:281/202.12)

2669. Re: CeBit Dates ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 19:00:42 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2b7d455d@p12.f202.n281.z2.fidonet>
Source record: 210399

```
>> It's March 24-31. I'm going there. Maybe Atari will show the Jaguar?
JT>
JT> Hmmm... would it make sense to arrange some sort of c.s.a.st
JT> netters' meeting at the CeBIT? I mean, such as something saying
JT> "All who are interested and can make it shall meet at 15:00 at
JT> some specified place in the Atari area". What do you think?

Well, it ought to be interesting. I think we should specify a few days,
lets say three, and a specific hour, since not everyone may be able to come
that one particular day.

Greetings... - Jan -
FidoNet: 2:281/202.12, UseNet: jan@nextjk.wlink.nl

--- Bermuda v1.20
* Origin: When she moved her presence speared me... (2:281/202.12)
```

2670. Re: CeBit Dates ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 19:00:46 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2b7d4564@p12.f202.n281.z2.fidonet>
Source record: 210400

```
In a message of <Thu 11 Feb 93 20:32>, Markus Gutschke (2:281/202.0)
writes:
MG> (Maybe, somebody could volunteer to keep a list of all InterNet-users
MG> who are going to
MG> come to CeBit...)

This IS a good idea!

Greetings... - Jan -
FidoNet: 2:281/202.12, UseNet: jan@nextjk.wlink.nl

--- Bermuda v1.20
* Origin: When she moved her presence speared me... (2:281/202.12)
```

2671. Re: Problems with CMS-Kermit, send UUE's

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 19:03:05 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <93044.140305EENG6826@RyeVm.Ryerson.Ca>
Source record: 210201

Ok first I'm running on a VM/CMS IBM 4381 Mainframe and I'm using Uniterm. The CMS Kermit only works with Uniterm. It DOES NOT work with Kermit.ttp, Flash 2 or any other program I've tried. What program are you using on the 1040STf ? If you're using anything besides Uniterm, then it won't work.

Carlos Varela

2672. Re: MiNT Control

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 19:11:22 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2b7d47eb@p12.f202.n281.z2.fidonet>
Source record: 210202

```
>> With the release of MultiTos not that far in the near future, we
>> would like to present you a program we wrote to make life easier
>> when using MultiTos. This program is called MiNT Control.
RK>
>> MiNT Control is a control accessory for MultiTos.
RK>
RK> I'd like to have the different functions implemented as CPX-Modules.
RK> This way each user can decide which features to use and which not.
RK> Furthermore, the memory for the programs is allocated at the time
RK> when it is first used, and is not wasted.

This is very true and a good idea. We may implement this later on.

Thanks for your input!

Greetings... - Jan -
FidoNet: 2:281/202.12, UseNet: jan@nextjk.wlink.nl

--- Bermuda v1.20
* Origin: When she moved her presence speared me... (2:281/202.12)
```

2673. Calamus HP QuietJet printer driver?

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 19:29:20 UTC
From: dud@stein.u.washington.edu
Message-ID: <1lji6gINNm8l@shelley.u.washington.edu>
Source record: 210207

I just acquired an HP QuietJet printer... It's not a great printer, but it's not bad (at least compared to my Panasonic KX-P 1124). I'd like to try using it with Calamus, but all I have is the HP laser and DeskJet drivers. They make it print at weird proportions, like double normal size and there are lines in the middle of the letters that it doesn't print. Does anyone have a Calamus printer driver for this thing?

Thanks,

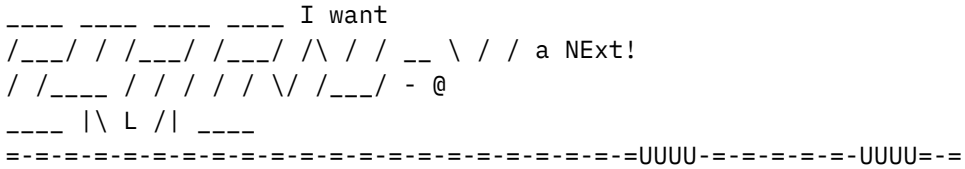
Dan Aylward
dud@u.washington.edu

2674. Double Sided Drive WANTED

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 19:49:21 UTC
From: pchang@ic.sunysb.edu
Message-ID: <1993Feb13.194921.1634@sbcs.sunysb.edu>
Source record: 210228

Subject sez it all.. if you have one please e-mail me..
I am in need of one despartely!!

--



=-=UUUU-=-=-=-=-=-UUUU=-=
Life is like a shit sandwich... | pchang@ic.sunysb.edu |
| PCCHANG@SBCCVM.BITNET |
The more bread you have, | PCCHANG@ccmail.sunysb.edu |
| Wildfire@bboards.LIBBS.nonedu |
the less shit you have to take. | A.C.E@1943.SBarcade.fun |
==

2675. Macintosh Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 20:13:23 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Feb13.141323.10751@iscsvax.uni.edu>
Source record: 210227

Well Apple just sold its tenth millionth Mac...1993 will be a banner year for Mac sales...Apple is expected to sell three to four million Macs in 1993. Atari is being left behind...Its pathetic that Atari is not capable of bringing one model to the market while in the past four months Apple has brought a dozen or so new Macs to the market.

Does Atari honestly believe they are going to sell the Falcon at $1399.

I can get a color classic 4/80 for $1189.00
Mac LCIII 4/160 for $1190.00
Mac IIVX 5/80 with CD for $1793.00
Mac Centris 610 4/80 for $1425.00
These educational prices are from the University of Northern Iowa...

Apple has reduced the Mac LCII 4/40 from $1239 to $849.00.

I think that Atari users should move on. Get A Mac.....The software is so much better...

2676. Fortran90-Compiler ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 20:21:16 UTC
From: root@astro.rni.sub.org
Message-ID: <H.ea.eaDY&SHPEyU@astro.rni.sub.org>
Source record: 210203

Hallo Leute,

weiss jmd., ob ein Fortran90-Compiler (neuer Standard) fuer den Atari in
Entwicklung ist ?
Ich habe den AC/Fortran - Compiler von Absoft von 1986 (V2.2). Der ist recht
gut, unterst|tzte damals schon einige Erweiterungen. Gibt's davon eigentlich
auch neuere Versionen ?

Gruss, Mike

--

Mike Kretlow / P.O.Box 210424 / W-5900 Siegen / Germany
E-mail : root@astro.rni.sub.org (Usenet) | Phone (voice)
E-mail : kretlow@hrz.uni-siegen.dbp.de (Internet) | [49/0]271-44849

2677. Looking for a C compiler

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 20:48:38 UTC
From: kevin@CEB.McMaster.CA
Message-ID: <1993Feb13.204838.24680@mcshub.dcss.mcmaster.ca>
Source record: 210229

Hello,

I'm looking for a C compiler for the 1040ST. I don't have a
hard drive, so I need to be able to run it from one floppy.

Also, I will need (at least) the librarys stdio.h and math.h.
Are these standard parts of the various products out there?

If this is available by ftp, please tell me where.

Thank you all for your time.

Kevin Thorpe
Research Biostatistician

2678. Re: GNU zip v1.0.2 binaries available

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 21:53:40 UTC
From: rosenkra@convex.com
Message-ID: <1993Feb13.215340.7000@convex.com>
Source record: 210230

In article <1993Feb13.160336.11209@ac.dal.ca> cordes@ac.dal.ca (John Cordes) writes:
>Could someone please explain why one should have GNU zip? Is it a .TTP
>designed to run under MiNT, or something? Are it's zip/unzipper compatible
>with other zip's (such as STZIP21)?

as far as i can tell, the main reason to have GNU zip (at the moment) is to be able to access the GNU archives (eg prep.ai.mit.edu) which are starting to store files compressed with GNU zip (vs the old way using compress, ie the .Z files). GNU zip is in effect a higher performance compression system. i suspect that as far as GNU software for the atari world is concerned, zoo will remain the archiver of choice, however, for distribution in our world.

from what i can see, GNU zip is meant to be used in conjunction with tar (GNU tar, would be the obvious choice) in that it itself does not make archives from separate files, but rather takes a single file (archive) and compresses it. the rather poor choice of suffixes (.z) collides with the old System V (unix) pack/unpack programs. other than that, it seems to do its job well. GNU zip appears to build/work fine on unix. i have not tried it on the ST (yet), though i suspect no particular problems, except perhaps with TOS name limitations, ie file.tar.z vs file.tz or whatever, and file.Z (compress) vs file.z (GNU zip). GNU could have picked a better suffix, IMHO (.g, ,.G, .gz, .GZ, .zz, .ZZ, .ZP, .gzip, .gzp, etc). .z is silly since both MS-DOS and TOS don't support case, making a compressed file only distiguishable from a GNU zipped file via magic number. i know that compress checks the magic number, hopefully GNU zip does, too. so this may not be that big of a problem. with (unix) utilities like file(1), this potential problem could be eased.

i don't think there is much of a relationship between ST zip and GNU zip other than the packing algorithm and perhaps some file header similarities. since i have not looked into this in detail, i can't vouch for any compatibility or lack thereof.

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2679. Re: Caller ID for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 22:29:17 UTC
From: kisaacso@nyx.cs.du.edu
Message-ID: <1993Feb13.222917.13046@mnemosyne.cs.du.edu>
Source record: 210225

In a previous article hyc@hanauma.jpl.nasa.gov (Howard Chu) would have us believe:
[] In article <1993Feb10.181821.5235@mnemosyne.cs.du.edu> kisaacso@nyx.cs.du.edu (Kevin "Zonker" Isaacson) writes:
[] >Well, US West Communications just began caller ID here in Denver. I
[] >have a couple friends with nifty setups that use the caller ID service
[] >with their PC. Is there any hardware/software out there to do this
[] >with my ST?
[]
[] Say, how much does the phone company there charge for this service?
[]
[] We had considered decoding this in the BlackMail interface box but didn't
[] think it was widespread enough to justify including in our first product...
[] --
[] -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
[]
[] There's a rough border between genius and insanity, but I'm a dual citizen.

The basic service which I subscribed to costs $5 per month, not much
really. Mountain Bell is offering free installation for now so it is
becoming more widespread (especially among computer types who like
nifty gadgets like this).

--

```
_______________________________________________________________________________
| Kevin "Zonker" Isaacson kisaacso@nyx.cs.du.edu |
| "No promises, no demands" |
-------------------------------------------------------------------------------
```

2680. Re: GNU zip v1.0.2 binaries available

Newsgroup: comp.sys.atari.st
Date: 1993-02-13 22:44:28 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Feb13.224428.13617@tdb.uu.se>
Source record: 210204

John Cordes (cordes@ac.dal.ca) wrote:
: Could someone please explain why one should have GNU zip? Is it a .TTP
: designed to run under MiNT, or something? Are it's zip/unzipper compatible
: with other zip's (such as STZIP21)?
:
: Thanks,
: John

Here's a short note from the first article in this thread:

---snap---
GNU zip is the successor of COMPRESS (and PACK). It gives you better
compression-ratios in next to every case. It also eradicates the (in)famous
problems imposed by COMPRESS when trying to depack files created on a
big-memory computer with your 1MB Atari. Just to make the switch easy, the
author also has put in routines that can decompress COMPRESSed and PACKed
files.
---snap---

It was actually designed to run under *ix from the beginning, but as I also
wrote in my other post it now runs on several different platforms. On the
Atari it works both with and without MiNT. However, due to its *ix-
inheritance it works best on top of a Minix filesystem. It doesn't work
properly with 8+3-filenames yet (however, 8+2 works fine :-), but that
will hopefully be corrected in a future version. Please read the README and
README.ST files from the gzip-archive for more information about compatiblity
and stuff like that.

And yes, it's a TOS TAKES PARAMETERS-type of program. You can run it both
from the desktop (and enter the parameters in the dialog) or from a shell
(tcsh is my personal favourite). However, if you run it from the desktop
you will probably loose most output since it will disappear immediately
after the program has finished when the desktop is redrawn.

Hope this helps...

Snailmail: Daniel Eriksson Internet: m91der@tdb.uu.se OR den@hgs.se
||| Gardskarsvagen 6B Fidonet : Daniel Eriksson @ 2:205/229
||| 814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
/ | \ SWEDEN Voice : +46 26 72905 OR +46 26 72901

2681. Re: GODS

Newsgroup: comp.sys.atari.st
Date: 1993-02-14 00:30:57 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C2ExFM.9CK@ecf.toronto.edu>
Source record: 210205

In article <1993Feb12.191358.26871@dmu.ac.uk> it2am1@dmu.ac.uk (A Montgomery) writes:
>The password system in GODS is such that you cannot use
>someone elses passwords. Each copy of the game creates different
>passwords on disk 2. Therefore you will have to try some other options
>
>CHEAT - There is one built in. You must enter a certain word in the password
>screen, can't remember what it is off hand.

Umm, I think the cheat for Gods was to type "SORCERY" on the password
screen. Thatzit!

Vaya con Dios,
AcEzE. &#65533;
--
********** WHO AM I, YOU SAY? ********** "If time is money, we
********** SHAHIR AL RASHID**aka**ACEZE ********** are all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------
** This message brought to you by the Bollocks Bros. ** no fate but what we make

2682. Re: Macintosh Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-14 00:55:06 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1lk59aINN2uh4@rs1.rrz.Uni-Koeln.DE>
Source record: 210218

In <1993Feb13.141323.10751@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:

>I think that Atari users should move on. Get A Mac.....The software is so much
>better...

Maybe you should move on... go to comp.sys.mac.*, these
newsgroups are so much better...

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

2683. Convert .au files

Newsgroup: comp.sys.atari.st
Date: 1993-02-14 01:31:15 UTC
From: ter5424@ritvax.isc.rit.edu
Message-ID: <1993Feb14.013115.26834@ultb.isc.rit.edu>
Source record: 210233

Sorry of this has been asked before (I couldn't see where) but...

Is there any program out there for the ST that will allow me to convert
*.au sound files from the UNIX to some sort of ST format to be played on the
ST? If you can reply by mail, it'd be greatly appreciated.

Theron
ter5424@ritvax.isc.rit.edu

2684. Re: GNU zip v1.0.2 binaries available

Newsgroup: comp.sys.atari.st
Date: 1993-02-14 01:37:19 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Feb14.013719.22194@tdb.uu.se>
Source record: 210206

William Rosenkranz (rosenkra@convex.com) wrote:
[stuff deleted]
: i suspect that as far as GNU software for the atari world is concerned, zoo
: will remain the archiver of choice, however, for distribution in our world.

Bill, you're absolutely right. ZOO is the way too go on Atari.

[stuff deleted]
: the rather poor choice of suffixes (.z) collides with
: the old System V (unix) pack/unpack programs.

Yes, I agree with you that it's a bad choice, but according to the author
(Jean-loup Gailly, jloup@chorus.fr) it was the 'least' bad. It removes the
necessity to rewrite/recompile TAR which can be forced to use .z (instead
of .Z) with a switch. And since GNU zip includes code to decompress PACKed
files (it automagically senses what kind of file it is :-) it shouldn't
present you with much problems once you've _replaced_ (un)pack with gzip.
However, people that doesn't know of GNU zip will of course become confused
when their old SysV unpack starts to barf at .z-files. :-)

[stuff deleted]
: i don't think there is much of a relationship between ST zip and GNU zip
: other than the packing algorithm and perhaps some file header similarities.
: since i have not looked into this in detail, i can't vouch for any
: compatibility or lack thereof.

GNU zip is supposed to create PKZip/InfoZip-compatible archives. That ought
to indicate that it also creates ST zip-compatible archives. Unfortunately
I haven't tried to decompress .z-files with anything but GNU zip yet. It is
also said that GNU zip should be able to decompress PKZip/InfoZip-archives
with _ONE_ member (archives containing just one file). I haven't tried this
either yet. I'll try it and report to this newsgroup what the results are.

Happy packing...

Snailmail: Daniel Eriksson Internet: m91der@tdb.uu.se OR den@hgs.se
||| Gardskarsvagen 6B Fidonet : Daniel Eriksson @ 2:205/229
||| 814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
/ | \ SWEDEN Voice : +46 26 72905 OR +46 26 72901

2685. Macintosh Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-14 02:08:02 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Feb13.200802.10790@iscsvax.uni.edu>
Source record: 210220

It seems I pissed off a couple of Atari users who sent me E-mail. Actually i am an Atari user too. I own a lynx and is better than that lame boy.

I thought about getting a Falcon when Atari announced it last summer. When Atari announced an intro date I took it as a grain of salt. They just lie and lie.. It tells me that there not serious about competing anymore. You pay what you get for!!!!! So mac owners paid more, but they got a better supported product with continous improvements. The reason Atari hasn't done well in the past and present is that they sell on the cheap...I guess the Tramiels failed Business 101 when a question was asked on a test which they answered false "There is a strong corealation between the percentage of Research and Development spending and return on investments.." Of course this question is true....

I will comment on this section and I will be dam if some users want to violate my rights of freedom of speach protected under the constitution..

And another thing the person who sent me E-mail said mac users have a less IQ because of the Mac OS...Mac users have a life, they want to run their quality software. Nobody knows about the Falcon and they will never know....

2686. Re: GNU zip v1.0.2 binaries available

Newsgroup: comp.sys.atari.st
Date: 1993-02-14 02:28:04 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Feb14.022804.24220@tdb.uu.se>
Source record: 210209

Well, I'm quoting myself here. Cool... NOT! :-)

: GNU zip is supposed to create PKZip/InfoZip-compatible archives. That ought
: to indicate that it also creates ST zip-compatible archives. Unfortunately
: I haven't tried to decompress .z-files with anything but GNU zip yet. It is
: also said that GNU zip should be able to decompress PKZip/InfoZip-archives
: with _ONE_ member (archives containing just one file). I haven't tried this
: either yet. I'll try it and report to this newsgroup what the results are.

After a couple of quick tests I can verify what I wrote above. It is
compatible with PKZip/InfoZip if the archive only contains one member.
I haven't tested ST zip, but I guess it's compatible with PKZip, which
also would make it compatible with GNU zip.

But who knows? Maybe ST zip only is 99.9% compatible with the new PKZip
v2.04g (or whatever :-), which with some 'luck' could break GNU zip. The
archiver-market is a real swamp!

Life's a bitch... ;-)

/Daniel Eriksson

2687. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-14 03:10:33 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Feb14.031033.26846@rchland.ibm.com>
Source record: 210211
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

In article <1993Feb10.184812.6893@microsoft.com>, iank@microsoft.com (Ian Kennedy) writes:
[stuff deleted]

|> At the high res-non-interlaced modes (640x480x8, for exapmple)
|> the chip bus is 100% saturated and the CPU can only access chip
|> ram during the vertical blank. But the CPU always has 100% access
^^

Is this really true? OUCH! Doesn't look like that with my A1200
(all chip ram). I mean, dpaint AGA (I got a demo) doesn't look as
slow I think.

|>
|> It all depends on what you want to do.
|> --
|> -------------------------
|> MAIL : IANK@MICROSOFT.COM
|> A1200/85MBHD OS3.0 Yeah!
|> -------------------------

--

Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **

2688. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-14 03:18:56 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Feb14.031856.18786@rchland.ibm.com>
Source record: 210213
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1lf0ogINN10o@elroy.jpl.nasa.gov>, hyc@hanauma.jpl.nasa.gov (Howard Chu)
writes:
|> In article <1993Feb11.140816.28418@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
|> > While I would not say that Howard Chu is making a false statement (or
|> >the guys who posted the results originally) I have concluded that I am
|> >quite skeptic about those results too, and you don't need a Falcon to
|> >prove it:
|> >
|> > If you have a 16 Mhz 68030, what is the fastest instruction that the
|> >68030 can execute that will read/store a longword and read/store a
|> >word? If it is two cycles, you might be able to do it on the Falcon,
|> >as a word access is two bytes, and running at 16Mhz will give you the
|> >16 M byte /sec. So I am looking for a 68030 assembly book now, to
|> >see if it can be done.
|>
|> I tried to email you the code that I used, but it bounced. Some mail
|> gateway at ibm.com said that rchland was not a valid destination host.
|> Please send me a valid email address and I'll resend the timing code.
|>
|> In the meantime, I was discussing the timing code with the author recently,
|> I had some concerns that the program wasn't correctly accounting for the
|> effect of the 68030 data cache. However, upon further thought, with only 256
|> bytes of data cache and with the program accessing 2048 bytes per loop
|> iteration, I am satisfied that the cache has been taken into account.
^^

I guess this is what makes the number to high. Turn off the cache
of the 68030, it can be done (just turn off the data cache, you can
keep the instruction cache on, although on real-life stuff like games,
the instruction cache would not be a big boon in speed since the cache
is small).

|>
|> I do agree, the numbers appear too high to me. That was another reason to
|> see how the code performed on another platform, as a reality check on my
|> results. As for the fastest that a move instruction can execute on a 68030 -
|> if both the instructions and the data are in the cache, there is no fetch
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
Again, this could be the problem. If we are
going to measure transfer rates to the falcon ram
we can't take the data cache into account. A game
transfering moving objects would have to flush
the cache a lot I think. A small benchmark

can get away with that.

|> delay so you can indeed execute an instruction in 2 cycles. Also, given the parallelism in the 68030 design, you can have one instruction executing
|> with cached data at the same time that another instruction is causing a fetch
|> from real memory, allowing overlap of execution. (But that shouldn't really
|> affect the results of this test, which simply loops to read or write data
|> as quickly as possible.)
|> --
|> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
|>
|> There's a rough border between genius and insanity, but I'm a dual citizen.

--

Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **

2689. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-14 03:22:12 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Feb14.032212.31655@rchland.ibm.com>
Source record: 210214
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1lf0ogINN10o@elroy.jpl.nasa.gov>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
|> In article <1993Feb11.140816.28418@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|> > While I would not say that Howard Chu is making a false statement (or
|> >the guys who posted the results originally) I have concluded that I am
|> >quite skeptic about those results too, and you don't need a Falcon to
|> >prove it:
|> >
|> > If you have a 16 Mhz 68030, what is the fastest instruction that the
|> >68030 can execute that will read/store a longword and read/store a
|> >word? If it is two cycles, you might be able to do it on the Falcon,
|> >as a word access is two bytes, and running at 16Mhz will give you the
|> >16 M byte /sec. So I am looking for a 68030 assembly book now, to
|> >see if it can be done.
|>
|> I tried to email you the code that I used, but it bounced. Some mail
|> gateway at ibm.com said that rchland was not a valid destination host.
|> Please send me a valid email address and I'll resend the timing code.

Yep, I can't receive mail here.... and I don't currently have another address... can you post it here? (is it too huge?)

[stuff deleted]

|> as quickly as possible.)
|> --
|> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
|>
|> There's a rough border between genius and insanity, but I'm a dual citizen.

--

Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **

2690. GFA Basic 3.0x wanted

Newsgroup: comp.sys.atari.st
Date: 1993-02-14 03:36:28 UTC
From: ekrimen@wet.UUCP
Message-ID: <5316@wet.UUCP>
Source record: 210215

I'm looking for a used copy of GFA Basic 3.0x if anyone has a copy they'd like to sell. Please send e-mail.

Also, I suppose I should mention that Bob Brodie and Mike Fulton demoed the Falcon, AtariWorks, SpeedoGDOS, and other related software at our user group meeting today. They did an excellent job on a fantastic demonstration. Oh, but I suppose you don't want to hear anything about it since you'd prefer to bash and argue amongst yourselves. Nevermind that I brought up the subject.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ AEO.5 (GEnie)

2691. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-14 04:20:37 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Feb14.042037.32676@rchland.ibm.com>
Source record: 210219
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Feb13.180710.14504@umiami.ir.miami.edu>, dlk0ms9s@umiami.ir.miami.edu writes:
|> In article <2375@vall.dsv.su.se>, matt-dah@dsv.su.se (Mattias Dahlberg) writes:
|> > RUNE HYLDMO (runehy@dhhalden.no) wrote:
|> >
|> > : buy Amiga since the Toaster and Scala is around, but the Falcon is also
|> > : able to do the same if just someone develops hardware like the Toaster
|> > : for it.
|> >
|> > Hah! So you mean that the Amiga couldn't be a MIDI-computer (like the ST)
|> > if "someone develops" software like Cubase and Finale for it? That's the
|> > same thing really.
|> >
|>
|> Actually, the reason that the Amiga could never really make it, even if
|> Cubase was made for it is the lack of a STANDARD MIDI interface. There are
|> at least 4 out there I have seen and all approach it from a different angle.
|> Sinne there is no standard, the software would have to be written to use each
|> one or people would have to buy another (if they already own one) Midi
|> interface!
|>

Well, then the Falcon can't have a Toaster since it doesn't have
a standard Video Slot.

|> /^^\
|> [Mark Santora]
|> [DLK0MS9S@umiami.ir.miami.edu]
|> [GEnie : M.SANTORA2 Look with more than your eyes...]
|> ____/
|>

--

Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **

2692. Japanese and Chinese on the ST

Newsgroup: comp.sys.atari.st
Date: 1993-02-14 05:51:32 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C2FC9w.M9C@ecf.toronto.edu>
Source record: 210226

I am sorry to have to resort to this, but I was unable to reach certain helpful persons through E-mail (this system doesn't seem to recognize them).

Anyways, I am interested in getting any chinese or japanese word processor for the atari ST.

CHINDEX was a nice programme, but I really can't see the point in it. Looking up characters through strokes to find pronounciation or vice-versa seem rather useless to me. (ie what is the point, anyone who knows the language will know those anyways).

Then there was an interesting programme from a Mr. Jin LiWen. It looked promicing, but the doccumentation took too much knowledge for granted. I still don't know what a GB-format file is, nor what HXYZ is or does. So the programme is not too useful to me. Any light that can be shed on the subject would be greatly appreciated.

Even though there SEEM to be programmes to display certain characters, there seem not to be any programmes to do any real word-processing like activities on the ST in either Japanese or Chinese.

Any help is appreciated --greatly!

2693. Re: ATARI UUCP, DOES IT EXIST

Newsgroup: comp.sys.atari.st
Date: 1993-02-14 07:21:06 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.Zyk_eJpqBb2@elfhaven.ersys.edmonton.ab.ca>
Source record: 210160

In <John_Collis.8nje@equinox.gen.nz>, Johnc writes:

[> David Hunt (dhunt@infocom.co.uk) wrote:
[>
[> : Is there a package available for the ATARI (ST, TT, etc) which can be used
[> : for UUCP connections, using the standard operating system. If there are
[> : packages where can they be ftp'ed from.
[>
[> There are a number of packages. Have a look at Hermes and Mercury both which
[> should be available from atari.archive.umich.edu or cs.ruu.nl
[> Cheers,
[> JohnC
[> --
[>
[> --
[> John_Collis@equinox.gen.nz (JohnC at equinox networks)
[> --

Actually, you should forget about Mercury. It is very out-of-date. On the
other hand, Hermes UUCP is an excellent package that is still being updated
regularly. It does a *lot* of stuff that Mercury never did. It really is
a very good program, and well worth registering.

--
Regards,

<< +-+ >>
<< Michel Forget >>
<< ~~~~~~ >>
<< mforget@elfhaven.ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< My cat worships the Sacred Halogen Torchiere! >>
<< -- >>

2694. Re: Warp 9 - Extendo Save Screen Savers -

Newsgroup: comp.sys.atari.st
Date: 1993-02-14 09:16:14 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1ll2kuINNsfa@phakt.usc.edu>
Source record: 210239

In article <1li0j1$dv9@msuinfo.cl.msu.edu> molin@ptb.cl.msu.edu (Michael Olin) writes:

>I've seen W9 v3.75 screen savers used on a Viking Moniterm monitor and
>can say that only a few of them seem to work as expected. The built-in
[stuff deleted]

Has anyone seen Warp9 screen savers work in MiNT????

On my system, all it does is draw a black screen and hang.

> =-=
> ||| Sing a happy tune and
> molin@ptb.cl.msu.edu ||| happy dancers will join
> Canton, Michigan USA / | \ your trip. -T. Golas

-MikeB

2695. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-14 09:27:07 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1ll39bINNssd@phakt.usc.edu>
Source record: 210240
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Feb13.161844.8915@mpifr-bonn.mpg.de> mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst) writes:

>The program basically does the following:
[description deleted]

If that is the way that the program runs, then won't the time saved
by caching the MOV command be equal to the time saved by having all the
NOP commands cached? That way, when you subtract times, it is still accurate
as the NOP should cache as often (if not moreso) than the MOV command.

In fact, regarding the effect of parallelism in the '030, wouldn't
the NOPs experience the same parallelism as the MOV commands (again, perhaps
moreso), so that time lost due to this will be the same for MOV?

In what way does the MOV command take less time than the NOP?

>Regards,
>--
>Michael van Elst
>UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
>Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
> "A potential Snark may lurk in every tree."

-MikeB

2696. WANTED: time.tos OR date.tos TO SET (!) time/date.

Newsgroup: comp.sys.atari.st
Date: 1993-02-14 12:12:57 UTC
From: jogl@merry.imib.rwth-aachen.de
Message-ID: <1lld09INNcj9@urmel.informatik.rwth-aachen.de>
Source record: 210231

hi,

maybe one of the ST-wizards out there can help me:

i'm looking for a command-line tool to SET TIME AND DATE of a ST.
i do have LOTS of TIME.TOS and DATE.TOS tools, but they all can
only READ the time/date.

what i need is something like: "$ settime 14:50" and "$ setdate 15.3.1993"
~~~~~~~~~ ~~~~~~~~~
ANY hint is wellcome ...

--

___ ____________________________________
/ / _____ ! jogl@tolkien.imib.rwth-aachen.de !
__/__/_/ Gl ! RWTH-Aachen, Germany, Europe !
/_/ !_Never_send_a_boy_to_do_a_man's_job__!
~~~~~~~~~

2697. Re: ADVOCACY: New Macs out - Falcon price obsolete?

Newsgroup: comp.sys.atari.st
Date: 1993-02-14 12:23:19 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.148.729692598@dhhalden.no>
Source record: 210245

In article <1ljd5bINNq1@tortoise.cis.ohio-state.edu> tbrown@cis.ohio-state.edu (ted croft brown) writes:
>
>Let me whole-heartedly apologize for my Amero-centrism. I think since
>I quoted Amercan prices I limited it to the usa (sorry!). I know that Macweek
>has a time-lag to get to Europe too!!
>
>Anyway, I alays here how good Atari/Amiga is doing in Europe, but I here
>them from Atari/Amiga people (and sales figures along don't tell the whole
>story). I was wondering if you'd give us *your* insights on how well
>Atari/Amiga/PC/Macs are doing in your area. It just might be a little
>more objective....

Well, Commodore Norway has cut down on their number of emplyees (who doesn't in these times) and Atari have closed their Scandinavian offices wile searching for new distributors (I've heard they have one little distributor serving the music market here and that another bigger deal may be secured later). So, I don't think that neither the Amiga nor the Atari is doing so well up here, but the Mac sure is alive and kicking. Sales are rising and there are plenty of knowlegdeable dealers (my cousin is one of 'em - I get Macs cheap, why do I still stick with Atari?? Guess I like 'em...).

>Someone told me that they just passed new laws stating that all monitors
>must be adjustable and because of that Apple cannot sell the Classic II or
>the Color Classic II in Europe. Do you know anything about that?

The Color Classic will be sold here, I have that confirmed. I haven't heard about that new law at all. Might be a new Swedish thing, though.

>Ted Brown tbrown@cis.ohio-state.edu

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

2698. Re: ADVOCACY: New Macs out - Falcon price obsolete?

Newsgroup: comp.sys.atari.st
Date: 1993-02-14 12:28:55 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.149.729692935@dhhalden.no>
Source record: 210246

In article <1lje0jINNtm@tortoise.cis.ohio-state.edu> tbrown@cis.ohio-state.edu (ted croft brown) writes:

>>Come on, Apples' supply problem is trivial compared to Atari's.
>
>Agreed. Again, I posted mainly from "Mac" mode, more how a Mac user
>would see the world. But, rember, Atari is not the only company with
>supply problems! (Apple is just on a different scale, and soon NeXT
>will have no supply!!! Wahhhhhhhh!)

Ted, as it stands now, Canon will take about 100 of NeXT's employees and make their own brand NeXTstation and the coming NeXT Riscstation. We'll see if they make it.

>Ted Brown tbrown@cis.ohio-state.edu

Jon

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

2699. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-14 13:37:51 UTC
From: laire@klee.uni-paderborn.de
Message-ID: <1llhvfINNbkh@klee.uni-paderborn.de>
Source record: 210232
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

baffoni@phakt.usc.edu (Juxtaposer) writes:

>In article <1993Feb13.161844.8915@mpifr-bonn.mpg.de> mlelstv@specklec.mpifr-bonn.mpg.de
(Michael van Elst) writes:

>>The program basically does the following:
>[description deleted]

> If that is the way that the program runs, then won't the time saved
>by caching the MOV command be equal to the time saved by having all the
>NOP commands cached? That way, when you subtract times, it is still accurate
>as the NOP should cache as often (if not moreso) than the MOV command.

> In fact, regarding the effect of parallelism in the '030, wouldn't
>the NOPs experience the same parallelism as the MOV commands (again, perhaps
>moreso), so that time lost due to this will be the same for MOV?

> In what way does the MOV command take less time than the NOP?

Nop on the 68030 and 68040(i guess) synchronizes the pipelines....

Regards..
--
Ralph Schmidt laire@uni-paderborn.de
University of Paderborn (Germany)

2700. Re: SPICE Simulation Program Integrated Circuit Emphasis

Newsgroup: comp.sys.atari.st
Date: 1993-02-14 15:13:12 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1llni8E887@uni-erlangen.de>
Source record: 210235
Cross-posted to: comp.sys.atari.st,comp.sys.atari.tech

And there is another program that can be used with SPICE:

The circuit editor CIRCU IT! is able to export the circuit layouts that were generated using the mouse(!) only in a form that can be analysed by SPICE.

So it is very easy to generate the input files for SPICE. You don't need to write long ASCII-files - you just draw the circuit to be analysed.

CIRCU IT! is available from:
Think! Software GmbH
Scharnhorststrasse
8500 Nuernberg 10
Germany

--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

2701. Re: Convert .au files

Newsgroup: comp.sys.atari.st
Date: 1993-02-14 15:18:08 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1llnrgE8aq@uni-erlangen.de>
Source record: 210236

ter5424@ritvax.isc.rit.edu (T-Dub/SGP '93) writes:

>Sorry of this has been asked before (I couldn't see where) but...

>Is there any program out there for the ST that will allow me to convert
>*.au sound files from the UNIX to some sort of ST format to be played on the
>ST? If you can reply by mail, it'd be greatly appreciated.

At the end of february the newest version of FORTUNE for the Falcon
will be placed to atari.archive.umich.edu. Fortune V1.0 will not only
play sound fortunes, it will be able to convert the following file types:
- DVSM
- AVR
- SND
- AU
- WAVE
- RAW data

--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

2702. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-14 16:13:37 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Feb14.161337.3653@mpifr-bonn.mpg.de>
Source record: 210237
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In <1993Feb13.180710.14504@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:
> Actually, the reason that the Amiga could never really make it, even if
>Cubase was made for it is the lack of a STANDARD MIDI interface. There are
>at least 4 out there I have seen and all approach it from a different angle.

Hmm, I just the know a handful of $50-$80 MIDI interfaces that go to the
serial port. I haven't seen a MIDI program that does not use the serial
port either.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

2703. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-14 16:29:50 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Feb14.162950.3920@mpifr-bonn.mpg.de>
Source record: 210234
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In <1ll39bINNssd@phakt.usc.edu> baffoni@phakt.usc.edu (Juxtaposer) writes:
> If that is the way that the program runs, then won't the time saved
>by caching the MOV command be equal to the time saved by having all the
>NOP commands cached? That way, when you subtract times, it is still accurate
>as the NOP should cache as often (if not moreso) than the MOV command.

No. The problem isn't that the cache is faster for opcode fetches but that
opcode fetches and data transfer are done in _parallel_.

> In fact, regarding the effect of parallelism in the '030, wouldn't
>the NOPs experience the same parallelism as the MOV commands (again, perhaps
>moreso), so that time lost due to this will be the same for MOV?

The parallelism is just in the data transfer. The MOVE overlaps with the
previous memory cycles thus hiding the time needed for it. A NOP does not
do memory cycles, so it can't be hidden.

> In what way does the MOV command take less time than the NOP?

It does not take less time. In fact, it even takes longer. The subsequent
numbers are 68020 so the situation might be slightly different for 68030.

case 1:

```
MOVE.L d0,(a0)+ ; 6 clocks for the move
MOVE.L d0,(a0)+ ; 6 clocks for the move parallel to 5 clocks for the write
MOVE.L d0,(a0)+ ; 6 clocks for the move parallel to 5 clocks for the write
MOVE.L d0,(a0)+ ; 6 clocks for the move parallel to 5 clocks for the write
; 5 clocks for the write
```

the last write will of course overlap with the next instruction. Anyway,
the total time taken is 29 clocks. The 5 clocks are A3000 fast memory.

```
MOVE.L d0,(a0)+ ; 6 clocks for the move
MOVE.L d0,(a0)+ ; 6 clocks for the move parallel to 14 clocks for the write
MOVE.L d0,(a0)+ ; 6 clocks for the move parallel to 14 clocks for the write
MOVE.L d0,(a0)+ ; 6 clocks for the move parallel to 14 clocks for the write
; 14 clocks for the write
```

the 14 clocks are for chip memory. the total time taken is 62 clocks. If
you unroll a larger loop and take account for the loop instructions you
will see that the time for the loop runs asymptotically against the longer
of either the 6 clocks for the MOVE instruction or the number of clocks
for the write cycle.

If the memory is faster than 6 clocks you will just see the time for the MOVE.
If the memory is slower you will just see the time for the data transfer.

case 2:

```
NOP ; 2 clocks
NOP ; 2 clocks
NOP ; 2 clocks
NOP ; 2 clocks
```

The time for the NOP loop is independant of any memory cycles. If you now subtract this time say from the time needed for the chip memory MOVE loop you will artificially increase the 'measured' speed as you subtract some estimated overhead that does not exist. This is true for all memory that is slower than the MOVE instruction itself. Even in the case where the memory is faster you must not subtract the time for the NOP but would have to know how fast cycles are to estimate the instruction overhead. Of course, that's what you just want to determine :)

Regards,

--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

2704. Re: Caller ID for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-02-14 17:18:48 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <75614@cup.portal.com>
Source record: 210243

I think the "Straight Fax" fax modem software has caller id, or soon will have. Since I don't have a fax modem or the software I'm not positive. It's been discussed a lot on GEnie and I had the impression St.Fax was ready for it when people got the new Supra fax roms.

Anyone out there with the software? Correct me if I'm wrong, please.

Dave Ninjajr Flory, cupertino.portal.com

2705. Re: *** a couple of things ***

Newsgroup: comp.sys.atari.st
Date: 1993-02-14 17:24:47 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993Feb14.172447.6138@gumby.cc.wmich.edu>
Source record: 210238

In article <1l612nINNc98@ub.d.umn.edu> awest@ub.d.umn.edu (The Piano Man) writes:
> First of all, is there a PD/shareware Pascal compiler out there that works??

There are no PD or shareware Pascal compilers available for the ST that I'm aware of. Personal Pascal is a pretty good option that you can get mail-order for about $60. And they're occasionally posted here used (someone had one here in the last week or two for $10, which is as close to PD as you're going to get!).

Personal Pascal also sometimes goes by the names CCD/OSS/ICD Pascal, and ST Pascal+. Other alternatives are Prospero Pascal at ~$100, and what I consider to be one of the best, HighSpeed Pascal (at ~$120 from Toad). HighSpeed is a fast, mostly Turbo5-compatible system with a nice integrated development environment and hypertext help system.

> I have the two from umich archive, but I can't figure out what to do...(the
> one, PP_DEMO, has German docs, (leider, mein Deutsch ist nicht so gut!) and
> the other, (PascalII) just burps, and complains, and basically doesn't do
> much. Does anyone have docs for these (more complete ones) or a compiler
> that works?!

Pascal II is just an alternative shell for the Personal Pascal compiler, i.e. it gives you a way to run a commandline compiler from GEM more conveniently.

PPP_DEMO is a demo version of the Pure Pascal compiler, marketed in the U.S. by Gribnif (with English menus, but German manual and help system). Advantages over HighSpeed are an integrated source-level debugger, a bit better Turbo compatibility, TP6 oop capabilities, an unlimited number of windows in the development environment, dynamic text scrolling, and a few other nicities. If the manual and help were in English it would be a serious alternative to HighSpeed, but at this point I still prefer HSP.

The retail price for Pure Pascal is $250, but from what I saw in the demo, the environment and editor is fully functional and can load and save files, you can compile and run (and debug). You just can't save object or executable files (or units), and there's no help file (at least in the demo on a.a). So for casual playing around, the PP_DEMO is a very nice free alternative.

On the other hand, if you want something with documentation, you're going to have to buy something.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

2706. Free (almost) Software

Newsgroup: comp.sys.atari.st
Date: 1993-02-14 17:37:41 UTC
From: ritz@ritz.mordor.com
Message-ID: <930214602@ritz.mordor.com>
Source record: 210158

I was digging through my closet today (finally becoming a landowner
and moving) and I found a bunch of old Atari stuff. I will give
all the software titles away for US$3 each. I figure that is about
what it will cost to ship plus enough to buy one cold beer. :)
The only caveat is that I cannot find any of the manuals (probably gave
em away when I got rid of the ST). I have these games:

Ogre
Skyfox
High Roller
Silent Service

I also found the EZRAM II software disk that came with my
RAM upgrade. Whoever wants this, can have it for $2.

Why am I doing this? Well, I'm from the school of thought that
it is shameful to toss out a good book. Software is just the
electronic equivalent of a book so I'd hate to see the disks
go to waste if somebody wants 'em.

I'll give the disks to the first person/people who offers me
the $3/disk or the best offer after a few days.

Also, if somebody who lives in New York City or northern NJ
wants to pick them up, he/she can have the whole lot for free.
(Well, you can bring me a cold beer. <grin>)

Oh yeah, I have about 60 blank 720k diskettes that I used with
my ST. Anyone who wants those can take them for $0.25/each.

Regards,

Chris

--
Christopher Mauritz | My views reflect those of my
ritz@ritz.mordor.com | company since I own the company.
{backbone}!rutgers!spcvxb!ritz!ritz | Ritz International, Inc.
OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 | Import/Export Consultants

2707. Re: ADVOCACY: New Macs out - Falcon price obsolete?

Newsgroup: comp.sys.atari.st
Date: 1993-02-14 18:45:06 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1lm3vilNN3pu@tortoise.cis.ohio-state.edu>
Source record: 210179

In article <jonal.149.729692935@dhhalden.no> jonal@dhhalden.no (JON ARVID LOVSTAD) writes:
>In article <1lje0jINNtm@tortoise.cis.ohio-state.edu> tbrown@cis.ohio-state.edu (ted croft brown) writes:
>>Agreed. Again, I posted mainly from "Mac" mode, more how a Mac user
>>would see the world. But, rember, Atari is not the only company with
>>supply problems! (Apple is just on a different scale, and soon NeXT
>>will have no supply!!! Wahhhhhhhh!)
>
>Ted, as it stands now, Canon will take about 100 of NeXT's employees and
>make their own brand NeXTstation and the coming NeXT Riscstation. We'll
>see if they make it.

Unfortuanately, it is not confirmed weather Cannon will continure to make
NeXT hardware. I hope they will, and since Cannon recently entered the
compter market (selling '486's) I think they might want to make a workstation
and thus make the NeXT designed PowerPC workstation (able to run PowerOpen
Taligent and NeXTStep), and I have already heard rumors to this extent.

On the lighter side, NeXT said they had enough machines to fill orders
till May 25, but several large companies placed huge orders and they had
to reopen the factor and make more!! A shame that all is going well, *after*
they get out of hardware. I hope Cannon does take this as a signal to
contiue to produce black hardware...

>Jon Lovstad | Sorry, but this part of my .sig file has been
>jonal@sofus.dhhalden.no | retconned by DeFalco...
--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

2708. Why are Atari peripherals so expensive?

Newsgroup: comp.sys.atari.st
Date: 1993-02-14 19:48:22 UTC
From: ortega@cactus.org
Message-ID: <1993Feb14.194822.4084@cactus.org>
Source record: 210244

Why are Atari peripherals so expensive?

Best Buy is selling the Dexxa International hand scanner
for $84.77.

My latest Toad Computers catalog lists the Golden Image
hand scanner for $199 and the Migraph hand scanner for $259.

Why is there such a huge price difference?

Has anyone any idea how to modify the Dexxa scanner for
ST use?

It's getting really tempting to not wait for the Falcon and
to go clone instead in spite of my bias against the Intel
platform.

--
Paul Ortega | "While looking for the men's room,
2015 Cedar Bend Dr., #1105 | VP Dan Quayle stepped into the Quantum
Austin, TX 78758 | Leap Accelerator and vanished....."
ortega@cactus.org ----------

2709. Re: Co-processor chip capabilities???

Newsgroup: comp.sys.atari.st
Date: 1993-02-14 20:36:46 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb14.203646.12535@mnemosyne.cs.du.edu>
Source record: 210241
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> Line-F emulator, _FPU cookie

If you had a line-f emulator, wouldn't you just set the cookie to
indicate a hardware 68881/2 using the coprocessor interface? The whole
point of the emulator is to make it appear as though the hardware is there
even when it isn't. (I'm assuming we're talking about a resident emulator.)

If there was a need to let programs know whether they're getting emulated
68881/2 or The Real Thing, then maybe a bit in the lower word of the
cookie value should be defined. The docs I have indicate that the low
word is reserved for describing software FP support. (I have this feeling
that Atari has already done this, but I can't find my most recent newsletter.)

--
==
- Ian Lepore | Describing recent staff cutbacks, CNN reported, "The White
ianl@bix.com | House Office of Drug Abuse Policy took the biggest hit."
==

2710. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-14 20:38:04 UTC
From: mueller@cs.ubc.ca
Message-ID: <1lmajcINNfnf@cobra.cs.ubc.ca>
Source record: 210164
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Feb13.180710.14504@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:
> Actually, the reason that the Amiga could never really make it, even if
>Cubase was made for it is the lack of a STANDARD MIDI interface. There are
>at least 4 out there I have seen and all approach it from a different angle.
>Sinne there is no standard, the software would have to be written to use each
>one or people would have to buy another (if they already own one) Midi
>interface!

I don't know about that. I bought a MIDI interface for my Amiga. I bought MIDI software for my Amiga. They work together. Every MIDI interface I'm aware of for the Amiga uses the serial port. Every MIDI package for the Amiga uses the serial port. Seems pretty standard to me. I think you're wrong on this one.

>[Mark Santora]

stephan();

2711. Atari Explorer On-line issue #0203

Newsgroup: comp.sys.atari.st
Date: 1993-02-14 21:32:38 UTC
From: jmillar@thomas.helios.nd.edu
Message-ID: <1993Feb14.213238.20354@news.nd.edu>
Source record: 210170

Hello! I was wondering if anyone could either: a) Send Atari Explorer On-Line issue #0203 to atari.archive, or b) Give me the name of an ftp site that has this issue.

I really would like to see the included 640x480 16 color GIF of the new desktop that is included with this issue. Thanks in advance.

--
Jay T. Millar - Department of Electrical Engineering - |||
jmillar@rodin.helios.nd.edu University of Notre Dame |||
"Quick to judge, quick to anger, slow to understand; Ignorance and / | \
prejudice and fear walk hand in hand." Neil Peart, Witch Hunt

2712. ST,Falcon -Good for yer health

Newsgroup: comp.sys.atari.st
Date: 1993-02-14 22:12:16 UTC
From: m92mmy@tdb.uu.se
Message-ID: <1993Feb14.221216.2237@tdb.uu.se>
Source record: 210242

Well, at least you Atari-people have a tradition
of writing demos, like us Amigans.

You won't get _that_ on a Mac, all you get is a hold-your-hand-til-you-die-GUI,
a kludge of programs and millions of fellow Mac (L..ooops) users who likes to think that
"shift-right" has something to do with their keyboard. I mean, there are even PC-freaks
out there who knows how to code...

So, there's actually _something_ that's not bad about Atari & Atari-users :)

Hey, are the hardware-refs for the Falcon-hardware available to the public ?

(Commodore won't give us the HW-Ref of the new Amiga-architectures,
not that it matters much; even a mediocre coder can force that wall :(

/Mattias

____
Mattias Myrberg

m92mmy@bellatrix.tdb.uu.se

2713. Re: Profibuch (was Julian Reschke involved...)

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 00:14:39 UTC
From: marshall@cs.uq.oz.au
Message-ID: <12053@uqcspe.cs.uq.oz.au>
Source record: 210247

In <C24quo.LnH@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:

>In <1993Feb5.170233.25919@news.th-darmstadt.de>
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:

>>In article <11858@uqcspe.cs.uq.oz.au> marshall@cs.uq.oz.au writes:
>>>I have learned a L-I-T-T-L-E bit of German, but looking up every few word in
>>>a dictionary is VERY tedious, and after n hours one just gives up! Anyway,
>>>you would need a damn good and expensive German-English dictionary! I find I
>>>can cope for short docs, but a book??!!
>>Well the Profibuch is like an encyclopedia (sp? word???), you don't read it
>>from page 1 to page 1400, but rather just check out a few pages at a time.

>Oh no? Well at least _I_ did!

>>Espcially if you just want to know what Malloc returns exactly, I think I
>>could even cope with French.

>>Nat!
>>--
>> ----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
>> "Bang that bit that doesn't bang"
>>Album of the month: Waltari - Torcha! VfL Bochum: "Unabsteigbar"

>Sander SToks
>sanders@sci.kun.nl

Ich auch kann mit franz"osisch fertig machen. Aber wie schrecklich mein
Deutsch ist! You see what I mean!! :)

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

2714. Re: Compressing nethack 3.1

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 02:03:52 UTC
From: jbunch@nyx.cs.du.edu
Message-ID: <1993Feb15.020352.25757@mnemosyne.cs.du.edu>
Source record: 210248

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>In <1993Feb4.144252.9481@informatik.uni-bremen.de>, Christoph Koerner writes:
>> I recieved several requests to put a compressed, self-extracting
>> binary of nethack 3.1 on our server for all those floppydisk-only
>> users. Well, yesterday I tried to compress it, but without success.
>> The program would crash when started after packing. The packers I
>> tried were

>I hope you're not suggesting that people with 1M will be able to run this
>when it's compressed...

>You'll need at least 2M of RAM for a version with all the options left
>in (the binary I built yesterday is about 1019k or so). You'll probably
>need 4M for a pfxpak'd version (since it'll have to load the compressed
>file, then unpack it to another region of memory).

>Does anyone have any suggestions on getting the size down to something
>1M users can deal with?

Sure, dont include any options.. ;-)

John

--
John B Bunch * * * I don't want the world, I just want your
280 Quail St. 1st Floor * * * half.... -TMBG
Albany, NY 12208 * * * jbunch@nyx.cs.du.edu
(518) 436-3810 * * * Proud Albany has Gay Rights!

2715. Re: Midimaze 2 again.

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 02:51:01 UTC
From: rincewind@discworld.oche.de
Message-ID: <2b7ebf22c9226@discworld.oche.de>
Source record: 210131

In <1997@enst.enst.fr>,
elendir@inf (elendir@inf.enst.fr) wrote:

e> Hi !
e>
e> Someone recently sought the midimaze docs. I m looking for a maze
e>editor/creator. Does someone have this ?

Yes, I have :-)

Midimaze is SHAREWARE, and the maze-editor is available to registered
users only !

cu
Michael
--
Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3
IRC: Rincewind
"Five exclamation marks, the sure sign of an insane mind."
(Terry Pratchett, Reaper man)

2716. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 03:47:34 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12059@uqcspe.cs.uq.oz.au>
Source record: 210250
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

cstadge@csv.warwick.ac.uk (Mr G R Douglas) writes:

>To go from any of the colour resolutions to mono has always
>required a hard reboot, whether caused by turning the machine off and going
>to high res, or raising the line on the monitor port, causing the interupt
>controller chip to do a hard reboot, having the same effect as turning the
>machine immedialty on then off again

Even this is unnecessary. Back when I only had a Mono monitor and a TV,
I programmed in mono, then ran the program, and it printed up "unplug monitor",
which I would do, then it would procede... requesting the monitor be
replugged when finished. It simply requires grabbing the monochrome-detect
vector.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2717. Re: How many TT's are there?

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 03:59:50 UTC
From: ekrimen@wet.UUCP
Message-ID: <5323@wet.UUCP>
Source record: 210112

In article <H.ea.KTN_&kJcDxg@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <1993Feb09.000557.127677@zeus.calpoly.edu>, Steve Miller writes:
>>
>> I was told that I am one of around 650 TT users in the US how many
>> are there in the rest of the world?
>
>That might be a _really_ optimistic count. The last I heard there were
>_300_ TTs in all of North America.

I'm curious to know where both of you get your figures.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ AEO.5 (GEnie)

2718. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 04:31:02 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ln6a6lNN9qk@golem.wcc.govt.nz>
Source record: 210151
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

Buy a PC for MIDI!? HAHAHA! In case you didn't know, the Falcon has
MIDI built in, it also doesn't require the addition of a $300 card!
And- there is *decent* software available for it!

> Not many will buy the Falcon for MIDI - they'll by Mac or PC. Not many
> will buy the Falcon for DTV - they'll buy Amiga or Mac. Not many will
> buy the Falcon for WP, DTP, 3D-modelling, etc. Atari is out.

Any reasons!? Or is this just purely 'I don't like atari, so therefore
it must be junk' message!?

□
Contrary to popular belief, money IS everything! |||
To cause a catastrophic disaster, you need a computer! ||| TARI
If several things can go wrong, the one that will / | \
cause the most damage, happens first! At least it goes!
WELLS_S@KOSMOS.WCC.GOVT.NZ□

2719. Re: Spectre on Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 04:36:50 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1In6l2INN9qk@golem.wcc.govt.nz>
Source record: 210152

> What hasn't been answered is an obvious question. will the software be
updated so that a current spectre cartridge will run on a falcon? If not,
no falcon for me.

The Falcon has a different cartridge port, so why bother!?

The previous-to-falcon machines wouldn't be able to handle to sort
of resolutions the Mac' is displaying these days (basically VGA).

WHy would anyone want to Emulate a Mac-Plus, on a Falcon!? There will
be disk-drivers being made probably as we speak, to read Amoeba, and

Macintosh disks (among others) on the Falcon.

The Spectre 4.? If Dave Small ever x
decides it will be worth doing, will almost definitely support colour
(he'd be mad not to...) In which case, why emulate a Mac-Plus, when
you can Emulate a Mac LC-II at pretty much the same speed, same resolution,
and same capability!? (Of course the Falcon is capable of much more,
but it's all there!)

Buying a Falcon just to run Spectre GCR on it would be pretty dumb
any-way! You should be able to get a Mac-Plus for the price of the
Falcon, so get the real thing!

□
□ Contrary to popular belief, money IS everything! ||| □
□ To cause a catastrophic disaster, you need a computer! ||| TARI □
□ If several things can go wrong, the one that will / | \ □
□ cause the most damage, happens first! At least it goes! □
□WELLS_S@KOSMOS.WCC.GOVT.NZ□
□

2720. Re: FALCON030 MOD PLAYER

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 04:38:39 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ln6ofINN9qk@golem.wcc.govt.nz>
Source record: 210153

> Here is the uuencoded version pf a modplayer for the Falcon 030 by Griff
> Electronic Images, I've tested it & it sounds well cool......works with
> well!

Thanks for that! (No use to me personally but......) However, some
people have to pay for such posts, so, stick UUencoded binaries
in the comp.binaries.atari.st group, that way if people don't want
to pay the extra, they don't have to!

This (I think) is the player that plays at 50Khz, 16-bit! WHich would
sound well-awesome!

□
□ Contrary to popular belief, money IS everything! ||| □
□ To cause a catastrophic disaster, you need a computer! ||| TARI □
□ If several things can go wrong, the one that will / | \ □
□ cause the most damage, happens first! At least it goes! □
WELLS_S@KOSMOS.WCC.GOVT.NZ□

2721. Re: ATARI LYNX

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 04:43:15 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ln713INN9qk@golem.wcc.govt.nz>
Source record: 210154

On the subject of Lynx's, my copy of California Games seems to have
a (?) problem. With the Skating (Half-pipe), pushing up & down
to increase speed seems to have absolutely no effect whatsoever!

Any ideas!? (Other-wise, I can't do anything with this one!)

I also have:/

Slime-World
Ms Pac Man (yay.... 8-)

Rampage (GREAT!)
Robo-Squash

I've also got the official Lynx-adaptor & carry-pouch!

(Unfortunately, I have the old-model Lynx....)

Any-one who wants to sell me some cheap cartridges, go ahead! 8-)
(Toki, Rygar, Rampart, are all prime candidates....)

□
□ Contrary to popular belief, money IS everything! ||| □
□ To cause a catastrophic disaster, you need a computer! ||| TARI □
□ If several things can go wrong, the one that will / | \ □
□ cause the most damage, happens first! At least it goes! □
WELLS_S@KOSMOS.WCC.GOVT.NZ□

2722. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 04:46:31 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ln777INN9qk@golem.wcc.govt.nz>
Source record: 210155

Resolution switching only involves running the processes after
the AUTO-folder loading.

E.g. Switches into new resolution, re-loads accessories so they are
configured for the new resolution, and reload the NEWDESK.INF (presuming
that's what the Falcon uses for a DESKTOP.INF file) for location of
icons etc.

All non-reset-proof programs usually stay-put! (e.g. Warp-9, UIS_III,
RAM-Disks....)

I know I'm replying to the wrong person, but I've picked up half-way
through the thread!

□
□ Contrary to popular belief, money IS everything! ||| □
□ To cause a catastrophic disaster, you need a computer! ||| TARI □
□ If several things can go wrong, the one that will / | \ □
□ cause the most damage, happens first! At least it goes! □
□WELLS_S@KOSMOS.WCC.GOVT.NZ□
□

2723. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 05:00:34 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ln81ilNN9qk@golem.wcc.govt.nz>
Source record: 210159
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

```
> That should be able to give you enough controls to do a proper SFII or
> Mortal Kombat or whatever. Then again, even if it doesn't come out for
> Falcon, it'll still be more than likely that it will come out for the Ja

The 12-button (20!?) is supposed to work on the Falcon. If Street
Fighter 2 supports it on the Falcon (if it gets converted), I'd be
surprised!
```


□
□
□

2724. Re: problems compiling nethack3.1

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 05:17:41 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12062@uqcspe.cs.uq.oz.au>
Source record: 210165

ach@informatik.uni-kiel.dbp.de (Achim Held) writes:

>I have some trouble compiling nethack3.1 on my 4MB-ST:
>At the first file I try to compile, monst.c, gcc stops with
>the error message

>monst.c:2541: virtual memory exhausted

>I have removed all resident programs, so I have nearly the full
>4MB free, but this error still shows up. What am I doing wrong?

1. You have your shell running.
2. You have make running.

Solution:

make -n >temp
source temp

(eg. under Mupfel:

make -n >temp.mup
./temp

)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2725. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 05:56:04 UTC
From: xero@pitt.edu
Message-ID: <3877@blue.cis.pitt.edu>
Source record: 210156
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
: Buy a PC for MIDI!? HAHAHA! In case you didn't know, the Falcon has
: MIDI built in, it also doesn't require the addition of a $300 card!
: And- there is *decent* software available for it!

: > Not many will buy the Falcon for MIDI - they'll by Mac or PC. Not many
: > will buy the Falcon for DTV - they'll buy Amiga or Mac. Not many will
: > buy the Falcon for WP, DTP, 3D-modelling, etc. Atari is out.

: Any reasons!? Or is this just purely 'I don't like atari, so therefore
: it must be junk' message!?

: IMMM

2726. Re: misc

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 06:01:07 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1lnbj3INNa8k@golem.wcc.govt.nz>
Source record: 210161

In article <Feb11.210740.4179@yuma.ACNS.ColoState.EDU>, kfason@lamar.ColoState.EDU (Kevin Fason) writes:
>Also, is there a 1meg EPROM burner for the ST? I have a 512 one, but want a
>1meg, as one I'm thinking of replacing my Supra v.32bis with a ZyXEL, and my
>father can use it... thank you.

Tell me why would you replace a Supra with a ZyXEL...??

I thought they were the same...??

Roger..... sheppard_r@kosmos.wcc.govt.nz

2727. Re: PC DITTO & Falcon first impressions by a new user...

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 06:08:11 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12063@uqcspe.cs.uq.oz.au>
Source record: 210166

neil@cs.hw.ac.uk (Neil Forsyth) writes:

>On a related note, I posted an article on the tech newsgroup a short time
>back concerning a serious bug in the Falcon video hardware and was surprised
>that there was next to no response. I know there aren't that many Falcons
>about but it looks like nobody cares.

Okay, I don't have a Falcon, but I found your (Neil's) description of
the "serious bug" to be pretty odd. You described how such-and-such
direct hardware manipulation didn't work on the Falcon, while it did
work on the ST. There is an XBIOS call, Setscreen, that does what you
wanted to do [I think]... but you know that. I can't see how direct
access to the hardware's screen-access addresses would find approval
from Dave Baggett! :) [I'm assuming Neil used such screen code in GWB]

If I have mis-remembered you posting, appols!

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2728. Re: comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 06:24:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1Incu0INNa8k@golem.wcc.govt.nz>
Source record: 210162

In article <C28ru3.4p9@news2.cis.umn.edu>, davidli@simvax.labmed.umn.edu writes:
>In article <728646456.12860@hitech.com.au>, matthew@hitech.com.au (Matthew Smith-Stubbs)
writes:
>
>After the file has been decoded, you will generally have a binary archive file,
>which you can transfer to your ST.
>
>There is also a uudecode for the ST which works in a manner similar to the one
>I described for the uudecode I have at work. Check for it on the
>atari.archive.umich.edu. It should be in the Archivers directory.
>
>-- David Paschall-Zimbel

David there are 2 very good programs for uudecoding and coding
by Steve Yelvington..

One is called UUCODER1 and the other is APPEND, this chap was on the net last
year but have not seen him for some time, he also updated UUCODER to version
1.1 but then lost the code..

Also note, with his coder/decoder you don't have to remove the headers/trailers
etc, just use his APPEND program...

Here are his mail addresses.....

Steve Yelvington
Box 38
Marine on St. Croix, MN 55047 USA

Internet: steve@thelake.mn.org
UUCP: plains!umn-cs!thelake!steve
Citadel: mast!moundst!thelake!steve
GEnie: S.YELVINGTO2

Roger..... sheppard_r@kosmos.wcc.govt.nz

2729. Atari-TT SCSI-bus problems

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 07:26:43 UTC
From: leo@ahwau.ahold.nl
Message-ID: <C2HBCK.4ou@ahwau.ahold.nl>
Source record: 210163
Cross-posted to: comp.sys.atari.st,comp.periphs.scsi

I am experiencing some weird problems on my atari-TT's SCSI-bus.
I am experiencing some strange problems on the SCSI bus of my TT. I have
the following configuration:
Internal: Seagate harddisk 40Mb (terminated)
External: Maxtor harddisk 80Mb (last in chain and terminated)
Tandberg tapstreamer (not terminated)

Whenever my TT is running for a few hours in this configuration, data
writes to the maxtor get erroneous. That means, I get no errors from the
drive but 1 or more bits in a data block are wrong. I even tried enabeling
the parity check but that will give me no parity errors.
The problems disappear when the Tandberg is disconnected. The problem never
shows up on the internal drive.
The external cable is a 25pin sub-d connector (Mac. SCSI cable) the maximum
length (from TT to the Maxtor) is about 70cm. The chip driving the bus
is an NCR5380.

It seems to me that everything is within the SCSI spec's and I can't
figure out why this won't work.

Regards, Leo.
--
Leo Weppelman @ Albert Heijn bv, UUCP: ....!hp4nl!leo@ahwau.ahold.nl
Winkelautomatisering Internet: leo@ahwau.ahold.nl
Ebbehout 31, 1507 EA Zaandam. Phone: +31 75 593938 Fax: 351240

2730. How Many TT's in the world?

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 08:54:23 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1993Feb15.085423.20927@ucl.ac.uk>
Source record: 210167

Well, there's one in my home.

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

2731. Are there hardware MS-DOS emulators for a TT?

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 09:13:17 UTC
From: kunstm@prl.philips.nl
Message-ID: <1993Feb15.091317.18376@prl.philips.nl>
Source record: 210176

A friend of mine has a TT (I still have a ST which is fine to me). Now he needs to run MS-DOS (he doesn't want to, but he has to). He now has two options:

1) add a PC-card and keep going atari.
2) go into the strange world of MS-DOS by buying a clone.

I'd like to stop him from buying DOS, so my question is: are there any good hardware MS-DOS emulators for a TT, something like a 386SX board?

Mark

2732. Encryption for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 10:01:44 UTC
From: cj195@cleveland.Freenet.Edu
Message-ID: <1lnpm8INN392@usenet.INS.CWRU.Edu>
Source record: 210168

There is a file, pgp21.zip in the public domain which allows public key encryption for the Atari ST. It is a port from other systems.

Does anyone know where I can get a copy? I've already tried the archive at the University of Michigan and an ftp site at ftp.uni-kl.de without success.

I've used ARCHIE to no avail. Lots of pgp21.zip. Nothing for the ST. But I know its available because it used to be at ftp.uni-kl.de.
--

--------- All my opinions are tentative pending further data. ---------
------------ John W. Redelfs, cj195@cleveland.Freenet.edu -------------

2733. Re: Midimaze 2 again.

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 10:05:47 UTC
From: elendir@inf.enst.fr
Message-ID: <2044@enst.enst.fr>
Source record: 210177

Rincewind said :

] Midimaze is SHAREWARE, and the maze-editor is available to registered
] users only !

Okay. I don t use it anymore anyway. As soon as there are two or more TT s on the net, the midi network goes crazy.
Did someone had this problem also ? I guess time outs are faulty on 030 hardware.

Vincent.

--

In memoria di mori di Furiani.

2734. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 10:22:47 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.64.729771767@dhhalden.no>
Source record: 210180
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Feb14.042037.32676@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>From: ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado)
>Subject: Re: A1200/4000 v. Falcon 030 FAQ
>Date: 14 Feb 93 04:20:37 GMT
>In article <1993Feb13.180710.14504@umiami.ir.miami.edu>, dlk0ms9s@umiami.ir.miami.edu writes:
>|> In article <2375@vall.dsv.su.se>, matt-dah@dsv.su.se (Mattias Dahlberg) writes:
>|> > RUNE HYLDMO (runehy@dhhalden.no) wrote:
>|> >
>|> > : buy Amiga since the Toaster and Scala is around, but the Falcon is also
>|> > : able to do the same if just someone develops hardware like the Toaster
>|> > : for it.
>|> >
>|> > Hah! So you mean that the Amiga couldn't be a MIDI-computer (like the ST)
>|> > if "someone develops" software like Cubase and Finale for it? That's the
>|> > same thing really.
>|> >
>|>
>|> Actually, the reason that the Amiga could never really make it, even if
>|> Cubase was made for it is the lack of a STANDARD MIDI interface. There are
>|> at least 4 out there I have seen and all approach it from a different angle.
>|> Sinne there is no standard, the software would have to be written to use each
>|> one or people would have to buy another (if they already own one) Midi
>|> interface!
>|>
>
> Well, then the Falcon can't have a Toaster since it doesn't have
>a standard Video Slot.
>
>|> /^^\
>|> [Mark Santora]
>|> [DLK0MS9S@umiami.ir.miami.edu]
>|> [GEnie : M.SANTORA2 Look with more than your eyes...]
>|> ____/
>|>
>
So maybe it can't have a toaster, well thank god cos it's so expencive;)

There will be cheeper and maybe as good hardware for it I think. The Toaster is Impressive, but far from the best I have seen. It can be done better perhaps even cheeper.

Greets

Rune H.

2735. Re: Co-processor chip capabilities???

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 10:32:48 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <C2HJyp.437@cs.bham.ac.uk>
Source record: 210169
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1lha5tINN69g@elroy.jpl.nasa.gov> (Howard Chu) writes:
>In article <1993Feb9.173012.19228@csi.uottawa.ca> (Chris Browne) writes:
>>Pure C does have support for the math coprocessor; GCC has support for
>>the TT (and presumably Falcon) 68881 installations. Unfortunately, on
>>the Mega ST, the coprocessor is installed differently, and fairly

Mega STE presumably

>>incompatibly.
>
>All of the co-processor add-ons I've seen are compatible with the Atari
>SFP004 specification, which is supported by the GCC library. In total,
>the GCC library implements floating point arithmetic 3 different ways -
>plain 68000 code, SFP004 compatible code, and native 68881 code (which
>is really only usable by 68020 or 68030-based systems).

Similarly Lattice C. The manual defines (my memory's rusty) a floating
point mode (is the FPU memory-mapped onto the CPU address space???)
which works on SFP004s and Mega STEs and TTs and (prob.) Falcons.

This means of course that only one program can use the FPU at a time,
so no DAs. Is this a seriously dumb idea or what?

I hope I'm wrong about all this, but I recall warnings not to use FPUs
in 'resident' programs in the Lattice docs.

-- Chris Ridd -- C.J.Ridd@uk.ac.bham.cs

"'It's going to look pretty good, then, isn't it,' said War testily, 'the One
Horseman and Three Pedestrians of the Apocralypse.'" - Sourcery

2736. TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 10:47:05 UTC
From: ricquebo@irisa.fr
Message-ID: <1993Feb15.104705.20762@irisa.fr>
Source record: 210183

Some retailers can provide you with TOS 2.06 roms (or eproms), and even to install it in a "old" STF or MEGAST (just by using a extra driver component to deal with such a different ROM system)

But does anyone know if this system is also available on disk ?

=======================================
ricquebo@irisa.fr
=======================================

2737. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 10:56:29 UTC
From: matt-dah@dsv.su.se
Message-ID: <2384@vall.dsv.su.se>
Source record: 210192
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:

: Buy a PC for MIDI!? HAHAHA! In case you didn't know, the Falcon has
: MIDI built in, it also doesn't require the addition of a $300 card!
: And- there is *decent* software available for it!

I surely know that the Falcon is suitable for MIDI. The question is,
will people in general know it? The PC is used for MIDI a lot *today*,
even though the hardware isn't the best. That's the way it is. Many
people (not saying ALL people) will stick to their Windows, not caring
about that Atari has released a new computer.

: > Not many will buy the Falcon for MIDI - they'll by Mac or PC. Not many
: > will buy the Falcon for DTV - they'll buy Amiga or Mac. Not many will
: > buy the Falcon for WP, DTP, 3D-modelling, etc. Atari is out.

: Any reasons!? Or is this just purely 'I don't like atari, so therefore
: it must be junk' message!?

I have nothing against Atari. I just think that people really don't care
about what Atari is up to these days.

--

==
= Regards = email: = 1280x512x262000+ =
= Mattias = matt-dah@dsv.su.se = I love it. =
==

= If we don't *buy* our programs, there soon won't be =
= any new software for the Amiga. Obvious, is it not? =
==

2738. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 10:57:48 UTC
From: matt-dah@dsv.su.se
Message-ID: <2385@vall.dsv.su.se>
Source record: 210193
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

Josh Karabin (xero@pitt.edu) wrote:

: People will overlook the Falcon when it comes to MIDI for the same
: reason that people will overlook the Amiga when it comes to Video.
: They're convinced that the only real computers in existence are Clones
: and Macs. End of story. People will look at the Falcon and say "but it's
: not Mac/PC compatible" and sales will be lost...

You got it!

--
==
= Regards = email: = 1280x512x262000+ =
= Mattias = matt-dah@dsv.su.se = I love it. =
==

2739. Re: Convert .au files

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 11:36:30 UTC
From: jogl@merry.imib.rwth-aachen.de
Message-ID: <1lnv7uINN8ev@urmel.informatik.rwth-aachen.de>
Source record: 210171

In article <1llnrgE8aq@uni-erlangen.de> mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>ter5424@ritvax.isc.rit.edu (T-Dub/SGP '93) writes:
>>Is there any program out there for the ST that will allow me to convert
>>*.au sound files from the UNIX to some sort of ST format to be played on the
>>ST? If you can reply by mail, it'd be greatly appreciated. ~~~~~~~~~~~~~~
>~~~~~
>At the end of february the newest version of FORTUNE for the Falcon
...
> Harald Schoenfeld | I'm sorry Dave,
> (mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

sorry, but i think the ~~~~~~~ is THE point. we all know about
Falcon's DSP, but how about the good old STs ?

--

```
___ ____________________________________
/ / _____ ! jogl@tolkien.imib.rwth-aachen.de !
__/__/_/ Gl ! RWTH-Aachen, Germany, Europe !
/_/ !_Never_send_a_boy_to_do_a_man's_job__!
```

2740. Re: Convert .au files

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 11:56:47 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1lo0dvE1aj@uni-erlangen.de>
Source record: 210175

jogl@merry.imib.rwth-aachen.de (Joachim Glaubrecht #Alwd#) writes:

>In article <1llnrgE8aq@uni-erlangen.de> mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>>ter5424@ritvax.isc.rit.edu (T-Dub/SGP '93) writes:
>>>Is there any program out there for the ST that will allow me to convert
>>>*.au sound files from the UNIX to some sort of ST format to be played on the
>>>ST? If you can reply by mail, it'd be greatly appreciated. ~~~~~~~~~~~~~~
>>~~~~~
>>At the end of february the newest version of FORTUNE for the Falcon
>...

>sorry, but i think the ~~~~~~~ is THE point. we all know about
>Falcon's DSP, but how about the good old STs ?

The DSP has nothing to do with this at the moment (sigh...): Everything
is done by the CPU ;-)

A program that is useful for the ST is SOX from atari.archive.umich.edu. But
I don't know which formats can be converted with this program.
--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

2741. Re: Atari formats PC better than PC

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 11:58:53 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1993Feb15.115853.24524@olymp.informatik.uni-bonn.de>
Source record: 210200
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Feb9.120347.7040@cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>My PC at work reads ST formatted disks fine as long as the first three bytes
>of the boot sector are EB 34 90. This even works for 10SPT disks since DOS 5
>does not seem to mind. However my PC at home, also running DOS 5, reads ST
>disks really slowly and sometimes gets errors.

This is most likely a BIOS problem. I would guess that you have an AMI BIOS
in your PC at work [works fine with many disk formats] and a Phoenix BIOS at
home [complete crap].

I have never seen a DD vs HD drive problem on 3.5" disks though. I am familiar
with the problem you described on 5.25" disks, but not on 3.5" ones.

Maybe your HD drive at home isn't jumpered properly and attempts to detect
density by reading in both densities instead of checking the HD hole?

-- Volker

--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

2742. Re: comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 12:04:11 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1993Feb15.120411.24613@olymp.informatik.uni-bonn.de>
Source record: 210101

In article <1993Feb10.173755.6663@oz.plymouth.edu> oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:
>I use uud, a very small program that I got WAY... back in 1987 or so
>when I got my first ST when I copied a dealer's entire set of 10 :-)
>disks of PD shareware/software (Back before I was on the 'net). I was
>able to compile it on our Ultrix machine here and it works great (Very
>portable code).

Indeed!

>All you have to do is cat ALL of the *.uaa etc. files together in
>order and it'll create the binary. It even ignores message headers & such.

Yes, and it also checks for space truncation and seqence characters. It also evaluates a character transposition table, to correct transfer problems that occurred in the old days when most of the Atari binaries had to be transmitted via BITNET/EARN in the EBCDIC character set. Note that you don't have to cat the stuff together if you have the proper filenames.

> Can't remember who wrote it... Moshe Braner (sp?) ??

No, it was Jean-Pierre Dumas [hence the name "Dumas uuencode"].
There is also a uue to go with it, that creates the table and optionally splits the uuencoded output.

-- Volker
--
Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

2743. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 12:09:08 UTC
From: snail@lsl.co.uk
Message-ID: <1993Feb15.120908.3087@lsl.co.uk>
Source record: 210172
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <3L9HyB1w165w@lakes.trenton.sc.us>, mr_scary@lakes.trenton.sc.us (Chris Hurley) writes:
> bgilbert@cs.washington.edu (Ben Gilbert) writes:
> [All falcon stats deletd]
> It is interesting how they refer to a "True Color" mode. I am fairly
> sure that it is not 24 bit color. I would not call 262k colors true
> color.

24 bit = 16 million colours. Your eye cannot see that many colours.
256,000 colours. Your eye cannot see that many colours.

Spot the difference?

Your eye can see approx 40 intensity levels for each of Red, Green and Blue.
Now lets say we have a super person who can see 50 levels for each of Red,
Green and Blue.

50 x 50 x 50 => 2500 x 50 = 125,000 colours.

Thats still only half as many as 256,000 colours, and thats for an above
average person.

The real point is:- Are these 256,000 colours evenly spread? If they are then
you won't be able to see all of the colours. If they aren't then it may be
that part of the colour spectrum we see is not represented properly by the
Falcon colour pallette, in which case you will be able to say it isn't
true colour. That said, you can use the very same argument against a 24 bit
card.

Just thought I'd throw that in.
--
snail@lsl.co.uk

"Washing one's hands of the conflict between the powerful and the powerless
means to side with the powerful, not to be Neutral."
Quote by Freire.
Poster by OXFAM.

2744. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 12:15:34 UTC
From: snail@lsl.co.uk
Message-ID: <1993Feb15.121534.3088@lsl.co.uk>
Source record: 210173
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1l6efoINN7nm@elroy.jpl.nasa.gov>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>> Falcon shares video bus with CPU bus resulting in DMA contention.
>>This means that there is not a 'fast mem' scheme like that one of the A1200
>>unless you expand the Falcon through the 'direct slot' or whatever it is
>>*IF* after all it doesn't share the same bus. And wasn't the DSP 32k?
>
> The DSP has 96K bytes or 32K words of 0 wait state static RAM.

Huh? Since when has a word been 24 bits? Granted word is an arbitary term, but usually means 16 or 32 bits. Furthermore you use the term in the paragraph below to mean 16 bits (though you are refering to the 68030, not the 56000).

I'm not flaming, just curious.

> Until one of you Amigans actually coughs up benchmark results showing the
> available bus bandwidth on an A4000 or A1200 in a varied selection of
> screen resolutions, your claims about Falcon bus contention are just so
> much hot air. Just as an example that I posted before, on the Falcon in
> 640x480 monochrome, no CPU/video contention occurs, and the CPU can transfer
> a full 32M byte/sec over the bus using longword accesses, or 16MB/sec using
^^^^^^^^(32 bit)
> word accesses.
^^^^ (16 bit)
--
snail@lsl.co.uk

"Washing one's hands of the conflict between the powerful and the powerless means to side with the powerful, not to be Neutral."
Quote by Freire.
Poster by OXFAM.

2745. NeoDesk 3.03 ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 12:36:40 UTC
From: csucf@csv.warwick.ac.uk
Message-ID: <1lo2ooINNane@lily.csv.warwick.ac.uk>
Source record: 210110

I got a news letter from gribnif software a while ago, and it mentioned
NeoDesk 3.03 being released in December 1992 (if I remember rightly)
It also said that an upgrade disk would be sent to me free of charge
(or at least that's what I read it as being)

So could anyone tell me... Has it been released yet?

The details of it sounded quite good, giving it some of the features that
are missing from 3.02 but in TOS >2 and I am looking forward to getting
hold of it

Thanks for any help.....

Could you either post the reply (as I'm sure others would be interested) or
mail me (grw@ukc.ac.uk - a friend is posting this for me)

Gazza

2746. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 13:02:34 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Feb15.130234.792@dcs.warwick.ac.uk>
Source record: 210188
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb15.120908.3087@lsl.co.uk> snail@lsl.co.uk writes:
>In article <3L9HyB1w165w@lakes.trenton.sc.us>, mr_scary@lakes.trenton.sc.us (Chris Hurley) writes:
>> bgilbert@cs.washington.edu (Ben Gilbert) writes:
>> [All falcon stats deletd]
>> It is interesting how they refer to a "True Color" mode. I am fairly
>> sure that it is not 24 bit color. I would not call 262k colors true
>> color.

An expansion card for the Archimedies has recently been released that can only do 32000 colours, and they call that true colour as well. It is obvious that all the term "true colour" means is "a lot of colours".

- Leo

2747. Transistor Compare ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 13:16:04 UTC
From: TOBIAS@cip.physik.uni-stuttgart.de
Message-ID: <1lo52k$ius@info2.rus.uni-stuttgart.de>
Source record: 210181

In an old electronic journal (german) i`ve read that there is a
PD transistor Compare Database. Name of the Program unkonown !

Any infos about that.

2748. Re: How do u uncompress a '.Z' file using COMPRESS.TTP?

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 13:24:35 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C2Hrx0.Lqs@newcastle.ac.uk>
Source record: 210178

```
O O
\_/ COMPRESS.TTP compresses files....thats all, UNCOMPRESS expands them.

Try typing
man compress
on a Unix system to see the details.....

Craig.
```

2749. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 13:25:16 UTC
From: rsrodger@wam.umd.edu
Message-ID: <1993Feb15.132516.11704@wam.umd.edu>
Source record: 210189
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb15.120908.3087@lsl.co.uk> snail@lsl.co.uk writes:
>In article <3L9HyB1w165w@lakes.trenton.sc.us>, mr_scary@lakes.trenton.sc.us (Chris Hurley) writes:
>> bgilbert@cs.washington.edu (Ben Gilbert) writes:
>> [All falcon stats deletd]
>> It is interesting how they refer to a "True Color" mode. I am fairly
>> sure that it is not 24 bit color. I would not call 262k colors true
>> color.
>
>24 bit = 16 million colours. Your eye cannot see that many colours.
> 256,000 colours. Your eye cannot see that many colours.
>
>Spot the difference?
>
>Your eye can see approx 40 intensity levels for each of Red, Green and Blue.
>Now lets say we have a super person who can see 50 levels for each of Red,
>Green and Blue.

You are incorrect. The human eye can distinguish 256 levels
of red and blue, and 512 levels of green. 2^8*2^8*2^9,
25 bits. Computers use 24 bit pallettes because it's hard to
arrange a 9-bit value for conversion to analog.

You are mistaking "level" and "hue", and hue is irrelavent to
brightness or darkness.

--
--- Attention: All private email *must* go to rsrodger@wam.umd.edu ---

Looks good on the outside but..
intel inside (<--stolen)

2750. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 13:26:54 UTC
From: rsrodger@wam.umd.edu
Message-ID: <1993Feb15.132654.11855@wam.umd.edu>
Source record: 210190
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb15.130234.792@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>>> It is interesting how they refer to a "True Color" mode. I am fairly
>>> sure that it is not 24 bit color. I would not call 262k colors true
>>> color.
>
>An expansion card for the Archimedies has recently been released that can only
>do 32000 colours, and they call that true colour as well. It is obvious that
>all the term "true colour" means is "a lot of colours".

"True color" means 24 bit color. That's it. Anyone
using it for 15/16 bit displays is using it incorrectly.
Those are, properly, referred to as "high color" displays.

--
--- Attention: All private email *must* go to rsrodger@wam.umd.edu ---

Looks good on the outside but..
intel inside (<--stolen)

2751. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 13:56:00 UTC
From: rogeraw@dhhalden.no
Message-ID: <rogeraw.40.729784560@dhhalden.no>
Source record: 210182
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

```
In article <1993Feb14.031033.26846@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo
Hernandez Muchado) writes:
>From: ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado)
>Subject: Re: A1200/4000 v. Falcon 030 FAQ
>Date: Sun, 14 Feb 1993 03:10:33 GMT
>In article <1993Feb10.184812.6893@microsoft.com>, iank@microsoft.com (Ian Kennedy)
writes:
>[stuff deleted]
>
>|> At the high res-non-interlaced modes (640x480x8, for exapmple)
>|> the chip bus is 100% saturated and the CPU can only access chip
>|> ram during the vertical blank. But the CPU always has 100% access
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>
> Is this really true? OUCH! Doesn't look like that with my A1200
>(all chip ram). I mean, dpaint AGA (I got a demo) doesn't look as
>slow I think.
>
GEE !!!!! talking about speed?? you are only displaying a picture !!!
Wait until you get some games or something, then you will see ....

>--
>-------------------------------------
>Raist
>New happy A1200 owner
>256k colors, 1280x400 ** I LOVE IT **
>
```

2752. Re: NeoDesk 3.03 ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 14:22:16 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Feb15.102216.11248@ac.dal.ca>
Source record: 210198

In article <1lo2ooINNane@lily.csv.warwick.ac.uk>, csucf@csv.warwick.ac.uk (Mr M E Watkins) writes:
> I got a news letter from gribnif software a while ago, and it mentioned
> NeoDesk 3.03 being released in December 1992 (if I remember rightly)
> It also said that an upgrade disk would be sent to me free of charge
> (or at least that's what I read it as being)
>
> So could anyone tell me... Has it been released yet?
>
> The details of it sounded quite good, giving it some of the features that
> are missing from 3.02 but in TOS >2 and I am looking forward to getting
> hold of it
>
> Thanks for any help.....
>
> Could you either post the reply (as I'm sure others would be interested) or
> mail me (grw@ukc.ac.uk - a friend is posting this for me)
>
> Gazza

I've heard that it's up on GEnie now, but it doesn't seem to have found
its way to a.a. yet; hope some kind soul will u/l it there.

John

2753. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 14:23:35 UTC
From: snail@lsl.co.uk
Message-ID: <1993Feb15.142335.3089@lsl.co.uk>
Source record: 210184
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <TOSE.93Feb10200055@ulke.dhmolde.no>, tose@ulke.dhmolde.no (Torbjoern Ose)
writes:
> Disclaimer: This posting represents the poster's views, not necessarily those of IBM
> Nntp-Posting-Host: rs43873.rchland.ibm.com
>
> In article <1993Feb10.105105.3072@lsl.co.uk>, snail@lsl.co.uk writes:
> |> In article <C1zKJv.8L6@news.udel.edu>, don@chopin.udel.edu (Donald R Lloyd) writes:
> |> >
> |> >
> |> > Nice list of resolutions... will the Falcon still need to be rebooted
> |> > to change to a different one like the STs did?
> |>
> |> The old STs *NEVER* needed to be rebooted to change to a different resolution.
> |> I've had one since 1987, one of the very first ones that had the OS on ROM,
> |> no internal disk drive etc. This has never needed to be turned off to change
> |> resolution. You've been reading too much propoganda.
> |> --
> |> snail@lsl.co.uk
> |>
> Not turned off, but rebooted. I have used ST's.

Used, obviously not programmed. If you use GEM, it will software reboot.
If you change from Mono to Colour it will also reboot. If you don't use GEM
(funny, as a game programmer, I don't :-)). If you do use colour (funny, as a
game programmer, I do :-)) and don't use GEM, no problem at all.

> Raist
>
> Only a change from color to monochrome reboots the computer. It really jumps through a
> vector that can be changed. Multisync software do this and do the change without a
reboot.
>
> Torbjoern
> --
> Torbjorn Ose - tose@unix03.dhmolde.no - "Things Take Time - Piet Hein"
--
snail@lsl.co.uk

"Washing one's hands of the conflict between the powerful and the powerless
means to side with the powerful, not to be Neutral."
Quote by Freire.
Poster by OXFAM.

2754. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 14:27:59 UTC
From: sanders@sci.kun.nl
Message-ID: <C2Huuo.DFD@sci.kun.nl>
Source record: 210185
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In <1993Feb15.121534.3088@lsl.co.uk> snail@lsl.co.uk writes:

>> The DSP has 96K bytes or 32K words of 0 wait state static RAM.

>Huh? Since when has a word been 24 bits? Granted word is an arbitary term,
>but usually means 16 or 32 bits. Furthermore you use the term in the paragraph
>below to mean 16 bits (though you are refering to the 68030, not the 56000).

>I'm not flaming, just curious.

The 56001 DSP in the Falcon was designed to be cheaper than a 32 bit
version (96001?), but better than a 16-bitter. It uses a word length of
24 bits, to ensure good results with rounding etc.

Sander SToks
sanders@sci.kun.nl

2755. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 14:30:07 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.150.729786607@dhhalden.no>
Source record: 210186
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

In article <rogeraw.40.729784560@dhhalden.no> rogeraw@dhhalden.no (ROGER ALLAN WAHLGREN) writes:
>>Raist
>>New happy A1200 owner
>>256k colors, 1280x400 ** I LOVE IT **
^^^^^^^^

hey what do you do in this rez? Design shoelaces???

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

2756. Re: Macintosh Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 14:35:51 UTC
From: cfaehl@polaris.unm.edu
Message-ID: <1lo9o7INNsff@lynx.unm.edu>
Source record: 210187

In article <1993Feb13.141323.10751@iscsvax.uni.edu>, sinclair2246@iscsvax.uni.edu writes:
> Well Apple just sold its tenth millionth Mac...1993 will be a banner year for
^^

Gosh, that's so exciting. So, of course, I should be customer 10 million and 1.

> Mac sales...Apple is expected to sell three to four million Macs in 1993.
>Atari is being left behind...Its pathetic that Atari is not capable of bringing
^^^^^^^^^^^^^^^^^^^^^^^^^^^^
Yep.

>one model to the market while in the past four months Apple has brought a dozen
> or so new Macs to the market.

So you're implying that Atari has the resources that Apple has, to produce a string of evolutionnary machines every few months? Not to defend Atari, but that just will not happen. Ever.

> Does Atari honestly believe they are going to sell the Falcon at $1399.

I suppose so, why else would they be offering it?

>
> I can get a color classic 4/80 for $1189.00
> Mac LCIII 4/160 for $1190.00
> Mac IIVX 5/80 with CD for $1793.00
> Mac Centris 610 4/80 for $1425.00
> These educational prices are from the University of Northern Iowa...
>
> Apple has reduced the Mac LCII 4/40 from $1239 to $849.00.
>
> I think that Atari users should move on. Get A Mac.....The software is so
^^
Why should it be any of your business?

> much better...
>

2757. Re: How many TT's are there?

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 14:54:27 UTC
From: arneso@ifi.uio.no
Message-ID: <1993Feb15.145427.7250@ifi.uio.no>
Source record: 210191

```
>> ok, in the same spirit :-)
>>
>> wait(norwegian_count_free);
>> norwegian_count += 1;
>> signal(norwegian_count_free);
>>
>> Gee, I guess I'm the first Norwegian TT-user to report.
>>
> Ok, let my TT be counted for, allthough it only has 4mb of ram:( *sob*
> Run the norwegain count rutine once:)

Ha, my TT has 36Mbyte of RAM

> --
> Stig Petter Olsroed
> InterNet: stigpo@lise.unit.no

-------------------------------------------------------------------------
arneso@ifi.uio.no - Arne Sommer "Powder to the People"
```

2758. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 14:58:04 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.lhi_3OrhPmM@fredrik.atari.no>
Source record: 210194
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In <1993Feb14.042037.32676@rchland.ibm.com>, Ricardo Hernandez Muchado writes:
> Well, then the Falcon can't have a Toaster since it doesn't have
>a standard Video Slot.
>

That is wrong. The videomemory (wich is the same as the system memory
(upto 14MB)) resides on a expansion bus. It is fairly simple to replace the
ramboard with a combined videocard and ramcard with direct 32 bit access to
system ram!

Don't ever say something can't be done if you haven't realy tried to do it!!!

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-------------------------------------------------------
```

2759. 640x480 True Color & Blitter

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 15:10:38 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1lobpeINNkkj@usenet.INS.CWRU.Edu>
Source record: 210196

Someone mentioned that using the 640x480 15-bit graphics would be impossible since moving all of the sprites would eat up a lot of time. They said that the Motorola 68030 16 MHz is underpowered.

Is this true?

Could the Blitter be used to speed things up?

Oh, by the way, I'm talking about using it for games.

If you can do some fantastic games in that resolution, you can just about do anything with it.

--

2760. Re: Civilisation on ST?

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 15:18:27 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1993Feb15.151827.6188@aston.ac.uk>
Source record: 210195

Hi there. I've had a few responses, all of which stated that Civilisation was already available; unfortunately this doesn't appear to be the case. Although it's been reviewed in ST Review (and quite favourably) most of the places I've spoken to say that the release date has been put back until March. If anyone out there has actually seen it in the shops or (gasp!) bought it, could they let me know where? Cheers...

--
Tim Wright. \ Being Human just isn't
wrighttj@uhura.aston.ac.uk \ enough fun.

2761. Atari Contacts

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 15:49:54 UTC
From: brown_i@kosmos.wcc.govt.nz
Message-ID: <1993Feb15.154954.1@kosmos.wcc.govt.nz>
Source record: 210249

Atari Contacts wantted ..

Are you as Bored as I am with all your games soft ware.. If yes how about swoping or trading .. If you are Intersted Mail me here !

Brown_I@KOMOS.WCC.GOVT.NZ

Reply Email please

2762. TCP/IP on STE with ka9q

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 16:03:06 UTC
From: carsten@hrz.uni-bielefeld.de
Message-ID: <C2Hz97.8qn@hermes.hrz.uni-bielefeld.de>
Source record: 210104

Hi,
I am trying to connect my STE to an IRIS Indigo and I want to run TCP/IP
via the serial port of the IRIS.
I want to use ka9q for the TCP/IP protocol.
Is it possible to use only the three lines transmit data (TD), receive data
(RD), and signal ground (SG) with ka9q?

Has anybody prepared *.net files that can be used to do this or the files for
the direct connection without a phone line to another UNIX machine?

Perhaps there might be even someone who can tell me how to `tell` the IRIS
to run TCP/IP via the serial port.

Carsten Menke

-_-_-_

2763. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 16:39:53 UTC
From: barrett@iastate.edu
Message-ID: <C2I0yK.KGw@news.iastate.edu>
Source record: 210120
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

In article <jonal.150.729786607@dhhalden.no> jonal@dhhalden.no (JON ARVID LOVSTAD) writes:
>In article <rogeraw.40.729784560@dhhalden.no> rogeraw@dhhalden.no (ROGER ALLAN WAHLGREN)
writes:
>>>Raist
>>>New happy A1200 owner
>>>256k colors, 1280x400 ** I LOVE IT **
> ^^^^^^^^
>
>hey what do you do in this rez? Design shoelaces???

No, because that would be accomplishing something. This mode is for
viewing GIF and JPEG pictures.

| Marc Barrett -MB- | email: barrett@iastate.edu

2764. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 16:44:34 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Feb15.164434.11841@rchland.ibm.com>
Source record: 210109
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

```
In article <1993Feb15.142335.3089@lsl.co.uk>, snail@lsl.co.uk writes:
|> In article <TOSE.93Feb10200055@ulke.dhmolde.no>, tose@ulke.dhmolde.no (Torbjoern Ose)
writes:
|> > Disclaimer: This posting represents the poster's views, not necessarily those of IBM
|> > Nntp-Posting-Host: rs43873.rchland.ibm.com
|> >
|> > In article <1993Feb10.105105.3072@lsl.co.uk>, snail@lsl.co.uk writes:
|> > |> In article <C1zKJv.8L6@news.udel.edu>, don@chopin.udel.edu (Donald R Lloyd)
writes:
|> > |> >
|> > |> >
|> > |> > Nice list of resolutions... will the Falcon still need to be rebooted
|> > |> > to change to a different one like the STs did?
|> > |>
|> > |> The old STs *NEVER* needed to be rebooted to change to a different resolution.
|> > |> I've had one since 1987, one of the very first ones that had the OS on ROM,
|> > |> no internal disk drive etc. This has never needed to be turned off to change
|> > |> resolution. You've been reading too much propoganda.
|> > |> --
|> > |> snail@lsl.co.uk
|> > |>
|> > Not turned off, but rebooted. I have used ST's.
|>
|> *Used*, obviously not programmed. If you use GEM, it will software reboot.
|> If you change from Mono to Colour it will also reboot. If you don't use GEM
|> (funny, as a game programmer, I don't :-) ). If you do use colour (funny, as a
|> game programmer, I do :-) ) and don't use GEM, no problem at all.

Yes, you are right. But then, that's the way the computer is for
applications. BTW, I didn't say anything else than "I have *used* ST's".

|>
|> > Raist
|> >
|> > Only a change from color to monochrome reboots the computer. It really jumps through a
|> > vector that can be changed. Multisync software do this and do the change without a
reboot.
|> >
|> > Torbjoern
|> > --
|> > Torbjorn Ose - tose@unix03.dhmolde.no - "Things Take Time - Piet Hein"
|> --
|> snail@lsl.co.uk
|>
```

```
|> "Washing one's hands of the conflict between the powerful and the powerless
|> means to side with the powerful, not to be Neutral."
|> Quote by Freire.
|> Poster by OXFAM.

--
-------------------------------------
Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **
```

2765. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 16:59:13 UTC
From: andrey@cco.caltech.edu
Message-ID: <1loi51INNpm5@gap.caltech.edu>
Source record: 210197
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

snail@lsl.co.uk writes:

>24 bit = 16 million colours. Your eye cannot see that many colours.
> 256,000 colours. Your eye cannot see that many colours.

>Spot the difference?

Yes. It's very easy to show that 24-bit color is not
enough, especially if you're doing 3D rendering. Where
did you pull out your other figures from?

The 256K colors are as evenly spread as if you had a linear
DAC. What do you mean by evenly spread? By the DAC's view,
by the monitor's view, or by the humans view?

--Andre

--
Andre Yew andrey@cco.caltech.edu (131.215.139.2)

2766. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 17:02:05 UTC
From: andrey@cco.caltech.edu
Message-ID: <1loiadINNpn3@gap.caltech.edu>
Source record: 210121
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

snail@lsl.co.uk writes:

[stuff about DSP56001 deleted]

>Huh? Since when has a word been 24 bits? Granted word is an arbitary term,
>but usually means 16 or 32 bits. Furthermore you use the term in the paragraph
>below to mean 16 bits (though you are refering to the 68030, not the 56000).

The DSP56001 has a word size of 24 bits. And it can actually
address more than 32Kwords -- more like 192 Kwords, but God knows
how Atari hooked the thing up.

--Andre

--
Andre Yew andrey@cco.caltech.edu (131.215.139.2)

2767. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 17:04:23 UTC
From: andrey@cco.caltech.edu
Message-ID: <1loieoINNpou@gap.caltech.edu>
Source record: 210122
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

rsrodger@wam.umd.edu (Yamanari) writes:

> You are incorrect. The human eye can distinguish 256 levels
> of red and blue, and 512 levels of green. 2^8*2^8*2^9,
> 25 bits. Computers use 24 bit pallettes because it's hard to
> arrange a 9-bit value for conversion to analog.

> You are mistaking "level" and "hue", and hue is irrelavent to
> brightness or darkness.

Where the hell are you getting your information from? Mr.
Linear Model of the Universe?

--Andre

--
Andre Yew andrey@cco.caltech.edu (131.215.139.2)

2768. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 17:08:18 UTC
From: andrey@cco.caltech.edu
Message-ID: <1loim2INNq0v@gap.caltech.edu>
Source record: 210126
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

rsrodger@wam.umd.edu (Yamanari) writes:

> "True color" means 24 bit color. That's it. Anyone
> using it for 15/16 bit displays is using it incorrectly.
> Those are, properly, referred to as "high color" displays.

You know, you should stop making stupid generalizations.
True color is completely meaningless since it changes meaning
when you talk to different people. For example, say that to
an X programmer, and it will say things about whether or not
the colormap is writable. It's not uncommon to see a 1-bit
Truecolor display. Can't people just say 24-bit color and
be done with it?

--Andre

--
Andre Yew andrey@cco.caltech.edu (131.215.139.2)

2769. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 17:38:53 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1lokfdINN61u@uwm.edu>
Source record: 210199
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb15.120908.3087@lsl.co.uk>, snail@lsl.co.uk wrote:
: 24 bit = 16 million colours. Your eye cannot see that many colours.
: 256,000 colours. Your eye cannot see that many colours.

This is incredibly false and misleading. While both of those fall true
if we are talking about ONE color range, we are easily capable of
differentiating between two 24-bit colors.

How do I know? Books. Besides that, anyone with an Amiga can do
something quite simple: Start at a red value of 0, and go all the way up
to 255. Put them on the screen in blocks next to each other. You will
be able to see where one block ends and the next begins. It will not
look continuous.

: Your eye can see approx 40 intensity levels for each of Red, Green and Blue.
: Now lets say we have a super person who can see 50 levels for each of Red,
: Green and Blue.

More than that. You can easily spot >256 intensity levels of the colors,
especially green, where the human eye has more sensitivity.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "Windows isn't CrippleWare -- it's "Functionally Challenged". :)
(: -unknown author :)
(: (: (: (: (: (: (: (: (: (: (: (: (:) :) :) :) :) :) :) :) :) Wubba :)

2770. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 17:42:05 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1lokldINN61u@uwm.edu>
Source record: 210102
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

In article <rogeraw.40.729784560@dhhalden.no>, ROGER ALLAN WAHLGREN (rogeraw@dhhalden.no) wrote:
: GEE !!!!! talking about speed?? you are only displaying a picture !!!
: Wait until you get some games or something, then you will see ....

Funny, my paint programs allow me to modify the screen via various brushes and tools. Are you telling me that other systems can't do that??? A paint program can be a VERY good tool to tell video bandwidth by--if, for example, a brush moves rather slowly and jerkily, you know that you're lacking bandwidth, or you've got a slow CPU. If you're using a 1200, the slow CPU part shouldn't really be much of a factor...

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "Windows isn't CrippleWare -- it's "Functionally Challenged". :)
(: -unknown author :)
(: (: (: (: (: (: (: (: (: (: (: (: (:) :) :) :) :) :) :) :) :) Wubba :)

2771. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 17:43:46 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1lokoilNN61u@uwm.edu>
Source record: 210103
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

In article <jonal.150.729786607@dhhalden.no>, JON ARVID LOVSTAD (jonal@dhhalden.no) wrote:
: hey what do you do in this rez? Design shoelaces???

Generally a video resolution, horizontal resolution can easily be added through just a bit of overscan. The aspect ratio _IS_ very strange, though. I personally would advise 800x600, with a good degree of overscan.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "Windows isn't CrippleWare -- it's "Functionally Challenged". :)
(: -unknown author :)
(: (: (: (: (: (: (: (: (: (: (: (: (:) :) :) :) :) :) :) :) :) Wubba :)

2772. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 17:46:53 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1lokudINN61u@uwm.edu>
Source record: 210105
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

In article <C2I0yK.KGw@news.iastate.edu>, Marc N. Barrett (barrett@iastate.edu) wrote:
: No, because that would be accomplishing something. This mode is for
: viewing GIF and JPEG pictures.

Oh, you're just in a tissy because your Mac emulator can't use it...

For someone who has about as much understanding of the Amiga as I do
about the mating cycle of the red-breasted swillsucker, you sure like to
cut it down. If you don't like the resolution, that's fine:

1) Get off your lazy ass, become a developer, and learn how to
design your own resolutions, or

2) Use something else. It's not as if there aren't others there.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "Windows isn't CrippleWare -- it's "Functionally Challenged". :)
(: -unknown author :)
(: (: (: (: (: (: (: (: (: (: (: (: (:) :) :) :) :) :) :) :) Wubba :)

2773. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 17:57:17 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Feb15.175717.11597@mpifr-bonn.mpg.de>
Source record: 210123
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In <1993Feb15.121534.3088@lsl.co.uk> snail@lsl.co.uk writes:
>Huh? Since when has a word been 24 bits?

The DSP56001 uses 24bit words.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

2774. Hardware Accelorators (summary)

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 17:59:18 UTC
From: chu@acsu.buffalo.edu
Message-ID: <C2I4Mw.8F2@acsu.buffalo.edu>
Source record: 210106

(Sorry for the length of time this took, things got busy...)

From: don@cc.gatech.edu (Don Allison)

[...]
With the ICD board, I essentially got
a Mega STe out of my STe, since I got a 16 MHz 68000 with a 16K cache.
The other thing I got which I don't think the Fast Tech boards provide
(except perhaps their 030 one) is a socket for a 68881, which was a requirement
for me. All told, I got a decent performance upgrade for under $250...any
of the 030 upgrades, when configured like I would have wanted them would
have cost $1000 or more! If I'm going to spend that much to get TT performance
I'll just buy a TT!

On the STe (where the processor was socketed) installation was easy. I was
a bit worried that it wouldn't stay seated, since it rocked out easily, but
so far it's been running great. The only problems I've seen are a bit of
a strange interaction between their DA and MiNT (a couple of the buttons
aren't accessible, as if the setup program didn't run, or got overwritten),
but rerunning the program fixes this--I assume I just need to play with
my auto folder to get everything in the right order. Also, the graphics
accelerator that they ship with it is the precursor to Warp 9, and occasionally
leaves a shadow where a window was, but I blame that on the Quick ST program.
All in all, I'm quite happy with ICD products (I have their hard drive
interface also).

In summary, if you are looking for something to extend the life of your
ST/STe for a few years while waiting for the next great revolution in
computing to occur, I would heartily recommend the ICD AdSpeed upgrade!
I figure this should keep me going til the Falcon 040 shows up (if it
ever does).

Don Allison
don@cc.gatech.edu

From: 01mbmccabe@leo.bsuvc.BSU.EDU

Price-wise, you may as well get an Atari TT030 over a SST upgrade -- minimum
upgrade is ~$800 or $900 from Toad Computers.

-Matt

I'd like to thank both Don and Matt for taking the time to write back.
I take it that not many people upgrade the 68000 in the ST?

john
chu@acsu.buffalo.edu

2775. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 17:59:25 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Feb15.175925.11741@mpifr-bonn.mpg.de>
Source record: 210124
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In <1993Feb15.130234.792@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>An expansion card for the Archimedies has recently been released that can only
>do 32000 colours, and they call that true colour as well. It is obvious that
>all the term "true colour" means is "a lot of colours".

I have heard the term for exactly two things:

a) true color == 24bit color because this is more (sort of) than what the
human eye can resolve

b) true color == does not use a color palette

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

2776. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 18:03:04 UTC
From: mpnolan@unix1.tcd.ie
Message-ID: <mpnolan.729799384@unix1.tcd.ie>
Source record: 210107
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In <1993Feb15.132654.11855@wam.umd.edu> rsrodger@wam.umd.edu (Yamanari) writes:

>In article <1993Feb15.130234.792@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>>>> It is interesting how they refer to a "True Color" mode. I am fairly
>>>> sure that it is not 24 bit color. I would not call 262k colors true
>>>> color.
>>
>>An expansion card for the Archimedies has recently been released that can only
>>do 32000 colours, and they call that true colour as well. It is obvious that
>>all the term "true colour" means is "a lot of colours".

> "True color" means 24 bit color. That's it. Anyone
> using it for 15/16 bit displays is using it incorrectly.
> Those are, properly, referred to as "high color" displays.

Wrong.
True colour means 'no palette'.
There is no hardware palette look up tables.
If the hardware does this, and supports 32000 colours, so be it.
You seem to think (and so do many others) that True colour means
'infinite' (or close to) number of colours.
This is the case with the FALCON and the ARC.
ok.

2777. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 18:06:02 UTC
From: rsrodger@wam.umd.edu
Message-ID: <1993Feb15.180602.28437@wam.umd.edu>
Source record: 210108
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1loim2INNq0v@gap.caltech.edu> andrey@cco.caltech.edu (Andre T. Yew) writes:
>rsrodger@wam.umd.edu (Yamanari) writes:
>
>> "True color" means 24 bit color. That's it. Anyone
>> using it for 15/16 bit displays is using it incorrectly.
>> Those are, properly, referred to as "high color" displays.
>
> You know, you should stop making stupid generalizations.
>True color is completely meaningless since it changes meaning
>when you talk to different people.

Quite simply, you are wrong. A lot of people over in a different
group are trying to come up with a rationalization for their
(mistaken) belief that the 21st century starts Jan 1, 2000, and
they are using all sorts of methods like "maybe the first century
was 99 years..". They are wrong--a century is 100 years, and not
99, not 101--only 100.

TrueColor is a tradematk of AT&T in reference to it's Targa
cards. It refer to 24 bit color and _only_ 24 bit color. I don't
care what other people want to use it to mean, that's what
it properly means. A lot of people think 'pulchritude' means
'ugly' and they are WRONG. It doesn't matter how many people
think something incorrect or use something incorrectly--they
are still *wrong*. Period.

> For example, say that to
>an X programmer, and it will say things about whether or not
>the colormap is writable. It's not uncommon to see a 1-bit
>Truecolor display. Can't people just say 24-bit color and
>be done with it?

Their ignorance is not my problem. They can think it means
whatever they choose--be it purple poodles to stuffed
dinosaurs--that doesn't change the meaning.

--
--- Attention: All private email *must* go to rsrodger@wam.umd.edu ---
NeXT
NeXT Looks good on the outside but..
NeXT (<-- my only NeXT cube) intel inside (stolen)

2778. Re: Compressing nethack 3.1

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 18:18:34 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <729800314.23448@minster.york.ac.uk>
Source record: 210111

In article <H.ea._3_zESBxINQ@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <729095542.21180@minster.york.ac.uk>, mjl-b@minster.york.ac.uk writes:
>> Has anyone had any trouble running NetHack 3.1 on an ordinary ST? I
>> downloaded and decompressed it to my hard disk last week, and booted without
>> any accessories or AUTO programs in order to give NetHack most of my 2MB
>> memory.
>>
>> When I double-click on the program to run it, the program loads, there is a
>> short pause, then I'm dumped back to the desktop. Has anyone else got it to
>> work?
>
>Have you:
[good suggestions deleted]

>If you have "only" 2M, the binary will probably have to be completely
>unpacked... If the file's been PFX-Pak'd, or compressed with any other
>binary compressor, you'll have to unpack it and save it to disk. I doubt
>you'd be able to run it from a floppy on a 2M system.

The problem turned out to be a lack of space on my hard disk. Space ran out
while zoo21 was unpacking NETHACK.TOS -- it just exited leaving an
incomplete binary. I deleted some old stuff and now have NetHack working.

Thanks to all who either mailed or posted replies.

>Chris Herborth
>cherborth@semprini.tdkcs.waterloo.on.ca

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

2779. Re: NeoDesk 3.03 ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 18:35:49 UTC
From: ekrimen@wet.UUCP
Message-ID: <5326@wet.UUCP>
Source record: 210130

In article <1lo2ooINNane@lily.csv.warwick.ac.uk> grw@ukc.ac.uk writes:
>I got a news letter from gribnif software a while ago, and it mentioned
>NeoDesk 3.03 being released in December 1992 (if I remember rightly)
>It also said that an upgrade disk would be sent to me free of charge
>(or at least that's what I read it as being)
>
>So could anyone tell me... Has it been released yet?

It has been released. If you order the upgrade from Gribnif, I think it's
$10. If you download it from GEnie, you only pay the download charges.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ AEO.5 (GEnie)

2780. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 18:45:01 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Feb15.184501.28103@rchland.ibm.com>
Source record: 210113
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

```
In article <H.lhi_3OrhPmM@fredrik.atari.no>, jornmoe@fredrik.atari.no (Joern Moe) writes:
|> In <1993Feb14.042037.32676@rchland.ibm.com>, Ricardo Hernandez Muchado writes:
|> > Well, then the Falcon can't have a Toaster since it doesn't have
|> >a standard Video Slot.
|> >
|>
|> That is wrong. The videomemory (wich is the same as the system memory
|> (upto 14MB)) resides on a expansion bus. It is fairly simple to replace the
|> ramboard with a combined videocard and ramcard with direct 32 bit access to
|> system ram!
|>
|> Don't ever say something can't be done if you haven't realy tried to do it!!!

I said it in the spirit of the original posting. BTW, the Video Slot
in the Amiga is more than just access to video memory, which is why the
Video Toaster could be done at such a price. NewTek said that the same
kind of product could have costed 3-4 times more on a Mac/PC platform.

So, yes, it could be done (expensevily done, at least more than
on the Amiga), and at the same time the Amiga *does* MIDI.

|>
|>
|> --
|> _____________________________________________________
|> / Joern F. Moe / All above is my own personal opinion! \
|> / Oslo, Norway / Any lack of opinion above is also mine! \
|> -------------------------------------------------------

--
--------------------------------------
Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **
```

2781. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 18:47:52 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Feb15.184752.24101@rchland.ibm.com>
Source record: 210114
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

In article <C2I0yK.KGw@news.iastate.edu>, barrett@iastate.edu (Marc N. Barrett) writes:
|> In article <jonal.150.729786607@dhhalden.no> jonal@dhhalden.no (JON ARVID LOVSTAD) writes:
|> >In article <rogeraw.40.729784560@dhhalden.no> rogeraw@dhhalden.no (ROGER ALLAN WAHLGREN) writes:
|> >>>Raist
|> >>>New happy A1200 owner
|> >>>256k colors, 1280x400 ** I LOVE IT **
|> > ^^^^^^^^
|> >
|> >hey what do you do in this rez? Design shoelaces???
|>
|> No, because that would be accomplishing something. This mode is for
|> viewing GIF and JPEG pictures.
|>
|> ---
|> | Marc Barrett -MB- | email: barrett@iastate.edu
|> --

Don't be a jerk Marc. Do you have an A1200 or A4000 now?
Shut up.

1280x400 is nice for viewing GIF/JPEG *and* for Image processing,
single frame recording an animation (no need to buy another graphic
card) and painting.

Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **

2782. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 18:53:46 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Feb15.185346.18754@rchland.ibm.com>
Source record: 210115
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

```
In article <1993Feb15.120908.3087@lsl.co.uk>, snail@lsl.co.uk writes:
|> In article <3L9HyB1w165w@lakes.trenton.sc.us>, mr_scary@lakes.trenton.sc.us (Chris
Hurley) writes:
|> > bgilbert@cs.washington.edu (Ben Gilbert) writes:
|> > [All falcon stats deletd]
|> > It is interesting how they refer to a "True Color" mode. I am fairly
|> > sure that it is not 24 bit color. I would not call 262k colors true
|> > color.
|>
|> 24 bit = 16 million colours. Your eye cannot see that many colours.
|> 256,000 colours. Your eye cannot see that many colours.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
Yes it can. Psychological studies point to between 7-9 million
colors as a maximum. I guess an average person might see like 3-6 (my guess).

|>
|> Spot the difference?
|>
|> Your eye can see approx 40 intensity levels for each of Red, Green and Blue.
|> Now lets say we have a super person who can see 50 levels for each of Red,
|> Green and Blue.
|>
|> 50 x 50 x 50 => 2500 x 50 = 125,000 colours.
|>
|> Thats still only half as many as 256,000 colours, and thats for an above
|> average person.
|>
|> The real point is:- Are these 256,000 colours evenly spread? If they are then
|> you won't be able to see all of the colours. If they aren't then it may be
|> that part of the colour spectrum we see is not represented properly by the
|> Falcon colour pallette, in which case you will be able to say it isn't
|> true colour. That said, you can use the very same argument against a 24 bit
|> card.
|>
|> Just thought I'd throw that in.

Me too.

|> --
|> snail@lsl.co.uk
|>
|> "Washing one's hands of the conflict between the powerful and the powerless
|> means to side with the powerful, not to be Neutral."
|> Quote by Freire.
```

|> Poster by OXFAM.

--

Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **

2783. Re: How do u uncompress a '.Z' file using COMPRESS.TTP?

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 19:00:24 UTC
From: bloois@dutiws.twi.tudelft.nl
Message-ID: <C2I7Go.51C@dutiws.twi.tudelft.nl>
Source record: 210116

In article <C2Hrx0.Lqs@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>
> O O
> _/ COMPRESS.TTP compresses files....thats all, UNCOMPRESS expands them.
>
>Try typing
> man compress
>on a Unix system to see the details.....
>
>Craig.

This is how I know it:
compressing and decompressing is done by the same program

Try copying COMPRESS.TTP to UNCOMPRE.TTP

It worked with COMPRESS.EXE on a PC

On Unix uncompress is just a link to compress

Compress determines what it should do by the name by which it was called

,
Rene
INTERNET: bloois@dutiws.twi.tudelft.nl

2784. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 19:11:56 UTC
From: skip@cs.olemiss.edu
Message-ID: <1993Feb15.191156.18846@cs.olemiss.edu>
Source record: 210117
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb15.120908.3087@lsl.co.uk> snail@lsl.co.uk writes:
>In article <3L9HyB1w165w@lakes.trenton.sc.us>, mr_scary@lakes.trenton.sc.us (Chris Hurley) writes:
>> bgilbert@cs.washington.edu (Ben Gilbert) writes:
>> [All falcon stats deletd]
>> It is interesting how they refer to a "True Color" mode. I am fairly
>> sure that it is not 24 bit color. I would not call 262k colors true
>> color.
>
>24 bit = 16 million colours. Your eye cannot see that many colours.
> 256,000 colours. Your eye cannot see that many colours.

Funny, maybe I am Superman or something, but I can see the difference between 18bit and 24bit color. It may be true that the average person canonot detect 256k different colors, but most people can see that there are smoother color transitions with 24bit color than with 18bit color.

>Spot the difference?

Yes, the 24bit palette is superior to the 18bit palette.

>Your eye can see approx 40 intensity levels for each of Red, Green and Blue.
>Now lets say we have a super person who can see 50 levels for each of Red,
>Green and Blue.
>
> 50 x 50 x 50 => 2500 x 50 = 125,000 colours.
>
>Thats still only half as many as 256,000 colours, and thats for an above
>average person.

If you are so certain that mere human beings cannot tell the difference between 18bit and 24bit color, I have a little test for you. Using a paint program, draw a section of color which fades from the darkest shade to the lightest shade. Black->Pure White, Black->Pure Red, etc. will be sufficient for this test. On a machine with 24bit color, there will be 256 different levels, on a machine with 18bit color there will be 64.

I don't know about you, but in my real-world experience, I can see that there is a big difference between the two. There is a significant amount of banding in the 18bit display that is much less noticable in the 24bit display. The result is that a 24bit display can more accurately display the color transitions in a photograph and can smoothly shade objects in a rendering.

>The real point is:- Are these 256,000 colours evenly spread? If they are then
>you won't be able to see all of the colours. If they aren't then it may be
>that part of the colour spectrum we see is not represented properly by the
>Falcon colour pallette, in which case you will be able to say it isn't
>true colour. That said, you can use the very same argument against a 24 bit
>card.

There are plenty of people who will say that 24bits is really not enough
and that they can detect 256 diffferent shades of a particular color. I
don't know what the next jump is going to be, but I'm willing to bet that
someday folks will be sneering at 24bit color just as they are at 18bit
and 12bit color today. But hey, that's progress, and things will only
continue to get better and look better in the future.

>Just thought I'd throw that in.

Of course there is no way I'd be able to just stand by and not add my
own thoughts as well. :-)

>snail@lsl.co.uk
>
>"Washing one's hands of the conflict between the powerful and the powerless
> means to side with the powerful, not to be Neutral."
> Quote by Freire.
> Poster by OXFAM.

Skip Sauls, Amiga Advocate
skip@tacky.cs.olemiss.edu

2785. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 19:31:58 UTC
From: colins@cs.mun.ca
Message-ID: <1993Feb15.193158.13442@cs.mun.ca>
Source record: 210118
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

barrett@iastate.edu (Marc N. Barrett) writes:

>In article <jonal.150.729786607@dhhalden.no> jonal@dhhalden.no (JON ARVID LOVSTAD)
writes:
>>In article <rogeraw.40.729784560@dhhalden.no> rogeraw@dhhalden.no (ROGER ALLAN WAHLGREN)
writes:
>>>>Raist
>>>>New happy A1200 owner
>>>>256k colors, 1280x400 ** I LOVE IT **
>> ^^^^^^^^
>>
>>hey what do you do in this rez? Design shoelaces???

> No, because that would be accomplishing something. This mode is for
>viewing GIF and JPEG pictures.

No, actually it is best suited for video work. You do realize that a lot
of Amiga users own Amiga for just that don't you? Just like a lot of
Mac owners own Macs just to use as fancy typewriters.

>| Marc Barrett -MB- | email: barrett@iastate.edu
>---
--
\\\ ))) ||| \ "Take it from me - I know what I'm talking about"
@ "> @ "> @ "> \ - Ren Hoek in 'Fire Dogs'
\` \~ \- \ colins@garfield.cs.mun.ca

2786. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 19:34:45 UTC
From: skip@cs.olemiss.edu
Message-ID: <1993Feb15.193445.19108@cs.olemiss.edu>
Source record: 210119
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

In article <C2I0yK.KGw@news.iastate.edu> barrett@iastate.edu (Marc N. Barrett) writes:
>In article <jonal.150.729786607@dhhalden.no> jonal@dhhalden.no (JON ARVID LOVSTAD)
writes:
>>In article <rogeraw.40.729784560@dhhalden.no> rogeraw@dhhalden.no (ROGER ALLAN WAHLGREN)
writes:
>>>>Raist
>>>>New happy A1200 owner
>>>>256k colors, 1280x400 ** I LOVE IT **
>> ^^^^^^^^
>>
>>hey what do you do in this rez? Design shoelaces???
>
> No, because that would be accomplishing something. This mode is for
>viewing GIF and JPEG pictures.

Marc, why must you try to find something bad in anything that anyone or anything that is even remotely Amiga related? Are you really such a poor excuse for a human being that you can do nothing else but bitch and whine about everything? Do you really think that you are having an effect on anyone except to piss them off?

In any case, despite what you may believe, this mode can be used for much more than just viewing pictures. You will probably scream that it cannot be used for productivity, but I will remind you to try thinking about what the word "productivity" means before spouting off so quickly. If someone is creating something useful, such as a picture, a rendering, a screen for use in a video, etc., they are being productive. Can you handle that much, or are you so pig-headed as to believe that only things like spreadsheets, word processors, and that sort of thing are productive?

Try getting a bit of a clue before posting next time, there are folks who read your posts and are watching for your inaccuracies and lies.

>| Marc Barrett -MB- | email: barrett@iastate.edu
>--

Skip Sauls, Amiga Advocate
skip@tacky.cs.olemiss.edu

2787. Re: Macintosh Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 19:57:40 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C2IA4H.525@news.cis.umn.edu>
Source record: 210125

In article <1993Feb13.141323.10751@iscsvax.uni.edu>, sinclair2246@iscsvax.uni.edu writes:
>Well Apple just sold its tenth millionth Mac...

Many of those Macintoshes are now obsolete machines, incapable of running the current level of system software ...

>Atari is being left behind...

Atari has never bothered with the markets which Apple is trying to reach (i.e. corporate sales).

>Its pathetic that Atari is not capable of bringing
>one model to the market while in the past four months Apple has brought a dozen
>or so new Macs to the market.

Any computer company that relies on more than one or two basic models is asking for trouble. Things will be worse than the current PC-clone configuration problems.

>Does Atari honestly believe they are going to sell the Falcon at $1399.

I suppose they do.

>These educational prices are from the University of Northern Iowa...

It's nice to see that you can get educational pricing. The majority of people who are going to purchase those 3-4 million Macintosh systems this year will not have the advantage of such excellent price breaks.

>Apple has reduced the Mac LCII 4/40 from $1239 to $849.00.

Discontinued hardware is always reduced for 'quick sale'. Of the LC II, IIsi and IIci systems our university offers, they only have 5 IIci systems without hard drive left.

>I think that Atari users should move on.

Some will, some won't. Many computer users will never purchase another system in their lifetime. Your advice is noted, but don't expect us all to jump on your bandwagon ...

>Get A Mac.....The software is so much better...

Get an Intel clone. There is a much larger set of software, and much of the professional software blows rings around Macintosh software.

Hope you enjoy your Apple Macintosh.

-- David Paschall-Zimbel

2788. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 20:14:23 UTC
From: rsrodger@wam.umd.edu
Message-ID: <1993Feb15.201423.5806@wam.umd.edu>
Source record: 210127
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb15.185346.18754@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>|> > color.
>|>
>|> 24 bit = 16 million colours. Your eye cannot see that many colours.
>|> 256,000 colours. Your eye cannot see that many colours.
> ^^
> Yes it can. Psychological studies point to between 7-9 million
>colors as a maximum. I guess an average person might see like 3-6 (my guess).

I guess that's what you get when you ask a psychologist to
speculate on the color sensitivity of the eye instead of asking
an opthamologist (as I have), which is proper.

Time to go over it again. I suppose you guys think that
reading in the dark will "damage your eyes" as well.

The human eye can distinguish approximately 25 bits of
color--that is, 8 bits each of red and blue and 9 bits
of green.

Now, don't misunderstand me here--your retina is not matching
up directly (so conveniently!) to these binary values--those are
simply the highest values that delivered meaningful results, using
16 bits of brightness didn't improve results. And there is always
a margin of error (but the 8-8-9 model is pretty accurate).

However--let's assume that these are the *exact* values (they
aren't) for the sake of simplicity. It would be enormously
inconvenient to deal with 9 bits of green, so we cut that down
to 8 (256 levels). Also, you have to remember that the lighting
situation plays a good part in what you actually see--but even
more so, the *monitor* determines what colors are actually
shown, and the colorspace for a monitor--even a really nice
trinitron or whatever--is very narrow relative to the maximum
colorspace of the human eye. Also, monitors are not color
constant (differing from tube manufacturer to manufacturer) so
the situation is even worse. What looks solid-red on one
monitor may look slightly magenta on another. The quality of
the product differes *far* too much for it to ever hit the
already imperfect color variety provided by 24 bit color.

The world is moving towards 24 bit color for a number of
reasons, but mostly because it's the easy model to deal with.
It has nothing to do whatsoever, as some people seem to think,

with showing "all of the colors the eye can possibly see"..

>|> Your eye can see approx 40 intensity levels for each of Red, Green and Blue.
>|> Now lets say we have a super person who can see 50 levels for each of Red,
>|> Green and Blue.

You can *easily* see more than 50 levels of RGB. Do you actually
use a computer?

50 levels each of RGB also == 50 shades of grey, which is
quite easy to shw as inadequate.

--
--- Attention: All private email *must* go to rsrodger@wam.umd.edu ---
NeXT
NeXT Looks good on the outside but..
NeXT (<-- my only NeXT cube) intel inside (stolen)

2789. PC DITTO on MSTE??

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 20:20:14 UTC
From: u2e32@keele.ac.uk
Message-ID: <C2IB5r.4sp@gabriel.keele.ac.uk>
Source record: 210128

Greetings Friends.

I've just picked up a nice almost new, mega STE to replace a 6 year old FM.
When I tried using PC DITTO, to check my Modula 2 assignment, it hung.
Well lets be more detailed. PCD comes up with its screen. Press Space etc.
DOS loads, then just sits there. Cursor flashing. Its as if it doesn't know your there.
(Well this is MS DOS.)

Any idea's etc?

Cheers and Beers
Graham `Roll The Dice' u2e32@keele.ac.uk

___ Sir, the shields are lowering.
Raise them!
I can't. Have you anymore 50p's? ____

2790. Re: misc

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 20:29:29 UTC
From: kfason@lamar.ColoState.EDU
Message-ID: <Feb15.202929.27497@yuma.ACNS.ColoState.EDU>
Source record: 210129

In article <1lnbj3INNa8k@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>Tell me why would you replace a Supra with a ZyXEL...??
on campus the Supra flys, but off, it sucks... And ZyXEL are supposed to
be rock solid... I'm having flyers ent to me, so i'll look... may just wait till
the new protocol comes out to change... antoerh plus is the ZyXEL is up to 19200bps both
ways. And I have a few friends with ZyXEL's... so... we'll see...

2791. Where NOT to buy from.

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 20:39:37 UTC
From: u2e32@keele.ac.uk
Message-ID: <C2IC21.4w2@gabriel.keele.ac.uk>
Source record: 210132

Hello.
I do not wish to bore anyone with details of my really bad experience. So I shall not. But If you want to save yourself a lot of time, phone bill, effort, stress and money. Then may I suggest that you avoid Gasteiner Technology of Unit 3 Somewhere in London like the crabs.

They have just about messed up every part of my order. Twice. So this is all i could do to save a lot of people alot of trouble.

Yours Regrettingly

Graham 'Roll The Dice'

u2e32@keele.ac.uk

2792. Re: Co-processor chip capabili

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 21:34:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A615@K.maus.de>
Source record: 210133

h>now becomes - how do we specify things in the _FPU cookie? We need values
h>that mean "no FPU, 68000 emulator installed" or "SFP and emulator installed"
h>in addition to "no FPU code at all" and "FPU in coprocessor mode
h>installed"...

Wait a second - Atari defined these things in the cookie specs...

(copied from TT TOS release notes, page 11)

The _FPU cookie describes what hardware and software floating-point support is installed in the machine. The low word of the cookie's value describes software floating-point support; currently, this is always zero, but Atari may assign values in the future for software floating-point support packages. Notably, the requires software to support some of the instructions that the 68881/68882 execute on-chip.

The high word describes the hardware floating-point installed in your system. Note that the "unsure" cases result because the BIOS probes for the 6888x without determining which FPU you have. If some software cares, it can probe,, and reset the cookie's value accordingly. The BIOS always installs an _FPU cookie, even with zero value, so floating-point support software can change the low word when it installs itself.

_FPU cookie (high word)

Value Meaning
0 No hardware FPU detected
1 SFP004 or compatible; 68881 as peripheral
2 68881 or 68882, unsure which, as coprocessor
3 68881 or 68882 plus SFP 004
4 68881 for sure
5 68881 plus SFP004
6 68882 for sure
7 68882 plus SFP004
8 68040's internal floating-point support
9 68040 plus SFP004

The low word is reserved for software use, my proposal is to use the same numbering scheme.
So, in other words, we'd have to set up the low word for the type of FPU we emulate and leave the high word as is:

LineF 68882 software emulation (no SFP004 present): _FPU 00000006 hex.
LineF 68882 software emulation by using a hardware SFP004: 00010006 hex.

Full 68882 command set by software on an 68040 with internal FPU: 00090006

A 68881 emulation would have 0004 in the low word.

This should be handed to Atari as a proposal by the software author (which I am NOT :-)

- Peter -

2793. ICD Link

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 21:55:59 UTC
From: jhauser@boojum.CS.Berkeley.EDU
Message-ID: <1lp3hf$l2u@agate.berkeley.edu>
Source record: 210134

I just got an ICD Link, together with a SCSI ``external'' hard disk, to finally add a hard disk to my ST. The Link has been widely touted as a simple way to hook up SCSI devices to the ACSI interface of the ST, but after poking around in the manuals that came with all this hardware it doesn't look like it's going to be as simple as I expected.

The problem is with the ``termination power'' line on the SCSI bus. You see, the Link has no power supply of its own, and there's no power available from the ACSI connector, so the device is constructed to draw its power from the so-called ``termination power'' line on the SCSI bus. Of course, for the Link, this would be on the hard disk side. However, as near as I can tell, the quasi-convention for this line is that it's supposed to be powered by the computer! This means that the typical Mac-like hard disk that comes conveniently packaged in its own external case does _not_ supply power on this line. At least, the one I bought doesn't. Nor, does it seem, should any other SCSI peripherals, if they're going to work with machines like the Mac which _do_ drive this line.

So is anybody using this miracle Link without some specially-made SCSI device to provide the power??

The simplest way to get power to the Link would be to open up the hard drive case and directly connect the drive's +5V power to this line. This is not a terribly difficult operation, but it does two things. First, it voids the warrantee on the drive, which I'd prefer not to have to do. And second, it makes the drive a potential cause of damage to another computer---like a Mac---if it's ever hooked up to one without this ``fix'' being undone first.

The alternative is to drive the line from somewhere else on the bus. For instance, I could make a short little piece of connecting cable with this line tied to a source of power. The power could easily come from one of those ubiquitous ``plug-in'' black-box power supplies. However, this is more than a little bit of work; more than I thought I was getting into, in fact. I also thought of trying to hack a terminator and do this at the far end of the bus, but so far all the terminators I've seen are entombed in a solid piece of molded plastic and are thus not easily hackable.

Could anybody tell me a better way to solve this little power problem? I'm a little annoyed that ICD glosses over the problem so innocently.

Boycott redwood. Boycott Louisiana-Pacific. Keep the forests. YYYYYYYYYY
John Hauser---jhauser@cs.berkeley.edu YYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYY

2794. Re: Macintosh Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 22:04:39 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1lp41nINNa42@tortoise.cis.ohio-state.edu>
Source record: 210135

In article <C2IA4H.525@news.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>In article <1993Feb13.141323.10751@iscsvax.uni.edu>, sinclair2246@iscsvax.uni.edu writes:
>>Well Apple just sold its tenth millionth Mac...
>
>Many of those Macintoshes are now obsolete machines, incapable of running the
>current level of system software ...

Not true!! I bet the majority of those machines (prob 75%) are Classics,
Classic IIs, SE's, and LCs. *All* of these machines run Sys 7! They may
look a little anemic with only 4 Megs, but they still work. A lot of
new software isn't the fastest on them either, but Excel, Work, Macwrite,
etc. still run reasonably (I use Word 5 every day, speaking of edu prices,
it only cost me $80!). One of my friends is running Sys 7 on a Mac 128
upgraded to Plus level (to date his total upgrade price is <$500). Now
what Mac cannot run Sys 7?

>It's nice to see that you can get educational pricing. The majority of people
>who are going to purchase those 3-4 million Macintosh systems this year will
>not have the advantage of such excellent price breaks.

Yes but that doesn't change the fact that the *list* of an LC III 4/80 is
$1378. That's in the same ballpark as a Falcon030 4/65. (and of course,
some people *can* get those neat educational prices...). Of course any
reasonable Mac monitor is going to cost more than a ST monitor or a
VGA monitor.

>-- David Paschall-Zimbel
--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

2795. Re: Atari Contacts

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 22:08:52 UTC
From: jonc@status.gen.nz
Message-ID: <HPc1yB1w165w@status.gen.nz>
Source record: 210174

brown_i@kosmos.wcc.govt.nz writes:

>
> Atari Contacts wantted ..
>
> Are you as Bored as I am with all your games soft ware.. If yes how about
> swoping or trading .. If you are Intersted Mail me here !
>
> Brown_I@KOMOS.WCC.GOVT.NZ
>

I hope you not eluding to piracy here Ian !

I had a .sig once

2796. Re: Macintosh Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 22:24:01 UTC
From: ken@isgtec.com
Message-ID: <4221@isgtec.isgtec.com>
Source record: 210136

In article <1993Feb13.141323.10751@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:
> I can get a color classic 4/80 for $1189.00
> Mac LCIII 4/160 for $1190.00
> Mac IIVX 5/80 with CD for $1793.00
> Mac Centris 610 4/80 for $1425.00
> These educational prices are from the University of Northern Iowa...
> Apple has reduced the Mac LCII 4/40 from $1239 to $849.00.

Blast it, why do people keep quoting educational prices like the whole
world is still in school?!? And then compare it to Atari prices for
general retail?

> Does Atari honestly believe they are going to sell the Falcon at $1399.

This is the price for adults. It is unfortunate that Atari doesn't have
educational discounts, but it is also stupid to compare apples and oranges.
It would be relevant to post the Apple prices for general retail.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2797. Ghostscript SLM driver, GS icon.

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 23:19:27 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <86875@ut-emx.uucp>
Source record: 210137

Hi, for people who may have been having problems with the Ghostscript SLM driver, here are some (highly edited) excerpts from email sent to me by Martin Rothaemel. They may be helpful.

Mr. Rothaemel also created an icon for Ghostscript, for those who know how to use it (I don't).

From martin@risc.techem.ruhr-uni-bochum.de Wed Feb 10 11:25:03 1993
Subject: Re: Re: Problems with Glostscript

thank you very much for your mail to me concerning my problems with Ghostscript and the Atari SLM. Fortunately, now I know where the problem that all Ghostscript print-outs on the SLM printer were just blank pages, came from:
I used a very old version of the DIABLO emulation software, 1.1. After I got the version 1.4 from sun.rz.tu-clausthal.de everything works very fine. Maybe this information is also interesting for other ATARI users with an SLM because at least on my original ATARI program disk only this very old DIABLO version was included.
Now I really enjoy working with Ghostscript and DVIPS.

The exact location where everybody can find the DIABLO emulator version 1.4 is

/pub/atari/systools/printing/slm.lzh
at
sun.rz.tu-clausthal.de

Concerning you question about memory problems when printing >10 pages via Ghostscript on the SLM ....

I printed out the PS documentation for the F2C converter without problems. [>20 pages using lots of fonts].

"Inspired" by the nice icons that are available for Ghostscript in the WINDOWS and OS/2-Version I designed an similar icon also for the ATARI. I use it now with the german GEMINI desktop replacement but I think also with TOS version > 2 it is possible to iinclude extern RSC files. You can have a look at this icon and maybe include it in the ghostscript distribution. I copied this file (GHOST.RSC) to the FTP server of our department (where it is the only file at all...).
You can get it via anonymous ftp at
tap.techem.ruhr-uni-bochum.de
in the public directory.

Bye

Martin

-Tim Gallivan

2798. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 23:34:12 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C2IK52.B5p@ecf.toronto.edu>
Source record: 210138
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

>People will overlook the Falcon when it comes to MIDI for the same
>reason that people will overlook the Amiga when it comes to Video.
>They're convinced that the only real computers in existence are Clones
>and Macs. End of story. People will look at the Falcon and say "but it's
>not Mac/PC compatible" and sales will be lost...
>
>--
>+-------------------------+------------------+---------------------------+
>| Josh Karabin | I want a 100G | Email: xero+@pitt.edu |
>| CIS Lab Operator Device | transistor chip | University of Pittsburgh |
>+-------------------------+------------------+---------------------------+

Not if the enthusiasm at the NAMM is any indicator of things. And seriously,
who looks for MIDI except musicians? For the Video, armchair producers would
reeeely like one, but for MIDI? Only the strictly serious would want a MIDI.
(Lotsa general talk here...I'm not talking about exceptions). SO the point is,
HEY musicians have been sticking to Atari for a while now, so what gives you
the idea that they'd give up on Atari so easily? (Re: my first statement)

Hmmm, wonder if that was flame...? Naaahh! :)

Vaya con Dios,
AcEzE. ☺
--
********** WHO AM I, YOU SAY? ********** "If time is money, we
********** SHAHIR AL RASHID**aka**ACEZE ********** are all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------
** This message brought to you by the Bollocks Bros. ** no fate but what we make

2799. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-15 23:58:08 UTC
From: xero@pitt.edu
Message-ID: <3931@blue.cis.pitt.edu>
Source record: 210139
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

AL RASHID SHAHIR (alrashi@ecf.toronto.edu) wrote:
: >People will overlook the Falcon when it comes to MIDI for the same
: >reason that people will overlook the Amiga when it comes to Video.
: >They're convinced that the only real computers in existence are Clones
: >and Macs. End of story. People will look at the Falcon and say "but it's
: >not Mac/PC compatible" and sales will be lost...
: >
: >--
: >+------------------------+-----------------+--------------------------+
: >| Josh Karabin | I want a 100G | Email: xero+@pitt.edu |
: >| CIS Lab Operator Device | transistor chip | University of Pittsburgh |
: >+------------------------+-----------------+--------------------------+

: Not if the enthusiasm at the NAMM is any indicator of things. And seriously,
: who looks for MIDI except musicians? For the Video, armchair producers would
: reeeely like one, but for MIDI? Only the strictly serious would want a MIDI.
: (Lotsa general talk here...I'm not talking about exceptions). SO the point is,
: HEY musicians have been sticking to Atari for a while now, so what gives you
: the idea that they'd give up on Atari so easily? (Re: my first statement)

: Hmmm, wonder if that was flame...? Naaahh! :)

: Vaya con Dios,
: AcEzE.)
: --
: ********** WHO AM I, YOU SAY? ********** "If time is money, we
: ********** SHAHIR AL RASHID**aka**ACEZE ********** are all in debt!" (tm)
: ****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------
: ** This message brought to you by the Bollocks Bros. ** no fate but what we make

The reason I think that musicians will overlook Atari is that I have been told
by numerous sources that the Mac does MIDI sequencing better than Atari,
especially at the high end. I'd believe this. So would a lot of people wanting
to start MIDI work. So alot of people will go Mac before Atari. Now, whether
or not it is true that the Mac can do MIDI better is not the issue - people
assume it can, so they believe it can, and then Atari loses sales.

--
+------------------------+-----------------+--------------------------+
| Josh Karabin | I want a 100G | Email: xero+@pitt.edu |
| CIS Lab Operator Device | transistor chip | University of Pittsburgh |
+------------------------+-----------------+--------------------------+

2800. KanjiTalk on the Spectre.

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 00:00:08 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C2ILC9.FzM@ecf.toronto.edu>
Source record: 210140

Hey!

Has ANYBODY out there tried using KanjiTalk on their Spectre GCR's??
My question: Does it work? How well?

PS. How about any related Japanese software that was designed for the Mac?
How do THEY work?

Thanks all.

Vaya con Dios,
AcEzE.)

--
********** WHO AM I, YOU SAY? ********** "If time is money, we
********** SHAHIR AL RASHID**aka**ACEZE ********** are all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------
** This message brought to you by the Bollocks Bros. ** no fate but what we make

2801. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 00:09:00 UTC
From: dhermann@sample.eng.ohio-state.edu
Message-ID: <1993Feb16.000900.17991@ee.eng.ohio-state.edu>
Source record: 210141
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb15.191156.18846@cs.olemiss.edu>, skip@cs.olemiss.edu (Skip Sauls) writes:
>
> Funny, maybe I am Superman or something, but I can see the difference
> between 18bit and 24bit color. It may be true that the average person

Not in all conditions you can't. Try to find say a single red pixel that differs by one intensity level in a large solid field of intermediate intensity red. Whether its 24 bit or 18 bit, you won't be able to see it.

> canonot detect 256k different colors, but most people can see that there
> are smoother color transitions with 24bit color than with 18bit color.

There's the key: smoother color transitions. The retina is a very good edge detector, so "banding" can be visible in 18 (and even in 24) bit color transitions where a sufficiently large area contains a slow enough transition. If the area is too small, or the transition to fast, you won't detect the color edges (banding) in the transition.

> If you are so certain that mere human beings cannot tell the difference
> between 18bit and 24bit color, I have a little test for you. Using a
> paint program, draw a section of color which fades from the darkest shade
> to the lightest shade. Black->Pure White, Black->Pure Red, etc. will be
> sufficient for this test. On a machine with 24bit color, there will be
> 256 different levels, on a machine with 18bit color there will be 64.

This is true, again because you've created nice intensity "edges" for the retina to find. Try the same test, but this time dither the transitions. Then compare the 18 bit and 24 bit versions and see how much difference you can perceive.

> I don't know about you, but in my real-world experience, I can see that
> there is a big difference between the two. There is a significant amount
> of banding in the 18bit display that is much less noticable in the 24bit
> display. The result is that a 24bit display can more accurately display
> the color transitions in a photograph and can smoothly shade objects in
> a rendering.

Most photographs do not contain the noiseless color transitions that 3D computer rendered scenes contain. The high detail in a photograph acts like color "noise" and has the same visual effect as dithering. The synthetically smooth color transitions in computer generated imagery can cause banding even at 24 bits. Generally, a subjectively better image can be obtained by rendering at a higher number of bits that can be displayed and then dithering the output down to the display color resolution.

> There are plenty of people who will say that 24bits is really not enough
> and that they can detect 256 diffferent shades of a particular color. I
> don't know what the next jump is going to be, but I'm willing to bet that
> someday folks will be sneering at 24bit color just as they are at 18bit
> and 12bit color today. But hey, that's progress, and things will only
> continue to get better and look better in the future.

If you want a computer generated image to look good on a 24 bit display, render the image at 36 bits and dither it down to 24 bits with a good random dither. I don't think its necessary for the display device to go higher than 24 bits per pixel, but much can be gained from higher color resolution in the computer 3D rendering programs.

> Skip Sauls, Amiga Advocate
> skip@tacky.cs.olemiss.edu

2802. Video bus/graphics op speed (was A1200/4000 v. Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 00:35:58 UTC
From: James.Hampston@bbs.actrix.gen.nz
Message-ID: <1993Feb16.003558.24484@actrix.gen.nz>
Source record: 210142
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Feb12.061704.22101@mpifr-bonn.mpg.de> mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst) writes:
> [...] The result is an artificial high number printed as 'bus speed'.
>

The quickest way to settle this is to know some facts:-

The Falcon 030 is known to be capable of displaying approx 880x620 8-bit pixels @ 61 Hz noninterlaced. Since that requires a bus speed of at least 32 MB/s, it would seem that Howard Chu gave a pretty good guess of the CPU-memory speed.

Now for the benefit of expediency, assume that 32 MB/s is 100% of the bus bandwidth of the Falcon.

For the programmer who is creating a game using the 320x200 8 bits/pixel mode which takes up about 4 MB/s, that would mean 28 MB/s is available for the CPU and blitter.

Note that 28 MB/s available in the Falcon is 400% more bandwidth than the A1200/A4000's Chipbus bw of 7 MB/s! But the greatest advantage the Falcon possesses over the Amigas is the chunky-pixel architecture, because it allows the programmer to accomplish in one memory access, compared to at least eight accesses of the Amiga bitplanes. The 800% advantage of the Falcon's chunky versus the Amiga bitplanes *combined* with the 400% advantage of the bus speed means the only one thing: the Falcon 030 has a graphics performance "envelope" far beyond the Amigas and many other systems on the market.

The absolutely surprising aspect of the Falcon 030 is that Atari could scale it up to a full 32-bit machine running at 32 Mhz and simply blow every other PC 486 and Mac Quadra off the planet!

James

2803. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 00:38:43 UTC
From: mlelstv@spckls.mpifr-bonn.mpg.de
Message-ID: <1993Feb16.003843.17361@mpifr-bonn.mpg.de>
Source record: 210143
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In <1993Feb15.180602.28437@wam.umd.edu> rsrodger@wam.umd.edu (Yamanari) writes:
> TrueColor is a tradematk of AT&T

And 'true color' are just 2 english words.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

2804. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 01:34:28 UTC
From: rsrodger@wam.umd.edu
Message-ID: <1993Feb16.013428.24856@wam.umd.edu>
Source record: 210144
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb16.003843.17361@mpifr-bonn.mpg.de> mlelstv@spckls.mpifr-bonn.mpg.de (Michael van Elst) writes:
>In <1993Feb15.180602.28437@wam.umd.edu> rsrodger@wam.umd.edu (Yamanari) writes:
>> TrueColor is a tradematk of AT&T
>
>And 'true color' are just 2 english words.

What's your point? The derivation is obvious and so is the intended meaning.

Someone else mentioned that definitions change. Well, this is sometime true. Indeed, often. But it is not true for words that have clearly defined meanings (like "century" which is defined as 100 years, or "dozen" that refers to 12, not 13 and not 11) and "true color" as defined by the company that introduced the term refers to 24 bit color--not 15/16 bits, not some weird hack that allows real time modification to produce several hundred thousand colors--t_w_e_n_t_y_f_o_u_r_b_i_t_s. The definition hasn't changed, people are simply using the word incorrectly.

The correct label for 15/16 bit color is "high color" as defined by the companies that introduced the chipsets to produce the display. Anything in between is something else again, but it's not "true color" if it's not 24 bits.

Manufacturers who are claiming that their cards, if they are less than 24 bit color, are "true color" cards are lying and deliberately trying to mislead. Defend them if you like, but they are no more telling the truth in that matter than they are selling a 24 bit product.

This type of discussion reminds me of Amiga users who claim that XX Amiga card can outdraw an SGI machine. It's not true, it's obvious, yet the devout followers of the Amiga priesthood believe with almost religious frenzy. If Amiga manufacturer says "true color" it MUST be true color, even if in the PC and Mac world this term has a clear and precise definition.

--
--- Attention: All private email *must* go to rsrodger@wam.umd.edu ---

Looks good on the outside but..
intel inside (<--stolen)

2805. Re: Changing Resolutions (was Re: A1200/4000 v. Falcon 03

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 02:28:38 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.6k8nmVGpd6k@semprini.tdkcs.waterloo.on.ca>
Source record: 210145

In <1993Feb12.193209.6694@newshost.lanl.gov>, John Hutchinson writes:
> No kidding... this is really a pain! You are expected to run Windows SETUP
> again to specify which resolution you want. Can you say "stoopid?" I've
> seen some ads for replacement program managers (desktops) that supposedly
> have a switch or menu item for selecting resolutions but why didn't MS
> design something simple like that in the first place? Sheeesh.

It's because Micro$oft doesn't design _anything_ in the first place.
They see what sells, and then come out with their own version (ie, buy
something that's already done and owned by a smaller company; or sue the
smaller company out of existance).

Oh, and their own version just happens to work better with MS-DOS or
MS-Windoze or MS-whatever. Go figure.

At least they had the brains to license True Type instead of BitStream's
Speedo... (But that's a flame for another day...)

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2806. Re: Macintosh Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 02:47:19 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Feb15.204719.10847@iscsvax.uni.edu>
Source record: 210146

The majority of those 10 million macs sold are 030 color. The Mac LCII has not been canceled. These are new suggested retail prices...I have seen a Mac LCII with hardrive below $800.00

2807. Re: Macintosh Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 02:54:06 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Feb15.205406.10849@iscsvax.uni.edu>
Source record: 210147

I am sure a few million are on borderline obsolete. But there are no installed base of the Falcon..When is this machine going to be released? Now speaking of those obsolete Macs, how many ST's can display 8 bit color...I bit 99.9% can't. There are about 2.5 - 3.0 million St's worldwide...I bet 99.9% are obsolete..

If Atari can get the Falcon on the market in March, than it would have beaten the new 14 inch color classic that is power pc ready by one month(April release)...Wow!!!!!!!!!!

2808. Re: Co-processor chip capabilities???

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 02:55:56 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.9lbOufCB9Aw@semprini.tdkcs.waterloo.on.ca>
Source record: 210148
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993Feb14.203646.12535@mnemosyne.cs.du.edu>, Ian Lepore writes:
> > Line-F emulator, _FPU cookie
>
> If you had a line-f emulator, wouldn't you just set the cookie to
> indicate a hardware 68881/2 using the coprocessor interface? The whole
> point of the emulator is to make it appear as though the hardware is there
> even when it isn't. (I'm assuming we're talking about a resident emulator.)

There's either going to have to be a _serious_ increase in the number of
FPU'd ST/TT/Falcons or one industrious programmer before this gets
done... I imagine you could count the number of FPUs actually being
used for something in a signed char...
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2809. Re: G++ question

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 03:10:26 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.3pYyaU77SBY@semprini.tdkcs.waterloo.on.ca>
Source record: 210149

In <1993Feb8.201320.17722@unix.brighton.ac.uk>, Domenico De Vitto writes:
> Wha's the name of the file at the a.a.u.e in order to install G++ ??
>
> I've 4mb of ram, but only 2 800k floppies, is this config enough ?

No way! The C++ compiler binary is over 1M in size... You could use
pfxpak to shrink it, but then you'd probably run out of memory real
quick while compile C++ code...

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2810. Re: Looking for a C compiler

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 03:11:54 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1lpm1qlNNj4g@golem.wcc.govt.nz>
Source record: 210150

> I'm looking for a C compiler for the 1040ST. I don't have a
> hard drive, so I need to be able to run it from one floppy.

Heat & Serve Sozobon C does the job well!

It's available in the Programming directory on atari.archive.umich.edu
in the atari section!

(Works fine from floppy, and with only 1/2meg of RAM!)

□
□ Contrary to popular belief, money IS everything! ||| □
□ To cause a catastrophic disaster, you need a computer! ||| TARI □
□ If several things can go wrong, the one that will / | \ □
□ cause the most damage, happens first! At least it goes! □
□WELLS_S@KOSMOS.WCC.GOVT.NZ□
□

2811. Re: GODS

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 03:12:49 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1lpm3hlNNj4g@golem.wcc.govt.nz>
Source record: 210001

> Umm, I think the cheat for Gods was to type "SORCERY" on the password
> screen. Thatzit!

Problem is, it only works on about 20% of them, before they decided
to remove it from future versions!

��
������������������□

� Contrary to popular belief, money IS everything! ||| �

� To cause a catastrophic disaster, you need a computer! ||| TARI �

� If several things can go wrong, the one that will / | \ �

� cause the most damage, happens first! At least it goes! ��

WELLS_S@KOSMOS.WCC.GOVT.NZ

������□

2812. Re: GFA Basic 3.0x wanted

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 03:14:28 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.9C92huc1CkU@semprini.tdkcs.waterloo.on.ca>
Source record: 210002

In <5316@wet.UUCP>, Ed Krimen writes:
> Also, I suppose I should mention that Bob Brodie and Mike Fulton demoed
> the Falcon, AtariWorks, SpeedoGDOS, and other related software at our
> user group meeting today. They did an excellent job on a fantastic
> demonstration. Oh, but I suppose you don't want to hear anything about it
> since you'd prefer to bash and argue amongst yourselves. Nevermind that I
> brought up the subject.

How 'bout some information then Ed? You're not exactly one to keep
quiet; maybe you're saving it for later.

How well did AtariWorks work with MultiTOS? Did it hog the system/RAM?
Did it let you do all the things you should expect from an _Atari_
product (ie, iconize, whatever other new MultiTOS abilities there are)?
Did Speedo hog the system (ATM on my '486 at work hogs the system...)?

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Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2813. Re: Why are Atari peripherals so expensive?

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 03:16:58 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1lpmbaINNj4g@golem.wcc.govt.nz>
Source record: 210003

> Best Buy is selling the Dexxa International hand scanner
> for $84.77.
>
> My latest Toad Computers catalog lists the Golden Image
> hand scanner for $199 and the Migraph hand scanner for $259.

Depends on the scanner quality. Some might only scan 200 dots per inch,
while others handle 600 dots per inch!

Also, some are color, some aren't. Some have more features, etc.

Check the spec's, and that might show why! It also depends on where
you get it from! (Could be up to 25% difference in prices....)

□
Contrary to popular belief, money IS everything! |||
To cause a catastrophic disaster, you need a computer! ||| TARI
If several things can go wrong, the one that will / | \
cause the most damage, happens first! At least it goes!
WELLS_S@KOSMOS.WCC.GOVT.NZ□

2814. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 03:18:26 UTC
From: ce549@cleveland.Freenet.Edu
Message-ID: <1lpme2INN1da@usenet.INS.CWRU.Edu>
Source record: 210004
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In a previous article, rsrodger@wam.umd.edu (Yamanari) says:

[sanctimonious and linguistically questionable opinions deleted]

>
> TrueColor is a tradematk of AT&T in reference to it's Targa
^^^^^^^^^
> cards. It refer to 24 bit color and _only_ 24 bit color. I don't
> care what other people want to use it to mean, that's what
> it properly means. A lot of people think 'pulchritude' means
> 'ugly' and they are WRONG. It doesn't matter how many people
> think something incorrect or use something incorrectly--they
> are still *wrong*. Period.

TrueColor (capital T and C, all one word) is an AT&T trademark for
the TARGA (and only the TARGA) 24bit color system. True color (2 words) is
not a trademark of anything.

Lingustically, true color is a term in dispute, as it is a new
term. The explaination that makes most sense to me is as a referent for
color systems in which each pixel is directly adressable to the limitation
of the system - so VGA graphics are a 256 color true color system, A500
Hires is a 16 color true color system OR a 4096 variable-dependant color
system, and A1200/4000 is 256 true color system or 256,000 color
variable-dependant color system. "variable-dependant" (not a common use
term) means that the color of one pixel is influenced by a neigbohring
pixel.

Meum Planetum Non Est,
PATMAN

2815. Falcon cards

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 03:18:42 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea._iVBklatafl@semprini.tdkcs.waterloo.on.ca>
Source record: 210005

So, we're all disappointed with the 68000 slot in the Falcon030... Has anyone heard any plans for it?

Ok, sure I've heard that Dave Small is thinking of a nice MacII emulator (K00L! I'd love to see that!), and that someone else is working on an Intel x86 card of some sort...

What I want to know is... will any of the Falcon's cards be designed so that _more_than_one_ card can be installed at the same time? Or isn't this feasible on the 68000 slot?

Many Mac cards designed for Macs with only one slot have a pass-through slot so you can plug another card in. Hopefully, Atari's hardware design doesn't make this impossible.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2816. Sample playing code

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 03:27:02 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.fVdjiLqLNBc@semprini.tdkcs.waterloo.on.ca>
Source record: 210006
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm looking for 8-bit sample playing code using the sound-chip. I want to add the Mac samples from NetHack 3.1 into the Atari ST version. The sample playing code that I have is petty poor...

C preferred, or 68k assembly. The sample can take over most of the computer if necessary since I'll be loading/unloading the samples when necessary to conserve RAM (for those 2M users); I don't need code that will play a sample in the background.

We got the sample playing code from ReSound at atari.archive and re-wrote it in MadMac assembler; we can call it from C like this:

```
int spl_play( char *buff, long buff_length, int sample_speed );
```

Any suggestions? Any _donations_? :-) Email me if you'd like to help make the Atari ST version of NetHack 3.1 even cooler...

Thanks!

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2817. Re: Warp 9 - Extendo Save Screen Savers -

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 03:32:32 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.Ckyc50VgUo2@semprini.tdkcs.waterloo.on.ca>
Source record: 210007

In <1ll2kuINNsfa@phakt.usc.edu>, Juxtaposer writes:
> Has anyone seen Warp9 screen savers work in MiNT????
>
> On my system, all it does is draw a black screen and hang.

From what I've heard on GEnie, that's what happens with MiNT and the new
Warp-9 screen savers. No fix, no workaround (unless you can shut off
the Warp-9 screen saver).

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2818. Re: What's the F in 1040STf

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 03:33:30 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.pQRvX_pa0ZI@semprini.tdkcs.waterloo.on.ca>
Source record: 210008

In <1l7rcuINNeo5@nanette.sto.pdb.sni.de>, Dr.Savory writes:
> STFM = Stupid Tramiel Fucking Machine!
> ^ ^ ^ ^

Why would anyone want a machine that did that?!??

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2819. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 04:20:11 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1lpq1rINNje7@golem.wcc.govt.nz>
Source record: 210009
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

> People will overlook the Falcon when it comes to MIDI for the same
> reason that people will overlook the Amiga when it comes to Video.
> They're convinced that the only real computers in existence are Clones
> and Macs. End of story. People will look at the Falcon and say "but it's
> not Mac/PC compatible" and sales will be lost...

Easy fixed, just wait a couple of months, and then do a big advertisement
saying 'Cheap, fully compatible emulation of Mac & IBM available' That'll
pull them in! (Especially, if they can have a Mac', IBM compat', and
Falcon, in one machine, for less than the Price of one of the more
recent Mac's 8-) (If you are really lucky :)

You are probably right though, and it's a shame, Mac's deserve it,
the only problem I have with them is their price of hard-ware & software,
what a bunch of cutthroats! But, IBM compat's need a lot of work until
they are really *good* machines!
(Stick real sound into them, a real OS etc. It's fine for some, but
not for others :)

□
Contrary to popular belief, money IS everything! |||
To cause a catastrophic disaster, you need a computer! ||| TARI
If several things can go wrong, the one that will / | \
cause the most damage, happens first! At least it goes!
WELLS_S@KOSMOS.WCC.GOVT.NZ□

2820. Re: Are there hardware MS-DOS emulators for a TT?

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 04:21:54 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1lpq52INNje7@golem.wcc.govt.nz>
Source record: 210010

> I'd like to stop him from buying DOS, so my question is: are there any g
> hardware MS-DOS emulators for a TT, something like a 386SX board?

The latest AT-Speed C16 should work on the TT with a bit of board
modification.... Anyone!?

(Hey, if it works on the Mega-STE, there's a *reasonably* good chance it'll
work on the TT)

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To cause a catastrophic disaster, you need a computer!
If several things can go wrong, the one that will / | \
cause the most damage, happens first! At least it goes!
WELLS_S@KOSMOS.WCC.GOVT.NZ

2821. Who Gives a S...!

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 04:26:17 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Feb16.042617.173663@zeus.calpoly.edu>
Source record: 210011

I think the title says it all, obviously you amiga people have nothing
better to do than to bash us atari people. I am sick of seeing your stuff
on this news line. If the amiga was soooo great btw why do you have to
defend it so much???
Try putting some useful postings up so I don't have to wade through all of
the shit!

*steve miller
*electrical and electronics engineering dept.
*california polytechnic university at san luis obispo

p.s. thank you to the two gentlmen who replied about SPICE online. I will
be buying your products but I wish you would produce an english copy...

-face the enemy
-maniac thoughts
-religous intervention
-problems remain
-sepultura

2822. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 04:29:16 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1lpqisINNje7@golem.wcc.govt.nz>
Source record: 210012
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

> I have nothing against Atari. I just think that people really don't care
> about what Atari is up to these days.

Maybe some of the >500000 owners of the machines might!?

��
������������������□

� Contrary to popular belief, money IS everything! ||| �

� To cause a catastrophic disaster, you need a computer! ||| TARI �

� If several things can go wrong, the one that will / | \ �

� cause the most damage, happens first! At least it goes! ��

WELLS_S@KOSMOS.WCC.GOVT.NZ

������□

2823. Re: Atari Contacts

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 04:31:04 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1lpqm8lNNje7@golem.wcc.govt.nz>
Source record: 210013

> > Are you as Bored as I am with all your games soft ware.. If yes how ab
> > swoping or trading .. If you are Intersted Mail me here !

I hope you not eluding to piracy here Ian !
>

Swapping/Trading. Perfectly legal terms. Copying maybe not.

It's amazing how modern trends can mutate the meanings of words! 8-)

□
Contrary to popular belief, money IS everything! |||
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If several things can go wrong, the one that will / | \
cause the most damage, happens first! At least it goes!
WELLS_S@KOSMOS.WCC.GOVT.NZ□

2824. KILL File?

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 05:01:29 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Feb16.000129.14515@umiami.ir.miami.edu>
Source record: 210014

Quick Question:

How do I create a KILL file so I won't have to read all the crap on this net? SOME of it is a real waste of time and some of the people completely fail to add andything Intelligent to the conversation.

Email please.

Thanks
Mark Santora

2825. Re: ATARI LYNX

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 05:57:40 UTC
From: eugen@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <C2J1w5.EFp@hpbbrd.bbn.hp.com>
Source record: 210015

Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
: On the subject of Lynx's, my copy of California Games seems to have
: a (?) problem. With the Skating (Half-pipe), pushing up & down
: to increase speed seems to have absolutely no effect whatsoever!
:
: Any ideas!? (Other-wise, I can't do anything with this one!)

I have seen the same problem with my card.
I now play Chip Challenge.

Eugen Bauknecht
eugen@hpbid1ge.bbn.hp.com

2826. Thanks !

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 06:11:14 UTC
From: matthew@hitech.com.au
Message-ID: <729843066.4847@hitech.com.au>
Source record: 210016

Greetings,
I just want to say thanks to everyone who replied about my question
c.b.a.s.

T H A N K S !!!

Cheers,
Matthew.
--
Matthew Smith-Stubbs | "..and you wouldn't know good advice if it came up and
Brisbane, Australia. | did a biff y in your face."
matthew@hitech.com.au | -- Grandma UNIX.

2827. Re: Falcon compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 07:21:02 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1lq4kuINNk7g@golem.wcc.govt.nz>
Source record: 210017

In article <1993Feb13.132056.13017@cbnewse.cb.att.com>, trek@cbnewse.cb.att.com (wayne.a.booth) writes:
>In article <729426668.AA00642@royaljok.fidonet.org> Randy.Baer@f370.n231.z1.fidonet.org (Randy Baer) writes:
>>
>>I just read that only about 3 of 50 games worked on the Falcon that run on the
>>ST...let me tell you, if THIS is true and that is the percentage of
>>compatibility is THAT low, you can forget about all us old ST owners upgrading
>>to Falcons...unless we see TONS of new programs for the Falcon...
>>
>> RSB
>
>In ZNET93.05 there is a compatibility list being compiled Cottonwood
>Computers - unfortunately they didn't list what version of the Falcon
>they are doing their testing on - but that aside (they also didn't
>mention if they "installed" some of the applications they said didn't
>work or if they just tried to run them from disk) Most of the
>programs tested were application/utility/business software but some
>educational and games were tested: Their results -

Well from what I read in the December ST-Review U.K. magazine, they stated from Atari that the Falcon was not ST compatible, also some of the software that Cottonwood claim to run did not..

Also none of the games would run, well out of the 6 that they tried, the problem with all this testing is that you must try all the features, well like 1ST WORD PLUS would bomb when you tried to load a IMG Pic...

I have also noted is one list that Ataries own Arrakis would not run...

What we need is a Real list and how they were tested, what versions etc...

But that would take some 100 years..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

2828. Re: ICD Link

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 07:46:57 UTC
From: jhauser@pine.CS.Berkeley.EDU
Message-ID: <1lq65h$rd3@agate.berkeley.edu>
Source record: 210018

In article <1lp3hf$l2u@agate.berkeley.edu> I write:
>The problem is with the ``termination power'' line on the SCSI bus. You
>see, the Link has no power supply of its own, and there's no power available
>from the ACSI connector, so the device is constructed to draw its power from
>the so-called ``termination power'' line on the SCSI bus. Of course, for
>the Link, this would be on the hard disk side. However, as near as I can
>tell, the quasi-convention for this line is that it's supposed to be powered
>by the computer! This means that the typical Mac-like hard disk that comes
>conveniently packaged in its own external case does _not_ supply power on
>this line. At least, the one I bought doesn't.

I have since found out that this is a load of bull. Many SCSI devices _do_
supply ``termination power'', including the hard drive that I bought.
Apparently this is very common---at least for newer devices. (Don't know
about older ones.) I apologize for any distress my previous posting may
have caused. (I only discovered my mistake by actually measuring the
voltage with a multimeter. What a surprise!)

I still have a problem with the Link, though. When I boot from the ``host
adapter disk'', I'm told that there's an Adaptec 4000/4070/5500 controller
out there, but no ICD Host Adapter. Because there's allegedly no ICD Host
Adapter, much of the software refuses to run. The programs that _will_ run
say they can't find anything---even when I can see the drive light blink as
the software ``searches'' for a SCSI device. And what's more, there isn't
any Adaptec controller there that I know of; it's a Quantum SCSI drive.
I took the box apart, and there's no controller other than what's on the
bare drive.

Anybody? What's going on here?

Repeal prohibition. History repeats itself. Repeal prohibition. History r
John Hauser---jhauser@cs.berkeley.edu---Boy of DESTINY o o o o o o o o o o o

2829. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 07:59:44 UTC
From: matt-dah@dsv.su.se
Message-ID: <2413@vall.dsv.su.se>
Source record: 210019
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

Ricardo Hernandez Muchado (ricardo@rchland.vnet.ibm.com) wrote:

: 1280x400 is nice for viewing GIF/JPEG *and* for Image processing,
: single frame recording an animation (no need to buy another graphic
: card) and painting.

Just a quick comment: That is 1280x512 in PAL (even more with overscan
though).

--
```
============================================================
= Regards = email: = 1280x512x262000+ =
= Mattias = matt-dah@dsv.su.se = I love it. =
============================================================
= If we don't *buy* our programs, there soon won't be =
= any new software for the Amiga. Obvious, is it not? =
============================================================
```

2830. PUREJARG.ZIP

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 08:00:06 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1lq6u6lNNk7g@golem.wcc.govt.nz>
Source record: 210020

Can any one help with this File...

purejarg.zip this is in the doc directory on cs.tu-berlin.de

I can't extract it with STZIP21 , is it because its a newer PK ZIP
or a Unix one...??

Can some one check it out for me and let me know...??

Thanks.....

Roger.............. sheppard_r@kosmos.wcc.govt.nz

2831. Re: Why are Atari peripherals so expensive?

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 08:00:26 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <75747@cup.portal.com>
Source record: 210021

The answer to the question of why Atari peripherals are so expensive is a common economic factor called "economy of scale".

Migraph and Golden Image know that their sales to Atari owners will be measured in a few dozens or low hundreds at the most. Therefore they have to charge more per sale to make up their expenses for development and marketing.

A company making or distributing a similar product for the IBM market knows that their sales will be numbered in the *thousands* and thus can reduce the amount they charge for each unit, because they can reduce their expenses by producing the product in large volumes.

BobR

2832. Re: NeoDesk 3.03 ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 08:08:29 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1lq7dtlNNk7g@golem.wcc.govt.nz>
Source record: 210022

In article <1lo2ooINNane@lily.csv.warwick.ac.uk>, csucf@csv.warwick.ac.uk (Mr M E Watkins) writes:
>I got a news letter from gribnif software a while ago, and it mentioned
>NeoDesk 3.03 being released in December 1992 (if I remember rightly)
>It also said that an upgrade disk would be sent to me free of charge
>(or at least that's what I read it as being)
>
>Gazza

Sorry I had to remove so much of your text but the system here makes
you do that, or your article does not get posted...

Well the NeoDesk 3.03a is on GEnie and is about a 256k long file,
I did get version 3.03 last week to find that they have now posted
version 3.03a, did I see red...

May be one of the free flag chaps here on GEnie could get it down
and post it on A.A...

Thanks for doing that....:-)

Roger..... sheppard_r@kosmos.wcc.govt.nz

2833. FTPable GIF viewers?

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 08:24:39 UTC
From: jamesl@cie-2.uoregon.edu
Message-ID: <1lq8c7$o6o@pith.uoregon.edu>
Source record: 210023

Hi. I was just wondering if anyone could reccommend any good GIF viewers that are available via FTP. I have tried a couple (BGIF and GIFFER) and the results were abysmal, producing low-resolution pictures that were barely discernable, when I could get past the 'out of memory' errors. Mostly just random-looking collections of dots on a background. I'm told the ST (mine's a 1040 with no modifications) isn't really compatible with the GIF format, but are there any PD programs available that would give a halfway viewable result? I'd spend money if I had any to spend, but for now I have to settle for the cheapest route possible.

I would be most grateful for any help anyone could give. I'm not sure email can reach me at the moment, so posting might work best.

Thanks!

--James

```
_____________________________________________________________________
/ James Charles Lynn -o- jamesl@cie.uoregon.edu \
|_____________________________________________________________________|
| "No, she's absolutely right," said Zeb, patting the enormous pistol |
| at his hip. "This _is_ a penis substitute. After all, if I could kill |
| at a range of thirty meters with my penis, I wouldn't need to carry |
| this thing around, now would I?" |
\_____________________________________________________________________/
```

2834. DSP port speed (was Re: A1200/4000 v. Falcon 030 FAQ)

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 08:58:21 UTC
From: James.Hampston@bbs.actrix.gen.nz
Message-ID: <1993Feb16.085821.9540@actrix.gen.nz>
Source record: 210024
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <1993Feb12.135738.16602@news.uit.no> borgen@stud.cs.uit.no (Boerge Noest) writes:
> In article <rogeraw.39.729514082@dhhalden.no> rogeraw@dhhalden.no (ROGER ALLAN WAHLGREN) writes:
> >The dsp in Falcon can access it's own 96k of SRAM without using the cpu,
> >AND it can access main memory at 1MB/s, on it's own DMA channel !
>
> Huh?
> No information posted to the ST groups has said anything about a DMA
> channel. They have all said that it has a serial port (you know, like
> RS-232 your modem use) that is used to send and recieve data. If there
> really is a DMA channel then it is doing a lousy job if it only transfers
> 1MB/s.

There seems to be some confusion between the DSP 56001's 8-bit host interface port and its serial ports. The Falcon 030 has a serial port (similar to the NeXT but with more control signals) that is capable of 1 MB/s transfers.

The DSP in the Falcon has its host port memory mapped so it would be reasonable to expect that the 8-bit port would be capable of at least 8 MB/s transfers. Anyone familiar with the 56001 specs know for sure?

James

2835. Re: How many TT's are there?

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 09:32:32 UTC
From: umcordes@ccu.umanitoba.ca
Message-ID: <C2JBu9.1CB@ccu.umanitoba.ca>
Source record: 210025

>And I'm no. three.

To add 1 to the Canadian count, here I am. (I heard Atari sold a lot of TT's here in Canada...for our relatively small population (vs US))

I have a lowly 4STx4TT megs of RAM (wish I had sprung for the 16TT, or configurable board, dammit... 32MB (+8 ST RAM??? =40MB???!) doesn't sound bad, either).

How do all you other TT owners feel about Falcons? Planning on upgrading (or is it downgrading???)? Should I stick with my TT and just buy a funky Crazy Dots VME card for better-than-falcon graphics? Wait for an 040?

2836. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 09:40:53 UTC
From: rh@dmu.ac.uk
Message-ID: <1993Feb16.094053.12178@dmu.ac.uk>
Source record: 210026
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

> Not very interesting... You have any 6-trigger jouy-sticks/pads available?
> People who play SFII know it's supposed to be played w/6 buttons. To get this
> playability, people will pay what they think it's worth. 1 or 2 button play
> gets just a little more than squat.
>
> -Matt

The Falcon has the facility for 2 new multi-button (12/20+??) joysticks by
Atari which are supposed to be very nice. I think 12+ buttons should be
sufficient for most/all games. The Falcon developer guidelines recommend that
all new Falcon games support these new ports.

Not that I believe SFII would sell many Falcons unless it was better than
the SNES version (not that I'd play it anyway) and came with the machine
in a pack like SFII/SNES pack available here (if not in USA as well)

Anyway the point is that the old Atari VCS standard joysticks are more than
a little limiting these days and I look forward to supporting the new
Atari standard joysticks in our games...

> --- Richard Hackett <
> <
> <
> N E X U S D E S I G N <
> <
>Richard Hackett, 8 The Hawnelands, Halesowen, West Midlands, B63 3RT, England<
> <
> INTERNET: rh@dmu.ac.uk <
> <

2837. Re: Caller ID for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 09:44:17 UTC
From: umcordes@ccu.umanitoba.ca
Message-ID: <C2JCDu.1L3@ccu.umanitoba.ca>
Source record: 210027

ZyXel modems, as of ROM revision 5 (I think) support caller ID. I'm not sure how this is implemented, as I don't subscribe to caller-ID, but the capability is in my modem anyways. There's a lot of talk about caller-ID (and ZyXel modems) in the .dcom newsgroup.

2838. Can your recommend a good C Compiler ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 10:34:42 UTC
From: matthew@hitech.com.au
Message-ID: <729858877.6267@hitech.com.au>
Source record: 210028
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can anyone recommend a C compiler (preferably PD) that would be good to use to learn C ?

Thanx,
Matthew

--
Matthew Smith-Stubbs | "..and you wouldn't know good advice if it came up and
Brisbane, Australia. | did a biff y in your face."
matthew@hitech.com.au | -- Grandma UNIX.

2839. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 10:42:48 UTC
From: richard@op.ph.ic.ac.uk
Message-ID: <1993Feb16.104248.4070@sol.ctr.columbia.edu>
Source record: 210029
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb15.191156.18846@cs.olemiss.edu>, skip@cs.olemiss.edu (Skip Sauls) writes:
|> In article <1993Feb15.120908.3087@lsl.co.uk> snail@lsl.co.uk writes:
|> >In article <3L9HyB1w165w@lakes.trenton.sc.us>, mr_scary@lakes.trenton.sc.us (Chris Hurley) writes:
|> >> bgilbert@cs.washington.edu (Ben Gilbert) writes:
|> >> [All falcon stats deletd]
|> >> It is interesting how they refer to a "True Color" mode. I am fairly
|> >> sure that it is not 24 bit color. I would not call 262k colors true
|> >> color.
|> >
|> >24 bit = 16 million colours. Your eye cannot see that many colours.
|> > 256,000 colours. Your eye cannot see that many colours.
|>
|> Funny, maybe I am Superman or something, but I can see the difference
|> between 18bit and 24bit color. It may be true that the average person
|> canonot detect 256k different colors, but most people can see that there
|> are smoother color transitions with 24bit color than with 18bit color.
|>
|> >Spot the difference?
|>
|> Yes, the 24bit palette is superior to the 18bit palette.

I havn't seen a 24 bit display, but with grey scale images I can't tell the difference between 6 and 7 bits, to me that means that 18 bit and 24 bit display's will look pretty similar. Maybe I need to find myself a radioactive spider...

|>
|> >Your eye can see approx 40 intensity levels for each of Red, Green and Blue.
|> >Now lets say we have a super person who can see 50 levels for each of Red,
|> >Green and Blue.
|> >
|> > 50 x 50 x 50 => 2500 x 50 = 125,000 colours.
|> >
|> >Thats still only half as many as 256,000 colours, and thats for an above
|> >average person.
|>
|> If you are so certain that mere human beings cannot tell the difference
|> between 18bit and 24bit color, I have a little test for you. Using a
|> paint program, draw a section of color which fades from the darkest shade
|> to the lightest shade. Black->Pure White, Black->Pure Red, etc. will be
|> sufficient for this test. On a machine with 24bit color, there will be
|> 256 different levels, on a machine with 18bit color there will be 64.

|>
|> I don't know about you, but in my real-world experience, I can see that
|> there is a big difference between the two. There is a significant amount
|> of banding in the 18bit display that is much less noticable in the 24bit
|> display. The result is that a 24bit display can more accurately display
|> the color transitions in a photograph and can smoothly shade objects in
|> a rendering.

Ah, but you perceive boundaries differently - if you place grey scale
"stairs" on the screen, the colours do not look uniform across each stair,
the darker side of a boundary looks even darker and the lighter side looks
lighter. In real life how large a slab of a pure shade will you get?

Something that seems to have been missed from this discussion so far is pixel
size, or more importantly the size of the pixel image on your retina - you can't
even see colour if the point is too small. So all these tests for how many
intensity levels you can see must use fairly large solid unrealistic slabs of
colour.
Either that or the pixel size is large.

|>
|> >The real point is:- Are these 256,000 colours evenly spread? If they are then
|> >you won't be able to see all of the colours. If they aren't then it may be
|> >that part of the colour spectrum we see is not represented properly by the
|> >Falcon colour pallette, in which case you will be able to say it isn't
|> >true colour. That said, you can use the very same argument against a 24 bit
|> >card.
|>
|> There are plenty of people who will say that 24bits is really not enough
|> and that they can detect 256 diffferent shades of a particular color. I
|> don't know what the next jump is going to be, but I'm willing to bet that
|> someday folks will be sneering at 24bit color just as they are at 18bit
|> and 12bit color today. But hey, that's progress, and things will only
|> continue to get better and look better in the future.

Hmm, but now I think we're getting into the realm of subjective brightness,
from everything I've read 6 bits is about the human limit from black to
white (by which I mean pure red green, blue or any combination). But those
6 bits are on a sliding scale, so in dim light you can see 6 bits and in
bright light you can see 6 bits, the difference being that you perceive black
and white diferently - take how black a shadow can look in bright sunlight,
but when a cloud comes across it fades to grey.

|>
|> >Just thought I'd throw that in.
|>
|> Of course there is no way I'd be able to just stand by and not add my
|> own thoughts as well. :-)

If you're really interested in all this stuff (and loads more) then there's
this book "Digital Image Processing" by Gonzalez and Woods. It's got a good
introduction to perception.

```
|>
|> >snail@lsl.co.uk
|> >
|> >"Washing one's hands of the conflict between the powerful and the powerless
|> > means to side with the powerful, not to be Neutral."
|> > Quote by Freire.
|> > Poster by OXFAM.
|>
|> Skip Sauls, Amiga Advocate
|> skip@tacky.cs.olemiss.edu
```

Richard Syratt

2840. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 11:17:00 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Feb16.161701.15712@miavx1.acs.muohio.edu>
Source record: 210030
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1lpq1rINNje7@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
> You are probably right though, and it's a shame, Mac's deserve it,
> the only problem I have with them is their price of hard-ware & software,
> what a bunch of cutthroats! But, IBM compat's need a lot of work until
> they are really *good* machines!
> (Stick real sound into them, a real OS etc. It's fine for some, but
> not for others :)

Have you checked the prices on Macs latey? Or the prices of software? Mac prices are very reasonable nowadays. (Although the monitor prices need a little work!!) And the software is not as expensive as everyone thinks it is. (I'll agree that Microsoft Word, or Excel is very expensive, so don't use them then, there are many other programs out there tochoose from.)

Later.....

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You like Earth Jazz, she likes Klingon \rlcollins@miavx1.acs.muohio.edu
opera, so you compromise, and listen to \RC1DSANU@miamiu.acs.muohio.edu
Klingon opera." -Odo, Star Trek- Deep Space Nine \rcollins@apsvax.aps.muohio.edu
\ R.COLLINS1 on GEnie
-----=======}}}}}}}}(((((((())))))))}}}}}}}}=======----- 16-FEB-1993

2841. Re: Using Slip with sticp

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 11:26:43 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <16B77AF0B.BWWL@ibm.rz.tu-clausthal.de>
Source record: 210031

In article <1237@usdtsg.DaytonOH.NCR.COM>
anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:

>In article <1993Feb10.140523.24850@ifi.unizh.ch> climpach@avalon.physik.unizh.ch
(Christian Limpach) writes:
[...]

> I have a question on SLIP - what exactly is it?/how do you make
>a SLIP connection? I've just downloaded the Hermes package, and
>while it seems interesting, I have that one part of the plan that
>needs being done - actually making a connection to the network so
>that I can try it out (the mail, news, etc). Is NET.TOS the SLIP
>handler of the ST side, or do I need some other file(s)?

SLIP is just a protocl (Serial Line IP) that allows IP-connections via
serial line (such as modem).
I am working with the ka9q packages - so i cant explain hermes :-(

> At present, I would probably be running it in a Mupfel shell,
>though I wouldn't mind running it via TC shell in a TOSWIN window under
>MiNT (wouldn't be bad - background mail/news processing)...
>
> Also, what arrangements would I need to make (if any) with the
>sysadmin of the system I'm dialing into to create a mail/news
>link? Could it be done without his intervention, or does he need
>to set something up specifically for me? For instance, how/when
>would my system and his connect to do the transfer of mail/news?
>Could I leave my system going say over the weekend and have
>it automatically be updated at certain time intervals, or would
>I physically have to create the connection each time? (I suppose
>I might be able to use Connect to do a script login, if it
>has some sort of "cron" feature to it)...

There are several ways to establish a slip-connection.
If the modem is connect directly to a workstation you have to run
a daemon to use slip... If you are connecting via a terminal-server
(the way i do) the term-server must support the slip-protocol.
Ask your local sysadmin to obtain further information...

> And of course, how would I tie in a FTP/TELNET option into this?
>I'm a bit of a novice when it comes to networking, so I'm
>learning from the net...

After starting ka9q you will get a net> shell. You are able to start
servers (ftp, telnet, smtp, finger etc.) and to use some clients
(ftp, telnet, finger, ping etc.).

> Anyways, any help would be appreciated. It would be cool
>to have my own site, so...

Hmmm... I think it isn't a good idea to set up his own site:
1) are you 24h online? via modem?
--> other hosts want to connect toyour host (e.g. mail processing)
2) what are the advantages of your own site? (assuming you have an
account on another station)
--> you have to admin your site, you have to queue mail etc.
3) does the sysadmins of the network trust other ip-addresses?
--> once you are connected to the internet you are able to use
"privileged" ports (having "root"-access on your atari :-)) etc.

I am using slip, because i am able to have two telnet-session, one ftp-
session etc. at the same time...

> Robert Anisko
> anisko@usdtsg.daytonoh.ncr.com
>

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

2842. Re: Macintosh Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 12:47:36 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Feb16.124736.1415@sol.ctr.columbia.edu>
Source record: 210032

> Yes but that doesn't change the fact that the *list* of an LC III 4/80 is
> $1378. That's in the same ballpark as a Falcon030 4/65. (and of course,
> some people *can* get those neat educational prices...). Of course any
> reasonable Mac monitor is going to cost more than a ST monitor or a
> VGA monitor.

And of course, you can't plug your Mac into a TV while you're saving
up for your new monitor. A telling point for those of us who can *just*
afford a Falcon.

--

____
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

2843. Re: NeoDesk 3.03 ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 12:49:25 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1993Feb16.124925.16266@aston.ac.uk>
Source record: 210033

Hi. Does anyone know whether the new upgrade is compatible with
the UK version? I seem to remember a couple of patches that weren't.

--
Tim Wright. \ Being Human just isn't
wrighttj@uhura.aston.ac.uk \ enough fun.

2844. Re: Convert .au files

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 13:07:47 UTC
From: ggreenbe@rodan.acs.syr.EDU
Message-ID: <1993Feb16.080748.467@newstand.syr.edu>
Source record: 210034

In article <1llnrgE8aq@uni-erlangen.de> mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>ter5424@ritvax.isc.rit.edu (T-Dub/SGP '93) writes:
>
>>Sorry of this has been asked before (I couldn't see where) but...
>
>>Is there any program out there for the ST that will allow me to convert
>>*.au sound files from the UNIX to some sort of ST format to be played on the
>>ST? If you can reply by mail, it'd be greatly appreciated.
>
>At the end of february the newest version of FORTUNE for the Falcon
>will be placed to atari.archive.umich.edu. Fortune V1.0 will not only
>play sound fortunes, it will be able to convert the following file types:
>- DVSM
>- AVR
>- SND
>- AU
>- WAVE
>- RAW data
>
>--
> Harald Schoenfeld | I'm sorry Dave,
> (mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

This is very good news, but what about the availability of
such a program that works on a good ol' ST, not a Falcon, not
a TT, and not even an STe?
Is there such a thing?
--Gerry
ggreenbe@rodan.acs.syr.edu

2845. Re: How many TT's are there?

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 13:30:25 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Feb16.133025.3155@news.unige.ch>
Source record: 210035

Here comes Switzerland. I actually have TWO !!!
One at work (2 years old now), and a one-month-old
baby at home (with Crazy Dots, NVDI4000, 12 Mb RAM -
she is _quick_ ;-)

SWITZERLAND = 2

--
??
?? Mike Morris ??
?? Medical Genetics ??
?? Geneva ??
?? Switzerland ??
??

2846. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 13:33:08 UTC
From: pcxkrm@unicorn.nott.ac.uk
Message-ID: <1993Feb16.133308.15299@cs.nott.ac.uk>
Source record: 210036
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb11.073736.22553@beaver.cs.washington.edu> bgilbert@cs.washington.edu (Ben Gilbert) writes:
>In article <1993Feb10.160223.17969@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>
>[Complaints about ST needing to be rebooted to change resolutions deleted]
>
>>
>> Not turned off, but rebooted. I have used ST's.
>>--
>>Raist
>
>The ST never really has to be rebooted to change the resolution. As a
>simple demonstration, time how long it takes for the computer to switch
>from medium to low resolution as opposed to the original time it takes to
>boot when you turn it on. You'll notice that in changing resolutions, it
>doesn't have to reload the accessories. It's just that GEM itself needs to
>be reset for the new resolution. If you have TOS 2.06, I believe this
>can be accomplished by pressing "1" or "CTRL-1" , where 1 means low
>resolution, as an example. The computer will usually be back in almost
>no time at all -- this is _not_ a reboot.

Forgive me if I'm wrong here, but surely the desktop _does_ reload the accessories if you change between medium/low res? - it doesn't reload the auto folder stuff, so it's not a full reboot, but I've always thought that it had to reload the accessories. It certainly needs to reload the desktop.inf file, which means changing floppy disks over whenever you want to change resolutions, which can be a pain.

Keith.
~~~~~~
"Mummy was an asteroid, Daddy was | Keith Marshall
a small, non-stick kitchen utensil..." | pcxkrm@unicorn.nott.ac.uk
~~~~~~

2847. TT DOWNGRADE TO SPARROW?

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 13:38:36 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Feb16.133836.3416@news.unige.ch>
Source record: 210037

In article <C2JBu9.1CB@ccu.umanitoba.ca>, umcordes@ccu.umanitoba.ca (Trevor Eaton Cordes) writes:
>
> How do all you other TT owners feel about Falcons? Planning on upgrading
> (or is it downgrading???)? Should I stick with my TT and just buy a funky
> Crazy Dots VME card for better-than-falcon graphics? Wait for an 040?
>

No way will I change! Perhaps if someone brings out a "Falcon on a board"
for the TT, I'll add that.
At work I use PCs, Macs, even a Sun Sparcstation - and my TT at home is
still the fastest way I know of producing graphics for presentations, text,
pretty graphs of statistics, etc.
If only MultiTOS would appear (or just effective task switching)... The
idea of Calamus SL, Redacteur 4, Outline Art, and Easydraw (yes!) sitting
together ...

--
??????????????????????????????????????
?? Mike Morris ??
?? Medical Genetics ??
?? Geneva ??
?? Switzerland ??
??????????????????????????????????????

2848. Scanner driver for TT

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 13:40:38 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Feb16.134038.3474@news.unige.ch>
Source record: 210038

I've posted this before - but nobody answered 8-(

Does anybody know of a program + driver for scanning with
a Hawk CP14 on a TT? IDC0 does not work! HEELP!

--
??????????????????????????????????????
?? Mike Morris ??
?? Medical Genetics ??
?? Geneva ??
?? Switzerland ??
??????????????????????????????????????

2849. C Cross-Compiler for 8085/8086/8088

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 14:05:09 UTC
From: bmeier@rzu.unizh.ch
Message-ID: <1993Feb16.140509.19377@rzu-news.unizh.ch>
Source record: 210039

Does anybody know about a C cross compiler, assembler and/or disassembler for
the 8085 and/or 8086/8088 CPU's which runs on the Atari ST?

Thanks in advance

Beat

--

Beat Meier
Computer Center, Systemgroup Phone: +41 1 257 45 25
University of Zurich Fax : +41 1 257 45 05
CH-8057 Zurich, Switzerland eMail: bmeier@rzu.unizh.ch

2850. Re: Video bus/graphics op speed (was A1200/4000 v. Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 14:13:23 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Feb16.141323.16469@rchland.ibm.com>
Source record: 210040
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Feb16.003558.24484@actrix.gen.nz>, James.Hampston@bbs.actrix.gen.nz writes:
|> In article <1993Feb12.061704.22101@mpifr-bonn.mpg.de> mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst) writes:
|> > [...] The result is an artificial high number printed as 'bus speed'.
|> >
|>
|> The quickest way to settle this is to know some facts:-

Yep. Now let's examine your 'facts' a little bit...

|>
|> The Falcon 030 is known to be capable of displaying approx 880x620
|> 8-bit pixels @ 61 Hz noninterlaced. Since that requires a bus speed of
|> at least 32 MB/s, it would seem that Howard Chu gave a pretty
|> good guess of the CPU-memory speed.
|>
|> Now for the benefit of expediency, assume that 32 MB/s is 100%
|> of the bus bandwidth of the Falcon.
|>
|> For the programmer who is creating a game using the 320x200
|> 8 bits/pixel mode which takes up about 4 MB/s, that would
|> mean 28 MB/s is available for the CPU and blitter.

Problem here: people we talking about the speed at which the
Falcon's 68030 with a 16-bit data path to memory could access it.
You can have a fast bus, but still you'll be limited by the CPU.
Your arguments only mean that the 68030 will face no bus contention.

|>
|> Note that 28 MB/s available in the Falcon is 400% more
|> bandwidth than the A1200/A4000's Chipbus bw of 7 MB/s!

The Amiga 1200 has no bus contention with 320x200 in 8 bitplanes
either.

|> But the greatest advantage the Falcon possesses over the
|> Amigas is the chunky-pixel architecture, because it
|> allows the programmer to accomplish in one memory access,
|> compared to at least eight accesses of the Amiga bitplanes.

OK, let's stop here for a moment. There is a way on the Amiga
to move the 8 bitplanes with one blitter access. All you need
to do is construct a copperlist in such a way that you change
the bitplane pointers to point to the next 'memory line', arranging

the memory also in such a way that data is in the following format:

```
bitplane #0, y=0 0000000000000000
bitplane #1, y=0 1111111111111111
.
.
.
bitplane #7, y=0 7777777777777777

bitplane #0, y=1 0000000000000000
bitplane #1, y=1 1111111111111111
```

etc.

In this way, the blitter requires to access the memory only once
for moving a 'software sprite' or bob. Now, the Falcon BLiTTER (TM)
has one problem: it allows only one source, and destination while
the Amiga's blitter allows two sources and destination. This means
that for making 'cookie cut' bobs, the Amiga's blitter has to do
one operation, whereas the Falcon's blitter has to do 3 operations
(someone proved this a while ago).

This actually makes the Falcon BLiTTER (TM) 3 times slower, if
we assumbe that both run at the same speed in their performance.

Also, there is an advantage for games in a 'bitplanes' architecture
like the Amiga, as it is very easy to create 'transparency effects'.

```
|> The 800% advantage of the Falcon's chunky versus the
|> Amiga bitplanes *combined* with the 400% advantage of
|> the bus speed means the only one thing: the Falcon 030
|> has a graphics performance "envelope" far beyond the
|> Amigas and many other systems on the market.
```

False, read above. Also in the case of games, you are disregarding
the Amiga's AGA 16 color, 64 bit wide HARDWARE sprites which
take no time at all to move, and this allows blows your claims
of Falcon's speed away (for arcade type games). And we are not
still mentioning Dual-playfields, which is something that the Falcon
will just can't do... not even I have seen a 486DX2 66Mhz doing it so
far.

Further proof against the 'graphics performance envelope far beyong
the Amigas' claim, is when it comes to animation. Making real time
animation on the animga is a snap with the Ham modes. They allow for
a lot of speed since they use 6 or 8 bitplanes and can show over
256,000 colors at the same time (HAM8 mode only- 8 bitplanes). In
contrast, the Falcon's 'true color mode' will not have the same
capability, as you need more memory to move.

```
|>
|> The absolutely surprising aspect of the Falcon 030 is
|> that Atari could scale it up to a full 32-bit machine
```

|> running at 32 Mhz and simply blow every other PC 486
|> and Mac Quadra off the planet!

You are going too fast... think again.

|>
|> James
|>

--

Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **

2851. Spot the difference (was R: A1200/4000 v Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 14:29:43 UTC
From: snail@lsl.co.uk
Message-ID: <1993Feb16.142943.3098@lsl.co.uk>
Source record: 210041

This was mailed to me in response to my post yesterday (15/Feb/93). I have
posted this with no editing (aren't I honest :-)). I have replied to the
author, and can't be bothered to edit this here so you can see my reply.
snail@lsl.co.uk

> In article <3L9HyB1w165w@lakes.trenton.sc.us>, mr_scary@lakes.trenton.sc.us (Chris
Hurley) writes:
> > bgilbert@cs.washington.edu (Ben Gilbert) writes:
> > [All falcon stats deletd]
> > It is interesting how they refer to a "True Color" mode. I am fairly
> > sure that it is not 24 bit color. I would not call 262k colors true
> > color.

> 24 bit = 16 million colours. Your eye cannot see that many colours.
> 256,000 colours. Your eye cannot see that many colours.

> Spot the difference?
>
> Your eye can see approx 40 intensity levels for each of Red, Green and Blue.
> Now lets say we have a super person who can see 50 levels for each of Red,
> Green and Blue.
>
On a PC, we have 128 grey levels. It is easy to see the boundaries between
adjacent grey levels (i.e. 100:100:100 -> 102:102:102)
therefore our eyes must be able to detect more than 40 levels of either
red, green or blue Also, as you're british, one of the ray-traced sequences
at the beginning of a news program (BBC1, I think) has a light blue ball
in it. I think it could be the earth, but I'm not sure. The boundaries on
this are also distinguishable, and I believe it was traced in 24 bit!
tho whether it was stored as such, I don't know.

> 50 x 50 x 50 => 2500 x 50 = 125,000 colours.
>
> Thats still only half as many as 256,000 colours, and thats for an above
> average person.

I don't think so. I have normal vision.
Another point is that human vision recognises colours that aren't possible
to display on normal RGB or CYMK systems. I find it difficult to explain,
but two of the sensors, I think red and blue, give NEGATIVE signals to the
optic nerve. For instance, if you look at an ultra-violet light, or a
Halogen floodlight, you will see a purple ring surrounding the light.
This is a portion of the spectrum which is picked up by the blue rods
in our eyes as a negative signal, It cannot be reproduced on a monitor.

> The real point is:- Are these 256,000 colours evenly spread? If they are then
> you won't be able to see all of the colours. If they aren't then it may be
> that part of the colour spectrum we see is not represented properly by the
> Falcon colour pallette, in which case you will be able to say it isn't
> true colour. That said, you can use the very same argument against a 24 bit
> card.
>

Good point. Even on an Amiga with 4096 shades, there are yellow/green
shades which are almost indistinguishable, but if you look at dark shades
of red/blue/grey the boundaries are blatant.

Finally, if you look at a good Optics book, it will probably state that
there are about 2,000,000 shades distinguishable to the human eye
therefore 256K colours is definitely not adequate, even if they are
evenly spaced.

Sorry this is mailed, but I don't seem to be able to post. If possible, could
you please cut/paste this message and post it on my behalf?

thanx in advance...

__
/ \ | Peter Simon Lindsey, 3rd year BEng _ __ 640K should
| _/_ _ |_ Software Engineer, UMIST, Manchester \/\/ \ be enough
| /_)/_)| mail: lindsey@sna.co.umist.ac.uk * / | for anyone!
| _,_,_/ @ You can phone me on 061 955 8156 ----_/ -BILL GATES

--
snail@lsl.co.uk

"Washing one's hands of the conflict between the powerful and the powerless
means to side with the powerful, not to be Neutral."
Quote by Freire.
Poster by OXFAM.

2852. Z*NET ISSUE 9307 in alt.znet.pc

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 14:32:01 UTC
From: znet@status.gen.nz
Message-ID: <gate.3FX3yB1w165w@status.gen.nz>
Source record: 210042
Cross-posted to: comp.sys.atari.st,alt.znet.pc

```
Greetings Info-junkies,

The latest issue of Z*NEt Atari International has been released into
alt.znet.pc for your enjoyment.

ISSUE 9307

There are the following postings - UUEncoded znet9307.lzh
- Long ASCII Listing
- 900 line ASCII listing

This weeks edition covers these topics.............

Name: ZNET9307.LZH
Address: Z-NET Date: 930215
Approximate # of bytes: 38272

Newsgroup: alt.znet.pc

Description:
|#| Feedback To Z*Net |#| Falcon Compatibility Update
|#| Z*Net Newswire |#| More Cuts From IBM Due
|#| NeXT Changes |#| Atari Lynx FAQ
|#| Atari 8-Bit Owners Update |#| Expanded Atariophile!!!
|#| Z*Net Calender Updated |#| Perusing CIS
|#| AtariNet Update |#| And more.....

----
Please use the latest version of Quester's LZH to extract.
Keywords: ZNET, Atari, News, Next, 8-Bit, Lynx, AtariNet, Falcon
---------------------------------
Regards from the Z*NET Crew Worldwide
-----------------------------------
```

2853. Problems compiling MiNT0.99

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 14:36:29 UTC
From: thiele@quando.quantum.de
Message-ID: <1993Feb16.143629.3907@quando.quantum.de>
Source record: 210043

Hello everybody,

I found MiNT0.99 on our local FTP server some days ago and tried to
compile it onto my Atari (MEGA ST, 4MEG, TOS1.2(sorry)).
Things seems to be ok, but then then the assembler tries to assemble
the special ".s"-files (transformed from the ".spp"-files)!
Trying this, the assembler cries "Oh no!" when he finds commands like
"pmove" and "rtestr" and similar stuff (68030 assembler??).
Is it impossible to compile MiNT0.99 on a 68000 processor? There are a
lot of comments to the 68000 in the source code, so it should be
possible, but the assembler refuses to compile this files.
I use the Gnu Compiler 2.3.1 with GAS 1.38 patchlevel 4.
I hope someone can help me.

Thanks in advance

Holger

--

Holger Thiele |
Quantum GmbH Dortmund | Et nunc, reges, intelligite,
thiele@quantum.de | erudimini, qui judicatis terram

2854. Re: ICD Link

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 14:47:06 UTC
From: cfaehl@polaris.unm.edu
Message-ID: <1lqupaINN7u@lynx.unm.edu>
Source record: 210044

In article <1lp3hf$l2u@agate.berkeley.edu>, jhauser@boojum.CS.Berkeley.EDU (A Man Called John) writes:
> I just got an ICD Link, together with a SCSI ``external'' hard disk, to
> finally add a hard disk to my ST. The Link has been widely touted as a
> simple way to hook up SCSI devices to the ACSI interface of the ST, but
> after poking around in the manuals that came with all this hardware it
> doesn't look like it's going to be as simple as I expected.
>
[deleted]
> --
> Boycott redwood. Boycott Louisiana-Pacific. Keep the forests. YYYYYYYYYY
> John Hauser---jhauser@cs.berkeley.edu YYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYY

I don't know if I've got the same thing you've got, but I have an ICD host adaptor that gets its power from the SCSI drive - it's the same adaptor used to fit an internal hard drive in a Mega case, all I've got is an ACSI cable attached to it. It's a small little thing that plugs directly into the back of the drive. It works great. Not sure if this is pertaining to your problem...

Chris Faehl

2855. For Sale, games & printer

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 14:48:15 UTC
From: scst174@csc.liv.ac.uk
Message-ID: <C2JqGG.48M@compsci.liverpool.ac.uk>
Source record: 210045

1) Storm Master - 10 pounds
2) Rugby World Cup - 6 pounds
3) Ishar (Legend Of A Fortress) - 10 pounds
4) Supremacy - 7 pounds
5) Midwinter II (Flames Of Freedom) - 12 pounds

I also have a Logic 3 free steering wheel which I've only used once it cost me thirty but I will sell for 20 pounds including postage anywhere in the U.K.

Wide carriage daisy wheel printer (wang) complete with spare ribbons, all leads and an acoustic hood with fan. Obviously the hood makes it quite bulky so buyer must collect or pay for courier service if they want the hood. If the printer alone is needed then I think I can deal with this anywhere in the U.K. The price for this will be 50 pounds and that includes delivery to your door.

you can either E- mail me, send to below address, or phone me on the number below.

Mr M A Humphreys
278 Anfield Road
Anfield
Liverpool
L4 OTJ.

Tel: 051- 261- 0947

Cheers.
Mike.

2856. Call For Votes Follows....

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 15:00:59 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Feb16.150059@cs.bham.ac.uk>
Source record: 210046
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi! After twenty-odd days of discussion about .advocacy in news.groups (and there's been a fair bit of it) it's time to get the voting underway!

We need ALL YOUR VOTES if this is to get past the 100 votes needed to make the vote count. Please get anyone who is at all interested to send me the vote as specified in the following CFV.

Thanks!

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

2857. Re: SPICE Simulation Program Integrated Circuit Emphasis

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 15:12:59 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1993Feb16.151259.17435@ugle.unit.no>
Source record: 210047
Cross-posted to: comp.sys.atari.st,comp.sys.atari.tech

In article <1llni8E887@uni-erlangen.de>, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
> And there is another program that can be used with SPICE:
>
> The circuit editor CIRCU IT! is able to export the circuit layouts that were
> generated using the mouse(!) only in a form that can be analysed by SPICE.
>
> So it is very easy to generate the input files for SPICE. You don't need to
> write long ASCII-files - you just draw the circuit to be analysed.
>

Does CircuIt have libraries for transistors, diodes and operational amplifiers.

Stig Vidar Hovland - stigvi@lise.unit.no

2858. Re: ADVOCACY: New Macs out - Falcon price

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 15:13:23 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb16.151323.4662@newshost.lanl.gov>
Source record: 210048

In article 1lf0tdINNlvo@tortoise.cis.ohio-state.edu, tbrown@cis.ohio-state.edu (ted croft brown) writes:

>Anyway, just for kicks, I'll pick on the LC III for awhile.
>
> - Does't use standard SIMM slots (unless you own a NeXTStation Turbo)

Hmmm... I was under the impression these new Macs don't use standard _Mac_ SIMMs but rather make use of the kind normally found in pc's. This may hack off current Mac owners who have Mac SIMMs to swap but should make SIMMs for the new Macs even easier to find.

> - I don't know about it's internal video, but the video on the LC, LC II
> si, ci is certainly a CPU drain if an external card is not bought.
> Believe me there is a world of difference. (The Falcon might suffer
> from this as well, but all it will be compared to is the STE, TT,
> and the Mega, so it should come out ok. Plus, the Falcon seems to
> be designed to keep video rolling quickly...but we'll see).

Yep, Macs using internal video have always been slower than if they use a card. It's the price paid for a "plug & go" system. Be forewarned, however, that the 256 color mode of the Falcon is _noticeably_ more sluggish than the 16 color mode.

No doubt about it, the new Mac line definitely sets a new price standard for Apple with Color Classics retailing for <$1400 complete and this LCIII going for <$2500 retail complete with monitor and keyboard. Whether they will compete with the Falcon is still to be seen, however. I don't think Apple is worried. ;-)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2859. Re: Video bus/graphics op speed (was A1200/4000 v. Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 15:50:46 UTC
From: matt-dah@dsv.su.se
Message-ID: <2436@vall.dsv.su.se>
Source record: 210049
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

James.Hampston@bbs.actrix.gen.nz wrote:

: the bus speed means the only one thing: the Falcon 030
: has a graphics performance "envelope" far beyond the
: Amigas and many other systems on the market.

Even if this was true, who would develop the software and
the games for it? Maxis? Ha! ;-)

--
==
= Regards = email: = 1280x512x262000+ =
= Mattias = matt-dah@dsv.su.se = I love it. =
==
= If we don't *buy* our programs, there soon won't be =
= any new software for the Amiga. Obvious, is it not? =
==

2860. AT Speed C16 DOS Co-processor

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 15:54:21 UTC
From: craig@hadrian.uk.sun.com
Message-ID: <1lr2ndINN2li@grapevine.EBay.Sun.COM>
Source record: 210050

Has anyone used this board before. Any info would be appreciated ie. does it work with TOS 2.06 and Harddrives, reccommended versions of DOS (3.3, 5.0).

Rgds

Craig

2861. Re: Oops didn't send 1st time - TT software

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 15:59:06 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb16.155906.5406@newshost.lanl.gov>
Source record: 210051

In article 196698@zeus.calpoly.edu, smiller@farad.elee.calpoly.edu (Steve Miller) writes:

>How many of you people think that Bob Brodie is an idiot? I personally
>do, the reason being is that I believe that he fails to realize that
>ATARI is going to slip into nothingness unless a major marketing
>campaign takes place with the falcon, (which I doubt will happen).
>Another reason I feel that he is an idiot is because I met him at the
>very well organized and nice GLENDALE ATARI SHOW in California, and he
>treated people like they were stupid idiot jerks, in other words it
>seemed as if he thought he was one step higher than everyone else. When
>people asked questions of him he usually had some stupid personal story
>to tell and then ended up acting as if the question asked of him was
>something a retarded person would ask...
>If he is in charge of anything important at ATARI woe for us.

I think you are wrong about Bob Brodie. It's too bad if he came off arrogant
to you at the Glendale show (perhaps he felt he was being attacked too?) as
he really is one of the few real friends we (users and devs) have at Atari.

Bob Brodie has _no_ authority to influence how Atari markets their products.
If you don't like the way Atari handles their marketing (who _does_ like it?)
then don't get mad at Bob. Brodie's semi-official position is to act as the
"whipping post" for Atari. He makes the public appearances and takes the
heat for Atari. Not a very enviable job. He is human, however, and has said
some things that really ticked me and a lot of other folks off. Perhaps you
just caught him after he was royally (and unfairly) flamed by some idiot who
took it upon himself to personally blame Bob for ALL of Atari's woes. Stupid.

Again, it's too bad you got turned off by Bob Brodie as he is _not_ the real
enemy here. Believe me, there are plenty of other folks at Atari who are
well deserving of our amassed ire!

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2862. Re: NeoDesk 3.03 ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 16:04:55 UTC
From: ee90grb@brunel.ac.uk
Message-ID: <C2Ju08.lxy@brunel.ac.uk>
Source record: 210052

Mr M E Watkins (csucf@csv.warwick.ac.uk) wrote:
: I got a news letter from gribnif software a while ago, and it mentioned
: NeoDesk 3.03 being released in December 1992 (if I remember rightly)
: It also said that an upgrade disk would be sent to me free of charge
: (or at least that's what I read it as being)

: So could anyone tell me... Has it been released yet?

: The details of it sounded quite good, giving it some of the features that
: are missing from 3.02 but in TOS >2 and I am looking forward to getting
: hold of it

: Thanks for any help.....

: Could you either post the reply (as I'm sure others would be interested) or
: mail me (grw@ukc.ac.uk - a friend is posting this for me)

: Gazza

I would also be interested in news about neodesk 3.03

ee90grb@brunel.ac.uk

2863. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 16:15:28 UTC
From: eas3714@ultb.isc.rit.edu
Message-ID: <1993Feb16.161528.10718@ultb.isc.rit.edu>
Source record: 210053
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <H.lhi_3OrhPmM@fredrik.atari.no> jornmoe@fredrik.atari.no writes:
>In <1993Feb14.042037.32676@rchland.ibm.com>, Ricardo Hernandez Muchado writes:
>> Well, then the Falcon can't have a Toaster since it doesn't have
>>a standard Video Slot.
>>
>
>That is wrong. The videomemory (wich is the same as the system memory
>(upto 14MB)) resides on a expansion bus. It is fairly simple to replace the
>ramboard with a combined videocard and ramcard with direct 32 bit access to
>system ram!

Thats not a video slot.

>Don't ever say something can't be done if you haven't realy tried to do it!!!

Oh, I'm sure its possibleto build a toaster-like card for the falcon..
it would just bea major pain in the ass, thats all.

--
"THAT is a DRY turtle. That turtle is NOT moist!"
Ezra Story, a student at RIT, and
eas3714@ultb.isc.rit.edu, his trusty(?) mailing address.

2864. Re: Where NOT to buy from.

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 16:23:24 UTC
From: adrian@robots.ox.ac.uk
Message-ID: <1993Feb16.162324.4184@celia.robots.ox.ac.uk>
Source record: 210054

I've experienced Gasteiner first hand, and my brother tried for
several months to get a working hard disk from them. Bunch of
cowboys! They may look cheap, but I've always found that the cost and
effort of returning dodgy equipment always outways the initial saving.

- Adrian
--
__________I don't believe you're leaving cause me and Charles Manson \
/ ADRIAN COX _____________________________| like the same ice cream \
/ Robotics Research Group, Engineering Science, Parks Rd, Oxford, OX1 3PJ \
___________Phone:_+44-865-2-73147__Fax:_+44-865-2-73908_____________/

2865. Re: FTPable GIF viewers?

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 16:26:42 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1241@usdtsg.DaytonOH.NCR.COM>
Source record: 210055

In article <1lq8c7$o6o@pith.uoregon.edu> jamesl@cie-2.uoregon.edu (James Lynn) writes:
>
>Hi. I was just wondering if anyone could reccommend any good GIF viewers
>that are available via FTP... [stuff deleted]

Gemview 2.13 and Photochrome 3.0 would come to mind (both available at
atari.archive.umich.edu). Gemview handles a bunch of formats, and will take
advantage of any special hardware you may get (Crazy Dots board, etc).
Photochome will produce the best results on a stock ST/STe system...

Photochrome, while obviously not nearly the resolution of say a VGA
system, would give results that are quite pleasing to the eye (and
would use ALOT more colors than the older GIF viewers)...

>I'm told
>the ST (mine's a 1040 with no modifications) isn't really compatible with
>the GIF format

You were told wrong. I believe the whole purpose behind GIF was to make
it available to all computers (Graphics Interchange format?). All a GIF is
is a file - all someone has to do is write a program to handle that file -
ditto with any other picture file, sound file, word processing file, etc.
A file by itself does *not* limit who can handle it - it's up to someone
to decide to handle it (yes, you can use GIF's with even Atari 8-bits,
C64's, and ANY other system who someone has written a viewer for)...

Hope this helps...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"take a walk on the south side" (Pittsburgh reference)

2866. Re: Macintosh Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 16:35:31 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Feb16.113531.15706@miavx1.acs.muohio.edu>
Source record: 210056

In article <C2IA4H.525@news.cis.umn.edu>, davidli@simvax.labmed.umn.edu writes:
> In article <1993Feb13.141323.10751@iscsvax.uni.edu>, sinclair2246@iscsvax.uni.edu
writes:
>>Well Apple just sold its tenth millionth Mac...
>
> Many of those Macintoshes are now obsolete machines, incapable of running the
> current level of system software ...

Any Mac with 2 megs of Ram can run System 7. (Although I wouldn't
recommend it on a Mac plus. I have used it on a Mac SE (no 30) and it
doesn't feel all that bad. I alsowouldn't recommend only 2 megs of Ram
either!!)

I run System 7 on my PowerBook 100, and I have no difficulties
whatsoever.

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You like Earth Jazz, she likes Klingon \rlcollins@miavx1.acs.muohio.edu
opera, so you compromise, and listen to \RC1DSANU@miamiu.acs.muohio.edu
Klingon opera." -Odo, Star Trek- Deep Space Nine \rcollins@apsvax.aps.muohio.edu
\ R.COLLINS1 on GEnie
-----=======}}}}}}}}(((((()))))))}}}}}}}}=======----- 16-FEB-1993

2867. For Andrew@comres.dnet.whatever

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 16:40:07 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <1ls8i7$i5o@terminator.rs.itd.umich.edu>
Source record: 210057

This is for Andrew at the following address, which mail keeps bouncing from.
If you're not him, press n now.

>From: 4.310::aking (COMRES::"@comres.cra.com.au:aking@4.301.dnet")
>To: "weiner@atari.archive.umich.edu"%COMRES.dnet@comres
>Subject: EMAIL Mail-server address
>Hi,
>Could you send me details on the mail server for Atari s/w..
>thanks..
>Andrew

Send mail to atari@atari.archive.umich.edu with a body of help.
And get your return path fixed before you do it, or you'll get
nothing back.

Jeff
--
Jeff Weiner - weiner@terminator.rs.itd.umich.edu - Umich Atari Posse -
Coming soon to a theater near you........

2868. Re: Looking for C packages ...

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 16:43:17 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1993Feb16.164317.7299@donau.et.tudelft.nl>
Source record: 210058

In <2b6f76c3%fidonet.org@p1.f44.n242.z2.fidonet.org> Benedikt_Heinen@firemark.fido.de (Benedikt Heinen) writes:

> MK> Anybody got any tips for which C package (compiler, linker, debugger ..)
> MK> to use ? Ideally I don't want to spend lots of hard earned cash at this
> MK> stage, but ANSI compatibility would , I guess, be handy.
>I would recommend two well done packages (both ANSI conformant):
> - GNU cc/c++ and according tools
> good compiler, good libs, good tools, free software
> *but* slow compiler, huge executables, needs much harddisc and RAM space
> to use

> - Lattice C V5.5
> well done compiler, good libs, small execs
> *but* commercial product (cost around 400,-DM -> US$ ~275)

I can also recommend Pure C, which is about the same price as Lattice C.
The manuals and online help are in german (although the menu system and
error messages are in english), but don't let that stop you, only a limited
german vocubalary is necessary, and if all else fails you can always use
standard ANSI C reference books for most of the library and language.

> MK> While we're at it - anybody know of a decent resoucre editor to use with
> MK> C and other .RSC files ?
>Lattice includes an Resource Kit (WERCS) or you can get a very good shareware
>Resource Kit (ORCS) at a.a.u.e. (I think). Shareware fee is about 50,-DM (US$
>~35).

I wouldn't recommend WERCS. I bought it as an upgrade from a resource editor
I had that came with Mark Williams C, but in fact it wasn't much of an
improvement, and it has at least one serious bug (it can't remember the name
of image objects). Hisoft, the distributor of WERCS wasn't exactly helpful.
when I wrote them about the bug. Moreover, it was quite clumsy to use.

Instead I would recommend Interface, a program from the german company Shift.
It is much nicer and faster. Again, this program has a german manual and
german menus, but since its use is quite obvious you don't need the manual
very much, and you'll probably be able to guess the meaning of most menu
entries. Moreover, all technical terms of resources have been left untranslated,
like SELECTED, CROSSED, DISABLED, etc.

=-=-=-=
C. van Reeuwijk e-mail: C.vReeuwijk@ET.TUDelft.NL

2869. Re: Macintosh Advocate.. & Byte gives the Falcon030 a thumbs up.

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 16:53:48 UTC
From: neurom@stein.u.washington.edu
Message-ID: <1lr66sINNe80@shelley.u.washington.edu>
Source record: 210059

In article <1993Feb15.205406.10849@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:
>I am sure a few million are on borderline obsolete. But there are no installed
>base of the Falcon..When is this machine going to be released? Now speaking of
>those obsolete Macs, how many ST's can display 8 bit color...I bit 99.9% can't.
>There are about 2.5 - 3.0 million St's worldwide...I bet 99.9% are obsolete..
>
>If Atari can get the Falcon on the market in March, than it would have beaten
>the new 14 inch color classic that is power pc ready by one month(April
>release)...Wow!!!!!!!!!!

Not to mention be up to 200% less. The Falcono030 LISTS for $799. Street price will no doubt be at least $100 lower than that. You can get a 2.5" 85mb Maxtor internal IDE HD for under $280. MUCH lower than the mac. It will also run any type of monitor from TV to SVGA right out of the box.

And here's the kicker, Byte magazine (Jan, 93) actually gave it a very good review. Not bad, hu? It wasn't even biased, only honest; "Considering Atari's track record, one can't help but be skeptical. However, the Falcon really is something different." Not bad, hu?

Now, if Atari's management can catch up with their development....

--Neuromancer

2870. Re: Oops didn't send 1st time - TT software

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 17:00:20 UTC
From: neurom@stein.u.washington.edu
Message-ID: <1lr6j4INNeie@shelley.u.washington.edu>
Source record: 210060

I was just wondering, has anybody considered sending some sort of letter to Atari asking them to "get off their butts." If the management think's it's a lost cause, maybe finding out how many people out here really want Atari and the Falcon to succeed will change their minds.

Just a thought.

--Neuromancer

2871. Re: Where NOT to buy from.

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 17:01:50 UTC
From: craig@hadrian.uk.sun.com
Message-ID: <1lr6luINN2qh@grapevine.EBay.Sun.COM>
Source record: 210061

I have to agree with that,

I ordered a PC720B (3 1/2" External drive) for my Atari, they sent a PC880B (amiga drive). I also got an ICD link with German software and an English manual.

But when they sent the PC720B again, it was faulty. So, as I had held onto the PC880B until my 720 arrived I swapped mechanism's from one box to another and it seems to work ok, but I'm not totally convinced.

The ICD link seems to be ok but I would like an English version of the software so that I can see exactly what I'm getting.

Craig

2872. Re: Falcon compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 17:03:43 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb16.170343.9935@newshost.lanl.gov>
Source record: 210062

In article 13017@cbnewse.cb.att.com, trek@cbnewse.cb.att.com (wayne.a.booth) writes:
>
>Note: I think I remember seeing a note from John Hutchinson emphatically
>stating that Cyberdrome does work on Falcon.

Yep, let me confirm that Cyberdrome is indeed Falcon 030 (as well as TT)
compatible. Cottonwood Computers has been so advised and will update their
Falcon compatability list accordingly.

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2873. BAT II - Sci Fi RPG

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 17:36:13 UTC
From: hoffman@tsla.noava.lisc.lockheed.com
Message-ID: <1993Feb16.173613.14701@tsla.noava.lisc.lockheed.com>
Source record: 210063

Hello, I would like to know if anyone is playing this game. I'm having problems saving and restoring games and would like to know if this is a problem with my system or perhaps a bug in the game itself. The gameplay of the game is really great but if this is a bug it's the kiss of death.

I called UBI in England but they were unable to help.

John
Please respond by EMAIL thanks.
--
+---+
| The preceding is my personal opinion and not legally binding... |
+---+
John Hoffman	Lockheed Integrated Solutions Company
NOAVA/Engineering	Internet: jhoffman@lmsc.lockheed.com
408/987-4693	or: john.hoffman@lims.lockheed.com
+---+

2874. Re: ICD Link

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 17:37:52 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Feb16.123752.14517@umiami.ir.miami.edu>
Source record: 210064

In article <1lp3hf$l2u@agate.berkeley.edu>, jhauser@boojum.CS.Berkeley.EDU (A Man Called John) writes:
> I just got an ICD Link, together with a SCSI ``external'' hard disk, to
> finally add a hard disk to my ST. The Link has been widely touted as a
> simple way to hook up SCSI devices to the ACSI interface of the ST, but
> after poking around in the manuals that came with all this hardware it
> doesn't look like it's going to be as simple as I expected.
>
> The problem is with the ``termination power'' line on the SCSI bus. You
> see, the Link has no power supply of its own, and there's no power available
> from the ACSI connector, so the device is constructed to draw its power from
> the so-called ``termination power'' line on the SCSI bus. Of course, for
> the Link, this would be on the hard disk side. However, as near as I can
> tell, the quasi-convention for this line is that it's supposed to be powered
> by the computer! This means that the typical Mac-like hard disk that comes
> conveniently packaged in its own external case does _not_ supply power on
> this line. At least, the one I bought doesn't. Nor, does it seem, should
> any other SCSI peripherals, if they're going to work with machines like the
> Mac which _do_ drive this line.
>
> So is anybody using this miracle Link without some specially-made SCSI
> device to provide the power??
>
> The simplest way to get power to the Link would be to open up the hard drive
> case and directly connect the drive's +5V power to this line. This is not a
> terribly difficult operation, but it does two things. First, it voids the
> warrantee on the drive, which I'd prefer not to have to do. And second, it
> makes the drive a potential cause of damage to another computer---like a
> Mac---if it's ever hooked up to one without this ``fix'' being undone first.
>
> The alternative is to drive the line from somewhere else on the bus. For
> instance, I could make a short little piece of connecting cable with this
> line tied to a source of power. The power could easily come from one of
> those ubiquitous ``plug-in'' black-box power supplies. However, this is
> more than a little bit of work; more than I thought I was getting into, in
> fact. I also thought of trying to hack a terminator and do this at the far
> end of the bus, but so far all the terminators I've seen are entombed in a
> solid piece of molded plastic and are thus not easily hackable.
>
> Could anybody tell me a better way to solve this little power problem? I'm
> a little annoyed that ICD glosses over the problem so innocently.
>
> ---
> Boycott redwood. Boycott Louisiana-Pacific. Keep the forests. YYYYYYYYYY

> John Hauser---jhauser@cs.berkeley.edu YYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYY

I am using the LINK on a standard SCSI Syquest Removable 44 HD with absoltely NO problems from the machine. Perhaps your Mac SCSI drive isn't standard?

Mark Santora

2875. Re: Video bus/graphics op speed (was A1200/4000 v. Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 17:44:01 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Feb16.124401.14518@umiami.ir.miami.edu>
Source record: 210065
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Feb16.003558.24484@actrix.gen.nz>, James.Hampston@bbs.actrix.gen.nz writes:
> In article <1993Feb12.061704.22101@mpifr-bonn.mpg.de> mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst) writes:
>> [...] The result is an artificial high number printed as 'bus speed'.
>>
>
> The quickest way to settle this is to know some facts:-
>
> The Falcon 030 is known to be capable of displaying approx 880x620
> 8-bit pixels @ 61 Hz noninterlaced. Since that requires a bus speed of
> at least 32 MB/s, it would seem that Howard Chu gave a pretty
> good guess of the CPU-memory speed.
>
> Now for the benefit of expediency, assume that 32 MB/s is 100%
> of the bus bandwidth of the Falcon.
>
> For the programmer who is creating a game using the 320x200
> 8 bits/pixel mode which takes up about 4 MB/s, that would
> mean 28 MB/s is available for the CPU and blitter.
>
> Note that 28 MB/s available in the Falcon is 400% more
> bandwidth than the A1200/A4000's Chipbus bw of 7 MB/s!
> But the greatest advantage the Falcon possesses over the
> Amigas is the chunky-pixel architecture, because it
> allows the programmer to accomplish in one memory access,
> compared to at least eight accesses of the Amiga bitplanes.
> The 800% advantage of the Falcon's chunky versus the
> Amiga bitplanes *combined* with the 400% advantage of
> the bus speed means the only one thing: the Falcon 030
> has a graphics performance "envelope" far beyond the
> Amigas and many other systems on the market.
>
> The absolutely surprising aspect of the Falcon 030 is
> that Atari could scale it up to a full 32-bit machine
> running at 32 Mhz and simply blow every other PC 486
> and Mac Quadra off the planet!

Actually, I wouldn't be surprised if the "MEGA FALCON 030" is just that;
a 33Mhz 030 with full 32 bit address, expandable slots, more memory, expandable
past 14/16megs with FAST Ram, and of course, seperate keybord/CPU.

>
> James

>
Mark Santora

2876. Re: Scanner driver for TT

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 17:51:54 UTC
From: jtreichl@iiic.ethz.ch
Message-ID: <1993Feb16.175154.12183@neptune.inf.ethz.ch>
Source record: 210066

which version of the IDC-driver you have?

juerg

Juerg Treichler ETH Zuerich
email: jtreichl@inf.ethz.ch

2877. Re: ADVOCACY: New Macs out - Falcon price

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 18:56:59 UTC
From: Dale_Adams@gateway.qm.apple.com
Message-ID: <1993Feb16.185659.22@pcnntp.apple.com>
Source record: 210067

In article <1993Feb16.151323.4662@newshost.lanl.gov>
hutch@bellman.lanl.gov (John Hutchinson) writes:
> Yep, Macs using internal video have always been slower than if they use
> a card. It's the price paid for a "plug & go" system.

This is true only for the IIsi and IIci which used a cycle-stealing DRAM approach. The LC, Centris, and Quadra machines all have VRAM-based video which actually provides higher performance than a (non-accelerated) video card.

- Dale Adams

2878. Re: How do u uncompress a '.Z' file using COMPRESS.TTP?

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 19:34:11 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1lrfjjlNNp2p@golem.wcc.govt.nz>
Source record: 210068

```
> O O
> \_/ COMPRESS.TTP compresses files....thats all, UNCOMPRESS expands the
>
> Try typing
> man compress
> on a Unix system to see the details.....
>
> Craig.
```

```
Not so, the ST version used with the -C switch uncompresses files, otherwise
it compresses them!

Not everyone uses UNIX, some use Atari's, IBM's, or Mac's!
```


```
������������������������������������������������������������������
������������������□
```



```
� Contrary to popular belief, money IS everything! ||| �
```



```
� To cause a catastrophic disaster, you need a computer! ||| TARI �
```



```
� If several things can go wrong, the one that will / | \ �
```



```
� cause the most damage, happens first! At least it goes! �
```



```
������������������WELLS_S@KOSMOS.WCC.GOVT.NZ������������
������□
```

2879. Re: Atari formats PC better than PC

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 19:36:55 UTC
From: ken@isgtec.com
Message-ID: <4228@isgtec.isgtec.com>
Source record: 210069
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1ln7qaINN9qk@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
> DC-Format has a Verify toggle. It's at the bottom right of the display
> says, 'Verify'.

IMO, it should not be an option, it should always be ON, and no button...

> The added bonus DC-Format has, which seems to be
> quite rare, is if any Bad-Sectors are found, it marks them in the FAT
> tables, so, if you are lucky, GEM/TOS will write the data around them,
> instead of over them ......

There used to be a reason for doing this, when floppies were expensive.
Now, keeping bad floppies is just stupid, they're so cheap now. A good
formatter will tell you immediately of a write failure, and you then
should proceed to frisbee the disk.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2880. Re: Spectre on Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 19:44:23 UTC
From: ken@isgtec.com
Message-ID: <4229@isgtec.isgtec.com>
Source record: 210070

In article <1ln6l2INN9qk@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
> ....
> In which case, why emulate a Mac-Plus, when
> you can Emulate a Mac LC-II at pretty much the same speed, same resolution,
> and same capability!?
> ...
> Buying a Falcon just to run Spectre GCR on it would be pretty dumb
> any-way! You should be able to get a Mac-Plus for the price of the
> Falcon, so get the real thing!

You're missing the point, I think. For people who *already own* a GCR,
it would be nice to be able to use it on a Falcon until Gadgets comes
up with something else. A lot of people might really want a Falcon, and
for reasons other than just running GCR. Some might want to sell their
ST in the process, so they would want to do everything on one machine.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2881. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 20:27:28 UTC
From: gerrymon@eng.umd.edu
Message-ID: <1IringINNpfb@mojo.eng.umd.edu>
Source record: 210071
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb16.013428.24856@wam.umd.edu> rsrodger@wam.umd.edu (Yamanari) writes:
>
> What's your point? The derivation is obvious and so is the
> intended meaning.
>
> Someone else mentioned that definitions change. Well, this
> is sometime true. Indeed, often. But it is not true for
> words that have clearly defined meanings (like "century"
> which is defined as 100 years, or "dozen" that refers to
> 12, not 13 and not 11) and "true color" as defined by
> the company that introduced the term refers to 24 bit
> color--not 15/16 bits, not some weird hack that allows
> real time modification to produce several hundred thousand
> colors--t_w_e_n_t_y_f_o_u_r_b_i_t_s. The definition hasn't
> changed, people are simply using the word incorrectly.
>
> The correct label for 15/16 bit color is "high color" as
> defined by the companies that introduced the chipsets to
> produce the display. Anything in between is something else
> again, but it's not "true color" if it's not 24 bits.
>
> Manufacturers who are claiming that their cards, if they
> are less than 24 bit color, are "true color" cards are
> lying and deliberately trying to mislead. Defend them if
> you like, but they are no more telling the truth in that
> matter than they are selling a 24 bit product.

I think you are confusing marketing terms with real definitions. I think it is unwise to base definitions on marketing terms. One of the best examples is the term PC. Before, it used to mean personal computer but now it has come to mean an IBM clone. Does that mean that the Amiga, ST or Machintosh are not PCs?

One should take marketing terms with a grain of salt.

Anyway, having said that, I decided to do some research. I looked through my old issues of Byte and I found something interesting.

In the March 1987 issue of Byte (page 215), they have a review of the first TARGA boards. The board reviewed was the TARGA 16 board. Guess what? It offered a non-CLUT (Color Look-Up Table or Palette) display with 16-bits per pixel. Each color component (red, green, blue) had 5-bits each, giving a total of 32,768 = 2^15 colors.

There was also a TARGA 24 board which offered a non-CLUT display with 24-bits per pixel. This board was not reviewed however.

In my opinion, this seems to actually support Atari's use of the term true color. And as I've said before, I like this definition. I think it's more elegant to say 16-bit True Color and 24-bit True Color than to say Hi-Color and TrueColor. Why invent a new term when you don't need it?

Finally, this definition is very logical. The bits of the pixel represent the 'true color' of the pixel as opposed to being an index into a CLUT.

--Gerry

2882. Re: ADVOCACY: New Macs out - Falcon price

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 20:47:17 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C2K72v.23n@news2.cis.umn.edu>
Source record: 210072

In article <1993Feb16.151323.4662@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
>Hmmm... I was under the impression these new Macs don't use standard _Mac_
>SIMMs but rather make use of the kind normally found in pc's.

According to Jerry Pournelle, there is not such as a SIMM 'normally' found in PC's ... take a peek at his Chaos Castle article in the February (? the one with the newsbyte about the Falcon030) issue of BYTE. Different boards take different SIMM forms. He was less than enthused about yet-another-difference between 'standard' PC motherboards...

-- David Paschall-Zimbel

2883. Re: G++ question

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 20:57:37 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb16.205737.14276@newshost.lanl.gov>
Source record: 210073

In article 3pYyaU77SBY@semprini.tdkcs.waterloo.on.ca,
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>In <1993Feb8.201320.17722@unix.brighton.ac.uk>, Domenico De Vitto writes:
>> Wha's the name of the file at the a.a.u.e in order to install G++ ??
>>
>> I've 4mb of ram, but only 2 800k floppies, is this config enough ?
>
>No way! The C++ compiler binary is over 1M in size... You could use
>pfxpak to shrink it, but then you'd probably run out of memory real
>quick while compile C++ code...

Uh, Chris... I believe the original poster was asking about G++ (as in _Great_)
as opposed to C++ (as in _Cockeyed_). :) Now that I look closely, however,
the "C" and "G" fonts look a lot alike on my newsreader too.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2884. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 21:10:22 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Feb16.161022.15711@miavx1.acs.muohio.edu>
Source record: 210074
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <3931@blue.cis.pitt.edu>, xero@pitt.edu (Josh Karabin) writes:
> AL RASHID SHAHIR (alrashi@ecf.toronto.edu) wrote:
> : >People will overlook the Falcon when it comes to MIDI for the same
> : >reason that people will overlook the Amiga when it comes to Video.
> : >They're convinced that the only real computers in existence are Clones
> : >and Macs. End of story. People will look at the Falcon and say "but it's
> : >not Mac/PC compatible" and sales will be lost...
> : Not if the enthusiasm at the NAMM is any indicator of things. And seriously,
> : who looks for MIDI except musicians? For the Video, armchair producers would
> : reeeely like one, but for MIDI? Only the strictly serious would want a MIDI.
> : (Lotsa general talk here...I'm not talking about exceptions). SO the point is,
> : HEY musicians have been sticking to Atari for a while now, so what gives you
> : the idea that they'd give up on Atari so easily? (Re: my first statement)
>
> The reason I think that musicians will overlook Atari is that I have been told
> by numerous sources that the Mac does MIDI sequencing better than Atari,
> especially at the high end. I'd believe this. So would a lot of people wanting
> to start MIDI work. So alot of people will go Mac before Atari. Now, whether
> or not it is true that the Mac can do MIDI better is not the issue - people
> assume it can, so they believe it can, and then Atari loses sales.

The other big thing is that musicians can buy a Mac locally, unlike
an Atari. I had a friend asking me what computer to get to start doing MIDI
work. I naturally recommended a ST, but then he askedwhere he could go see
one and get a demonstration. Well, there isn't any dealer in the Cincinnati
vicinity. In fact, I don't know of any dealer where I could go to to
purchase Atari hard/software. Anyway, to make a long story short, I
told him to go check out the Macs.

Later.......

---------------{{{{{{{{{((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You like Earth Jazz, she likes Klingon \rlcollins@miavx1.acs.muohio.edu
opera, so you compromise, and listen to \RC1DSANU@miamiu.acs.muohio.edu
Klingon opera." -Odo, Star Trek- Deep Space Nine \rcollins@apsvax.aps.muohio.edu
\ R.COLLINS1 on GEnie
---------------{{{{{{{{{((((((()))))))))}}}}}}}}=======----- 16-FEB-1993

2885. Re: Spectre on Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 21:14:16 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb16.211416.17452@newshost.lanl.gov>
Source record: 210075

In article 1ln6l2INN9qk@golem.wcc.govt.nz, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>> What hasn't been answered is an obvious question. will the software be
>updated so that a current spectre cartridge will run on a falcon? If not,
>no falcon for me.
>
>
>The Falcon has a different cartridge port, so why bother!?

Hmmmm, really? Well, I admit I haven't examined the internals or the schematics but the cartridge port on my Falcon looks amazingly like the one on my MegaSTe. I think they are the same, Steve, but of course, that doesn't mean the old ST carts will work on the Falcon as is. As you know, the Spectre GCR does not.

>Buying a Falcon just to run Spectre GCR on it would be pretty dumb
>any-way! You should be able to get a Mac-Plus for the price of the
>Falcon, so get the real thing!

This is true, but we need to run the argument a bit further still. With the introduction of the new "el-cheapo" Color Classic and LCIII from Apple, one must also question the viability of a "Spectre 4.0" color capable Mac emulator from a cost standpoint. Still, it would be cool to run color Mac apps on the Atari, eh?

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2886. Re: ICD Link

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 21:37:05 UTC
From: plate@cdsmn.mn.org
Message-ID: <C2K9Du.5Ln@cdsmn.mn.org>
Source record: 210076

In article <1lp3hf$l2u@agate.berkeley.edu> jhauser@boojum.CS.Berkeley.EDU (A Man Called John) writes:
>I just got an ICD Link, together with a SCSI ``external'' hard disk, to
>finally add a hard disk to my ST. The Link has been widely touted as a
>simple way to hook up SCSI devices to the ACSI interface of the ST, but
>after poking around in the manuals that came with all this hardware it
>doesn't look like it's going to be as simple as I expected.
>
>The problem is with the ``termination power'' line on the SCSI bus. You
>see, the Link has no power supply of its own, and there's no power available
>from the ACSI connector, so the device is constructed to draw its power from
>the so-called ``termination power'' line on the SCSI bus. Of course, for
>the Link, this would be on the hard disk side. However, as near as I can
>tell, the quasi-convention for this line is that it's supposed to be powered
>by the computer! This means that the typical Mac-like hard disk that comes
>conveniently packaged in its own external case does _not_ supply power on
>this line. At least, the one I bought doesn't. Nor, does it seem, should
>any other SCSI peripherals, if they're going to work with machines like the
>Mac which _do_ drive this line.
>

You should contact the maker of the external drive. It may be as simple as setting a jumper inside the box. There is usually a jumper on the hard disk itself that determines whether the termination power line is driven or not.

Regards,
Doug Sr.
--
()(*)(*)(*)(*)(*)(*)(*)(*)(*)*(*)(*)(*)(*)(*)(*)(*)(*)(*)()
/ plate@cdsmn.mn.org \
/ / Doug Plate Sr. | "Assume no malice!" \ \
(*)

2887. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 22:53:17 UTC
From: robert@informix.com
Message-ID: <robert.729903197@labyrinth>
Source record: 210079
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

rsrodger@wam.umd.edu (Yamanari) writes:

>In article <1loim2INNq0v@gap.caltech.edu> andrey@cco.caltech.edu (Andre T. Yew) writes:
>>rsrodger@wam.umd.edu (Yamanari) writes:
>>
>>> "True color" means 24 bit color. That's it. Anyone
>>> using it for 15/16 bit displays is using it incorrectly.
>>> Those are, properly, referred to as "high color" displays.
>>
>> You know, you should stop making stupid generalizations.
>>True color is completely meaningless since it changes meaning
>>when you talk to different people.

> Quite simply, you are wrong.

> TrueColor is a tradematk of AT&T in reference to it's Targa
> cards. It refer to 24 bit color and _only_ 24 bit color. I don't
> care what other people want to use it to mean, that's what
> it properly means. A lot of people think 'pulchritude' means
> 'ugly' and they are WRONG. It doesn't matter how many people
> think something incorrect or use something incorrectly--they
> are still *wrong*. Period.

Quite simply, you are wrong.

1). Words do not have God-given "intrinsic" meanings. Their
meaning is defined entirely by usage; that's why words change meaning over
time, and that's why slang such as "chill" still works to establish
communication, even though the slang meaning has little relation to any
dictionary definition. Language is not stagnant, as much as that would make
life simpler for some folks. Words mean what they are used to mean *now*;
older meanings are archaic, and any particular word will probably mean
something different later. Who controls that? *We* do, not dictionaries
or legal edicts.

2). Companies and governments have no more power over the meaning of
words than do dictionaries. Thus, if you ask someone for a Kleenex, they
won't look around vaguely and tell you that they don't have one when a box
of Softouch paper tissues are at hand; nor will a coworker glance at you
blankly when you ask them to xerox something for you, and your copier is
a Canon copier. Communication is established regardless of how much Canon
may complain that Xerox is a company's name, not a verb, and communication is
the only reasonable measure of the meaning of a word.
Words are perhaps our most democratic...and anarchic...institution.
We all vote on what a word means whenever we use it, and we may, through

esoteric processes, all choose to change that meaning at any time, for any reason, under any circumstances, without going through any kind of formal/legal process.

3). A peculiarity of language is that it is perfectly possible for a word to have two or more meanings. Folks that argue that since a word means such-and-so it therefore cannot mean anything else are ignoring that simple possibility.

4). I'm not positive about this, but I believe that the TrueColor trademark has a peculiar spelling/capitalization scheme (either what you posted above, "TrueColor" or "TruColor") and is one word. If so, then there isn't even a legal claim to a meaning of the words "true color" (not, as I pointed out above, that legal claim would have any effect on the true meaning of the word).

5). Lastly, you're arguing about a "marketese" word in the first place. Jeez, it's the advertisers job to convince you that Retsin is a miracle drug. I wouldn't be surprised if the words with the shortest halflife of sharply defined meanings are those being warred over by advertising executives...

Robert C.
--

Disclaimer: My company has not yet seen fit to elect me as spokesperson. Hmmpf.

2888. Help for a social problem !

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 23:10:00 UTC
From: Gunnar_Landgrebe@hh3.maus.de
Message-ID: <A1071@HH3.maus.de>
Source record: 210080

Hi !

One of my users has a problem. It would be great, if some of you could help him. His netadress is: Lars_Borghring@hh3.maus.de

---------- And here's his text :-) ----------

I am an Psychologist from Sweden. I've an assignment from the Handicap-Institut of Sweden to get programs of interest for the Autistic Children. The programs should be for fun and entertainment only. There is no pedagogical approach in the first place, It's for entertainment and stimulation. (If you get stimulation, you also get some pedagogical results). So, It's games I want, Games that can be configureted for individuals needs. They must be very 'clean' in the display, Autistic children needs to have it like that, or they get overwhelmed by the stimuli. The games can be in GFA, Stos,Amos, C or even in assembler. I can get get them transleted an d reconfigured. There will be some money involved. If the games are usable, I'll pay 200 DM. If they then get widespread among the handicaped institutions you'll get an extra fee for each copy. My name is Lars Borgh, Adress: Jaernvaegsgatan 32, S-62146 Visby Sweden. Phonenr: +46 498249798, Get intouch, please!

Gunnar

2889. Re: Co-processor chip capabilities???

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 23:10:59 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1lrsa3lNNd7f@elroy.jpl.nasa.gov>
Source record: 210081
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Feb14.203646.12535@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>> Line-F emulator, _FPU cookie

> If you had a line-f emulator, wouldn't you just set the cookie to
>indicate a hardware 68881/2 using the coprocessor interface? The whole
>point of the emulator is to make it appear as though the hardware is there
>even when it isn't. (I'm assuming we're talking about a resident emulator.)
>
> If there was a need to let programs know whether they're getting emulated
>68881/2 or The Real Thing, then maybe a bit in the lower word of the
>cookie value should be defined. The docs I have indicate that the low
>word is reserved for describing software FP support. (I have this feeling
>that Atari has already done this, but I can't find my most recent newsletter.)

(I know someone out there is gonna make me eat my words on this topic, but anyway...) It would be a nice idea to let MiNT know if the FPU is real or being emulated, so it can know whether or not to save/restore the FP registers on a context switch. Ideally, there would be a way to trap all FP activity, so the OS can ignore the FP registers if the current process doesn't use them. (Right now, if MiNT sees that an FPU is present, it will always do a save/restore on every switch. If the current process doesn't use any floating point instructions, then one set of save/restores can be omitted.) In a software emulator, the FP registers have to be faked in normal RAM anyway, so they might as well just operate directly out of the process' register context, thus also eliminating a save/restore step.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

2890. Re: How many TT's are there?

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 23:24:06 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.SApJI4KS9RM@fredrik.atari.no>
Source record: 210077

In <C2JBu9.1CB@ccu.umanitoba.ca>, Trevor Eaton Cordes writes:
>>And I'm no. three.
>
>To add 1 to the Canadian count, here I am. (I heard Atari sold a lot of
>TT's here in Canada...for our relatively small population (vs US))
>
>I have a lowly 4STx4TT megs of RAM (wish I had sprung for the 16TT, or
>configurable board, dammit... 32MB (+8 ST RAM??? =40MB???!) doesn't sound
>bad, either).

That would be 32MB TT and 10MB ST (8 exp. + 2 onboard) = total 42 MB
(I 'only' have 24MB (20TT/4ST))

>How do all you other TT owners feel about Falcons? Planning on upgrading
>(or is it downgrading???)? Should I stick with my TT and just buy a funky
>Crazy Dots VME card for better-than-falcon graphics? Wait for an 040?

I'd buy a F030 right now (it's available for me right now) but I feel the
price is not quite right for the moment. I would howewer not sell my TT
until I could replace it with a 68040 based Falcon. The TT is still a much
more capable machine when it comes to serious DTP and wordprocessing (due to
the VERY good 1280*980 19" monitor). And you just don't want to drop down to
640*480 in a MiNT/MTOS - GNU (gcc) programming environment when used to
1280*960 alowing for some 2 80*24 character windows with bash or tsh, and a
90*100 character window for emacs (the 'real' one, not micro-emacs), and of
course a few directory windows. All this with almost no overlaping windows.

Of course it would be nice with some colors, but I don't realy miss it that
much I want to pay a $1000 extra to get the sam rez and quality in colors!

BTW. My plans for the F030 I surely someday will purchase is to use it in my
stereo as a 4 way active filter to drive my 4 way speakers. One amp. for
bass, one for lower midrange, one for high midrange, and one for the
tweeter. I already have the setup, but with a analogue 4 way active
filter:-)

PS. And i might also play some games on it.....

--

```
-------------------------------------------------------
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-------------------------------------------------------
```

2891. Re: Looking for C packages ...

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 23:29:22 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.wuIslxIFuL_@fredrik.atari.no>
Source record: 210078

In <2b6f76c3%fidonet.org@p1.f44.n242.z2.fidonet.org>, Benedikt Heinen writes:
>
> MK> Anybody got any tips for which C package (compiler, linker, debugger ..)
> MK> to use ? Ideally I don't want to spend lots of hard earned cash at this
> MK> stage, but ANSI compatibility would , I guess, be handy.
>I would recommend two well done packages (both ANSI conformant):
> - GNU cc/c++ and according tools
> good compiler, good libs, good tools, free software
> *but* slow compiler, huge executables, needs much harddisc and RAM space
> to use
>
> - Lattice C V5.5
> well done compiler, good libs, small execs
> *but* commercial product (cost around 400,-DM -> US$ ~275)

Be ware of serious bugs in some of the 68030 spesific libraries of
Lattice 5.5. I have not tried to trace them down, but when MiNT 0.99
was compiled with 68030 omptimation, it became REALY buggy. Turning
off the 68030 optimation removed most of these bugs!

> MK> While we're at it - anybody know of a decent resoucre editor to use with
> MK> C and other .RSC files ?
>Lattice includes an Resource Kit (WERCS) or you can get a very good shareware
>Resource Kit (ORCS) at a.a.u.e. (I think). Shareware fee is about 50,-DM (US$
>~35).

--

```
-------------------------------------------------------
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-------------------------------------------------------
```

2892. Re: Video bus/graphics op speed (was A1200/4000 v. Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 23:35:47 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Feb16.233547.23159@rchland.ibm.com>
Source record: 210082
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

```
|> The quickest way to settle this is to know some facts:-

Yep. Now let's examine your 'facts' a little bit...

|>
|> The Falcon 030 is known to be capable of displaying approx 880x620
|> 8-bit pixels @ 61 Hz noninterlaced. Since that requires a bus speed of
|> at least 32 MB/s, it would seem that Howard Chu gave a pretty
|> good guess of the CPU-memory speed.
|>
|> Now for the benefit of expediency, assume that 32 MB/s is 100%
|> of the bus bandwidth of the Falcon.
|>
|> For the programmer who is creating a game using the 320x200
|> 8 bits/pixel mode which takes up about 4 MB/s, that would
|> mean 28 MB/s is available for the CPU and blitter.

Problem here: people we talking about the speed at which the
Falcon's 68030 with a 16-bit data path to memory could access it.
You can have a fast bus, but still you'll be limited by the CPU.
Your arguments only mean that the 68030 will face no bus contention.

|>
|> Note that 28 MB/s available in the Falcon is 400% more
|> bandwidth than the A1200/A4000's Chipbus bw of 7 MB/s!

The Amiga 1200 has no bus contention with 320x200 in 8 bitplanes
either.

|> But the greatest advantage the Falcon possesses over the
|> Amigas is the chunky-pixel architecture, because it
|> allows the programmer to accomplish in one memory access,
|> compared to at least eight accesses of the Amiga bitplanes.

OK, let's stop here for a moment. There is a way on the Amiga
to move the 8 bitplanes with one blitter access. All you need
to do is construct a copperlist in such a way that you change
the bitplane pointers to point to the next 'memory line', arranging
the memory also in such a way that data is in the following format:

bitplane #0, y=0 0000000000000000
bitplane #1, y=0 1111111111111111
.
.
.
bitplane #7, y=0 7777777777777777
```

bitplane #0, y=1 0000000000000000
bitplane #1, y=1 1111111111111111

etc.

In this way, the blitter requires to access the memory only once
for moving a 'software sprite' or bob. Now, the Falcon BLiTTER (TM)
has one problem: it allows only one source, and destination while
the Amiga's blitter allows two sources and destination. This means
that for making 'cookie cut' bobs, the Amiga's blitter has to do
one operation, whereas the Falcon's blitter has to do 2-3 operations
(someone proved this a while ago).

This actually makes the Falcon BLiTTER (TM) 3 times slower, if
we assumbe that both run at the same speed in their performance.

Also, there is an advantage for games in a 'bitplanes' architecture
like the Amiga, as it is very easy to create 'transparency effects'.

|> The 800% advantage of the Falcon's chunky versus the
|> Amiga bitplanes *combined* with the 400% advantage of
|> the bus speed means the only one thing: the Falcon 030
|> has a graphics performance "envelope" far beyond the
|> Amigas and many other systems on the market.

False, read above. Also in the case of games, you are disregarding
the Amiga's AGA 16 color, 64 bit wide HARDWARE sprites which
take no time at all to move, and this allows blows your claims
of Falcon's speed away (for arcade type games). And we are not
still mentioning Dual-playfields, which is something that the Falcon
will just can't do... not even I have seen a 486DX2 66Mhz doing it so
far.

Further proof against the 'graphics performance envelope far beyong
the Amigas' claim, is when it comes to animation. Making real time
animation on the animga is a snap with the Ham modes. They allow for
a lot of speed since they use 6 or 8 bitplanes and can show over
256,000 colors at the same time (HAM8 mode only- 8 bitplanes). In
contrast, the Falcon's 'true color mode' will not have the same
capability, as you need more memory to move.

|>
|> The absolutely surprising aspect of the Falcon 030 is
|> that Atari could scale it up to a full 32-bit machine
|> running at 32 Mhz and simply blow every other PC 486
|> and Mac Quadra off the planet!

You are going too fast... think again.

|>
|> James
|>

--

Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **

2893. Re: Macintosh Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 23:38:18 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1lrttaINNejf@elroy.jpl.nasa.gov>
Source record: 210083

In article <1993Feb13.200802.10790@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:
>It seems I pissed off a couple of Atari users who sent me E-mail. Actually i
>am an Atari user too. I own a lynx and is better than that lame boy.

Well, I guess that's *one* saving grace for ya... }-)
>
>And another thing the person who sent me E-mail said mac users have a less IQ
>because of the Mac OS...Mac users have a life, they want to run their quality
>software. Nobody knows about the Falcon and they will never know....
>
Yeah, I get pretty bigoted about this sort of thing too, but I've come to
accept the fact that not all intelligent people are devoting their lives to
computer science or engineering, and there really is a place in this world
for a computer that hides the details of computing from the user.

But it sure ain't for *me*... To me, computers and programming are an
inseparable notion. Using a pre-written application only occurs to me when
I want to play a game. (And even then, I spend a lot of time tinkering to
see how it's written...) I could never just turn on a machine, start up an
application, and use it without ever wondering what's going on inside. With
a Mac, it's almost impossible to find out what's going on inside. It's also
a somewhat expensive proposition to set up your Mac so you can develop your
own code on it. So expensive that very few people ever actually take that
step, to learn about what "real computing" means. For this reason, I will
never consider a Mac to be a "real computer" no matter how new and large
and cumbersome the Mac "OS" becomes.

Meanwhile, the Atari ST has always been a programmer's machine. Unlike the
Mac, which at its introduction didn't even have enough memory to run its
own development system, the ST has always had a wide variety of programming
tools available for it. With all the GNU utilities currently available, it's
also guaranteed to have a state-of-the-art programming collection for its
entire lifetime.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

2894. Re: comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 23:53:28 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.6n81qPkeswk@semprini.tdkcs.waterloo.on.ca>
Source record: 210084

In <1lncu0INNa8k@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
> Here are his mail addresses..........
>
>
> ___________________________________
> Steve Yelvington
> Box 38
> Marine on St. Croix, MN 55047 USA
>
> Internet: steve@thelake.mn.org
> UUCP: plains!umn-cs!thelake!steve
> Citadel: mast!moundst!thelake!steve
> GEnie: S.YELVINGTO2
> -----------------------------------

Steve's hard drive died a while ago, so he hasn't been anywhere in ages.
Write snail mail if you want to get ahold of him; he shows up on GEnie
once in a while...

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2895. Re: How many TT's are there?

Newsgroup: comp.sys.atari.st
Date: 1993-02-16 23:56:26 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.VRi3G_7IgbI@semprini.tdkcs.waterloo.on.ca>
Source record: 210085

In <5323@wet.UUCP>, Ed Krimen writes:
> >That might be a _really_ optimistic count. The last I heard there were
> >_300_ TTs in all of North America.
>
> I'm curious to know where both of you get your figures.

I got mine from a TT owner; I think he heard it from Atari Canada before
they folded... uh, sorry, _rightsized_.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2896. Re: Scanner driver for TT

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 00:01:49 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.151.729907309@dhhalden.no>
Source record: 210086

In article <1993Feb16.134038.3474@news.unige.ch> mike@medsun.unige.ch (Mike Morris) writes:
>I've posted this before - but nobody answered 8-(
>
> Does anybody know of a program + driver for scanning with
>a Hawk CP14 on a TT? IDC0 does not work! HEELP!

While we're on the sucject of scanning - has anyone seen any support for the new Mikrotek Scanmaker II scanners for any of the TT progs?

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

2897. Re: Macintosh Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 00:09:31 UTC
From: ekrimen@wet.UUCP
Message-ID: <5329@wet.UUCP>
Source record: 210087

---> Where's comp.sys.atari.st.advocacy when you need it?!

In article <C2IA4H.525@news.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>In article <1993Feb13.141323.10751@iscsvax.uni.edu>, sinclair2246@iscsvax.uni.edu writes:
>
>>Its pathetic that Atari is not capable of bringing
>>one model to the market while in the past four months Apple has brought a
>>dozen or so new Macs to the market.
>
>Any computer company that relies on more than one or two basic models is asking
>for trouble. Things will be worse than the current PC-clone configuration
>problems.

Atari flames and bashing are all right, but there's nothing like a good dose
of Apple bashing from comp.sys.mac.* to make one warm and fuzzy inside.

Check this out (and don't forget to read the quoted material):

Article 37383 (606 more) in comp.sys.mac.hardware:
From: dshan@ovs.com.au (David Shanahan)
Subject: Re: Why production problems?
Message-ID: <1993Feb11.065904.18070@ovs.com.au>
Date: 11 Feb 93 06:59:04 GMT
References: <1993Feb4.164252.22111@evtech.com>
Organization: Open Vision Systems
Lines: 32

In article <1993Feb4.164252.22111@evtech.com> osborn@tahiti.evtech.com (John H.
Osborn x230) writes:
>
>So, just why is it that almost 4 months after product introduction
>I can't even buy lots of stuff that Apple announced in October?
>

<Examples of many unavailable but "announced" products deleted...>

>
>I'm starting to wonder if you'll be able to buy the Feb 10'th machines
>in calendar year 1993...
>
A good point and quite possibly correct. Is it not ironic that Apples stock
price and "analyst's recomendations" are going up *because* they have a
truly enormous backlog of unfilled orders!! They have the absurd situation
where some machines, like the IIvi (and possibly the IIvx as well) will now
be obsolete *before* most of the backorders for them are shipped... And
some of us are keen for Apple to reduce their prices still further, good

God if they do that the demand will explode and we'll never get any machines!

Maybe Apple can buy all Compaq and IBM's manufacturing plant to increase their production capacity (and buy Toshiba's to help the PowerBook shortage) :-)

The best things in life are not free - they are on backorder!

>--
David S.
>John Osborn Evolutionary Technologies, Inc.
>osborn@evtech.com 1101 Capital of Texas Hwgh. S.
>512-327-6994 Bldg I, Austin, TX 78746

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ AEO.5 (GEnie)

2898. Re: GFA Basic 3.0x wanted

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 00:26:45 UTC
From: ekrimen@wet.UUCP
Message-ID: <5330@wet.UUCP>
Source record: 210088

In article <H.ea.9C92huc1CkU@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <5316@wet.UUCP>, Ed Krimen writes:
>> Also, I suppose I should mention that Bob Brodie and Mike Fulton demoed
>> the Falcon, AtariWorks, SpeedoGDOS, and other related software at our
>> user group meeting today. They did an excellent job on a fantastic
>> demonstration. Oh, but I suppose you don't want to hear anything about it
>> since you'd prefer to bash and argue amongst yourselves. Nevermind that I
>> brought up the subject.
>
>How 'bout some information then Ed? You're not exactly one to keep
>quiet; maybe you're saving it for later.
>
>How well did AtariWorks work with MultiTOS? Did it hog the system/RAM?
>Did it let you do all the things you should expect from an _Atari_
>product (ie, iconize, whatever other new MultiTOS abilities there are)?
>Did Speedo hog the system (ATM on my '486 at work hogs the system...)?

MultiTOS wasn't there.

One guy who uses Microsoft Works said AtariWorks looks better. Did it
hog the system/RAM? From where I was sitting (in the audience), it didn't
look like it, but what could I tell you? :^) Another thing, I don't know if
I should tell you :^), but you can insert digitized sounds into an AtariWorks
document, and replay it later by clicking on the icon representing it. AW
imports and exports RTF files.

I don't know how much Speedo "hogged" the system, but it was VERY, VERY fast.
They had a 4meg Falcon there, with SAM installed, 70 Speedo fonts,
Atari Works... It all fit. Speedo + AtariWorks is supposed to sell for
$129, for current owners. When it's ready, it's going to ship with the Falcon.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ AEO.5 (GEnie)

2899. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 00:34:12 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Feb17.003412.24889@mpifr-bonn.mpg.de>
Source record: 210089
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In <1993Feb16.013428.24856@wam.umd.edu> rsrodger@wam.umd.edu (Yamanari) writes:
> colors--t_w_e_n_t_y_f_o_u_r_b_i_t_s. The definition hasn't
> changed, people are simply using the word incorrectly.

So I just define the word 'jerk' for you and everyone using the word
for someone else does use it incorrectly.

I think the world can live with that.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

2900. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 00:35:04 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1ls17oINNp1h@uwm.edu>
Source record: 210090
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

In article <C2IJv9.EtA@news.iastate.edu>, Marc N. Barrett (barrett@iastate.edu) wrote:

No holds barred.

: It's not that I'm lazy, its that I can't afford to get started. I would
: first have to purchase a new Amiga, then an update to my C compiler, then the

Better people than you have programmed good software on a 500.

Updating software is the cost of owning a computer. If this was your
precious WP getting an upgrade, you'd be complaining a lot less.

: RKM manuals, then send CATS $100 to renew my developer status, then get some

Screw the RKM's. They're nice, and they're pretty, but they're
UNNECESSARY. All you need is example code and the on-disk autodocs.
Which are even nicer once you "Guide" them.

100 bucks may seem like a lot, but if you want the information. Scratch
that. In this world, when you want ANY information, you pay for it. A
good architecture book costs, on the average, 60 bucks. That's about how
much I paid for H&P. In perspective, 100 bucks ins't that bad.

: more programming books, then the new AppShell/AppBuilder utilities (what
: was it called? Too-something), etc. I could easily spend $3000 just getting

One does not need programming books to be productive in programming.
It's great if you need your hand held, but example code can do a world of
difference. If you need example code for 2.04/3.0, that's what programs
like TERM 2.4A are there for--to learn from.

And AppShell/AppBuilder/ToolMaker/GadToolsBox are entirely unnecessary
for the kind of programming you'd be doing. Sure, they're nice, they're
pretty. But they're frills, and you can DO the programming without
them. GadTools is _NOT_ difficult AT ALL. It's actually very simple.
BUT making things look pretty isn't always easy. That's one reason
those programs exist. Another is that for large, complex programs,
gadgets can be a difficult thing to deal with.

: started in Amiga programming again. I'd rather spend the money to keep
: living in my apartment for another year.

I don't CARE what you'd "rather do". However, your bitching and
complaining leads one to believe that you're "unable".

Bullshit. Upgrade your compiler, if you've got SAS 5.10, it's 100
bucks. If you're buying it new, get it on student discount. Send C= the

100 bucks to become a developer.

That's all it takes. 200 bucks. If you can't afford that, that's just fine. But don't expect sympathy--that's cheap. You pay more than that for software on other systems, a small price to pay to be able to create your own.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "Windows isn't CrippleWare -- it's "Functionally Challenged". :)
(: -unknown author :)
(: (: (: (: (: (: (: (: (: (: (: (: (:) :) :) :) :) :) :) :) :) Wubba :)

2901. Re: Video bus/graphics op speed (was A1200/4000 v. Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 00:47:49 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Feb17.004749.25090@mpifr-bonn.mpg.de>
Source record: 210091
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In <1993Feb16.003558.24484@actrix.gen.nz> James.Hampston@bbs.actrix.gen.nz writes:
>The Falcon 030 is known to be capable of displaying approx 880x620
>8-bit pixels @ 61 Hz noninterlaced. Since that requires a bus speed of
>at least 32 MB/s, it would seem that Howard Chu gave a pretty
>good guess of the CPU-memory speed.

Don't forget that the bus from memory to video logic _is_ 32bit while
the bus from memory to CPU is _16_ bit.

And 880x620x61 is not possible on the Falcon. It is more like 768x480x60
for a 640x400 base image with 20% overscan (it maybe even less). With
32bit accesses you get then about 22MB/s total bandwidth.

So for the CPU you have about 11MB/s if there is no contention with the
video system. This is reasonable for a 16MHz 68030 that does a 3 clock
cycle (standard aysynchronous accesses) on a 16bit bus (which would give
exactly 10.666MB/s).

>The absolutely surprising aspect of the Falcon 030 is
>that Atari could scale it up to a full 32-bit machine
>running at 32 Mhz and simply blow every other PC 486
>and Mac Quadra off the planet!

Well, you must be joking...

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

2902. Re: DSP port speed (was Re: A1200/4000 v. Falcon 030 FAQ)

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 01:03:26 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Feb17.010326.25517@mpifr-bonn.mpg.de>
Source record: 210093
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In <1993Feb16.085821.9540@actrix.gen.nz> James.Hampston@bbs.actrix.gen.nz writes:
>There seems to be some confusion between the DSP 56001's 8-bit host
>interface port and its serial ports. The Falcon 030 has a serial
>port (similar to the NeXT but with more control signals) that is
>capable of 1 MB/s transfers.

If that is the DSP56001 synchronous serial interface then you can
use it for up to 8MBit/s -> 1MByte/s. If that is the serial communications
interface you can use it for 4MBit/s in synchronous mode and 500kBit/s
in asynchronous mode.

Interrupt overhead will usually reduce these figures.

>The DSP in the Falcon has its host port memory mapped so it would
>be reasonable to expect that the 8-bit port would be capable of
>at least 8 MB/s transfers. Anyone familiar with the 56001 specs
>know for sure?

The port is specified for up to 8MByte/s but this is only usuable with
blind copy loops. If you want to transfer using interrupts you drop
down to about 2.7MByte/s on a 32MHz DSP56001. But then, a 16MHz 68030
can only push data bytewise at 5.3MB/s, so the 8MB number is illusoric
for the Falcon.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

2903. NeoDesk 3.03 improvments

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 01:19:53 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <26212@galaxy.ucr.edu>
Source record: 210094

```
What's New for Version 3.03
===========================

o When a folder is opened, the position of the window scroll bars are
saved. When the folder is closed, the old scroll position is restored.

o A "Delete Item" menu option has been added. This makes it easier to
delete things when the trashcan is not visible. Please note that this is
a permanent deletion; the Recoverable Trashcan is not used.

o Show Information works for multiple items on the desktop or in windows.
If no item is selected, the topmost window's info is shown.

o Pressing Backspace will do the same thing as the "send to back" button on
the topmost window.

o High and Extended density floppy formats have been added. In order to use
High Density, you must have a 1.44Mb drive and the proper version of TOS.

o The "Fast-11" disk format has been added. This is optimal for 9-sector
disks. Twister is still best for 10-sector ones.

o The "Set Preferences" dialog has been changed cosmetically. Also, a
"More" dialog has been added:

o If an error occurs while files are being copied, then any files which
are in memory but have not been written to the destination disk can be
automatically moved to the File Clipboard. The "More" dialog contains
an option which specifies whether to Ask before doing this, to Always
do this, or Never to do it at all.

There are times when this will not be possible, though. If there is not
enough free memory in the system, then the files will not be stored.
Also, any file which is only partially in memory will not be stored.

o The Format for Diskcopy is what is used when copying from one floppy to
another, with the "Format" option.

o If "Check for Executable Bootsector" is off, no virus check is
performed. This makes updating drives significantly faster on machines
that use AHDI with a Syquest drive.

o If "Check for Bad Filenames" is off, no check is done to see if you
have entered bad characters for the name of a file. It also converts
the names of files to all uppercase before matching icons. Having this
option off is slightly slower at re-reading disk drives for this
reason. If you use DMJ's ReNameIt program, you must turn this option
off.
```

o The INF files option in Set Preferences has changed. It now controls whether or not VDI graphics are used for a particular resolution. If the button under "VDI" is blackened, then when NeoDesk first runs, it will load a different set of graphics routines from the ones it normally uses. The VDI graphics mode must be used with extended graphics hardware (like the Matrix and Crazy Dots video boards), and also the True Color modes of a Falcon. Also, if you use a screen accelerator program like Warp 9 from Codehead Tech., you will see a greater speed increase when NeoDesk is in VDI mode.

In this dialog, you can also enter the name of a default INF file to use if no other INF file is appropriate for a previously undefined resolution.

o NeoDesk can control the caches of a TT, Mega STe, or AdSpeed, as well as the Blitter. If you load a NeoDesk 3.02 INF file (with INF_CONV), all of the new caches will default to On. These chips can be configured with the new version of NEOCNTRL. Any changes made in NEOCNTRL are saved when you Save Configuration.

o In addition to the hardware flags described above, each Installed Application can also be set to turn the corner clock off. Note that if the corner clock in NEOCNTRL is already off (or NEOCNTRL is not loaded), changing this flag will have no effect. For that matter, setting any of the CPU flags for an application when the machine you are using does not have that capability (like turning the Blitter On when all you have is an original 520 ST) will have no effect, either.

o NEOCNTRL has the ability to change the sound controls on a TT or STe. Please note there is no way for the control panel to know what the current settings of these controls are. This means that if you use Atari's XCONTROL to change the sound controls, then NEOCNTRL will reset them to whatever values it last had when you open the sounds dialog a second time.

o When the mouse is over an icon in NEOCNTRL, a helpful string of text is displayed in the name bar of the window.

o The corner clock is now always turned off when viewing a picture or a text file.

o If the Control key is held while double-clicking on a file on the desktop, a window will be opened to the path of the icon.

o You can now specify a number of copies to make when copying from one floppy to another. Note that if more than one swap is necessary, the source disk will be re-read each time; otherwise it will just be read the very first time. An alert will prompt you after each disk is copied. This alert even occurs if there is an error during copying, though if the error happened during reading the source disk, the entire source will be read again.

o Print Directory's output can be sent to a disk file.

o All window colors are taken from the system's window attributes on a machine with AES versions greater than 2.0. This is only read when NeoDesk first runs, so changing them with the control panel will not affect NeoDesk unless you quit first (or run a program with Unload for Execute on). Also, if you do not have version 4.0 of the AES (MultiTOS), you must run NEOLOAD in the AUTO folder in order for the colors to be set properly. This is due to a deficiency in version 2.x/3.x of the AES.

o Macros can now record opening a NeoDesk desk accessory. This was just an oversight, since they always could record passing files to one.

o If a macro is being recorded while a new MAC file is loaded, macro recording will not stop. Instead, you will be presented with an informative alert. At this point, you should end macro recording, since anything coming after this will be ignored when the macro is played back, anyway. This change makes it possible for a macro to load a new macro file.

o If the right Shift key is held, icons will never become de-selected. This is handy for repeating an operation without having to select the icons again.

o There is now a hack to make it work with MultiGEM, but it still isn't great, due to limitations in MultiGEM.

o NeoDesk works with MultiTOS now, however it really does not take full advantage of its capabilities. Wait for NeoDesk 4...<smile> See the section below for more info.

o If no INF file is loaded and a HD floppy drive is used, the seek rates of both floppy drives are set to 6 ms.

o When editing a Desktop Note, some helpful text appears in the menu bar to remind you of this change in modes.

o If only some of the desktop icons are selected, Snap to Grid will only snap those icons.

o A quicker Show Info is available for disk drives. If the left Shift key is held, the total number of files will not be checked. This is much faster for when you just want to know how much free space there is.

o Files on the desktop can be copied.

o A "No Format" diskcopy will work if the number of sectors per track on the destination disk is greater than that on the source disk. This means you can copy a 9-sector disk to a disk which was formatted to 10.

o Pictures can be displayed in all (built-in) resolutions on a TT.

o NEOCNTRL can also be run as a program, simply by renaming it to NEOCNTRL.PRG. You will not have access to the screen saver or corner clock, though.

o If no environment variables are supplied, then the environment which was inherited from the program which ran NeoDesk is used when NeoDesk runs a

program.

o Show Info for files allows you to set the TT-specific and MultiTOS-specific flags for an executable file.

o If a dialog would have appeared even partially off the screen (due to being loaded with INF_CONV, etc.) it is moved back before being drawn by NeoDesk.

o The memory display in About NeoDesk tells how much free ST and TT RAM there is (if there is any TT RAM). If there is none, then it tells the total amount of ST RAM there is. (There is no way to know how much TT RAM there is total, so it can't be displayed.) Also reported is the total number of free memory blocks, and the size of the largest block (which is what NeoDesk used to report as "free memory").

o The font converter, FONTCONV.NPG, can be used in VDI graphics mode, however it is much faster at redrawing the screen when NeoDesk is in its normal graphics mode.

Paul

2904. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 01:26:52 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12074@uqcspe.cs.uq.oz.au>
Source record: 210095
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:

>snail@lsl.co.uk writes:

>>The old STs *NEVER* needed to be rebooted to change to a different resolution.
>>I've had one since 1987, one of the very first ones that had the OS on ROM,
>>no internal disk drive etc. This has never needed to be turned off to change
>>resolution. You've been reading too much propoganda.

>*koff* How about hi-res/med-res, then? You know, the one where the computer
>resets itself if you plug in a different type of monitor? (I read this in an
>ST magazine, btw...)

I've always wondered what the alternative is. What doies the Amiga do when
you select a different resolution from the desktop?

On the ST, it reinitialises the desktop. When you plug/unplug a mono-monitor,
it automatically warmboots the computer. You can change this behaviour (it's a
system interrupt), but why bother - rebooting is very similar to reinitializing
anyway... unless your computer loads its OS from a floppy disk.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2905. Re: NeoDesk 3.03 ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 01:46:50 UTC
From: bjgrier@bnr.ca
Message-ID: <C2KKy3.2Bs@news.rich.bnr.ca>
Source record: 210096

I downloaded the NeoDesk 3.03 patch last weekend, from GEnie. Well all
I can say is that NeoDesk no longer bombs on my TT when I extend a window
to the bottom of the screen, in TT-Medium.

I like the 1.4meg floppy functions. Basically I like NeoDesk.
It also is supposed to be Multi-Tos compatible, there are extra
widgets on the show info box pertaining to M-TOS.

I'll contact Gribnif and see if they'll let me post the patch
to the net.

Brian

2906. This is outrageous (was: Re: tcpip package fuer st1040f ges)

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 01:56:57 UTC
From: UPS500@rhrz.uni-bonn.de
Message-ID: <16B781B72.UPS500@rhrz.uni-bonn.de>
Source record: 210092
Cross-posted to: de.comp.sys.st,comp.sys.atari.st

In article <1993Feb11.080326.18555@newsserver.rrzn.uni-hannover.de>
hehmsoth@rrzn-nis.uni-hannover.de (H.-H. Hehmsoth) writes:

>
>In article <H.ea.mnO7jKJT_o6@saxnot.toppoint.de>, panther@saxnot.toppoint.de (Hendrik S.
Roepcke) writes:
>|> In <Feb05.171032.16687@roxi.rz.fht-mannheim.de>, Thomas Neser writes:
>|> >Hi,
>|> >i search a good tcpip package for atari st to establish a slip line to
>|> >my computer on the internet via modem.
>|> >Thanks for any advice
>|> >---
>|> >Thomas Neser,
>|>
>|> Hello,
>|>
>|> I am interested too! Please mail me some information...
>|>
>|> Thanx
>|>
>|> Panther
>|>
>|> --
>|> -- This was a mind-flash of the black energy...
>|> --
>|> -- Panther - private sorcerer - MIDGARD - the World of Fantasy Role Playing!
>|>
>Hello,
>I'm interested too! Please mail me some information too.
>thanks, h.
>--
>---
>Hans-Heinrich Hehmsoth voice: +511 762 5136
>Regionales Rechenzentrum fax : +511 762 3003
>fuer Niedersachsen (RRZN) email: hehmsoth@rrzn.uni-hannover.dbp.de
>Schlosswender Str. 5 hehmsoth@rrzn-nis.uni-hannover.de
>3000 Hannover 1
>---
I am not intending to flame, but is this kind of posting really necessary?
Please use personal e-mail for such kind of messages, you are wasting
bandwidth. If you have to send such stuff round the world, at least ask
for the info to be posted, otherwise, how many times are we in to see such
re-re-re-posings?

Markus Schlegel
At Seminar fuer Politische Wissenschaft
Bonn

2907. Re: Warp 9 - Extendo Save Screen Savers -

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 02:15:09 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1ls73dINNt6j@phakt.usc.edu>
Source record: 210097

In article <H.ea.Ckyc50VgUo2@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:

>From what I've heard on GEnie, that's what happens with MiNT and the new
>Warp-9 screen savers. No fix, no workaround (unless you can shut off
>the Warp-9 screen saver).

Actually, I found something out! The built in blanker (with no modules
running) Works with MINT!!!!! Ok, so I don't have neat fractals, or cool
fireworks...but then again, if the author who did those shareware savers could
fix them so that they are MiNT happy, maybe he might get one more shareware
payment (wink wink, nudge nudge, ya know what I mean).

>------------------==----------------
>Chris Herborth
>cherborth@semprini.tdkcs.waterloo.on.ca

-MikeB

2908. Re: NeoDesk 3.03 ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 02:25:13 UTC
From: bjgrier@bnr.ca
Message-ID: <C2KMq2.311@news.rich.bnr.ca>
Source record: 210098

In Message "Hardware Accelorators (summary)"
from: chu@acsu.buffalo.edu

> The only problems I've seen are a bit of
> a strange interaction between their DA and MiNT (a couple of the buttons
> aren't accessible, as if the setup program didn't run, or got overwritten),

This just reminded me that NeoDesk 3.03 can control the CPU cache of
the AdSpeed-ST, as well as the TT 68030 caches.

Brian

2909. Re: ATARI LYNX

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 02:31:35 UTC
From: neurom@stein.u.washington.edu
Message-ID: <1ls827INNsmg@shelley.u.washington.edu>
Source record: 210099

In article <C2J1w5.EFp@hpbbrd.bbn.hp.com> eugen@PROBLEM_WITH_INEWS_GATEWAY_FILE (Eugen Bauknecht) writes:
>Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
>: On the subject of Lynx's, my copy of California Games seems to have
>: a (?) problem. With the Skating (Half-pipe), pushing up & down
>: to increase speed seems to have absolutely no effect whatsoever!
>:
>: Any ideas!? (Other-wise, I can't do anything with this one!)
>
>I have seen the same problem with my card.
>I now play Chip Challenge.
>
>Eugen Bauknecht
>eugen@hpbid1ge.bbn.hp.com

People, people, people. It may not seem like it works, but it does. Trust me. There is no problem with the card, just finesse.

---Neuromancer

2910. Re: ATARI LYNX

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 02:52:56 UTC
From: rstolle@eis.calstate.edu
Message-ID: <C2Ko09.5Lq@eis.calstate.edu>
Source record: 210100

```
eugen@PROBLEM_WITH_INEWS_GATEWAY_FILE (Eugen Bauknecht) writes:
> Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
> : On the subject of Lynx's, my copy of California Games seems to have
> : a (?) problem. With the Skating (Half-pipe), pushing up & down
> : to increase speed seems to have absolutely no effect whatsoever!
> :
> : Any ideas!? (Other-wise, I can't do anything with this one!)
>
> I have seen the same problem with my card.
> I now play Chip Challenge.
>
> Eugen Bauknecht
> eugen@hpbid1ge.bbn.hp.com
It isn't a problem.. It's just that the halfpipe is REALLY hard until you
get the hang of it. It took me a long time to figure out how. I thought
something was wrong with mine too.
--
+---------------------------------------------------------------------+
| rstolle@eis.calstate.edu <> This .sig is only a test.. ignore it. |
+---------------------------------------------------------------------+
```

2911. Re: ICD Link

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 03:55:20 UTC
From: bjgrier@bnr.ca
Message-ID: <C2Kqw8.4Kv@news.rich.bnr.ca>
Source record: 209951

<message deleted for brevity>

I'll assume, yes I know, that you've tried the Link and it failed.
Since the SCSI spec says the drive is supposed to supply power on
the termination power line, not the host, you could say the drive
has a problem. I know the HP and Sun drives supply the termination
power.

This however does not fix your problem. Since you mentioned warranty
I would recommend taking the drive back to the store where you
purchased it and asking them to supply a drive with the power
on that pin, or modify your drive.

Or you could call ICD at (815) 968-2228 and explain your problem
and possibly let off a little steam.

Brian

2912. Re: G++ question

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 04:15:13 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Feb17.041513.15069@csi.uottawa.ca>
Source record: 209952

In article <1993Feb16.205737.14276@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 3pYyaU77SBY@semprini.tdkcs.waterloo.on.ca,
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>>In <1993Feb8.201320.17722@unix.brighton.ac.uk>, Domenico De Vitto writes:
>>> Wha's the name of the file at the a.a.u.e in order to install G++ ??
>>>
>>> I've 4mb of ram, but only 2 800k floppies, is this config enough ?
>>
>>No way! The C++ compiler binary is over 1M in size... You could use
>>pfxpak to shrink it, but then you'd probably run out of memory real
>>quick while compile C++ code...
>
>Uh, Chris... I believe the original poster was asking about G++ (as in _Great_)
>as opposed to C++ (as in _Cockeyed_). :) Now that I look closely, however,
>the "C" and "G" fonts look a lot alike on my newsreader too.

Well, both C++ and G++ are correct.

C++ is the name of the language created by Bjarne Stroustrop (sp?);
G++ is the name of the compiler for the C++ language that was written
for the GNU project.

Seeing as how the only other C++ compiler on the Atari is Comeau C++,
which I suspect is a rather uncommon program, it's fairly safe to use
C++ and G++ interchangably.

And no, you definitely can't run it off of floppy, whether it be
called C++ or G++. It won't run with a "mere" 2.5 MB of RAM; it needs
more than that. There's a sufficient set of binary exececutable files
(the compiler, the C preprocessor, linker, etc.) #include files, .olb
(library) files, and the likes that THEY wouldn't fit into 4MB, let
alone any of the software.

It is not difficult to run out of memory with GCC. G++ is worse.
It's really not happy with less than about 4MB to work with.
--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

2913. Re: How many TT's are there?

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 04:23:15 UTC
From: pelletier@Nyongwa.CAM.ORG
Message-ID: <C2Ks6r.1AMn@Nyongwa.CAM.ORG>
Source record: 209953

In article <C2JBu9.1CB@ccu.umanitoba.ca> umcordes@ccu.umanitoba.ca (Trevor Eaton Cordes) writes:
>
>To add 1 to the Canadian count, here I am. (I heard Atari sold a lot of
>TT's here in Canada...for our relatively small population (vs US))

Add one more. (That makes 5 of us) :-)

>
>I have a lowly 4STx4TT megs of RAM (wish I had sprung for the 16TT, or
>configurable board, dammit... 32MB (+8 ST RAM??? =40MB???!) doesn't sound
>bad, either).
>
>How do all you other TT owners feel about Falcons? Planning on upgrading
[>(or is it downgrading???)? Should I stick with my TT and just buy a funky
>Crazy Dots VME card for better-than-falcon graphics? Wait for an 040?
>

I'll keep my TT, and upgrade it as best I can. I wish the Falcon well, but I don't dabble in sound much. I am concerned about what will happen if suddenly a lot of applications make use of the DSP. (I was kind of hoping for a Falcon-compatible card for the TT, but I was told that the hardware configs are too different to make that possible).

pelletier@nyongwa.cam.org
--

Yves Pelletier

2914. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 04:34:24 UTC
From: bjgrier@bnr.ca
Message-ID: <C2KspC.583@news.rich.bnr.ca>
Source record: 209954
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

ENOUGH ALREADY!!!

TrueColor does mean 24 bits. It is a trademark of AT&T.

When I worked at Lockheed we developed and marketed a "True Color"
display with 16 bits per pixel. We made and sold it, the government
and IBM bought it. That was back in 1982.

However we seem to be talking apples, and oranges here. If any of
you have ever spent a great deal of time working on monitors you
would know the you CAN NOT REPRODUCE COLOUR PERFECTLY ON A CRT.
I know what's about to be flamed my way, so do it via EMAIL NOT
THE GENERAL DISCUSSION.

If 15 bits is not enough for you say so. Heck right now a selection
of 256 from a pallette of 4096 fits my needs quite nicely. If the
machine does not fit your needs BUY SOMETHING ELSE.

To quote Bill Murray "It just doesn't matter."

People get a life!!!!!!!!!!

Now back to our regularly scheduled flame wars... :)

Brian, WS1S (ST/TT User Developer)
Bell Northern Research
Research Triangle Park, NC

2915. Audio CD player for Chinon CDX-431

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 04:37:41 UTC
From: bjgrier@bnr.ca
Message-ID: <C2Ksuu.599@news.rich.bnr.ca>
Source record: 209955

I've been working on porting workman to the Atari ST/STe/TT.
I have a preliminary version that works with the
Chinon 431. If people are interested I'll post the
current version. If not I'll wait until it's completed.

Brian, WS1S (ST/TT user/developer)
Bell Northern Research
Research Triangle Park, NC

2916. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 04:44:55 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Feb17.044455.28886@mpifr-bonn.mpg.de>
Source record: 209956
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In <1lqjr3INNlde@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>NO ! NO ! NO ! 'color' is a American word, 'colour' is a English word..:-)

How do you know that when you are living so far away from England ? :)

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

2917. Re: ATARI LYNX

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 04:46:35 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1lsfvbINNik@golem.wcc.govt.nz>
Source record: 209957

> I have seen the same problem with my card.
> I now play Chip Challenge.

A nice person told me how Half-Pipe actually works

If you on the first move, hit A at the top, you spin around, now
push down while heading down that side, push up when you start going
up the other side, near the top, hit A again, push down, etc. etc.

Keep doing this, and you eventually end up doing jumps so high you
lose sight of the Half-Pipe, and doing Aerial Turns correctly can
score about 1000 points each time! (I've managed to get in excess of
20000 points so far....)

Also, Rampage, certain people can be picked up, and held, while holding
them, your score rockets up, usually giving you about 20000 points
if you can hold them long enough (before they hit you in the face....)
George, picks up the woman (Someones been watching King-Kong movies)
Larry gets the red guy resembling Mario (who is really a guy in a
red suit with brown brief-case)

etc. Experiment!

Slime-World, while playing the limited games (Action/Suspense), always
hit pause just before you die/the planet melts. You then get the
continue code, and can begin from more or less where you died. (Says
this in the doc's what what the heck 8-)

Over here, we pay roughly $40US for Lynx games! Not cheap at all!
(Luckilly, I got 3 for about $30 from a friend, so that made up for it! 8-)

□
Contrary to popular belief, money IS everything! |||
To cause a catastrophic disaster, you need a computer! ||| TARI
If several things can go wrong, the one that will / | \
cause the most damage, happens first! At least it goes!
WELLS_S@KOSMOS.WCC.GOVT.NZ□

2918. Re: LYNX QUERIES

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 04:48:30 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1lsg2uINNik@golem.wcc.govt.nz>
Source record: 209958

> My SysAdmin has been kind enough to subscribe to the.@m�.game.lynx
> group for me. [And I didn't even threaten to foward me mail!] ;-)

line-noise, ack! I wish Telecon would sort these lines out....

alt.game.lynx!? Is that a group, as it's not recognised at this end!?
(I saw about 8 new OS2 groups suddenly sprang up, that many groups
just for an Operating System!? Sheez....)

��
□

Contrary to popular belief, money IS everything!
To cause a catastrophic disaster, you need a computer!
If several things can go wrong, the one that will
cause the most damage, happens first! At least it goes!

WELLS_S@KOSMOS.WCC.GOVT.NZ

2919. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 04:52:11 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1lsg9rlNNik@golem.wcc.govt.nz>
Source record: 209959
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

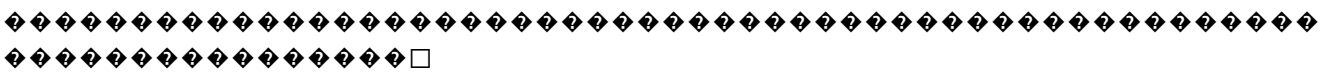
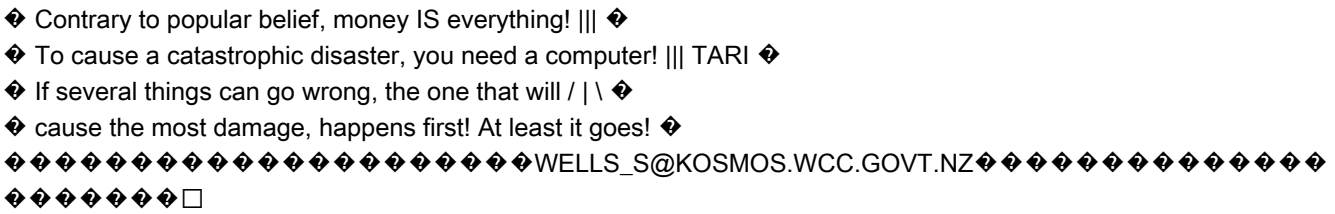
> Have you checked the prices on Macs latey? Or the prices of
> software? Mac prices are very reasonable nowadays. (Although the monitor
> prices need a little work!!) And the software is not as expensive as
> everyone thinks it is. (I'll agree that Microsoft Word, or Excel is very
> expensive, so don't use them then, there are many other programs out the
> tochoose from.)

They are still very expensive! ^R
A mac' at roughly the same spec's as the Falcon, costs twice as much!

as mac-classics is improving, but they don't stand up to the technology
in the Falcon. Also, it doesn't change the fact, that considering
what's inside Mac's, they are WAY overpriced! (Great machines though....)

Mac' software prices are improving, but could be better! (So can
everything else though 8-)

Mose Mac' wants are satisfied in the PD/Shareware these days anyway!
(Apart from high-quality games, of course ;-)



WELLS_S@KOSMOS.WCC.GOVT.NZ

2920. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 04:53:16 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1lsgbsINNik@golem.wcc.govt.nz>
Source record: 209960
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

Would someone PLEASE take this thread out of the Amiga groups!? WHy
bother having it in there!?

��
������������������□

� Contrary to popular belief, money IS everything! ||| �

� To cause a catastrophic disaster, you need a computer! ||| TARI �

� If several things can go wrong, the one that will / | \ �

� cause the most damage, happens first! At least it goes! �

������������������WELLS_S@KOSMOS.WCC.GOVT.NZ

������□

2921. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 06:06:20 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1lskksINNu3@golem.wcc.govt.nz>
Source record: 209961
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

> >NO ! NO ! NO ! 'color' is a American word, 'colour' is a English word.
>
> How do you know that when you are living so far away from England ? :)

Who invented English!? The English.... So, Americans don't speak English,
but in fact, speak American. So, hey, I'm fluent in several languages!

When you use BASIC for as many years as I have, you start spelling
colour, as color any-way! 8-)

□
□ Contrary to popular belief, money IS everything! ||| □
□ To cause a catastrophic disaster, you need a computer! ||| TARI □
□ If several things can go wrong, the one that will / | \ □
□ cause the most damage, happens first! At least it goes! □
□WELLS_S@KOSMOS.WCC.GOVT.NZ□
□

2922. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 07:09:07 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Feb17.020908.15202@bsu-ucs>
Source record: 209962
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

>> Not very interesting... You have any 6-trigger jouy-sticks/pads available?
>> People who play SFII know it's supposed to be played w/6 buttons. To get this
>> playability, people will pay what they think it's worth. 1 or 2 button play
>> gets just a little more than squat.
>>
>> -Matt
>
> The Falcon has the facility for 2 new multi-button (12/20+??) joysticks by
> Atari which are supposed to be very nice. I think 12+ buttons should be
> sufficient for most/all games. The Falcon developer guidelines recommend that
> all new Falcon games support these new ports.
>
> Not that I believe SFII would sell many Falcons unless it was better than
> the SNES version (not that I'd play it anyway) and came with the machine
> in a pack like SFII/SNES pack available here (if not in USA as well)
>
> Anyway the point is that the old Atari VCS standard joysticks are more than
> a little limiting these days and I look forward to supporting the new
> Atari standard joysticks in our games...

I never have gotten the scoop on these new joysticks...are the buttons arranged in the standard square keypad arrangement? Are there six buttons an each side of the joystick? What?

-Matt

2923. Re: GFA Basic 3.0x wanted

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 07:12:57 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Feb17.021257.15203@bsu-ucs>
Source record: 209963

> One guy who uses Microsoft Works said AtariWorks looks better. Did it
> hog the system/RAM? From where I was sitting (in the audience), it didn't
> look like it, but what could I tell you? :^) Another thing, I don't know if
> I should tell you :^), but you can insert digitized sounds into an AtariWorks
> document, and replay it later by clicking on the icon representing it. AW
> imports and exports RTF files.
>
> I don't know how much Speedo "hogged" the system, but it was VERY, VERY fast.
> They had a 4meg Falcon there, with SAM installed, 70 Speedo fonts,
> Atari Works... It all fit. Speedo + AtariWorks is supposed to sell for
> $129, for current owners. When it's ready, it's going to ship with the Falcon.

Has anyone heard what the compatibility of this SpedoGDOS/AtariWorks combo will be for a Mega ST4?

Soundslike a great idea to me, if I could use it.

-Matt

2924. ADVOCACY: PC mice...

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 07:33:48 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12084@uqcspe.cs.uq.oz.au>
Source record: 209964

In rec.games.programmer, thomase@extro.ucc.su.OZ.AU (Thomas Esamie) writes:
Re: Help with 256paint

>I have tried running 256paint on my Mum's PC but there's a
>message which says that 'this program requires a Microsoft Compatible mouse'.
>This seems strange to me as the mouse works with the microsoft applications
>we have. I tried this program on the PC at work and it worked fine.

Doesn't it make you glad to own a computer that has a mouse as a standard
feature? Standard joysticks too. And modem port. Printer port. Midi ports.
Cartridge port. I'm glad there are even MORE standard features in the
Falcon. Standard DSP, new-fangled joystick controller...

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2925. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 08:04:17 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.66.729936257@dhhalden.no>
Source record: 209965
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Feb11.142413.25230@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>From: ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado)
>Subject: Re: A1200/4000 v. Falcon 030 FAQ
>Date: Thu, 11 Feb 1993 14:24:13 GMT
>In article <runehy.56.729421323@dhhalden.no>, runehy@dhhalden.no (RUNE HYLDMO) writes:
>|> In article <1993Feb09.131425.33619@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>|> >From: ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado)
>|> >Subject: Re: A1200/4000 v. Falcon 030 FAQ
>|> >Date: Tue, 09 Feb 1993 13:14:25 GMT
>|> >In article <1l6efoINN7nm@elroy.jpl.nasa.gov>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>|> >|> In article <1993Feb08.140726.34930@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>[stuff deleted]
>
>|> >256K colors). It *seems* that it has no bus contention either @320x400
>|> >with 8 bitplanes from what I have used an A4000 so far, and theoretically
>|> >it shouldn't since 320x400 in 8 bitplanes == memory in 640x400 in 4 bitplanes.
>|> >
>|> > I do know that there is *heavy* bus contention @ 1280x400 in 8 bitplanes,
>|> >specially in overscan, although I don't know what is the slowdown.
>|>
>|> There must be some bus contention on the 640x400 256 colors on the A1200
> ^^
> | I didnt' say there wasn't in this mode.
>
>|> since the review in BYTE stated that the 256 mode was slow on the A4000
>|> and the A1200 only got a EC020. Why has German CBM-mags stated that there
>|> is almost no prosessor time left when running the 640x400 256 color mode?
>
> What did they say?
>
>|> Why has a lot of software developers for the A1200 stated that they won't
>|> use more than 320x200/256-mode because the system wasn't fast enough for
>|> anything else.
>
> What developers said that?
>
>|>
>|> Why is the A1200 faster than the Falcon since Jeff minter has made a
>|> horizontal shoot'em up with 10 paralax scrolling in 256 color per scanline.

>|> With pounding 16-bit sound and effects in the background without using the
>|> DSP?
>
> This:
>
> 1. Doesn't prove that the A1200 can't be faster, since it doesn't
> necessarily means that a game can't be developed on the A1200.
> 2. How do you know they are not using the DSP.
> 3. The amiga 1200, for a shoot 'em up game should be *much* faster
> than the Falcon thanks to its 8 sprites of 64 bit width and 16 colors.
>
>|>
>|> >So no bus contention occurs for the
>|> Falcon in Monochrome, big deal, neither>on the old Amigas. Now, you got a
>|> point, we have to do some benchmarking>with the A1200. Well, let's see when
>|> I get one at the end of this month,>I'll do some C tests if I get a compiler.
>|>
>|> Looks like there is an enormous amount of software for the A1200 since it
>|> will take a month to get a compiler;)
>
> I am talking about buying an A1200. I have to save the money. If you give
>me the $570 (US), I can buy it this weekend and receive a free copy of
>DPAINT IV AGA and Final Copy 1.3. I guess you can't send me money to buy
>the Falcon here, there's no one around ;-)
>
>|> > All I know is this and this from an engineering point of view should be
>|> >obvious:
>|> >
>|> > If the Falcon has a 68030 with a 16 bit data path do memory AND
>|> > the video bus is shared with the CPU bus AND
>|> > there is bus contention in some hi res configurations AND
>|> > the Amiga 1200 has a 32-bit data path to memory AND
>|> > the Amiga 1200 has an alternate bus where the cpu can access the
>|> > memory at full speed ('fast ram') THEN
>|> >
>|> > The A1200 should be faster accessing RAM. Well, it happens that all
>|> >of the above are *true*.......NOT
>|>
>|> The videobus and CPU is in a way shared, but the multiplexer runs
>|> at 32 MHZ therefore it's twice as fast as the CPU so it will not slow down
> ^^^^^^^^^^^^^^^^^^^^^^^^
>|> the CPU. You can get fast-ram for the FALCON too SO WHATS YOUR POINT.
> ^^^^^^^^
> False. David Small said there was bus contention in modes like 640x480 256 colors.
> It slows down the CPU. And you say the Falcon can get the Fast Ram, where?
> In the dedicated expansion bus? Could be. Are those expansions readily available?
>
>|>
>|> The A1200 has not got fast-ram it only has chip-ram which is a lot slower.
>|> Fast-ram must be bougt in addition.

>
> True, but there are options in the market already. I plan to buy GVP's
>1230+ Turbo, a 68EC030 @ 40Mhz with FPU, 1 meg of 60 ns ram expandable to
>32 megs of ram. It's being shipped now.
>
>|>
>|> If you have followed this thread before you would have read that George
>|> Robbins, a member of the A1200 development team, has stated that the Falcon
>|> 030 is a bit faster than the A1200.
>
> What did he say and where... If I recall correctly, I know of someone who
>said that the A1200 could also be hit by bus contention problems as the Falcon.
>Not that the Falcon was faster.
>
>|>
>|> What's the deal here? Where are all the A1200 owners that should be out
>|> >|> there? How long has the A1200 been available for sale now? Don't any of you
>|> >|> own a C compiler and assembler? Don't any of you *care* to know the actual
>|> >|> bandwidth of your system bus in bytes per second, or are you all just happy
>|> >|> to spout on about how "my system has fast RAM so it's better than yours" ??
>|> >
>|> > Well, some people will not care, as a lot of Falcon people won't care
>|> >either. I agree that the Falcon has strong points and is a nice machine
>|> >for a lot of things.
>|> >
>|> > And yes, since the A1200 has fast ram, it's faster than yours. Input
>|> >/output to and from the computer should be the exception, where the Falcon
>|> >seems to be faster.
>|>
>|> Wrong again. Haven't I just told you that it's got NO fast-ram only chip-ram.
>
> OK, I said it wrong. I know it has no fast ram. What I wanted to say is
>that the A1200 provides for a Fast Ram bus.

The problem with the AGA-chipset is that the A1200 must accsess the chip-
ram on every VBL so altough the pure prosessing is faster with fast-ram
you will probably not see it on the screen since the VBL's can't
be updated in the same speedratio as the calculations. What I'
m trying to say is that even though the A1200 is quite
fast with fast-ram (NOT faster than F030) it's has little practical use in
games and programs that need fast screen-updates. I may have written a bit
of Norwegian-English here, bit I hope you get what I mean. The bandwith-
tests stated in this tread clearly shows my point in 640x480x8bit color,
non-interlazed, the bandwith is 100% saturated. Since the CPU needs 50% of
the bandwith you can figure out for yourself that the prosessor is slowed
down considerably and this mode is a bit slow to use in games which needs a
lot of prosessing-power. BUT there may after a while be programmers that
find a way to speed up this mode with various tricks as there have been on
the Amiga and ST(e) models in the past. Again only time will tell. Great
games like Civilazation and other games like that with few things happening

at the screen at once you will see no slow-down in this mode I think.

The A1200 is quite a good machine it has some features that the Falcon misses, but it's maybe more the other way around. If the Amiga had got a SCSI II port it would have boosted it's DTV greatly and not to mention the 16-bit sound an a standard! DSP. The A1200 would have been a low-cost alternative for semi-professional studios, but now it doesn't mesure quite up since the BIG, Mac price cuts.

The Falcon could have come with a real 32 bit bus, but I firmly belive that the dubbelspeed multiplexer will make up for that. It should also had a 32 bits expansion bus, but this they have gotten around with a hack of some sort, ATonce has under development a 486 card so.. The gaphics could have been better, but then again I have seen the true-color mode and I can say that I don't see any difference between that and 24-bit. At least normal eyes won't see the differnce, but then again I might not have 20/20 vision ;) altough I belive I have.

There have been a lot of stuff said that have not been accounted for and I am no exeption. I have written a lot of provokative remarks, but that's because I thought the discussion was a bit silly since we knew so little about the machines and that many of the amigans wrote a lot of things about the Falcon that was absolute rubbish and spaced out. OK, I thought lets write a lot of rubbish back. This tread is finally were it should be thanks to people like Howard Chu and George Robbins who have the ability to be as objective as one can when you're an Amiga or Atari entusiast. Other people also got this ablity, but I won't bother to write their names since this is starting to look like a demo greets list. I feel I have yet not got this ability, but I am comming along...at leat I hope so.......(I bet someone would have used this free space to write NOT so I did't keep it open).

Greetings from

Rune H. anti sig.file activist

BTW A1200 SUCKS ;) ;)

>>|> To the
Atari readers - it's way past time that this discussion thread died.>|> >|>
We're obviously not getting any facts from the Amiga camp, so any
further>|> >>|> > You got some above... I still owe you the benchmarks, so
you got a point.>|> >|> >|> discussion is merely a shouting match. I admit I
was very much interested in>|> >|> comparing the available systems, when I
first thought that an objective>|> >|> comparison might be possible, using
hard numbers, but at this point, it>|> >|> seems that no Amigan wants to
provide factual data to actually compare. It's>|> >|> just the same old
baiting game, and nobody needs it.>|> >
>|> > Your proposal seems fair... let's see what happens ;-)
>|> >
>|> >|> --
>|> >|> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
>|> >|>

>|> >|> There's a rough border between genius and insanity, but I'm a dual citizen.
>|> >
>|> >--
>|> >Raist
>
>--
>Raist

2926. Re: Atari 7800

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 08:08:34 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.67.729936514@dhhalden.no>
Source record: 209966

In article <1993Feb11.205019.7629@apgea.army.mil> rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>From: rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>)
>Subject: Atari 7800
>Date: 11 Feb 93 20:50:19 GMT
>
>
>ok, I know this isn't exactly the correct topic for here but I have a question
>and I figured you guys were probably the ones that would know the answer
>better than anyone else.
>
>I was finding my selkf rather bored playing Wing Commander II the other day
>and I relaized that I use to have fun playing video games. So, I went out
>and tracked down an Atari 7800.
>
>Ahhh.. joy again! I can't tell you how much I missed atari. Anyways I have
>about 8 cartridges for it. Now I know they made more. (specifically I'm
>looking for desert flyer and asteriods) Does anyone have any idea where I
>might beable to *gasp* order them? I saw Super heuy in a Kay Bee the other
>day which I think it was next to their last cart for the 7800 but they
>said it was their last one and they had no clue how to get more. (I
>actually think tyhe last releases were Double Dragon and Rampage but I'm not
>sure)
>
>Its strange to see my sega genesis moved a side for the 7800 and my 486 getting
>little use.. oh well..
>Anyways, its been since 1988 since I've seen the system on the selves so
>I figured its going to be next to impossible to find anything for it.
>
>So, if someone who knows where I can order the things, please post the name
>and/or number of said place. Thanks
>
>Rob Merritt
>
>PS. Sorry for interupiting the ST confrance.

The 7800 is still sold here in Norway and the games too. I belive I have an adress for a firm that still might have things left for it in the U.S.
Contact me throgh e-mail if you're interested

Rune H.

2927. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 08:14:20 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.68.729936860@dhhalden.no>
Source record: 209967
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

In article <jonal.150.729786607@dhhalden.no> jonal@dhhalden.no (JON ARVID LOVSTAD) writes:
>From: jonal@dhhalden.no (JON ARVID LOVSTAD)
>Subject: Re: A1200/4000 v. Falcon 030 FAQ
>Date: Mon, 15 Feb 1993 14:30:07 GMT
>In article <rogeraw.40.729784560@dhhalden.no> rogeraw@dhhalden.no (ROGER ALLAN WAHLGREN)
writes:
>>>Raist
>>>New happy A1200 owner
>>>256k colors, 1280x400 ** I LOVE IT **
> ^^^^^^^^
>
>hey what do you do in this rez? Design shoelaces???
>
>Nomad
>
>
No it's used to design steel bars for prison cells ;)

Rune H.
>
>
>
>
>
>
>
>
>
>
>
>
>
>Jon Lovstad | Sorry, but this part of my .sig file has been
>jonal@sofus.dhhalden.no | retconned by DeFalco...
> |
>SnailMail: Hjortsbergvn 7 |
>N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
>Voice: +47 9 17 59 39 |

2928. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 08:38:33 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.70.729938313@dhhalden.no>
Source record: 209968
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

```
In article <1993Feb15.152058.23344@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo
Hernandez Muchado) writes:
>From: ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado)
>Subject: Re: A1200/4000 v. Falcon 030 FAQ
>Date: Mon, 15 Feb 1993 15:20:58 GMT
>In article <runehy.64.729771767@dhhalden.no>, runehy@dhhalden.no (RUNE HYLDMO) writes:
>|> In article <1993Feb14.042037.32676@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
>|> >From: ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado)
>|> >Subject: Re: A1200/4000 v. Falcon 030 FAQ
>|> >Date: 14 Feb 93 04:20:37 GMT
>|> >In article <1993Feb13.180710.14504@umiami.ir.miami.edu>, dlk0ms9s@umiami.ir.miami.edu
writes:
>|> >|> In article <2375@vall.dsv.su.se>, matt-dah@dsv.su.se (Mattias Dahlberg) writes:
>|> >|> > RUNE HYLDMO (runehy@dhhalden.no) wrote:
>|> >|> >
>|> >|> > : buy Amiga since the Toaster and Scala is around, but the Falcon is also
>|> >|> > : able to do the same if just someone develops hardware like the Toaster
>|> >|> > : for it.
>|> >|> >
>|> >|> > Hah! So you mean that the Amiga couldn't be a MIDI-computer (like the ST)
>|> >|> > if "someone develops" software like Cubase and Finale for it? That's the
>|> >|> > same thing really.
>|> >|> >
>|> >|>
>|> >|> Actually, the reason that the Amiga could never really make it, even if
>|> >|> Cubase was made for it is the lack of a STANDARD MIDI interface. There are
>|> >|> at least 4 out there I have seen and all approach it from a different angle.
>|> >|> Sinne there is no standard, the software would have to be written to use each
>|> >|> one or people would have to buy another (if they already own one) Midi
>|> >|> interface!
>|> >|>
>|> >
>|> > Well, then the Falcon can't have a Toaster since it doesn't have
>|> >a standard Video Slot.
>|> >
>|> >|> /^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^\
>|> >|> [ Mark Santora ]
>|> >|> [ DLK0MS9S@umiami.ir.miami.edu ]
>|> >|> [ GEnie : M.SANTORA2 Look with more than your eyes... ]
>|> >|> \_____________________________________________________________________/
>|> >|>
>|> >
```

>|> So maybe it can't have a toaster, well thank god cos it's so expencive;)
>|>
>|> There will be cheeper and maybe as good hardware for it I think. The Toaster
>|> is Impressive, but far from the best I have seen. It can be done better
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>
> Yeah, right. It's being used even in Hollywood right now, you know.
>

Yeah, I know they make a lot of B,C, and D-movies there too!!

Rune H.

>Raist
>New happy A1200 owner
>256k colors, 1280x400 ** I LOVE IT **
>
>
>
>

2929. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 08:46:32 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.71.729938792@dhhalden.no>
Source record: 209969
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb15.132516.11704@wam.umd.edu> rsrodger@wam.umd.edu (Yamanari) writes:
>From: rsrodger@wam.umd.edu (Yamanari)
>Subject: Re: A1200/4000 v. Falcon 030 FAQ
>Date: Mon, 15 Feb 1993 13:25:16 GMT
>In article <1993Feb15.120908.3087@lsl.co.uk> snail@lsl.co.uk writes:
>>In article <3L9HyB1w165w@lakes.trenton.sc.us>, mr_scary@lakes.trenton.sc.us (Chris Hurley) writes:
>>> bgilbert@cs.washington.edu (Ben Gilbert) writes:
>>> [All falcon stats deletd]
>>> It is interesting how they refer to a "True Color" mode. I am fairly
>>> sure that it is not 24 bit color. I would not call 262k colors true
>>> color.
>>
>>24 bit = 16 million colours. Your eye cannot see that many colours.
>> 256,000 colours. Your eye cannot see that many colours.
>>
>>Spot the difference?
>>
>>Your eye can see approx 40 intensity levels for each of Red, Green and Blue.
>>Now lets say we have a super person who can see 50 levels for each of Red,
>>Green and Blue.
>
>
> You are incorrect. The human eye can distinguish 256 levels
> of red and blue, and 512 levels of green. 2^8*2^8*2^9,
> 25 bits. Computers use 24 bit pallettes because it's hard to
> arrange a 9-bit value for conversion to analog.
>
> You are mistaking "level" and "hue", and hue is irrelavent to
> brightness or darkness.
>

Do you mean that the human eye can distinguish betweem more than 16,7 million colors??

Then 24-bit color would not be enough to get photo quality pictures since you can distinguish between all the colors.

I belive you have got this thing a bit mixed up!!!!!!

Greets

Rune H.

2930. Re: Video bus/graphics op speed (was A1200/4000 v. Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 09:18:21 UTC
From: rogeraw@dhhalden.no
Message-ID: <rogeraw.42.729940701@dhhalden.no>
Source record: 209970
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Feb17.004749.25090@mpifr-bonn.mpg.de> mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst) writes:
>From: mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst)
>Subject: Re: Video bus/graphics op speed (was A1200/4000 v. Falcon 030)
>Date: Wed, 17 Feb 1993 00:47:49 GMT
>In <1993Feb16.003558.24484@actrix.gen.nz> James.Hampston@bbs.actrix.gen.nz writes:
>>The Falcon 030 is known to be capable of displaying approx 880x620
>>8-bit pixels @ 61 Hz noninterlaced. Since that requires a bus speed of
>>at least 32 MB/s, it would seem that Howard Chu gave a pretty
>>good guess of the CPU-memory speed.
>
>Don't forget that the bus from memory to video logic _is_ 32bit while
>the bus from memory to CPU is _16_ bit.
>
>And 880x620x61 is not possible on the Falcon. It is more like 768x480x60
>for a 640x400 base image with 20% overscan (it maybe even less). With
>32bit accesses you get then about 22MB/s total bandwidth.
>
>So for the CPU you have about 11MB/s if there is no contention with the
>video system. This is reasonable for a 16MHz 68030 that does a 3 clock
>cycle (standard aysynchronous accesses) on a 16bit bus (which would give
>exactly 10.666MB/s).
>
>>The absolutely surprising aspect of the Falcon 030 is
>>that Atari could scale it up to a full 32-bit machine
>>running at 32 Mhz and simply blow every other PC 486
>>and Mac Quadra off the planet!
>
>Well, you must be joking...
>
>Regards,
>--
>Michael van Elst
>UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
>Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
> "A potential Snark may lurk in every tree."

Can't you shut the FUCK UP !!!!!!!!!

You amigans talk and talk and talk ......

OverScan, Berlin-Germany has made ScreenBlaster: A hardware expansion for
the falcon, and it ONLY uses the internal graphic-hardware.

Standard 640x480x8bit 61Hz -> 80Hz, or to 880x608x8bit 61Hz !!!!!!!

If you don't believe me, send me an e-mail. Then I will give you their phonenumber, and you can chech it yourself !!!!!!!!

R.A.W

2931. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 09:19:26 UTC
From: matt-dah@dsv.su.se
Message-ID: <2443@vall.dsv.su.se>
Source record: 209971
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

RUNE HYLDMO (runehy@dhhalden.no) wrote:

> > Yeah, right. It's being used even in Hollywood right now, you know.

> Yeah, I know they make a lot of B,C, and D-movies there too!!

Do you really want us to listen to you, when you constantly make those
stupid comments? Just wondering.

--
```
=========================================================
= Regards = email: = 1280x512x262000+ =
= Mattias = matt-dah@dsv.su.se = I love it. =
=========================================================
= If we don't *buy* our programs, there soon won't be =
= any new software for the Amiga. Obvious, is it not? =
=========================================================
```

2932. Re: PC DITTO & Falcon first impressions by a new user...

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 09:46:52 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1993Feb17.094652.19686@cs.hw.ac.uk>
Source record: 209972

In article <H.ea.wN&AKvNuSKA@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <1993Feb8.092927.800@cs.hw.ac.uk>, Neil Forsyth writes:
>> On a related note, I posted an article on the tech newsgroup a short time
>> back concerning a serious bug in the Falcon video hardware and was surprised
>> that there was next to no response. I know there aren't that many Falcons
>> about but it looks like nobody cares.
>
>Neil, does this mean that the much vaunted STe-compatibility is all for
>naught? Your description of the bug made it seem like practically any
>game written well would do nasty things on the Falcon's screen...

Put simply, the bug is that the Falcon will implement a change of screen
address at any time the video hardware is not accessing the screen RAM.
ST's etc will only implement the change at vertical blank but before causing
the interrupt. So ST programs that do proper screen handling will on some
occasions end up writing to the visible screen when using double buffering.
This looks poor. Effects include rippling and slicing.
I have seen some programs that suffer from this already. Mind you few ST games
(<10%) actually work on the Falcon so maybe the video bug can be considered
the least of it's problems.

>Any idea of what revision of Falcon you've got?

Personally I have a pre-production machine with a revision 2 motherboard but
I have tested and observed the video bug on a production machine with a
revision 3 motherboard. Since I informed Atari UK of this bug last July there
has been plenty of time to fix it and indeed a new video chip has been
created since then. At the very least they should document it and then fix
it. The _VDO cookie could be used to identify the wayward chip. For the
time being I just handle the screen differently if _VDO >= 3.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

2933. Re: Where NOT to buy from.

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 10:10:52 UTC
From: eang62@castle.ed.ac.uk
Message-ID: <31894@castle.ed.ac.uk>
Source record: 209973

In article <1993Feb16.162324.4184@celia.robots.ox.ac.uk> adrian@robots.ox.ac.uk (Adrian Cox) writes:
>I've experienced Gasteiner first hand, and my brother tried for
>several months to get a working hard disk from them. Bunch of
>cowboys! They may look cheap, but I've always found that the cost and
>effort of returning dodgy equipment always outways the initial saving.
>
>- Adrian
>--
> __________I don't believe you're leaving cause me and Charles Manson \
> / ADRIAN COX _____________________________| like the same ice cream \
>/ Robotics Research Group, Engineering Science, Parks Rd, Oxford, OX1 3PJ \
>____________Phone:_+44-865-2-73147__Fax:_+44-865-2-73908_____________/

Here's another suspect dealer, HCS (the so-called memory specialists) from London. I've been waiting since last April for a replacement Fast-RAM board and monitor for my TT. I must have made over a 100 telephone calls and numerous letters, but nothing will shift them. I've even visited the company (preorgainsed) only to be told that it was inconvenient! (Having travelled about 300 miles). In the UK once you accept repair of faulty goods, the dealer can sit on your order for months (even years). What I have learned is that for the UK, what ever you do, do not accept a repair for faulty goods, instead just ask for your money back. It seems one can do this only if you ask within 2 weeks of receiving your goods (I think this is right). Anybody know what the rules are if one has paid by ACCESS card?

Herb

2934. Nolan Bushnell's latest venture (Octus)

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 10:17:40 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1993Feb17.101740.5544@sactoh0.sac.ca.us>
Source record: 209974
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Here is a Wall Street Journal article about Atari founder Nolan
Bushnell's latest business venture.

The Wall Street Journal
Monday, February 1, 1993

Atari Founder Seeks To Break New Ground With New Software
* * *
Startup Firm Is Set To Launch Product Linking Phones And Desktop Computers

By Ken Yamada
Staff reporter of the Wall Street Journal

Nolan Bushnell made a fortune when he invneted the first commercially
successful video game called "Pong", and later founded video-game maker
Atari Corp. (correction- Atari Inc. -MNJ) Now he hopes to break new
ground with software that will tie together desktop computers and
telephones.
Since Atari, Mr. Bushnell has started several ventures, succeeding
in some, flopping in others. He is currently chairman of a small company
called Octus Inc. The San Diego, Calif., concern plans to publicly unveil
its first major software product this week, and begin sales in the second
quarter.
The software is targeted at corporations with moderate to heavy
telephone usage and will be sold through manufacturers and vendors of
computers and telecommunications equipment, Mr. Bushnell said in an
interview. He wouldn't estimate how well the software will sell, but
described the market for such products that tie togeher computers and
telecommunications as new and growing to "billions" of dollars during the
next three years.
Mr. Bushnell said the company expects in the second quarter to
announce the names of some of their vendors and customers. The software
will allow co-workers who answer telephone calls for one another to
exchange messages about the call on computer screens, refer callers to
different recipients via computer, dump calls into a voice mail system,
fax data and perform other functions, he said. The Octus software will
cost $500 a copy loaded on a desktop computer, he said.
Last month, Octus had an initial public offering that raised about
$12 million, Mr. Bushnell said. In 1992, the company was closely held and
wasn't required to disclose earnings. A spokesman said the company had a
net loss on revenue of $5.1 million for 1992, primarily on sales of its
laser printer equipment, which it is phasing out.
Equipment required to run the software includes computers using
Microsoft Windows, a voice mail system and telephone equipment called

Centrix, which is offered by various telephone companies, Mr. Bushnell said.
Stewart Alsop, who is familiar with the product and is editor-in-chief of Infoworld, a computer trade publication, said the new software addresses a growing need by businesses to integrate different electronic devices in the office. "Suddenly you can start merging all of the systems at your company," he said. But companies lacking the specific computers and telephones needed to run the software may find installation cost high because of new equipment costs, he said.
Octus software faces other hurdles as well. Such companies as American Telephone & Telegraph Co., and other software and computer concerns are developing their own versions of similar products.
A spokesman for Pacific Telephone, a unit of Pacific Telesis, said the Octus software is "definitely something we're interested in," but said the company hadn't yet made a decision to offer it to its customers.

(By the way, Octus trades under the symbol OCTS. It is around $5 a share -- MNJ)

--
mfolivo@sactoh0.SAC.CA.US SAC-UNIX (916) 649-0161
The Good Guys! We know our stuff
Audi The Alternate Route
Atari Power without the Price

2935. Re: SPICE Simulation Program Integrated Circuit Emphasis

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 10:40:44 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1lt4ncEa60@uni-erlangen.de>
Source record: 209975
Cross-posted to: comp.sys.atari.st,comp.sys.atari.tech

stigvi@Lise.Unit.NO (Stig Vidar Hovland) writes:

>In article <1llni8E887@uni-erlangen.de>, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
> > And there is another program that can be used with SPICE:
> >
> > The circuit editor CIRCU IT! is able to export the circuit layouts that were
> > generated using the mouse(!) only in a form that can be analysed by SPICE.
> >
> > So it is very easy to generate the input files for SPICE. You don't need to
> > write long ASCII-files - you just draw the circuit to be analysed.
> >

>Does CircuIt have libraries for transistors, diodes and operational amplifiers

Circu It! has more than 1000 elements in it's libaries. And there is a special
library for SPICE export.

--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

2936. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 10:48:50 UTC
From: snail@lsl.co.uk
Message-ID: <1993Feb17.104850.3101@lsl.co.uk>
Source record: 209976
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <2362@vall.dsv.su.se>, matt-dah@dsv.su.se (Mattias Dahlberg) writes:
> RUNE HYLDMO (runehy@dhhalden.no) wrote:
>
> : Why is the A1200 faster than the Falcon since Jeff minter has made a
> : horizontal shoot'em up with 10 paralax scrolling in 256 color per
> : scanline. With pounding 16-bit sound and effects in the background
> : without using the DSP?
>
> Not many will buy the Falcon for MIDI - they'll by Mac or PC.

Obviously you aren't a musician. Or, if you are (and I can't tell where in the world you are from your email address) you're probably American where the Atari isn't doing so well (is that last statement true). Musicians can't wait for the Falcon. This can do direct to disk recording for gods sake, as well as running GEM, the various ports of the top of the range MIDI software shouldn't take long to do (if they're well written :-)).

> Alright, you're gonna have one or two games by Jeff Minter, but that's
> not enough for me to switch computer...

Jeff is a right-on Dude, I used to know him years back... Jeff, the snail is the guy who used to turn up at the shows with the Skateboard (way back when no one liked skateboards any more).
--
snail@lsl.co.uk

"Washing one's hands of the conflict between the powerful and the powerless means to side with the powerful, not to be Neutral."
Quote by Freire.
Poster by OXFAM.

2937. Re: Video bus/graphics op speed (was A1200/4000 v. Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 11:20:18 UTC
From: acher@Informatik.TU-Muenchen.DE
Message-ID: <1993Feb17.112018.19975@Informatik.TU-Muenchen.DE>
Source record: 209978
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <rogeraw.42.729940701@dhhalden.no>, rogeraw@dhhalden.no (ROGER ALLAN WAHLGREN) writes:
< stuff deleted >
|> Can't you shut the FUCK UP !!!!!!!!!
|>
|> You amigans talk and talk and talk ......
|>
|> OverScan, Berlin-Germany has made ScreenBlaster: A hardware expansion for
|> the falcon, and it ONLY uses the internal graphic-hardware.
OverScan needs 40MHz pixelclock-> external Hardware in the VGA-connector !
|>
|> Standard 640x480x8bit 61Hz -> 80Hz, or to 880x608x8bit 61Hz !!!!!!!
And we have done 832x608x8 55Hz without any external Hardware (only 33MHz pixelclock possible). The external Hardware should only be a 40MHz oscillator only 4$ (approx.) worth.
|>
|> If you don't believe me, send me an e-mail. Then I will give you their
|> phonenumber, and you can chech it yourself !!!!!!!!
|>
|> R.A.W
--
Bye
Georg Acher
+---+
| Georg Acher, acher@informatik.tu-muenchen.de |
| "Oh no, not again !" The bowl of petunias |
+---+

2938. TT questions

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 11:37:25 UTC
From: FARAMIR@EZINFO.VMSMAIL.ETHZ.CH
Message-ID: <1993Feb17.113725.28784@bernina.ethz.ch>
Source record: 209979

Hi all,

I'm an owner of a TT (that's one more for Switzerland, see 'How many TTs are there') and I have the following questions:

- Is there a program that permits to switch the resolution automatically when I start a program? I know there are some graphics cards supplied with a program like that, but I don't want to buy a card just because of the software.. DCRUNREZ is no help, because the switching should work with GEM programs, too.

- Does anyone have the game "Lure of the Temptress and knows if it runs on the TT?

Any help is appreciated.

Martin

Martin Braschler
faramir@ezinfo.vmsmail.ethz.ch

2939. Re: Video bus/graphics op speed (was A1200/4000 v. Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 11:48:34 UTC
From: desnogue@aurora.unice.fr
Message-ID: <1lt8miINN809@aurora.unice.fr>
Source record: 209980
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

> for moving a 'software sprite' or bob. Now, the Falcon BLiTTER (TM)
> has one problem: it allows only one source, and destination while
> the Amiga's blitter allows two sources and destination. This means
> that for making 'cookie cut' bobs, the Amiga's blitter has to do
> one operation, whereas the Falcon's blitter has to do 3 operations
> (someone proved this a while ago).

I'd really like to see this 'proof'. I have programmed the ST blitter
to display sprites: it just requires TWO operations.
Here's my proof:
to display a sprite, you make: dest <- (dest ^ mask) v sprite
that means 2 op (how else could you do it with your 3ops Amiga
blitter in one operation?)
so on the Atari blitter you just make these 2 ops:
dest <- dest ^ mask
dest <- dest v sprite

> This actually makes the Falcon BLiTTER (TM) 3 times slower, if
> we assumbe that both run at the same speed in their performance.

From what I've said, you could think ST blitter is 2 times slower ('if
we assume...')...
That's wrong:
- dest <- (dest ^ mask) v sprite => requires 4 mem accesses
- dest <- dest ^ mask => 3 mem accesses
dest <- dest v sprite => 3 mem accesses
=> 6 mem accesses
So 1.5 time slower...

From what I've heard the Falcon blitter is the same as the ST one, but
it's 4 times faster (on the ST the blitter requires 4 cycles @ 8 Mhz to
read/write a 16bit word; what I'm sure of is that the Falcon blitter is
16 Mhz, and probably does an access in 2 cycles; could someone tell me
if this is right?).

Anyway I know for sure that the Amiga 500/600 is superior to the ST with
a blitter for graphics displaying.

I'm just wondering why Amiga owners are so aggressive. Psychiatrists say
aggressivity comes from frustration :-) (don't flame me, I'm just kidding)

Laurent

2940. DEcompress with COMPRESS.TTP

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 11:52:56 UTC
From: mbdqbest@diamond.sara.nl
Message-ID: <1993Feb17.115257.2968@news.sara.nl>
Source record: 209977

COMPRESS.TTP works very well, but it has a pecularity.
To DEcompress a file,
1) use the -d option, and
2) make sure that the file extension is of the form .XXZ
where X may be any letter.
It does not work on files with any other extension.

Double-click COMPRESS.TTP, type
-d my_file.xxz
and you get MY_FILE.XX

_._._
/__\\\\ Robert Best
|::::|##| Rijnhuizen
__|::::|##|__ Holland
'"::|#/^^

2941. Who is using Papyrus?

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 12:11:45 UTC
From: wmtwen@rwc.urc.tue.nl
Message-ID: <7416@tuegate.tue.nl>
Source record: 209981

Now and then I see people writing enthousiastically about Papyrus. I
have seen it running on a friends computer, but he wasn't too happy
with it since it was slow and contained some bugs. But from what I read
there is a new version which should also be Word Perfect compatible.
Is this true? And how much better is this new version. I understand
that it can use the new SpeedoGdos and has a modular setup.
Any information or experiences are appreciated.

Erlend.

2942. PC DITTO II Questions - Need Help.

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 12:14:19 UTC
From: aj882694@tasman.cc.utas.edu.au
Message-ID: <aj882694.729951259@tasman>
Source record: 209982

I have a Mega 1, upgraded to a Mega with an xtra RAM board. I installed it OK and once the Blitter was turned off, it came to life. IBM PC-DOS v3.30 formatted and installed the Hard drive OK (well the first 10 meg partition).

Here's the problem: It won't boot from Drive C. It will run/install programs on the hard-drive, c., just no auto boot. I have version 1.0 of PC DITTO II.

Any help would be appreciated. Also: I keep seeing ref's to v3.0. What was the last version of this program? If Avant Guard are no longer in business, is there anything to stop me upgrading to a later version? Would this help? Is there someone willing to do this?

Finally my Program disk had no diagnostic program? Again, is there anyone willing to provide that for me?

Thanks, Andre

aj882694@tasman.cc.utas.edu.au

2943. Re: MiNT Control

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 12:27:13 UTC
From: csucf@csv.warwick.ac.uk
Message-ID: <1ltav1INN11o@lily.csv.warwick.ac.uk>
Source record: 209983

In article <1lfpr4Eaju@uni-erlangen.de> rtkiessl@cip.informatik.uni-erlangen.de (Robert Kiessling) writes:
>Jan_Willekens@p12.f202.n281.z2.fidonet writes:
>
>>Hello All!
>
>>With the release of MultiTos not that far in the near future, we would
>>like to present you a program we wrote to make life easier when using
>>MultiTos. This program is called MiNT Control.
>
>>MiNT Control is a control accessory for MultiTos.
>
>I'd like to have the different functions implemented as CPX-Modules. This
>way each user can decide which features to use and which not. Furthermore,
>the memory for the programs is allocated at the time when it is first used,
>and is not wasted.
>
>What I don't like are huge accessories of which I only need a small part.
>
>For me, a comfortable job control would the most important part of such
>a program.
>

I have to admit that I would prefer the CPX idea on a single-tasking OS but if this program is to be used solely with MultiTOS, then making it an accessory isn't such a good idea. It must then remain in memory all of the time, even if it is a CPX (then XControl has to remain in memory)

It would be a much better idea to keep it as a program - it can then be loaded when necessary and will not take up ANY resident memory, only allocating some when it is run and then freeing it when terminated.

Those people who want the program on hand ALL of the time in memory, can set it to load automatically in their GEM.CNF and it will remain on the DESK menu with all the other programs.

Oh well, that's my bit said and done. Hope you follow my suggestion....

Any comments, please mail them to me at grw@ukc.ac.uk (a friend posted this)

Cheers,

Gazza. University of Kent at Canterbury

2944. Mark Williams C

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 12:46:09 UTC
From: edwardc@aisb.ed.ac.uk
Message-ID: <1993Feb17.124609@aisb.ed.ac.uk>
Source record: 209984

Help!

I've just discovered a real pain of a bug in the strtok()
function in my version of Mark Williams C and it's
messing up my life.

I've got version 3.0.9 - does anyone know if there's a
later version available that might include a fix for this?

It's a shame because otherwise it's a nice compiler.

Ed.

2945. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 12:51:43 UTC
From: don@chopin.udel.edu
Message-ID: <C2LFq7.wp@news.udel.edu>
Source record: 209985

In article <12074@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>
>I've always wondered what the alternative is. What doies the Amiga do when
>you select a different resolution from the desktop?
>

Depends on how you go about it. It's possible to open separate
Application-specific screens and/or "Public screens" with resolutions, color
depth & palette independent of the one used by Workbench. It seems to be
fairly tough concept for folks who haven't used it to grasp, but basically
you can have as many different screens as you've got the Chip RAM to hold,
and drag & shuffle them up & down as if they were windows. Although this
kind of eliminates the need to change the Workbench depth/resolution/colors,
it can still be done without a reboot provided there are no current WB-launched
programs running.

--
Don Lloyd | Publications Editor, AmigaNetwork |AmigaNetwork Voice Mail
don@chopin.udel.edu | AmigaNetwork BBS (The Original!) | Info by voice or FAX
GeNIE: D.LLOYD7 | (302)368-3942 (v.32bis) | (GVP PhonePak)
BIX: DRL | (302)368-1067 (USR HST) | (302)368-4673)

2946. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 13:03:55 UTC
From: don@chopin.udel.edu
Message-ID: <C2LGAK.yJ@news.udel.edu>
Source record: 209986
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In <runehy.69.729937893@dhhalden.no> runehy@dhhalden.no (RUNE HYLDMO) writes:

>Yeah, I guess people like Jean M. Jarre will start using the PC instead of
>atari and all other musicians will overlook the low cost studio-quality
>Falcon sound capabilities.

Exactly.

>Musicians will welcome the Falcon with great entusiasm. Just look at the

Most musicians will probably never hear about it, especially here in the
US.

>prices for f ex. a KWAI 16 bit sampler with 512K cards it's outrageous. The
>falcon can record DIRECT TO HARDDISK and thats a breakthrough for stribing
>musicians who can't afford to buy a expencive sampler and a lot of ram cards
>which cost a LOT of money.

If direct-to-disk sampling is the biggest breakthrough the Falcon can
come up with, then it's dead already. I can do that with my $30, 5 year old
Perfect Sound sampler and a PD program. Most of the current crop of $150
16-bit sound/MIDI/CD-RO controller combos for the PC can also, as can the
Amiga and Mac 12- and 16-bit high-end sound systems.

>Just wait and see after the big MIDI messe in Germany before you say
>anything else I'll bet the response will be enormous.

I wonder if Amigas will show up running the Sunrize 16-bit cards or
the One Stop Music Shop (you know, 32 voices of 16-bit sound with hundreds
of built-in high quality digitized instruments... can your Falcon do that?
Come to think of it, can you even _get_ a Falcon yet?)

--
Don Lloyd | Publications Editor, AmigaNetwork |AmigaNetwork Voice Mail
don@chopin.udel.edu | AmigaNetwork BBS (The Original!) | Info by voice or FAX
GeNIE: D.LLOYD7 | (302)368-3942 (v.32bis) | (GVP PhonePak)
BIX: DRL | (302)368-1067 (USR HST) | (302)368-4673)

2947. Re: MiNT Control

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 13:04:22 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Feb17.130422.27318@cs.ruu.nl>
Source record: 209987

In <1lfpr4Eaju@uni-erlangen.de> rtkiessl@cip.informatik.uni-erlangen.de (Robert Kiessling) writes:

>Jan_Willekens@p12.f202.n281.z2.fidonet writes:
>
>>Hello All!
>
>>With the release of MultiTos not that far in the near future, we would
>>like to present you a program we wrote to make life easier when using
>>MultiTos. This program is called MiNT Control.
>
>>MiNT Control is a control accessory for MultiTos.
>
>I'd like to have the different functions implemented as CPX-Modules. This
>way each user can decide which features to use and which not. Furthermore,
>the memory for the programs is allocated at the time when it is first used,
>and is not wasted.
>
>What I don't like are huge accessories of which I only need a small part.
>
>For me, a comfortable job control would the most important part of such
>a program.
>

Well, Atari will first need to make a new version of Xcontrol, for the one
supplied with TOS 3.06 doesn't work correctly with MTOS and 3d objects.
Most curious, though, is that the problem it has with mouse forms seems to be
there in TOS 3.06 as well (I don't believe it would be my graphics board that
causes the problem).
--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

2948. Re: Falcon compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 13:19:51 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C2LH13.JzC@newcastle.ac.uk>
Source record: 209988

In article <1993Feb13.132056.13017@cbnewse.cb.att.com>, trek@cbnewse.cb.att.com (wayne.a.booth) writes:

>The ratio is no where near as bad as indicated above from this very
>limited sampling. So far a very limited testing in the gaming area -
>and Cottonwood didn't say exactly what version of Falcon (beta or
>production?) and what software the programs were tested under (with
>or without multi-TOS?)

The ratio IS that bad for running games software. It just isn't happening. MultiTOS will stop VIRTUALLY ALL games from running on the Falcon (they all violate memory protection). Even without MultiTOS, the games in general will not work. Speedball2, lemmings, Gods, Rainbow Islands, non of them work.

On the plus side, a fellow f030 owner in germany has just sent me a boot sector patch to fix it for some games (eg. Midwinter 2) so perhaps there is a light on the horizon.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2949. Re: Oops didn't send 1st time - TT software

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 13:20:18 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1242@usdtsg.DaytonOH.NCR.COM>
Source record: 209989

In article <1lr6j4INNeie@shelley.u.washington.edu> neurom@stein.u.washington.edu (Neuromancer) writes:
>I was just wondering, has anybody considered sending some sort of letter to
>Atari asking them to "get off their butts." If the management think's it's a
>lost cause, maybe finding out how many people out here really want Atari and
>the Falcon to succeed will change their minds.

I believe there have been occasional letter-writing campaigns, but
to be honest, I couldn't tell you alot about them. However, Atari's
director of communications, Bob Broadie, does check out Forem-net and
GEnie, and cannot but notice those type of messages.

I would say that (IMHO) Atari is ready to get back into reality -
the Falcons are slated for U.S. release next month, and Atari has made
some good decisions lately (sending magazines like BYTE Falcons for
review; and particularly hiring Eric Smith, the creator of MiNT).

Having a system that's compatible with earlier software, plus what
is essentially at least a VGA-level 16mhz 030 multitasking machine with
multimedia capabilities, is at least on the right track...

Of course, if you want to send them a letter voicing your concerns,
then you should anyways. It lets them know there is more concern out there...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"I'm not myself today..." ... "uh, then who are you?"

2950. Re: Where NOT to buy from.

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 13:20:46 UTC
From: u0h36@keele.ac.uk
Message-ID: <C2LH2n.J52@gabriel.keele.ac.uk>
Source record: 209990

Graham R Harrison (u2e32@keele.ac.uk) wrote:
: Hello.
: I do not wish to bore anyone with details of my really bad experience. So I shall not. But If you want to save yourself a lot of time, phone bill, effort, stress and money. Then may I suggest that you avoid Gasteiner Technology of Unit 3 Somewhere in London like the crabs.
:
: They have just about messed up every part of my order. Twice. So this is all i could do to save a lot of people alot of trouble.
:
: Yours Regrettingly
:
: Graham 'Roll The Dice'
:
: u2e32@keele.ac.uk
:

Recently I've been looking for a hard drive, and Gasteiner were people who I phoned. They were very unhelpful on the phone, so I missed them out. In the end I went to Ladbroke - they said that it would be a week before they got any controller cards in, and I was prepared to wait that little bit longer. A month later, and still they had no controllers, so I cancelled my order. Less than 24 hours later, my cheque was back (registered post) and no hassles. They had also been very helpful on the phone, actually knowing what they were talking about. Seems it's not always the comapanys fault.

Intersting to note though, Gasteiner have already sold approx. 2000 falcons which they do not yet have. If you look in the adverts in UK magazines, the falcon configurations which they advertise are not possible (0/8/16 meg)

Adam

u0h36@teach.cs.keele.ac.uk

2951. Re: Help with ECL cabling

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 13:25:33 UTC
From: ee90grb@brunel.ac.uk
Message-ID: <C2LHAM.125@brunel.ac.uk>
Source record: 209991
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
: I need some help building a cable to connect a Nanao [Eizo in Europe]
: flexscan 6500 grey scale monitor to the TT030 for high res ECL 1280x960
: output. I do not know much about ECL monitors so I did not want to build
: the wrong cable an destroy the monitor, I have the pinout for the TT and
: the monitor. They are :

: ------------------------------------------------------------------------
: TT030: Pin Signal | Monitor: Pin Signal
: 1 Red | 1 ECL + (MSB)
: 2 Green | 2 ECL - (LSB)
: 3 Blue | 3 ECL + (LSB)
: 4 Mono ECL out + | 4 Open
: 5 Ground | 5 Hsync
: 6 Red Return | 6 ECL - (MSB)
: 7 Green Return | 7 Ground
: 8 Blue Return | 8 Ground
: 9 Mono Detect (input) | 9 Vsync
: 10 Ground |
: 11 Open |
: 12 Open |
: 13 Hsync |
: 14 Vsync |
: 15 Mono ECL out - |
: ------------------------------------------------------------------------

: It is clear that the cable should be at least

: TT End Nanao End
: ------ to ---------
:
: 5 7
: 10 8
: 13 5
: 14 9

: But I don't know where pins 4,9,15 on the TT port should go to on the Nanao
: port? Any help would be appreciated.

: Cheers,
: Scott Kolodzieski

You want to connect the grey scale monitor to work in TT high res mono mode correct?

Connect tt port pin 4 to monitor 1 and 3
connect tt port pin 15 to monitor 2 and 6
```

TT port pin 9 should be connected to ground to tell the computer to switch to mono.

The monitor you have got as it only has MSB and LSB inputs must be 4 shade greyscale

EXL is a logic standard where you transmit a logic signal AND the inverse of it (the + and - denote this). This method reduces the effect of interferance.

Gareth

2952. Re: Macintosh Advocate.. & Byte gives the Falcon030 a thumbs up.

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 13:47:56 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1ltfmcINN3gr@usenet.INS.CWRU.Edu>
Source record: 209992

In a previous article, neurom@stein.u.washington.edu (Neuromancer) says:

>In article <1993Feb15.205406.10849@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:
>>I am sure a few million are on borderline obsolete. But there are no installed
>>base of the Falcon..When is this machine going to be released? Now speaking of
>>those obsolete Macs, how many ST's can display 8 bit color...I bit 99.9% can't.
>>There are about 2.5 - 3.0 million St's worldwide...I bet 99.9% are obsolete..
>>
>>If Atari can get the Falcon on the market in March, than it would have beaten
>>the new 14 inch color classic that is power pc ready by one month(April
>>release)...Wow!!!!!!!!!!
>
>Not to mention be up to 200% less. The Falcono030 LISTS for $799. Street
>price will no doubt be at least $100 lower than that. You can get a 2.5"
>85mb Maxtor internal IDE HD for under $280. MUCH lower than the mac. It will
>also run any type of monitor from TV to SVGA right out of the box.

You FORGET that the new color Mac Classic comes with 4 Megs of RAM.

The Falcon030 $799 version comes with 1 Meg. Let's add another $200 to
that price.

If the Falcon didn't come with a DSP, I'd say it was over priced.

>
>And here's the kicker, Byte magazine (Jan, 93) actually gave it a very
>good review. Not bad, hu? It wasn't even biased, only honest; "Considering
>Atari's track record, one can't help but be skeptical. However, the Falcon
>really is something different." Not bad, hu?
>
>Now, if Atari's management can catch up with their development....
>
>--Neuromancer
>

--

2953. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 13:54:14 UTC
From: cmedley@wam.umd.edu
Message-ID: <1993Feb17.135414.2798@wam.umd.edu>
Source record: 209993
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <C2LGAK.yJ@news.udel.edu> don@chopin.udel.edu (Donald R Lloyd) writes:
>
> If direct-to-disk sampling is the biggest breakthrough the Falcon can
>come up with, then it's dead already. I can do that with my $30, 5 year old
>Perfect Sound sampler and a PD program. Most of the current crop of $150
>16-bit sound/MIDI/CD-RO controller combos for the PC can also, as can the
>Amiga and Mac 12- and 16-bit high-end sound systems.
>

I have not seen a $150 card for a PC (yet) that offers 16 bit stereo sound
capability, stereo inputs, and direct to disk recording. I also do not see
a lot of PC MIDI software to support this as part of the sequencing
capabilities.

I will have to say that a $30 Perfect Sound will not compare to a
professional sampler. The hype over the Falcon is that the internal sound
hardware is comparable to a professional keyboard costing about twice
as much as the system.

You seem to want to bash the Falcon simply because it's an Atari. I do not
think it is going to be an unqualified success, but I do feel it is going
to cause a major change in the MIDI niche markets, and possibly lead to some
major changes, especially in the area of digital recording.

--
---- --- /| /| |\
/-- /| / o / _ / |/ | |_\ Software
/ / |/ / /__/ / | | \
-------------------------------->

2954. Re: Compressing nethack 3.1

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 14:07:59 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <729958079.15249@minster.york.ac.uk>
Source record: 209994

In article <H.ea.fdSQr9T_HR2@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <1993Feb8.170731.29762@dcs.warwick.ac.uk>, Leo Hendry writes:
>> I'd like to play it on my 1Mb machine too, and I find it hard to believe a
>> game with no graphics and no sound won't fit. How far away is it from fitting
>> on a 1Mb system (with hard disk)?
>
>It's as optimised as you can go, and you probably couldn't use
>pc-relative addressing/etc... the data structures are too huge. I find
>it hard to believe that there is a working PC version...

I was reading the NetHack 3.1 docs last night, and they mention "overlay
code" in relation to the PC port. Perhaps that overlay code could be spliced
into the ST port to allow NetHack to run on STs with < 1MB ?

>Chris Herborth
>cherborth@semprini.tdkcs.waterloo.on.ca

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

2955. Re: Video bus/graphics op speed (was A1200/4000 v. Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 15:03:16 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Feb17.150316.26475@rchland.ibm.com>
Source record: 209995
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1lt8miINN809@aurora.unice.fr>, desnogue@aurora.unice.fr (DESNOGUES) writes:
|>
|> > for moving a 'software sprite' or bob. Now, the Falcon BLiTTER (TM)
|> > has one problem: it allows only one source, and destination while
|> > the Amiga's blitter allows two sources and destination. This means
|> > that for making 'cookie cut' bobs, the Amiga's blitter has to do
|> > one operation, whereas the Falcon's blitter has to do 3 operations
|> > (someone proved this a while ago).
|>
|> I'd really like to see this 'proof'. I have programmed the ST blitter
|> to display sprites: it just requires TWO operations.
|> Here's my proof:
|> to display a sprite, you make: dest <- (dest ^ mask) v sprite
|> that means 2 op (how else could you do it with your 3ops Amiga
|> blitter in one operation?)
|> so on the Atari blitter you just make these 2 ops:
|> dest <- dest ^ mask
|> dest <- dest v sprite
|>

You are right and I apologize... yesterday I made some BLiTTER calcs
myself and this is true. Shall be 2 times slower. The Amiga does it
this way:

dest <- dest ^ mask v sprite

|>
|> > This actually makes the Falcon BLiTTER (TM) 3 times slower, if
|> > we assumbe that both run at the same speed in their performance.
|>
|> From what I've said, you could think ST blitter is 2 times slower ('if
|> we assume...')...
|> That's wrong:
|> - dest <- (dest ^ mask) v sprite => requires 4 mem accesses
|> - dest <- dest ^ mask => 3 mem accesses
|> dest <- dest v sprite => 3 mem accesses
|> => 6 mem accesses
|> So 1.5 time slower...

IF both take the same time, yes. However, rumours here have pointed
out that the Amiga blitter is faster by itself, but then, whe shall
get real proof.

|>
|> From what I've heard the Falcon blitter is the same as the ST one, but

|> it's 4 times faster (on the ST the blitter requires 4 cycles @ 8 Mhz to
|> read/write a 16bit word; what I'm sure of is that the Falcon blitter is
|> 16 Mhz, and probably does an access in 2 cycles; could someone tell me
|> if this is right?).

Good question. I know the Amiga's A1200 blitter is faster too, supposedly
4x too. My question would be more, which blitter is actually faster.

|>
|> Anyway I know for sure that the Amiga 500/600 is superior to the ST with
|> a blitter for graphics displaying.
|>
|> I'm just wondering why Amiga owners are so aggressive. Psychiatrists say
|> aggressivity comes from frustration :-) (don't flame me, I'm just kidding)
|>
|>
|> Laurent
|>

I don't consider that trying to clear up some things above is not
being aggresive (well, I speak for me, not for other Amiga fellas).
--

Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **

2956. Re: Where NOT to buy from.

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 15:15:12 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <1993Feb17.151512.2483@lut.ac.uk>
Source record: 209996

In article <31894@castle.ed.ac.uk> eang62@castle.ed.ac.uk (Herbert Sauro) writes:
>In article <1993Feb16.162324.4184@celia.robots.ox.ac.uk> adrian@robots.ox.ac.uk (Adrian Cox) writes:
>>I've experienced Gasteiner first hand, and my brother tried for
>>several months to get a working hard disk from them. Bunch of

>>- Adrian

>Here's another suspect dealer, HCS (the so-called memory specialists)
>from London. I've been waiting since last April for a replacement
>Fast-RAM board and monitor for my TT. I must have made over a 100
>telephone calls and numerous letters, but nothing will shift them.

>instead just ask for your money back. It seems one can do this
>only if you ask within 2 weeks of receiving your goods (I think this
>is right). Anybody know what the rules are if one has paid by ACCESS
>card?
>

If you are not satisfied with the service provided by the company whom you've already paid through Access or if the company is delaying the refunding of money taken from your Access acount once the faulty is good has been returned you can always complain to Access. Access in turn is committed to take actions. Alternatively, you can also visit your local CAB (Citizen's Advice Bureau) and ask for advice. Some magazines also take actions against companies who regularly advertise in their magazines if a serious complaint is made. I had problems with Gasteiner and also with Third Coast Technologies. In both cases I wrote to Access & also took the advice from my Univ. student union advisers. Only after these the matters were resolved to my liking.

I've had many transactions with Power Computing and always found them prompt & provider of good service.

>Herb

- Rahin

2957. Re: Macintosh Advocate.. & Byte gives the

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 15:41:36 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb17.154136.19921@newshost.lanl.gov>
Source record: 209997

In article 1lr66sINNe80@shelley.u.washington.edu, neurom@stein.u.washington.edu (Neuromancer) writes:
>In article <1993Feb15.205406.10849@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:
>>If Atari can get the Falcon on the market in March, than it would have beaten
>>the new 14 inch color classic that is power pc ready by one month(April
>>release)...Wow!!!!!!!!!!
>
>Not to mention be up to 200% less. The Falcono030 LISTS for $799. Street
>price will no doubt be at least $100 lower than that. You can get a 2.5"
>85mb Maxtor internal IDE HD for under $280. MUCH lower than the mac. It will
>also run any type of monitor from TV to SVGA right out of the box.

Neuromancer -- (geez, love that nickname), the new little Mac Color Classic with it's iddy-biddy 10" color screen, 16MHz 030, etc, is to retail for $1389 and that includes 4Mb RAM and an 80Mb hard drive. So, compared to the Falcon comparably equipped, the two units are at a price parity.

Please note I am NOT recommending the Color Classic over the Falcon, just clarifying the cost differential between the two machines, OK? OK.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2958. Computereyes raw file format

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 15:59:49 UTC
From: yves@cc.mcgill.ca
Message-ID: <1993Feb17.155949.29396@sifon.cc.mcgill.ca>
Source record: 209998

Hello.

I'm trying to read a raw file (digitized in low res) on a PC with a
program that will allow me to specify all sorts of parameters for
then file.

For that, I need to know in which way is the information stored
in a raw file. I mean by that, is there any X bytes I must skip
to load the picture? In which byte are the colors stored? etc...

Thank you in advance for your help.
Yves Lepage.
yves@cc.mcgill.ca

--

Yves Lepage
yves@cc.mcgill.ca

2959. Re: ADVOCACY: New Macs out - Falcon price

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 15:59:51 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb17.155951.23021@newshost.lanl.gov>
Source record: 209999

In article 23n@news2.cis.umn.edu, davidli@simvax.labmed.umn.edu () writes:
>In article <1993Feb16.151323.4662@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
>>Hmmm... I was under the impression these new Macs don't use standard _Mac_
>>SIMMs but rather make use of the kind normally found in pc's.
>
>According to Jerry Pournelle, there is not such as a SIMM 'normally' found in
>PC's ... take a peek at his Chaos Castle article in the February (? the one
>with the newsbyte about the Falcon030) issue of BYTE. Different boards take
>different SIMM forms. He was less than enthused about yet-another-difference
>between 'standard' PC motherboards...
>
>-- David Paschall-Zimbel

Fair enough... but Jerry Pournelle is frequently less than enthused about
ANYTHING. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2960. Re: ADVOCACY: New Macs out - Falcon price

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 16:06:22 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb17.160622.23705@newshost.lanl.gov>
Source record: 210000

In article 22@pcnntp.apple.com, Dale_Adams@gateway.qm.apple.com (Dale Adams) writes:
>In article <1993Feb16.151323.4662@newshost.lanl.gov>
>hutch@bellman.lanl.gov (John Hutchinson) writes:
>> Yep, Macs using internal video have always been slower than if they use
>> a card. It's the price paid for a "plug & go" system.
>
>This is true only for the IIsi and IIci which used a cycle-stealing DRAM
>approach. The LC, Centris, and Quadra machines all have VRAM-based video
>which actually provides higher performance than a (non-accelerated) video
>card.
>
>- Dale Adams

Ah, that makes sense. I wondered why the new Macs showed video benchmarks
exceeding those of an fx with a standard Apple 8-bit card.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2961. Re: Looking for C packages ...

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 16:12:14 UTC
From: Benedikt_Heinen@p1.firemark.fido.de
Message-ID: <2b82655d%fidonet.org@p1.f44.n242.z2.fidonet.org>
Source record: 209901

> I can also recommend Pure C, which is about the same price as Lattice C.
I didn't recommend Pure C, because Pure C is not a full ANSI-compiler even
though the distributor tells you, that it would be one. Also Pure has (opposite
to Lattice) by far not that many tools (Lattice has: X-referencer [built into
compiler], CPX-builder, RCS, dis-assembler,... - Pure has none of these).

Also - Lattice has far better libraries and documentation.

>> Lattice includes an Resource Kit (WERCS) or you can get a very good
>> shareware Resource Kit (ORCS) at a.a.u.e. (I think). Shareware fee is
>> about 50,-DM (US$ ~35).

> I wouldn't recommend WERCS.
Hmm, I mainly told that Lattice includes WERCS. I normally use ORCS (which is a
bit like Interface / Kuma-RCS).

bye,
Benedikt

2962. ATARI

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 16:18:00 UTC
From: judy.ranelli@the-matrix.com
Message-ID: <9364.405.uupcb@the-matrix.com>
Source record: 209902

To: all
From: judy.ranelli@the-matrix.com
Sub: gem extensions

What does one do with files with .gem extensions? I cannot read it,
cannot run it, and cannot tell what the heck it is.

2963. Re: Looking for C packages ...

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 16:19:58 UTC
From: Benedikt_Heinen@p1.firemark.fido.de
Message-ID: <2b8266b6%fidonet.org@p1.f44.n242.z2.fidonet.org>
Source record: 209903

> Be ware of serious bugs in some of the 68030 spesific libraries of
> Lattice 5.5. I have not tried to trace them down, but when MiNT 0.99
> was compiled with 68030 omptimation, it became REALY buggy. Turning
> off the 68030 optimation removed most of these bugs!

Hmm, Lattice doesn't have 030-specific libs. Your "bug-sightings" might have other causes. Due to some comments a while ago in AtariNet, that there were some problems when MiNT uses the 030s MMU for memory protection, a problem that wouldn't occur in the 68000 versions, that don't support any MMU.

bye,

Benedikt

2964. Re: Macintosh Advocate.. & Byte gives the

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 16:48:05 UTC
From: neurom@stein.u.washington.edu
Message-ID: <1ltq85INNdma@shelley.u.washington.edu>
Source record: 209904

In article <1993Feb17.154136.19921@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 1lr66sINNe80@shelley.u.washington.edu, neurom@stein.u.washington.edu
(Neuromancer) writes:
>>In article <1993Feb15.205406.10849@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:
>>>If Atari can get the Falcon on the market in March, than it would have beaten
>>>the new 14 inch color classic that is power pc ready by one month(April
>>>release)...Wow!!!!!!!!!!
>>
>>Not to mention be up to 200% less. The Falcono030 LISTS for $799. Street
>>price will no doubt be at least $100 lower than that. You can get a 2.5"
>>85mb Maxtor internal IDE HD for under $280. MUCH lower than the mac. It will
>>also run any type of monitor from TV to SVGA right out of the box.
>
>Neuromancer -- (geez, love that nickname), the new little Mac Color Classic
>with it's iddy-biddy 10" color screen, 16MHz 030, etc, is to retail for $1389
>and that includes 4Mb RAM and an 80Mb hard drive. So, compared to the Falcon
>comparably equipped, the two units are at a price parity.
>
>Please note I am NOT recommending the Color Classic over the Falcon, just
>clarifying the cost differential between the two machines, OK? OK.
>
>---

Okay, if you want price break downs, I'll give you some:
Item List Price Street Price
Falcon030 $799 $699
4meg RAM Upgrade $200 $160
14" VGA Monitor $299 $229
85mb IDE HD $299 $229
---- ----
$1597 $1317

The street prices are what I've seen advertised. The HD is a Maxtor 2.5".
So, you see, for ~$72 less, you get a 50%+ bigger screen, and a MUCH better
machine. Not to mention the fact that we assume everybody needs that much
RAM, or an HD, or won't just hook up their machine to a TV. That's the great
thing about this machine, you have a choice. Start from the bottom, and work
your way up.

[If anybody has found better prices, e-mail me with info, please.]

--Neuromancer

2965. network connection advice needed

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 16:53:48 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <17FEB93.11534864@cc4.crl.aecl.ca>
Source record: 209905

Network Connection Advice needed

I would like to connect my TT to the VAX network in my workplace. Right now, I have a connection via a Northern Telecom SL/1 digital modem (19,200 baud) but I would prefer to switch to EtherNet.

I obtained information from X Software, to run XWindows - TCP/IP via an VME based EtherNet card. This would cost be about 2100 DM (about $1500 CDN I think).

Our site purchases EtherNet cards in quantity for PCs and the cost is less than 1/2 the X Software price.

Question: Macs can be connected to the EtherNet highway via an Appletalk/EtherNet bridge. Can I use the TT's LocalTalk port and bridge the same way (I guess the answer to that depends on the appropriate drivers)?

If anyone has advice on the TT's LocalTalk, or even Gadget's MegaTalk, I would like to hear from you.

I would really hate to be forced to give up my TT and go to a PC just for the EtherNet (I could not tolerate the loss in productivity). I may have the option of going to a Mac but I found that the Macs have really crappy telecomm packages (I've used VersaTerm and Mac240). If I just used the netlink to access drives and share files I would not have to run the telecomm packages because Pathworks attaches net devices as logicals without logging on via a telecomm package.

Once last bit of info; I have a Spectre GCR. If I get an EtherNet card for my TT, can I establish the EtherNet/Pathworks link under GCR's Mac emulation?

2966. Re: Video bus/graphics op speed (was A1200/4000 v. Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 17:45:07 UTC
From: lkoop@TIGGER.STCLOUD.MSUS.EDU
Message-ID: <1993Feb17.114508.2471@msus1.msus.edu>
Source record: 209908
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <rogeraw.42.729940701@dhhalden.no>, rogeraw@dhhalden.no (ROGER ALLAN WAHLGREN) writes:
>In article <1993Feb17.004749.25090@mpifr-bonn.mpg.de> mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst) writes:
>>From: mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst)
>>Subject: Re: Video bus/graphics op speed (was A1200/4000 v. Falcon 030)
>>Date: Wed, 17 Feb 1993 00:47:49 GMT
>>In <1993Feb16.003558.24484@actrix.gen.nz> James.Hampston@bbs.actrix.gen.nz writes:
>>>The Falcon 030 is known to be capable of displaying approx 880x620
>>>8-bit pixels @ 61 Hz noninterlaced. Since that requires a bus speed of
>>>at least 32 MB/s, it would seem that Howard Chu gave a pretty
>>>good guess of the CPU-memory speed.
>>
>>Don't forget that the bus from memory to video logic _is_ 32bit while
>>the bus from memory to CPU is _16_ bit.
>>
>>And 880x620x61 is not possible on the Falcon. It is more like 768x480x60
>>for a 640x400 base image with 20% overscan (it maybe even less). With
>>32bit accesses you get then about 22MB/s total bandwidth.

[stuff deleted]

>
>Can't you shut the FUCK UP !!!!!!!!!
>
>You amigans talk and talk and talk ......

Well, given your expletive above, I would say the talking is much better
than this response.

>OverScan, Berlin-Germany has made ScreenBlaster: A hardware expansion for
>the falcon, and it ONLY uses the internal graphic-hardware.
>Standard 640x480x8bit 61Hz -> 80Hz, or to 880x608x8bit 61Hz !!!!!!!

Except its not standard. The expansion obviously doesn't use only the
internal graphics hardware of the Falcon, otherwise no expansion would be
necessary. Michael's point is quite valid for the standard machine layout,
as he was not talking about the expanded system.

LaMonte Koop -- SCSU Electrical/Computer Engineering
Internet: lkoop@tigger.stcloud.msus.edu -OR- f00012@kanga.stcloud.msus.edu
"Performance is in the eye of the beholder"

2967. Re: Atari is dead

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 17:56:15 UTC
From: greg@Quotron.COM
Message-ID: <greg.729971775@duke>
Source record: 209909

dmb@case.ai.mit.edu (David Baggett) writes:

>In article <1l8v46INN1nm@uwm.edu> mode@csd4.csd.uwm.edu writes:
>> (for all you know I just might be the inventor of the ST)
>
>For all you know, he might be the pope.

The Pope invented the ST? Wow!
--
Greg Knauss (greg@quotron.com) "Llamas, dammit! Llamas!"

2968. Re: STZIP.. is the latest version here yet?

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 17:59:57 UTC
From: vincent@stell.fr.mugnet.org
Message-ID: <1993Feb17.175957.182@stell.fr.mugnet.org>
Source record: 209910

In article <1993Feb4.221309.1@seb.se>, s19184@seb.se (Michael Evans) writes:
|> In article <2920@eagle.ukc.ac.uk>, wabe@ukc.ac.uk (W.A.B.Evans) writes:
|> >
|> > Finally what do you archivers think of submissions packed as a
|> > self-extracting archive using zip2tos.ttp? I guess the same - as that
|> > also cannot be unpacked under UNIX. But these must be marvellous for
|> > the recipients.

Though I don't personnaly think that self extracting files are good for
Usenet (people using ftp are certainly able to use an archiver), note that
Info-Zip's unzip is able to extract stzip self extracting files if they do not contains
comments (this problem with comments will be removed in a
future version).

--

vincent@stell.fr.mugnet.org or vincent@stell.gna.org

2969. Re: Midimaze 2 again.

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 18:21:28 UTC
From: rincewind@discworld.oche.de
Message-ID: <2b829ca037dce6@discworld.oche.de>
Source record: 209906

In <2044@enst.enst.fr>,
elendir@inf (elendir@inf.enst.fr) wrote:

e>] Midimaze is SHAREWARE, and the maze-editor is available to registered
e>] users only !

You can use it, but you should really consider registrating it when you
use it regularly. BTW: if you get about 10 people who order Midi-Maze
together, you might ask M. Fritze about special price ratings :-)

e> Okay. I don t use it anymore anyway. As soon as there are two or more TT s on
e>the net, the midi network goes crazy.
e> Did someone had this problem also ? I guess time outs are faulty on 030
e>hardware.
It seems that MSTEs cause trouble when using TOS2.05, but not when 2.05,
and there seems to be a difference between the public and the registered
version. Sometimes the troubles go away when the MSTEs use the registered
version - maybe this can help with TTs, too ? any experiences ?

cu
Michael
--
Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3
IRC: Rincewind
"People didn't hit you over the head with farmhouses back home."
(Terry Pratchett, Witches Abroad)

2970. Re: TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 18:26:28 UTC
From: rincewind@discworld.oche.de
Message-ID: <2b829ca037de13@discworld.oche.de>
Source record: 209907

In <1993Feb15.104705.20762@irisa.fr>,
Yann Ricquebourg (ricquebo@irisa.fr) wrote:

YR>Some retailers can provide you with TOS 2.06 roms (or eproms), and even to
YR>install it in a "old" STF or MEGAST (just by using a extra driver component to
YR>deal with such a different ROM system)
YR>
YR>But does anyone know if this system is also available on disk ?

You can relocate and load TOS 2.06 using a special loader program - this
works fine for testing patches etc., you can even get it reset-resident.
However, if you want to use a copy of 2.06 without owning the original
(EP)ROMs, this is a pirate copy of the TOS which Atari does not like at
all !

cu
Michael
--
Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3
IRC: Rincewind
"No one was avoiding him, it was just that an apparent random Brownian
motion was gently moving everyone away." (Terry Pratchett, Reaper man)

2971. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 20:04:12 UTC
From: xero@pitt.edu
Message-ID: <4137@blue.cis.pitt.edu>
Source record: 209911
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

RUNE HYLDMO (runehy@dhhalden.no) wrote:
: In article <2385@vall.dsv.su.se> matt-dah@dsv.su.se (Mattias Dahlberg) writes:
: >From: matt-dah@dsv.su.se (Mattias Dahlberg)
: >Subject: Re: A1200/4000 v. Falcon 030 FAQ
: >Date: 15 Feb 93 10:57:48 GMT
: >Josh Karabin (xero@pitt.edu) wrote:
: >
: >: People will overlook the Falcon when it comes to MIDI for the same
: >: reason that people will overlook the Amiga when it comes to Video.
: >: They're convinced that the only real computers in existence are Clones
: >: and Macs. End of story. People will look at the Falcon and say "but it's
: >: not Mac/PC compatible" and sales will be lost...
: >
: >You got it!
: >
: Y
: >===
: >= Regards = email: = 1280x512x262000 picture shower =
: >= Mattias = matt-dah@dsv.su.se = I love it. =
: >===
: Yeah, I guess people like Jean M. Jarre will start using the PC instead of
: atari and all other musicians will overlook the low cost studio-quality
: Falcon sound capabilities. Of course they will the will buy a PC or a MAC
: cos' they want decent CAD, Word prosessors for it......NOT

: Musicians will welcome the Falcon with great entusiasm. Just look at the
: prices for f ex. a KWAI 16 bit sampler with 512K cards it's outrageous. The
: falcon can record DIRECT TO HARDDISK and thats a breakthrough for stribing
: musicians who can't afford to buy a expencive sampler and a lot of ram cards
: which cost a LOT of money.

: Just wait and see after the big MIDI messe in Germany before you say
: anything else I'll bet the response will be enormous.

: Greets

: Rune H.
Hey, I'm not saying that people who know about the Falcon won't buy it.
If it's really that good, I'm sure many people will buy it. But the big
market, unfortunately is PC's and Mac's. Back home, I know about 30 people
who own MIDI products. A few of them use them professionally. 20 of these
people own PC's, 7 own Mac's, and the other 3 own amigas (just because my
friends, who had amigas, decided to go into MIDI) Very few of these people
know about the existence of the falcon. Even less believe the claims about

how great Atari MIDI stuff is, or they don't care because they want to use their PC for other non-atari stuff. Maybe this isn't indicative of professional musicians, but on the whole it's a much broader audience. I'm not saying all people will overlook the Falcon. I'm just saying that most will, for the same reason that the Amiga gets overlooked.

--

+-------------------------+------------------+---------------------------+
| Josh Karabin | I want a 100G | Email: xero+@pitt.edu |
| CIS Lab Operator Device | transistor chip | University of Pittsburgh |
+-------------------------+------------------+---------------------------+

2972. 1040 ST

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 20:12:00 UTC
From: v053qhyx@ubvmsb.cc.buffalo.edu
Message-ID: <C2M012.5tr@acsu.buffalo.edu>
Source record: 209912

Hi.. I'm hoping I'm posting this in the right place..
I'm trying to sell my 1040 ST.. it has a 20 meg hard drive,
an external 1200 baud modem.. a best mouse.. 4 megs of memmory..
The monitor (mono) doesn't work... so I'm just trying to sell the
cpu and hard drive.. All/ANY offer will be considered.. This must sell fast!
Send E-mail...

The reason for the sale is the recent purchase of a 486 machine..

Jere,y

2973. Re: Why are Atari peripherals so expensive?

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 20:18:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.960672@cix.compulink.co.uk>
Source record: 209913

```
>My latest Toad Computers catalog lists the Golden Image
>hand scanner for $199 and the Migraph hand scanner for $259.
That does sound a bit steep. In the UK you can buy several hand scanners
from 99UKP and most around 130UKP include Touchup from Migraph.

--------------------------------------------------------------------
I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
-----------------------------+---------------+----------------------
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user
```

2974. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 21:11:46 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1lu9miINNmak@tortoise.cis.ohio-state.edu>
Source record: 209914
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Feb16.161701.15712@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:

>software? Mac prices are very reasonable nowadays. (Although the monitor
>prices need a little work!!) And the software is not as expensive as
>everyone thinks it is. (I'll agree that Microsoft Word, or Excel is very
>expensive, so don't use them then, there are many other programs out there
>tochoose from.)

I know it doesn't affect many people, but the acedemic prices for Word and Excel are quite reasonable. Word is $80 and Excel is $120.

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

2975. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 21:43:59 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1lubivINNmhd@tortoise.cis.ohio-state.edu>
Source record: 209915
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1lsg9rINNik@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:

>They are still very expensive! ^R&#65533;
>A mac' at roughly the same spec's as the Falcon, costs twice as much!

Maybe you should check the prices of an LC II or an LC III (25mhz 030
on a 32-bit bus, $1379 *LIST* in 4/80 config). It even has sound input
(although only 22Mhz mono-8bit sound, but then, alot more software uses this).
I would hardly call this "twice the price of a Falcon" when a Falcon 4/65
is going to list at about the same price!

>as mac-classics is improving, but they don't stand up to the technology
>in the Falcon. Also, it doesn't change the fact, that considering
>what's inside Mac's, they are WAY overpriced! (Great machines though....)

You need to compare the Falcon to a Classic II, LC II (the machine that
is closest in processor speed) and I don't know the new list price for it.
I think it's ~$1000 in a 4/80 configuration. And there's always the LC III.

I think you need to catch up on the current status of the Mac world.
--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

2976. Re: GNU zip v1.0.2 binaries available

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 21:56:59 UTC
From: ken@isgtec.com
Message-ID: <4239@isgtec.isgtec.com>
Source record: 209916

In article <1993Feb14.022804.24220@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:
> I haven't tested ST zip, but I guess it's compatible with PKZip, which
> also would make it compatible with GNU zip.
> But who knows? Maybe ST zip only is 99.9% compatible with the new PKZip
> v2.04g (or whatever :-), which with some 'luck' could break GNU zip. The
> archiver-market is a real swamp!

It is incomprehensible to me why any human would have created ANOTHER
bloody archiver that

a) has a name conflict with an existing archiver but is not totally
compatible with it
b) uses a stupid choice of extension (.z) which was used recently for
something totally unrelated
c) cannot do multiple files/directories like a real archiver
d) was completely unnecessary since the portable zoo archiver is more
powerful, exists already, has good features for corruption recovery,
and handles multiple files/directories.

The compress/tar garbage is so outdated now, Unix should let this die.
So what does someone do? Invent yet another archiver based on this outdated
technology. Groan.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2977. Re: GFA Basic 3.0x wanted

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 22:28:35 UTC
From: ekrimen@wet.UUCP
Message-ID: <5335@wet.UUCP>
Source record: 209917

In article <1993Feb17.021257.15203@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>
>Has anyone heard what the compatibility of this SpedoGDOS/AtariWorks combo will
>be for a Mega ST4?
>
>Soundslike a great idea to me, if I could use it.

SpeedoGDOS and AtariWorks should work with the Megas and STs. There's nothing
system-specific in there that should prevent it from working.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ AEO.5 (GEnie)

2978. Re: NeoDesk 3.03 ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 22:41:18 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1993Feb17.164129.107@janus.arc.ab.ca>
Source record: 209918

In article <1lo2ooINNane@lily.csv.warwick.ac.uk>, csucf@csv.warwick.ac.uk (Mr M E Watkins) writes:
>I got a news letter from gribnif software a while ago, and it mentioned
>NeoDesk 3.03 being released in December 1992 (if I remember rightly)
>It also said that an upgrade disk would be sent to me free of charge
>(or at least that's what I read it as being)
>
>So could anyone tell me... Has it been released yet?
>
>The details of it sounded quite good, giving it some of the features that
>are missing from 3.02 but in TOS >2 and I am looking forward to getting
>hold of it
>
>Thanks for any help.....
>
>Could you either post the reply (as I'm sure others would be interested) or
>mail me (grw@ukc.ac.uk - a friend is posting this for me)
>
>Gazza

Well I seem to recall that it's not free of charge. I sent in for my updates to NeoDesk and NeoCLI. You are not required to send you original disk in for the NeoDesk update (it's just a patch) but are for NeoCLI. I think the update was $5US (or real close to that). If you're not in a hurry I suspect that eventually the patch program will show up on GEnie or A.A. By the way I haven't receive my updates yet (it's been just over 2 weeks).

Bob

2979. Re: G++ question

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 23:01:00 UTC
From: Bjarne_Pohlers@ms2.maus.de
Message-ID: <A1138@MS2.maus.de>
Source record: 209919

In article <1993Feb17.041513.15069@csi.uottawa.ca> Christopher Browne
<cbbrowne@csi.uottawa.ca> wrote:
>C++ is the name of the language created by Bjarne Stroustrop (sp?);
``Stroustrup''. But ``Bjarne'' was right! :-)
--
Bjarne Pohlers <bjarne@math.uni-muenster.de>, <Bjarne_Pohlers@MS2.maus.de>

2980. Falcons in US! - Atari dealer and his impressions

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 23:10:02 UTC
From: dud@stein.u.washington.edu
Message-ID: <1lugkaINNe65@shelley.u.washington.edu>
Source record: 209920

You may recall about a week ago I posted my thoughts about the Falcon that landed at our local dealer, Xanth Corp. On the store's BBS (Xanth's; 206-868-8903), Dan (I believe he's part owner...) posted this message:

Conf : ST_HW_SW
Msg# : 68/68 Lines: Extended Read: 6
Sent : Feb 16, 1993 at 9:22 PM
To : All
From : Dan
Subj : Falcon 030

A couple of notes about the Falcon and a little crow eating. First off, there are two but they are identical and we saw no reason to have them both set up. As it is, the other is destined for other parts but we will keep the first. Secondly, the machine was not permanently hooked up to the monitor that was there (I believe it was a JVC SC1224), that monitor just happened to be handy. Thirdly, my speakers we only working on one channel through the Falcon and I hadn't repaired them.

When Dan was there we tried using the SC1224 in all resolutions but the JVC failed to handle it. Today we hooked up a Goldstar SC1224 and it worked famously, though the desktop flickered like an Amiga. Makes sense, the 1224 wasn't designed to display that resolution (640 X 480). When Slidshow ran (RGB) version it supported overscan. This is a giant leap forward for Atari display paremeters.

The more I use the Falcon, the more I am impressed by it. I am still getting used to it and am an absolute amateur with Multi-TOS (MiNT). Speaking of MiNT, it is memory hungry. With the 4 meg version there isn't much room (around 2 meg after MiNT installation) to run anything. This isn't a heck of a lot of room to stretch about in. The "nicest" program outside of the stuff we got for it in regards to emory usage has been Sillouette. Nice program by the way. It will leave about 1 meg free after running (I assume this would change when large files are openned.) ONe thing, Sillouette must run in ST High resolution.

Like a lot of programs that have run on the Falcon (Not necessarily MiNT) they run in a "compatible" resolution. One exception was Castles. This would execute in any Falcon resolution and transfer to low res. Dooesn't exit so cleanly though.

I'm looking for more pictures that run on the Falcon slideshow. They have a TGA extender and the theroy is that they are Targa Image Format files but they have been modified in some strange manner (The Targa is the leading Video capture board in the PC world and you could expect to pay around $2000.00 US for a good setup.) The files in the slide show are ALL

the same file size. That is not possible unless they have been fiddled with. They will load into Photo Styler on the PC but with some distortion. (Actually they load into Photo Styler with the true aspect ratio according to the file but some of them appear distorted on thge PC while others looked squashed on the Falcon.)

Back to displays. The machine os now set up with a TT monitor that we have temporarily. This will not last long I think though the display is comparable to a Multi-sync monitor (It bloody well should!). We also have a Viewsonic 6E in the store for a short time. This has so far been the best display device for the machine that we've seen.

Inside the Falcon-first, there isn't a heck of a lot of room. The 4 meg memory card is about 2 X 4 1/2 inches and about half an inch high. It sits bridged across the O.S. which now resides in a socketed flat-pack (square) chip. Kind of like a small MMU. The drive is a 65 meg Seagate 2 1/2 inch IDE drive about the size of a pack of cigarettes but half as thick. Nice drive. Chips are surface mounted and the board itself appears to be a multi-layer board. What this means is that service will be a board swap procedure. It will be amusing to see how that is handled. The board is surprisingly clean for a one-off production run like this. It is very likely the production dyes and so forth existed, they just needed to find a home. (Wanted: One (1) Falcon 030 production facility.)

Back to the memory, they are using 4 meg DRAM chips on this card and it will be amusing to see the 16 meg board. I assure you that will be a tight fit.

The Falcon does sport a fan, positioned just next to the mouse ports (Still in their much-loved spot) and as close to the RAM as possible. It is very quiet and the Seagate makes a bigger if still quiet noise.

In closing (for now) Paul Varn mentioned that there was a write-up about the Falcon in BYTE magazine. I haven't seen it but it is refreshing to see an Atari product get national press attention. Let's only hope that the powers that be have the forsight not to screw it up.

-Daniel

_____
Dan (no relation) Aylward
dud@u.washington.edu

2981. Re: Spectre on Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 23:21:18 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1luh9eINN76p@elroy.jpl.nasa.gov>
Source record: 209921

In article <1993Feb16.211416.17452@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 1ln6l2INN9qk@golem.wcc.govt.nz, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>>The Falcon has a different cartridge port, so why bother!?
>
>Hmmmm, really? Well, I admit I haven't examined the internals or the
>schematics but the cartridge port on my Falcon looks amazingly like the one
>on my MegaSTe. I think they are the same, Steve, but of course, that doesn't
>mean the old ST carts will work on the Falcon as is. As you know, the
>Spectre GCR does not.

In a fit of desperation, I plugged my STereo-Replay cartridge into the Falcon, and ran the Replay sound editor. It worked fine, for both sampling and playback. (Now you may wonder, *why* in the world would I plug in a silly 8-bit stereo sampler into a Falcon when it's already got 16 bit stereo audio jacks on it? Mainly because I have no other software handy that has a finished interface for recording and manipulating samples, and you can do a lot more work in 14 meg of RAM than in 4....)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

2982. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 23:49:54 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1luiv2INN8mp@elroy.jpl.nasa.gov>
Source record: 209922
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <C2LGAK.yJ@news.udel.edu> don@chopin.udel.edu (Donald R Lloyd) writes:
>In <runehy.69.729937893@dhhalden.no> runehy@dhhalden.no (RUNE HYLDMO) writes:
>>Yeah, I guess people like Jean M. Jarre will start using the PC instead of
>>atari and all other musicians will overlook the low cost studio-quality
>>Falcon sound capabilities.

>Exactly.

That seems pretty naive. I think most musicians who are using computers are
going to continue using the same type of computers that they originally
bought. The same way the "average" computer user tends to keep buying
upgraded versions of the original computer, instead of switching "religions."
It's too much investment (both time and money) to switch.

>>Musicians will welcome the Falcon with great entusiasm. Just look at the

> Most musicians will probably never hear about it, especially here in the
>US.

The Falcon was voted "Best of Show" at NAMM a month ago. Just about all of the
professional musicians in the country keep track of these sorts of events. In
short, *lots* of musicians already know about it...

>>prices for f ex. a KWAI 16 bit sampler with 512K cards it's outrageous. The
>>falcon can record DIRECT TO HARDDISK and thats a breakthrough for stribing
>>musicians who can't afford to buy a expencive sampler and a lot of ram cards
>>which cost a LOT of money.
>
> If direct-to-disk sampling is the biggest breakthrough the Falcon can
>come up with, then it's dead already. I can do that with my $30, 5 year old
>Perfect Sound sampler and a PD program. Most of the current crop of $150
>16-bit sound/MIDI/CD-RO controller combos for the PC can also, as can the
>Amiga and Mac 12- and 16-bit high-end sound systems.

Hm, I have a hard time believing that a 5 year old card for a PC can even
generate the 200KB/sec data stream, let alone write it to disk... Maybe
if you turn off the video? Geeze. On an AT-bus or better it's certainly
more plausible.
>
>>Just wait and see after the big MIDI messe in Germany before you say
>>anything else I'll bet the response will be enormous.
>
> I wonder if Amigas will show up running the Sunrize 16-bit cards or
>the One Stop Music Shop (you know, 32 voices of 16-bit sound with hundreds
>of built-in high quality digitized instruments... can your Falcon do that?

>Come to think of it, can you even _get_ a Falcon yet?)

Nope, must admit, there aren't any built-in instruments. Rather a silly question to ask about a general purpose computer, eh? Lessee, 32 voices, at what sampling rate? The Falcon's 8-channel limitation is really only a feature of the operating system; you could easily write routines to set up the DMA operations yourself, and increase the number of voices to any arbitrary number, although you would eventually begin sacrificing quality (i.e., sample rates would have to decrease). As the most obvious change, you can take the 8 channels at 50 khz and instead use them as 16 channels at 25 khz, still better quality than the 22 khz commonly used on Macs. If you write your own DMA routines instead of using the handshaking routines built into the OS, you can eliminate some overhead and get 11 channels at 44.1 khz, 10 channels at 50 khz, or 20 channels at 25 khz.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

2983. OXYD TT/Falcon Edition - ANYONE!!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-02-17 23:51:59 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12089@uqcspe.cs.uq.oz.au>
Source record: 209923

Could someone with the OXYD TT/Edition Edition PLEASE upload
it to atari.archive.umich.edu. I want to register OXYD, but
what's the point in a ST-Low game when there is a 640x480x16col
version also available!

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2984. Re: Video bus/graphics op speed (was A1200/4000 v. Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 00:08:18 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1luk1iINN9op@elroy.jpl.nasa.gov>
Source record: 209924
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Feb17.114508.2471@msus1.msus.edu> lkoop@TIGGER.STCLOUD.MSUS.EDU writes:
>In article <rogeraw.42.729940701@dhhalden.no>, rogeraw@dhhalden.no (ROGER ALLAN WAHLGREN) writes:
>>In article <1993Feb17.004749.25090@mpifr-bonn.mpg.de> mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst) writes:
>>>And 880x620x61 is not possible on the Falcon. It is more like 768x480x60
>>>for a 640x400 base image with 20% overscan (it maybe even less). With
>>>32bit accesses you get then about 22MB/s total bandwidth.

>>OverScan, Berlin-Germany has made ScreenBlaster: A hardware expansion for
>>the falcon, and it ONLY uses the internal graphic-hardware.
>>Standard 640x480x8bit 61Hz -> 80Hz, or to 880x608x8bit 61Hz !!!!!!!

> Except its not standard. The expansion obviously doesn't use only the
>internal graphics hardware of the Falcon, otherwise no expansion would be
>necessary. Michael's point is quite valid for the standard machine layout,
>as he was not talking about the expanded system.

The expansion is merely a new pixel clock, fed into the external clock input on the Falcon video port, no video hardware is changed. The simple fact is that the the Falcon video hardware *will* operate at those resolutions, given a faster dot clock, and the video bus *will* be able to keep up, with nothing else changed. The "expansion" doesn't change the bandwidth of the Falcon bus, because it doesn't need to...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

2985. Question to Dave Haynie was Re: Video bus/graphics op speed (was A1200/4000 v. Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 00:37:20 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Feb18.003720.15085@rchland.ibm.com>
Source record: 209925
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

```
In article <39332@cbmvax.commodore.com>, daveh@cbmvax.commodore.com (Dave Haynie) writes:
|> In article <1993Feb16.003558.24484@actrix.gen.nz> James.Hampston@bbs.actrix.gen.nz
writes:
|> >In article <1993Feb12.061704.22101@mpifr-bonn.mpg.de>
mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst) writes:
|> >> [...] The result is an artificial high number printed as 'bus speed'.
|>
|> >Note that 28 MB/s available in the Falcon is 400% more
|> >bandwidth than the A1200/A4000's Chipbus bw of 7 MB/s!
|>
|> The CPU to Chip Bus bandwidth is 7MB/s. Video fetch bandwidth, on the
|> other hand, is 14MB/s. As mentioned, that's sufficient for 800x600 interlaced,
|> but you would need to double it to get that noninterlaced, at 8 bits/pixel.

Got a question:

Is the 7MB/s CPU to Chip Bus bandwidth also true for the A4000 or just
the A1200. What happens in the A4000, where you have a faster cpu like
the 68040.... is it the same?

Thanks

|>
|> >But the greatest advantage the Falcon possesses over the
|> >Amigas is the chunky-pixel architecture, because it
|> >allows the programmer to accomplish in one memory access,
|> >compared to at least eight accesses of the Amiga bitplanes.
|>
|> That's a well understood tradeoff. Things that are of essentially of an
|> image-processing nature will go faster in a chunky display. Things that
|> are of essentially a CAD nature will go faster on a planar display. This
|> is obvious -- if you need to modify all 8 planes of a single pixel, the
|> chunky solution is 8 times faster. However, if you need to modify 8 pixels
|> in only one plane, the planar solution is 8 times faster. GUI constructs
|> and text scrolling tend to favor the planar solution if correctly implemented,
|> while pixel manipulations and color processing work faster in a chunky
|> display.

You can still do what the other guy claims the Falcon can do,
one blitter call for the 8 bitplanes if they are properly ordered
in memory, with a copperlist that supports that order.

[stuff deleted]
|>
```

```
|> --
|> Dave Haynie / Commodore Technology, High-End Amiga Systems Design (cool stuff)
|> "The Crew That Never Rests" {uunet|pyramid|rutgers}!cbmvax!daveh BIX: hazy
|> SCIENCE: "I'll believe it when I see it"
|> RELIGION: "I'll see it when I believe it"
|>
```

```
--
-------------------------------------
Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **
```

2986. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 01:15:41 UTC
From: michaelw@phoenix.adsp.sub.org
Message-ID: <michaelw.07ga@phoenix.adsp.sub.org>
Source record: 209926
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1lqjr3INNlde@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

> NO ! NO ! NO ! 'color' is a American word, 'colour' is a English word..:-)

I read somewhere that 'color', 'humor' etc. are in fact the older spellings
of these words, and that the addition of the 'u' is technically a
corruption. Sure surprised me :-)

Michael Warner (atheist) - Phoenix MicroTechnologies
cbmvax.commodore.com!cbmehq!cbmaus!phoenix!michaelw

"In the blood of Eden
Lie the woman and the man
I see the man in the woman
And the woman in the man"

- Peter Gabriel

2987. Re: I've got some Mac stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 02:04:44 UTC
From: sie_0026@bigdog.engr.arizona.edu
Message-ID: <1993Feb18.020444.7030@organpipe.uug.arizona.edu>
Source record: 209927

In article <1993Feb10.164928.28779@sae.com> malay@sae.com writes:
>
> Maybe one of you GCR users might be interested in this:
>
>
>
> I have a some MAC stuff for sale:
>
>
>
> MAC Plus - 4MB Memory, Keyboard with numeric keypad, internal
> 800K Drive, mouse, SCSI Cable - just buy an external
> SCSI Hard Drive, plug it in and go. I'll include
> your choice of System 6.0.5, 6.0.7, 7.0.1 on 800K
> disks. Very Clean, new power supply. $450 includes S/H
>
>
> 800K External Floppy - Made by "Cutting Edge" - $60 includes S/H
>
>
>
>
> and now some broken stuff but can be repaired:
>
>
>
> Connor 3040A 40MB Hard Drive - SCSI, formats, runs great for awhile
> and then has a problem accessing data.
> If you power it down for a while
> and then reboot then it runs with
> data lose until it heats up again;
> however, it doesn't run hot. You
> can have this fixed for a flat rate
> of around 90 dollars.
> - $50 includes S/H
>
> Photon 40 Complete External Hard Drive - case, fan, power supply,
> has a Miniscribe 3650 inside,
> external SCSI ID Selector, two external
> SCSI connectors. I don't know what
> its problem is, but can be repaired
> for a flat rate.
> - $40 includes S/H
>

>
>
>
>Bob Malay
>
>malay@sae.com
>malay@template.com

2988. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 02:05:20 UTC
From: abs0@coos.dartmouth.edu
Message-ID: <C2MGGy.1Gp@dartvax.dartmouth.edu>
Source record: 209928
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

barrett@iastate.edu (Marc N. Barrett) writes:

> No, a tiny minority of Amiga owners use their systems for video work.

Yeah... and some of them just use their Amigas for staring at.

>>Just like a lot of
>>Mac owners own Macs just to use as fancy typewriters.

> Yes, and just as the majority of Amiga owners use their systems as fancy
>Nintendos.

some Amiga users don't even use their Amigas. Are you surprised?? I am
not.

>
>| Marc Barrett -MB- | email: barrett@iastate.edu
>--

Yours Sincerely,
Kelvin
e-mail: abs0@coos.dartmouth.edu

2989. Re: PUREJARG.ZIP

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 02:05:36 UTC
From: kroddos@yoyo.cc.monash.edu.au
Message-ID: <1993Feb18.020536.13450@monu6.cc.monash.edu.au>
Source record: 209929

sheppard_r@kosmos.wcc.govt.nz wrote:
: Can any one help with this File...

: purejarg.zip this is in the doc directory on cs.tu-berlin.de

If it was for MS-DOS, it was probably compressed using a new
algorith. PKKzip is up to 2.04g (I think) and uses a new
"deflation?" routine. I don't think there is any inter-platform
implentation, only the MS-DOS. Best bet is to download the
latest pkzip/unzip program onto a clone and then unpack the purejarg.zip
program.

: I can't extract it with STZIP21 , is it because its a newer PK ZIP
: or a Unix one...??

: Can some one check it out for me and let me know...??

: Thanks.....

: Roger.............. sheppard_r@kosmos.wcc.govt.nz

2990. FTP Mystery!

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 03:29:21 UTC
From: foroughi@cs.arizona.edu
Message-ID: <32622@optima.cs.arizona.edu>
Source record: 209930

As a new Net user I was delighted to find out about "ftp" and the various ftp sites. I thought now I can get all those hard-to-find public domain programs for my Atari ST. However, my joy slowly turned into dispare when after spending hours at the keyboard I couldn't get a single downloaded program to run properly on my ST.

I have followed the step-by-step procedure outlined in guide.to.ftp. Yes, I did set the mode for binary file transfer before downloading the programs. I downloaded "zoo.ttp", "arc.ttp" and various ".zoo" and ".arc" files(I do have a copy of some of these programs; so I know if they are decompressed correctly they should run on my ST). Finally, using kermit on Uniterm I downloaded all these files onto my ST disk.

Now, up to this point everything has worked fine; ftp and kermit both have done the file transfers without any errors. Now comes the frustrating part; "zoo.ttp" and "arc.ttp" can not dearc a single .zoo or .arc file. I have also tried the following without any luck:

1. Using my own "arc.ttp", which I KNOW works, to dearc the .arc files.

2. Decompressing the .zoo files in my local UNIX environment using the latest version of zoo and then using kermit to copy the straight binary files on my ST disk.

I wasted at least six hours! Do a good dead today, help a fellow Atarian. Thank you in advance.

foroughi@caslon.cs.arizona.edu

2991. Re: FTP Mystery!

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 04:14:44 UTC
From: sjkinneb@mtu.edu
Message-ID: <1993Feb18.041444.7938@mtu.edu>
Source record: 209931

foroughi@cs.arizona.edu (Farhang Foroughi) writes:
>
> Now, up to this point everything has worked fine; ftp and kermit both have
>done the file transfers without any errors. Now comes the frustrating part;
>"zoo.ttp" and "arc.ttp" can not dearc a single .zoo or .arc file. I have also
>tried the following without any luck:
>Thank you in advance.
>
>
>foroughi@caslon.cs.arizona.edu

You never mentioned the file transfer mode that kermit is in. I found out the hard way when I used to use kermit that it needed to be in binary mode as well. I may be wrong, but I think kermit's text modes are designed to translate text files from ASCII to EBCDIC and vice versa if necessary. So you'll need to change the settings on both the host's end as well as your end. If possible, I reccomend using X, Y, or especially Z modem. Even X modem has superior file transfer times in my personal experience. I hope this helps.

-Steve Kinneberg
sjkinneb@mtu.edu

2992. Re: Falcon compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 04:23:40 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1lv30cINN8k7@golem.wcc.govt.nz>
Source record: 209932

> work. Speedball2, lemmings, Gods, Rainbow Islands, non of them work.

I'd like to see anyone running Games like those in windows any-way!
It'd be 'orrible!

How about Good 'ole minesweeper!? 8-)

��
������������������□

� Contrary to popular belief, money IS everything! ||| �

� To cause a catastrophic disaster, you need a computer! ||| TARI �

� If several things can go wrong, the one that will / | \ �

� cause the most damage, happens first! At least it goes! �

2993. Re: FTPable GIF viewers?

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 04:29:19 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1lv3avINN8k7@golem.wcc.govt.nz>
Source record: 209933

> Gemview 2.13 and Photochrome 3.0 would come to mind (both available at
> atari.archive.umich.edu). Gemview handles a bunch of formats, and will
> advantage of any special hardware you may get (Crazy Dots board, etc).

Don't bother with GEM-View to View GIF's with on an ST. (TT or
Falcon, fine....) As it only shows 16-colors. And the latest version
only *just* works in 1meg. (Mine crashes when I hit 'Load file',
that's with NO TSRs, or DA's, 1meg, TOS 1.2)

Photochrome will do the trick nicely, allows viewing of GIFS in the
full 256 colors on any Atari Machine. (And will let you do all
sorts of fancy trickery to view them in 4096 colors on an ST (flickery)
or on an STE (great), or 19200 on an STE (flickery).
This greatly improves the picture quality, as it smooths out all the
lines etc. Marvellous!

If you only have an STFM, you can still view the pictures in the flicker-less
512 color mode/s! If you want a clear pic'!

□
Contrary to popular belief, money IS everything! |||
To cause a catastrophic disaster, you need a computer! ||| TARI
If several things can go wrong, the one that will / | \
cause the most damage, happens first! At least it goes!
WELLS_S@KOSMOS.WCC.GOVT.NZ□

2994. Re: ATARI

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 04:41:56 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1lv42kINN8k7@golem.wcc.govt.nz>
Source record: 209934

```
> What does one do with files with .gem extensions? I cannot read it,
> cannot run it, and cannot tell what the heck it is.

If no-one can tell you, try the PD/Shareware (whatever) util'
'What-Is' (latest is version 6.4 I think, or 6.3) This will probably
tell you what the file is for!
```


```
                                                                    
```

```
                                                                    
```

2995. Re: I've got some Mac stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 04:44:20 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1lv474INN8k7@golem.wcc.govt.nz>
Source record: 209935

What was the point of quoting that entire message, and then
not adding anything to it!?

(Especially with such a huge message)

��
������������������□

� Contrary to popular belief, money IS everything! ||| �

� To cause a catastrophic disaster, you need a computer! ||| TARI �

� If several things can go wrong, the one that will / | \ �

� cause the most damage, happens first! At least it goes! ��

������������������WELLS_S@KOSMOS.WCC.GOVT.NZ

������□

2996. Re: How many TT's are there?

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 05:52:55 UTC
From: gfarrell@cs.sfu.ca
Message-ID: <1993Feb18.055255.7581@cs.sfu.ca>
Source record: 209936

In article <C2JBu9.1CB@ccu.umanitoba.ca> umcordes@ccu.umanitoba.ca (Trevor Eaton Cordes) writes:
>
>How do all you other TT owners feel about Falcons? Planning on upgrading
>(or is it downgrading???)? Should I stick with my TT and just buy a funky
>Crazy Dots VME card for better-than-falcon graphics? Wait for an 040?
>

Well, I'm definitely hanging on to my TT for a while yet (wan't to get my money's worth out of it). Any upgrade is a couple of years off.

The Crazy Dots board sounds like a good idea, if a little expensive (~$CAN1000!). My local dealer figures the price will come down after the Falcon is released and more resolution-independant, 8-bit colour software is released (but then again, I AM a working stiff now...hmm...).

--

_____
Gordon Farrell
gfarrell@cs.sfu.ca

2997. Later version of IMG Scan than v1.84?

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 05:59:59 UTC
From: ortega@cactus.org
Message-ID: <1993Feb18.055959.22586@cactus.org>
Source record: 209937

Is there a later version of the IMG Scan than v1.84?

I wrote the manufacturer, Seymour-Radix, and asked and got a flyer
advertising their radio phone tap as an answer.

--
Paul Ortega | "While looking for the men's room,
2015 Cedar Bend Dr., #1105 | VP Dan Quayle stepped into the Quantum
Austin, TX 78758 | Leap Accelerator and vanished....."
ortega@cactus.org ---------------------------------------

2998. Re: FTP Mystery!

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 06:05:17 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Feb18.060517.11286@csi.uottawa.ca>
Source record: 209938

In article <32622@optima.cs.arizona.edu> foroughi@cs.arizona.edu (Farhang Foroughi) writes:
>
> As a new Net user I was delighted to find out about "ftp" and the various ftp
>sites. I thought now I can get all those hard-to-find public domain programs
>for my Atari ST. However, my joy slowly turned into dispare when after
>spending hours at the keyboard I couldn't get a single downloaded program to
>run properly on my ST.
>
> I have followed the step-by-step procedure outlined in guide.to.ftp. Yes, I
>did set the mode for binary file transfer before downloading the programs. I
>downloaded "zoo.ttp", "arc.ttp" and various ".zoo" and ".arc" files(I do have
>a copy of some of these programs; so I know if they are decompressed correctly
>they should run on my ST). Finally, using kermit on Uniterm I downloaded all
>these files onto my ST disk.
>
> Now, up to this point everything has worked fine; ftp and kermit both have
>done the file transfers without any errors. Now comes the frustrating part;
>"zoo.ttp" and "arc.ttp" can not dearc a single .zoo or .arc file. I have also
>tried the following without any luck:
>
>1. Using my own "arc.ttp", which I KNOW works, to dearc the .arc files.
>
>2. Decompressing the .zoo files in my local UNIX environment using the latest
> version of zoo and then using kermit to copy the straight binary files on
> my ST disk.

The most likely problem that's left is that perhaps you need to
explicitly set parity/number of bits. You may be trying to transfer 8
bits over a 7 bit line, and just throwing away the extra bit.

a) Until you are sure you have things working, find a SMALL .zoo file,
and do the testing on it. It doesn't make sense to transfer a LOT of
garbage around while testing the connection.

b) Try invoking kermit at the UNIX end using the command:

kermit -p e -i

-p e is used to indicate even parity, 7 bits.
-i is used to indicate a binary file (which means you don't have
to type in the appropriate commands while in Kermit)

You might want to check the RS-232 port settings.
Hit "Help", to get to the menu screen, then hit "V" to head to the
RS-232 settings. If it is set to 7 bits, even parity (common) then

you need the "-p e" parameter when running Kermit under UNIX.
Otherwise, you could use "-p n" to explicitly imply :-) the use of 8
bits No parity.

Good luck!

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

2999. Re: ATARI

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 07:59:13 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1993Feb18.075913.29091@Informatik.TU-Muenchen.DE>
Source record: 209939

In article <9364.405.uupcb@the-matrix.com>, judy.ranelli@the-matrix.com (Judy Ranelli) writes:
|> To: all
|> From: judy.ranelli@the-matrix.com
|> Sub: gem extensions
|>
|>
|> What does one do with files with .gem extensions? I cannot read it,
|> cannot run it, and cannot tell what the heck it is.
|>

.GEM files are GEM-metafiles: Object oriented drawing-ops (VDI-calls)

--
==
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
==

(* = Maerchen aus 1001 Nacht

3000. Re: Alwin Stumpf ...

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 09:20:34 UTC
From: sav@nanette.sto.pdb.sni.de
Message-ID: <1lvkd2INN4l9@nanette.sto.pdb.sni.de>
Source record: 209940

Judgung by Atari's recent policies, I could believe that the Tramiels
are working for Commodore also ;{

ObSig: An ST fan from way back... Stu Savory

3001. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 09:32:05 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1lvl2lINNbfq@golem.wcc.govt.nz>
Source record: 209941
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb17.044455.28886@mpifr-bonn.mpg.de>, mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst) writes:

>>NO ! NO ! NO ! 'color' is a American word, 'colour' is a English word..:-)
>
>How do you know that when you are living so far away from England ? :)
>
>Regards,
>--
>Michael van Elst

>Internet: p554mve@mpirbn.mpifr-bonn.mpg.de

Well I could be that I was born there and lived there untill I was 21..

any way these Yanks can't spell....:-)

Roger.............. sheppard_r@kosmos.wcc.govt.nz

3002. Falcon, falcon, falcon

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 09:54:26 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1993Feb18.095426.3766@cs.nott.ac.uk>
Source record: 209942

I will be buying a Falcon very soon (hooray!), but what I want to know is: When will they be officially UK released? None of the shops I've been to even know its coming out yet!! Also, how much can I expect to pay? STF said that the standard Falcon would be 400 pounds, but all adverts I've seen are selling it for 500 pounds...Is this because they're imports?

Someone wrote to this group saying that alot of ST owners won't be spending money on a Falcon, since they'll be losing the ST games...well, I'm getting a Falcon, and I have over 100 ORIGINAL games..I'm just glad Stunt Car Racer and Dungeon Master work!

Anyone know whether or not Oids, Microprose Grand Prix, Microprose Golf and Dogs Of War work?

Martin

PS I will be writing games for the Falcon :)

3003. Re: Where NOT to buy from.

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 10:28:39 UTC
From: andrew@minster.york.ac.uk
Message-ID: <730031319.961@minster.york.ac.uk>
Source record: 209943

Herbert Sauro (eang62@castle.ed.ac.uk) wrote:
: Here's another suspect dealer, HCS (the so-called memory specialists)
: from London. I've been waiting since last April for a replacement
: Fast-RAM board and monitor for my TT. I must have made over a 100
: telephone calls and numerous letters, but nothing will shift them.
: I've even visited the company (preorgainsed) only to be told that
: it was inconvenient! (Having travelled about 300 miles). In the UK
: once you accept repair of faulty goods, the dealer can sit on your
: order for months (even years). What I have learned is that for the
: UK, what ever you do, do not accept a repair for faulty goods,
: instead just ask for your money back. It seems one can do this
: only if you ask within 2 weeks of receiving your goods (I think this
: is right). Anybody know what the rules are if one has paid by ACCESS
: card?
:
: Herb

Why don't you try writing to each of the atari computer magazines in England
and telling them your predicament. I know I will never buy anything from
Gasteiner or HCS now that you've told me of your troubles. If the
whole country knows what cowboys they are then HCS may do something about
your board and monitor. I'm sure they want to stay in business.

I remember buying a faulty disk drive from Third Coast Electronics but
luckily on my Access card. I told Access to sort it out for me and Third
Coast paid up about 2 months after my original purchase. As most of us know,
Third Coast don't exist any more.

-Andrew

3004. Re: Falcons in US! - Atari dealer and his impressions

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 10:30:13 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1lvoflEg7k@uni-erlangen.de>
Source record: 209944

dud@stein.u.washington.edu (Dan Aylward) writes:

>Speaking of MiNT, it is memory hungry. With the 4 meg version there isn't
>much room (around 2 meg after MiNT installation) to run anything. This
>isn't a heck of a lot of room to stretch about in.

This is due to an error in MultiTOS. "ATARI is working on it".
--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

3005. Gulam

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 11:48:52 UTC
From: jans@candida.nada.kth.se
Message-ID: <JANS.93Feb18124852@candida.nada.kth.se>
Source record: 209945

Can anyone tell me where to find an uncorrupted version of gulam? The
file gulam.arc at umich fails to unarc, producing error messages such
as "WARNING: file GU.ARC fails CRC check" and "an entry in xxx has bad
header, skipping xxx bytes".
I have no problems with the two files gulaminf.arc and gulamdoc.arc,
so there is probably nothing wrong with my arc.
--

Jan Snellman
jans@matematik.su.se

3006. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 12:15:40 UTC
From: tose@brosme.dhmolde.no
Message-ID: <TOSE.93Feb18121540@brosme.dhmolde.no>
Source record: 209811
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

X-NewsSoftware: GRn 1.16f (10.17.92) by Mike Schwartz & Michael B. Smith

In article <runehy.64.729771767@dhhalden.no> runehy@dhhalden.no (RUNE HYLDMO) writes:

>> There will be cheeper and maybe as good hardware for it I think. The Toaster
>> is Impressive, but far from the best I have seen. It can be done better
>> perhaps even cheeper.

>Have you _ever_ _seen_ and _used_ a toaster??

Nah, the toaster is not available for PAL I think. Effectively making it a US
only product. It might be good, but means nothing when it can't be used over
here.

Cheers,

Torbjoern

--
Torbjorn Ose - tose@unix03.dhmolde.no - "Things Take Time - Piet Hein"

3007. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 14:04:52 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Feb18.140452.32254@rchland.ibm.com>
Source record: 209946
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

In article <C2MBAw.8xw@news.iastate.edu>, barrett@iastate.edu (Marc N. Barrett) writes:
|> In article <1993Feb15.193158.13442@cs.mun.ca> colins@cs.mun.ca (Colin James Stuckless) writes:
|> >barrett@iastate.edu (Marc N. Barrett) writes:
|> >
|> >>In article <jonal.150.729786607@dhhalden.no> jonal@dhhalden.no (JON ARVID LOVSTAD) writes:
|> >>>In article <rogeraw.40.729784560@dhhalden.no> rogeraw@dhhalden.no (ROGER ALLAN WAHLGREN) writes:
|> >>>>Raist
|> >>>>New happy A1200 owner
|> >>>>256k colors, 1280x400 ** I LOVE IT **
|> >>> ^^^^^^^^
|> >>>
|> >>>hey what do you do in this rez? Design shoelaces???
|> >
|> >> No, because that would be accomplishing something. This mode is for
|> >>viewing GIF and JPEG pictures.
|> >
|> > No, actually it is best suited for video work. You do realize that a lot
|> >of Amiga users own Amiga for just that don't you?
|>
|> No, a tiny minority of Amiga owners use their systems for video work.

A tiny minority? Bullshit.

|>
|> >Just like a lot of
|> >Mac owners own Macs just to use as fancy typewriters.
|>
|> Yes, and just as the majority of Amiga owners use their systems as fancy
|> Nintendos.

that too.

|>
|> | Marc Barrett -MB- | email: barrett@iastate.edu
|> --

--

Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **

3008. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 14:10:41 UTC
From: matt-dah@dsv.su.se
Message-ID: <2460@vall.dsv.su.se>
Source record: 209947
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

snail@lsl.co.uk wrote:

> > Not many will buy the Falcon for MIDI - they'll by Mac or PC.

> Obviously you aren't a musician.

You could say I am. (Besides playing around with MIDI, I play the
guitar in one band and the drums in another.)

> Or, if you are (and I can't tell where in the world you are from your
> email address) you're probably American

I'm from Scandinavia, specifically Sweden.

> Musicians can't wait for the Falcon.

OK, I better explain myself. I do not doubt at all that the Falcon
is perfect for musicians. But since the PCs and Macs are so widely
spread over the world, a lot of extremely good music software has
been - and continually gets - developed.

Why do you think people buy a PC, Windows, Multimedia kit, Sound
Blaster, etc. Without even _looking_ at the Amiga's capabilities?

I think that's stupid, just as you're gonna think it's stupid when
people continues to use PCs and Macs when the Falcon is here. ;-)

An important note; I'm obviously not saying ALL musicians or people.
I'm just saying many.

--

==
= Regards = email: = 1280x512x262000+ =
= Mattias = matt-dah@dsv.su.se = I love it. =
==

= If we don't *buy* our programs, there soon won't be =
= any new software for the Amiga. Obvious, is it not? =
==

3009. Running Nethack 3.1 in 1 MB - bad news

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 14:18:45 UTC
From: christof@wowbagger.pc-labor.uni-bremen.de
Message-ID: <1993Feb18.141845.29609@informatik.uni-bremen.de>
Source record: 209948

I'm afraid I've got some bad news for all those who hoped that by not compiling in certain features of the game the size of the binary would be sufficiently reduced so as to make it run on a 1 MB machine.

We found that by leaving out what was thought to be the most code-consuming option - MULDGN (Multi-branch dungeons) - the resulting binary comes out only 10 K shorter than before. This means there are still about 90 K to be saved.

Christoph

3010. Re: Macintosh Advocate.. & Byte gives the

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 15:35:36 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb18.153536.11834@newshost.lanl.gov>
Source record: 209949

In article 1ltq85INNdma@shelley.u.washington.edu, neurom@stein.u.washington.edu >>and
>Okay, if you want price break downs, I'll give you some:
> Item List Price Street Price
> Falcon030 $799 $699
> 4meg RAM Upgrade $200 $160
> 14" VGA Monitor $299 $229
> 85mb IDE HD $299 $229
> ---- ----
> $1597 $1317

No, I didn't want price break downs, but thanks for the obvious, anyway. :)

>The street prices are what I've seen advertised. The HD is a Maxtor 2.5".
>So, you see, for ~$72 less, you get a 50%+ bigger screen, and a MUCH better
>machine.

I too think the Falcon has the potential to be a much better machine than the
new Mac Color Classic. But _again_, I was NOT touting the Mac over the Falcon.
Both will be fine machines, in their own right, and the Falcon certainly has an
advantage with it's DSP chip. BUT let's try to be a little less biased, OK?
It's hardly fair to compare Falcon _street_ prices with Apple _retail_ prices
nor should you compare components bought from 3rd parties to be user installed
with Apple factory installed components (like hard drives).

The Mac Color Classic at $1389 RETAIL compares favorably in price with the
Falcon's retail price. We never really had to worry about competition from
Apple before because of their high prices. That situation has changed and
the combination of lower prices, "slick-Willy" advertising and a huge retail
network will surely sway some would-be Falcon purchasers. That was the ONLY
point I was trying to make about these two new 16MHz 68030 machines. These
are the facts; now let the buyers decide.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3011. Wanted: cable 15 pin VGA ---- 5x BNC (Netherlands)

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 15:47:14 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Feb18.154714.10749@cs.ruu.nl>
Source record: 209950

Does anyone have a spare cable for me--- I'd like to connect my TT to
my monitor in such a way that I can switch between the standard output
and the Spektrum 1 graphics card using the input selector switch at the
front of the monitor. To do this I need a cable that has 15 pin VGA
on one side and 5 BNC connectors (r,g,b, hsync, vsync) on the other.

--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

3012. 8 Bit XL/XE carts

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 16:09:14 UTC
From: malay@sae.com
Message-ID: <1993Feb18.160914.17341@sae.com>
Source record: 209801

Where can I get XL/XE games carts real cheap???

If you have any that you'd like to sell then send me a price list.

Bob Malay
malay@template.com
malay@sae.com

3013. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 16:10:34 UTC
From: mlelstv@speckled.mpifr-bonn.mpg.de
Message-ID: <1993Feb18.161034.20906@mpifr-bonn.mpg.de>
Source record: 209840
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In <runehy.71.729938792@dhhalden.no> runehy@dhhalden.no (RUNE HYLDMO) writes:
>Do you mean that the human eye can distinguish betweem more than 16,7
>million colors??

It is not the question of how _many_ colors you can distinguish. But sometimes
a 24bit display is not sufficient.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

3014. Re: Video bus/graphics op speed (was A1200/4000 v. Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 16:17:40 UTC
From: mlelstv@speckled.mpifr-bonn.mpg.de
Message-ID: <1993Feb18.161740.21090@mpifr-bonn.mpg.de>
Source record: 209802
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In <1luk1iINN9op@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>The expansion is merely a new pixel clock, fed into the external clock input
>on the Falcon video port, no video hardware is changed. The simple fact is
>that the the Falcon video hardware *will* operate at those resolutions,
>given a faster dot clock, and the video bus *will* be able to keep up, with
>nothing else changed. The "expansion" doesn't change the bandwidth of the
>Falcon bus, because it doesn't need to...

Untrue. They simply overclock everything :)

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

3015. Another One bites the Dust

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 16:22:31 UTC
From: malay@sae.com
Message-ID: <1993Feb18.162231.17425@sae.com>
Source record: 209803

Next Computer officially drops its hardware line - lets all have a moment of silence.

Atari still continues to release new hardware.

Go Figure?

Bob Malay

3016. Falcon 030 Memory

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 17:07:20 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C2nM88.I9M@newcastle.ac.uk>
Source record: 209804
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

I remeber seeing somewhere that a 32-bit bus memory board was being developed for that falcon which sat in the Maths co-processor socket. I don't have a clue if this is possible, but it would be nice to think so......

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

3017. atari st for sale

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 17:27:56 UTC
From: sie_0026@bigdog.engr.arizona.edu
Message-ID: <1993Feb18.172756.15460@organpipe.uug.arizona.edu>
Source record: 209805

For sale: atari st w/1 meg and a pcditto II board installed....includes dsdd and i'll even throw in a sm124 monitor(works but needs repair)..asking
$225 obo and also have a list of software (email for list).

3018. Computers are not designed to do everything!

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 17:41:51 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993Feb18.174151.8803@ultb.isc.rit.edu>
Source record: 209806

Well, with this flurry of arguments and shouting matches littering the net I am really hesitant to write this just because it might start another long, boring, argumentitive thread. However, I figure I might as well post it because people seem to be missing a critical point.

Step up to soap box

Amiga and Atari owners have been arguing for a VERY long time. Each time comparing their computers. Knocking down each other's faults, etc. In the earlier days of these computers I could see how this might be possilbe. In those days, things were brighter and sunnier for computer companies who were all trying to build general purpose computers. People were optimistic about their systems and what they could do.

Today however, Amiga and Atari only share a very small portion of the market (something like 5% but don't quote me). So when CBM and ATARI decided to build their newer computers they looked at thier cut of the 5%. When they did it seems that CBM found that the AMIGA was being used mostly for video editing and other video oriented things. Even professionals used it for video. When ATARI looked they found that musicians and sound people were using their computers. Even professionals used it for sound.

So each company went their separate ways and created a specialty computer. CBM's new Amiga was created to have enhanced video that facilitated editing, etc. Yet they also improved sound so that the users that wanted to do other things with their computer could do so. When ATARI created the Falcon they enhanced everything that could be used with sound. MIDI, direct to disk recording, etc. Yet they put improved video in their computer so that users who wanted to do other things with their computers could do so.

My point here is that because CBM and ATARI only have a small percentage of the market they could only afford to make specialty machines. So to compare each machine on their weakER points (AMIGA: sound, ATARI: video) is just plain silly. Not to say their weakER points are completely useless but this is just not what the machines were designed for.

(Warning pompous statement to follow)
So now that you understand. Could we all get back to some serious and thought provoking discussions rather than the trash that's been floating around and wasting bandwidth for the last week?

Step down from soapbox

Thanks.

```
+-----------------------------------------+------------------------------+
| Michael "Zoooks!" Zucca | Spam, spam, spam, spam, spam |
| Internet: mrz5149@ritvax.isc.rit.edu | Spam, spam, spam, spam, spam |
| Printing And Applied Computer Science | Lovely spam, woderful spam! |
| RIT - Rochester Institute Of Technology | Shut up. Shut up! Shut Up! |
+-----------------------------------------+------------------------------+
```

3019. Nethack 3.1 color problems

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 17:59:30 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Feb18.175930.25688@prime.mdata.fi>
Source record: 209807

Is anybody else with a color monitor experiencing the same problems as I am, ie. Nethack will invert my screen when it has loaded. This annoys me, because it is impossible to have a black background and black borders. The closest I came by fiddling with the control panel colors was black background, white borders, and white background for rooms. I have a 4 MB STe with TOS 1.6 if it matters, and I use hackfont, and I have the color option set.

So, if there is somebody who knows how to avoid this I would apperciate to be told how to do it.

Thanks in advance!
--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

3020. Re: Another One bites the Dust

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 19:48:26 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1993Feb18.124827.4389@arizona.edu>
Source record: 209808

In article 17425@sae.com, malay@sae.com (Bob Malay) writes:
>
> Next Computer officially drops its hardware line - lets all have a moment
> of silence.
>
> Atari still continues to release new hardware.
>
> Go Figure?
>
>
>
> Bob Malay

What? Are you serious? No more NeXT? Where did you hear this?

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

3021. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 20:03:37 UTC
From: iank@microsoft.com
Message-ID: <1993Feb18.200337.18881@microsoft.com>
Source record: 209809
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

In article <rogeraw.40.729784560@dhhalden.no> rogeraw@dhhalden.no (ROGER ALLAN WAHLGREN) writes:
> Iank@microsoft.com said:
>>|> At the high res-non-interlaced modes (640x480x8, for exapmple)
>>|> the chip bus is 100% saturated and the CPU can only access chip
>>|> ram during the vertical blank. But the CPU always has 100% access
>> ^^
>>
>> Is this really true? OUCH! Doesn't look like that with my A1200
>>(all chip ram). I mean, dpaint AGA (I got a demo) doesn't look as
>>slow I think.
>>
>GEE !!!!! talking about speed?? you are only displaying a picture !!!
>Wait until you get some games or something, then you will see ....

Well, since all games will probably be ports from the PC they will run in 320x200x8 in which mode both the CPU and custom chips have full access to chip ram and the CPU has full access to FAST ram all the time.

In this mode a game like Wing Commander (I or II) would be easy to do. No need for a bucket of CPU power.

Anyrate, the custom chips provide good performance and are ideal for a mutitasking system like the Amiga. And you are right, it would be intresting to see how fast the AGA chips could drive a 640x480x8 non interlaced display. On the other hand you can drop that display to an interlaced mode and reduce your bandwidth by 50% thus giving the CPU full access to chip and fast ram. When chip bus saturation falls to 50% or lower the CPU has full access to it. You could do a hi res interlaced game in 256 colors at a very reasonable speed. The folks who use TVs for monitors would appreciate this.

Ian.

If any of the stuff I posted up there is wrong, let me know.
--

MAIL : IANK@MICROSOFT.COM
A1200/85MBHD OS3.0 Yeah!

3022. CASTLES 2

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 20:08:00 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Feb18.150800.14529@umiami.ir.miami.edu>
Source record: 209810

Does anyone know if CASTLES 2 is available for the ST/STe systems? Is it coming? I am a big fan of Castles, and WANT the sequel.

Mark Santora

3023. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 21:56:04 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1m10lkINNp3l@uwm.edu>
Source record: 209812
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <runehy.66.729936257@dhhalden.no>, RUNE HYLDMO (runehy@dhhalden.no) wrote:
: The problem with the AGA-chipset is that the A1200 must accsess the chip-
: ram on every VBL so altough the pure prosessing is faster with fast-ram
: you will probably not see it on the screen since the VBL's can't
: be updated in the same speedratio as the calculations. What I'

This is entirely incorrect. At 100% contention, the chip ram can only be
accessed during VBL.

This is _NOT_ all of the time.

This is not true, as an example, in 320x200x8, where there is 0%. This
_IS_ true, in 640x400x8 non-interlace. This is not true in 640x400x8
interlaced.

It's not as cut and dry as you'd like to think, especially with the sheer
NUMBER of resolutions and depths involved.

: m trying to say is that even though the A1200 is quite
: fast with fast-ram (NOT faster than F030) it's has little practical use in

Very likely faster.

The 020 in fast ram may not have burst, but neither does an 030. It also
has full 32-bit access to ram, while the 030 does not. That can lead
anywhere between a 110-200% increase in performance.

: games and programs that need fast screen-updates. I may have written a bit

Which would probably make use of 320x200x8, which has 0% contention, no
CPU cycles are being stolen from the CPU.

: of Norwegian-English here, bit I hope you get what I mean. The bandwith-
: tests stated in this tread clearly shows my point in 640x480x8bit color,
: non-interlazed, the bandwith is 100% saturated. Since the CPU needs 50% of
: the bandwith you can figure out for yourself that the prosessor is slowed
: down considerably and this mode is a bit slow to use in games which needs a
: lot of prosessing-power. BUT there may after a while be programmers that

640x480 (31khz Productivity non-interlaced mode) x8 does yield a 100%
saturation, giving you access on VBlanks.

: find a way to speed up this mode with various tricks as there have been on
: the Amiga and ST(e) models in the past. Again only time will tell. Great
: games like Civilazation and other games like that with few things happening
: at the screen at once you will see no slow-down in this mode I think.

Who knows. VBlank is actually a rather sizeable amount of time for fast processors.

: The A1200 is quite a good machine it has some features that the Falcon
: misses, but it's maybe more the other way around. If the Amiga had got a
: SCSI II port it would have boosted it's DTV greatly and not to mention the
: 16-bit sound an a standard! DSP. The A1200 would have been a low-cost
: alternative for semi-professional studios, but now it doesn't mesure quite
: up since the BIG, Mac price cuts.

Except the A1200 is more geared to be the new low-end machine. It's much cheaper to build than a Falcon, and the price can go a lot lower before C= sees a poor profit.

: The Falcon could have come with a real 32 bit bus, but I firmly belive that
: the dubbelspeed multiplexer will make up for that. It should also had a 32

It can't, as far as I can see. If, architecturally, someone could prove me wrong, I'd be happy. However, in order for the processor to NOT feel the bite, the memory would have to be so fast that it could service the graphics system, and then service a full-speed 030, invisibly.

People have enough problems squeezing a 3 cycle read.

: bits expansion bus, but this they have gotten around with a hack of some
: sort, ATonce has under development a 486 card so.. The gaphics could have

The Falcon seems to be a 68000-system with a 68030 tossed into it. The expansion bus, the memory architecture, everything seems to be geared not towards a 32-bit system, but towards a 16-bit architecture.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
"Surprisingly, however, nobody has yet discussed the relationship
between Commodore's net profits and the size of my dick." -Dan Barrett
(: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) Wubba :)

3024. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 22:02:27 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1m111jlNNp3l@uwm.edu>
Source record: 209813
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <runehy.71.729938792@dhhalden.no>, RUNE HYLDMO (runehy@dhhalden.no) wrote:
: Do you mean that the human eye can distinguish betweem more than 16,7
: million colors??

If one can tell the difference between two adjacent colors, then no, it's
not.

: Then 24-bit color would not be enough to get photo quality pictures since
: you can distinguish between all the colors.

Take it in this way: Have you ever seen an 8-bit grayscale image? While
it looks very good, it is obviously NOT enough to fully represent the
image. The optimal bit depth is enough to make an indistinguishable
transition between two colors, without being able to see whee one begins
and one ends.

: I belive you have got this thing a bit mixed up!!!!!!

No, I've used a mac. :)

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
"Surprisingly, however, nobody has yet discussed the relationship
between Commodore's net profits and the size of my dick." -Dan Barrett
(: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) Wubba :)

3025. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 22:29:06 UTC
From: colins@cs.mun.ca
Message-ID: <1993Feb18.222906.22903@cs.mun.ca>
Source record: 209814
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

barrett@iastate.edu (Marc N. Barrett) writes:

>In article <1993Feb15.193158.13442@cs.mun.ca> colins@cs.mun.ca (Colin James Stuckless) writes:
>>barrett@iastate.edu (Marc N. Barrett) writes:
>>
>>>In article <jonal.150.729786607@dhhalden.no> jonal@dhhalden.no (JON ARVID LOVSTAD) writes:
>>>>In article <rogeraw.40.729784560@dhhalden.no> rogeraw@dhhalden.no (ROGER ALLAN WAHLGREN) writes:
>>>>>Raist
>>>>>New happy A1200 owner
>>>>>256k colors, 1280x400 ** I LOVE IT **
>>>> ^^^^^^^^
>>>>
>>>>hey what do you do in this rez? Design shoelaces???
>>
>>> No, because that would be accomplishing something. This mode is for
>>>viewing GIF and JPEG pictures.
>>
>> No, actually it is best suited for video work. You do realize that a lot
>>of Amiga users own Amiga for just that don't you?

> No, a tiny minority of Amiga owners use their systems for video work.

The facts are that a good number of Amiga systems are purchased to do nothing but video related work. If you deny this fact then you need to crawl out of that little world of yours and open your eyes. And it is also a fact that a resolution of 1280x400 with overscan (forgetting the fact that it goes up to ~262,000 colors) is a wonderful resolution for video graphics - especially character generation. Real people with real families pay real bills doing this kind of work with their Amigas. I'm sure they appreciate these new modes, as do I.

>>Just like a lot of
>>Mac owners own Macs just to use as fancy typewriters.

> Yes, and just as the majority of Amiga owners use their systems as fancy
>Nintendos.

Well, using classic -MB- logic, I would have to conclude that a tiny minority of Amiga users use their computer only for games - since all the Amiga owners I know rarely play games at all.

```
>| Marc Barrett -MB- | email: barrett@iastate.edu
>-------------------------------------------------
--
\\\ ))) ||| \ "Take it from me - I know what I'm talking about"
@ "> @ "> @ "> \ - Ren Hoek in 'Fire Dogs'
\` \~ \- \ colins@garfield.cs.mun.ca
```

3026. Re: Macintosh Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 22:29:50 UTC
From: renfro@crchh610.BNR.CA
Message-ID: <C2o15q.6t4@news.rich.bnr.ca>
Source record: 209815

In article <1993Feb16.113531.15706@miavx1.acs.muohio.edu>,
rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
<stuff deleted>
|>
|> Any Mac with 2 megs of Ram can run System 7. (Although I wouldn't
|>recommend it on a Mac plus. I have used it on a Mac SE (no 30) and it
|>doesn't feel all that bad. I alsowouldn't recommend only 2 megs of Ram
|>either!!)
|>
<more stuff deleted>

It is a matter of personal taste, but I have used System 7 on a Mac SE and
I found it to be unbearably slow (system 6 wasn't much better for that
matter). I use a IIci at work and that even seems a little sluggish
compared to my Mega at home (with ADSpeed 16 & TurboST).

For that matter, all these spec comparisons don't really mean a thing.
If a machine will allow you to accomplish what you want it to do, 'feels'
good to operate, and is within your budget (or perhaps you're just willing
to pay the cost even if it is outside your budget), then that is the best
machine for you. I happen to 'feel' the best when I am operating my
Atari and I think a lot of people would agree (as well a lot will disagree).
Atari's biggest problem with respect to the Falcon is going be getting
enough people to 'feel' what it is like in order to decide it 'feels' good
for them.

With feeling...
Randy

3027. Atari Explorer Online, net distribution.

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 22:39:29 UTC
From: wilsont@rahul.net
Message-ID: <C2o1Lu.BMF@rahul.net>
Source record: 209817

This years AEO's are now at:

rahul.net
in the directory /pub/wilsont

as soon as I can, I'll ftp them also to Atari Archive.

I'll continue to distribute them in the future.

--
Timothy Wilson <wilsont@rahul.net>

3028. terminal program too smart...

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 23:17:54 UTC
From: hjb@levi.th.vu.nl
Message-ID: <1993Feb18.231754.24566@cca.vu.nl>
Source record: 209818

I know this is going to sound silly, but does anyone
know of a way to trick Uniterm into NOT converting the
high ASCII characters to standard VTxxx characters but
to show the original Atari high ASCII characters, i.e.
Hebrew letters?

The reason: At work, we have a windows program (OpenWindows)
with home-made screen fonts that have the Hebrew character
set in the high ASCII range, with the same mapping as the
Atari. We use these screen fonts for programs that analyze
Hebrew bible texts.

It would be nice to run those programs through my modem as
well, especially since the mapping fits so nicely. But
Uniterm insists on emulating a VTxxx truthfully, so the
Hebrew letters come out as garbage.

It is not the modem that does that: a file with 'hebrew'
characters will show up right when transferred and listed
outside Uniterm.

Can Uniterm be made 'cheaper'? Or does anybody know of a
terminal program that keeps the hebrew? (probably visible
when you try to list a binary file on the remote host).

Thanks,
Hendrik Jan Bosman
hjb@th.vu.nl

3029. ST hardware/software sale Update!

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 23:25:23 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1m15t3INNjb7@usenet.INS.CWRU.Edu>
Source record: 209819

```
################################################################################
Hardware
################################################################################

Comrex Daisy Wheel printer (made by Brother). Fairly quick for a
daisy wheel, uses Brother typewriter printwheels, works
great. Serial AND Parallel interfaces.....................25

Fortis DM1310 9-pin dot matrix printer. Works well, but I think it
might need a new print head. Uses Epson ribbons, new ribbon
included..................................................25

StereoTek LCD 3D Glasses (Very rare and hard to find, original box
and disks)..............................................FIRM 85

Amdek amber monochrome monitor (works on XEP80, Apple II, etc).......25

################################################################################
ST Software
################################################################################

NeoDesk 3.0 (incl. NeoCLI & Neo ACC's Vol. I).....................30
Cyber Studio (CAD 3D 2.02, Cybermate, Cyber Control).............35
TDI Modula/2-ST (old version).....................................15
Flight Simulator II Scenery Disks 7 and 11 (w/all docs) both for 15
Tempus 1.0.....................................................7
InterLink 1.85.................................................7
I*S Talk (Integral Solutions)...................................7
Populous (disk only)...........................................7
Quick ST 2.0...................................................7
Jet (subLOGIC).................................................7
Barbarian (Psygnosis)..........................................7
GFA Vector (Michtron)..........................................7
Breach (Omnitrend Software)....................................5
Gamestar Baseball..............................................5
Renegade (disk only)...........................................5
Infocom's Infidel (disk only)..................................5
Strip Poker (old, disk only)...................................5
Chessmaster 2000 (disks only)..................................5
Time Bandit (disk only).....................................5
Silent Service (disk only).....................................5
Skyfox (disk only).............................................5
Starglider.....................................................5
Lords of Conquest (disk only).................................5

Abacus ST GEM Programmer's Reference (book).....................7
```

##
Magazines
##

ANALOG Computing

Issue 11 through issue 49, also issue 51 (40 issues total).....40

Antic Magazine

Oct/Nov 1982 (Vol 1, No. 4)
Feb/Mar 1983 (Vol 1, No. 6)
April 1983 through August 1983
November and December 1983
June through December 1985
January through December 1986
January and March 1987 (30 issues total).....35

STart Magazine

All of 1986 and 1987 (8 issues)
Special Issues 2 and 3
Spring 1988, Summer 1988
October through December 1988
January through December 1989 (missing July)
January through November 1990 (missing July, September)
Feb/March 1991
April/May 1991
STart disks from various issues (not sure which, but MANY)
Only a few original disks remain -- most have been converted to
high density disks and zipped with ST ZIP 2.0 (36 issues total)
AND lots of disks.....65

Most are in excellent condition (none are falling apart, though some
have had plenty of use). Take ALL of them for $125.

##

Prices do not include shipping.

If you're interested in any of these items, please send me Email.
Thanks!

--
""""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
""

3030. Re: Midimaze 2 again.

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 23:35:28 UTC
From: rincewind@discworld.oche.de
Message-ID: <2b892c88133748@discworld.oche.de>
Source record: 209816

In <2b829ca037dce6@discworld.oche.de>,
Rincewind (rincewind@discworld.oche.de) wrote:

RaMS>It seems that MSTEs cause trouble when using TOS2.05, but not when 2.05,
RaMS>and there seems to be a difference between the public and the registered

Of cource, I meant TOS 2.05 causes troubles and *2.06* does not.

cu
Michael
--
Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3
IRC: Rincewind
"While working his way along a wall he came to a huge door, which artistically
portrayed a group of prisoners apparently being given a complete medical
check-up*
* From a distance it did, anyway. Close to, no. " (Terry Pratchett, Eric)

3031. Nethack for 1meg???

Newsgroup: comp.sys.atari.st
Date: 1993-02-18 23:52:14 UTC
From: brianp@netcom.com
Message-ID: <1993Feb18.235214.7908@netcom.com>
Source record: 209820

So which version of Nethack WILL work on a 1.0 megabyte 1040STf
with TOS 1.0 ??? I want the latest version which is stable.
I don't want to give up nethack until I upgrade my hardware!!!
(PS I have plenty of HD space.)

--
--> Brian Peterson, brianp@netcom.com <--

In order to remember your dreams,
you must think of them as if they were little kittens.
-- King Missile

3032. NeXT bags their hardware line

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 01:41:01 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1m1drdINNsu1@life.ai.mit.edu>
Source record: 209821

In article <1993Feb18.124827.4389@arizona.edu> paul@jupiter.ame.arizona.edu writes:
>In article 17425@sae.com, malay@sae.com (Bob Malay) writes:
>> Next Computer officially drops its hardware line - lets all have a moment
>> of silence.
>
>What? Are you serious? No more NeXT? Where did you hear this?

As of February 10th (or so), NeXT is no longer doing hardware, only
their NeXTSTEP software (for 486's). See comp.sys.next.advocacy.

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

3033. Re: Atari formats PC better than PC

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 01:50:22 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1m1ecuINNjbt@golem.wcc.govt.nz>
Source record: 209822
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> > DC-Format has a Verify toggle. It's at the bottom right of the displa
> > says, 'Verify'.
>
> IMO, it should not be an option, it should always be ON, and no button..

Verify is a nuisance! I have NEVER had any defect disks, apart from the
ones my disk-drive stuffed up (due to a misaligned head, which I fixed)

I also always have write-verify turned off al the time, makes floppies
almost usable! Again, no problems in 8-years!

□
Contrary to popular belief, money IS everything! |||
To cause a catastrophic disaster, you need a computer! ||| TARI
If several things can go wrong, the one that will / | \
cause the most damage, happens first! At least it goes!
WELLS_S@KOSMOS.WCC.GOVT.NZ□

3034. Re: Macintosh Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 02:20:40 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1m1g5oINN5g2@tortoise.cis.ohio-state.edu>
Source record: 209823

In article <C2o15q.6t4@news.rich.bnr.ca> renfro@crchh610.BNR.CA (Randy Hoekstra) writes:
>In article <1993Feb16.113531.15706@miavx1.acs.muohio.edu>,

>It is a matter of personal taste, but I have used System 7 on a Mac SE and
>I found it to be unbearably slow (system 6 wasn't much better for that
>matter). I use a IIci at work and that even seems a little sluggish
>compared to my Mega at home (with ADSpeed 16 & TurboST).

The macs I use at work (cx and ci) sometimes fall into a sluggish period.
I haven't figured out why yet. I start up NCSA Telnet and notice that
it scrolls *slow*. I switch to B+W and *boom* it's fast. But, other
times it's just as fast in 8-bit color. I haven't figured out what the
deal is (a lot of other people use the same computer(s) and I am sure one
of them monkeys the system into a strange config. They toss more DA's and
inits on. It's a pain to find out exactly what is causing the problem.
And, I don't really care if I telnet in BW, so I haven't bothered to find
out what it really is.)
But, in BW I haven't ever seen that happen. On an SE (I use both Sys 7
and Sys 6 on SE's reguallarly. I really don't notice the difference, but
in Sys 7 I think you really need 4 Megs to make it work well, but it still
works in 2 megs.

>Atari's biggest problem with respect to the Falcon is going be getting
>enough people to 'feel' what it is like in order to decide it 'feels' good
>for them.

I agree. This is the thing that is really keeping me from getting a
Falcon. I don't really know what it will be like. I don't like to spend
that kind of money w/o getting a sample. (And it doen't help that I
can get a sample of the Macs.)

>With feeling...
> Randy
--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

3035. Atari Convention *----->

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 02:47:29 UTC
From: alx@ceti.csustan.edu
Message-ID: <1993Feb19.024729.28680@koko.csustan.edu>
Source record: 209824

```
--
Thanks. L L L L
8-()-8 L L L L
L L L____L L
Please send responses to: alx@ceti.csustan.edu
```

3036. Re: terminal program too smart...

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 03:04:48 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <C2oDw1.8x@dscomsa.desy.de>
Source record: 209825

In article <1993Feb18.231754.24566@cca.vu.nl> hjb@levi.th.vu.nl (Hendrik Jan Bosman) writes:
>Can Uniterm be made 'cheaper'? Or does anybody know of a
>terminal program that keeps the hebrew? (probably visible
>when you try to list a binary file on the remote host).

As I can remember UniTerm has no cheap mode in this respect.
You coul try to use CoNnect where you can set either ISO or
ATARI fonts and neglect the additional 8Bit vt commands when
in vt100 mode (which is even more correct than UniTerms behaviour)

Wolfgang

3037. Macintosh Advocate:Devils Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 03:10:15 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Feb18.211015.10975@iscsvax.uni.edu>
Source record: 209826

Your right Atari was never in competition with the Mac because Atari had hardly any product on the market and Apple did not know it existed because of its insignificant.

Are you saying that the Atari St was never in competition with the Mac because of its higher price. The reason because of the high price of the Mac, because Apple had confidence that their product was worth more. They plowed the profits in R&D, marketing(Advertising!!!!) and taking care of their developers and customers...Are all ST owners Cheap?????????? The reason that Atari is in this mess today, because they competed on the cheap according to the Nintendo lawyer. Atari can't even upgrade its hardware because they charge soo little. The St technology today is were it was at in 1985...Thats pathetic...It just tells you the imcompetence of the Atari owners...You know who you are!!!!!

Over the Years, the St was cheaper than the Mac Equivelants, but Apple sold far more Macs than the St. Why was that? If you say it was superior marketing than you are right. Atari should of charged more to fund their marketing efforts and if they did, then there would be a higher install base of ST's. Who knows, than Atari would have the R&D funding to improve their line...

The ST was revolutionary back in 1985, but it is not today.....

I hope the Falcon suceeds, but I doubt it.

By the way can you upgrade the Falcons processor to a faster 030 chip or do you have to buy a future faster machine...

At least the Mac Color Classic user can upgrade to a faster 040 color classic by the summer time, by sliding out the very small motherboard and replacing it with the new one...Another Apple technological Advance with the user in mind...Thats what you get for spending 600 million dollars in R&D last year...

3038. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 03:58:22 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1m1lsuINNjvt@golem.wcc.govt.nz>
Source record: 209883
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

> The 020 in fast ram may not have burst, but neither does an 030. It als
> has full 32-bit access to ram, while the 030 does not. That can lead
> anywhere between a 110-200% increase in performance.

I hope you don't mean *all* 030's, or just the ones in the Amiga/Falcon!?

(As, with a nice 32-bit BUS etc. they sure can...)

I presume that's what you mean, but just checking 8-)

--- Contrary to popular belief, money IS everything! ||| ---
--- To cause a catastrophic disaster, you need a computer! ||| TARI ---
--- If several things can go wrong, the one that will / | \ ---
--- cause the most damage, happens first! At least it goes! ---
---WELLS_S@KOSMOS.WCC.GOVT.NZ---

3039. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 04:02:02 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1m1m3qINNjvt@golem.wcc.govt.nz>
Source record: 209827
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

The average human eye cannot tell the difference between ranges of
colors after about the first 7-million. (Women have a higher range
of color recognition in their eyes, so they can distinguish more)

Myself, I can barely tell the difference after the first 10000 colors
or so, (stick 7777 beside 7776, and you've fooled me! 8-)

Obviously, a single pixel is going to be a LOT harder to distinguish
than a block of say 50*50 or some such thing.

I'd be more than happy with the Falcons 65000+ colors, that'd be more
than enough for most purposes!
(From the pictures I've seen, it looks more than adequate, and that
was only in 256 color mode.... (I think.....)

□
□ Contrary to popular belief, money IS everything! ||| □
□ To cause a catastrophic disaster, you need a computer! ||| TARI □
□ If several things can go wrong, the one that will / | \ □
□ cause the most damage, happens first! At least it goes! □
□WELLS_S@KOSMOS.WCC.GOVT.NZ□
□

3040. Re: Nethack 3.1 color problems

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 04:32:57 UTC
From: ersmith@netcom.com
Message-ID: <1993Feb19.043257.5908@netcom.com>
Source record: 209828

In article <1993Feb18.175930.25688@prime.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:
>Is anybody else with a color monitor experiencing the same problems as
>I am, ie. Nethack will invert my screen when it has loaded. This
>annoys me, because it is impossible to have a black background and
>black borders. The closest I came by fiddling with the control panel
>colors was black background, white borders, and white background for
>rooms.

The color support in 3.1.0 is, unfortunately, very buggy. The intent was to have a black background everywhere (with a white border) and for all characters to be white on black. Unfortunately, it seems that in 4 color mode (i.e. ST medium res.) the colors aren't set up properly. It will probably work much better for you in TT medium res. (if you have that) or in ST low res (which, unfortunately, also has a bug -- some spurious warnings appear about the terminal not being big enough. If you ignore these the game should play correctly).

These problems should be fixed in 3.1.1, i.e. the first patchlevel to NetHack. In the meantime, you can avoid color strangeness by putting "nocolor" in your nethack.cnf file.

Incidentally, several people have asked me why the color behaviour was changed from NetHack 3.0, which used to invert the meaning of black and white and which set up the 4 color palette and mixed colors to produce more effects. The answer is one word: "multitasking". It's very impolite for a program to change the color palette, especially a text based program that doesn't really need to do so. Besides, more and more people have TTs and Falcons, which are capable of displaying all 16 colors simultaneously without any color palette changes being necessary. (Another reason to upgrade to the Falcon: so you can run NetHack with more colors :-)). So NetHack 3.1 leaves the palette alone, and achieves the "white on black" effect by sending the VT52 escape codes to set the character output colors (which is why the border remains white; but this method has the advantage of working in a MultiTOS text window). Since the color palette is left alone, only red, green, and white characters are available.

Regards,
Eric

3041. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 04:34:26 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1m1o0iINNt82@uwm.edu>
Source record: 209829
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1m1lsuINNjvt@golem.wcc.govt.nz>, Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
: I hope you don't mean *all* 030's, or just the ones in the Amiga/Falcon!?
: (As, with a nice 32-bit BUS etc. they sure can...)

Ya. :)

: I presume that's what you mean, but just checking 8-)

Well, at least SOMEONE's keeping me on my toes. :)

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
"Surprisingly, however, nobody has yet discussed the relationship
between Commodore's net profits and the size of my dick." -Dan Barrett
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

3042. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 05:16:10 UTC
From: spanky@iowegia.dsm.ia.us
Message-ID: <NTD8yB4w165w@iowegia.dsm.ia.us>
Source record: 209830

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

> In article <1lf16nINNn3g@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer)
> (lots of information deleted)
> > Howard, or anyone else "in the know", care to correct this?
>
> I believe Michael Elst has hit on the problem with the numbers I posted
> previously, the timing code subtracts the time to execute a dummy loop
> from the total execution time. On the 68030 since the instruction and
> data fetches are fully independent and can occur in parallel, that "overhead"
> really doesn't exist, (ok, there's a cache fill the first time thru the
> loop, but since all interrupts are disabled, the loop runs 100% in the
> instruction cache from then on, so there's a *tiny tiny* amount of
> overhead...) so the speeds reported are too high.
>
> I'm still curious to see how the numbers for the A1200's 68EC020 compare,
> since it has an instruction cache and no data cache. (For this test, again
> with the loop running entirely in the instruction cache, the results should
> be directly comparable.)
>
> In the meantime I'll try it again without the erroneous overhead computation.
> --
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
>
> There's a rough border between genius and insanity, but I'm a dual citizen.

From what I read the Falcon has a 32bit bus , the DMA has 8
independant 16bit busses. That's what Byte mag says anyway.
See ya. Why not cool it on the wars and just enjoy the use of
both equally great machines?!:)

3043. First-Byte

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 05:16:53 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1m1qg5INNkcc@golem.wcc.govt.nz>
Source record: 209831
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Just a quick message, enquiring if anyone knows whether First-Byte computers still exists, and if so (or if not), where I could possible get in contact with someone either who works/worked there, or someone who might be able to help with the upgrading of some of their software!

3044. Re: Spectre on Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 05:27:14 UTC
From: spanky@iowegia.dsm.ia.us
Message-ID: <4Be8yB5w165w@iowegia.dsm.ia.us>
Source record: 209832

wmagro@uiuc.edu (William Magro) writes:

> People have noted that the GCR part of spectre won't work on a falcon.
> This is ok with me, since it can use 1.4 meg floppies (which are mfm, even
> on a mac).
>
> David Small said that there is no reason there might not be an internal
> spectre for falcon. He has also hinted that the color roms will be
> supported someday (or at least he'll try).
>
> What hasn't been answered is an obvious question. will the software be
> updated so that a current spectre cartridge will run on a falcon? If not,
> no falcon for me.
>
> --
> William Magro NeXTMail welcome
> wmagro@uiuc.edu

I read a message by David, he said he will be working on a Falcon
version soon, and he will try color.
Hope to see it soon!

3045. Re: Macintosh Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 05:42:33 UTC
From: spanky@iowegia.dsm.ia.us
Message-ID: <m2e8yB6w165w@iowegia.dsm.ia.us>
Source record: 209833

sinclair2246@iscsvax.uni.edu writes:

> Well Apple just sold its tenth millionth Mac...1993 will be a banner year for
> Mac sales...Apple is expected to sell three to four million Macs in 1993.
> Atari is being left behind...Its pathetic that Atari is not capable of bringi
> one model to the market while in the past four months Apple has brought a doz
> or so new Macs to the market.
>
> Does Atari honestly believe they are going to sell the Falcon at $1399.
>
> I can get a color classic 4/80 for $1189.00
> Mac LCIII 4/160 for $1190.00
> Mac IIVX 5/80 with CD for $1793.00
> Mac Centris 610 4/80 for $1425.00
> These educational prices are from the University of Northern Iowa...
>
> Apple has reduced the Mac LCII 4/40 from $1239 to $849.00.
>
> I think that Atari users should move on. Get A Mac.....The software is so mu
> better...
>

I guess when you get some real figures then we will listen! $1399
where did you scrape that one from!!!!!
What does tenth millionth mean anyway? :)

3046. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 05:45:29 UTC
From: spanky@iowegia.dsm.ia.us
Message-ID: <i7e8yB7w165w@iowegia.dsm.ia.us>
Source record: 209834
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

dlk0ms9s@umiami.ir.miami.edu writes:

> In article <2375@vall.dsv.su.se>, matt-dah@dsv.su.se (Mattias Dahlberg) write
> > RUNE HYLDMO (runehy@dhhalden.no) wrote:
> >
> > : buy Amiga since the Toaster and Scala is around, but the Falcon is also
> > : able to do the same if just someone develops hardware like the Toaster
> > : for it.
> >
> > Hah! So you mean that the Amiga couldn't be a MIDI-computer (like the ST)
> > if "someone develops" software like Cubase and Finale for it? That's the
> > same thing really.
> >
>
> Actually, the reason that the Amiga could never really make it, even if
> Cubase was made for it is the lack of a STANDARD MIDI interface. There are
> at least 4 out there I have seen and all approach it from a different angle.
> Sinne there is no standard, the software would have to be written to use each
> one or people would have to buy another (if they already own one) Midi
> interface!
>
> I have no further communications.
>
> /^^\
> [Mark Santora]
> [DLK0MS9S@umiami.ir.miami.edu]
> [GEnie : M.SANTORA2 Look with more than your eyes...]
> ____/
>

The last time I heard, Atari bumped the MAc off the top at around
39 45 percent useage of Midi equipment. The Amiga was let's say
it was lower than the Commadore 64!

3047. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 07:00:18 UTC
From: bull@vaxc.cc.monash.edu.au
Message-ID: <1993Feb19.180018.91308@vaxc.cc.monash.edu.au>
Source record: 209835
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <C2Huuo.DFD@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
> In <1993Feb15.121534.3088@lsl.co.uk> snail@lsl.co.uk writes:
>
>>> The DSP has 96K bytes or 32K words of 0 wait state static RAM.
>
>>Huh? Since when has a word been 24 bits? Granted word is an arbitary term,
>>but usually means 16 or 32 bits. Furthermore you use the term in the paragraph
>>below to mean 16 bits (though you are refering to the 68030, not the 56000).
>
>>I'm not flaming, just curious.
>
> The 56001 DSP in the Falcon was designed to be cheaper than a 32 bit
> version (96001?), but better than a 16-bitter. It uses a word length of
> 24 bits, to ensure good results with rounding etc.

There is no rule that says a word has to be 8,16,32,64,etc bits
in size. I worked on a mainframe that had a word size of 48 bits, and at
the moment there are 2 parallel processor systems in the room next to me,
that use a word size of 4 bits (no typo, I said four bits) per processor
(each machine has 4096 processors).

Bull@vaxc.cc.monash.edu.au OR bull@monu1.cc.monash.oz
DOD# 251 '84 VF 750 Closet Ducatisto
Disclaimer. If you love your llama, let it lambada.

3048. Re: Macintosh Advocate:Devils Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 07:13:33 UTC
From: neurom@stein.u.washington.edu
Message-ID: <1m21atINNp2j@shelley.u.washington.edu>
Source record: 209836

In article <1993Feb18.211015.10975@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:
>Your right Atari was never in competition with the Mac because Atari had hardly
>any product on the market and Apple did not know it existed because of its
>insignificant.
>
>Are you saying that the Atari St was never in competition with the Mac because
>of its higher price. The reason because of the high price of the Mac, because
>Apple had confidence that their product was worth more. They plowed the
>profits in R&D, marketing(Advertising!!!!) and taking care of their developers
>and customers...Are all ST owners Cheap?????????? The reason that Atari is in
>this mess today, because they competed on the cheap according to the Nintendo
>lawyer. Atari can't even upgrade its hardware because they charge soo little.
>The St technology today is were it was at in 1985...Thats pathetic...It just
>tells you the imcompetence of the Atari owners...You know who you are!!!!!
>
>Over the Years, the St was cheaper than the Mac Equivelants, but Apple sold far
>more Macs than the St. Why was that? If you say it was superior marketing
>than you are right. Atari should of charged more to fund their marketing
>efforts and if they did, then there would be a higher install base of ST's.
>Who knows, than Atari would have the R&D funding to improve their line...
>
>The ST was revolutionary back in 1985, but it is not today.....
>
>I hope the Falcon suceeds, but I doubt it.
>
>By the way can you upgrade the Falcons processor to a faster 030 chip or do you
>have to buy a future faster machine...
>
>At least the Mac Color Classic user can upgrade to a faster 040 color classic
>by the summer time, by sliding out the very small motherboard and replacing it
>with the new one...Another Apple technological Advance with the user in
>mind...Thats what you get for spending 600 million dollars in R&D last year...
>

I'm sorry for reposting this entire message, but I thought it was necessary.
I haven't seen biased mudslinging against the Atari since the early days of the
Atari/Amiga wars. This is pathetic.

Sure does wonders for my opinion of Mac advocates. Anybody else's opinion
similar?

<sigh>

-Neuromancer

3049. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 07:58:26 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b84857b@Kralizec.fido.zeta.org.au>
Source record: 209837

Original to: rsrodger@wam.umd.edu
In a message of <15 Feb 93 11:41:31>, rsrodger@wam.umd.edu (3:713/602) writes:

>> An expansion card for the Archimedies has recently been released that can
>> only do 32000 colours, and they call that true colour as well. It is
>> obvious that all the term "true colour" means is "a lot of colours".
r>
r>
r> "True color" means 24 bit color. That's it. Anyone
r> using it for 15/16 bit displays is using it incorrectly.
r> Those are, properly, referred to as "high color" displays.

You are wrong, and will continue to be so until you locate the origin of the term 'true colour' in the current context.

Please consult the Xwindows documentation, in particular the sections on visuals and they various types.

The archie board is TC, so is the falcon.

Learn something before shooting off your mouth.

r> Looks good on the outside but..
r> intel inside (<--stolen)

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

3050. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 08:38:39 UTC
From: mueller@cs.ubc.ca
Message-ID: <1m26afINN67s@giraf.cs.ubc.ca>
Source record: 209839
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video

In article <C2MBAw.8xw@news.iastate.edu> barrett@iastate.edu (Marc N. Barrett) writes:
"In article <1993Feb15.193158.13442@cs.mun.ca> colins@cs.mun.ca (Colin James Stuckless) writes:
"> No, actually it is best suited for video work. You do realize that a lot
">of Amiga users own Amiga for just that don't you?
"
" No, a tiny minority of Amiga owners use their systems for video work.

'a lot' can be equal to 'a tiny minority'. So, there's no need to
disagree here.

">Just like a lot of
">Mac owners own Macs just to use as fancy typewriters.
"
" Yes, and just as the majority of Amiga owners use their systems as fancy
"Nintendos.

Lemme guess, you got this from Commodore's Annual Report? Grow up, man.

"| Marc Barrett -MB- | email: barrett@iastate.edu

stephan();

3051. what should I do ???

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 09:21:47 UTC
From: SCUNNANE@ESTEC.BITNET
Message-ID: <93050.092147SCUNNANE@ESTEC.BITNET>
Source record: 209838

I've just been offered an ATARI 1040ST with SM124 monitor for a very reasonable price but my dilemma is should I buy it or should I go for something like a MEGA instead (I am probably going to be running stuff like DOS emulators, Word Processing etc. as well as Music software).

Can anyone give me some advice ?

Thanks.

3052. An embarrassing newbie question

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 09:31:26 UTC
From: dansk@ocf.berkeley.edu
Message-ID: <1m29de$5u2@agate.berkeley.edu>
Source record: 209841

I'm new to the ftp phenomenon, and I wondered if someone around here could tell me where I can find a copy of uudecode for the ST, or if that is the province of the netting computer... or in other words, could someone explain how one gets runnable files on one's ST from encoded ftp files?
This info is greatly appreciated.

Dan
's
--
Dan Shick

"Love isn't love until it's shared." -- Offensive fridge magnet
"Love isn't love until your heart has been ripped out and you lie dying in the middle of the desert with buzzards flying overhead." -- Kasey S.

3053. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 10:24:54 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.75.730117494@dhhalden.no>
Source record: 209842
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <C2LGAK.yJ@news.udel.edu> don@chopin.udel.edu (Donald R Lloyd) writes:
>From: don@chopin.udel.edu (Donald R Lloyd)
>Subject: Re: A1200/4000 v. Falcon 030 FAQ
>Date: Wed, 17 Feb 1993 13:03:55 GMT
>In <runehy.69.729937893@dhhalden.no> runehy@dhhalden.no (RUNE HYLDMO) writes:
>
>>Yeah, I guess people like Jean M. Jarre will start using the PC instead of
>>atari and all other musicians will overlook the low cost studio-quality
>>Falcon sound capabilities.
>
>Exactly.
>
>>Musicians will welcome the Falcon with great entusiasm. Just look at the
>
> Most musicians will probably never hear about it, especially here in the
>US.
>
>>prices for f ex. a KWAI 16 bit sampler with 512K cards it's outrageous. The
>>falcon can record DIRECT TO HARDDISK and thats a breakthrough for stribing
>>musicians who can't afford to buy a expencive sampler and a lot of ram cards
>>which cost a LOT of money.
>
> If direct-to-disk sampling is the biggest breakthrough the Falcon can
>come up with, then it's dead already. I can do that with my $30, 5 year old
>Perfect Sound sampler and a PD program. Most of the current crop of $150
>16-bit sound/MIDI/CD-RO controller combos for the PC can also, as can the
>Amiga and Mac 12- and 16-bit high-end sound systems.
^^^^^^^^^

I know that there is a lot of cards you can ADD, but thats's just my point
on the Amiga you MUST ADD cards to match the Falcon specs. Sure there may
be/come cards on the Amiga that can do circles round the Falcon, BUT what
does it cost in additon, what software will use it since it's not standard
and who can afford it. There are even cards on the PC that is better than
the Falcon sound, but it costs money (are you amigans so filty-rich that you
don't care about money. There are cards for the MAC that crushes the
Toaster, so why do people buy an amiga with a toster then, because it's
affordable and much more cost/capability effissent <-is that word right?.
There are cards to match the Falcons specs. to add on every machine well
almost every machine, but it costs extra money. I could buy a card for the
Falcon to match that again and the discussion continues for as long as
there are better cards to add. The price doesn't matter does it?!

I saw an ad for a card in Amiga world yesterday it costs $ 1495 and it does NOT match the Falcons specs. Does this mean that you must pay more than $ 1495 + an Amiga 4000 ec030 to match the Falcon specs. I think the musicians will buy a Falcon any day.

My point is that the Falcon gives you alot in one package for a reasonalbe sum of money. It has got more than good enough specs. for the average musicians. The CODEC is the same as those in the Sony and Philips use. The DSP is more than good enough to do amazing effects (read BYTE, february issue). The Falcon without extra hardware is not meant to be a proffesional studio sampler for big studios like"Virgin" and "Sony music" it's for the average musician/user and to a certain extent small studios that can't afford big and VERY expencive equipment.

If everybody where to think like you who would buy an Amiga? They would buy a Mac and a True 24-bit color card for it, plus a DTV card and a 16-bit sound-card cos the specs. are better than on the Amiga. You see, everybody has that kind of cash on their hands......

Again I tell you just wait and see after the big MIDI messe in Germany before you say anything else I'll bet the response will be enormous.

>I wonder if Amigas will show up running the Sunrize 16-bit cards or
>the One Stop Music Shop (you know, 32 voices of 16-bit sound with hundreds
>of built-in high quality digitized instruments... can your Falcon do that?
>Come to think of it, can you even _get_ a Falcon yet?)

If you live in other countries than the Scandinavian ones I think you could, but what the heck you can't get an A4000 ec030 nor a A1200 here either. The A1200 won't ship here until March. This I know since I work in a shop where we sell amiga and atari. The Falcon will probably arrive shortly after that.

Rune H.

3054. Re: Macintosh Advocate:Devils Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 10:26:09 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <76023@cup.portal.com>
Source record: 209843

Neuromancer writes:
>I'm sorry for reposting this entire message, but I thought it was necessary.
>I haven't seen biased mudslinging against the Atari since the early days of
>Atari/Amiga wars. This is pathetic.

>Sure does wonders for my opinion of Mac advocates. Anybody else's opinion
>similar?

I'm wondering what it is about the subject message that makes it biased
"mudslinging"... did you have some reason to challenge any of
its points as to factual accuracy, or was it just that it
contained information that you'd rather not hear..?

BobR

3055. ZIP Files

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 10:30:51 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1m2csrlNNlkv@golem.wcc.govt.nz>
Source record: 209844

I seem to be having a lot of problems with ZIP files
that have been posted to the Atari directory
at tu-berlin.de...

STZIP21 will not extract them and I have tried the gnu zip 1.03,
so who is posting files that Atari users can't extract..

so far jargon.zip 1stgui_1.zip and 1stgui_2.zip...

To tell me chaps what gives...???

So one thing, lets STOP using this incompatible ZIP right now...!!!!

Roger.............. sheppard_r@kosmos.wcc.govt.nz

3056. Re: An embarrassing newbie question

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 11:11:41 UTC
From: dern@jupiter.etca.fr
Message-ID: <C2p0FI.EyK@etca.fr>
Source record: 209845

For the uudecoder here is the C source code:

```
/*
* Uud -- decode a uuencoded file back to binary form.
*
* From the Berkeley original, modified by MSD, RDR, JPHD & WLS.
* The Atari GEMDOS version compiled with MWC 2.x.
* The MSDOS version with TurboC.
* The Unix version with cc.
* this version is made: 25 Nov 1988.
*/

/*
* Be sure to have the proper symbol at this point. (GEMDOS, MSDOS, UNIX...)
*/
/*
#ifndef GEMDOS
#define GEMDOS 1
#endif
*/
#ifndef UNIX
#define UNIX 1
#endif
/*
#ifndef MSDOS
#define MSDOS 1
#endif
*/

#ifdef GEMDOS
#define SYSNAME "gemdos"
#define SMALL 1
#endif
#ifdef MSDOS
#define SYSNAME "msdos"
#define SMALL 1
#endif
#ifdef UNIX
#define SYSNAME "unix"
#endif

#include <stdio.h>

#ifdef GEMDOS
#include <osbind.h>
#define Error(n) { Bconin(2); exit(n); }
```

```
#define WRITE "wb"
#else
#define Error(n) exit(n)
#define WRITE "w"
#endif

#define loop while (1)

extern FILE *fopen();
extern char *strcpy();
extern char *strcat();

char *getnword();

#define MAXCHAR 256
#define LINELEN 256
#define FILELEN 64
#define NORMLEN 60 /* allows for 80 encoded chars per line */

#define SEQMAX 'z'
#define SEQMIN 'a'
char seqc;
int first, secnd, check, numl;

FILE *in, *out;
char *pos;
char ifname[FILELEN], ofname[FILELEN];
char *source = NULL, *target = NULL;
char blank, part = '\0';
int partn, lens;
int debug = 0, nochk = 0, onedone = 0;
int chtbl[MAXCHAR], cdlen[NORMLEN + 3];

main(argc, argv) int argc; char *argv[];
{
int mode;
register int i, j;
char *curarg;
char dest[FILELEN], buf[LINELEN];

if (argc < 2) {
format("Almost foolproof uudecode v3.4 (%s) 25-Nov-88\n",
SYSNAME);
format("\n");
format("Usage: uud [-n] [-d] [-s dir] [-t dir] input-file\n");
format("\n");
format("Option: -n -> No line sequence check\n");
format("Option: -d -> Debug/verbose mode\n");
format("Option: -s + Source directory for all input files\n");
format(" (MUST be terminated by directory separator)\n");
format("Option: -t + Target directory for all output files\n");
format(" (MUST be terminated by directory separator)\n");
format("If input-file is - then stdin is used as input-file\n");
```

```
Error(1);
}

curarg = argv[1];

while (curarg[0] == '-') {
if (((curarg[1] == 'd') || (curarg[1] == 'D')) &&
(curarg[2] == '\0')) {
debug = 1;
} else if (((curarg[1] == 'n') || (curarg[1] == 'N')) &&
(curarg[2] == '\0')) {
nochk = 1;
} else if (((curarg[1] == 't') || (curarg[1] == 'T')) &&
(curarg[2] == '\0')) {
argv++;
argc--;
if (argc < 2) {
format("uud: Missing target directory.\n");
Error(15);
}
target = argv[1];
if (debug)
format("Target dir = %s\n",target);
} else if (((curarg[1] == 's') || (curarg[1] == 'S')) &&
(curarg[2] == '\0')) {
argv++;
argc--;
if (argc < 2) {
format("uud: Missing source directory.\n");
Error(15);
}
source = argv[1];
if (debug)
format("Source dir = %s\n",source);
} else if (curarg[1] != '\0') {
format("uud: Unknown option <%s>\n", curarg);
Error(15);
} else
break;
argv++;
argc--;
if (argc < 2) {
format("uud: Missing file name.\n");
Error(15);
}
curarg = argv[1];
}

if ((curarg[0] == '-') && (curarg[1] == '\0')) {
in = stdin;
strcpy(ifname, "<stdin>");
```

```
} else {
if (source != NULL) {
strcpy(ifname, source);
strcat(ifname, curarg);
} else
strcpy(ifname, curarg);
if ((in = fopen(ifname, "r")) == NULL) {
format("uud: Can't open %s\n", ifname);
Error(2);
}
numl = 0;
}

/*
* Set up the default translation table.
*/
for (i = 0; i < ' '; i++) chtbl[i] = -1;
for (i = ' ', j = 0; i < ' ' + 64; i++, j++) chtbl[i] = j;
for (i = ' ' + 64; i < MAXCHAR; i++) chtbl[i] = -1;
chtbl['`'] = chtbl[' ']; /* common mutation */
chtbl['~'] = chtbl['^']; /* an other common mutation */
blank = ' ';
/*
* set up the line length table, to avoid computing lotsa * and / ...
*/
cdlen[0] = 1;
for (i = 1, j = 5; i <= NORMLEN; i += 3, j += 4)
cdlen[i] = (cdlen[i + 1] = (cdlen[i + 2] = j));
/*
* search for header or translation table line.
*/
loop { /* master loop for multiple decodes in one file */
partn = 'a';
loop {
if (fgets(buf, sizeof buf, in) == NULL) {
if (onedone) {
if (debug) format("End of file.\n");
exit(0);
} else {
format("uud: No begin line.\n");
Error(3);
}
}
numl++;
if (strncmp(buf, "table", 5) == 0) {
gettable();
continue;
}
if (strncmp(buf, "begin", 5) == 0) {
break;
```

```
}
}
lens = strlen(buf);
if (lens) buf[--lens] = '\0';
#ifdef SMALL
if ((pos = getnword(buf, 3))) {
strcpy(dest, pos);
} else
#else
if(sscanf(buf,"begin%o%s", &mode, dest) != 2)
#endif
{
format("uud: Missing filename in begin line.\n");
Error(10);
}

if (target != NULL) {
strcpy(ofname, target);
strcat(ofname, dest);
} else
strcpy(ofname, dest);

if((out = fopen(ofname, WRITE)) == NULL) {
format("uud: Cannot open output file: %s\n", ofname);
Error(4);
}
if (debug) format("Begin uudecoding: %s\n", ofname);
seqc = SEQMAX;
check = nochk ? 0 : 1;
first = 1;
secnd = 0;
decode();
fclose(out);
#ifdef UNIX
chmod(ofname, mode);
#endif
onedone = 1;
if (debug) format("End uudecoding: %s\n", ofname);
} /* master loop for multiple decodes in one file */
}

/*
* Bring back a pointer to the start of the nth word.
*/
char *getnword(str, n) register char *str; register int n;
{
while((*str == '\t') || (*str == ' ')) str++;
if (! *str) return NULL;
while(--n) {
while ((*str != '\t') && (*str != ' ') && (*str)) str++;
if (! *str) return NULL;
```

```
while((*str == '\t') || (*str == ' ')) str++;
if (! *str) return NULL;
}
return str;
}

/*
* Install the table in memory for later use.
*/
gettable()
{
char buf[LINELEN];
register int c, n = 0;
register char *cpt;

for (c = 0; c <= MAXCHAR; c++) chtbl[c] = -1;

again: if (fgets(buf, sizeof buf, in) == NULL) {
format("uud: EOF while in translation table.\n");
Error(5);
}
numl++;
if (strncmp(buf, "begin", 5) == 0) {
format("uud: Incomplete translation table.\n");
Error(6);
}
cpt = buf + strlen(buf) - 1;
*cpt = ' ';
while (*(cpt) == ' ') {
*cpt = 0;
cpt--;
}
cpt = buf;
while (c = *cpt) {
if (chtbl[c] != -1) {
format("uud: Duplicate char in translation table.\n");
Error(7);
}
if (n == 0) blank = c;
chtbl[c] = n++;
if (n >= 64) return;
cpt++;
}
goto again;
}

/*
* copy from in to out, decoding as you go along.
*/

decode()
{
```

```
char buf[LINELEN], outl[LINELEN];
register char *bp, *ut;
register int *trtbl = chtbl;
register int n, c, rlen;
register unsigned int len;

loop {
if (fgets(buf, sizeof buf, in) == NULL) {
format("uud: EOF before end.\n");
fclose(out);
Error(8);
}
numl++;
len = strlen(buf);
if (len) buf[--len] = '\0';
/*
* Is it an unprotected empty line before the end line ?
*/
if (len == 0) continue;
/*
* Get the binary line length.
*/
n = trtbl[*buf];
if (n >= 0) goto decod;
/*
* end of uuencoded file ?
*/
if (strncmp(buf, "end", 3) == 0) return;
/*
* end of current file ? : get next one.
*/
if (strncmp(buf, "include", 7) == 0) {
getfile(buf);
continue;
}
format("uud: Bad prefix line %d in file: %s\n",numl, ifname);
if (debug) format("Bad line =%s\n",buf);
Error(11);
/*
* Sequence checking ?
*/
decod: rlen = cdlen[n];
/*
* Is it the empty line before the end line ?
*/
if (n == 0) continue;
/*
* Pad with blanks.
*/
for (bp = &buf[c = len];
```

```
c < rlen; c++, bp++) *bp = blank;
/*
* Verify if asked for.
*/
if (debug) {
for (len = 0, bp = buf; len < rlen; len++) {
if (trtbl[*bp] < 0) {
format(
"Non uuencoded char <%c>, line %d in file: %s\n", *bp, numl, ifname);
format("Bad line =%s\n",buf);
Error(16);
}
bp++;
}
}
/*
* All this just to check for uuencodes that append a 'z' to each line....
*/
if (secnd && check) {
secnd = 0;
if (buf[rlen] == SEQMAX) {
check = 0;
if (debug) format("Sequence check turned off (2).\n");
} else
if (debug) format("Sequence check on (2).\n");
} else if (first && check) {
first = 0;
secnd = 1;
if (buf[rlen] != SEQMAX) {
check = 0;
if (debug) format("No sequence check (1).\n");
} else
if (debug) format("Sequence check on (1).\n");
}
/*
* There we check.
*/
if (check) {
if (buf[rlen] != seqc) {
format("uud: Wrong sequence line %d in %s\n",
numl, ifname);
if (debug)
format(
"Sequence char is <%c> instead of <%c>.\n", buf[rlen], seqc);
Error(18);
}
seqc--;
if (seqc < SEQMIN) seqc = SEQMAX;
}
/*
```

```
* output a group of 3 bytes (4 input characters).
* the input chars are pointed to by p, they are to
* be output to file f.n is used to tell us not to
* output all of them at the end of the file.
*/
ut = outl;
len = n;
bp = &buf[1];
while (n > 0) {
*(ut++) = trtbl[*bp] << 2 | trtbl[bp[1]] >> 4;
n--;
if (n) {
*(ut++) = (trtbl[bp[1]] << 4) |
(trtbl[bp[2]] >> 2);
n--;
}
if (n) {
*(ut++) = trtbl[bp[2]] << 6 | trtbl[bp[3]];
n--;
}
bp += 4;
}
if ((n = fwrite(outl, 1, len, out)) <= 0) {
format("uud: Error on writing decoded file.\n");
Error(18);
}
}
}

/*
* Find the next needed file, if existing, otherwise try further
* on next file.
*/
getfile(buf) register char *buf;
{
if ((pos = getnword(buf, 2)) == NULL) {
format("uud: Missing include file name.\n");
Error(17);
} else
if (source != NULL) {
strcpy(ifname, source);
strcat(ifname, pos);
} else
strcpy(ifname, pos);
#ifdef GEMDOS
if (Fattrib(ifname, 0, 0) < 0)
#else
if (access(ifname, 04))
#endif
{
```

```
if (debug) {
format("Cant find: %s\n", ifname);
format("Continuing to read same file.\n");
}
}
else {
if (freopen(ifname, "r", in) == in) {
numl = 0;
if (debug)
format("Reading next section from: %s\n", ifname);
} else {
format("uud: Freopen abort: %s\n", ifname);
Error(9);
}
}
loop {
if (fgets(buf, LINELEN, in) == NULL) {
format("uud: No begin line after include: %s\n", ifname);
Error(12);
}
numl++;
if (strncmp(buf, "table", 5) == 0) {
gettable();
continue;
}
if (strncmp(buf, "begin", 5) == 0) break;
}
lens = strlen(buf);
if (lens) buf[--lens] = '\0';
/*
* Check the part suffix.
*/
if ((pos = getnword(buf, 3)) == NULL ) {
format("uud: Missing part name, in included file: %s\n", ifname);
Error(13);
} else {
part = *pos;
partn++;
if (partn > 'z') partn = 'a';
if (part != partn) {
format("uud: Part suffix mismatch: <%c> instead of <%c>.\n",
part, partn);
Error(14);
}
if (debug) format("Reading part %c\n", *pos);
}
}

/*
* Printf style formatting. (Borrowed from MicroEmacs by Dave Conroy.)
```

```
* A lot smaller than the full fledged printf.
*/
/* VARARGS1 */
format(fp, args) char *fp;
{
doprnt(fp, (char *)&args);
}

doprnt(fp, ap)
register char *fp;
register char *ap;
{
register int c, k;
register char *s;

while ((c = *fp++) != '\0') {
if (c != '%')
outc(c);
else {
c = *fp++;
switch (c) {
case 'd':
puti(*(int *)ap, 10);
ap += sizeof(int);
break;

case 's':
s = *(char **)ap;
while ((k = *s++) != '\0')
outc(k);
ap += sizeof(char *);
break;

case 'c':
outc(*(int *)ap);
ap += sizeof(int);
break;

default:
outc(c);
}
}
}
}

/*
* Put integer, in radix "r".
*/
puti(i, r)
register unsigned int i;
register unsigned int r;
{
```

```
register unsigned int q, s;

if ((q = i / r) != 0)
puti(q, r);
s = i % r;
if (s <= 9)
outc(s + '0');
else
outc(s - 10 + 'A');
}
outc(c) register char c;
{
#ifdef GEMDOS
if (c == '\n') Bconout(2, '\r');
Bconout(2, c);
#else
putchar(c);
#endif
}
```

3057. CFV: Creation of comp.sys.atari.advocacy

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 11:16:07 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Feb19.111607@cs.bham.ac.uk>
Source record: 209846
Cross-posted to: news.groups,comp.sys.atari.st,comp.sys.atari.st.tech

```
FIRST CALL FOR VOTES
====================

This is a Call for votes on the creation of a newsgroup for
debates about the Atari range of personal computers.

Group Name
==========
comp.sys.atari.advocacy

Status
======
Unmoderated

Rationale
=========
This group will separate a section of discussion, mainly from the current
newsgroup comp.sys.atari.st but also relatted topics including the Atari 8-bit
range of computers (atari.8bit) and the new Atari Falcon computers.

The discussion of advocacy currently takes up over 50% of the items
in the atari.st newsgroup and so it is felt that the original
purpose of the newsgroup is being left behind.

New users and people who need information about the Atari ST can
continue to use the original group and would hopefully get more
attention if there is less advocacy mail present.

Voting
======
VOTING PERIOD IS:
16th February 1993
to 16th March at 9:00 GMT.

HOW TO VOTE:
1. REPLY to THIS message.

2. send your votes to:
JANET(UK accademics): dxo@uk.ac.bham.cs
INTERNET(all others): dxo@cs.bham.ac.uk%@uknet.ac.uk

WHAT YOUR MAIL MESSAGE SHOULD CONTAIN:

For a yes vote:
---------------------------------------------------------------
I vote "Yes" for the creation of "comp.sys.atari.advoacy"
VOTE: [lastname], [firstname] [email address] : YES
```

.

For a no vote:

I vote "No" for the creation of "comp.sys.atari.advoacy"
VOTE: [lastname], [firstname] [email address] : NO
.

Rules on voting
===============

Voting Rules:
-Only one vote per user (Two different people cannot vote under the
same user name).
-Any votes which are received before or after the voting period
will be discarded.
-Any vote which does follow the above examples specifically,
will not be valid.
-Anyone who wants to change their previous vote may do so by voting
again. They must indicate that they have previously voted and are
changing their mind in a footnote. A changed vote will discard your
previous vote.

Ambiguous Votes:
Ambiguous votes -- those who do not follow the specified format, or
do not make clear the voter's intent, will, where possible, be
returned to their senders for clarification. Ambiguous votes which
cannot be returned to their senders or for which no clarification is
provided will be identified in vote mass acknowledgements and in the
final vote tally.

******* ANY PROBLEMS, MAIL THE ADDRESSES ABOVE! *********

Thanks to Danny Richman for the basis of this CFV!!!!!

Proposers
=========
David Oakley dxo@cs.bham.ac.uk
Ian M Rae imr@cs.bham.ac.uk
Annius V. Groenink avgroeni@cs.ruu.nl
Jan Kim kim@vax.mpiz-koeln.mpg.dbp.de

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

3058. F030 - STE Sound Compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 11:21:12 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C2p0vC.10J@newcastle.ac.uk>
Source record: 209847

I have just got the STE-Sound device driver for the Falcon from germany, and this definitely improves compatibility with STE software (all the MOD players & stuff from the STE that I've tried with it now work (they just killed the computer before). This is only a 6K auto program as well :)

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

3059. C64 Emulator for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 11:31:57 UTC
From: mcsdc1ph@dct.ac.uk
Message-ID: <1993Feb19.113157.3776@dct.ac.uk>
Source record: 209848

Hi!

I've been after a decent C64 emulator for ages now, and recently got hold
of one. Unfortunately it was with complete german docs and was very limited.
A friend told me that he had seen a newer version of it with english docs.

Does anyone know of this? Do you know where I could obtain a copy of it?

I own a 64 as well as my 1040STE, and like to use both frequently, but I find
it an interesting concept to mess with, as well as use.

I can only really code in 6510 (64), as I haven't really got round to 68000.
I'm hoping that the new emulator (if it exists) will be more flexible, though
I'm hardly expecting it to be able to run C64 demos and such like.
(The ST's sound-chip couldn't cope with the power of SID!)

Thanks in advance for any help given!

Feekzoid

3060. Colour Blindness (Was: Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 11:38:53 UTC
From: evilandi@vnet.ibm.com
Message-ID: <19930219.035030.564@almaden.ibm.com>
Source record: 209849

```
In <michaelw.07ga@phoenix.adsp.sub.org>, michaelw@phoenix.adsp.sub.org wrote:
:In article <1lqjr3INNlde@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writ
:> NO ! NO ! NO ! 'color' is a American word, 'colour' is a English word..:-)
:
:I read somewhere that 'color', 'humor' etc. are in fact the older spellings
:of these words, and that the addition of the 'u' is technically a
:corruption. Sure surprised me :-)
:
: Michael Warner (atheist) - Phoenix MicroTechnologies
: cbmvax.commodore.com!cbmehq!cbmaus!phoenix!michaelw

This :ukus problem has been the cause of many a cross-pond computer error.
Most common is when a UK or US specific programming language is released with
"COLOR" or "COLOUR" as a command; at one side of the Atlantic or another,
there is going to be a problem (eg. STOS has the command COLOUR).

Anyway, how do Yanks tell the difference between "Collar" (as in shirt)
and "Color" (as in Colour spelt Yanklish-style)? Surely they are pronounced
the same? (Rhetorical question: answers to my mailbox not this group).

Andrew Oakley <evilandi@vnet.ibm.com> (JANET: <evilandi@com.ibm.vnet>)
IBM Warwick, UK (I speak FROM IBM, not FOR IBM) UK Tel. 0926 464830
--------------------------------------------------------------------------
The correct term for American English is SLANG :-)
```

3061. Re: PUREJARG.ZIP

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 12:46:11 UTC
From: haegar@wembley.uni-paderborn.de
Message-ID: <1m2kqjlNNk6i@wembley.uni-paderborn.de>
Source record: 209850

sheppard_r@kosmos.wcc.govt.nz writes:

>Can any one help with this File...

> purejarg.zip this is in the doc directory on cs.tu-berlin.de

>I can't extract it with STZIP21 , is it because its a newer PK ZIP
>or a Unix one...??

>Can some one check it out for me and let me know...??

I got my copy yesterday and had no problems. How much memory have
you installed? Maybe the file JARGON.SRC, which is 1.3 MB big,
can`t be extracted with 1 MB RAM. (I have 3 MB)

Thorsten
--
Internet : Thorsten_Boehm @ uni-paderborn.de
Mausnet : Thorsten Boehm @ pb.maus.de Tel.:
Snailmail : Thorsten Boehm, Steinberg 8, D-4790 Paderborn 05251-64756

3062. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 13:18:17 UTC
From: tmb@darwin.clas.Virginia.EDU
Message-ID: <1993Feb19.131817.19742@murdoch.acc.Virginia.EDU>
Source record: 209851
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <michaelw.07ga@phoenix.adsp.sub.org>
cbmvax.commodore.com!cbmehq!cbmaus!phoenix!michaelw writes:
>
>I read somewhere that 'color', 'humor' etc. are in fact the older spellings
>of these words, and that the addition of the 'u' is technically a
>corruption. Sure surprised me :-)
>
> Michael Warner (atheist) - Phoenix MicroTechnologies
> cbmvax.commodore.com!cbmehq!cbmaus!phoenix!michaelw

Our on-line Oxford English dictionary sez, in the entry for colour,
that "colour" has been the normal English spelling since the 14th
century, but "color" has been in use also since the 15th century.

Tom Breeden
tmb@virginia.edu

3063. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 13:42:50 UTC
From: chrisg@cbmvax.cbm.commodore.com
Message-ID: <39364@cbmvax.cbm.commodore.com>
Source record: 209852

In article <12074@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>On the ST, it reinitialises the desktop. When you plug/unplug a mono-monitor,
>it automatically warmboots the computer. You can change this behaviour (it's a
>system interrupt), but why bother - rebooting is very similar to reinitializing
>anyway... unless your computer loads its OS from a floppy disk.
>
But then what happens to all the other programs you've got running
with the allegedly multi-tasking TOS?
--
-----------------------------*
|Chris Green - Graphics Software Engineer - chrisg@commodore.COM f
| Commodore-Amiga - uunet!cbmvax!chrisg n
|My opinions are my own, and do not - icantforgettheimpression o
|necessarily represent those of my employer.- youmadeyouleftaholeinthe r
|"A screaming comes across the sky..." - backofmyhead d
-----------------------------*

3064. Re: FTPable GIF viewers?

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 14:18:26 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1243@usdtsg.DaytonOH.NCR.COM>
Source record: 209853

In article <1lv3avINN8k7@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
[stuff deleted]
>Don't bother with GEM-View to View GIF's with on an ST. (TT or
>Falcon, fine....) As it only shows 16-colors. And the latest version
>only *just* works in 1meg. (Mine crashes when I hit 'Load file',
>that's with NO TSRs, or DA's, 1meg, TOS 1.2)

I definitely agree that on a stock ST/e that Photochrome is the
way to go for viewing GIF's (sure wish he'd add JPG support, though
that would probably need to have even more memory available).

One trick you could use when messing with Gemview is to boot up
with DOUBLE2 (in interlaced mode) in LOW RES - that would effectively
give you 320x400x16, which is not too terrible for viewing GIF's
(and the best way at the moment to view JPGs without having to
convert them to GIF first).

As for memory - I wanted to view a 1500x1000x256 GIF - I needed to
have *3* megs available to view it under Gemview (luckily I have
4 megs ram). The reason Gemview uses more memory is because it fits
the ENTIRE picture within a (scrollable) window, thus it needs memory
for every pixel. Photochrome converts everything to 320x200x?????
and thus only has 320x200 pixels to worry about...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

3065. Re: 8 Bit XL/XE carts

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 14:56:52 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb19.145652.7134@newshost.lanl.gov>
Source record: 209854

In article 17341@sae.com, malay@sae.com (Bob Malay) writes:
>
>Where can I get XL/XE games carts real cheap???
>
>If you have any that you'd like to sell then send me a price list.

Bob, try B&C Computervisions (408-986-9960) in Santa Clara, California.
They advertise most 8bit carts for $9.95 and also deal in 8bit computers
and parts for same. You might also try BRE Software (800-347-6760).

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3066. Re: Falcon, falcon, falcon

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 15:05:10 UTC
From: andrew@minster.york.ac.uk
Message-ID: <730134309.8286@minster.york.ac.uk>
Source record: 209855

M J Brownlow (mjb@cs.nott.ac.uk) wrote:
:
: I will be buying a Falcon very soon (hooray!), but what I want to know is:
: When will they be officially UK released? None of the shops I've been to
: even know its coming out yet!! Also, how much can I expect to pay? STF said
: that the standard Falcon would be 400 pounds, but all adverts I've seen are
: selling it for 500 pounds...Is this because they're imports?
:
: Someone wrote to this group saying that alot of ST owners won't be spending
: money on a Falcon, since they'll be losing the ST games...well, I'm getting
: a Falcon, and I have over 100 ORIGINAL games..I'm just glad Stunt Car Racer
: and Dungeon Master work!
:
: Anyone know whether or not Oids, Microprose Grand Prix, Microprose Golf
: and Dogs Of War work?
:
: Martin
:
: PS I will be writing games for the Falcon :)

I only yesterday telephoned The First Computer Centre in Leeds asking about Falcons and they inform me that Atari UK has officially given a release date for Falcons. Not mid-March, not next Easter, not this Autumn, but an actual date. What is the date? Well according to them it is;

THE 1st OF MARCH.

Hooray. Let's hope they stick to it this time.

Andrew

Andrew Hague -- Researching Computer Aided Learning & On-Line Lectures
Department of Computer Science. University of York, YORK. Y01 5DD
Tel: (+44/0)904 432762 E-MAIL: andrew@minster.york.ac.uk

3067. Re: Another One bites the Dust

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 15:16:05 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb19.151605.10390@newshost.lanl.gov>
Source record: 209856

In article 17425@sae.com, malay@sae.com (Bob Malay) writes:
>
>Next Computer officially drops its hardware line - lets all have a moment
>of silence.

Not to worry, NeXT will be concentrating on software, such as their NeXTSTEP package. It provides a wonderfully useful GUI with Display Postscript, builtin multimedia support, multi-platform networking, object oriented architecture, etc. Besides NeXT computers, NeXTSTEP can also run on pc's. But check out their _minimum_ recommended system requirements:

486SX or DX (DX2 recommended)
120Mb available hard disk space (for s/w development, recommend 330Mb)
^^^ That's the available space, not the size of the entire hard disk!
8Mb minimum RAM, 12Mb recommended for grayscale support
16Mb minimum RAM, 24Mb recommended for 16bit color support
LocalBus or VL Bus graphics adapter required

Again, keep in mind these are their recommended MINIMUM requirements and in my experience, "minimum requirements" translates to barely useful! Wowza!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3068. Re: CFV: creation of comp.sys.atari.advocacy

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 15:21:19 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Feb19.152119@cs.bham.ac.uk>
Source record: 209857
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This is a message to everyone who voted before

15:00 GMT 19th February

Can you send me your votes again please? The server went down
while I was editing the file and err BANG.

Very sorry!

That's about 13 people.

Andrew Oakley... I've got your vote!

Thanks a lot and keep voting!

David.

3069. Re: Another One bites the Dust

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 15:24:09 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb19.152409.12001@newshost.lanl.gov>
Source record: 209858

In article 4389@arizona.edu, paul@jupiter.ame.arizona.edu (Paul Harris) writes:
>In article 17425@sae.com, malay@sae.com (Bob Malay) writes:
>>
>> Next Computer officially drops its hardware line - lets all have a moment
>> of silence.
>
>What? Are you serious? No more NeXT? Where did you hear this?
>

Try the Wall Street Journal, InfoWorld, ComputerWorld & the 6 o'clock news. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3070. Re: Macintosh Advocate:Devils Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 15:26:14 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1m2u6mINNcrm@life.ai.mit.edu>
Source record: 209859

In article <1m21atINNp2j@shelley.u.washington.edu> neurom@stein.u.washington.edu (Neuromancer) writes:
>I'm sorry for reposting this entire message, but I thought it was necessary.
>I haven't seen biased mudslinging against the Atari since the early days of the
>Atari/Amiga wars. This is pathetic.
>
>Sure does wonders for my opinion of Mac advocates. Anybody else's opinion
>similar?

Actually I thought the quoted post hit pretty close to home on many points. He didn't really bash Atari computers (except to say that by today's standards they are obsolescent as *new* machines, which it's hard to disagree with); it really was a crticism of Atari Corp.'s management. Apple was in serious trouble not too long ago. They got out of trouble by putting lots of money into R&D and advertising (even buying the *entire* ad space in the election issue of Newsweek in 1984, not to mention super bowl ads). It's long been recognized even by Atari owners that Atari Corp.'s lack of advertising, and their failure to release competitive products since 1985 has put them in a very poor position in everything but the MIDI market. The typical comment here has been "the Falcon will turn things around." So the percerption that Atari has been making serious errors is hardly unique to Macintosh advocates.

(Remember when the ST was nicknamed the Jackintosh? Remember when you could tell people your machine was essentialy "just like a Mac, but with color?" Now Apple has 68040-based Quadras and the ergonomically awesome DuoDocks selling thousands of units a day, and Atari is still piddling along *trying* to get a machine out.)

BTW, maybe you initially misinterpreted "Atari owners" in

>>It just tells you the imcompetence of the Atari owners...You know
>>who you are!!!!!

as "people who own Atari computers," as I did at first. I think the original poster was actually refering to the owners of the *company*.

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

3071. TOS 1.4 required

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 16:06:46 UTC
From: craig@hadrian.uk.sun.com
Message-ID: <1m30imlNNq3s@grapevine.EBay.Sun.COM>
Source record: 209860

I have an Atari 1040STF with TOS 1.0 on board, These chips are socketed and I would like to upgrade to TOS 1.4 if possible just to fix a few probs with 1.0. Does anyone have an old set of 1.4 ROMS I can copy or know wher I can purchase 1.4 ROMS. I alreday have the TOS 2.06 upgrade in place, but would like to run 1.4 TOS and not 1.0 TOS when not swicthed to 2.06.

Rgds

Craig

3072. Re: Macintosh Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 16:50:42 UTC
From: mhembruc@tsegw.tse.com
Message-ID: <C2pG4J.9ut@tsegw.tse.com>
Source record: 209861

spanky@iowegia.dsm.ia.us (Lannie Schafroth) writes:

>sinclair2246@iscsvax.uni.edu writes:

>> Well Apple just sold its tenth millionth Mac...1993 will be a banner year for
>> Mac sales...Apple is expected to sell three to four million Macs in 1993.
>> Atari is being left behind...Its pathetic that Atari is not capable of bringi
>> one model to the market while in the past four months Apple has brought a doz
>> or so new Macs to the market.
>>
>> Does Atari honestly believe they are going to sell the Falcon at $1399.
>>
>> I can get a color classic 4/80 for $1189.00
>> Mac LCIII 4/160 for $1190.00
>> Mac IIVX 5/80 with CD for $1793.00
>> Mac Centris 610 4/80 for $1425.00
>> These educational prices are from the University of Northern Iowa...
>>
>> Apple has reduced the Mac LCII 4/40 from $1239 to $849.00.
>>
>> I think that Atari users should move on. Get A Mac.....The software is so mu
>> better...
>>

>I guess when you get some real figures then we will listen! $1399
>where did you scrape that one from!!!!!
>What does tenth millionth mean anyway? :)

$1399?? Unless EVERYTHING Atari has said is a lie, that's their
suggested retail price for a 4/65 Falcon...

Which is being compared to the suggested retail prices for the new Mac's...

A TOTALLY valid comparison, and quite devastating to the Atari if you don't
really care about the DSP (sure it's nice, but - how many people today would
admit to having owned a TI-99/4A?? I did - it died just like Atari will if
things don't turn around in a hurry).. The TT030's are competitively
priced these days.. now if Spectre 4.0 would only come out :-)

Mattias
--
Mattias Hembruch
>> My views do not necessarily reflect those of the TSE. <<
E-mail: mhembruc@tse.com

3073. Re: CFV: Creation of comp.sys.atari.advocacy

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 16:51:11 UTC
From: rick@crick.ssctr.bcm.tmc.edu
Message-ID: <1m335v$j4j@gazette.bcm.tmc.edu>
Source record: 209862
Cross-posted to: news.groups,comp.sys.atari.st,comp.sys.atari.st.tech

This CFV did not appear in news.announce.newgroups and therefore should be considered invalid. If the proposers did send this to n.a.n, then they should not have posted a separate article outside of the moderated news group. Thus, when the votes are tallied, any vote whuch were submitted prior to the appearance of the official CFV must be discarded.

--
Richard H. Miller Email: rick@bcm.tmc.edu
Asst. Dir. for Technical Support Voice: (713)798-3532
Baylor College of Medicine US Mail: One Baylor Plaza, 302H
Houston, Texas 77030

3074. Re: NeoDesk 3.03 ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 17:09:30 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1993Feb19.110931.108@janus.arc.ab.ca>
Source record: 209863

In article <1993Feb16.124925.16266@aston.ac.uk>, wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:
>Hi. Does anyone know whether the new upgrade is compatible with
>the UK version? I seem to remember a couple of patches that weren't.
>
>--
>Tim Wright. \ Being Human just isn't
>wrighttj@uhura.aston.ac.uk \ enough fun.

I just got the update and I seem to recall that it stated U.S. only.

Bob

3075. Re: Macintosh Advocate:Devils Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 17:12:29 UTC
From: cfaehl@polaris.unm.edu
Message-ID: <1m34dtINN8ec@lynx.unm.edu>
Source record: 209864

In article <1993Feb18.211015.10975@iscsvax.uni.edu>, sinclair2246@iscsvax.uni.edu writes:
[deletia of old news as to why the Atari is a bust and Apple is not]
>
> At least the Mac Color Classic user can upgrade to a faster 040 color classic
> by the summer time, by sliding out the very small motherboard and replacing it
> with the new one...Another Apple technological Advance with the user in
> mind...Thats what you get for spending 600 million dollars in R&D last year...
>
Crapola. "The user in mind"? give me a break - with Apple's pocketbook in mind. Apple is famous for introducing incremental hardware upgrades and charging the user up the ass for it. What about upgrade paths for all those IIfxes? IIcis?
High-end users of Mac hardware are asking to get screwed.

3076. HOW TO OBTAIN INFAMOUS- "DOES AMERICA SAY YES TO JAPAN"*****

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 18:12:47 UTC
From: ar12@quads.uchicago.edu
Message-ID: <1993Feb19.181247.2477@midway.uchicago.edu>
Source record: 209865

Hello,
Over the past few months, a paper entitled, "Does America Say Yes
To Japan?" (Louis Leclerc 1992) has been circulated over various computer
networks and BBS's. Public response has been overwhelmingly positive.
The paper addresses the issue of U.S.-Japanese trade in the context
of our uncertain economic future. Mr. Leclerc provides the reader with
a wealth of referenced background and historical information concerning
our relations with Japan, as well as important facts concerning
ongoing developments which directly effect every American consumer/worker.
The paper, however, is not published and so is only available in the
form of circulating hard copies or electronic format. Anyone interested
in obtaining a copy of "Does America Say Yes to Japan" please send email
to:
ar12@quads.uchicago.edu

Andre

3077. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 18:17:28 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.X2WjJ_WEXPI@fredrik.atari.no>
Source record: 209866

In <2460@vall.dsv.su.se>, Mattias Dahlberg writes:
>snail@lsl.co.uk wrote:
>
>> > Not many will buy the Falcon for MIDI - they'll by Mac or PC.
>
>> Obviously you aren't a musician.
>
>You could say I am. (Besides playing around with MIDI, I play the
>guitar in one band and the drums in another.)
>
>> Or, if you are (and I can't tell where in the world you are from your
>> email address) you're probably American
>
>I'm from Scandinavia, specifically Sweden.
^^^^^^
That's no excuse, that's the reason why you'r wrong}:^)

(Yes, this is another figth in the battle of neighboring countries:-)

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-------------------------------------------------------
```

3078. Re: Macintosh Advocate:Devils Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 18:28:54 UTC
From: Dale_Adams@gateway.qm.apple.com
Message-ID: <1993Feb19.182854.11413@pcnntp.apple.com>
Source record: 209867

In article <1m34dtINN8ec@lynx.unm.edu> cfaehl@polaris.unm.edu (Chris Faehl) writes:
> Crapola. "The user in mind"? give me a break - with Apple's pocketbook
>in mind. Apple is famous for introducing incremental hardware upgrades
>and charging the user up the ass for it. What about upgrade paths for all
>those IIfxes? IIcis?

The IIci can be upgraded to a Quadra 700, which hardly an 'incremental' upgrade.

- Dale Adams

3079. Lords of Chaos

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 18:38:10 UTC
From: it2am1@dmu.ac.uk
Message-ID: <1993Feb19.183810.28925@dmu.ac.uk>
Source record: 209868

Anyone out there played this game?
If yes, then read on...

How do you cast dragons? What items are necessary?
What does a runestone do?
How do you make potions and what items are necessary?

If anyone feels charitable then why answer as many of the above as you
can. Add further info if you wish.

P.S. What is the data disk like? Are the new scenarios worth it?
--

Al Montgomery, Department of Excess, DeMontfort University, Leicester UK
E-MAIL: it2am1@dmu.ac.uk
(P.S. witty anecdotes withdrawn)

3080. SCSI floppy wanted

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 19:35:48 UTC
From: Cford@debug.cuc.ab.ca
Message-ID: <1993Feb19.193548.1429@debug.cuc.ab.ca>
Source record: 209869

I'm looking for a SCSI floppy that will work with my Supra controller.
Is there any sort of SCSI floppy available?
--
Conan Ford 1:134/9,201:5500/9,1:134/21 | Save our forests - ask for
Cford@debug.cuc.ab.ca | plastic bags :-)

I do not represent Debug Computer Services.

3081. What's a Falcon like? (was: Macintosh Advocate...)

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 20:32:29 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb19.203229.1427@newshost.lanl.gov>
Source record: 209870

In article 1m1g5oINN5g2@tortoise.cis.ohio-state.edu, tbrown@cis.ohio-state.edu (ted croft brown) writes:
>In article <C2o15q.6t4@news.rich.bnr.ca> renfro@crchh610.BNR.CA (Randy Hoekstra) writes:
>
>>Atari's biggest problem with respect to the Falcon is going be getting
>>enough people to 'feel' what it is like in order to decide it 'feels' good
>>for them.
>
>I agree. This is the thing that is really keeping me from getting a
>Falcon. I don't really know what it will be like. I don't like to spend
>that kind of money w/o getting a sample. (And it doen't help that I
>*can* get a sample of the Macs.)

What's a Falcon like? Easy... it's just like your Atari ST/STe/TT with some new graphics resolutions and of course, the DSP. Seat-of-the-pants wise, it "feels" faster than a stock MegaSTe but definitely in need of a software accelerator such as Warp 9. Unless you are a musician or really "into" sound, I'd hazard a guess that the DSP won't mean that much to you until new software arrives which really makes use of it. But overall, the look and feel of the Falcon is that of a better ST... what the STe should have been. So given this, you already KNOW what the Falcon will be like to use on a daily basis. The largest differential in this equation is, of course, MultiTOS. It will make the Falcon quite different in use, to include, unfortunately, the number of existing applications which you can successfully use with it. The court is still out, but due back in session very soon. :)

Just my two quid on the matter. Your mileage (kilometers/liter) may differ. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3082. In living colour (Was Re: A1200/4000 v. Falcon 030 FAQ)

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 20:49:23 UTC
From: farrell@dds4.uucp
Message-ID: <1993Feb19.204923.23420@dds4.uucp>
Source record: 209871
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <runehy.71.729938792@dhhalden.no> runehy@dhhalden.no (RUNE HYLDMO) writes:
[...lots of stuff deleted...]

All right, you all asked for it! Here's some colour theory I learned
in an advanced graphics course.

The number of colours the human eye can distinguish depends on the
way the colours are arranged. If two similar colours don't touch, the
eye has a much more difficult time telling them apart that if they
do touch. Now the next question is: Why?

(Brace yourselves...here comes the weird bit :-))

The cells of the retina work in the following manner: when a cell is
exposed to light, it actually inhibits the response of the cells
surrounding it. The more intense the light, the stronger the inhibition.
The upshoot of all this is that when a sharp change in intensity occurs
(say, the difference between grey 126 and grey 127), that boundary will
actually be exaggerated by the retina; The cells receiving the more
intense light inhibit the action of the cells receiving less light
more than the cells receiving less light inhibit the action of the
cells receiving more light. The net result is that the dim edge
appears dimmer than it really is, and the bright edge appears brighter.
To see this in action, find an object with a sharp corner on it, and
look at that corner as you rotate it under the light. The reason the
eye works this way is that it makes it easier for the brain to detect
the edges of objects.

So why am I telling you this? Well, this all relates to how many colours
people can see. If the colours don't touch (e.g. two ever-so-slightly
different shades of red set a few inches apart), the eye can distinguish
about 300 000 different colours. If the colours do touch, the number
is in the millions (though it IS less than 16.7 million).

I hope this clears things up a bit.
>
>
> Greets
>
>Rune H.

Gordon Farrell
gfarrell@cs.sfu.ca
farrellc@sfu.ca

3083. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 20:53:38 UTC
From: iank@microsoft.com
Message-ID: <1993Feb19.205338.12731@microsoft.com>
Source record: 209872

In article <12074@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>I've always wondered what the alternative is. What doies the Amiga do when
>you select a different resolution from the desktop?

When you choose a new resolution for the workbench it resets the
Workbench but does not reboot the machine becuase you may have
other programs running on other screens. On a multitasking
machine it would be stupid to reboot just to change your
screen mode. (note: the amiga used to do just that with OS versions
prior to 2.0x)

>On the ST, it reinitialises the desktop. When you plug/unplug a mono-monitor,
>it automatically warmboots the computer. You can change this behaviour (it's a
>system interrupt), but why bother - rebooting is very similar to reinitializing
>anyway... unless your computer loads its OS from a floppy disk.

I never understood the need for two monitors. Why no just one?
--

MAIL : IANK@MICROSOFT.COM
A1200/85MBHD OS3.0 Yeah!

3084. Re: HOW TO OBTAIN INFAMOUS- "DOES AMERICA SAY YES TO JAPAN"*****

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 20:55:15 UTC
From: logajan@ns.network.com
Message-ID: <1993Feb19.205515.6341@ns.network.com>
Source record: 209873

ar12@midway.uchicago.edu writes:
> Over the past few months, a paper entitled, "Does America Say Yes
>To Japan?" (Louis Leclerc 1992) has been circulated over various computer
>networks and BBS's. Public response has been overwhelmingly positive.

It is ironic that this poster is out of Chicago -- he obviously doesn't know or doesn't care what Milton Friedman and any of the other Nobel Prize winners in economics in the last 20 years think of this protectionist crap the poster is pushing.

And it is crap -- of the foulest kind.

I can bet you dollars to donuts that neither this poster nor the original author of the article has ever heard of Ricardo's principle of comparative advantage -- known for 150 years in the field of trade economics.

Yet these guys spew forth this sickening yellow baiting as if they were well studied in all the ramifications of trade. hoo haa. What crap.

--
- John Logajan MS010, Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@network.com, 612-424-4888, Fax 612-424-2853

3085. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 20:57:59 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1m3hknlNNpoa@golem.wcc.govt.nz>
Source record: 209874
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

>>Yeah, I guess people like Jean M. Jarre will start using the PC instead of
>>atari and all other musicians will overlook the low cost studio-quality

Jean Michel Jarre has been using Atari's as his computer part of his
music for years. And although he hasn't done anything major lately,
(he seems to have 'retired' 8-) I doubt he'd want to switch over to
the PC, once he's got all his equipment etc. organised to work with
the Atari, the software. It's not as if he needs to worry about money,
as he's not poor (or wasn't at last count), but I just can't see people
using PC's as MIDI machines, when Atari has been sold as *THE* MIDI
computer for years!
(And with the Falcon winning a Blue-Ribbon for musical greatness 8-)
something the PC has never done, it can only get better....)

3086. Re: Macintosh Advocate:Devils Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 21:00:49 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Feb19.160049.15392@bsu-ucs>
Source record: 209875

> BTW, maybe you initially misinterpreted "Atari owners" in
>
>>>It just tells you the imcompetence of the Atari owners...You know
>>>who you are!!!!!
>
> as "people who own Atari computers," as I did at first. I think the
> original poster was actually refering to the owners of the *company*.

I did. For someone posting a message like this, in an environment like this to be unclear with _this_ statement....

I do believe -- accident or not -- f(b)lame should be layed at _his_ feet deservedly.

-Matt

3087. FLASH v1.51 command language

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 21:09:49 UTC
From: a2206kan@cdf.toronto.edu
Message-ID: <1993Feb19.210949.26641@cdf.toronto.edu>
Source record: 209876

Hi,

I just got a copy of v1.51 at a bankruptcy sale (for $1). The problem
is that I only got the disk, with no documentation... Could someone
mail me a few line explanation of the syntax of the IF and IFIN
statements? The other stuff I know from my previous version (and things
like LABEL I can figure out for myself) - Thanks a lot!

Damian
--
Damian R. Kanarek |"I am an insomniac-agnostic-egotist:
Faculty of Libr. & Information Science | I lie awake nights trying to figure
University of Toronto | out whether or not I believe that I'm
email -> a2206kan@cdf.utoronto.ca | as great as I am." - Frank

3088. The difference between 1040STf and 1040STe

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 22:03:05 UTC
From: cscullio@ncratl.AtlantaGA.NCR.COM
Message-ID: <91365@ncratl.AtlantaGA.NCR.COM>
Source record: 209877

Okay, I haven't really cared up until now... I've been perfectly happy
with my stock 1040STf. But it's been totaled by lightning damage and now
must be replaced. So, I'll be getting a 1040STe. What's the difference?

Here's what I'm fairly sure of:

- additional graphics modes (but what are they?)
- memory is upgradeable via SIMMs
- improved sound capability (but what, exactly)

And now, additional questions:

- is the internal floppy the same (i.e., 720K)?
- any other new ports?
- what version of TOS comes in the new STEs? Any significant improvements
over my old TOS 1.4?

No, I can't wait for the Falcon. No, I don't want a Mega. I like what I had
before... it did what I wanted as fast as I wanted... I was content.
--
Chris Scullion | NCR Corporation 2651 Satellite Blvd., Duluth, GA 30136 |
| (404)623-7352 | VoicePlus 751-7352 | cscullio@ncratl.AtlantaGA.NCR.COM |

3089. FTP mystery solved!

Newsgroup: comp.sys.atari.st
Date: 1993-02-19 23:14:18 UTC
From: foroughi@cs.arizona.edu
Message-ID: <32856@optima.cs.arizona.edu>
Source record: 209878

Thanks for the overwhelming response to my post! I even received quite a few replies via E-mail. Instead of sending separate replies to these individuals I decided to post my reply here on the Net.

The problem was in setting up Kermit in my local UNIX environment. I never set the file type to binary. I kept executing Kermit in UNIX and then Uniterm. Then I would click on "Binary Mode" and "Receive" on the Uniterm's Kermit Dialog Box. At the end of file transmissions I would get the "Successful!" Alert Box Message, which I believed!

The short and sweet of it is that I was sending the binary files in text format but receiving them in binary. One would think Kermit should be smart enough to catch that. Anyway, now I feel like a kid loose in a candy store while browsing the various Atari ftp sites.

Thank you all for your helpful advice.

foroughi@caslon.cs.arizona.edu

3090. tu-berlin.de INDEX

Newsgroup: comp.sys.atari.st
Date: 1993-02-20 00:27:25 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1m3ttdINNqqi@golem.wcc.govt.nz>
Source record: 209879

Help....!!

Can some one give me the format for the bland Atari INDEX on tu-berlin.de
and also the name of the LAST 7 DAYS one..

The 0INDEX.Z is a full commented one, I would like the other one..

Thanks....

Roger..... �sheppard_r@kosmos.wcc.govt.nz

3091. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-20 00:41:41 UTC
From: spanky@iowegia.dsm.ia.us
Message-ID: <7RV9yB3w165w@iowegia.dsm.ia.us>
Source record: 209880
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst) writes:

> In <1993Feb11.073736.22553@beaver.cs.washington.edu> bgilbert@cs.washington.e
> >The ST never really has to be rebooted to change the resolution.
>
> Well, sort of. You couldn't switch between the monochrome hires and the
> color medres and lores modes even if you had a monitor that could handle
> all modes. The ST senses the type of monitor (i.e. monochrome or color)
> and will reboot when the sense line on the monitor connector changes.
> You could make an adapter for say a Multisync to display monochrome hires
> at 70Hz but if you want to go color the ST did reboot.
>
> Regards,
> --
> Michael van Elst
> UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554m
> Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
> "A potential Snark may lurk in every tree."

They have a program out that lets you switch to any resolution on
a multisync without rebooting. I can't recall the name but I
believe Talon has it. I'll try to find it and post it.

3092. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-20 00:51:15 UTC
From: spanky@iowegia.dsm.ia.us
Message-ID: <58V9yB4w165w@iowegia.dsm.ia.us>
Source record: 209881
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

> Buy a PC for MIDI!? HAHAHA! In case you didn't know, the Falcon has
> MIDI built in, it also doesn't require the addition of a $300 card!
> And- there is *decent* software available for it!
>
> > Not many will buy the Falcon for MIDI - they'll by Mac or PC. Not many
> > will buy the Falcon for DTV - they'll buy Amiga or Mac. Not many will
> > buy the Falcon for WP, DTP, 3D-modelling, etc. Atari is out.
>
> Any reasons!? Or is this just purely 'I don't like atari, so therefore
> it must be junk' message!?
>
> ��
> ������ Contrary to popular belief, money IS everything! ||| ❒
> ❒ To cause a catastrophic disaster, you need a computer! ||| TARI ❒
> ❒ If several things can go wrong, the one that will / | \ ❒
> ❒ cause the most damage, happens first! At least it goes! ❒
> ❒❒❒❒❒❒❒❒❒❒❒❒❒❒❒❒❒❒❒❒❒❒❒WELLS_S@KOSMOS.WCC.GOVT.NZ❒❒❒❒❒❒❒❒❒❒❒❒❒❒❒
❒❒❒❒❒❒❒❒❒

If you have ever seen any of the results of Midi in the US, the
Atari holds a lead over all other computers in the MIDI market.
The Amiga holds less a margin than the C64! IBM is not much
higher than that. MAC is the only competitor at all.

3093. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-20 00:56:24 UTC
From: spanky@iowegia.dsm.ia.us
Message-ID: <Pgw9yB5w165w@iowegia.dsm.ia.us>
Source record: 209882
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

mueller@cs.ubc.ca (Stephan Mueller) writes:

> In article <1993Feb13.180710.14504@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.mi
> > Actually, the reason that the Amiga could never really make it, even if
> >Cubase was made for it is the lack of a STANDARD MIDI interface. There are
> >at least 4 out there I have seen and all approach it from a different angle.
> >Sinne there is no standard, the software would have to be written to use eac
> >one or people would have to buy another (if they already own one) Midi
> >interface!
>
> I don't know about that. I bought a MIDI interface for my Amiga. I
> bought MIDI software for my Amiga. They work together. Every MIDI
> interface I'm aware of for the Amiga uses the serial port. Every MIDI
> package for the Amiga uses the serial port. Seems pretty standard to
> me. I think you're wrong on this one.
>
> >[Mark Santora]
>
> stephan();
>

When we talk standard here, we don't talk about the computer
working or not. RThey are talking a standard library format and
other stadards so all MIDI created files can be used on any
platform. Atari had a huge dealing in that desicion. A lot of
what Atari allready had was used for the standard.

3094. Color and Colour

Newsgroup: comp.sys.atari.st
Date: 1993-02-20 01:57:13 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993Feb20.015713.14915@ultb.isc.rit.edu>
Source record: 209884

Shouldn't this disucssion be on alt.linguistics or something?

Just to clarify for those of you out there who speak the British dialect
:-)

The example of color and collar are good. The answer is simple. They
are pronounced totally differently.

Color: 'kulur *or* 'kuler
Collar: 'kahlur *or* 'kahler

I could see how this might be difficult to hear if you haven't lived in
the culture for awhile.
BAD off topic thread starting question
I always thought that the "u" was silent in colour?

No matter. Let's get back to some ATARI talk. Shall we?

+---+-----------------------------+
Michael "Zoooks!" Zucca	Spam, spam, spam, spam, spam
Internet: mrz5149@ritvax.isc.rit.edu	Spam, spam, spam, spam, spam
Printing And Applied Computer Science	Lovely spam, woderful spam!
RIT - Rochester Institute Of Technology	Shut up. Shut up! Shut Up!
+---+-----------------------------+

3095. Re: ICD Link

Newsgroup: comp.sys.atari.st
Date: 1993-02-20 02:48:03 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <76079@cup.portal.com>
Source record: 209885

I use the Link with a Micronet Syquest drive, at work. It was purchased as a Mac drive, and works just fine with my Stacy 4/40 both, as an Atari as as a Mac (using the GCR).

3096. Re: F030 - STE Sound Compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-02-20 03:08:54 UTC
From: ekrimen@wet.UUCP
Message-ID: <5342@wet.UUCP>
Source record: 209886

In article <C2p0vC.10J@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>
>I have just got the STE-Sound device driver for the Falcon from germany, and
>this definitely improves compatibility with STE software (all the MOD players
>& stuff from the STE that I've tried with it now work (they just killed the
>computer before). This is only a 6K auto program as well :)

When Bob Brodie demoed the Falcon at our user group meeting, one user brought some MODs and a MOD player and it worked fine. I don't think there was anything in the AUTO folder. I remember the words "Light" and "Legacy" in the title screen, but I can't remember the name of it. It's the one that looks like a CD player.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ AEO.5 (GEnie)

3097. Re: AtariWorks/SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 1993-02-20 03:11:08 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <76081@cup.portal.com>
Source record: 209887

Atari seems to have finally gotten it right. SpeedoGdos took not more than 5 minutes to install, along with AtariWorks. The install program asks you where you want it to put the Printer Drivers, and where you want the fonts, and then goes and does it all for you. There isn't any ASSIGN.SYS nonsense. There is a simple .ACC for changing the assigned printer driver and another for which fonts are installed. Nothing to the latter, it presents you with a list of all your Speedo fonts and you click on the ones you want.

Atari Works is quite nice, ala MS and Claris Works for those who are familiar with those. Quite simple, intuitive, and easy to use. Little icons for right, left, center and full justification, line spacing, type style, etc. Also has a text macro thingy for assigning up to 10 Font/character styles to the function keys. This lets you do thing like use 12 pt. Charter font for the main text and 10 pt. for sub and super scripts, with great ease. Formatting is handled well and it has both a spell checker and a thesaurus. Both are pretty smart and have lots of words. Those of you who know Mike Fulton won't be surprised that the spell checker is ok, as he wrote it. The rest of AW was written by one man in one year. No overtime, all night programming binges. This is a good example of what can be produced by a non-team. A horse that looks like a horse instead of a camel.

Can't wait to drop over to Egghead this weekend and pick up some IBM speedo fonts.

3098. Re: Macintosh Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-20 03:48:04 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C2qAK4.5M7@ecf.toronto.edu>
Source record: 209888

Personally, I never knew how good GEM was until I started using Windows.

3099. Re: Macintosh Advocate:Devils Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-20 03:52:16 UTC
From: jjf@carson.u.washington.edu
Message-ID: <1m49tgINNhou@shelley.u.washington.edu>
Source record: 209889

In article <1993Feb18.211015.10975@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:
>Your right Atari was never in competition with the Mac because Atari had hardly
>any product on the market and Apple did not know it existed because of its
>insignificant.
>
>Are you saying that the Atari St was never in competition with the Mac because
>of its higher price. The reason because of the high price of the Mac, because
>Apple had confidence that their product was worth more. They plowed the
>profits in R&D, marketing(Advertising!!!!) and taking care of their developers
>and customers...Are all ST owners Cheap?????????? The reason that Atari is in
>this mess today, because they competed on the cheap according to the Nintendo
>lawyer. Atari can't even upgrade its hardware because they charge soo little.
>The St technology today is were it was at in 1985...Thats pathetic...It just
>tells you the imcompetence of the Atari owners...You know who you are!!!!!
>
>Over the Years, the St was cheaper than the Mac Equivelants, but Apple sold far
>more Macs than the St. Why was that? If you say it was superior marketing
>than you are right. Atari should of charged more to fund their marketing
>efforts and if they did, then there would be a higher install base of ST's.
>Who knows, than Atari would have the R&D funding to improve their line...
>
>The ST was revolutionary back in 1985, but it is not today.....
>
>I hope the Falcon suceeds, but I doubt it.
>
>
>
>By the way can you upgrade the Falcons processor to a faster 030 chip or do you
>have to buy a future faster machine...
>
>At least the Mac Color Classic user can upgrade to a faster 040 color classic
>by the summer time, by sliding out the very small motherboard and replacing it
>with the new one...Another Apple technological Advance with the user in
>mind...Thats what you get for spending 600 million dollars in R&D last year...
>

Atari has had some good ideas, look at the Lynx, a great little game machine... extremely well done, but very one who has had one has had too many problems withtthem breaking! atari also does not support their products.. it is hard to find NEW lynx games in some places.. if segaor nintendo had that machine it would be a big success....

3100. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-02-20 05:07:06 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1m4e9q$ltl@terminator.rs.itd.umich.edu>
Source record: 209890

```
drwxr-xr-x root 4096 Feb 14 04:24 .
drwxrwxr-x root 6144 Feb 14 03:23 ./Diskutils
-rw-r--r-- dpz 1259 Feb 12 05:35 ./Diskutils/diskdoub.lzh
-rw-rw-r-- entropy 6499 Feb 14 04:00 ./Diskutils/0index
drwxrwxr-x root 10240 Feb 14 03:47 ./Games
-rw-rw-r-- weiner 110163 Oct 30 09:40 ./Games/staccato.arc
-rw-r----- dpz 58430 Feb 10 04:35 ./Games/swtng132.lzh
-rw-rw-r-- weiner 12198 Feb 14 04:17 ./Games/0index
drwxrwxr-x weiner 2048 Feb 14 04:15 ./Gnustuff/Tos/Othergnu
-rw-r----- dpz 80193 Feb 12 09:50 ./Gnustuff/Tos/Othergnu/gzip103st.zoo
-rw-r--r-- entropy 9910 Feb 14 04:16 ./Gnustuff/Tos/0index
drwxrwxr-x root 8192 Feb 14 03:45 ./Graphics
-rw-r----- dpz 179256 Feb 10 04:35 ./Graphics/ms074.lzh
-rw-r--r-- entropy 9192 Feb 14 04:13 ./Graphics/0index
drwxrwxr-x root 2048 Feb 14 03:23 ./Sound
-rw-r----- dpz 243222 Feb 12 05:35 ./Sound/soundlab.lzh
drwxrwxr-x weiner 2048 Feb 14 04:02 ./Sound/Players
-rw-r--r-- dpz 37888 Feb 9 15:12 ./Sound/Players/50play.lzh
-rw-r--r-- weiner 2892 Feb 14 04:05 ./Sound/0index
drwxrwxr-x root 10240 Feb 14 03:34 ./Utilities
-rw-r----- dpz 29483 Feb 12 05:16 ./Utilities/renameit.lzh
-rw-r----- dpz 155392 Feb 11 23:33 ./Utilities/spbt80.lzh
-rw-rw-r-- entropy 15799 Feb 14 04:10 ./Utilities/0index
drwxr-xr-x dpz 2048 Feb 14 03:26 ./Utilities/Warp9stuff
-rw-r----- dpz 80896 Feb 9 21:50 ./Utilities/Warp9stuff/w9_374up.lzh
-rw-r----- dpz 67072 Feb 9 21:51 ./Utilities/Warp9stuff/w9_375up.lzh
drwxrwxr-x weiner 2048 Feb 14 03:30 ./Utilities/Screensavers
-rw-r----- dpz 33099 Feb 12 05:35 ./Utilities/Screensavers/scrnsavr.lzh
drwxrwxr-x root 2048 Feb 14 03:49 ./Ste
-rw-rw-r-- weiner 2054 Feb 14 04:11 ./Ste/0index
drwxr-xr-x dpz 2048 Feb 14 03:49 ./Ste/Mega
-rw-r----- dpz 8862 Feb 12 05:35 ./Ste/Mega/mhz.lzh
drwxrwxr-x root 6144 Feb 14 03:40 ./Telecomm
-rw-r----- dpz 47177 Feb 9 15:12 ./Telecomm/mt_qwk9c.lzh
-rw-r--r-- weiner 4573 Feb 14 04:14 ./Telecomm/0index
-rw-r--r-- dpz 60703 Feb 14 04:24 ./ls-lR.Z
drwxrwxr-x weiner 2048 Feb 14 03:31 ./Falcon
-rw-r----- dpz 12257 Feb 10 09:59 ./Falcon/falcplay.lzh
-rw-rw-r-- weiner 648 Feb 14 04:21 ./Falcon/0index
drwxrwxr-x root 4096 Feb 14 03:22 ./Printing
-rw-r----- dpz 8989 Feb 13 21:55 ./Printing/hpprint.zoo
-rw-rw-r-- weiner 2894 Feb 14 03:59 ./Printing/0index
drwxrwxrwx root 2048 Feb 14 04:19 ./Magazines
-rw-rw-r-- weiner 313 Feb 14 04:18 ./Magazines/0index
```

```
drwxr-xr-x dpz 2048 Feb 14 04:19 ./Magazines/Goldbug
drwxr-xr-x dpz 2048 Feb 14 04:19 ./Magazines/Diskmags
-rw-r--r-- dpz 198955 Feb 14 04:23 ./0index
-rw-r--r-- 23421 2411 Feb 14 00:08 ./0new1
-rw-r--r-- 23421 4356 Feb 14 00:08 ./0new3
-rw-r--r-- 23421 3139 Feb 14 00:08 ./0new2
-rw-r--r-- dpz 86165 Feb 14 04:23 ./0compind.Z
drwxr-xr-x root 4096 Feb 15 16:22 .
drwxrwxr-x weiner 2048 Feb 15 12:07 ./8bit/Demos
-rw-r----- lenn 87424 Feb 15 12:02 ./8bit/Demos/hobby90.dcm
-rw-r--r-- lenn 212 Feb 15 12:02 ./8bit/Demos/hobby90.txt
-rw-r--r-- lenn 223 Feb 15 12:05 ./8bit/Demos/compyII.txt
-rw-r----- lenn 28032 Feb 15 12:05 ./8bit/Demos/compyii.dcm
-rw-r----- lenn 50304 Feb 15 12:07 ./8bit/Demos/muaddib.arc
-rw-r----- lenn 36992 Feb 15 12:07 ./8bit/Demos/nemesis.arc
-rw-r----- lenn 16384 Feb 15 12:07 ./8bit/Demos/our5oft.arc
-rw-r----- lenn 44672 Feb 15 12:07 ./8bit/Demos/thetop1.arc
-rw-r----- lenn 89856 Feb 15 12:07 ./8bit/Demos/hobby91a.dcm
-rw-r----- lenn 75392 Feb 15 12:07 ./8bit/Demos/hobby91b.dcm
-rw-r----- lenn 82944 Feb 15 12:07 ./8bit/Demos/wwonder.dcm
drwxrwxr-x root 6144 Feb 15 11:11 ./Diskutils
-rw-rw-r-- entropy 6425 Feb 15 11:10 ./Diskutils/0index
drwxrwxr-x weiner 2048 Feb 16 14:37 ./Applications/Databases
-rw-r----- dpz 108234 Feb 13 23:40 ./Applications/Databases/nice.lzh
drwxrwxr-x root 10240 Feb 16 14:42 ./Games
-rw-r--r-- dpz 81396 Feb 15 11:15 ./Games/dinkum3.zoo
-rw-rw-r-- weiner 12253 Feb 16 14:45 ./Games/0index
drwxrwxr-x root 10240 Feb 16 14:40 ./Utilities
-rw-r----- dpz 52610 Feb 15 13:00 ./Utilities/av380.zip
-rw-rw-r-- entropy 15798 Feb 16 14:40 ./Utilities/0index
drwxrwxrwx root 2048 Feb 16 14:46 ./Magazines
-rw-rw-r-- weiner 279 Feb 16 14:46 ./Magazines/0index
drwxr-xr-x dpz 2048 Feb 16 14:35 ./Magazines/Diskmags
drwxrwxr-x weiner 2048 Feb 18 17:53 ./8bit/Djg
-rw-r----- lenn 51802 Feb 18 17:53 ./8bit/Djg/issue11.arc
drwxrwxr-x weiner 2048 Feb 19 15:15 ./8bit/Demos
-rw-r----- lenn 84226 Feb 19 15:15 ./8bit/Demos/hobby89a.dcm
-rw-r----- lenn 65272 Feb 19 15:15 ./8bit/Demos/hobby89b.dcm
drwxrwxr-x root 4096 Feb 19 21:34 ./Mint
-rw-r--r-- entropy 11251 Feb 19 21:34 ./Mint/mlib28d.zoo
-rw-r--r-- entropy 98994 Feb 19 21:34 ./Mint/mntinc28.zoo
-rw-r--r-- entropy 354229 Feb 19 21:34 ./Mint/mntlib28.zoo
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3101. shel_put() help please..

Newsgroup: comp.sys.atari.st
Date: 1993-02-20 06:27:53 UTC
From: rasas@minyos.xx.rmit.oz.au
Message-ID: <1m4j1aINNodq@escargot.xx.rmit.OZ.AU>
Source record: 209891

Hi,
I need some help on the shel_put function (ie. what exactly does it do?).
I've used this function before as implemented in Ian Lepore's (fantastic)
Gemfast libs. Now I'm using gemfast with the Sozo compiled MiNT libs and
the system crashes (and I _MEAN_ crashes).

Cheers,

Greg.

PS. When I was typing the newsgroup name I accidentally hit 'u' instead
of 'y' and didn't realise 'till I got to the end of the word atari..Looked
quite telling of the times...:)

--
_-_|\ Greg Patten.
/ \
_.-.*/ <-- Melbourne, Australia.
v email: rasas@minyos.xx.rmit.oz.au

3102. Re: Compressing nethack 3.1

Newsgroup: comp.sys.atari.st
Date: 1993-02-20 06:30:58 UTC
From: rasas@minyos.xx.rmit.oz.au
Message-ID: <1m4j72INNoe7@escargot.xx.rmit.OZ.AU>
Source record: 209892

mjl-b@minster.york.ac.uk writes:

>If you have "only" 2M, the binary will probably have to be completely
>unpacked... If the file's been PFX-Pak'd, or compressed with any other
>binary compressor, you'll have to unpack it and save it to disk. I doubt
>you'd be able to run it from a floppy on a 2M system.

I quite successfully run it from a 600k ram-disk on a 2M system (no HD).

--
_-_|\ Greg Patten.
/ \
_.-.*/ <-- Melbourne, Australia.
v email: rasas@minyos.xx.rmit.oz.au

3103. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-20 07:18:06 UTC
From: pinelr@rebecca.its.rpi.edu
Message-ID: <6f=4s!_@rpi.edu>
Source record: 209893

In article <1993Feb19.205338.12731@microsoft.com> iank@microsoft.com (Ian Kennedy) writes:
>
>I never understood the need for two monitors. Why no just one?
>--

Because unlike the Amiga, the St has non-interlaced 640x400 video, warranting
a separate monitor because the 200 scan line color monitor can't handle it.
In my opinion this was a SMART thing for Atari to do, if inconvenient, because
once I had a mono monitor, I never used my color monitor again, and the display
is crystal clear at 70Hz. (and when i say Amiga, I mean Amigas that were
concurrent with the ST, not the 3000/4000/1200.)

--
||| | Rob Pinelli |5\ "Don't have your chimney swept... chimney fires
/ | \ | pinelr@rpi.edu |18\ are _cool!_ There's nothing better than walking
Atari ST| 203 North Hall |276\ down your block and seeing flames spewing 20
Mega 2 | Troy, NY 12180 |7080\ feet out of your neighbor's chimney!" --E.J.N.

3104. Japanese word processor uploaded to a.a.u.e.

Newsgroup: comp.sys.atari.st
Date: 1993-02-20 07:41:45 UTC
From: ortega@cactus.org
Message-ID: <1993Feb20.074145.25503@cactus.org>
Source record: 209894

I've uploaded a crude Japanese word processor to
atari.archive.umich.edu. : japworpr.arc

Be warned that it requires a monochrome monitor and does
NOT have printer support.

--
Paul Ortega | "While looking for the men's room,
2015 Cedar Bend Dr., #1105 | VP Dan Quayle stepped into the Quantum
Austin, TX 78758 | Leap Accelerator and vanished....."
ortega@cactus.org --

3105. Re: In living colour (Was Re: A1200/4000 v. Falcon 030 FAQ)

Newsgroup: comp.sys.atari.st
Date: 1993-02-20 08:28:56 UTC
From: olivier@pega3.austin.ibm.com
Message-ID: <C2qnK8.v91@austin.ibm.com>
Source record: 209895
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb19.204923.23420@dds4.uucp>, farrell@dds4.uucp (Gordon Farrell) writes:
|>
|> So why am I telling you this? Well, this all relates to how many colours
|> people can see. If the colours don't touch (e.g. two ever-so-slightly
|> different shades of red set a few inches apart), the eye can distinguish
|> about 300 000 different colours. If the colours do touch, the number
|> is in the millions (though it IS less than 16.7 million).

I've often heard people say that those 16.7 million colors are more than
enough since the eyes can only distinguish a couple of millions. What they overlook
is that it applies for one given scene. Imagine you are looking at a tree. You may
well distinguish a million of different greens and browns. Then if you look at the
sky you may distinguish a million of different blues and greys. Now if you look
at a tree before the sky, you will lose distinction for some of the colors, but that
does not invalidate the fact that you were able to see them in the first place.
To take a simpler example, just consider that there is only 256 different
shades of grey among those 16.7 million colors. And you will agree that you
certainly can distinguish more than that. Just have a look at any B&W picture.
So 24-bit colors may provide enough hues, but they certainly don't provide enough
shades for a given hue.

Olivier.
==========,==========
Olivier CREMEL Bull SA c/o IBM, Austin, Texas
olivier@perelandra.austin.ibm.com Tel: (512) 838-8007

3106. .GEM files Re: ATARI

Newsgroup: comp.sys.atari.st
Date: 1993-02-20 09:11:21 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1993Feb20.091121.9546@sactoh0.sac.ca.us>
Source record: 209896

In <9364.405.uupcb@the-matrix.com> judy.ranelli@the-matrix.com (Judy Ranelli) writes:

>To: all
>From: judy.ranelli@the-matrix.com
>Sub: gem extensions

>What does one do with files with .gem extensions? I cannot read it,
>cannot run it, and cannot tell what the heck it is.
>

.GEM files are typically picture files, used in some desktop
publishing programs, like Ventura Publisher (IBM), etc.

--
mfolivo@sactoh0.SAC.CA.US SAC-UNIX (916) 649-0161
The Good Guys! We know our stuff
Audi The Alternate Route
Atari Power without the Price

3107. Photo CD (specs, resolution, file format, etc.)

Newsgroup: comp.sys.atari.st
Date: 1993-02-20 09:53:12 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1993Feb20.095312.10571@sactoh0.sac.ca.us>
Source record: 209897
Cross-posted to: rec.photo,rec.video,comp.sys.atari.st

(Posted to comp.sys.atari.st, as Atari displayed Photo CD compatibility)

Photo CD: New Business Opportunities for Graphics and Photo Professionals

While ulimately aimed at consumers, Kodaks new technology initially is attracting graphics professionals. Software announced in August will let DOS/Windows and Mac users read and save Photo CD image, adjust colors and enhance pictures.

Features added to Kodaks's Photo CD system will allow sound, text. and graphics to be recorded along with photo-quality images onto Photo CD discs. THe discs, which will be housed in attractive "jewel boxe" case displaying the recorded images, will play back on TV, using dedicated Photo CD players.

For nearly two decades, Peter Mackey has been creating audiovisual presentations and video productions for busines and industry.

As vice president-media integration at Imergy, and interactive multimedia production and graphics firm in Norwalk, CT, Mackey is a beta site for the much heralded Photo CD technology on the way from Eastman Kodak Co. Simply stated, Photo CD puts 35mm film photos onto compact disc.

In August, Kodak announced software that lets DOS/Windows and Macintosh users import and enhance Photo CD images, plus a host of new formats and functions aimed directly at graphics and photography professionals.
Beta Tester Mackey is using Photo CD to produce narrated essays, captioned photo albums, and other projects that he is more secretive about. These have given him an early insight into the value of Photo CD.
"If designers and artists can personally experience what these products can do," said Mackey, "I have no doubt that they will be sold on Photo CD."

Opens busines doors
For the computer graphics community, Photo CD promises to bring forth not only a robust, innovative medium, but also new business opportunities. Kodak itself is betting a large part of its future on Photo CD- essentially a hybrid electronic imaging/silver halide film-based technology intended to keep alive and hopefully grow users' ingrained habit of recording events and locations on film.

Kodak is pumping about $30 million dollars into an ad campaign to promote Photo CD products, banking that the technology holds out the potential to be a "VCR"-line blockbuster product.
While Kodak's ultimate focus is on the vast consumer marketplace where billions of dollars in film sales are at stake, Kodak is also very much aware that its battle also entails engaging the hearts and minds of the professional, industrial, and commercial computer graphics communities.
For it is the visually creative practitioners who are likely to be the inital benficiaries and trend setters in applying Phot CD in myriad, unforseen ways.

Photo Database
For computer picture professionals, Photo CD's greatest potential is as an input source for digital images used in computer-based presentations and computer graphics of all kinds. "We can use Photo CD as a photo capture and archiving system and also as a delivery platform," Mackey said.
While technolgy to scan film and hard copy directly to computer-readable media has been around for some time, existing systems work too slowly and cost too much for even high-volume shops. Photo CD overcomes this price/performance drawback.
The film scanner component if the Sun Microsystems-based Photo CD Imaging Workstation (PIW) digitizes a full-color 35mm frame into a very high resolution image- 2048x3072- in just six seconds. To achieve this level of resolution, competing scanners typically take several minutes.
Not surprisingly then, such fast performance also yields more palatble costs. Kodak estimates that a typical user will pay $20 to transfer a 24-frame roll of 35mm film onto a compact disc in Kodak's proprietary Photo CD format.

Bought Image Bank
Likewise, Photo CD will intrude in traditional photo sources. Wanting to encourage demand for images in Photo CD format, Kodak last year bought the Image Bank, one of the largest film stock houses in the world. Using the Kodak PIW, Image Bank will be able to transfer its hundreds of thousands of 35mm negatives held in inventory to Phot CD files rapidly and inexpensively.
On August 25, Kodk announced plans for a Kodak Picture Exchange to go online next year using the public telephone network, much like text and data networks such as CompuServe. The Kodak Picture Exchange will link stock photo houses, graphic designers, pubishers, and oher distributors of images, and end users.
Looking ahead, film will not long remain Photo CD's only image source. Kodak recently engaged Polaroid to manufature a Photo CD scanner to handle instant photos and existing prints whose negatives are lost.
Kodak will market the scanner as an accssory under its own brand name to be sold along with the PIW to photo finishing labs and others having the output volume neccessary to warrant purchase of the

$100,000-plus PIW system. Scanning capability is also being expanded to cover a variety of positive and negative film formats beyond 35mm- including 70mm, 120, and 4x5-inch.

Four Basic Subsystems
The turnkey PIW system consists of four basic subsystems: The film scanner, which digitizes negatives or slides, scanning film at a maximum resolution of 2048 lines by 3072 pixels by 12 bits in each of the primary colors; the Data Manager, which encodes the image data, automatically performing color and density adjustments; the Writer, which writes the digitized information to a Photo CD disc; and the Printer, which produces what Kodak refers to as a "near-photographic-quality" prints along with the thumbnail prints that serve as a
picture index on the Photo CD storage case.
The device also spews out standard-size prints and
enlargements up to 10 inches square.
There's even more functionality coming. Starting in 1993,
photo finishers will be equipped to record tet, graphics, and sound
on Photo CD discs; they will also be able to encode attribute data
and other information on the discs that enable non-linear sequencing
of the images to be programmed for playback.
Photo CD playback takes place not just on one's computer
display- where images can be manipulated- bit on an ordinary
television set. This is key to Kodak's making Photo CD a burgeoning
consumer electronics product.
Kodak's approach entails use of a specialized Photo CD player
that Kodak recently began shipping; and in a a stroke of consumer
merchandising foresight, the unit also plays back audio on ordinary
compact discs.
In all, Kodak offers a selection of four Photo CD player
models. A basic unit carries a $449 list price. But the top-of-the-line model offers some stunning capabilities. With it, an operator
can change the viewing sequence at will, zoom in or out of an image
using crop marks to focus in on any area of the image, and view the
images under manual control or by automatic timing.
This high-end player also incorporated a five-disc carousel
along with capabilites to handle composite video, S-video, and audio
output. Its price: $549.
Kodak is even working on the ultimate jukebox player for the
image junkie. It has exhibited a prototype player holding
approximately 100 discs- or a nominal capacity of 10,000 images. The
device selecs a disc, transports it to a built-in reader, and begins
reding the disc- all in four seconds.
For those who want to manipulate images and ultimately
incorporate Photo CD images into a properly-sequenced, client
presentation, Kodak launched at last month's MacWorld its Photo CD
Access software.
Available now for $40, it enables any user of PC Windows or
Macinosh to access any image on a Photo CD disc; select and display a
desired image or sequence of images; export the selected photo to a

file in such formats as EPS, TIFF, RIFF, PCX, and PICT; crop and otherwise edit an image and paste it into any image processing, desktop publishing, and other Photo CD compatible application.
In addition, Kodak offers PhotoEdge, a $139 program that lets Mac and Windows users zoom, crop, rotate, and flip Photo CD images; and adjust color, cotrast, and focus. For storage and retreival, Kodak will sell later this year its $399 Kodak Shoebox software for Windows and Mac users. The Shoebox also works with Kodak Picture Exchange.
Photo CD Access software, however, is a entry-level, interim package that will become redundant once traditional software packages become Photo CD enabled. Towards that end, Kodak also sells a Photo CD Access Developer's Toolkit, priced at $695, intended to encourage application devleopers and other third parties to incorporate Photo CD compatibility into their products.

Apple, Kodak Team
Apple announced Aug. 25 it will work with Kodak to incorporate Photo CD access into curent and future Macintoh operating systems. Apple is also building Photo CD compatability into its QuickTime multimedia software; Micrografx Inc. has done the same with regard to its Picture Publisher software; EFI for its Cachet color managemnt software; Corel Corp. for CorelDraw; and Media Cybernetics for the Halo Desktop Imager image processing package.
With Photo CD compatibility, a professional graphics creator will be able to import Photo CD images into an existing system, edit and combine them with other graphics, text, video, and audio elements, blending all of the disparate data types into a state-of-the-art presentation.
The Toolkit actually consists of a library of C language functions that (1) read images from Photo CD discs into memory, (2) decompress high-resolution images, and (3) provide basic image manipulation capability. The Toolkit cannot be used to compress images and write them directly to a disc; that is a task for the PIW system- a strategy adopted by Kodak to assure high-quality image recording on film.
In fact, Photo CD is a practicable technology because it utilizes image compression and decompression effectively. Just how Kodak handles this proprietary aspect of Photo CD turns out to be both surpising and ingenious.
A Photo CD image is actually sored five times at five different resolutions on the same disc; this bundle of digitized pictures is called an ImagePac.
At the high end- denoted by 2048x3072 as well as 1024x1536 resolutions- images are stored in compressed form to reduce storage requirements; the lesser resolution images- 512x768, 256x384. and 128x192- are stored in noncompressed form.
The different resolutions are used as follows: 128x192 for thumbnail index images printed on each disc jacket and used for image retrieval; 256x384 for previewing images on a computer screen; 512x768 for standard NTSC imagery; 1025x1536 for High Definition TV

(HDTV) signals; and 2048x3072 for output to high-quality print.

Fills Up to 6Mb
Each Photo CD ImagePac occupies a total of three to six Mbytes, depending on the actual high-resolution image compression achieved. With present technology, it takes about an hour to fill a disc with 100 ImagePacs on a disc.
What is of concern to end users is the type of CD-ROM drives neccessary to access Photo CD images. It requires an XA copact disc drive that supports so-called Mode 2 multisession operation, meaning that one 24-film roll can be recorded in one PIW session, and then at a later time returned to the photo finisher with another roll of film for recording on the same disc to add more image frames.
The Photo CD approach contrasts with traditional CD-ROM drives where an entire disc is recorded in a single session. In both cases, once recorded, the images in a given sector an be read repeatedly, but they cannot be erased nor can they be recorded over.
Such multisession drives wll be made by Philips, which along with Kodak co-developed Photo CD. Likewise, Sony, Pioneer, and Toshiba all plan to enter the market Photo CD compatible multi-session CD-ROM XA drives; the four manufacturers collectively account for 85 percent of the current market for CD-ROM dirves.
Aside from the question of its ultimate acceptance, Photo CD raises another issue of concern to computer graphics professionals: the viablilty of the compression step that causes the higher resolution images to lose a bit of clarity, an essential tradeoff in exchange for efficient data storage. Presenations creator Mackey insists that he can see no deterioration in image quality when eyeballing his Photo CD works. However, neither he, nor anyone else, has worked with the tchnology to create, for example. slick magazine covers and pages. In such applications, even Kodak offocials have conceded tha Photo CD images will not be adaquate because of resolution loss.
What about the use of Photo CD for high quality poster-size reproductions? One tell-tale experience is forthcoming from Alexandra Asmanis, creative director at Asmanis Design & Associates in Somerville, MA. Her design firm has begun an experiment to create 20x20-inch posters using Photo CD as an image source.
Image security is yet another concern to some professional designers, artists, and photographers. No encryption technology is encorporated into the basic Photo CD to help image originators protect their creations.
However, a Kodak Pro Photo CD Master disc, designed for professional photogtaphers and due to be available in the spring of 1993, offers three security features: a special identifier to indicate image ownership and copyright, the ability to place a watermark (such as "PROOF") over an image, and the ability to encrypt high resolution images. The Pro Photo CD Master disk, which otherwise looks like its consumer cousin, also will store images from larger film formats favored by pros- including 120 and 70mm, and 4x5-in., as

well as 35mm.
A long term threat to Photo CD is electronic cameras. True, current filmless imaging cameras already on the market are bedeviled by either high prices or unacceptably low resolutions. But in five to ten years, when solid state memories and higher capacity sensors become available, electrnic film cameras could give Photo CD a run for its money.
Kodak competitors have been slow to respond to the Photo CD challenge, content to sit on the sidelines and let Kodak take the lead- and the risks.
A few are even "supporting" Photo CD, including film producers Fuji and Agfa-Gevaert that will offer PIW equipment to photo finishers overseas for converting their own proprietary film into Photo CD format.
At least for starters, Kodak seems to have the Phoo CD field largely all to itself, with the computer graphics professionals having the opportunity to call many of the shots- at least, initially.

(Stanley Klein and Malcolm Stiefel have co-authored articlces for many years, for Computer Pictures and other publications. Klein is publisher/editor of the S. Klein Newsletter on Computer Graphics. Stiefel is a computer scientist at Mitre Corp.)

--
mfolivo@sactoh0.SAC.CA.US SAC-UNIX (916) 649-0161
The Good Guys! We know our stuff
Audi The Alternate Route
Atari Power without the Price

3108. Speedo/Works, say what ??

Newsgroup: comp.sys.atari.st
Date: 1993-02-20 12:54:16 UTC
From: ebeling@theo.physik.uni-bremen.de
Message-ID: <ebeling.16.0@theo.physik.uni-bremen.de>
Source record: 209898

Someone obtained a copy of Atari Works/Speedo and was all excited about
the easy installation.

WHAT A SUPRISE !!!!

HOW can you obtain it ? Developers only, or what ?

Curious,

Walter

3109. ST Ultima I or II

Newsgroup: comp.sys.atari.st
Date: 1993-02-20 14:39:33 UTC
From: cpb@sys6626.bison.mb.ca
Message-ID: <mky0yB5w165w@sys6626.bison.mb.ca>
Source record: 209899

Does anyone have a copy of Ultima I or II for the ST? I'm trying to start an Ultima collection and am wondering if these titles are out there for the ST.

I'd be willing to purchase the game.

Please send any information to me via E-Mail as I don't visit the Internet too often. Thanks.

3110. Re: Nethack for 1meg???

Newsgroup: comp.sys.atari.st
Date: 1993-02-20 17:32:48 UTC
From: techno@zelator.in-berlin.de
Message-ID: <06WABGKJ@zelator.in-berlin.de>
Source record: 209900

brianp@netcom.com (Brian Peterson) writes:

>So which version of Nethack WILL work on a 1.0 megabyte 1040STf
>with TOS 1.0 ??? I want the latest version which is stable.
>I don't want to give up nethack until I upgrade my hardware!!!
>(PS I have plenty of HD space.)

NetHack 3.0.10 is completely stable on that machine.

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

3111. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-20 18:29:50 UTC
From: petter@pnilsen.adsp.sub.org
Message-ID: <petter.0a8m@pnilsen.adsp.sub.org>
Source record: 209751
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <TOSE.93Feb18121540@brosme.dhmolde.no> tose@brosme.dhmolde.no (Torbjoern Ose) writes:
> In article <runehy.64.729771767@dhhalden.no> runehy@dhhalden.no (RUNE HYLDMO) writes:
>
> >> There will be cheeper and maybe as good hardware for it I think. The Toaster
> >> is Impressive, but far from the best I have seen. It can be done better
> >> perhaps even cheeper.
> >Have you _ever_ _seen_ and _used_ a toaster??
> Nah, the toaster is not available for PAL I think. Effectively making it a US
> only product. It might be good, but means nothing when it can't be used over
> here.

That was my point, he hasn't accually _seen_ a toaster, but he's still saying
"far from the best I have seen."

Yeah right..

> Torbjorn Ose - tose@unix03.dhmolde.no - "Things Take Time - Piet Hein"

--

\\\\\\ E-Mail: petter@pnilsen.adsp.sub.org |\
\\\\\\ or.. cbmehq!cbmnor!pnilsen!petter@cbmvax.commodore.com| \
>>>>>>===| >
////// Disclaimer: These opinions are ALL mine ! | /
////// -> Save the whales -- collect the whole set ! <- |/

3112. Re: NeXT bags their hardware line

Newsgroup: comp.sys.atari.st
Date: 1993-02-20 18:47:15 UTC
From: bhawker@oneb.almanac.bc.ca
Message-ID: <g200yB3w164w@oneb.almanac.bc.ca>
Source record: 209752

dmb@case.ai.mit.edu (David Baggett) writes:

> In article <1993Feb18.124827.4389@arizona.edu> paul@jupiter.ame.arizona.edu w
> >In article 17425@sae.com, malay@sae.com (Bob Malay) writes:
> >> Next Computer officially drops its hardware line - lets all have a moment
> >> of silence.
> >
> >What? Are you serious? No more NeXT? Where did you hear this?
>
> As of February 10th (or so), NeXT is no longer doing hardware, only
> their NeXTSTEP software (for 486's). See comp.sys.next.advocacy.

Isn't there something about Canon taking over NeXT and their technology.
Perhaps there will be a Canon line of NeXT computers in the near future?
Please enlighten me.

Bruce...
>
> Dave Baggett
> __
> dmb@ai.mit.edu Natural Language Processing MIT AI Lab
> ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
> PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

bhawker@oneb.almanac.bc.ca (n)
The Old Frog's Almanac (Home of The Almanac UNIX Users Group)
(604) 245-3205 (v32) <Public Access UseNet> (604) 245-4366 (2400x4)
Vancouver Island, British Columbia Waffle XENIX 1.64

3113. Re: Macintosh Advocate:Devils Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-20 19:34:47 UTC
From: ekrimen@wet.UUCP
Message-ID: <5348@wet.UUCP>
Source record: 209753

In article <1m49tgINNhou@shelley.u.washington.edu> jjf@carson.u.washington.edu (changed to protect the innocent) writes:
>
>Atari has had some good ideas, look at the Lynx, a great little game machine... extremely well done, but very one who has had one has had too many problems withtthem breaking! atari also does not support their products.. it is hard to find NEW lynx games in some places.. if segaor nintendo had that machine it would be a big success....

Bob Brodie said at our user group meeting that they're going to be starting up a Lynx ad campaign soon. I think he specified a certain month, but I don't remember which one. It may be March. I wouldn't be surprised if they go with the 800 number thing, for the Lynx as well as the Falcon. It's the 'In' thing these days. :^)
--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ AEO.5 (GEnie)

3114. Re: CFV: Creation of comp.sys.atari.advocacy

Newsgroup: comp.sys.atari.st
Date: 1993-02-20 20:46:38 UTC
From: oyakea@warren1b.its.rpi.edu
Message-ID: <=5=4kzf@rpi.edu>
Source record: 209754
Cross-posted to: news.groups,comp.sys.atari.st,comp.sys.atari.st.tech

I vote yes to the creation of comp.sys.atari.advocacy

Name: amalaye oyake
at: rpi.edu rensselaer polytechnic institute
id: oyakea@rpi.edu

3115. Logic Simulator

Newsgroup: comp.sys.atari.st
Date: 1993-02-20 21:21:51 UTC
From: al135@cleveland.Freenet.Edu
Message-ID: <1m67dfINN9st@usenet.INS.CWRU.Edu>
Source record: 209755

Anyone know of a good logic simulator for the Atari ST? I hear there is a PD/Shareware one out there, but I don't know its name or where to find it. ???

Tom
--
===
"STyx and STones" Texas Tech University, Lubbock, TX
al135@cleveland.freenet.edu z3fox@ttacs1.ttu.edu

3116. Re: In living colour (Was Re: A1200/4000 v. Falcon 030 FAQ)

Newsgroup: comp.sys.atari.st
Date: 1993-02-20 23:12:39 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1m6dt7INNnr6@uwm.edu>
Source record: 209756
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1m6bnr$3uq@bigboote.WPI.EDU>, Brent Burkholder (eyeq@wpi.WPI.EDU) wrote:
: One second.... may be only 256 "perfect" greys in the 24 bit range, but what
: of all those thousands of "off-grey" colors that you can get by adding or
: subtracting from 1 to 5 of the value for a given color. Take for example these
: colors: (128, 129, 128), (124, 128, 128), (130, 126, 131)

: These wouldn't be true "grey scale" but the human eye wouldn't be able to
: distinguish these from a true grey in any case and the net result is that we
: have access to all of the "grey" we can use. Note, the eye would still be able
: to see a difference, but it would think that they were both grey.

It wouldn't matter--something to take into account in these cases are
brightnesses--a maximum of 256. No matter how many "off" colors you
have, in a greyscale image, they will fall under one of 256 categories in
a 24-bit system. No matter how you vary the color, it will end up being
one of 256 brightnesses.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
"Surprisingly, however, nobody has yet discussed the relationship
between Commodore's net profits and the size of my dick." -Dan Barrett
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) :) Wubba :)

3117. Re: In living colour (Was Re: A1200/4000 v. Falcon 030 FAQ)

Newsgroup: comp.sys.atari.st
Date: 1993-02-21 00:13:18 UTC
From: eyeq@wpi.WPI.EDU
Message-ID: <1m6heu$8rg@bigboote.WPI.EDU>
Source record: 209757
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1m6dt7INNnr6@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <1m6bnr$3uq@bigboote.WPI.EDU>, Brent Burkholder (eyeq@wpi.WPI.EDU) wrote:
>: One second.... may be only 256 "perfect" greys in the 24 bit range, but what
>: of all those thousands of "off-grey" colors that you can get by adding or
>: subtracting from 1 to 5 of the value for a given color. Take for example these
>: colors: (128, 129, 128), (124, 128, 128), (130, 126, 131)
>
>: These wouldn't be true "grey scale" but the human eye wouldn't be able to
>: distinguish these from a true grey in any case and the net result is that we
>: have access to all of the "grey" we can use. Note, the eye would still be able
>: to see a difference, but it would think that they were both grey.
>
>It wouldn't matter--something to take into account in these cases are
>brightnesses--a maximum of 256. No matter how many "off" colors you
>have, in a greyscale image, they will fall under one of 256 categories in
>a 24-bit system. No matter how you vary the color, it will end up being
>one of 256 brightnesses.
>
>Greg

Fine, but the point being that minor variations off of the actual real color
can be used to fake the inbetween colors with a very convincing degree of
realism. As long as it looks ok, the human eye really doesn't care whether its
pure or not.

3118. Macintosh Advocate: Round 2

Newsgroup: comp.sys.atari.st
Date: 1993-02-21 02:02:35 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Feb20.200235.11032@iscsvax.uni.edu>
Source record: 209758

Once the Atari Falcon reaches the stores, the question is when do we have to wait for faster models, ie faster 030's and a line of 040 Falcons. Some one was claiming that Apple was looking at their pocket book by supposely offering incremental improvements. Well the Apple techi set that user straight since he is a member of the product team that created the Centris and Qaudra line. Atari has only offered incremental improvements...

The Question is when is Atari going to offer Falcons with slots such as the nubus archetecure found on the Mac line. That way it would be easy for hardware developers to develop graphic and video boards, such as the Toaster on the Amiga. Atari should get a clue...Who wants to buy a falcon if you cannot upgrade the processor and graphics...At least on the lowend Mac, ie the LC line and color classic their is a pds slot(except the classic I and II) where you can add a video spigot or a faster processor...

Its been seven months since Atari announced the Falcon, meantime Apple has moved on.... Why doesn't Atari buy or lease the NEXT factory in California. How come Apple can have their own factories and Atari can't...Time is runing out Sports Fans..

3119. Any one out there?

Newsgroup: comp.sys.atari.st
Date: 1993-02-21 02:23:42 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Feb21.022342.117900@zeus.calpoly.edu>
Source record: 209759

I haven't seen any postings since the 17th anything wrong or is everyone
just being quiet?
If there have been postings since the 17th please e-mail me so I can
find out what is going on with my system.

*steve smiller@farad.elee.calpoly.edu
*electronics engineering dept.
*cal poly slo

3120. Re: AtariWorks/SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 1993-02-21 03:21:03 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Feb20.222103.15454@bsu-ucs>
Source record: 209760

> Atari seems to have finally gotten it right. SpeedoGdos took not more than
> 5 minutes to install, along with AtariWorks. The install program asks you
> where you want it to put the Printer Drivers, and where you want the fonts,
> and then goes and does it all for you. There isn't any ASSIGN.SYS nonsense.
> There is a simple .ACC for changing the assigned printer driver and another
> for which fonts are installed. Nothing to the latter, it presents you with
> a list of all your Speedo fonts and you click on the ones you want.
>
> Atari Works is quite nice, ala MS and Claris Works for those who are
> familiar with those. Quite simple, intuitive, and easy to use. Little
> icons for right, left, center and full justification, line spacing,
> type style, etc. Also has a text macro thingy for assigning up to
> 10 Font/character styles to the function keys. This lets you do thing like
> use 12 pt. Charter font for the main text and 10 pt. for sub and super
> scripts, with great ease. Formatting is handled well and it has both a
> spell checker and a thesaurus. Both are pretty smart and have lots of
> words. Those of you who know Mike Fulton won't be surprised that the
> spell checker is ok, as he wrote it. The rest of AW was written by one
> man in one year. No overtime, all night programming binges. This is a good
> example of what can be produced by a non-team. A horse that looks like a
> horse instead of a camel.
>
> Can't wait to drop over to Egghead this weekend and pick up some IBM
> speedo fonts.
>
Is AW available now? From where could I order it? Is there a demo available?
Maybe just some digitized screen-shots so I'd know at least a little what to
expect?

What is this about IBM Speedo fonts? Is SpeedoGdos some sort of standard, or
can it just use different sorts of fonts?

-Matt

3121. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-21 04:04:54 UTC
From: petter@pnilsen.adsp.sub.org
Message-ID: <petter.0a9c@pnilsen.adsp.sub.org>
Source record: 209761
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <runehy.75.730117494@dhhalden.no> runehy@dhhalden.no (RUNE HYLDMO) writes:
> If you live in other countries than the Scandinavian ones I think you could,
> but what the heck you can't get an A4000 ec030 nor a A1200 here either. The
> A1200 won't ship here until March. This I know since I work in a shop where
> we sell amiga and atari. The Falcon will probably arrive shortly after that.

Then you don't know enough, 'cause the A1200 is shipping in this very moment
in Norway.

> Rune H.

--

\\\\\\ E-Mail: petter@pnilsen.adsp.sub.org |\
\\\\\\ or.. cbmehq!cbmnor!pnilsen!petter@cbmvax.commodore.com| \
>>>>>>===| >
////// Disclaimer: These opinions are ALL mine ! | /
////// -> Save the whales -- collect the whole set ! <- |/

3122. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-21 04:39:57 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1m712tINN8pm@golem.wcc.govt.nz>
Source record: 209762
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

> (each machine has 4096 processors).

4096!? Sheez, what is it, a Cray!?

3123. Re: Speedo/Works, say what ??

Newsgroup: comp.sys.atari.st
Date: 1993-02-21 06:42:21 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <76137@cup.portal.com>
Source record: 209763

I was invited by Atari for an evaluation copy. It should be available in a couple of weeks. I was exchanging msgs. with Bill Rehbock on GEnie where I sysop an RT. He knows I inhabit a lot of online systems and more than likely figured that if I liked it I'd say so. I do and did. Its not perfect, but its very nice, especially for the newer computer user. Its a very nice combination of WP, DBase, and Spread sheet that should handle the needs of 90% of the people. I own a ton of specialized software, but don't really need more than AW for my checkbook register, the newsletter I publish, etc.

If anybody really wants info about Atari, Works or whatever, the best place I know of, short of going to Sunnyvale is GEnie, where I got to talking to Bill.

3124. Expander/Compress conclusions

Newsgroup: comp.sys.atari.st
Date: 1993-02-21 07:39:17 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <7R0aZB2w165w@sys6626.bison.mb.ca>
Source record: 209764

First, my thanks to all who helped me in the finding and using
of the above programs. The reviews...
Expander takes a ss disk and converts it to ds without losing
any data. Does it work on copy-protected disks? Sort of. All 4 disks I
tried it on booted up ok. After that, things get iffy with some
programs not working 100%. If you want to try it go ahead, just make
sure you run it on a back-up copy.
As for Compress not compressing, someone told me that pre TOS
1.4 users have to use a cli to uncompress files because COMPRESS uses
both upper and lower case commands and old TOS' has problems with that
when it comes to TTP programs. All I know is that under CLI, I was
able to decompress files.

3125. Re: Atari Explorer Online, net distribution.

Newsgroup: comp.sys.atari.st
Date: 1993-02-21 10:29:10 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.7r&BZ24fiV_@yonder.equinox.gen.nz>
Source record: 209765

In <C2o1Lu.BMF@rahul.net>, Timothy Wilson writes:
>This years AEO's are now at:
>
>rahul.net
>in the directory /pub/wilsont
>
>as soon as I can, I'll ftp them also to Atari Archive.
>
>I'll continue to distribute them in the future.
>
>--
>Timothy Wilson <wilsont@rahul.net>

Is there a mailing list for AEO like Z*NET ????

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Coming at you not quite live & direct from Christchurch, New Zealand *

3126. Re: Macintosh Advocate:Devils Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-21 14:10:54 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Feb21.191054.15811@miavx1.acs.muohio.edu>
Source record: 209766

In article <1m49tgINNhou@shelley.u.washington.edu>, jjf@carson.u.washington.edu (changed to protect the innocent) writes:
>
> Atari has had some good ideas, look at the Lynx, a great little game
>machine... extremely well done, but very one who has had one has had too
>many problems withtthem breaking! atari also does not support their
>products.. it is hard to find NEW lynx gam

But the Lynx was something Atari bought, slapped their name on, and tried to sell. (Same story with the Portfolio)

Atari could've dominated the handheld market, but decided not to market it at all.

Later.....

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You like Earth Jazz, she likes Klingon \rlcollins@miavx1.acs.muohio.edu
opera, so you compromise, and listen to \RC1DSANU@miamiu.acs.muohio.edu
Klingon opera." -Odo, Star Trek- Deep Space Nine \rcollins@apsvax.aps.muohio.edu
\ R.COLLINS1 on GEnie
-----=======}}}}}}}}(((((()))))))){{{{{{{{{=======----- 21-FEB-1993

3127. Modems and the Atari ST...Starting a FAQ. Send Info!.

Newsgroup: comp.sys.atari.st
Date: 1993-02-21 15:35:03 UTC
From: jhurwitz@access.digex.com
Message-ID: <1m87f7INN1vc@access.digex.com>
Source record: 209767

Hello all, I am a current(and very happy) Atari St user and BBS Sysop. I'm interested in starting a FAQ(Frequently Asked Questions) Sheet for people who have ST's and want to use a modem. We all know that the St is a powerful telecommunications tool. It would be a great help to people if they had a guide to go by when they wanted utilize the ST for such duties. So send any and all information, email to me (address below) about what you feel is important information that the Atari ST community needs to know. I would especially like to see the subjects of 14.4 modems, Brand compatabilty and the Serial Port problem addressed. With good response I hope to be posting the first FAQ by early/mid of March. Thanx in advance to all those who contribute.

```
__/ / . + .
_/__/_/\
_/____/ \/ J. Hurwitz ,
. / / \/| . *
/ / /|/ The MIDI master . o
/_____/ / |
//____/\\/ / Roaming Cyberspace "Space is the place"
/ o \ ||/ .
| o o |// . -Sun Ra +
\o o// jhurwitz@access.digex.com
--^-- . *
+ ' +
```

3128. ST hardware/software Update!

Newsgroup: comp.sys.atari.st
Date: 1993-02-21 15:41:18 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1m87quINN8k8@usenet.INS.CWRU.Edu>
Source record: 209768

```
################################################################################
Hardware
################################################################################

Comrex Daisy Wheel printer (made by Brother). Fairly quick for a
daisy wheel, uses Brother typewriter printwheels, works
great. Serial AND Parallel interfaces.....................25

Fortis DM1310 9-pin dot matrix printer. Works well, but I think it
might need a new print head. Uses Epson ribbons, new ribbon
included..................................................25

StereoTek LCD 3D Glasses (Very rare and hard to find, original box
and disks)..............................................FIRM 85

Amdek amber monochrome monitor (works on XEP80, Apple II, etc).......25

################################################################################
ST Software
################################################################################

NeoDesk 3.0 (incl. NeoCLI & Neo ACC's Vol. I).....................30
Cyber Studio (CAD 3D 2.02, Cybermate, Cyber Control).............35
TDI Modula/2-ST (old version).....................................15
Flight Simulator II Scenery Disks 7 and 11 (w/all docs) both for 15
Tempus 1.0.....................................................7
InterLink 1.85.................................................7
I*S Talk (Integral Solutions)...................................7
Populous (disk only)...........................................7
Quick ST 2.0...................................................7
Jet (subLOGIC).................................................7
Barbarian (Psygnosis)..........................................7
GFA Vector (Michtron)..........................................7
Breach (Omnitrend Software)....................................5
Gamestar Baseball..............................................5
Renegade (disk only)...........................................5
Infocom's Infidel (disk only)..................................5
Strip Poker (old, disk only)...................................5
Chessmaster 2000 (disks only)..................................5
Time Bandit (disk only).....................................5
Silent Service (disk only).....................................5
Skyfox (disk only).............................................5
Starglider.....................................................5
Lords of Conquest (disk only).................................5

Abacus ST GEM Programmer's Reference (book).....................7
```

##
Magazines
##

ANALOG Computing

Issue 11 through issue 49, also issue 51 (40 issues total).....40

Antic Magazine

Oct/Nov 1982 (Vol 1, No. 4)
Feb/Mar 1983 (Vol 1, No. 6)
April 1983 through August 1983
November and December 1983
June through December 1985
January through December 1986
January and March 1987 (30 issues total).....35

STart Magazine

All of 1986 and 1987 (8 issues)
Special Issues 2 and 3
Spring 1988, Summer 1988
October through December 1988
January through December 1989 (missing July)
January through November 1990 (missing July, September)
Feb/March 1991
April/May 1991
STart disks from various issues (not sure which, but MANY)
Only a few original disks remain -- most have been converted to
high density disks and zipped with ST ZIP 2.0 (36 issues total)
AND lots of disks.....65

Most are in excellent condition (none are falling apart, though some
have had plenty of use). Take ALL of them for $125.

##

Prices do not include shipping.

If you're interested in any of these items, please send me Email.
Thanks!

--
""""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
"""

3129. Hebrew Fonts for Calamus?!?

Newsgroup: comp.sys.atari.st
Date: 1993-02-21 16:00:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A2961@K.maus.de>
Source record: 209769

Hi all!

Does anyone here know where to get "foreign" fonts for Calamus (SL)?

Urgently needed are:

- Hebrew
- Cyrillic (sp?)
- Eastern Europe

Very important: Homebrew quick-and-dirty fonts are useless here; we need them for large banners, so the font quality has to be excellent.

thanks in advance, Peter

3130. RE: Falcon, falcon, falcon

Newsgroup: comp.sys.atari.st
Date: 1993-02-21 18:45:02 UTC
From: selbyr@meena.cc.uregina.ca
Message-ID: <21FEB93.18450232@meena.cc.uregina.ca>
Source record: 209770

Is there a compendium/list of commercial software titles that work on the Falcon so far? (ST games I mean). Is there a FAQ with such information.

3131. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-21 19:42:32 UTC
From: mueller@cs.ubc.ca
Message-ID: <1m8lv8INNdff@giraf.cs.ubc.ca>
Source record: 209771
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <Pgw9yB5w165w@iowegia.dsm.ia.us> spanky@iowegia.dsm.ia.us (Lannie Schafroth) writes:
"mueller@cs.ubc.ca (Stephan Mueller) writes:
"> In article <1993Feb13.180710.14504@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.mi
"> > Actually, the reason that the Amiga could never really make it, even if
"> >Cubase was made for it is the lack of a STANDARD MIDI interface. There are
"> >at least 4 out there I have seen and all approach it from a different angle.
"> >Sinne there is no standard, the software would have to be written to use eac
"> >one or people would have to buy another (if they already own one) Midi
"> >interface!
"> I don't know about that. I bought a MIDI interface for my Amiga. I
"> bought MIDI software for my Amiga. They work together. Every MIDI
"> interface I'm aware of for the Amiga uses the serial port. Every MIDI
"> package for the Amiga uses the serial port. Seems pretty standard to
"> me. I think you're wrong on this one.
"> >[Mark Santora]
"> stephan();
"When we talk standard here, we don't talk about the computer
"working or not. RThey are talking a standard library format and
"other stadards so all MIDI created files can be used on any
"platform. Atari had a huge dealing in that desicion. A lot of
"what Atari allready had was used for the standard.

The original poster was pretty directly stating that different MIDI _interfaces_ (implying hardware interfaces) require different software. And that is simply not true. There is no need to own more than one MIDI interface on the Amiga. I picked one up at random (bought it used from a friend) and it works just peachy with all the different MIDI capable programs I've tried it with.

As for standard library formats and such, I don't see a problem. Being able to use all MIDI created files on any platform is a great idea. Let's do it. Atari may have had a great deal to do with setting those standards, great. Now, let's write software using them. There is no reason one couldn't write Amiga software to conform to those standards. So, the original poster's reason for claiming that the Amiga could never make it as a MIDI platform is bogus.

stephan();

3132. Anyone know what these chips are?

Newsgroup: comp.sys.atari.st
Date: 1993-02-21 20:59:52 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1m8qg8INNbv9@phakt.usc.edu>
Source record: 209772

Hi all,

I picked up some chips the other day from a guy selling used chips.
He said they were 1MB, but looking at the numbers, they look like they might
be 4MB simms (and I got a deal!). Does anyone know what the 2-chip simm
with model number on each chip being:

TMS44400DS-80

is? I realize that it is 80ns, but other than that, I haven't a clue. Also,
does anyone know if 2chip SIMMs will work in a TTram expansion card (like the
GEsoft card)?

Thanks,

MikeB

Please reply in email, unless a lot of people are interested in this bit o'
trivia.

3133. Re: FTPable GIF viewers?

Newsgroup: comp.sys.atari.st
Date: 1993-02-21 21:07:27 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1m8qufINNcd0@phakt.usc.edu>
Source record: 209773

In article <1lv3avINN8k7@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>Don't bother with GEM-View to View GIF's with on an ST. (TT or
>Falcon, fine....) As it only shows 16-colors. And the latest version
[stuff deleted]

>Photochrome will do the trick nicely, allows viewing of GIFS in the
>full 256 colors on any Atari Machine. (And will let you do all

Unfortunately this is not true. Photochrome does not run on the TT.
I realise in the first paragraph you admit that, but then in the second you say
"on any Atari Machine" and that can be rather misleading.

To be honest, I wish they would come out with a TT version of
Photochrome. Can you think of how cool it would be to see 640x480x19kcolors
(I think that is the number for the STe high-color mode) on a stock TT?
Whatever, you know what I mean.

>&#65533; Contrary to popular belief, money IS everything! ||| &#65533;
>&#65533; To cause a catastrophic disaster, you need a computer! ||| TARI &#65533;
>&#65533; If several things can go wrong, the one that will / | \ &#65533;
>&#65533; cause the most damage, happens first! At least it goes! &#65533;

{.sig trimmed 'cause emacs has half written in \#s.}

-MikeB

3134. Re: In living colour (Was Re: A1200/4000 v. Falcon 030 FAQ)

Newsgroup: comp.sys.atari.st
Date: 1993-02-21 23:00:52 UTC
From: mart4678@mach1.wlu.ca
Message-ID: <C2tMLH.FEt@mach1.wlu.ca>
Source record: 209774
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

Hello. I have been wondering about this for quite a while, and this looks like the place to ask, so here goes:

I have seen the SVGA palette described in a few ads as "an infinite number of colours", and I have heard PC guys say similar things when I ask them how many colours they can choose from in SVGA. Now, knowing what I know about computers, I find it hard to believe that there are registers capable of holding "an infinite number", so what gives? Is it a 16.8 million colour palette, or what?

Thanks,

Phil Martin.
mart4678@mach1.wlu.ca

3135. Schoonschip HELP!

Newsgroup: comp.sys.atari.st
Date: 1993-02-21 23:26:24 UTC
From: KRC@ECLX.PSU.EDU
Message-ID: <p-12Hxnmsc@atlantis.psu.edu>
Source record: 209775
Cross-posted to: comp.sys.amiga.applications,comp.sys.amiga.misc,comp.sys.atari.st

Hello all!

I'm looking for help in using Schoonschip, a symbolic math solver program written for numerous computer platforms.

I have read through the provided documentation (the program is freely redistributable) and I am still quite confused! I have used Maple and Mathematica on various machines and haven't encountered much difficulty, but this program has me lost. I am interested in using this program simply because I do not have the money to purchase either of the above programs.

If you have used Schoonship, I would appreciate some help in solving some basic problems (differentation, integration, solving for one unknown, etc.). I haven't been able to make heads or tails out of the provided examples....

Thank you so much for your time!

Keith Connors Penn State Electrical Engineering krc@eclx.psu.edu
---

3136. Re: How many TT's are there?

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 01:17:36 UTC
From: gkirkaldie@sanity.tdkcs.waterloo.on.ca
Message-ID: <H.ea.1SPW1T2l6gw@sanity.tdkcs.waterloo.on.ca>
Source record: 209776

In <H.SApJI4KS9RM@fredrik.atari.no>, Joern Moe writes:
>In <C2JBu9.1CB@ccu.umanitoba.ca>, Trevor Eaton Cordes writes:
>>>And I'm no. three.
>>
>>To add 1 to the Canadian count, here I am. (I heard Atari sold a lot of
>>TT's here in Canada...for our relatively small population (vs US))
>>
>>I have a lowly 4STx4TT megs of RAM (wish I had sprung for the 16TT, or
>>configurable board, dammit... 32MB (+8 ST RAM??? =40MB???!) doesn't sound
>>bad, either).
>
>That would be 32MB TT and 10MB ST (8 exp. + 2 onboard) = total 42 MB
>(I 'only' have 24MB (20TT/4ST))
>
>>How do all you other TT owners feel about Falcons? Planning on upgrading
>>(or is it downgrading???)? Should I stick with my TT and just buy a funky
>>Crazy Dots VME card for better-than-falcon graphics? Wait for an 040?

OK, all you TT owners with more memory than I do, just piss off! :-) I only
have 2M of ST Ram, and here I'm hearing about people with 42M. I can handle
going to ISD/DMC and drooling over their 42M TT, it's everything else they
have that I want. But to hear about other people having the memory...

Anyway, my question is: On the ST Ram board from Atari, it obviously has
more than just a connector and the memory. Could anyone tell me exactly
what it is on board that's so special that TT Ram won't work without it?

And also if anyone knows of any cheap DIY yupgrades for more ST Ram.

>BTW. My plans for the F030 I surely someday will purchase is to use it in my
> stereo as a 4 way active filter to drive my 4 way speakers. One amp. for
> bass, one for lower midrange, one for high midrange, and one for the
> tweeter. I already have the setup, but with a analogue 4 way active
> filter:-)

I'd like to integrate a Falcon into the car so that it'd handle the job of
equalization on all 4 channels and have it set itself to be just exactly
perfect. ie generate some pink noise, analyze 4 different channels and set
each one to reproduce the required frequencies correctly.. Plus it'd be the
coolest if it were hooked up to say a 5" monitor in dash to give a
full-spectrum spectrum analyzer! And play games of course :-)

--

TT030 |'87 Mustang GT |George Kirkaldie
||| |Pioneer, Audio Control |gkirkaldie@sanity.tdkcs.waterloo.on.ca

```
||| |Phoenix Gold, Kicker |
/ | \ |Flowmaster, Motorsport |Cambridge, Ontario, Canada
A T A R I | |
-------------------------------------------------------------------------
```

3137. Re: Finally!

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 03:52:11 UTC
From: robart@agora.rain.com
Message-ID: <C2u030.16@agora.rain.com>
Source record: 209777
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <1993Feb22.003135.13885@microsoft.com> iank@microsoft.com (Ian Kennedy) writes:
>In article <michaelw.07g4@phoenix.adsp.sub.org>
cbmvax.commodore.com!cbmehq!cbmaus!phoenix!michaelw writes:
>>In article <1993Feb16.103600.12609@fuug.fi> an2065@anon.penet.fi (Marc N. Barrett)
writes:
>>> I want to inform you that I finally got rid of my A3000, and bought an
>>> Atari Falcon. Surely, Commodore will never put a DSP chip in the Amiga.
>>> Just waiting for a Falcon Macintosh emulator now
>>Surely, you are totally full of shit. And wrong about the DSP.
>>NOW will you piss off and leave us alone?
>
>Way to go dude! You just flamed a forged post, a hoax! Didn't the
>"an2065@anon.penet.fi" clue you in? Why would someone post an
>anonymous message with their name in the headder? Hmmm?

You're right, only a complete moron would do that.

Hmmm...

3138. Re: SpeedoGdos/Atari Works/Bitstream Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 03:57:14 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <76176@cup.portal.com>
Source record: 209778

Speedo Gdos uses the Bitstream fonts. They are available all over the place, having been in the IBM world for years. There are around 1500 different fonts available. Prices of fonts are real reasonable too. Since the disk format is the same (on 3.5" DD disks) they are usable by the atari with SGDOS.

AW probably won't be available for a couple of weeks yet. I found a bug or two which they probably want to quash.

(-: Happy Bytes :-)

Dave Flory, ALERTsys*Cop
19:56 PST - 02/21/93

3139. The TRUTH of "True Color"

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 04:28:45 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12123@uqcspe.cs.uq.oz.au>
Source record: 209779
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst) writes:

>a) true color == 24bit color because this is more (sort of) than what the
> human eye can resolve

>b) true color == does not use a color palette

EXACTLY. In the X-windows for "xdpyinfo" it has the following text:

```
visual:
visual id: 0x8006a
class: TrueColor
depth: 8 planes
size of colormap: 8 entries
red, green, blue masks: 0x7, 0x38, 0xc0
significant bits in color specification: 8 bits
```

HUH! An 8-bit TrueColor!

Those "masks" indicate that it has 3 bits red, 3 bits green, 2 bits blue.

So there you go.

Stop complaning about the 16-bit truecolour of the Falcon - 5 bits red,
6-bits green, 5-bits blue.

The xdpyinfo manual also mentions "PseudoColor" and "StaticColor".

```
--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
\_.-._/ University of Queensland, _// || \\_ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || \_| _________________________|
```

3140. Re: Video bus/graphics op speed (was A1200/4000 v. Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 05:55:32 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12132@uqcspe.cs.uq.oz.au>
Source record: 209780
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In <1993Feb16.233547.23159@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

>There is a way on the Amiga
>to move the 8 bitplanes with one blitter access. All you need
>to do is construct a copperlist in such a way that you change
>the bitplane pointers to point to the next 'memory line', arranging
>the memory also in such a way that data is in the following format:

> bitplane #0, y=0 0000000000000000
> bitplane #1, y=0 1111111111111111
> .
> .
> .
> bitplane #7, y=0 7777777777777777

> bitplane #0, y=1 0000000000000000
> bitplane #1, y=1 1111111111111111

hehe.... The Falcon (and ST and TT) interleave bitplanes at the word level, so this "copper-list" thingy is weeker. For example, to copy 16 word-aligned 4-bitplane-pixels, you only need to move a CONTIGUOUS 8 byte chunk of memory. On the Amiga, bitplanes are sparse. Normally, they are completely separate (eg. STLow on an Amiga would be 4 separate 8000byte exapanses of memory). The copperlist allows the interleaving to be done on a per-line basis - but that's not as useful as the Atari's word-interleaved format.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

3141. Re: Convert .au files

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 06:00:15 UTC
From: matthew@hitech.com.au
Message-ID: <730360809.2679@hitech.com.au>
Source record: 209781

ggreenbe@rodan.acs.syr.EDU (Gerald Greenberg) writes:

>In article <1llnrgE8aq@uni-erlangen.de> mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>>ter5424@ritvax.isc.rit.edu (T-Dub/SGP '93) writes:
>>
>>
>>>Is there any program out there for the ST that will allow me to convert
>>>*.au sound files from the UNIX to some sort of ST format to be played on the
>>>ST? If you can reply by mail, it'd be greatly appreciated.
>>
>>At the end of february the newest version of FORTUNE for the Falcon
>>will be placed to atari.archive.umich.edu. Fortune V1.0 will not only
>>play sound fortunes, it will be able to convert the following file types:

>This is very good news, but what about the availability of
>such a program that works on a good ol' ST, not a Falcon, not
>a TT, and not even an STe?
>Is there such a thing?
>--Gerry
>ggreenbe@rodan.acs.syr.edu

Yeah, there's this bunch of digi sound programs bunched together
called Digi Stuff!. In there there's a program called 'SPARC2ST' which
convertrs .au to atari format. Works okay, but the sound quality isn't as
good as the Sparc's. I *think* it's either on a.a or umich-edu FTP site
(I'm not sure which I got someone else to download it for me).

Hope this is useful,
-matthew

--
Matthew Smith-Stubbs | "..and you wouldn't know good advice if it came up and
Brisbane, Australia. | did a biff y in your face."
matthew@hitech.com.au | -- Grandma UNIX.

3142. Emacs: Bus Error w/ Garbage Collecting

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 06:12:55 UTC
From: tevans%sunset.cs.utah.edu@cs.utah.edu
Message-ID: <1993Feb21.231256.10069@hellgate.utah.edu>
Source record: 209782

I have the recent version of Emacs from a.a.u.e (I believe
it is version 18.58) for Mint. Whenever emacs does garbage
collecting it always dies with a bus error. I have a
Mega2ST w/ 4 megs ram, TOS 1.4, and the stock 68000 processor.

Could somebody please help me to fix the bus error problem?

Thanks,
tevans@cs.utah.edu

3143. Re: Looking for C packages ...

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 06:50:31 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12134@uqcspe.cs.uq.oz.au>
Source record: 209783

>Benedikt_Heinen@firemark.fido.de (Benedikt Heinen) writes:

>> - GNU cc/c++ and according tools
>> good compiler, good libs, good tools, free software
>> *but* slow compiler, huge executables, needs much harddisc and RAM space
>> to use

"Huge executables" may bit a bit misleading. GCC can produce quite small executables, depending on what options you choose.

Optimizing will produce executables 1/2 the size of unoptimized code.

Striping the executable further shrinks it.

I have written programs that take about 200 BYTES, by using the minimal.h include file, osbind, and -nostdlib. Of course, this is getting into the realms of pointless, since blocks are AT LEAST 512bytes (and 4K on my drive, I think... not sure how that sort of thing works :-])

I think it is probably correct that IN GENERAL, the GCC executables are *slightly* larger than those of other compilers, due mainly to the complexity and thoroughness of the C library for GCC.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _____________________|

3144. Re: PC DITTO & Falcon first impressions by a new user...

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 06:59:07 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12135@uqcspe.cs.uq.oz.au>
Source record: 209784

neil@cs.hw.ac.uk (Neil Forsyth) writes:

>Put simply, the bug is that the Falcon will implement a change of screen
>address at any time the video hardware is not accessing the screen RAM.
>ST's etc will only implement the change at vertical blank but before causing
>the interrupt. So ST programs that do proper screen handling will on some
>occasions end up writing to the visible screen when using double buffering.

Neil, will this work:

```
FlipToScreen(char* screenpointer)
{
Setscreen(-1,screenpointer,-1);
Vsync();
}
```

If so, then MANY programs should work. Those that use:

```
FlipToScreen(char* screenpointer, int wait)
{
Setscreen(-1,screenpointer,-1);
WaitUntilThisManyVBLsSinceLastCall(wait);
}
```

Should also work.

Anything else sounds like "hitting the hardware"... and such code deserves
to die. I don't see think it is correct to say the Falcon's video chip
has a "bug" just because it isn't exactly the same as old ST chips.

Dave Baggett or I wouldn't send our ST back for repair just because some
program's "overscan" hack didn't work on our machines. (and probably
has BUCKLEY'S on a Falcon).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

3145. Re: SpeedoGdos/Atari Works/Bitstream Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 07:05:58 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Feb22.020558.15506@bsu-ucs>
Source record: 209785

In article <76176@cup.portal.com>, Dave_Ninjajr_Flory@cup.portal.com writes:
> Speedo Gdos uses the Bitstream fonts. They are available all over the
> place, having been in the IBM world for years. There are around 1500
> different fonts available. Prices of fonts are real reasonable too. Since
> the disk format is the same (on 3.5" DD disks) they are usable by the
> atari with SGDOS.
>
> AW probably won't be available for a couple of weeks yet. I found a bug
> or two which they probably want to quash.

Thanks!

Could you let us know when they _do_ become available? Or will there be some
sort of announcement as to where we can find AtariWorks/SpeedoGDos?

BTW, what is the forecasted price going to be for this sucker?

Have you had a chance to play around with printing on a dot-matrix printer yet?
How slow is it? 8-|

-Matt

3146. MiNT ....also EMACS

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 07:54:09 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1ma0r1INN1id@phakt.usc.edu>
Source record: 209786

Hi all,

I have been massaging my system into shape but I have a few
questions.

I noticed, using the ps.cpx, that bootgem runs two processes. One
is about 28k, the other is about 1.2MB! Does anyone know if that is
Neccessary? If not, how do I reduce its size (I had thought it was all of
the allocations for bootprgs and .accs, but removing those didn't change
it by one byte.

I notice that when I boot, MiNT automatically runs TCSH, without
my having even selected the tosprograms.cpx. Is that a normal occurance
as well, or is there some way of inhibiting the initial startup of TCSH
(and no, it is not inited or execed).

My manpager is a bit funky. When I use less.ttp, it doesn't
interpret the escape codes correctly when I call man (from the man3 of
the Distrib_kit - Simon, I lost your address again, and the address in
the kit keeps bouncing). If I use more.ttp, the screen looks correct
(inverted letters, etc.) but in neither case (more or less) can I man
the man1,man2 etc. docs, only the files in cat1, cat2, etc. I keep getting
an error of "cannot open c:/lib/tmac/tmac.an". Is there a setenv that
I can set it to look in the right place? BTW, I made a c:/lib/tmac/tmac.an
by copying the one installed in /usr/local/lib/nroff to c:/lib/tmac but
it still couldn't open it.

I installed emacs 18.57. I only get two errors. One is that it
can't find the documentation dir. What files should I get for that, and
what env should I use? The second error is that it can't find user
'baffoni'. I have set the HOME env to point to /usr/users and put
my emacs.rc file into /usr/users/baffoni (USER=baffoni), but it still
doesn't see it. Does emacs (the mint compiled 18.57 version) use some
other variable besides HOME to find the user dir?

If someone can help me with these questions, I'd really appreciate
it!

-MikeB

3147. Re: The TRUTH of "True Color"

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 08:15:01 UTC
From: danaf@bray1a.its.rpi.edu
Message-ID: <ahb4lqf@rpi.edu>
Source record: 209787

In article <12123@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:

|> >b) true color == does not use a color palette

I'd say "true color" is approached only by NTSC, where there's no digital
color at all... the exactness of your color selection is limited only by
the sophistication of your equipment.

Plus, it gets "about" 4 million colors, which is enough for me.... 8)

//////////////////////////[[[[[[[[[]]]]]]]]]\\\\\\\\\\\\\\\\\\\\\\\\\\
(718) (212) (516) (518)
=======Amiuser============Frank R. Dana, Jr.============Doc Ami=======
--------My opinions rarely reflect those of any sane person,----------
living, dead, or undead... that's gonna CHANGE.

3148. WARNING: ICD 6.0.6

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 08:36:41 UTC
From: a740778@gus.tiuk.ti.com
Message-ID: <C2uD96.33D@csc.ti.com>
Source record: 209788

Last week I grabbed a copy of ICD 6.0.6 from ftp.uni-paderborn.de. I had no problems with it on my TOS 1.0 1040STF. However, I gave a copy to a friend with a TOS 1.4 MEGA 2 and within 2 hours of him installing it his top level directory on the partition he was using got wiped. All he was doing was editing files.

Luckly, the FATs were not damaged, and he was able to reconstruct subdirectory entries in the wiped top level to recover most of the data on the partition.

I've since switched back to 5.6.0 which I've had no problems with.

Anyone had similar experiences? My friend has a micro-SCSI adaptor and a Segate drive.

TTFN, Jason

* Jason B.E. Julyan BEng(Hons) ! Texas Instruments Ltd. *
* TMS380 Falcon II Designer ! Manton Lane, *
* a740778@server1.tiuk.ti.com (IMS: JBEJ) ! Bedford, U.K. *
* All opinions expressed herein are personal ONLY *

3149. Re: PC DITTO & Falcon first impressions by a new user...

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 09:16:23 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1993Feb22.091623.7203@cs.hw.ac.uk>
Source record: 209789

In article <12063@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>neil@cs.hw.ac.uk (Neil Forsyth) writes:
>>On a related note, I posted an article on the tech newsgroup a short time
>>back concerning a serious bug in the Falcon video hardware and was surprised
>>that there was next to no response. I know there aren't that many Falcons
>>about but it looks like nobody cares.
>
>Okay, I don't have a Falcon, but I found your (Neil's) description of
>the "serious bug" to be pretty odd. You described how such-and-such
>direct hardware manipulation didn't work on the Falcon, while it did
>work on the ST. There is an XBIOS call, Setscreen, that does what you
>wanted to do [I think]... but you know that. I can't see how direct
>access to the hardware's screen-access addresses would find approval
>from Dave Baggett! :) [I'm assuming Neil used such screen code in GWB]

On pre-Falcon machines, a change to the physical screen address will not
take effect until the next VBL. On the Falcon it may take effect immediately
if the video hardware is not accessing screen RAM. ie. the top/bottom border.
Setscreen does not take this into account so don't use it. Write your own that
takes into account what machine you are on.

Bashing documented hardware locations in a documented way is approved by
Atari. It has to be. How else could you perform smooth scrolling or virtual
screens on STE's and up. There are no system calls for that.

Dave trusts my judgement in proportion to how close the matter is to the
hardware. I guess I'm just the Game Workbench BIOS! :-)

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

3150. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 09:17:40 UTC
From: hanscs@dhhalden.no
Message-ID: <hanscs.105.730372660@dhhalden.no>
Source record: 209790
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <runehy.75.730117494@dhhalden.no> runehy@dhhalden.no (RUNE HYLDMO) writes:
>From: runehy@dhhalden.no (RUNE HYLDMO)
>Subject: Re: A1200/4000 v. Falcon 030 FAQ
>Date: Fri, 19 Feb 1993 10:24:54 GMT
>In article <C2LGAK.yJ@news.udel.edu> don@chopin.udel.edu (Donald R Lloyd) writes:
>>From: don@chopin.udel.edu (Donald R Lloyd)
>>Subject: Re: A1200/4000 v. Falcon 030 FAQ
>>Date: Wed, 17 Feb 1993 13:03:55 GMT
>>In <runehy.69.729937893@dhhalden.no> runehy@dhhalden.no (RUNE HYLDMO) writes:
>>

>>I wonder if Amigas will show up running the Sunrize 16-bit cards or
>>the One Stop Music Shop (you know, 32 voices of 16-bit sound with hundreds
>>of built-in high quality digitized instruments... can your Falcon do that?
>>Come to think of it, can you even _get_ a Falcon yet?)
>
>If you live in other countries than the Scandinavian ones I think you could,
>but what the heck you can't get an A4000 ec030 nor a A1200 here either. The
>A1200 won't ship here until March. This I know since I work in a shop where
>we sell amiga and atari. The Falcon will probably arrive shortly after that.
>
Wrong, the A1200 arrived in the shops here in Norway 18.02.93 and the shop
you work in got it too. The A4000/EC030 is being released 25.02.93(I hope).

>
>Rune H.
>
>
Hans C. Sander O, what may man within him hide
hanscs@sofus.dhhalden.no Though angel on the outward side!

- William Shakespeare

3151. PD pascal

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 09:52:24 UTC
From: grantr@p4.cs.man.ac.uk
Message-ID: <grantr.730374744@p4.cs.man.ac.uk>
Source record: 209791

I am looking for a pascal compiler fo the ST to help with my studies at University and would be very grateful if someone could forward an address of a ftp site or e-mail archive that has a good PD or shareware copy.

3152. MIDI help required Urgently!

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 10:34:23 UTC
From: mcsdc1ph@dct.ac.uk
Message-ID: <1993Feb22.103424.3793@dct.ac.uk>
Source record: 209792

Hi. It's me again, the one with endless atari problems!

This time, it's with midi. I have just obtained a PSS 788 (or something) yamaha keyboard, and quite nice it is too.
What I want to do with it is to use it a sender to STE, with STE playing samples in answer to the keypresses of the keyboard.
Fine.
I have searched all over for a program to this nicely for me.
TCB Tracker does it, albeit a second or so after the midi-keyboard note was hit!
The demo of Stereo Master I have does it very nicely indeed, but with limited octave range, and is only one note polyphonic.

The best I have seen yet, is Audio Sculptures Tracker program, which is excellent but often goes mad, as seemingly the keyboard decides to bombard it with crap, resulting in the mod in memory to play at light speed!
The appaling noise that follows can only be stopped by holding CNTRL, but this usually pointless, because it usually crashes shortly after. It is the midi that is causing the trouble, as if I load it up with the keyboard off, or detached from STE, it works fine.

Basically I need a tracker program very much like the one above, but without the errors. (Yes, I did try changing Midi Channels!)
It would be nice if it was 4-note polyphonic, too.

Can anyone reccommend a program to the jobs I need?
Or can anyone think of solving my problem with Audio Sculptures Tracker?

Any help would - as ever - be greatly appreciated!!!

One more thing, has anyone seen UNIT 17's Dynamite STE music demo?
It's not bad. It claims that if you plug a midi keyboard in, you can use their sounds like a synth module. Either it doesen't work, or you need to press something to get it working. Anyone know?

Yes! My keyboard is working fine, as I use it with Pro12 and things.....

Thanks!

Feekzoid

3153. Overscan help needed too!

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 10:37:11 UTC
From: mcsdc1ph@dct.ac.uk
Message-ID: <1993Feb22.103711.3794@dct.ac.uk>
Source record: 209793

Problems, problems, problems!

Hallo!

In numerous archives I found a little program called OVERSCAN3.
It sounds very promising indeed!
However, I have an important question!
Does anyone know if the hardware modifications are possible on my 1040STE?
Will it work?
Doesen't STE have overscan anyway?

Okay, so it was more than one question, but I desperate here!

Thanks again....

Feekzoid

3154. MiNT, minixfs, gcc & gdb problems.

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 10:37:46 UTC
From: gadget@dcs.warwick.ac.uk
Message-ID: <1993Feb22.103746.29369@dcs.warwick.ac.uk>
Source record: 209794

Hi,

I've recently installed a minix filesystem on one of my hard disk
partitions, and put MiNT, gcc etc onto it. Firstly, thanks to
everyone involved in writing this stuff, it really is very good.

If got a couple of problems, though, and I wonder if anyone could
help.

1. Is there any way of accessing the minix partition from within GEM,
or do I have to have MiNT running?

2. I'd really like to get gdb working in this setup. I've got the
version of gdb from atari.archive (Gnustuff/Tos/Gdb), but
I'm having some problems with it. Firstly, when I run a program
in gdb, it immediatly receives a signal 0, which doesn't sound
at all right. If I continue the program, it then runs normally.
Secondly, gdb seems to want to load symbol tables from somewhere -
how do I get gcc to generate these tables? I have found that
giving gdb a .o file for the symbol-file seems to load in the
symbols for that file, but this is no good in a program with
multiple source files! (Trying to load a second .o simply replaces
all the symbols) I have tried to RTFM, but it doesn't seem to
mention these problems. Please help!

3. Is there any way of preventing gcc from using all the available
memory when it runs? Again, I've looked at the manual page, and
it doesn't look like a command line option. Do I have to get
the source and compile it diferently?

Replies by email to me, please - lets try and save some bandwidth!
I'll summarise replies in a couple of weeks.

Cheers,

Steve
--

Steve Strong - email gadget@dcs.warwick.ac.uk | Me? Nah, not me pal. Must have
voice 44 203 692873 | been the *other* Steve Strong.

3155. Re: AtariWorks/SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 11:27:40 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2b88b8f3@p12.f202.n281.z2.fidonet>
Source record: 209795

In a message of <Sat 20 Feb 93 04:11>, Dave Ninjajr Flory (2:281/202.0) writes:

DN> Can't wait to drop over to Egghead this weekend and pick up some
DN> IBM speedo fonts.

Are there any (PC/MAC/NeXT/etc) packages you know of which can convert TrueType/Type1/etc. fonts to the speedo format?

Greetings... - Jan -
FidoNet: 2:281/202.12, UseNet: jan@nextjk.wlink.nl

--- Bermuda v1.20
* Origin: 17-3-1993... Fish swimming in Vredeburg... :-) (2:281/202.12)

3156. Re: NeXT bags their hardware line

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 11:31:34 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2b88ba8e@p12.f202.n281.z2.fidonet>
Source record: 209796

In a message of <Sat 20 Feb 93 19:47>, bhawker (2:281/202.0) writes:

>> What? Are you serious? No more NeXT? Where did you hear this?
>>
>> As of February 10th (or so), NeXT is no longer doing hardware, only
>> their NeXTSTEP software (for 486's). See comp.sys.next.advocacy.
b>
b> Isn't there something about Canon taking over NeXT and their
b> technology. Perhaps there will be a Canon line of NeXT computers in
b> the near future? Please enlighten me.

NeXT is dropping it's hardware line to focus only on operating systems for various platforms. The first product of this will be NeXTStep for DOS. They will continue to support NeXTStep on the NeXT and other platforms. 100 Of the people at NeXT have been transferred to Canon, which contains about 17% of NeXT's stock, and 200 have been layed off. So it ain't the end of NeXT, it's just a new beginning...

Greetings... - Jan -
FidoNet: 2:281/202.12, UseNet: jan@nextjk.wlink.nl

--- Bermuda v1.20
* Origin: 17-3-1993... Fish swimming in Vredeburg... :-) (2:281/202.12)

3157. Computer Show

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 12:53:50 UTC
From: cs90ijr@brunel.ac.uk
Message-ID: <C2up5q.Dwz@brunel.ac.uk>
Source record: 209797

Hi,

I went to the "7th International Computer Show" at Wembley this weekend.

The Falcon was there! There was a `Falcon Feature' with 4/5 Falcons being demo'd by 3 guys (who didn't appear to be linked to Atari).

Atari was not there!

The 3 guys demoing the Falcons were really unhelpful, they would only answer questions with 'yes' or 'no' and were not prepared to say much at all. One of them said that the Falcon would be released in the UK on the FIRST OF MARCH. He also said that case redesign was a *long* way in the future. Is this true??

New desktop is pretty nice, no MultiTOS though. Most of the Falcons had Atari PTC1426 (sp?) monitors/Systems Solutions monitors (17"). ST (Low/Med/Hi) resolutions were instantly recognisable.

.Ian.

3158. Re: How many TT's are there?

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 12:59:14 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Feb22.125914@cs.bham.ac.uk>
Source record: 209798

The guy from Atari at the International Computer Show in London
on Saturday said they had sold 450 TT's in the UK.

A specific number at last?

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

3159. Re: Falcon, falcon, falcon

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 12:59:50 UTC
From: cstadbs@csv.warwick.ac.uk
Message-ID: <1maio6lNNjkn@lily.csv.warwick.ac.uk>
Source record: 209799

Andrew Hague(andrew@minster.york.ac.uk wrote:

>I only yesterday telephoned The First Computer Centre in Leeds asking about
>Falcons and they inform me that Atari UK has officially given a release date
>for Falcons. Not mid-March, not next Easter, not this Autumn, but an actual
>date. What is the date? Well according to them it is;
>
>
> THE 1st OF MARCH.
>
>
>Hooray. Let's hope they stick to it this time.
>
>Andrew
>---------------
>
> Andrew Hague -- Researching Computer Aided Learning & On-Line Lectures
> Department of Computer Science. University of York, YORK. Y01 5DD
> Tel: (+44/0)904 432762 E-MAIL: andrew@minster.york.ac.uk

I went to the 7th International Comp. show at Wembley, London on Friday,
and a spokesman from Atari UK who was giving a questions & answers
thing said that the release dates were :

March 1st - Music stores

March 24th (CeBit) - Official European launch - All good Atari dealers

Incidentally, he said that the Falcon was NOT late in Europe.
All developers at a developers conference last year were told March 24th
was the release date, and that it was the press that was saying it was
ready/not ready !

Paul
cstadbs@csv.warwick.ac.uk

3160. Re: Video bus/graphics op speed (was A1200/4000 v. Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 13:08:21 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Feb22.130821.27888@rchland.ibm.com>
Source record: 209800

In article <12132@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
|> Sender: news@cs.uq.oz.au
|> Reply-To: warwick@cs.uq.oz.au
|> Followup-To: comp.sys.atari.st
|> Lines: 34
|>
|> In <1993Feb16.233547.23159@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|>
|> >There is a way on the Amiga
|> >to move the 8 bitplanes with one blitter access. All you need
|> >to do is construct a copperlist in such a way that you change
|> >the bitplane pointers to point to the next 'memory line', arranging
|> >the memory also in such a way that data is in the following format:
|>
|> > bitplane #0, y=0 0000000000000000
|> > bitplane #1, y=0 1111111111111111
|> > .
|> > .
|> > .
|> > bitplane #7, y=0 7777777777777777
|>
|> > bitplane #0, y=1 0000000000000000
|> > bitplane #1, y=1 1111111111111111
|>
|> hehe.... The Falcon (and ST and TT) interleave bitplanes at the word
|> level, so this "copper-list" thingy is weeker.
^^
Doubtful... the copperlist allows you to do many tricks practically impossible on the Atari.

|> For example, to copy
|> 16 word-aligned 4-bitplane-pixels, you only need to move a
|> CONTIGUOUS 8 byte chunk of memory.

So? The Amiga's blitter can still do just 1 operation, so for it it's the same.

|> On the Amiga, bitplanes are
|> sparse. Normally, they are completely separate (eg. STLow on an Amiga
|> would be 4 separate 8000byte exapanses of memory). The copperlist
|> allows the interleaving to be done on a per-line basis - but that's
|> not as useful as the Atari's word-interleaved format.

Why?

```
|>
|>
|> --
|> Warwick
|> _-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
|> / * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
|> \_.-._/ University of Queensland, _// || \\_ Both are GNUish = Free |
|> _____ v ____ Brisbane, Australia. ______ |_/ || \_| _________________________|
```

```
--
---------------------------------------
Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **
```

3161. Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 13:16:20 UTC
From: glens@natinst.com
Message-ID: <1majn4$rnv@falcon.natinst.com>
Source record: 209701
Cross-posted to: comp.sys.atari.st,rec.games.video

Acording to EGM (March '93), Atari's Jaguar can 'out-shoot' (in EGM's
words) the 3DO. They say that this has been confirmed by 3 different sources
(I assume the sources are 3rd party developers).

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@falcon.natinst.com

3162. Re: NeoDesk 3.03 ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 13:28:52 UTC
From: ee90grb@brunel.ac.uk
Message-ID: <C2uqs5.1F7@brunel.ac.uk>
Source record: 209702

Mr M E Watkins (csucf@csv.warwick.ac.uk) wrote:
: I got a news letter from gribnif software a while ago, and it mentioned
: NeoDesk 3.03 being released in December 1992 (if I remember rightly)
: It also said that an upgrade disk would be sent to me free of charge
: (or at least that's what I read it as being)

: So could anyone tell me... Has it been released yet?

: The details of it sounded quite good, giving it some of the features that
: are missing from 3.02 but in TOS >2 and I am looking forward to getting
: hold of it

: Thanks for any help.....

: Could you either post the reply (as I'm sure others would be interested) or
: mail me (grw@ukc.ac.uk - a friend is posting this for me)

: Gazza

I have just ordered the update disc over here for just under 5 pounds.

Aparently the disc is not ready yet but it will be ready the end of next week.

The patch disc for the uk verion is different to the usa version.

Gareth

3163. Re: FALCON030 MOD PLAYER

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 13:31:30 UTC
From: ee90grb@brunel.ac.uk
Message-ID: <C2uqwI.1GA@brunel.ac.uk>
Source record: 209703

Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
: > Here is the uuencoded version pf a modplayer for the Falcon 030 by Griff
: > Electronic Images, I've tested it & it sounds well cool......works with
: > well!

: Thanks for that! (No use to me personally but......) However, some
: people have to pay for such posts, so, stick UUencoded binaries
: in the comp.binaries.atari.st group, that way if people don't want
: to pay the extra, they don't have to!

: This (I think) is the player that plays at 50Khz, 16-bit! WHich would
: sound well-awesome!

: IMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM;
: : Contrary to popular belief, money IS everything! ||| :
: : To cause a catastrophic disaster, you need a computer! ||| TARI :
: : If several things can go wrong, the one that will / | \ :
: : cause the most damage, happens first! At least it goes! :
: HMMMMMMMMMMMMMMMMMMMMWELLS_S@KOSMOS.WCC.GOVT.NZMMMMMMMMMMMMMMMMMMMMMM<

I tried the falcon modplay program version 1.0p at the computer show last wekend.

It sounds good for some mod files but it seems to corrupt the samples in some others.

Gareth

3164. Re: FTPable GIF viewers?

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 13:38:35 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1993Feb22.133835.16990@cs.nott.ac.uk>
Source record: 209704

In article <1lq8c7$o6o@pith.uoregon.edu> jamesl@cie-2.uoregon.edu (James Lynn) writes:
>
>Hi. I was just wondering if anyone could reccommend any good GIF viewers
>that are available via FTP. I have tried a couple (BGIF and GIFFER) and
>the results were abysmal, producing low-resolution pictures that were
>barely discernable, when I could get past the 'out of memory' errors.
>Mostly just random-looking collections of dots on a background. I'm told
>the ST (mine's a 1040 with no modifications) isn't really compatible with
>the GIF format, but are there any PD programs available that would give a
>halfway viewable result? I'd spend money if I had any to spend, but for
>now I have to settle for the cheapest route possible.
>
>I would be most grateful for any help anyone could give. I'm not sure
>email can reach me at the moment, so posting might work best.
>
>Thanks!
>
>--James

This has probably already been replied to, since my unread articles
counter reads 160 odd at this point, but I'll reply anyway...

Photochrome. This is the best GIF viewer that I've seen, and I've seen
a fair few of them. The only problem is that it squashes the Gifs to
fit into the screen unless you choose an area to view..Also file size
is limited to about 250K on a 1meg machine... Don't know where you can get
the GIF version of this from, but its well worth seeking out.

DMJ Gif.. although the unregistered versions are very slow, this is the
second best GIF viewer. It can do everything...Scale the piture to ratios
you give it, work out how to fill up the screen for you, tell you which
dither is best...It does it all...Available definitely from atari.archive,
and almost definitely from most other FTP sites which do atari stuff

Hope that helps,
Martin

3165. Re: Computer Show

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 13:39:41 UTC
From: ee90jde@brunel.ac.uk
Message-ID: <C2urA5.150@brunel.ac.uk>
Source record: 209705

I went to the 7th International computer show on Friday.
Atari were there giving out information about the Falcon.
This is what I picked up from them. It seems there will
not be a new case for a while but they were reluctant to
say when, there are basically 4 versions of Falcon and up
till now everybody has a version 3 whose got one. From
1st of March V.4 will be out promising to be slightly faster
than previous version and be more compatible with the STE
than earlier models. At the show were shown pre-production
models and being run on these were a Genlock using the
Falcons 32768 colour overlay mode, a PC emulator, a Falcon
with a CD being played into the mic then being modified
in real time by MUSICOM before being output giving effects
like graphic equalization and a host of special effects
like reverb, echo, hall etc., there was also a demo of
screen balster on a 17" screen at 880x608x256 colors.

If anybody out there is interested in becoming a developer
the deal was this. You buy the developers kit for 250 pounds
and get 25% off the price of the Falcon030-4/65 which means
you pay about 930 pounds in total.

Also at the show were Hisoft who had a demo Simply the best
running by Tina Turner on the Falcon and also the walking
bird demo.

16/32bit PD Library had a Falcon running some of the new
PD items slowly appearing on the Falcon, a mod player,
a few application etc.

The show to me though was the smallest it has been for some time.

Jon

ee90jde@brunel.ac.uk

3166. Re: MiNT ....also EMACS

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 13:46:04 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Feb22.134604.25995@sol.ctr.columbia.edu>
Source record: 209706

> My manpager is a bit funky. When I use less.ttp, it doesn't
> interpret the escape codes correctly when I call man (from the man3 of
> the Distrib_kit - Simon, I lost your address again, and the address in
> the kit keeps bouncing). If I use more.ttp, the screen looks correct
> (inverted letters, etc.) but in neither case (more or less) can I man
> the man1,man2 etc. docs, only the files in cat1, cat2, etc. I keep getting
> an error of "cannot open c:/lib/tmac/tmac.an". Is there a setenv that
> I can set it to look in the right place? BTW, I made a c:/lib/tmac/tmac.an
> by copying the one installed in /usr/local/lib/nroff to c:/lib/tmac but
> it still couldn't open it.

First off, man4 has been out for a while now. It means that man ought
to run under MiNT >0.95.

My address is below. If you can't get through on this something is
wrong between you and me - I get of the order of 100 mail messages a
day, so I'm pretty sure my site is ok.

less is an accurate description of what it gives you. Use more instead.

If you're having problems like that, then I assume you're using the
minixFS partition. Try getting mfsconf.ttp from a.a.u.e in mfs055.zoo
and executing a 'mfsconf <drive>:/ -s t'. That ought to amke sure that
the man program will work.

This is a temproary patch, I'll eventually get nroff to understand
what a lowercase filename is.

To avoid confusion, go through your cat* directories and remove all
files of less than 80 bytes - they'll be just failure messages from
nroff.

The reason nroff is looking there is that that is the default place
for nroff to find its macros. The environment variable TMACDIR cannot
have been set. (Although I was under the impression that SETUP took
care of that...).

in sh, do a 'TMACDIR = /usr/local/lib/nroff ; export TMACDIR'
tcsh, do a 'setenv TMACDIR /usr/local/lib/nroff'

Can't help you with emacs I'm afraid. Every version I've pulled just
bombs on my STe (4Mb). Hence Jove :-)

Simon.

--

____
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /

```
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

3167. Re: Macintosh Advocate:Devils Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 13:49:29 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Feb22.134929.1535@apgea.army.mil>
Source record: 209707

In article <1m49tgINNhou@shelley.u.washington.edu> jjf@carson.u.washington.edu (changed to protect the innocent) writes:
>In article <1993Feb18.211015.10975@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:
>>Your right Atari was never in competition with the Mac because Atari had hardly
>>any product on the market and Apple did not know it existed because of its
>>insignificant.
>>
>>Are you saying that the Atari St was never in competition with the Mac because
>>of its higher price. The reason because of the high price of the Mac, because
>>Apple had confidence that their product was worth more. They plowed the
>>profits in R&D, marketing(Advertising!!!!) and taking care of their developers
>>and customers...Are all ST owners Cheap?????????? The reason that Atari is in
>>this mess today, because they competed on the cheap according to the Nintendo
>>lawyer. Atari can't even upgrade its hardware because they charge soo little.
>>The St technology today is were it was at in 1985...Thats pathetic...It just
>>tells you the imcompetence of the Atari owners...You know who you are!!!!!
>>
>>Over the Years, the St was cheaper than the Mac Equivelants, but Apple sold far
>>more Macs than the St. Why was that? If you say it was superior marketing
>>than you are right. Atari should of charged more to fund their marketing
>>efforts and if they did, then there would be a higher install base of ST's.
>>Who knows, than Atari would have the R&D funding to improve their line...
>>
>>The ST was revolutionary back in 1985, but it is not today.....
>>
>>I hope the Falcon suceeds, but I doubt it.
>>
>>
>>
>>By the way can you upgrade the Falcons processor to a faster 030 chip or do you
>>have to buy a future faster machine...
>>
>>At least the Mac Color Classic user can upgrade to a faster 040 color classic
>>by the summer time, by sliding out the very small motherboard and replacing it
>>with the new one...Another Apple technological Advance with the user in
>>mind...Thats what you get for spending 600 million dollars in R&D last year...
>>
>
>Atari has had some good ideas, look at the Lynx, a great little game machine... extremely well done, but very one who has had one has had too many problems withtthem breaking! atari also does not support their products.. it is hard to find NEW lynx games
> in some places.. if segaor nintendo had that machine it would be a big success....

Atari didn't make the lynx, Epxc did. And there are new gamesx out for it
all the time. You just have to look. Now only if they made a version
you could control with one hand..hmmm..
Rob Merritt

3168. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 13:49:50 UTC
From: marks@castle.ed.ac.uk
Message-ID: <32147@castle.ed.ac.uk>
Source record: 209708
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

cmedley@wam.umd.edu (F L i P) writes:

>I have not seen a $150 card for a PC (yet) that offers 16 bit stereo sound
>capability, stereo inputs, and direct to disk recording. I also do not see
>a lot of PC MIDI software to support this as part of the sequencing
>capabilities.

And I have yet to see a $150 Falcon.

Raw Shark
--
! Raw Shark of the Net.Trenchcoat.Brigade !
!"This is a work of fiction. Any resemblence to any real people (living,!
! dead or stolen by fairies) or to any real animals, gods, witches, !
! countries and events (magical or otherwise) is just blind luck, or so !
! we hope." Disclaimer courtesy of The Books of Magic !

3169. Re: UABLE TO REPLY TO: CFV: Creation of comp.sys.atari.advocacy

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 13:51:49 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Feb22.135149@cs.bham.ac.uk>
Source record: 209709

A typo on my part... one of many!

The Internet address to try is:

dxo%cs.bham.ac.uk@uknet.ac.uk

But then I'm not sure that'll work. If you have any problems then find a
message from me (aka. this one!) and reply to it!

By the way, the current tally is ...

50 votes yes
2 votes no.

Keep voting!

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

3170. Re: Video bus/graphics op speed (was A1200/4000 v. Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 14:21:22 UTC
From: marks@castle.ed.ac.uk
Message-ID: <32153@castle.ed.ac.uk>
Source record: 209710
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

rogeraw@dhhalden.no (ROGER ALLAN WAHLGREN) writes:

>Can't you shut the FUCK UP !!!!!!!!!

I'll ignore that. Otheres I fear will not.

>You amigans talk and talk and talk ......

Along with the majority of humanity. Given that Usenet is text based
can you propose something else we should so? Sing, dance etc?

>OverScan, Berlin-Germany has made ScreenBlaster: A hardware expansion for
>the falcon, and it ONLY uses the internal graphic-hardware.

Might I point out a minor flaw with your argument. Michael more that
reasonably stated that the Falcon could not supply resolutions above
640x480 plus overscan. Your reply is that a hardware expansion exists
to supply higher resolutions. Hardware. Am I the only one curious as
to why the hardware is necessary if only the internal hardware is used?

>Standard 640x480x8bit 61Hz -> 80Hz, or to 880x608x8bit 61Hz !!!!!!!

>If you don't believe me, send me an e-mail. Then I will give you their
>phonenumber, and you can chech it yourself !!!!!!!!

I believe you. What I do not believe is that you actually posted that
article

>R.A.W

Raw Shark (no relation :-)
--
! Raw Shark of the Net.Trenchcoat.Brigade !
!"This is a work of fiction. Any resemblence to any real people (living,!
! dead or stolen by fairies) or to any real animals, gods, witches, !
! countries and events (magical or otherwise) is just blind luck, or so !
! we hope." Disclaimer courtesy of The Books of Magic !

3171. Re: WARNING: ICD 6.0.6

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 15:40:01 UTC
From: boyd@tait
Message-ID: <C2uwup.Jr7@mailer.cc.fsu.edu>
Source record: 209711

Jason Julyan 0004 JBEJ (a740778@gus.tiuk.ti.com) wrote:
> Last week I grabbed a copy of ICD 6.0.6 from ftp.uni-paderborn.de. I
> had no problems with it on my TOS 1.0 1040STF. However, I gave a copy
> to a friend with a TOS 1.4 MEGA 2 and within 2 hours of him installing
> it his top level directory on the partition he was using got wiped.
> All he was doing was editing files.
>
> Luckly, the FATs were not damaged, and he was able to reconstruct
> subdirectory entries in the wiped top level to recover most of the
> data on the partition.
>
> I've since switched back to 5.6.0 which I've had no problems with.
>

I recently called ICD, and they told me:

a) The latest version of the software is 6.0.7.
b) They do not want their software uploaded to BBS's (or presumably ftp sites)
without their permission.

They told me that their BBS is the best place to get their stuff. It supports
96k modems.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3172. Re: WARNING: ICD 6.0.6

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 16:18:25 UTC
From: x91mikowski@gw.wmich.edu
Message-ID: <1993Feb22.111825.8007@gw.wmich.edu>
Source record: 209712

In article a740778@gus.tiuk.ti.com (Jason Julyan 0004 JBEJ) writes:
> Last week I grabbed a copy of ICD 6.0.6 from ftp.uni-paderborn.de. I
> had no problems with it on my TOS 1.0 1040STF. However, I gave a copy
> to a friend with a TOS 1.4 MEGA 2 and within 2 hours of him installing
> it his top level directory on the partition he was using got wiped.
> All he was doing was editing files.
>
> Luckly, the FATs were not damaged, and he was able to reconstruct
> subdirectory entries in the wiped top level to recover most of the
> data on the partition.
>
> I've since switched back to 5.6.0 which I've had no problems with.
>
> Anyone had similar experiences? My friend has a micro-SCSI adaptor
> and a Segate drive.
>
> TTFN, Jason
>
> * Jason B.E. Julyan BEng(Hons) ! Texas Instruments Ltd. *
> * TMS380 Falcon II Designer ! Manton Lane, *
> * a740778@server1.tiuk.ti.com (IMS: JBEJ) ! Bedford, U.K. *
> * All opinions expressed herein are personal ONLY *

I've had similar problems when I INCORRECTLY installed the upgrade from
4.0.x to 5.x.x. I recently upgraded to 6.0.7 about 2 months ago and have
had *NO* problems. Maybe 6.0.6 is buggy and/or was not meant to be
released to the general public?

Later,
Bernard

3173. Re: WARNING: ICD 6.0.6

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 17:15:16 UTC
From: cfaehl@polaris.unm.edu
Message-ID: <1mb1n4INN6c3@lynx.unm.edu>
Source record: 209713

In article <C2uD96.33D@csc.ti.com>, a740778@gus.tiuk.ti.com (Jason Julyan 0004 JBEJ) writes:
[Problems with ICD software v 6.06 and the nuking of drive C (I assume)]
>
> I've since switched back to 5.6.0 which I've had no problems with.
>
> Anyone had similar experiences? My friend has a micro-SCSI adaptor
> and a Segate drive.
>

Yes!!! I also use 5.6.0 and am extremely cautious now about new versions of ICD software. Basically, the first ten sectors were garbaged, and I had to rebuild the first fat from the second. Also had to write basic drive info, too. Interestingly, I also have a micro-SCSI adaptor. My drives a Maxtor, though...

> TTFN, Jason
>
> * Jason B.E. Julyan BEng(Hons) ! Texas Instruments Ltd. *
> * TMS380 Falcon II Designer ! Manton Lane, *
> * a740778@server1.tiuk.ti.com (IMS: JBEJ) ! Bedford, U.K. *
> * All opinions expressed herein are personal ONLY *

Chris Faehl
cfaehl@polaris.unm.edu

3174. Re: SPICE Simulation Program Integrated Circuit Emphasis

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 17:27:34 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C2v1tz.Fv5@newcastle.ac.uk>
Source record: 209714
Cross-posted to: comp.sys.atari.st,comp.sys.atari.tech

CLA V2 (available RSN) also exports SPICE files for analog simulation of TTL circuits.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

3175. Atari 1040ST For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 18:08:12 UTC
From: mdyoke@cselc19.cs.hh.ab.com
Message-ID: <1993Feb22.130812.9910@iccgcc.decnet.ab.com>
Source record: 209715
Cross-posted to: misc.forsale.computers.other,comp.sys.atari.st

```
Atari 1040ST
- TOS 1.0 in ROM
- Internal DS/DD floppy
- Mouse

Atari SC1224 Color Monitor

Avatex 1200hc External Modem
- 300/1200 baud
- RS-232 Cable

Software
- NeoDesk 3.0
- Mark Williams C 3.0
- CSD ( C Source Debugger)
- Resource Construction Set
- Personal Pascal
- Flight Simulator
- Phasar 4.0

Best offer

Mike
mdyoke@pulsar.cs.hh.ab.com, yoke@odin.icd.ab.com
```

3176. Re: Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 18:25:58 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Feb22.182558.13847@apgea.army.mil>
Source record: 209716
Cross-posted to: comp.sys.atari.st,rec.games.video

In article <1majn4$rnv@falcon.natinst.com> glens@natinst.com (Glen Sescila) writes:
>
> Acording to EGM (March '93), Atari's Jaguar can 'out-shoot' (in EGM's
>words) the 3DO. They say that this has been confirmed by 3 different sources
>(I assume the sources are 3rd party developers).
>
>--
>"Now You're Playing With Power Without The Price!" Glen Sescila |||
> / | \
>My opinions do not necessarily reflect those of my employer and probably are
>exact opposites. InterNet: glens@falcon.natinst.com
>--

Yeah, but 3Do is going to cost $700! What is Jaguar going to cost??

Now, I've been waiting pacently for the next artai game system. I would of
bought a lynx, but alas, I only have one working hand. I figured that $200
would be to high of a cost. After all, I did buy a sega genesis for $220.
But if its going to cost $1000, I don't think so!

Rob Merritt

3177. Re: Falcon compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 18:26:12 UTC
From: ljp@cch.coventry.ac.uk
Message-ID: <C2v4Jt.4Kw@cck.coventry.ac.uk>
Source record: 209717

In article <C2LH13.JzC@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>
>The ratio IS that bad for running games software. It just isn't happening.
>MultiTOS will stop VIRTUALLY ALL games from running on the Falcon (they all
>violate memory protection). Even without MultiTOS, the games in general will not
>work. Speedball2, lemmings, Gods, Rainbow Islands, non of them work.
>

A a jolly good thing too. Why don't you games players piss orf and
let us enjoy the ATARI range in peace?

--
"Even truth itself will jostle | /\ | MAIL ljp@cch.cov.ac.uk
its adversary in a narrow pass" | /<>\ | REAL NAME Lloyd Patton
John Warr | /____\ |

3178. Re: Lords of Chaos

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 18:52:28 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mb7dclNNati@golem.wcc.govt.nz>
Source record: 209719

Wasn't Lords of Chaos shareware or something!? (I remember a review in ST-Format, but can't remember)

3179. Re: The difference between 1040STf and 1040STe

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 18:58:56 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mb7pgINNati@golem.wcc.govt.nz>
Source record: 209720

STE improvements:/

TOS 1.62
Blitter (enhances block-data copying etc.)
4096 color palette, instead of 512
DMA Chip (giving up to 50Khz, Stereo sound output, via the stereo ACA
jacks on the back of the machine, or through a stereo monitor)
Disk drive, standard 720K drive
> - additional graphics modes (but what are they?)
> - memory is upgradeable via SIMMs
No additional graphics modes, just more colors, but RAM is upgradable
with SIMMs

> - is the internal floppy the same (i.e., 720K)?
> - any other new ports?
> - what version of TOS comes in the new STEs? Any significant improvemen
> over my old TOS 1.4?

Floppy is the same.
New ports, the STE has Analog 'joystick' ports, which were never used
(although there are light-pens, and a couple of games support them,
but that's about it)
The Stereo-output plugs on the back.
TOS is 1.62 (or, 2.06 if you want), which is virtually identical to 1.4,
except with different bugs, (very few), supports the 4096 color palette,
the blitter, nothing really *new* compared to TOS 1.4!

Basically the whole machine works faster if things are done supporting
it, looks better, and sounds better!

3180. Re: Expander/Compress conclusions

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 19:42:50 UTC
From: spook@cyberhm.royle.org
Message-ID: <H.ea.UGFTLr2uBS_@cyberhm.royle.org>
Source record: 209718

In <7R0aZB2w165w@sys6626.bison.mb.ca>, Winnipg writes:
> As for Compress not compressing, someone told me that pre TOS
>1.4 users have to use a cli to uncompress files because COMPRESS uses
>both upper and lower case commands and old TOS' has problems with that
>when it comes to TTP programs. All I know is that under CLI, I was
>able to decompress files.
This is true.. but beware .. not ALL ST CLIs support lower case , one
of the earliest to appear - PCOMMAND - cannot do so.
Tomshell, Gulam and Mupfel all work ok though.

Ste\/e.
--
spook@cyberhm.royle.org
spook%cyberhm%s0otl@exnet.co.uk
exnet!exnet2!s0otl!cyberhm!spook
Steve Caple 2:255/404.0@fidonet.org 90:100/114@nest.ftn

3181. MiNT, tosprogram.cpx

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 21:08:10 UTC
From: humphrie@wam.umd.edu
Message-ID: <1993Feb22.210810.29020@wam.umd.edu>
Source record: 209721

Someone mentioned a tosprogram CPX. I haven't seen that around atari
archive. Is it new?

--
_____Jim_Humphries_____
|DISCLAIMER: All opinions expressed in this message are actually the reader's.|
| He or she just may not know it. |
|____humphrie@wam.umd.edu_____NeXTmail: humphrie@nicube.umd.edu___|

3182. Re: In living colour (Was Re: A1200/4000 v. Falcon 030 FAQ)

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 22:00:45 UTC
From: skip@cs.olemiss.edu
Message-ID: <1993Feb22.220045.3919@cs.olemiss.edu>
Source record: 209722
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <C2tMLH.FEt@mach1.wlu.ca> mart4678@mach1.wlu.ca (Phil Martin u) writes:
>Hello. I have been wondering about this for quite a while, and this looks
>like the place to ask, so here goes:
>
>I have seen the SVGA palette described in a few ads as "an infinite number
>of colours", and I have heard PC guys say similar things when I ask them
>how many colours they can choose from in SVGA. Now, knowing what I know
>about computers, I find it hard to believe that there are registers
>capable of holding "an infinite number", so what gives? Is it a 16.8
>million colour palette, or what?

Well, there is no such thing as an SVGA standard, therefore the palette
tends to vary quite a bit among the different boards. In its most minimal
sense, SVGA does not extend the palette beyond basic VGA and in fact only
provides resolutions other than stock. Any board which can display 256
colors in greater than 320x200/400 resolution could be called SVGA, but
most now support 640x480 and higher resolutions in 256 colors.

The stock VGA palette is only 18bits, limiting the number of possible colors
to 256k, with only 64 levels/shades of red, green, and blue. Most of the
SVGA cards also are limtied to this palette, unless they have a 24bit RAMDAC,
allowing for full 24bit color. The HiColor modes supported by some SVGA
boards allow for 32k or 64k simultaneous colors, but these colors are not
from a palette. I'm not positive, but simple math shows that there can only
be 32 shades of red, green, and blue using the 32k color mode, and possibly
64 shades of one of the colors (green, most likely) in the 64k color modes.

I have a 24bit RAMDAC in the machine that I use at work and it allows for
any pixel to be one of 16.7M colors in the 640x480 mode. However, when one
uses the "standard" modes, the palette is once again reduced to a mere 256k
colors in order to remain compatible with existing software. The only apps
that can use the 24bit modes run under Windows, therefore the 24bit ability
is basically wasted for me, except for showing off.

>Thanks,
>
>Phil Martin.
>mart4678@mach1.wlu.ca

Skip Sauls, Amiga Advocate
skip@tacky.cs.olemiss.edu

3183. Re: Gulam

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 22:01:15 UTC
From: jans@pavidus.nada.kth.se
Message-ID: <JANS.93Feb22230115@pavidus.nada.kth.se>
Source record: 209723

```
>>>>> On Thu, 18 Feb 1993 11:48:52 GMT, I incorrectly claimed
Me> The file gulam.arc at umich fails to unarc, producing error messages such
Me> as "WARNING: file GU.ARC fails CRC check" and "an entry in xxx has bad
Me> header, skipping xxx bytes".

This is of course nonsense. The problem was caused by my pre-1986
version of arc. Sorry about my folly.
--

Jan Snellman
jans@matematik.su.se
```

3184. Re: NeXT bags their hardware line

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 22:16:48 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1mbjcgINNens@elroy.jpl.nasa.gov>
Source record: 209724

In article <g200yB3w164w@oneb.almanac.bc.ca> bhawker@oneb.almanac.bc.ca writes:
>dmb@case.ai.mit.edu (David Baggett) writes:
>> In article <1993Feb18.124827.4389@arizona.edu> paul@jupiter.ame.arizona.edu w
>> As of February 10th (or so), NeXT is no longer doing hardware, only
>> their NeXTSTEP software (for 486's). See comp.sys.next.advocacy.

>Isn't there something about Canon taking over NeXT and their technology.
>Perhaps there will be a Canon line of NeXT computers in the near future?
>Please enlighten me.

Yep, the hardware divison was sold to Canon. I hear they are going to
redesign the case, putting system guts and monitor into a single spherical
shell, so we can look forward to a jet-black Canon-Ball to replace the
black Next-Cube.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

3185. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 22:50:18 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C2vGrv.LHK@ecf.toronto.edu>
Source record: 209725

The reason this is done on the atari is that the two monitors have different scan frequencies. Tha color monitor is a 60Hz analog monitor while the monochrome is a 70 hz digital monitor. Putting the signals for one into the other would destroy the monitor so atari made it so that on the ST when you switch monitors, the machine will completly reboot. This is changed on the TT where you can change the resolution without rebooting the machine, although Atari didn't link it up with the change resolution option on the desktop. It is just an XBIOS call.

3186. Re: In living colour (Was Re: A1200/4000 v. Falcon 030 FAQ)

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 23:05:45 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C2vHHn.wI@ecf.toronto.edu>
Source record: 209726
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1m982mINN4ot@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <C2tMLH.FEt@mach1.wlu.ca>, Phil Martin u (mart4678@mach1.wlu.ca) wrote:
>: Hello. I have been wondering about this for quite a while, and this looks
>: like the place to ask, so here goes:
>
>: I have seen the SVGA palette described in a few ads as "an infinite number
>: of colours", and I have heard PC guys say similar things when I ask them
>: how many colours they can choose from in SVGA. Now, knowing what I know
>: about computers, I find it hard to believe that there are registers
>: capable of holding "an infinite number", so what gives? Is it a 16.8
>: million colour palette, or what?
>
>Depending on the card:
>
> 18-bit, 262144 color palette
> 24-bit, 1677216 color palette (the 16.8mil figure everyone talks
>about)
>
>I don't believe SVGA uses the 15-bit (32768) or the 16-bit (5r/6g/5b)
>(65536) palette, but since there's no SVGA standard, I could be wrong.
>
>Greg
>
>--
>(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
>"Surprisingly, however, nobody has yet discussed the relationship
> between Commodore's net profits and the size of my dick." -Dan Barrett
>(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

If the card has a 24 bit color pallette, then it isn't a SVGA or a VGA card.

3187. Re: The TRUTH of "True Color"

Newsgroup: comp.sys.atari.st
Date: 1993-02-22 23:10:05 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C2vHou.1pu@ecf.toronto.edu>
Source record: 209727

In article <12123@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>mlelstv@specklec.mpifr-bonn.mpg.de (Michael van Elst) writes:
>
>>a) true color == 24bit color because this is more (sort of) than what the
>> human eye can resolve
>
>>b) true color == does not use a color palette
>
>EXACTLY. In the X-windows for "xdpyinfo" it has the following text:
>
> visual:
> visual id: 0x8006a
> class: TrueColor
> depth: 8 planes
> size of colormap: 8 entries
> red, green, blue masks: 0x7, 0x38, 0xc0
> significant bits in color specification: 8 bits
>
>HUH! An 8-bit TrueColor!
>
>Those "masks" indicate that it has 3 bits red, 3 bits green, 2 bits blue.
>
>So there you go.
>
>Stop complaning about the 16-bit truecolour of the Falcon - 5 bits red,
>6-bits green, 5-bits blue.
>
>The xdpyinfo manual also mentions "PseudoColor" and "StaticColor".
>
>--
>Warwick
> _-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
> / * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
> _.-._/ University of Queensland, _// || _ Both are GNUish = Free |
>_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

In the TI34076 Video Interface Pallette data book, it states that it has 3
TrueColor modes. A) a 15 bit Truecolor (Targa) with 5X5X5 representation.
B) a 16 bit Truecolor (XGA) with 5X6X5 representation.
and a C) a 24 bit Truecolor with 8X8X8 representaion.

Therefore the Falcon does have Truecolor included no matter what anyone says
about it.

3188. Re: MiNT, tosprogram.cpx

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 00:09:13 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1mbpv9lNNoms@phakt.usc.edu>
Source record: 209728

In article <1993Feb22.210810.29020@wam.umd.edu> humphrie@wam.umd.edu (James B. Humphries) writes:
>Someone mentioned a tosprogram CPX. I haven't seen that around atari
>archive. Is it new?

Sorry, that was probably me referring to the toswin.acc (which puts
"tos programs" in the DA window) incorrectly as a .cpx.

-MikeB

3189. where to get a memory upgrade for atari in boston area [?]

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 00:16:04 UTC
From: jacob@max.cc.brandeis.edu
Message-ID: <1993Feb23.001604.1101@news.cs.brandeis.edu>
Source record: 209729

i need to get an memory upgrade (to 4 meg) for my old 520 st
i've just wiped a pound of dust off of.

does anyone know of a good place in the boston area to get it?

please respond in email

thanks
jacob

ps: is it useful to get new TOS roms? (my st is a 1987 or 1988
vintage)

3190. recommendation for (1) HD (2) C compiler sought... [?]

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 00:32:02 UTC
From: jacob@max.cc.brandeis.edu
Message-ID: <1993Feb23.003202.1365@news.cs.brandeis.edu>
Source record: 209730

i'm trying to decide on a hd for my st. which ones could
you recommend?

incidentally, i seem to recall that a few years ago a guy
who designed a mac emulator for the st (i forget his name
or the name of the emulator) poured praise over one specific
hard disc he had just aquired. i might be wrong but i'm pretty
sure i'm not mixing two threads in my mind here.

i thought i had jotted down that information at the time but
i don't seem to be able to locate it now. does anyone recall
this and which hd it was?

then i need a "good" (don't we all?) c compiler. i'm not necessarily
looking for great performance but for good fairly standard libraries,
reliable code and easy access to MIDI programming (this is what i intend
to use it for, although i would need a few mathematical functions
such as rand()) and if possible a nice programming environment.
furthermore i wouldn't want to spend an arm and a leg on it.

what would you recommend?

please respond in email. thanks.

jacob

3191. Re: Falcon 030 Memory

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 01:36:02 UTC
From: daveh@cbmvax.cbm.commodore.com
Message-ID: <39434@cbmvax.cbm.commodore.com>
Source record: 209731
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <C2nM88.I9M@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>I remeber seeing somewhere that a 32-bit bus memory board was being developed
>for that falcon which sat in the Maths co-processor socket. I don't have a
>clue if this is possible, but it would be nice to think so......

Assuming they use a standard 68881/68882 math coprocessor socket, it is impossible. The coprocessor socket brings out a full 32-bit bus (though there's no guarantee the Falcon drives it with a 32-bit bus, both FPUs also support 8 and 16-bit bus operation), but they only get a couple of address lines. I suppose if there's no other socket available, that would at least get you half of the way toward some kind of memory kludge. You'd be far better off usurping the CPU socket and building some kind of CPU/memory tower, but chances are they're using the cheaper 132 pin PQFP version of the '030, which would be virtually impossible to tower.

--
Dave Haynie / Commodore Technology, High-End Amiga Systems Design (cool stuff)
"The Crew That Never Rests" {uunet|pyramid|rutgers}!cbmvax!daveh BIX: hazy
SCIENCE: "I'll believe it when I see it"
RELIGION: "I'll see it when I believe it"

3192. Re: MiNT ....also EMACS

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 02:27:10 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Feb22212710@kropotkin.gnu.ai.mit.edu>
Source record: 209732

In article <1993Feb22.134604.25995@sol.ctr.columbia.edu> sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:
>less is an accurate description of what it gives you. Use more instead.

Funny, I use less with man and have no trouble. I think you have to give less some option to tel it you're feeding it formatted stuff. I don't remember the option offhand, but I'm almost certain it's in Bill's nroff docs as I don't recall having to think very hard to get it set up.

If you really care, send me mail and I'll check my config.

cheers,
entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, and Xerox. Join the League for Programming Freedom! Write to lpf@uunet.uu.net for more information.

3193. Re: Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 02:33:45 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mc2e9INNj9p@golem.wcc.govt.nz>
Source record: 209733
Cross-posted to: comp.sys.atari.st,rec.games.video

> Yeah, but 3Do is going to cost $700! What is Jaguar going to cost??

I'd say that the Jaguar isn't going to cost any more than $250 MAX!

(If it does - it won't sell.... maybe 8-)

3194. Re: Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 02:38:47 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Feb22.213847.15566@bsu-ucs>
Source record: 209734
Cross-posted to: comp.sys.atari.st,rec.games.video

In article <1993Feb22.182558.13847@apgea.army.mil>, rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
> In article <1majn4$rnv@falcon.natinst.com> glens@natinst.com (Glen Sescila) writes:
>>
>> Acording to EGM (March '93), Atari's Jaguar can 'out-shoot' (in EGM's
>>words) the 3DO. They say that this has been confirmed by 3 different sources
>>(I assume the sources are 3rd party developers).
>>
>>--
>>"Now You're Playing With Power Without The Price!" Glen Sescila |||
>> / | \
>>My opinions do not necessarily reflect those of my employer and probably are
>>exact opposites. InterNet: glens@falcon.natinst.com
>>--
>
>
>
> Yeah, but 3Do is going to cost $700! What is Jaguar going to cost??
>
> Now, I've been waiting pacently for the next artai game system. I would of
> bought a lynx, but alas, I only have one working hand. I figured that $200
> would be to high of a cost. After all, I did buy a sega genesis for $220.
> But if its going to cost $1000, I don't think so!

According to the Software Industry Bulletin, Oct.26,1992, v8, n10, p1:
I quote paragraph #4 from the article, "Atari plans a 64-bit game machine."

"Jaguar's heart is an Atari-designed, 64-bit custom RISC chip manufactured by Motorola. Atari plans to release the machine in June witha target price of $99. The company acknowledges, however, that the SRP [Sugested Retail Price] may end up anywhere under $200."

This means to me that street price should be between $99 and ~$150.

This is about the most solid information I can find. :) Enjoy!

-Matt

3195. Re: Rel a f d : A t a r i J a g u a r

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 03:29:57 UTC
From: rogata@is-next.umd.edu
Message-ID: <18640@umd5.umd.edu>
Source record: 209735
Cross-posted to: comp.sys.atari.st,rec.games.video

In article <1mberuINNfeg@shelley.u.washington.edu> jjf@byron.u.washington.edu (Matthew Martin) writes:
>PLEASE READ THIS:
>All you programmers out there know whats its
>like when you are trying to get things accomplished and you are just being
>held back.. Maybe I will be more willing later, when I have the time for that!
>

Hmmm. Still seems to find the time to scan this group and post several times a day, though...

3196. Re: MiNT ....also EMACS

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 03:40:08 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C2vu6x.IAC@ecf.toronto.edu>
Source record: 209736

In article <ENTROPY.93Feb22212710@kropotkin.gnu.ai.mit.edu> entropy@gnu.ai.mit.edu (maximum entropy) writes:
>In article <1993Feb22.134604.25995@sol.ctr.columbia.edu> sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:
>>less is an accurate description of what it gives you. Use more instead.
>
>Funny, I use less with man and have no trouble. I think you have to
>give less some option to tel it you're feeding it formatted stuff. I
>don't remember the option offhand, but I'm almost certain it's in
>Bill's nroff docs as I don't recall having to think very hard to get
>it set up.
>
>If you really care, send me mail and I'll check my config.
>
>cheers,
>entropy
>--
>entropy@gnu.ai.mit.edu
>entropy. . .it's not just a good idea, it's the second law.
>Boycott AT&T, Lotus, Apple, and Xerox. Join the League for
>Programming Freedom! Write to lpf@uunet.uu.net for more information.

LESS actually gives you more than more. It gives you the option of scrolling backwards through your file as well as forward. Just type b and it will scroll back 1 screen.

3197. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 03:58:05 UTC
From: bull@vaxc.cc.monash.edu.au
Message-ID: <1993Feb22.165805.91325@vaxc.cc.monash.edu.au>
Source record: 209576
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

>> In article <2375@vall.dsv.su.se>, matt-dah@dsv.su.se (Mattias Dahlberg) write
>> > RUNE HYLDMO (runehy@dhhalden.no) wrote:
>> >
>> > : buy Amiga since the Toaster and Scala is around, but the Falcon is also
>> > : able to do the same if just someone develops hardware like the Toaster
>> > : for it.
>> >
>> > Hah! So you mean that the Amiga couldn't be a MIDI-computer (like the ST)
>> > if "someone develops" software like Cubase and Finale for it? That's the
>> > same thing really.
>> >
>>
>> Actually, the reason that the Amiga could never really make it, even if
>> Cubase was made for it is the lack of a STANDARD MIDI interface. There are
>> at least 4 out there I have seen and all approach it from a different angle.
>> Sinne there is no standard, the software would have to be written to use each
>> one or people would have to buy another (if they already own one) Midi
>> interface!
>>
>> I have no further communications.

Considering what you wrote above, you probably should keep quiet.
I have an A500, I have 1 (one) midi interface. Here is a list of midi
programs which I have used using the same midi interface.

Delux Music Construction Set.
Bars and Pipes.
SuperJam.
Music-X.
M.
Sequencer One.
Octamed Pro.
Tiger Cub.

That's eight different midi programs which all work on the *same*
midi interface. No adjustments of any kind were required for any of the
programs I have mentioned. What was it you were saying about incompatible
interfaces?

Bull@vaxc.cc.monash.edu.au OR bull@monu1.cc.monash.oz
DOD# 251 '84 VF 750 Closet Ducatisto
Disclaimer. If you love your llama, let it lambada.

3198. Re: Midimaze 2 again.

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 07:07:56 UTC
From: mgm@world.std.com
Message-ID: <C2w3t9.FEB@world.std.com>
Source record: 209737

```
>e>] Midimaze is SHAREWARE, and the maze-editor is available to registered
>e>] users only !
>
>You can use it, but you should really consider registrating it when you
>use it regularly. BTW: if you get about 10 people who order Midi-Maze
>together, you might ask M. Fritze about special price ratings :-)
>

Does anyone have a valid e-mail address for M.Fritze, or a current
mailing address? And does he speak English?
I would like to register MIDI-MAZE II, but I'm not going to send that
much money unless I'm sure to get a response...

responses via email, please. I can't keep up with this newsgroup.

--
~`~`michael moncur - mgm@world.std.com / sysop@onlybbs.via.mind.org ~`~`
```

3199. GEM library for MS-Dos?

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 07:34:18 UTC
From: berger@duterl.et.tudelft.nl
Message-ID: <1993Feb23.073418.8989@donau.et.tudelft.nl>
Source record: 209738

Hi,

I need a GEM library for PC's (Please, don't hit me!) I like my computer and like the way GEM works, but the Atari world is very small, and therefor it would be nice, to be able to compile & link my original Atari sources on a PC.

Last week I started writing a GEM lib, but when such a lib already exists, this would be useless.
If anyone know where I can find such a lib, can you please write to me?
Please reply to me in private netmail....

Thanx in advance,

Jeroen Berger.

3200. SLM804

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 08:33:09 UTC
From: jriegel@polyslo.csc.calpoly.edu
Message-ID: <1993Feb23.083309.23531@rat.csc.calpoly.edu>
Source record: 209739

I recently got an old SLM804 from a friend, and I was wondering if anyone could recommend a good word processor to use with it. I've been using 1st Word Plus with the Laserbrain epson emulator I found on umich, but unfortunately Wordplus has no font or graphics support and doesn't handle proportional text correctly. I'd really like to get a PD or shareware word processor if one is available, or a reasonably cheap commercial one.

Also, has anyone managed to hook an SLM up to a PC? My friend wants to print some stuff from MS Word. I thought of having him save it as postscript, and then using ghostscript to print it from the ST, but I haven't had any luck getting ghostscript to work since I only have 1M of ram.

Thanks for any suggestions.

-Jeff
jriegel@polyslo.calpoly.edu

3201. Signum Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 08:41:05 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1mcnv1INNlvp@golem.wcc.govt.nz>
Source record: 209740

A German chap last year posted some Signum/Script fonts
to A.A.. but I can't find them...

What were they called, and are they still there...??

Thanks.....

Roger..... sheppard_r@kosmos.wcc.govt.nz

3202. Learning to program STs... How?

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 08:43:39 UTC
From: kllove@skyhawk.ecn.uoknor.edu
Message-ID: <C2w88v.8nF@constellation.ecn.uoknor.edu>
Source record: 209741

I'd like to write a few games and maybe something productive on the ST, but I have no idea how to do so. <sniff>

They don't teach practical programming here at O.U. and I'd like to learn how to do some actual, real-world programming on the ST (and, if it's applicable, in the MS-DOS world). If anybody can recommend some books or magazine articles on things like graphics, animation, sound samples, and/or game design then I'd be eternally grateful.

I have 'Atari ST Internals' by Abacus Books but it went into far more technical detail than I was ready for. I have Abacus' "GEM Programmer's Reference" but haven't looked at it yet (the 'Reference' part of the title is what's keeping me away... I need a tutorial not a reference).

I am fluent in Pascal (Unix version only) and xBASE. I'm growing more accustomed to Turbo C and have an acquaintence with Fortran, COBOL, BASIC (various flavors), and C++. Therefore, I don't need my hand held (such as "This is an 'IF-THEN-ELSE' statement and this is what it does" foolishness) on basic programming skills. If I have to put up with some hand-holding of this type to get hand-holding for the other stuff above, I can but I would prefer not to.

I have Personal Pascal (unopened), and GFA BASIC v3.01 (yes, John [a.k.a. "No worries mate!"] I know that I should upgrade to version 3.5 ASAP :), and Lattice C v5.0. That should cover any language specific tutorial/guide. (I hope!)

BTW, I've seen an ad for a book by Clayton Walnum called "C-Manship Complete" (or something similar). The blurb below the picture of the book sounded like it might be what I need. Has anyone got any experiences with this book that they would like to share? Which flavor of C does it use? Does it come with a disk?

I guess that's all. Comments and suggestions are welcome!

adTHANKSvance,
Kenneth Love

3203. Re: FTP Mystery!

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 08:59:39 UTC
From: em09@liverpool.ac.uk
Message-ID: <C2w8zF.G8K@liverpool.ac.uk>
Source record: 209742

Farhang Foroughi (foroughi@cs.arizona.edu) wrote:

: I wasted at least six hours! Do a good dead today, help a fellow Atarian.
: Thank you in advance.

I have heard that when uuencoded data is sent over the net it passes
through several computer systems some of which use ASCII and others
ISO code. Certain ASCII characters used by uuencode (circumflex ^ in
particular) do not have an ISO equivalent and can get translated
in a different manner by each machine that processes the data.

I got some files from Italy once that were screwed up in this way. It
was noticable that the lines of uuencoded data were not of equal length.

That I think may be your problem but sadly I can not offer a solution.

JohnB em09@liverpool.ac.uk

3204. Christmas WISH LIST revisited!

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 09:17:49 UTC
From: kllove@skyhawk.ecn.uoknor.edu
Message-ID: <C2w9tv.98F@constellation.ecn.uoknor.edu>
Source record: 209743

I'm back to a daily schedule of reading c.s.a.st after a 3 month hiatus and I thought I'd let you know how my memory upgrade went.

Some of you may remember (though you all probably want to forget 8) that around mid-December I asked c.s.a.st what they would buy for my system with $100 (or less). A surprisingly (to me at least) small list of items was generated (1. TOS 1.4, 2. Warp 9, 3. More memory, and a couple other items that I can't remember right now [it being 2:53 AM and all]).

I chose the memory upgrade since I wanted to do more in the DTP area and set up MiNT/GCC/etc. on my machine (2 MB, Mega ST w/ TOS 1.02 and 105 hard drive).

Now that I have the memory refreshing done, I'll tell you my experiences with the upgrade.

Finding the 2 megs of RAM turned out to be harder to find than I thought they would be. It seems few are selling anything except SIMMs nowadays. After asking several people, I finally remembered TOAD Computers. Initially, they weren't willing to sell the chips to me "because we don't normally sell the chips". But I'm NOT going to send my computer from Oklahoma to Maryland no matter how much I like the company! Eventually, they sold the chips to me for $69 + $5 shipping + $5 C.O.D. = $ 79 (all prices in U.S. dollars).

Since I am not confident enough to take a soldering gun to a computer (much less mine), I started calling around trying to find someone to install the chips once I got them. I was referred to / found 3 people. One was willing to install them and guarantee the work for free if I could get some schematics and instructions. The second would guarantee his work for $60 (and didn't need instructions). I never was able to contact the 3rd person. Needless to say, I didn't get any instructions (things almost never go my way).

Net cost == $139.

From this I've concluded that whomever said I might be able to get Warp 9 with the money left over from the $100 is: a) un-realistic, b) has a source he/she needs to let the rest of us in on, or c) crazy.

Later,
Kenneth Love

3205. Re: GEM library for MS-Dos?

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 09:20:02 UTC
From: walter@lkn.e-technik.tu-muenchen.de
Message-ID: <walter.730459202@sun>
Source record: 209744

berger@duterl.et.tudelft.nl () writes:

>I need a GEM library for PC's (Please, don't hit me!) I like my
>computer and like the way GEM works, but the Atari world is very
>small, and therefor it would be nice, to be able to compile & link
>my original Atari sources on a PC.

>Last week I started writing a GEM lib, but when such a lib already
>exists, this would be useless.
>If anyone know where I can find such a lib, can you please write
>to me?
>Please reply to me in private netmail....
well, others might also like my advice :)

There is a GEM existing for PCs, but it comes from another vendor,
not atari (is it DR?).
It is a bit different in it's outer look, and you might have
to change your sources ... i don't know, because i never tried
to write GEM software.

Keep hackin'
Walter.

3206. Re: WARNING: ICD 6.0.6

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 10:26:08 UTC
From: d70@nikhefh.nikhef.nl
Message-ID: <2205@nikhefh.nikhef.nl>
Source record: 209745

In article <C2uwup.Jr7@mailer.cc.fsu.edu> boyd@tait (Mickey Boyd) writes:
|Jason Julyan 0004 JBEJ (a740778@gus.tiuk.ti.com) wrote:
|> Last week I grabbed a copy of ICD 6.0.6 from ftp.uni-paderborn.de. I
|> etc.
|>
|
|I recently called ICD, and they told me:
|
|a) The latest version of the software is 6.0.7.
|b) They do not want their software uploaded to BBS's (or presumably ftp sites)
| without their permission.
|
|They told me that their BBS is the best place to get their stuff. It supports
|96k modems.

Does their BBS also have a TCP/IP address?
I have the impression that many Atari users only use their (slow)
modem (if they have one) to log into their companies/institutes
facilities, and prefer to use ftp (or telnet) to go further than
that. Evidently, many home-user oriented companies/organisations
don't bother about supporting those users (who cares about some
academics and engineers?).

Bram

Bram Bouwens <Bram.Bouwens@nikhef.nl>
NIKHEF-H, National Institute for Nuclear and High-Energy Physics
Kruislaan 409; P.O. Box 41882, NL-1009 DB Amsterdam
Phone: +31 20 592 5011, home: +31 20 6956831, fax: +31 20 592 5155

3207. Dog Fight

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 11:07:00 UTC
From: S112397@UMRVMA.umr.edu
Message-ID: <1993Feb23.111153.26662@umr.edu>
Source record: 209746

Hi,

Anyone out there know how to get out of the menu screen for Dog Fight in
the umich atari archive? I can get the program to load, but when the
menu screen comes up I can't move anything or select anything.
Help is apreciated.
btw. To the author of RoboBugs, good game!! Are you planing to upgrade it soon?
(the version I have is a little to buggy toplay for more then ten minutes.)

Thanks,
s112397@umrvma.umr.edu - That's me! Sam Groves

3208. Re: Computer Show

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 11:15:43 UTC
From: rauch@avalon.physik.unizh.ch
Message-ID: <1993Feb23.111543.25641@ifi.unizh.ch>
Source record: 209747

In article <C2urA5.150@brunel.ac.uk> ee90jde@brunel.ac.uk (Jonathan D Evans) writes:
[...]
>Also at the show were Hisoft who had a demo Simply the best
>running by Tina Turner on the Falcon and also the walking
>bird demo.

Are these or some other good demos somewhere available via ftp? a friend of
mine will soon get his own falcon and i'd really like to see some good demos..

Greetings, felix
--
* Felix Rauch @ ETH Zuerich, Switzerland
* e-mail: rauch@avalon.physik.unizh.ch
* xilef@ezinfo.vmsmail.ethz.ch

3209. falcon sound question A1200 bus contention.

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 12:16:39 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <d1dol.730469799@dtek.chalmers.se>
Source record: 209748

Well I have a few questions regarding the Falcon.

from what I've read there is an internal IDE bus, how good is it?
(EI. how many connections etc.)
Could you just plug in an IDE hd straight away?
(size limitations?)
Is it similar to the A1200 one?

Is there any Bus contention on the A1200 with Fastmem?

How are the spec's on the atari DSP chips, I know it's 16 bit - 50 khz,
but how good does it sound?
Could you compare it's sound quality with a quality Sampler (eps, S1000, etc)

Is there any proffesional music software announced for the falcon?
(ei. Sequencer with simultanious sample player?)

I know the built in Midi interface on the St's is'nt quite standard, but
how about the falcon one? is it more powerful?

Fredrik Lundholm DDD OO L
~~~~~~~~~~~~~~~~ D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL

~~~~~~~~~~~~~~~~

3210. F19 Fighter problem and question

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 13:19:43 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1993Feb23.091943.1@sscl.uwo.ca>
Source record: 209749

Has anyone else encountered the following problem(s) in F-19 Stealth Fighter from Microprose: when I load the game and choose the levels etc. the game screws up giving me missions. Specifically, on strike missions it gives me "Destroy AN-72 flying to..." for both missions, although both are strike missions. If I look at the "mission targets" selection it tells me the correct strike targets...but if I then attack those I get no credit for completing the mission. This does not happen every time, however it is annoying!!! Also, has anyone EVER had missions to land at clandestine runways, to drop supplies behind enemy lines, or to intercept a cruise missile? If so...what levels etc. were you playing on? The missions are getting quite repetitive and I would like to try some other ones. Any help etc. is appreciated,

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-----------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-----------------------------------+ +--------------------------------+

3211. Mailing-List addresses requested

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 13:32:23 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <ogFFZB1w165w@ersys.edmonton.ab.ca>
Source record: 209750

Can somebody give me the addresses of the following mailing lists:

ST Report Maillling List
Znet Mailing List

My only local source of ST Reports (Bill's BBS in Edmonton) will soon be going to a paid system, and don't see the need to pay him for something that I could get for free (he doesn't even have a file xfer section!).


```
=====================================================================
| Gregeory C. Granger | "All these memories will be |
| (GGranger@Ersys.Edmonton.Ab.Ca) | lost in time, like tears |
| 5516-190A Street | in the rain." |
| Edmonton, Alberta T6M-2L3 Canada | |
| +1 (403) 483-2049 / 481-5110 | - Roy Batty, _Blade Runner_ |
=====================================================================
```

3212. Re: Lords of Chaos

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 13:38:16 UTC
From: mpnolan@unix1.tcd.ie
Message-ID: <mpnolan.730474696@unix1.tcd.ie>
Source record: 209551

In <1mb7dcINNati@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>Wasn't Lords of Chaos shareware or something!? (I remember a review in
>ST-Format, but can't remember)
No.
It can be purchased from a company by the name of 'Blade' software.
The Game is FANTASTIC.
- programmed by a brilliant programmer, who also wrote titles such as
Laser Squad, Rebel Star I & II, Rebel Star Raiders (remember anyone?)
GREAT GAMES!!!!!

That's my bit....

3213. AMIGA VS. ST

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 13:53:20 UTC
From: psteindl@amiga
Message-ID: <1993Feb23.135320.27161@rzu-news.unizh.ch>
Source record: 209552

Well then,

I think it is time I write my 0.02$ into this group...Well, atarians are fighting against amiga users since these two machines exist (oh no, don't tell me you don't...), and as I see, they have NOT grown up. Besides: I had an amiga 500 (was a great game machine :)), then I bought an Atari Mega1 (got 2 synthesizers at home) and now i own a pc486 in addition (for school, using unix on it...). The A500 had the greatest games, the atari was unbeatable in text and midi (at these times; and even today I think you will have difficulties in finding such a sharp and cheap monitor like the SM124...). Now i use the PC as a powermachine, since it is faster than the 040 next of my friend (a real lot faster...).
The following now is IMHO:

- You cannot beat the atari in midiprogramms....theres no such thing like creator, notator and all these fine editor programms (Don't come with bags'n'pipes...thats funny, but not as mighty...). MIDI: well, it could be standarised on the amiga, just like a sound blaster on a pc, let's say an inofficial standard. Still, there are additional costs...

- You cannot beat the amiga when working with video. Since its resolutions are mostly (or all?) videocommpatible, its for sure the cheapest machine u can get (there are also the programms for it: scala and such). The attribute "game machine" can no longer be applied (since an a4000 is a good machine, I just miss the DSP (I am making music :)) and the scsi onboard like the a3000 had...). Maybe I'm wrong...but working with a cheap amiga without good monitor and the amigas strange resolutions (1280 x 200...wow) can be a bummer to zour eyes...

- You cannot beat a PC when it comes to a cheap and fast machine, but you will have to fight with lots of IRQ and DMA stuff as well as with drivers and so on...lets say the ancient design of a pc...if u get all done, it works fine. With new technologies (like Localbus, which can move ca. 180 MB/sec on a 50 Mhz dx) most problems are avoided...

Well, this is from a view of a user...not a programmer. If you are using C, well, it's nearly the same on all machines. Coding assembler is another chapter and I think Intel Chips can break your skull :-).
What i wanted to say is: Most computers can hadle many jobs, better or not. (You can even write your dissertation on an A500 and raytrace pictures on a monochrome Atari ST, but does this make much sense?). I am awaiting the Falcon 040 now, since its DSP and rumours about 50Mhz can push it to a true and professional sound sampler while having enough power to drive a unix or such (nextstep for falcon? :-)). If they integrate variable resolutions (do they?), I think it would be superior to an a4000, but at what price, I dunno..
The problem is, atari and commodore make great computers...but both companies

have a very strange management concept....atari is always too late and commodore doesn't take a shit (sorry) if their users have new ideas or problems with their machines (atari is not better, either....)

Ok,,,I think that was it

Well, don't flame too much :) maybe my english is not too good, so there can be things, that sound wrong. Keep your machines and be happy with them, there is no sense in a "mycompisbetterthanurscauseithasthisandthatatthisprice-war". Each machine has advantages to another one (even if it is only the price :)). My dream would be something like a mixture of an a4000 and a falcon 040...

cu guys

Philippe Steindl

ilg@ezinfo.vmsmail.ethz.ch
os2_mgr@ezinfo.vmsmail.ethz.ch
ilg@impch.imp.ch
psteindl@amiga.physik.unizh.ch

3214. Falcons in the UK

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 14:07:59 UTC
From: thumpy@dcs.qmw.ac.uk
Message-ID: <1993Feb23.140759.22680@dcs.qmw.ac.uk>
Source record: 209553

I just spend an interesting hour or so on the phone trying to get hold
of one of the birds. Basically, the two places who reckon they'll have
them in stock NEXT WEEK (like the man from Atari said at the Wembly Computer
Show) were

Evenlode - tel 0993 898484

and

ABC Music (Kingston) - tel 081 546 9877

These are both music - related suppliers.

Both companies said that the price for the 4/65 beast would be 999 pounds
stirling, a rise of 100 pounds from the previous estimate due to the
pound's shite standing in the exchanges at the mo'.

For those interested, Cubase's RRP has apparantly risen to 399 pounds.

Both places also had D2D's 2 and 4 - track recorder software for 150 and
300 quid respectively. This s/w can work concurrently with Cubase 3 to
give you direct-to-disk recording sync'd to your MIDI efforts. Yummy.

Your's now-200-quid-poorer-than-I-was-10-minutes-ago(20% deposit)

--
Richard Parr
(thumpy@dcs.qmw.ac.uk)
Dept of Computer Science, QMW, University of London.
--
Richard Parr (thumpy@dcs.qmw.ac.uk)
Department of Computer Science, QMW, University of London

3215. Re: NeoDesk 3.03 ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 14:57:56 UTC
From: jesa@s0jxb.exnet.co.uk
Message-ID: <H.Hqy&04_r5eA@s0jxb.exnet.co.uk>
Source record: 209554

In <C2uqs5.1F7@brunel.ac.uk>, Gareth R Blades writes:
>Mr M E Watkins (csucf@csv.warwick.ac.uk) wrote:
>: I got a news letter from gribnif software a while ago, and it mentioned
>: NeoDesk 3.03 being released in December 1992 (if I remember rightly)
>: It also said that an upgrade disk would be sent to me free of charge
>: (or at least that's what I read it as being)
>
>: So could anyone tell me... Has it been released yet?

The file NEO303UK.ZIP is the update for Neodesk 3.02 to 3.03 and is available
from Internet BBS on +44 296 395 935
The file is 251k long and will only update an existing Neodesk 3.02
Hope this is helpfull.

John
--
==========
From: John Budden Email: s0jxb@exnet.co.uk

3216. Re: MiNT ....also EMACS

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 15:02:24 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Feb23.150224.2016@sol.ctr.columbia.edu>
Source record: 209555

> LESS actually gives you more than more. It gives you the option of scrolling
> backwards through your file as well as forward. Just type b and it will
> scroll back 1 screen.

Try pressing '?' in a decent 'more'. I think GNU has one...

Simon.
--

____
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

3217. Re: Computer Show

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 16:47:25 UTC
From: cstadbs@csv.warwick.ac.uk
Message-ID: <1mdketlNNjg7@poppy.csv.warwick.ac.uk>
Source record: 209556

<C2up5q.Dwz@brunel.ac.uk> writes:
>I went to the "7th International Computer Show" at Wembley this weekend.
>
>The Falcon was there! There was a `Falcon Feature' with 4/5 Falcons
>being demo'd by 3 guys (who didn't appear to be linked to Atari).
>
>Atari was not there!
>
>The 3 guys demoing the Falcons were really unhelpful, they would only
>answer questions with 'yes' or 'no' and were not prepared to say much at
>all. One of them said that the Falcon would be released in the UK on the
>FIRST OF MARCH. He also said that case redesign was a *long* way in the
>future. Is this true??

I went to the show on Friday. The Falcon Feature was being run by Compo, and the guys you talked to were some of the developers. The guy with the Screenblaster was one of its developers. I'm not sure why you thought they were unhelpful - I was chatting to them for ages, one guy especially - seemed nice enough to me!
I would not believe all that they told you - after all, they are not from Atari, they are only developers, so they would not be up to date on things like the case design etc. I asked one if the case shown was the final design, and he said it was, but then half an hour later, an Atari guy said that it would be changed eventually. He also said that the Falcon030 was the first in a long line of Falcon machines, and they intended to keep them at the cutting-edge of technology.
I got the impression from talking to various people that the Falcon040 would be 'announced' before August this year, possibly at Cebit.

Atari were there in a way. At 12 and 2:30 two guys from Atari came along to answer questions on the Falcon.

See my previous post for the official release dates.

Atari said that they did not have a stand there because the guys high up had said that the official Euro release was at Cebit , and no earlier.

Hisoft had MultiTOS, I think it said v1.1 when it booted up, I'm not sure. I did notice one thing about it - if you try to change resolution with MTOS running, it says something like 'You must close all applications before changing resolution'. As far as I could see, the only thing running was MTOS itself. Was I seeing things or is this a rather stupid bug/idea?

Hisofts True Paint looked pretty good, in fact the JPEGS were absolutely stunning! I could not even see the pixels! Flipping pictures horizontaly and vertically was done in less than 2 seconds, with instant redraw once

it had thought about it. It loads every picture format imaginable, with more added just by having another loader for a new format on the disk.

Paul
cstadbs@csv.warwick.ac.uk

3218. Re: Learning to program STs... How?

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 16:55:13 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb23.165513.8465@newshost.lanl.gov>
Source record: 209557

In article 8nF@constellation.ecn.uoknor.edu, kllove@skyhawk.ecn.uoknor.edu (Kenneth L Love) writes:
>I'd like to write a few games and maybe something productive on the ST,
>but I have no idea how to do so. <sniff>
>
< stuff deleted>

>I have Personal Pascal (unopened), and GFA BASIC v3.01 (yes, John [a.k.a.
>"No worries mate!"] I know that I should upgrade to version 3.5 ASAP :),
>and Lattice C v5.0. That should cover any language specific tutorial/guide.
>(I hope!)

Yeh, get that upgrade in ASAP, Kenneth! And then buy a "GFA Basic Toolkit" book and disk from Taylor Ridge Books. Nah, better buy 100 copies. :)

>BTW, I've seen an ad for a book by Clayton Walnum called "C-Manship Complete"
>(or something similar). The blurb below the picture of the book sounded
>like it might be what I need. Has anyone got any experiences with this
>book that they would like to share? Which flavor of C does it use? Does
>it come with a disk?

If you are going to attempt programming the ST in C, I would definitely recommend picking up Clay's "C-Manship Complete" book _and_ disk. It's one of the best general C tutorials around and it is ST specific. It was written around Megamax's Laser C which is no longer available, I believe (and does not support STe features) but is generic enough that you should have little trouble converting to Lattice C or some other flavor. For more specific info, contact Clay at (203) 643-9673.

>I guess that's all. Comments and suggestions are welcome!

OK, you asked for it. Here's my $0.02: If you want to program for fun or just for yourself or just to experiment, then use GFA BASIC. It's quite easy to learn and use, has a tremendous command set, is fast and fairly efficient, and has a large established user base. HiSoft's new BASIC is supposedly very good, too, although not as widely in use as GFA.

If you want to learn to program in hopes of eventually marketing your software or padding your resume with useful skills, then go with C and eventually pick up C++. The learning curve is steeper, granted, but the potential rewards are greater. You just don't see a lot of ads for "BASIC Programmer Wanted." :) Don't get me wrong, you _can_ program commercial quality apps in BASIC, but the transition to other platforms in C is easier.

"You pays yer money and you takes yer choice."

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3219. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 17:32:30 UTC
From: snail@lsl.co.uk
Message-ID: <1993Feb23.173230.3110@lsl.co.uk>
Source record: 209558
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <3877@blue.cis.pitt.edu>, xero@pitt.edu (Josh Karabin) writes:
> Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
> : Buy a PC for MIDI!? HAHAHA! In case you didn't know, the Falcon has
> : MIDI built in, it also doesn't require the addition of a $300 card!
> : And- there is *decent* software available for it!
>
> People will overlook the Falcon when it comes to MIDI for the same
> reason that people will overlook the Amiga when it comes to Video.
> They're convinced that the only real computers in existence are Clones
> and Macs. End of story. People will look at the Falcon and say "but it's
> not Mac/PC compatible" and sales will be lost...

This is complete rubbish. The ST (and the Falcon because porting will be easy) has a very well established base of MIDI software. People peddling the useless opinion in the previous paragraph must be (I presume) operating outside the world of music.

Take a look at just about any music magazine (for amatuer OR professional musicians), you'll see Atari kit more than any other computer kit. This may well change, but for now Atari will be bought for MIDI in preference to other machines.
--
snail@lsl.co.uk

"Washing one's hands of the conflict between the powerful and the powerless means to side with the powerful, not to be Neutral."
Quote by Freire.
Poster by OXFAM.

3220. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 17:53:08 UTC
From: leifv@dhhalden.no
Message-ID: <leifv.137.730489988@dhhalden.no>
Source record: 209559
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

```
>Petter Nilsen writes:
>In article 17494@dhhalden.no> runehy@dhhalden.no (RUNE HYLDMO) writes:
>>If you live in other countries than the Scandinavian ones I think you
>>could, but what the heck you can't get an A4000 ec030 nor a A1200 here
>>either. The A1200 won't ship here until March. This I know since I work
>>in a shop where we sell amiga and atari. The Falcon will probably arrive
>>shortly after that.
>Then you don't know enough, 'cause the A1200 is shipping in this very
>moment in Norway.
Yep, they have loads of them(A1200) at SpaceWorld in Oslo, and I guess they
are available most other places too...haven't seen any Falcons though.

>
>> Rune H.
>\\\\\\ E-Mail: petter@pnilsen.adsp.sub.org |\

/// Leif Hugo Vaarum, Solbakkvn. 9, 1777 HALDEN
-------///-------------------------------------------------------------
\\\ /// InterNet: leifv@dhhalden.no :"She broke my heart
\\\/// (Good) Amiga coders do it 50 :so I ripped hers out..."
\/// times per second! : -GN'R LIES
---------------------------------------------------------------------
```

3221. How Many Colours is true ColoUr?

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 18:00:22 UTC
From: snail@lsl.co.uk
Message-ID: <1993Feb23.180022.3111@lsl.co.uk>
Source record: 209560
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1loi51INNpm5@gap.caltech.edu>, andrey@cco.caltech.edu (Andre T. Yew) writes:
> snail@lsl.co.uk writes:
>
>>24 bit = 16 million colours. Your eye cannot see that many colours.
>> 256,000 colours. Your eye cannot see that many colours.
>
>>Spot the difference?
>
> Yes. It's very easy to show that 24-bit color is not
> enough, especially if you're doing 3D rendering. Where
> did you pull out your other figures from?

I read them somewhere years ago. Another poster claimed I was wrong. Maybe.
However they then claimed the human eye sees 256 red, 256 blu and 512 green
levels. Now *I AM* prepared (in fact I do) believe the human eye sees different
RGB components with different resolution, but I find it hard to believe it
is on a perfect power of 2 boundary, next thing I know I'll be the Terminator.
>
> The 256K colors are as evenly spread as if you had a linear
> DAC. What do you mean by evenly spread? By the DAC's view,
> by the monitor's view, or by the humans view?

By the human's view. This must be the case, because otherwise the picture
cannot be claimed to be 'real life realistic', only photorealistic...

Spot the difference? (I'm getting to like this phrase :-)
--
snail@lsl.co.uk

"Washing one's hands of the conflict between the powerful and the powerless
means to side with the powerful, not to be Neutral."
Quote by Freire.
Poster by OXFAM.

3222. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 18:02:13 UTC
From: snail@lsl.co.uk
Message-ID: <1993Feb23.180213.3112@lsl.co.uk>
Source record: 209561
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1loieoINNpou@gap.caltech.edu>, andrey@cco.caltech.edu (Andre T. Yew) writes:
> rsrodger@wam.umd.edu (Yamanari) writes:
>
>> You are incorrect. The human eye can distinguish 256 levels
>> of red and blue, and 512 levels of green. 2^8*2^8*2^9,
>> 25 bits. Computers use 24 bit pallettes because it's hard to
>> arrange a 9-bit value for conversion to analog.
>
>> You are mistaking "level" and "hue", and hue is irrelavent to
>> brightness or darkness.
>
> Where the hell are you getting your information from? Mr.
> Linear Model of the Universe?

I thought pretty much the same myself...can we have a biology expert in here
please?
--
snail@lsl.co.uk

"Washing one's hands of the conflict between the powerful and the powerless
means to side with the powerful, not to be Neutral."
Quote by Freire.
Poster by OXFAM.

3223. Re: GEM library for MS-Dos?

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 18:04:30 UTC
From: healy@nosc.mil
Message-ID: <1993Feb23.180430.20701@nosc.mil>
Source record: 209562

Didn't Apple sue Digital Research a while back on GEM infringing on the MAC GUI they took from Parc Place, resulting in PC GEM having some functionality removed. Atari snuck by on a grandfather clause, I believe.

So I think the two GEMs have diverged. I think the only thing I've used PC GEM for is GemDraw. Is there even an Atari version of GemDraw?

Mike Healy

healy@nosc.mil

3224. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 18:12:30 UTC
From: stevew@teleride.on.ca
Message-ID: <C2wyKv.4qE@teleride.on.ca>
Source record: 209563
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1m1m3qINNjvt@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>The average human eye cannot tell the difference between ranges of
>colors after about the first 7-million. (Women have a higher range
>of color recognition in their eyes, so they can distinguish more)

I'd like to know where you got that kind of bullpuckey. Most studies I've seen show few can distinguish more than about 2,000 different colours, not 7,000,000. And I've NEVER seen any rigourous studies demonstrating sexual dimorphism in colour recognition. Heck, I've never seen ANY studies claiming sexual dimorphism in colour recognition.

--
------- Stephen M. Webb -------

Ack! I've accidentally broken my leg! -- Ed the Happy Clown

3225. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 18:13:49 UTC
From: snail@lsl.co.uk
Message-ID: <1993Feb23.181350.3113@lsl.co.uk>
Source record: 209564
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb15.180602.28437@wam.umd.edu>, rsrodger@wam.umd.edu (Yamanari) writes:
> In article <1loim2INNq0v@gap.caltech.edu> andrey@cco.caltech.edu (Andre T. Yew) writes:
>>rsrodger@wam.umd.edu (Yamanari) writes:
>>
>>> "True color" means 24 bit color. That's it. Anyone
>>> using it for 15/16 bit displays is using it incorrectly.
>>> Those are, properly, referred to as "high color" displays.
>>
>> You know, you should stop making stupid generalizations.
>>True color is completely meaningless since it changes meaning
>>when you talk to different people.
>
>
> Quite simply, you are wrong. A lot of people over in a different
> group are trying to come up with a rationalization for their
> (mistaken) belief that the 21st century starts Jan 1, 2000, and
> they are using all sorts of methods like "maybe the first century
> was 99 years..". They are wrong--a century is 100 years, and not
> 99, not 101--only 100.
>
> TrueColor is a tradematk of AT&T in reference to it's Targa
> cards. It refer to 24 bit color and _only_ 24 bit color. I don't
> care what other people want to use it to mean, that's what
> it properly means. A lot of people think 'pulchritude' means
> 'ugly' and they are WRONG. It doesn't matter how many people
> think something incorrect or use something incorrectly--they
> are still *wrong*. Period.
>
>
>
>> For example, say that to
>>an X programmer, and it will say things about whether or not
>>the colormap is writable. It's not uncommon to see a 1-bit
>>Truecolor display. Can't people just say 24-bit color and
>>be done with it?
>
> Their ignorance is not my problem. They can think it means
> whatever they choose--be it purple poodles to stuffed
> dinosaurs--that doesn't change the meaning.

I don't usually include such large articles, but FLAMEBAIT is FLAMEBAIT.

This is total rubbish. TRUE COLOUR may be a trademark. Fine, it's a trade mark
owned by a company for their own ends.

Also

TRUE COLOUR is a standard term for refering to a particular video mode when working with X windows. Direct Colour (spelling is color...) is also another mode for using with X windows.

Lets use an analogy with the C programming language...

```
enum my_daft_flame_enum {
DIRECT_COLOR,
TRUE_COLOR,
PSUEDO_COLOR,
ANOTHER_COLOR
};
```

Here TRUE colour does not mean 24 bit colour card, it means the value 1, as defined by the ANSI standard definition of the C language. Now another example...

```
enum my_daft_flame_enum {
DIRECT_COLOR = 24,
TRUE_COLOR,
PSUEDO_COLOR,
ANOTHER_COLOR
};
```

Here TRUE colour does not mean 24 bit colour card, or the value 1, it means the value 25, as defined by the ANSI standard definition of the C language.

In short words mean what they mean in the relevant context. Your post went on to claim that TRUE COLOUR in the X Window System was incorrect (as well as a bunch of other assumptions). You are incorrect.

TRUE COLOUR should mean, looks (on the screen) like it does in real life. Whether it does or not is another matter. Looks like AT&T will have to take everyone to court for using TRUE colour to mean a variety of things including having more or less colours than 16.7 Million or the value 3.

That said I think 32,000 colours isn't enough.

Goodbye, that was fun.
--
snail@lsl.co.uk

"Washing one's hands of the conflict between the powerful and the powerless means to side with the powerful, not to be Neutral."
Quote by Freire.
Poster by OXFAM.

3226. Atari 7800

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 18:16:28 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Feb23.181628.21826@apgea.army.mil>
Source record: 209565
Cross-posted to: comp.sys.atari.st,rec.games.video

ok, I applogize for posting this here once again, but I don't have access
to rec.video.games nor do I desire all the verbal abuse from nintediods.

I called up Atari and got them to send me a list of the Atari 7800 games they
still have in stock for sale.
I am looking for descriptions and opinions of the follwing games for the 7800.

1,Alien Brigade
2. Fatal Run
3. Jinks
4. Midnight Mutants
5. motor Psycho
6. Planet Smashers
7. Scrapyard Dog
8. Dark Chambers

and the following are 7800 that I know what they are, but I need opinions
on how good the Atari 78
00 version is:

1. Xenophobe. (I've spent big bucks on the arcade and rented the nintendo
version. This is the one I must know about)
2. Super Huey
3. Ninja Golf
4. Joust
5. Ikari Warriors
6. Fight Night
7. Dig Dug
8. Deluxe Asteriods
9. Commando

Thanks everyone.

By the way, if you want to get the catalog, you call Atari at:
(408)745-2000

Rob Merritt

3227. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 18:29:08 UTC
From: snail@lsl.co.uk
Message-ID: <1993Feb23.182908.3114@lsl.co.uk>
Source record: 209566
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb15.201423.5806@wam.umd.edu>, rsrodger@wam.umd.edu (Yamanari) writes:
> In article <1993Feb15.185346.18754@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
>>|> > color.
>>|>
>>|> Your eye can see approx 40 intensity levels for each of Red, Green and Blue.
>>|> Now lets say we have a super person who can see 50 levels for each of Red,
>>|> Green and Blue.

> You can *easily* see more than 50 levels of RGB. Do you actually
> *use* a computer?
>
> 50 levels each of RGB also == 50 shades of grey, which is
> quite easy to shw as inadequate.

Right, I think I've caused enough confusion, wow such a tirade of opinion started from my humble "SPOT THE DIFFERENCE POST". Firstly I think where I went wrong is that the numbers I had (the 40 levels...) is probably for night time viewing, when the colour receptors don't work very well. So I was probably talking about part of the eye we don't use for looking at colours. More fool me for the extrapolating this behaviour (without even thinking of checking my workstation next to me :-|) to colour receptors.

Note 50 shades of grey on a monitor is not a test of your B/W receptors in your eyes, it's a test of the colour receptors in your eyes.

It would be much better for a biologist to comment on these ramblings.
--
snail@lsl.co.uk

"Washing one's hands of the conflict between the powerful and the powerless means to side with the powerful, not to be Neutral."
Quote by Freire.
Poster by OXFAM.

3228. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 18:48:02 UTC
From: snail@lsl.co.uk
Message-ID: <1993Feb23.184803.3115@lsl.co.uk>
Source record: 209567
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <3931@blue.cis.pitt.edu>, xero@pitt.edu (Josh Karabin) writes:
> AL RASHID SHAHIR (alrashi@ecf.toronto.edu) wrote:
> : >People will overlook the Falcon when it comes to MIDI for the same
> : >reason that people will overlook the Amiga when it comes to Video.
> : >They're convinced that the only real computers in existence are Clones
> : >and Macs. End of story. People will look at the Falcon and say "but it's
> : >not Mac/PC compatible" and sales will be lost...
>
> : Not if the enthusiasm at the NAMM is any indicator of things. And seriously,
> : who looks for MIDI except musicians? For the Video, armchair producers would
> : reeeely like one, but for MIDI? Only the strictly serious would want a MIDI.
> : (Lotsa general talk here...I'm not talking about exceptions). SO the point is,
> : HEY musicians have been sticking to Atari for a while now, so what gives you
> : the idea that they'd give up on Atari so easily? (Re: my first statement)
>
> The reason I think that musicians will overlook Atari is that I have been told
> by numerous sources that the Mac does MIDI sequencing better than Atari,
> especially at the high end. I'd believe this. So would a lot of people wanting
> to start MIDI work. So alot of people will go Mac before Atari. Now, whether
> or not it is true that the Mac can do MIDI better is not the issue - people
> assume it can, so they believe it can, and then Atari loses sales.

Hmm, how can an Atari do worse than a MAC? The software is generally
written by the same people, or in the cases when it isn't someone else has an
equivalent piece of software on the other platform.

A boring old ST can out perform a boring old MAC, even when running an emulator
(GCR SPECTRE, or something along those lines), and it has more screen space.
Now if your average musician can afford a
top-of-the-line-I-really-have-too-much-money-to-spend MAC (and I wish I could)
then they may do that, or alternatively buy a top of the Atari and spend the
difference on some nice gear for their studio, which is what I'd do.

Also it doesn't help if people like you go around being so pessimistic. You
can't have heard John Major going on about people "talking Britain down" -
not surprising since his government helped put us here.
--
snail@lsl.co.uk

"Washing one's hands of the conflict between the powerful and the powerless
means to side with the powerful, not to be Neutral."
Quote by Freire.
Poster by OXFAM.

3229. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 19:30:53 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993Feb23.193053.2177@ugle.unit.no>
Source record: 209568
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <leifv.137.730489988@dhhalden.no>, leifv@dhhalden.no (LEIF HUGO VARUM) writes:
> >Petter Nilsen writes:
> >In article 17494@dhhalden.no> runehy@dhhalden.no (RUNE HYLDMO) writes:
> >>If you live in other countries than the Scandinavian ones I think you
> >>could, but what the heck you can't get an A4000 ec030 nor a A1200 here
> >>either. The A1200 won't ship here until March. This I know since I work
> >>in a shop where we sell amiga and atari. The Falcon will probably arrive
> >>shortly after that.
> >Then you don't know enough, 'cause the A1200 is shipping in this very
> >moment in Norway.
> Yep, they have loads of them(A1200) at SpaceWorld in Oslo, and I guess they
> are available most other places too...haven't seen any Falcons though.

Interesting note... I heard that Dixon (Oslo) sold out ALL their 1200s in the
first 15 minutes (about 30 of them). Now, they won't be getting anymore until
June (because C= can't get them either) - so if you bought your 1200 at Dixon and
it doesn't work... Tough. ;)

As for C=, they got 600 1200s, having asked for 900 - They were calling round to
dealers asking if they could make do with fewer machines! Well, at least they're
selling...

> >> Rune H.
> >\\\\\\ E-Mail: petter@pnilsen.adsp.sub.org |\

> /// Leif Hugo Vaarum, Solbakkvn. 9, 1777 HALDEN

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

3230. Re: How Many Colours is true ColoUr?

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 19:54:19 UTC
From: hello@bnr.ca
Message-ID: <1993Feb23.195419.22237@bnr.ca>
Source record: 209569
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

snail@lsl.co.uk wrote:
: In article <1loi51INNpm5@gap.caltech.edu>, andrey@cco.caltech.edu (Andre T. Yew) writes:
: > snail@lsl.co.uk writes:
: >
: >>24 bit = 16 million colours. Your eye cannot see that many colours.
: >> 256,000 colours. Your eye cannot see that many colours.
:
: I read them somewhere years ago. Another poster claimed I was wrong. Maybe.
: However they then claimed the human eye sees 256 red, 256 blu and 512 green
: levels. Now *I AM* prepared (in fact I do) believe the human eye sees different
: snail@lsl.co.uk

My wife is taking a medical imaging course and her reading materials
say that the number of grey levels a human eye can discern is between
16 and 32, but never more, so I'd be very surprised at 256 color levels.
The key is "discern" - i.e. with a grey scale of 32, a person can tell
the difference between any two adjacent grey levels, but not with a grey
scale of 40 or 64 or 117! Any two different colors with an appreciable
difference in saturation would be easily discernable, but I'd be willing
to wager that it would be tough telling the difference between a level
one of a 64 level blue scale from a level 1 of a 64 level green scale.

Ken Orford | Bell Northern Research Limited
hello@bnr.ca | Ottawa, Canada. (613) 763-2325

3231. Re: In living colour (Was Re: A1200/4000 v. Falcon 030 FAQ)

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 20:21:18 UTC
From: c92caren@IDA.LiU.SE
Message-ID: <C92CAREN.93Feb23212113@astmatix.IDA.LiU.SE>
Source record: 209570
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1m6dt7INNnr6@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:

In article <1m6bnr$3uq@bigboote.WPI.EDU>, Brent Burkholder (eyeq@wpi.WPI.EDU) wrote:
: One second.... may be only 256 "perfect" greys in the 24 bit range, but what
: of all those thousands of "off-grey" colors that you can get by adding or
: subtracting from 1 to 5 of the value for a given color. Take for example these
: colors: (128, 129, 128), (124, 128, 128), (130, 126, 131)

: These wouldn't be true "grey scale" but the human eye wouldn't be able to
: distinguish these from a true grey in any case and the net result is that we
: have access to all of the "grey" we can use. Note, the eye would still be able
: to see a difference, but it would think that they were both grey.

It wouldn't matter--something to take into account in these cases are
brightnesses--a maximum of 256. No matter how many "off" colors you
have, in a greyscale image, they will fall under one of 256 categories in
a 24-bit system. No matter how you vary the color, it will end up being
one of 256 brightnesses.
Nope not quite...
Each color component have 256 levels of brightness, but the RGB
components are not equal in brightness (i think that the ratio is
about G=2R=4B or something like that, so by adding 0x000000 ->
0x010101 you can have eight levels in between each level of "true"
grey. This even worked on my Spectrum YEARS ago (using a B/W
TV-set...) to get a staggering 8 shades of grey ;)
--
==////=====
Calle Englund ////
CompSci Student @ Linkoping University of Technology ////
Email: c92caren@und.ida.liu.se ////\
\\\\ ////\ \
Waiting for an AGA/030/SCSI Amy \\\X///--\ \MIGA
===\XXX/====\ \====

3232. Re: AMIGA VS. ST

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 20:31:56 UTC
From: rauch@avalon.physik.unizh.ch
Message-ID: <1993Feb23.203156.4368@ifi.unizh.ch>
Source record: 209571

In article <1993Feb23.135320.27161@rzu-news.unizh.ch> psteindl@amiga (Philippe Steindl) writes:
[comparison between some computer-systems deleted]
>Now
>i use the PC as a powermachine, since it is faster than the 040 next of my
>friend (a real lot faster...).
As I feel concerned with this, I have to add, that we only made some tests using C-programms like factorising a special number or calculating pi to 1000 or 10'000 digits, nothing more. We didn't make a system-overall-performance-test.
Just to make this clear. It seems, that the i486 is a fast processor, but althought I'd never buy a PC. I still have some honor :-)

greetings, xilef
--
* Felix Rauch @ ETH Zuerich, Switzerland
* e-mail: rauch@avalon.physik.unizh.ch
* xilef@ezinfo.vmsmail.ethz.ch

3233. Re: GEM library for MS-Dos?

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 20:39:43 UTC
From: neurom@stein.u.washington.edu
Message-ID: <1me22fINN649@shelley.u.washington.edu>
Source record: 209572

In article <1993Feb23.180430.20701@nosc.mil> healy@nosc.mil (Mike Healy) writes:
>Didn't Apple sue Digital Research a while back on GEM infringing
>on the MAC GUI they took from Parc Place, resulting in PC GEM
>having some functionality removed. Atari snuck by on a grandfather
>clause, I believe.

Maybe so, Apple is a bit sue-happy (?!?!)
Another option to cosider is the GEMul8r. It's a board for the PC which
has slots for TOSRoms. Works pretty well, actually. Althogh, it doesn't
support sound (yet) it's still under V1.0 (I think...)

Good luck.
--Neuromancer

3234. Re: How Many Colours is true ColoUr?

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 20:44:57 UTC
From: cree@elec.canterbury.ac.nz
Message-ID: <C2x5My.DCD@cantua.canterbury.ac.nz>
Source record: 209573
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

snail@lsl.co.uk wrote:
> In article <1loi51INNpm5@gap.caltech.edu>, andrey@cco.caltech.edu (Andre T. Yew) writes:
> > snail@lsl.co.uk writes:
> >
> >>24 bit = 16 million colours. Your eye cannot see that many colours.
> >> 256,000 colours. Your eye cannot see that many colours.
> >
> > Yes. It's very easy to show that 24-bit color is not
> > enough, especially if you're doing 3D rendering. Where
> > did you pull out your other figures from?

> I read them somewhere years ago. Another poster claimed I was wrong. Maybe.
> However they then claimed the human eye sees 256 red, 256 blu and 512 green
> levels.

It not so much how many different shades the eye can see but that the eye
is very adept at spotting the boundary between two shades, even if they
are very close. For example, if you have a 256 level grey scale and display
on the screen one shade and then close you eyes, update the whole screen to
the next level of shade and then open your eyes and see if you can see the
difference. I would be surprised if you could reliable tell if the screen
had changed shade. Now display half a screen with one shade of grey and the
other half of the screen with the next shade increment and you just maybe
able to spot the boundary - the eye is very good at that. If you can't
see the boundary try it with a 64 level grey scale and this experiment should
be a lot more clear cut. That is why so many colours are needed to get a
realistic image.

> snail@lsl.co.uk

Michael Cree Gold there is
cree@elec.canterbury.ac.nz and rubies in abundance;
But lips that speak knowledge
are a rare jewel. (Prov 20:15)

3235. Re: Colorado Ataris

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 21:01:11 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <7340122@hpfcso.FC.HP.COM>
Source record: 209574

Run PC in Ft. Collins.
Horizon Computers in Denver.

3236. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 21:19:45 UTC
From: healy@nosc.mil
Message-ID: <1993Feb23.211945.8376@nosc.mil>
Source record: 209575
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

This month's Electronic Musician had a pretty positive review of the Falcon. It commented that the Falcon might help Atari regain some of the market share in music it has lost over the years. But the ST is still hanging in there - there's always ads for atari stuff and the occasional review.

Mike Healy

healy@nosc.mil

3237. Re: falcon sound question A1200 bus contention.

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 21:53:55 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1me6djlNN99u@elroy.jpl.nasa.gov>
Source record: 209577

In article <d1dol.730469799@dtek.chalmers.se> d1dol@dtek.chalmers.se (Fredrik Lundholm) writes:
>Well I have a few questions regarding the Falcon.
>
>from what I've read there is an internal IDE bus, how good is it?
>(EI. how many connections etc.)

I think it only supports one drive. Have to check...

>Could you just plug in an IDE hd straight away?
>(size limitations?)

Yes. 2.5" if you go internal. You could possibly extend the cable outside the case and use a larger drive.

>Is it similar to the A1200 one?

Don't know. Didn't know the 1200 used IDE.
>
>Is there any Bus contention on the A1200 with Fastmem?

Apparently not, if the CPU is only looknig at fast memory.
>
>How are the spec's on the atari DSP chips, I know it's 16 bit - 50 khz,
>but how good does it sound?

Well, the stereo sounds pretty good to me. I think it has a 30 hz cutoff at the low end, but otherwise it's got a nice wide frequency response.

>Could you compare it's sound quality with a quality Sampler (eps, S1000, etc)

Don't have the bucks to use any of these, don't know.
>
>Is there any proffesional music software announced for the falcon?
>(ei. Sequencer with simultanious sample player?)

Hm. Sounds interesting. Don't know.
>
>I know the built in Midi interface on the St's is'nt quite standard, but
>how about the falcon one? is it more powerful?

The ST MIDI interface is non-standard only in that the MIDI Out port also has a MIDI Thru signal, thereby saving the space of one 5-pin jack. As far as I know the Falcon MIDI port is identical.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

3238. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 22:18:39 UTC
From: cl239935@ulkyvx.louisville.edu
Message-ID: <1993Feb23.181839.1@ulkyvx.louisville.edu>
Source record: 209578
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Feb23.173230.3110@lsl.co.uk>, snail@lsl.co.uk writes:
> In article <3877@blue.cis.pitt.edu>, xero@pitt.edu (Josh Karabin) writes:
>> Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
>> : Buy a PC for MIDI!? HAHAHA! In case you didn't know, the Falcon has
>> : MIDI built in, it also doesn't require the addition of a $300 card!
>> : And- there is *decent* software available for it!
>>
>> People will overlook the Falcon when it comes to MIDI for the same
>> reason that people will overlook the Amiga when it comes to Video.
>> They're convinced that the only real computers in existence are Clones
>> and Macs. End of story. People will look at the Falcon and say "but it's
>> not Mac/PC compatible" and sales will be lost...
>
> This is complete rubbish. The ST (and the Falcon because porting will be easy)
> has a very well established base of MIDI software. People peddling the useless
> opinion in the previous paragraph must be (I presume) operating outside the
> world of music.
>
> Take a look at just about any music magazine (for amatuer OR professional
> musicians), you'll see Atari kit more than any other computer kit. This may
> well change, but for now Atari will be bought for MIDI in preference to other
> machines.
> --

Sorry to dissapoint you, man, but I'm a keyboardist and read a ton of keyboard mags. And I see more Mac stuff than anything else. I would say the Atari holds a distant third in professional music, slightly edging out the Amiga.

MikeB

3239. Knightmare help AGAIN! , PLEASE!

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 22:25:56 UTC
From: dzuniga@araucaria.cec.uchile.cl
Message-ID: <1993Feb23.222556.18174@dcc.uchile.cl>
Source record: 209579

Hi! , i need the Knightmare help , if the one who posted
it before , can do it again , i thanks him (her).

/--\
---	" Algunas veces debes
Daniel Nicolas Zu'n~iga Correa	the Shadow	decidir entre tener la
dzuniga@araucaria.cec.uchile.cl	1993	razo'n o ser feliz "
---	Doggie Houswer MD.
\--/

3240. Re: How Many Colours is true ColoUr?

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 22:44:37 UTC
From: ebgoold@mtu.edu
Message-ID: <1993Feb23.224437.26227@mtu.edu>
Source record: 209580
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

hello@bnr.ca (Ken Orford) writes:
>snail@lsl.co.uk wrote:
>: In article <1loi51INNpm5@gap.caltech.edu>, andrey@cco.caltech.edu (Andre T. Yew)
writes:
>: > snail@lsl.co.uk writes:
>: >
>: >>24 bit = 16 million colours. Your eye cannot see that many colours.
>: >> 256,000 colours. Your eye cannot see that many colours.
>:
>: I read them somewhere years ago. Another poster claimed I was wrong. Maybe.
>: However they then claimed the human eye sees 256 red, 256 blu and 512 green
>: levels. Now *I AM* prepared (in fact I do) believe the human eye sees different
>: snail@lsl.co.uk
>
>My wife is taking a medical imaging course and her reading materials
>say that the number of grey levels a human eye can discern is between
>16 and 32, but never more, so I'd be very surprised at 256 color levels.
>The key is "discern" - i.e. with a grey scale of 32, a person can tell
>the difference between any two adjacent grey levels, but not with a grey
>scale of 40 or 64 or 117! Any two different colors with an appreciable
>difference in saturation would be easily discernable, but I'd be willing
>to wager that it would be tough telling the difference between a level
>one of a 64 level blue scale from a level 1 of a 64 level green scale.
>--
>
When you say, 'discern' do you mean:

a: Being able to tell the difference of a grey flashed upon a screen
from another grey flashed on the screen.

or

b: Being able to tell the difference between two shades of grey that
are adjacent.

?

(the contour detectors in the eyes are pretty sharp...)

Eric.

3241. ICD HD Boot Up Problems

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 23:26:25 UTC
From: berger@duterl.et.tudelft.nl
Message-ID: <1993Feb23.232625.22881@donau.et.tudelft.nl>
Source record: 209581

Hi,

I've got a SCSI HD with an ICD host adapter for conneting it to
my atari, but it doesn't work properly.

When I was using the ICD tools, many sense (11 & 17) error-messagess
appeared and one or two times this resulted in the loss of one file.

Now I'm using SCSI tools with Hushi, but still it doesn't work the
way it should be. When my system is cold it sometimes takes 10 minutes
to Boot up. Everytime while booting up, the sense messages appear, and
my computer hangs. But -when finaly- the desktop appears at my screen
further use is error-less.

Anyway, something is wrong with my HD, but what it is, no one can tell
me so far. Is there anyone who can tell me what the problem might be?
The warranty doesn't last forever, and I don't want my HD to die just
when the warranty has expired!

Please reply in private netmail, couse I can't keep up the extensive
flow of messages in all newsgroups.

Greetings, Jeroen.

3242. Information about a programmer.

Newsgroup: comp.sys.atari.st
Date: 1993-02-23 23:51:07 UTC
From: bhtran@ocf.berkeley.edu
Message-ID: <1med9b$8a9@agate.berkeley.edu>
Source record: 209582

I was wondering if anyone has heard of the programmer Roy Goldman? A few years ago, he "wrote a program for Atari PCs that allowed the computers to print in fonts and formats like those of more expensive computers." Also, "a magazine which features Atari computers now runs a monthly column dealing solely with his program, and Goldman says that 'almost everybody who owns an Atari computer uses my program.'" Supposedly, he "still receives letters from people who want him to modify and improve the program." I'm interested in any info about this program and what it is called. NOTE: All the excerpts were taken from the Feb. 23, 1993 "The Daily Californian," a school newspaper that serves UC Berkeley.

Bryan
bhtran@ocf.berkeley.edu

3243. Re: How Many Colours is true ColoUr?

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 00:29:46 UTC
From: brianp@netcom.com
Message-ID: <1993Feb24.002946.24470@netcom.com>
Source record: 209583
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb23.195419.22237@bnr.ca> hello@bnr.ca (Ken Orford) writes:
..... >>>>>>(lotsa quotes)>>>>>> ......
*My wife is taking a medical imaging course and her reading materials
*say that the number of grey levels a human eye can discern is between
*16 and 32, but never more, so I'd be very surprised at 256 color levels.
*The key is "discern" - i.e. with a grey scale of 32, a person can tell
*the difference between any two adjacent grey levels, but not with a grey
*scale of 40 or 64 or 117! Any two different colors with an appreciable
*difference in saturation would be easily discernable, but I'd be willing
*to wager that it would be tough telling the difference between a level
*one of a 64 level blue scale from a level 1 of a 64 level green scale.

Black and white vision uses different receptors than color vision
does, so color discernment could be different from b&w.
I think this may be especially true in the middle levels.
At near black (and maybe near white), however, it all looks
the same to me! Color receptors are less sensitive, so dim color
light doesn't really register.

--
--> Brian Peterson, brianp@netcom.com <--

In order to remember your dreams,
you must think of them as if they were little kittens.
-- King Missile

3244. #### CAN I CONNECT A SCSI HARD DRIVE TO MY ST?

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 00:46:25 UTC
From: mode@csd4.csd.uwm.edu
Message-ID: <1megh1INN4u2@uwm.edu>
Source record: 209584
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

is it possible to connect a SCSI drive to my ST? Do I need to buy some sort of adapter? how much does one cost?

does Atari manufacture hard drives for the ST? are they expensive? are they any good?

thanks for help...

3245. Re: How Many Colours is true ColoUr?

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 01:25:49 UTC
From: andrey@cco.caltech.edu
Message-ID: <1meiqtINNb2o@gap.caltech.edu>
Source record: 209585
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

snail@lsl.co.uk writes:

>I read them somewhere years ago. Another poster claimed I was wrong. Maybe.
>However they then claimed the human eye sees 256 red, 256 blu and 512 green
>levels. Now *I AM* prepared (in fact I do) believe the human eye sees different
>RGB components with different resolution, but I find it hard to believe it
>is on a perfect power of 2 boundary, next thing I know I'll be the Terminator.

Well, it all depends. If you're talking just brightness (the V
in HSV), then a gamma ratio of 1.01 is indistinguishable. If you
work out the equation, the number of colors you need should be:

n = log(1/I0)/log(1.01).

I0 is a value that is dependent on what medium you look at.
1/I0 is the dynamic range of the medium. Here are some examples:

Dynamic range Number of intensities
monitors 50 - 200 400-530
photo slides 1000 700
newsprint 10 234

As we can see, anything over 9 bits of brightness is probably
not useful. Add color, then everything is thrown out.

The table was abbreviated from Foley, van Dam, et al., and the
book on the 1.01 figure is by Wyszecki and Stiles titled _Color
Science: Concepts and Methods, Quantitative Data and Formulae_
published by Wiley in 1982.

--Andre

--
Andre Yew andrey@cco.caltech.edu (131.215.139.2)

3246. Re: #### CAN I CONNECT A SCSI HARD DRIVE TO MY ST?

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 01:30:53 UTC
From: boyd@gauss
Message-ID: <C2xIvI.2Cz@mailer.cc.fsu.edu>
Source record: 209586
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Daniel James Frederiksen (mode@csd4.csd.uwm.edu) wrote:
> is it possible to connect a SCSI drive to my ST? Do I need to buy some sort
> of adapter? how much does one cost?
>
> does Atari manufacture hard drives for the ST? are they expensive? are they
> any good?

This is something I posted a long time ago. It sounds like it may be useful
to you.

----------begin included text----------

Newsgroups: comp.sys.atari.st
Subject: Re: HardDrives
References: <bg258s1421.03a3@sycom.mi.org>
Distribution:
Followup-To:
Reply-To: boyd@nu.cs.fsu.edu
Organization: Florida State University Computer Science Department

In article <bg258s1421.03a3@sycom.mi.org>, bg258s1421@sycom.mi.org (Burley Good) writes:
>I am looking for an inexpensive HD a starters HD. I am looking for a used
>maybe 20m or more CHEAP!!!

You might want to try rolling your own. It is very easy for the ST. You
need:

A host adaptor
A power supply
An enclosure
A SCSI drive

I recommend the ICD Host adaptor. It has (IMHO) the best software, which is
updated frequently (and available free). They also provide a very easy way
to add a battery backed up clock to your ST (if you don't have one already,
they can be bought with or without the clock). I also like ICD's because they
report any "sense codes" the drive communicates to the user. I have only
seen one ("read error with recover", induced by dropping something heavy on
the desk while the hard disk was reading), but I find it reassuring that
any weirdness at the device level is reported directly to me (it pops up in
the corner of the screen, by the way). Price is about $80 at last look.
Without the clock, you save $10. Order the SCSI connector cable whereever
you get the host adaptor, and make sure to ask for a dual drive one with a
red wire denoting pin one (to make the installation easier).

Power supplys are cheap. Just pick up an old XT power supply for ~$30 from computer shopper. If you can find a junked PC, you can get one for free.

Enclosures can also be cheap. You can buy one of those huge old style XT cases for about $30 from computer shopper. This will hold all the hard drives you will ever want! Buy a tower stand for $5 and stick it on the floor (the ICD cable is nice and long for this). You can also go all out and buy an enclosure which will fit under your monitor (mine houses 2 5.25" devices, has a front mounted lit power switch, mates perfectly with the ICD board, etc) with power supply for about $125. There are several places that sell these for the ST, two being Toad Computers and D&P Computer Supply. Email if you want their 1-800 numbers. Again, a junked PC is the absolute cheapest way to do this. If you can get ahold of grannys old IBM XT, you are in fat city. A nice side bonus is that the old PC motherboards make great wall hangings (big fat traces, lots of chuncky looking components). Old PC's are really easy to find, now that everyone is going to 80x86 machines.

Now, the SCSI drive. These can be bought from computer shopper. All you need is a bare SCSI device, no other boards or anything. The ICD host will work with just about anything, but there is a very large list of already tested drives that comes with the host adaptor (which I could probably email to you also). Drives are very cheap nowadays, and if you want to really save money you can get a refurb. Several of the refurb places will guarentee their drives for X number of years (X varies with the particular company), so they can really be the way to go.

Anyway, you will now have your hard disk. You bolt down the drive and host adaptor (you can drill some extra holes in the case, or use wire-ties or whatever), connect the two, plug in the power cords (the ICD comes with a little splitter which connects to a standard PC type power cord), hook up the DMA, and boot up. It is very simple, and is not easily botched up. You only need to pay attention to:

SCSI id jumpers set to some reasonable value
SCSI terminator pack plugged into the drive
SCSI connector from drive to DMA is right side up on both ends
Nothing wiggling around

The first two can be checked via the manual that will accompany the drive (make sure you ask for one, some places assume you already have one), usually a 1 page Xerox. The third can be verified by checking that the red wire side of the ribbon cable is near pin one (which is marked on the board either by a number or by a square solder hole instead of a round one). If the cable is in backwards, the red end will be at the other end of the connection (quite often it is pin 2 that is marked, but you only need to know which end of the connector the numbers start on, and match it with the red wire). These are the only two possibilities. You cannot mess up the power connections or the DMA connection (they won't go in wrong).

The reason you wanted a dual drive cable is so you can easily add another device in the future. You merely have to plug it into the other receptacle on the cable, remove the terminating resistor pack off the middle drive on

the cable (the one on the plug closer to the computer), and check to see that the SCSI id jumpers are set to two different numbers. Oh, by the way, the ICD supports the Syquest SQ555 (the 44mb removeable cartridge drive) without any special concerns. Since the Syquest is a SCSI device, you can hook one of these up just a easily as you could a regular fixed disk drive. These only cost about $320 bucks nowadays, with 44mb cartridges going for ~$60.

It really is easy, and there are plenty of computer tinkerers around to look over your shoulder and verify what you do. You can also use a setup consisting of a host adaptor, SCSI controller board, and ordinary PC type hard disks, but you add complexity to the system and lose performance this way. Straight SCSI is much cleaner, and usually much faster (SCSI devices have their controller boards "built in", comunicating with the SCSI standard).

If you do get a hard disk, you should immediately buy Neodesk 3 and the Universal Item Selector III. They will make life much nicer. Also, beware of buying too small a hard disk. Megabytes are like potato chips. I have a buddy with a 105mb quantum drive, a 320mb Hitachi, and a Syquest SQ555 with 6 cartridges all hooked to his ST, and he still complains about not having enough disk space! I have not yet gone that apeshit, but I think Mr. Visa might have to talk to Syquest Corp. pretty soon. Oh, notice the my friend above has three SCSI devices hooked to his ICD. This just requires a 3 plug cable. The ICD can support 8 SCSI devices, and you can hook up multiple host adaptors if you really need to (like if you get given a box of 10mb SCSI drives :-).

Please feel free to email questions. The above is IMHO, direct flames elsewhere.

----------end included text---------

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3247. Re: Atari 7800

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 01:48:06 UTC
From: vgriscep@wam.umd.edu
Message-ID: <1993Feb24.014806.281@wam.umd.edu>
Source record: 209587
Cross-posted to: comp.sys.atari.st,rec.games.video

In article <1993Feb23.181628.21826@apgea.army.mil> rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>
>I am looking for descriptions and opinions of the follwing games for the 7800.
>
>1. Alien Brigade

Basically like Operation Wolf. Does not work with the Light Gun, however.

>3. Jinks

Peculiar game indeed. You control a triangle, which is used as a paddle on a ball in a setup remotely similar to breakout. But there are walls on all sides; the ball cannot go by you. It can, however, go out of control, and end up where you don't want it to be. If the ball is destroyed, your game ends. The playfield scrolls horizontally, and is about 5 to 6 screens wide. There are four levels (screens), which you may visit in any order as many times as you wish, though they get harder with each visit.

>4. Midnight Mutants

Fun game! Something like the original Atari 2600 adventure. Fairly scripted, but it's fun to figure out. The manual provides a few hints and a crude map, but the game is in no way spoiled, the way "Nintendo Power" and the like would do. And of course, the graphics here are, well, pretty good.

>6. Planet Smashers

Excellent game (IMHO)! In the manual's own words, a "standard space shoot-em'-up"; scrolling space background like Galaga, but the enemies come in from all sides, and act individually. The game seems simple at first, but once you start to get far, you find out how complicated it can become.

>8. Dark Chambers

This is funny. It's Gauntlet ... sort of. I get the feeling that Atari Games was not willing to let Atari Corp. have Gauntlet itself; so this game is all the images from Gauntlet, but each does something different than it would in Gauntlet. Anyway, the game is still pretty similar. Lots of levels. Nice graphics. One or two players only.

>and the following are 7800 that I know what they are, but I need opinions
>on how good the Atari 7800 version is:
>
>1. Xenophobe. (I've spent big bucks on the arcade and rented the nintendo
> version. This is the one I must know about)

I played a lot of coin-op Xenophobe, and I like this version. Virtually all the aspects of the coin-op are there.

>4. Joust

Superb! Do not pass up the opportunity to get this!

>7. Dig Dug

Fair. Nice graphics and sound, very close to the original, but ... doesn't feel quite right to me.

>8. Deluxe Asteriods

Very nice. The asteroids look like they do on Blasteroids! Problem is, this game is hard. Not impossible, by any means, just hard. Of course, I was never any good at Asteroids, so my opinion should not be taken too seriously.
--
| $000C35FA <>-----=------------------------=----=----<>
VGR | (1812 Overture) | "The size of the brain is no measure of |
| I GIVE UP | its capacity." - Mr. Jonathan Frisby |
| YOU MUST BE A VIDEO WHIZ <>-----=---------=------------------------<>

3248. Re: GEM library for MS-Dos?

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 02:15:15 UTC
From: wbdst+@pitt.edu
Message-ID: <4561@blue.cis.pitt.edu>
Source record: 209588

GEM no longer belongs to DRI (which itself has been acquired by
Novell). DRI turned GEM over to a company on the west coast, which
I believe was called Discus. They sold GEM, and some GEM apps for the
IBM.. Last time I checked, GEM for IBM went for about $39, and they
weren't updating the drivers.

3249. Quantum ProDrive LPS inside a MegaST4?

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 02:30:08 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Feb23.213008.15633@bsu-ucs>
Source record: 209589
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm considering adding a 3.5" 40Meg Quantum ProDrive LPS to my Mega ST4, internally.

Do any of you know if this "ProDrive" is compatible with ICD's Advantage Micro host adapter?

Are all Quantum's LPS drives called ProDrives?

Thanks ahead of time for any and all responses! :)

-Matt

Email to:01mbmccab@virgo.bsuvc.bsu.edu

3250. Re: falcon sound question A1200 bus contention.

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 03:11:57 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mep1tINN1qc@golem.wcc.govt.nz>
Source record: 209590

Atari DSP chip sound quality!? Play a CD, it's better quality than
that! A lot quicker too!

the MIDI interface on the ST's IS quite standard, it will work on any
MIDI device as long as the software will accept it!

Already there are Simultaneous Sound & Video digitisers available
for the Falcon, and several of each to do just one. (D2D for example)

The Falcon IDE Hard-Drive is quite standard, if you have an IDE drive
that will fit in the case (2.5") then it will work!

3251. Re: #### CAN I CONNECT A SCSI HARD DRIVE TO MY ST?

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 05:38:49 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mf1l9INN3k3@golem.wcc.govt.nz>
Source record: 209591
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

These days, if you want to run a SCSI drive on the ST, you just need:/

SCSI Drive (Plus a box to stick it in, or it looks 'orrible)
SCSI Connector Cable
ICD-Link

The ICD-Link, just converts the ST's ASCI, into a SCSI, the general upshot of which is, you plug one end of the Link into the ST, and the other end into the connector cable, which is plugged into the Hard-Drive!

(You will also need the Power-Supply unit, otherwise it sort of won't go! 8-)

Also - (To the original poster as well), Yes Atari does (did) make Hard-Drives, they were slow, grotty and huge (size, not storage space), they also cost a fortune! Making your own, or buying a 3rd-party drive is a LOT cheaper!
(It is quite possible to put together a 60meg SCSI drive unit for the ST for around $300) - Using all brand-new parts!

3252. Re: FTPable GIF viewers?

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 07:16:14 UTC
From: c172098@cs.UAlberta.CA
Message-ID: <c172098.730538174@assn123>
Source record: 209592

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>stuff deleted<

>Photochrome will do the trick nicely, allows viewing of GIFS in the
>full 256 colors on any Atari Machine. (And will let you do all
>sorts of fancy trickery to view them in 4096 colors on an ST (flickery)
>or on an STE (great), or 19200 on an STE (flickery).
>This greatly improves the picture quality, as it smooths out all the
>lines etc. Marvellous!
>WELLS_S@KOSMOS.WCC.GOVT.NZ

How does it compare to GIFSHOW 1.2? It'll show most colours, and will let
me shrink a GIF so it can be saved into degas, spectrum, and a few others,
it works in all resolutions, except it has memory limtations on really
big GIFs...

| "Aaaaaaiiiiiiieeeeee!! CORE DUMP!| c172098@cs.UAlberta.ca |

3253. Re: FTP Mystery!

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 07:30:33 UTC
From: c172098@cs.UAlberta.CA
Message-ID: <c172098.730539033@assn123>
Source record: 209593

sjkinneb@mtu.edu (Kinneberg) writes:

>foroughi@cs.arizona.edu (Farhang Foroughi) writes:
>>
>> Now, up to this point everything has worked fine; ftp and kermit both have
>>done the file transfers without any errors. Now comes the frustrating part;
>>"zoo.ttp" and "arc.ttp" can not dearc a single .zoo or .arc file. I have also
>>tried the following without any luck:
>>Thank you in advance.
>>
>>
>>foroughi@caslon.cs.arizona.edu

>You never mentioned the file transfer mode that kermit is in. I found out the
>hard way when I used to use kermit that it needed to be in binary mode as
>well. I may be wrong, but I think kermit's text modes are designed to
>translate text files from ASCII to EBCDIC and vice versa if necessary. So
>you'll need to change the settings on both the host's end as well as your end.
>If possible, I reccomend using X, Y, or especially Z modem. Even X modem has
>superior file transfer times in my personal experience. I hope this helps.

>-Steve Kinneberg
>sjkinneb@mtu.edu

I had the EXACT same problem, are you running off of a UNIX system? If so
then you can use y-modem bathc I believe, the command is 'sb -k file.ext'
the '-k' is for 1k packets. I hope that helps, if not well too bad! ;>

| "Aaaaaaiiiiiiieeeeee!! CORE DUMP!| c172098@cs.UAlberta.ca |

3254. Re: Falcon, falcon, falcon

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 09:52:00 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Feb24.095200.1698@unix.brighton.ac.uk>
Source record: 209594

I hear that because of the shite exchange rate for the pound, we shall be seeing a rise of 100 pounds in the price of the falcon (both versions).

Can anyone shed some light on this catastrophic possibility, and also tell me is anywhere will be able to give me a 4meg Falcon without a hard drive (I is only a poor student).

--

+---+
| On the end of every wizards staff is a knob! - T.Pratchett |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix
+---+

3255. Re: F19 Fighter problem, another question

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 10:08:46 UTC
From: brianp@netcom.com
Message-ID: <1993Feb24.100846.14510@netcom.com>
Source record: 209595

In article <1993Feb23.091943.1@sscl.uwo.ca> richardson@sscl.uwo.ca (John Richardson) writes:
*Has anyone else encountered the following problem(s) in F-19 Stealth Fighter
*from Microprose: when I load the game and choose the levels etc. the game
*screws up giving me missions. Specifically, on strike missions it gives me
...

I haven't hit this one yet...

...* Also, has
*anyone EVER had missions to land at clandestine runways, to drop supplies
*behind enemy lines, or to intercept a cruise missile? If so...what levels etc.
...

I haven't had this, either. It might relate to my question, though:
Has anyone had problems with the top ten save file? I cannot get
it to save my pilots. I always start out "green". Anyone fix this?
Also, anyone able to get updates, or help from the company?
I called them once, but they hadn't a clue, and referred me to the
place I got it.
Thanks a bunch!

--
--> Brian Peterson, brianp@netcom.com <--

In order to remember your dreams,
you must think of them as if they were little kittens.
-- King Missile

3256. Re: GEM library for MS-Dos?

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 10:25:57 UTC
From: walter@lkn.e-technik.tu-muenchen.de
Message-ID: <walter.730549557@sun>
Source record: 209596

wbdst+@pitt.edu (William B Dwinnell) writes:

>IBM.. Last time I checked, GEM for IBM went for about $39, and they
>weren't updating the drivers.

So...
we better forget about it ;-)))

3257. A new mod player, ptplayer v1.02, is in comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 11:12:00 UTC
From: eye@snakemail.hut.fi
Message-ID: <EYE.93Feb24131200@lk-hp-19.hut.fi>
Source record: 209597

I have a small program, which plays noise- and protracker mods via
ST-sound chip. It can be found (uuencoded and compressed with zoo 2.1)
in newsgroup 'comp.binaries.atari.st'.

Features:
-easy-to-use GEM user interface
-playroutine is by Griff, small modification by me
-good sound quality (17.1 Khz replay rate with 11 bits dynamics)
-works on ALL resolutions and screen refresh rates
-plays all protracker effects
-works on Atari ST/STe

Have fun with it!

/eye

--
The Eye of Brainwash Company	LEA POINT(PC),A3 ;Don't try
E-mail:eye@niksula.cs.hut.fi	ADD.L #$465707B7,(A3) ;this M68000
S-mail:Timpurinkuja 1 C 39	LEA $8000,A4 ;assembler
02600 Espoo, Finland	POINT: ORI.W #$5945,D5 ;program!!

3258. INDEX

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 11:18:56 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1mflj0INN680@golem.wcc.govt.nz>
Source record: 209598

Please can some one help..

How do I get the Atari INDEX from rus.uni-stuttgart.de
using the mail-server...

All my tries so far have been nill, so I need to know what the Index
is called....

Roger.............. sheppard_r@kosmos.wcc.govt.nz

3259. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 12:08:36 UTC
From: snail@lsl.co.uk
Message-ID: <1993Feb24.120836.3117@lsl.co.uk>
Source record: 209599
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1lubivINNmhd@tortoise.cis.ohio-state.edu>, tbrown@cis.ohio-state.edu (ted croft brown) writes:
> In article <1lsg9rINNik@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>
>>They are still very expensive! ^R
>>A mac' at roughly the same spec's as the Falcon, costs twice as much!
>
> Maybe you should check the prices of an LC II or an LC III (25mhz 030
> on a 32-bit bus, $1379 *LIST* in 4/80 config). It even has sound input
> (although only 22Mhz mono-8bit sound, but then, alot more software uses this).
> I would hardly call this "twice the price of a Falcon" when a Falcon 4/65
> is going to list at about the same price!
>
>>as mac-classics is improving, but they don't stand up to the technology
>>in the Falcon. Also, it doesn't change the fact, that considering
>>what's inside Mac's, they are WAY overpriced! (Great machines though....)
>
> You need to compare the Falcon to a Classic II, LC II (the machine that
> is closest in processor speed) and I don't know the new list price for it.
> I think it's ~$1000 in a 4/80 configuration. And there's always the LC III.
>
> I think you need to catch up on the current status of the Mac world.
^^^^^

You mean:-

I think you need to catch up on the current status of the US Mac world.
^^

Try getting Mac's (and probably Falcons) at those prices over here.
--
snail@lsl.co.uk

"Washing one's hands of the conflict between the powerful and the powerless
means to side with the powerful, not to be Neutral."
Quote by Freire.
Poster by OXFAM.

3260. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 12:25:13 UTC
From: snail@lsl.co.uk
Message-ID: <1993Feb24.122513.3118@lsl.co.uk>
Source record: 209600
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <32147@castle.ed.ac.uk>, marks@castle.ed.ac.uk (Raw Shark) writes:
> cmedley@wam.umd.edu (F L i P) writes:
>
>>I have not seen a $150 card for a PC (yet) that offers 16 bit stereo sound
>>capability, stereo inputs, and direct to disk recording. I also do not see
>>a lot of PC MIDI software to support this as part of the sequencing
>>capabilities.
>
> And I have yet to see a $150 Falcon.
>
> Raw Shark

Such ignorance.
The $150 cost of the card is addition to the cost of the PC (and you'll need
a 486DX2 with a large IDE drive as well to get the performance you'll need.
It'll come to a lot more than the Falcon.
--
snail@lsl.co.uk

"Washing one's hands of the conflict between the powerful and the powerless
means to side with the powerful, not to be Neutral."
Quote by Freire.
Poster by OXFAM.

3261. st ftp sites

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 12:29:29 UTC
From: meason@giraffe.ru.ac.za
Message-ID: <meason.3.730556969@giraffe.ru.ac.za>
Source record: 209651

Hi there!

Are there many ftp sites for the ST around?

Please could someone e-mail a list of these sites?

Much Appreciated.

Mark
(e-mail: meason@sunbird.ru.ac.za)

3262. Re: How many TT's are there?

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 12:30:04 UTC
From: njp_summ@peanut.uwe.ac.uk
Message-ID: <1993Feb24.123004.23892@csd.uwe.ac.uk>
Source record: 209653

In article <C2Ks6r.1AMn@Nyongwa.CAM.ORG>, pelletier@Nyongwa.CAM.ORG (Yves Pelletier) writes:
|> In article <C2JBu9.1CB@ccu.umanitoba.ca> umcordes@ccu.umanitoba.ca (Trevor Eaton Cordes) writes:
|> >
|> >To add 1 to the Canadian count, here I am. (I heard Atari sold a lot of
|> >TT's here in Canada...for our relatively small population (vs US))
|>
|> Add one more. (That makes 5 of us) :-)
|>
|> >
|> >I have a lowly 4STx4TT megs of RAM (wish I had sprung for the 16TT, or
|> >configurable board, dammit... 32MB (+8 ST RAM??? =40MB???!) doesn't sound
|> >bad, either).
|> >
|> >How do all you other TT owners feel about Falcons? Planning on upgrading
|> [>(or is it downgrading???)? Should I stick with my TT and just buy a funky
|> >Crazy Dots VME card for better-than-falcon graphics? Wait for an 040?
|> >
|>
|> I'll keep my TT, and upgrade it as best I can. I wish the Falcon well, but I
|> don't dabble in sound much. I am concerned about what will happen if
|> suddenly a lot of applications make use of the DSP. (I was kind of hoping
|> for a Falcon-compatible card for the TT, but I was told that the hardware
|> configs are too different to make that possible).
|>
|> pelletier@nyongwa.cam.org
|> --
|> ____
|>
|> Yves Pelletier
|>

Well well well. Here at uwe.ac.uk (Bristol, England) we have just got 16 TT's in (or was it 15?). I have also seen the man with the money with several booklets on Falcons. Our TT's will be Etherneted (soon!).
Why the hell doesnt MicroProse Formula 1 Grand Prix work on them (Frustration!)
Anyway, we have mainly Eizo flexiscans for TT hi rez (Pagestream 2.2 is god on these, nobody want to use a Mac, Pc or even a workstation when they see this!) and only a few colour multisyncs. BYE!

3263. MACINTOSH ADVOCATE...

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 12:43:00 UTC
From: rickard.troedsson@almac.co.uk
Message-ID: <6377.723.uupcb@almac.co.uk>
Source record: 209654

```
S> I think that Atari users should move on. Get A Mac.....The software
S> is so much better...

Where's the DSP?

_______
(roed

* MMST 2.09 UnRegistered
---
. QNet3. . ILink . ComNet Luxembourg BBS . Luxembourg . (++352) 466893 .
```

3264. RE: A1200/4000 V. FALCON

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 12:48:00 UTC
From: rickard.troedsson@almac.co.uk
Message-ID: <6378.723.uupcb@almac.co.uk>
Source record: 209655

```
JK> People will overlook the Falcon when it comes to MIDI for the same
JK> reason that people will overlook the Amiga when it comes to Video.
JK> They're convinced that the only real computers in existence are
JK> Clones and Macs. End of story. People will look at the Falcon and
JK> say "but it's not Mac/PC compatible" and sales will be lost...

But then, Atari said they'll market @X0A00:18 @X0B 45 @X0F14.4K 0 0 4 1406
@X0B3 @X0F02-25-93 @X0EJOAQUIN PEREZ @X0A00:20 @X0B 27 @X0F14.4K 0 1 3 1610
@X0B2 @X0F02-25-93 @X0ETOM KOLBACH @X0A00:31 @X0B 2 @X0F 9.6K 0 0 1 1627
@X03MMMM
```

3265. Re: MiNT, tosprogram.cpx

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 13:14:11 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1244@usdtsg.DaytonOH.NCR.COM>
Source record: 209656

In article <1mbpv9INNoms@phakt.usc.edu> baffoni@phakt.usc.edu (Juxtaposer) writes:
>In article <1993Feb22.210810.29020@wam.umd.edu> humphrie@wam.umd.edu (James B. Humphries) writes:
>>Someone mentioned a tosprogram CPX. I haven't seen that around atari
>>archive. Is it new?
>
> Sorry, that was probably me referring to the toswin.acc (which puts
>"tos programs" in the DA window) incorrectly as a .cpx.
>
>
>-MikeB

Just to add to the confusion a little, I know there's also a CPX out
there called "MiNT Prozesse" (or something like that - I think it *may*
be included in one of the german-CPX files at atari.archive,
but I'm not sure). This CPX seems to let you change process priorities
when running MiNT - sort of like doing a "re-nice" I suppose...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

q: "what's the last line of the Star Spangled Banner?"
a: "PLAY BALL!"

3266. Re: Falcon compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 13:22:40 UTC
From: news@newcastle.ac.uk
Message-ID: <C2yFtt.3J6@newcastle.ac.uk>
Source record: 209657

In article <1lv30cINN8k7@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
From: n08z7@turing.newcastle.ac.uk (Craig Graham)
Path: turing!n08z7

>I'd like to see anyone running Games like those in windows any-way!
>It'd be 'orrible!
>
>How about Good 'ole minesweeper!? 8-)

Well, ok the version of minesweeper that came with the falcon runs in a window under multiTOS, but the game is a really cr*p version of minesweeper - slow, doen't do all the things minesweeper should. The samples aren't to hot either....

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

3267. script3 vs tempus word

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 13:29:59 UTC
From: minidis@urz.unibas.ch
Message-ID: <1993Feb24.133000.42717@urz.unibas.ch>
Source record: 209652

```
Who has experience with these two progs:
Tempus Word (junior) and Script3
Which on of these is better?
--
Alexander (Capt. Jaques Mayol) <minidis@urz.unibas.ch>
---------------------------------------------------------------
- Klingons Hate Tribbles And Tribbles Hate Klingons -
---------------------------------------------------------------
```

3268. Re: Video bus/graphics op speed (was A1200/4000 v. Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 13:59:40 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1993Feb24.135940.27061@Informatik.TU-Muenchen.DE>
Source record: 209658
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

hi Raw!

You don't need Hardware to do that!
640*1440 or 832*600 without HW and 1024*1440 with HW
seen on a Falcon here in Germany!

--
==========
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
==========

(* = Maerchen aus 1001 Nacht

3269. Re: Falcon compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 14:00:44 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Feb24.140044.15311@dcs.warwick.ac.uk>
Source record: 209659

In article <C2LH13.JzC@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>
>The ratio IS that bad for running games software. It just isn't happening.
>MultiTOS will stop VIRTUALLY ALL games from running on the Falcon (they all
>violate memory protection). Even without MultiTOS, the games in general will not
>work. Speedball2, lemmings, Gods, Rainbow Islands, non of them work.
>
>On the plus side, a fellow f030 owner in germany has just sent me a boot sector
>patch to fix it for some games (eg. Midwinter 2) so perhaps there is a light on
>the horizon.

Does anybody have a patch to stop you from having to swap disk every 5 secs
though?
(Sorry I'm a bit behind)

- Leo

3270. Re: GEM library for MS-Dos?

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 14:36:44 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1993Feb24.143644.11474@digi.lonestar.org>
Source record: 209660

In article <1993Feb23.180430.20701@nosc.mil> healy@nosc.mil (Mike Healy) writes:

>I think the only thing I've
>used PC GEM for is GemDraw. Is there even an Atari version of
>GemDraw?

GEM for the PC was created by Digital Research (of DR DOS 6 fame). DR is now owned by Novell (the LAN folks). Atari GEM was based on the original DR GEM before the Apple law suit. While (PC) GEM is apparently not actively marketed anymore, there are still some major packages available for it. (Incidently, the DR DOS GUI shell ViewMax operates and looks remarkably like the PC GEM desktop). Anyhow, programs which follow the GEM rules are data interchangeable between PCs and Ataris.

The IMG bit-mapped image format was created for PC GEM as was the (guess what?) GEM vector graphic metafile format.

So one can do the following (and I do it all the time because I use PC GEM at work).

Interchange files between:

1) GEM Draw on the PC and Easy-Draw on the ST
2) 1st Word Plus on the PC and 1st Word/ 1st Word+ on the ST

YMMV and degrees of compatibility vary by release level but basically PC IMG & GEM are the same as ST IMG & GEM for those programs that support this format. (Incidently GEM Paint on the PC creates IMG files, but I have never bothered to take them home and try them in Touch-Up.)

A major GEM Application for the PC (still) is the Xerox Ventura Publisher. Since I don't have it, I don't know about interchangability.

I gotta admit though, my 25 Mhz 386DX PC at work running GEM is extremely *fast* but is a pale imitation of my Atari STE. :-)

Regards,
Roy C. Gosewehr

--

| GEnie: R.C.Gosewehr | rgoseweh@digi.lonestar.org | uunet!digi!rgoseweh |

3271. Re: GEM library for MS-Dos?

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 14:53:43 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb24.145343.10187@newshost.lanl.gov>
Source record: 209661

In article 1me22fINN649@shelley.u.washington.edu, neurom@stein.u.washington.edu (Neuromancer) writes:
>Another option to cosider is the GEMul8r. It's a board for the PC which
>has slots for TOSRoms. Works pretty well, actually. Althogh, it doesn't
>support sound (yet) it's still under V1.0 (I think...)

Gemulator software version 2.1 has now been released. Still no sound but lot's of other things have been fixed or improved.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3272. TRUE Color vs TRUE B.S.

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 15:01:52 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb24.150152.11872@newshost.lanl.gov>
Source record: 209662

I've got a question for all of you on the net arguing about how many colors true color is and how many colors the eye can distinguish and what professor Phudpucker claimed in his exciting lecture on video color planes...

WHO CARES???

C'mon people... get a life!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3273. Re: Convert .au files

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 15:09:35 UTC
From: cleaves@ctron.com
Message-ID: <7018@balrog.ctron.com>
Source record: 209663

The sparc2st program can be used to convert sounds from .au to .snd and can be found on A.A, but you may need to convert them again with DigiEdit so you can actually listen to them. I quit using sparc2st because it really isn't that good. The problem I think is that it converts the .au files at the same sample rate that they were originally recorded at. I have Spectre GCR and use a much better program on the MAC that coverts to 11. something mhz, they always come out better than sparc2st files and then you can transvert the sounds to the ST side. I know this doesn't help non-Spectre GCR people, but if someone wanted to write a new converter, they might use the same method.

Stephan

/\
external: cleaves@ctron.com Stephan R. Cleaves (603) 337-7021
internal: cleaves@venus Salamanders Are Cool...
\/

3274. Re: How Many Colours is true ColoUr?

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 15:22:35 UTC
From: hello@bnr.ca
Message-ID: <1993Feb24.152235.14659@bnr.ca>
Source record: 209664
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

ERIC B. GOOLD (ebgoold@mtu.edu) wrote:
: hello@bnr.ca (Ken Orford) writes:
: >snail@lsl.co.uk wrote:
: >: In article <1loi51INNpm5@gap.caltech.edu>, andrey@cco.caltech.edu (Andre T. Yew)
writes:
: >: > snail@lsl.co.uk writes:
: >: >
: >: >>24 bit = 16 million colours. Your eye cannot see that many colours.
: >: >> 256,000 colours. Your eye cannot see that many colours.
: >:
: >: I read them somewhere years ago. Another poster claimed I was wrong. Maybe.
: >: However they then claimed the human eye sees 256 red, 256 blu and 512 green
: >: levels. Now *I AM* prepared (in fact I do) believe the human eye sees different
: >: snail@lsl.co.uk
: >
: >My wife is taking a medical imaging course and her reading materials
: >
: When you say, 'discern' do you mean:
:
: a: Being able to tell the difference of a grey flashed upon a screen
: from another grey flashed on the screen.
:
: or
:
: b: Being able to tell the difference between two shades of grey that
: are adjacent.
:
: ?
:
: (the contour detectors in the eyes are pretty sharp...)
:
: Eric.
I believe the actual test is to place two squares of the subject material
onto a background of either solid black or white - whichever gives the best
contrast against the test material. Oh, the test areas are also seperated
by the background matrix. The human eye/brain is quite pathetic at dis-
tinguishing even tiny grey scales with this test. I guess the key is the
word "brain" since it is reinterpreting what the optic nerve is detecting.
I would guess that the eye on its own is much more sensitive!
--

Ken Orford | Bell Northern Research Limited
hello@bnr.ca | Ottawa, Canada. (613) 763-2325

3275. Re: Video bus/graphics op speed (was A1200/4000 v. Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 15:25:43 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Feb24.152543.26481@rchland.ibm.com>
Source record: 209665
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

```
In article <1993Feb24.135940.27061@Informatik.TU-Muenchen.DE>,
seibert@Informatik.TU-Muenchen.DE (Ewald Seibert) writes:
|>
|> hi Raw!
|>
|> You don't need Hardware to do that!
|> 640*1440 or 832*600 without HW and 1024*1440 with HW
|> seen on a Falcon here in Germany!
|>
|> --
|> ============================================================================
|> seibert@informatik.tu-muenchen.de ist
|> Ewald Seibert, Herschelstr.1 8070 Ingolstadt, 0841-86480
|>
|> Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
|> ============================================================================
|>
|> (* = Maerchen aus 1001 Nacht

Seen by who? By you directly? I guess this is wrong info.
Or is this a 'sighting?' LIke the UFO's?

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Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **
```

3276. Compatibility of MiNT with OUTSIDE or VRAM ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 15:52:48 UTC
From: kd@cs.tu-berlin.de
Message-ID: <1mg5kg$k2g@news.cs.tu-berlin.de>
Source record: 209666

it looks like I have to get one of these programs to expand cheaply the memory of my TT. I would like to know if it is possible to use OUTSIDE or VRAM (or are there other similar programs ?) together with MiNT (0.95 or higher).

Klaus

--
.....
Klaus Didrich kd@cs.tu-berlin.de

3277. Falcon ATonce

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 16:52:51 UTC
From: neurom@stein.u.washington.edu
Message-ID: <1mg953INNj97@shelley.u.washington.edu>
Source record: 209667

Anybody out there have any current info on the availability or status of the ATonce 80(3,4)86 boards for the Falcon? I've heard that a 386 existed and a 486 was being worked on by "somebody in Germany."

For those of you who must know before you help, the Falcon looks like a very attractive solution to my needs, but I have to be able to run PC software which is supported by the Falcon's graphics to make it a practical solution.

Thanks for the help.

--Neuromancer
neurom@u.washington.edu

3278. Re: Computer Show

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 16:52:54 UTC
From: r.evans@ic.ac.uk
Message-ID: <R.EVANS.93Feb24165254@afs1.ic.ac.uk>
Source record: 209697

In article <1993Feb23.111543.25641@ifi.unizh.ch> rauch@avalon.physik.unizh.ch (Felix Rauch) writes:
>In article <C2urA5.150@brunel.ac.uk> ee90jde@brunel.ac.uk (Jonathan D Evans) >writes:
>>Also at the show were Hisoft who had a demo Simply the best
>>running by Tina Turner on the Falcon and also the walking
>>bird demo.
>Are these or some other good demos somewhere available via ftp? a friend of
>mine will soon get his own falcon and i'd really like to see some good demos

I don't think the Tina Turner demo will be available by ftp. During the show it seemed to be giving a M-O disk *serious* abuse!

--
Robert Evans r.evans@ic.ac.uk Analyst/Programmer
Centre for Computing Services, Imperial College of Science, Technology and Medicine, Exhibition Road, London. SW7 2BX. UK.
Telephone: +44 71 589 5111 x4917

3279. Dr. BuB for DSP56001 programs, (was : RE: Computer Show)

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 17:34:32 UTC
From: andrew@minster.york.ac.uk
Message-ID: <730575272.15094@minster.york.ac.uk>
Source record: 209668

Jonathan D Evans (ee90jde@brunel.ac.uk) wrote:
: Falcons 32768 colour overlay mode, a PC emulator, a Falcon
^^^^^^^^^^^^^
running windows 3.1 in black and white as fast as any 286-16
I've used. Maybe even as fast as a 386 but I've only seen
386's since nobody _really_ wants one :-).

: The show to me though was the smallest it has been for some time.

I agree. I wanted to see a lot more and nobody was selling TT's!

I managed to buy a DSP56001 user manual which may come in handy.

I has the telephone number of a bulletin board in USA which has
many 56001 programs on it.

The V.22bis -2400 baud number is (512) 891-DSP3
Format: 7 data bits, even parity, 1 stop bit
User ID = guest

if anyone wants to log on and get the stuff. Perhaps even (if legal!)
put it on atari.archive (FALCON/DSP stuff!)

There are filters, floating point libraries, matrix operations and
other stuff.

Andrew

3280. Re: Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 17:54:58 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Feb24.175458.29879@apgea.army.mil>
Source record: 209669

In article <2827@newsserver.cs.uwindsor.ca> ouckama@server.uwindsor.ca (Gavin Ouckama) writes:
>Its hard to say what the Jaguars price is going to be.
>
>Nintendo is going to bring out both a 32bit CD and a 32bit system.
>I've only seen specs on the CD in EGM. Theres no way this unit is
>going to be less than the $200US mark. I think one of the reasons
>why Nintendo went 32bit was to have an excuse to charge more.
>They realized they couldn't make a 16bit CD for around 200 so they
>had to find a way so they could charge more but still save face.
>
>I would think the Jaguar is going to be at least what the Sega CD is
>currently. I've heard the system is 64bit. Is this true 64bit??
>For example the T-16 is two 8bit processors. Though they call it
>a 16bit system. Is the Jaguar two 32bit processors?
>--
>---
>Gavin Ouckama
>ouckama@server.uwindsor.ca
>---

Well, everything I've heard/read seems to lead me to thing that the Atari Jaguar will be very much like the T-16 in that respect.
The TG-16 has an 8 bit main processor and a 16 bit graphic chip.

The Jaguar probably will have 2 68000 has it main "processor" and a 64 bit risc style chip for its graphics.
(source come from Game pro, Eletronic games, people who have emailed me and Prodgy but nothing is for certain)
Another story that haves several sources backing each other up is that game companys (mainly Eletronic arts) that have see it say its graphic ability matches that of 3DO (and may surpase it) and bets neo-geo and every other game system, hands down.
The base system is supposivly going to cost between $99 and $150.

Rob Merritt

3281. Re: ATARI

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 18:27:46 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.nH0ijitsHz_@semprini.tdkcs.waterloo.on.ca>
Source record: 209670

In <1993Feb18.075913.29091@Informatik.TU-Muenchen.DE>, Ewald Seibert writes:
> |> What does one do with files with .gem extensions? I cannot read it,
> |> cannot run it, and cannot tell what the heck it is.
> |>
>
> .GEM files are GEM-metafiles: Object oriented drawing-ops (VDI-calls)

To translate Ewald's response... ;-)

A .GEM file is a picture, and you can usually load these into Desktop
Publishing programs or word processors. They're made up of commands
like "draw a line from A to B" or "draw a circle X wide, starting at Y".
When a program loads the .GEM file, it reads through the commands, and
draws the picture.

A very few drawing programs can load/save GEM files. Ventura Publisher
on the PC uses GEM files as well.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

3282. Re: Compressing nethack 3.1

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 18:34:24 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.P0ssJjBo5c6@semprini.tdkcs.waterloo.on.ca>
Source record: 209671

In <729958079.15249@minster.york.ac.uk>, mjl-b@minster.york.ac.uk writes:
> I was reading the NetHack 3.1 docs last night, and they mention "overlay
> code" in relation to the PC port. Perhaps that overlay code could be spliced
> into the ST port to allow NetHack to run on STs with < 1MB ?

I'm pretty sure most of the overlay brain-damage is built into DOS; I
certainly wouldn't want to try getting overlays working for TOS. You
need a special compiler, a special linker, and probably special
libraries to do the overlay stuff, so it'd be a _major_ hassle.

Now, if we all had '030s and virtual memory...

Everyone really should upgrade their RAM though... It's fairly cheap
(especially if you have a knowledgable friend who can do it), and VERY
useful for everything...

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

3283. Re: Computereyes raw file format

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 18:35:40 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.x8OiltOKUus@semprini.tdkcs.waterloo.on.ca>
Source record: 209672

In <1993Feb17.155949.29396@sifon.cc.mcgill.ca>, Yves LePage writes:
> Hello.
>
> I'm trying to read a raw file (digitized in low res) on a PC with a
> program that will allow me to specify all sorts of parameters for
> then file.
>
> For that, I need to know in which way is the information stored
> in a raw file. I mean by that, is there any X bytes I must skip
> to load the picture? In which byte are the colors stored? etc...

Look on atari.archive.umich.edu for Dave Baggett's piture formats
document; I'm pretty sure it has a description of the ComputerEyes RAW
format.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

3284. Re: Video bus/graphics op speed (was A1200/4000 v. Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 18:43:37 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <1993Feb24.184337.1205@freenet.carleton.ca>
Source record: 209673

How the hell do you get a Falcon to do 640*1440 resolution?
I think it's a great machine but this smells like...
From:the Carleton country club ATARI fan

--

3285. Re: Macintosh Advocate:Devils Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 18:55:20 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.ysT2gBddGd_@semprini.tdkcs.waterloo.on.ca>
Source record: 209674

In <1m49tgINNhou@shelley.u.washington.edu>, changed to protect the
innocent writes:

> Atari has had some good ideas, look at the Lynx, a great little game
> machine... extremely well done, but very one who has had one has had too
> many problems withtthem breaking! atari also does not support their
> products.. it is hard to find NEW lynx games in some places.. if segaor
> nintendo had that machine it would be a big success....

If Atari had a clue, they would've gotten someone to make a VME board
version of the Lynx development hardware. Currently, it only runs on an
Amiga (that's right; Atari has Amigas inhouse to create Lynx games...
talk about helping your enemies bury you...).

Just another example of Atari's stunning business practices.

--
------------------==----------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

3286. Re: Running Nethack 3.1 in 1 MB - bad news

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 19:04:54 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.ruw0yaSKbYc@semprini.tdkcs.waterloo.on.ca>
Source record: 209675

In <1993Feb18.141845.29609@informatik.uni-bremen.de>, Christoph Koerner writes:
> I'm afraid I've got some bad news for all those who hoped that by not
> compiling in certain features of the game the size of the binary would
> be sufficiently reduced so as to make it run on a 1 MB machine.
>
> We found that by leaving out what was thought to be the most
> code-consuming option - MULDGN (Multi-branch dungeons) - the resulting
> binary comes out only 10 K shorter than before. This means there are
> still about 90 K to be saved.

This isn't necessarily such a bad thing... After all, the Multi-Dungeon
bits and the new vision system are essentially the only "new" things in
NetHack 3.1; the multi-dungeon addition is a great thing, since it adds
extra quests for each character class.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

3287. Re: Expander/Compress conclusions

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 19:14:38 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mgheuINN9or@golem.wcc.govt.nz>
Source record: 209676

I have TOS 1.2, and it has no problems with upper/lower case command lines!

Compress.TTP will compress, and uncompress files perfectly well for me,
no problems!

3288. Re: FTPable GIF viewers?

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 19:17:34 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mghkelNN9or@golem.wcc.govt.nz>
Source record: 209677

> How does it compare to GIFSHOW 1.2? It'll show most colours, and wil
> me shrink a GIF so it can be saved into degas, spectrum, and a few other
> it works in all resolutions, except it has memory limtations on really
> big GIFs...

I don't believe I've seen that one! I have Fast-GIF, View-GIF, DMJ-GIF,
M-GIF, Photochrome, GIF2SPC, GIF2RAW!

Out of the above, View-GIF, and Photochrome are the best!

3289. Re: How Many Colours is true ColoUr?

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 19:25:39 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <7340123@hpfcso.FC.HP.COM>
Source record: 209678

Don't forget that your monitor is not a linear device. True color (8,8,8) still looks like crap when drawing anti-aliased primitives without throwing the output though a look up table to correct the monitors nonlinearities. Whenever filtering operations are performed (ray tracing code does this alot) to get rid of jagged edges, the output assumes that you are displaying on a linear device. This is why Brooktree RAMDACs for true color (24-bit) systems still have RAM for a look up table. This way, the driver code can download a gamma corrected color map to make the framebuffer data appear to be linear. You may have 8-bits per color in the frame buffer but by the time the range has been made linear you will only have 200 or so intensities per color.

Check out "Computer Graphics: Principles and Practice"
Foley, van Dam, Feiner and Huges. Section 13.1.1

Trust me, I've seen the difference on our 24-plane graphics heads. You must have the look up table even on true color or you are playing with crap. I hope that Atari did not screw up their 16-bit "true color" by forgetting to allow the user to place a color map on the output. If they did not do it, code to draw anti-aliased vectors will still have jagged edges. How are the colors organized?

5 bits red, 6 bits green ,5 bits blue
5 bits red, 5 bits green ,5 bits blue, 1 bit overlay (or attribute)

If it is the later, they should have a 32 element by 8-bit table on each of red, green and blue. This way a gamma corrected colormap can be downloaded and the 5-bit range will really have 32 linearly spaced intensity points.

Ted who rambles on.

3290. Re: Video bus/graphics op speed (was A1200/4000 v. Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 19:26:03 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mgi4bINN9or@golem.wcc.govt.nz>
Source record: 209679
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

> Seen by who? By you directly? I guess this is wrong info.
> Or is this a 'sighting?' LIke the UFO's?

> Raist
> New happy A1200 owner
> 256k colors, 1280x400 ** I LOVE IT **

There's the problem....

Any reasons why it is wrong information!? IT is quite possible to get
1280*400 out of a Falcon (with an extra card, but it's such a horrible
resolution anyway, with most stuff looking like it's been stepped on)

And, gee, it doesn't flicker either! (Even before it's release, a patch
to run the thing in 78Hz, which WORKS!)

Ever heard of Overscan!?
The Falcon also has the famous Amoeba Interlace & Line-doubling, to get
that pretty flickery effect (which, doesn't flicker on the Falcon in
78Hz...) As was said:/

> |> You don't need Hardware to do that!
> |> 640*1440 or 832*600 without HW and 1024*1440 with HW
> |> seen on a Falcon here in Germany!

The above is real! Time to become even *MORE* paranoid!

3291. Re: Falcon ATonce

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 19:29:38 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mgib2INN9or@golem.wcc.govt.nz>
Source record: 209680

The 486-AT EMulator for the Falcon, is available 'RSN' (aka, between 1 week, and 1 year), by Compo, creators of the AT-Speed C-16 unit!

It should be ready for release by mid-march I'd say, complete with full color VGA graphics, and running at probably aroun]d 3p around 33Mhz!

Even rumors about telling the PC it has a SB-Pro sound card built in, so you can get something better than 'bleep, bing' out of the sound! (I find this unlikely though, I can't think why it'd be terribly difficult using the DSP however, going by some of the things supposedly impossible that people have done in the past!)

3292. Re: MiNT, tosprogram.cpx

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 19:31:27 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1mgieflNNqui@phakt.usc.edu>
Source record: 209681

In article <1244@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.UUCP () writes:

> Just to add to the confusion a little, I know there's also a CPX out
>there called "MiNT Prozesse" (or something like that - I think it *may*
>be included in one of the german-CPX files at atari.archive,
>but I'm not sure). This CPX seems to let you change process priorities
>when running MiNT - sort of like doing a "re-nice" I suppose...

The "MiNT Prozesse" CPX is the PS program (By A.Pratt?). It is _much_
nicer than "renice" as it provides you with all running processes and a nice
graphical interface for selecing/modifiying the nice values of each. Also, it
is like having "kill" added to it because you can send lots of signals
(SIGTERM, SIGSTOP, etc.) to any of the runing processes incase it hangs (which
is real nice if it is your shell that just hung). It also tells you how much
memory each process is using! A _very_ must have program if you have MiNT!

> Robert Anisko
> anisko@usdtsg.daytonoh.ncr.com
>
>q: "what's the last line of the Star Spangled Banner?"
>a: "PLAY BALL!"
(cute. :)

-MikeB

3293. Re: Computer Show

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 19:32:31 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mgigfINN9or@golem.wcc.govt.nz>
Source record: 209682

> I don't think the Tina Turner demo will be available by ftp. During the
> show it seemed to be giving a M-O disk *serious* abuse!

Want to know why!? It's because it's larger than 50Meg!!

I don't think anyone in a sane state of mind would want to FTP a
file of that size!

(at 19.2K it'd take almost 8 hours!!)

3294. Re: Falcon MIDI, Direct to Disk etc...

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 20:05:47 UTC
From: kls30@cd.amdahl.com
Message-ID: <c4eB02eP37VZ01@JUTS.ccc.amdahl.com>
Source record: 209683
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Feb24.115956.3116@lsl.co.uk>, snail@lsl.co.uk writes:
>In article <C2LGAK.yJ@news.udel.edu>, don@chopin.udel.edu (Donald R
>Lloyd) writes:
>> In <runehy.69.729937893@dhhalden.no> runehy@dhhalden.no (RUNE HYLDMO)
>writes:
>>
>>>Yeah, I guess people like Jean M. Jarre will start using the PC
>instead of
>>>atari and all other musicians will overlook the low cost
>studio-quality
>>>Falcon sound capabilities.
>>
>> Exactly.
>
>Exactly wrong.

Some will some wont'

>
>>>Musicians will welcome the Falcon with great entusiasm. Just look at the
>>
>> Most musicians will probably never hear about it, especially
>here in the
>> US.
>
>Wrong. Music magazines have been running articles on the Falcon for
>quite a
>while. Most music shops advertising in these magazines run adverts
>about the
>Falcon.

True there has been quite a bit of hype in the music mags.
>>
>>>prices for f ex. a KWAI 16 bit sampler with 512K cards it's outrageous. The
>>>falcon can record DIRECT TO HARDDISK and thats a breakthrough for stribing
>>>musicians who can't afford to buy a expencive sampler and a lot of
>ram cards
>>>which cost a LOT of money.
>>
>> If direct-to-disk sampling is the biggest breakthrough the
>Falcon can
>> come up with, then it's dead already.

I agree.

>Direct to disk, at better than DAT rates, 8 channels at a time, thats better
>than an Alesis ADAT, although at the moment you can't hook up more than 1
>FALCON (just need a bit of software though), and you can hook up 16 Alesis
>ADATs. Problem is an Alesis ADAT is 1.5 to 3 times more expensive than a
>FALCON.

You fail to include weveral things in you analysis.

1. It's got one DSP and a 16MHz '030.

I have done research in digital audio and while a 56K dsp can handle getting
8 tracks of data you have to do some weird things to do it. That is the
software and hardware become real strange where the data has to be extensively
multiplexed and you have to get the data back by shifting bits around. This
is for 4 track 16 bit sound. TO get the other 4 tracks requires you run the
bit rate clock for the 56K at an 88K sampling rate and more shifting of bits
around.

2. You don't get better than ADAT or Tascam DA-88 sampling rates. Even if you
did it would still have to be sent to the CD mastering house as 44.1K sound.
You are better off recording at 44.1K than at a higher rate and using sample
rate conversion. Sample rate conversion is expensive in computer time
and for it to sound good linear interpolation won't do. This means lots
of disk
space to get it done.

3. It's not cheaper than ADAT or DA-88 when you include the disk space and
backup tape drive you are going to need to store those 8 track. Remember
10 MB/minute times 4 is 40 MB per minute. A 5 minute song needs 200 MB
of space. IF you want to edit add another 200 or so to store temporary
files. Also a good tape backup unit costs close to $1200.

4. I guess you could include this in the above but you better have a
fast hard drive besides being big.

>In case you don't know, the Alesis ADAT is meant to be the next STEP FORWARD
>for musicians.
>
>
>> I can do that with my $30, 5 year old
>> Perfect Sound sampler and a PD program.
>
>What? at 50KHz, 16 bit, 8 channels at a time? I doubt it.
>
>> Most of the current crop of $150
>> 16-bit sound/MIDI/CD-RO controller combos for the PC can also, as can the
>> Amiga and Mac 12- and 16-bit high-end sound systems.
>
>What? at 50KHz, 16 bit, 8 channels at a time? I doubt it.

You are correct CD qulity A/D and D/a cannot be had for $150 on those
platforms.

>It's built in to the FALCON, it's not an add on. It means you can write

Wrong, out of the box you cannot record 8 tracks at a time. You need external
hardware so add the price of that. Also CD and DAT sampling rates, ie.
44.1K and 48K need external hardware because the Falcon doesn't support
those rates internally. See the review in a couple of the music rags.

>software and know that the hardware is there, not having to rely on someone
>putting the correct card in a slot and set the right jumpers...jeez.

Currently there is no 8-track software so unless someone writes it you still
can't do 8-tracks.

>>
>>>Just wait and see after the big MIDI messe in Germany before you say
>>>anything else I'll bet the response will be enormous.
>>
>> I wonder if Amigas will show up running the Sunrize 16-bit cards or
>> the One Stop Music Shop (you know, 32 voices of 16-bit sound with hundreds
>> of built-in high quality digitized instruments... can your Falcon do that?
>
>Well I suppose if you ADD a card to the Falcon it can do that. But if you
>already have the hardware built in, you don't need to. If you'd heard a FALCON
>playing music through the ADA channels, you'd know it's good. I have
>heard one,
>and I know it's good, jsut wish I had the cash.

Actually with the right software the Falcon is a synth. Quite a few synths
and samplers use 56K DSP chips. Also note that you can have it behave
like a sample playback unit, wave table synth, or regualr FM synth, with
the right software.

>
>Besides, I don't want to use the FALCON to be a synthesiser (which is what
>those cards you describe make it). I'd rather use my dedicated synths for that
>and use the FALCON for sequencing/recording/sampling.
>
>> Come to think of it, can you even _get_ a Falcon yet?
>
>Yes, I've used one. In Preston, UK, on Saturday.
>
>To sum up. Compare like with like. The PC, The Mac, The Amiga all need add in
>cards to come anywhere near the sound quality the FALCON can do. None of the
>PC, MAC, or Amiga can give you Alesis ADAT type performance, the FALCON can,

Wrong the MAC and PC can give you 8 tracks or more. I'm not sure about
the Amiga.

>all it needs is someone to write the appropriate software to emulate the
>ADAT controls and off you go.

OFF you go to the store to buy a BIGGGG hard drive and a tape/MO, etc backup
unit.

>
>Maybe I'll do it. Serious offer, give me an ADAT, a Falcon and a bit of

>time...
>--
>snail@lsl.co.uk
>
>"Washing one's hands of the conflict between the powerful and the
>powerless
> means to side with the powerful, not to be Neutral."
> Quote by Freire.
> Poster by OXFAM.

One more thing the AD/64X for the Falcon is the same as the one used for the NeXT since the DSP port is the same. You can also hack a cable to get DigiDesign hardware to work. All of that is expensive.

I designed a box with AES/EBU, S/PDIF, and 64 times oversampling for the NeXT as part of my MSEE research project. The design could be used on a Falcon. It will also do a couple of more things lik strip SCMS along with letting you route data from 1 DAT/CD player to the Falcon and a second DAT at the same time.

How many people would be interested in getting a copy of the schematic? I don't have a PC board layout but for the right price I could do one. Since I only built 2 of the units I used wire wrap.

The only thing is I would need at least one person in the S.F. Bay Area when they get a Falcon to be the test bed for any mods I'd have to do to the design that would be specific to the Falcon.

Kent

--
/* What me, speak for Amdahl? Get real. These opinions and statements */
/* belong to me and me only. If something I said offends you, it's */
/* either you got a thin skin or that I'm just offensive. Who cares. */
/* */
/* "I'm not going to sit at your table and watch you eat, with nothing */
/* on my plate, and call myself a diner. Sitting at the table doesn't */
/* make you a diner. Being here in America doesn't make you an */
/* American." */
/* --Malcolm X */
/* */
/* Work - kls30@cd.amdahl.com - Don't send NeXTmail!! */
/* Play - kent@infoserv.com - NeXTmail welcome */

3295. SPECTRUM EMULATOR

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 20:46:02 UTC
From: aesd1pak@dct.ac.uk
Message-ID: <1993Feb24.204602.3940@dct.ac.uk>
Source record: 209684

Hi ATARIANS,
I need help.I have the spectrum emulator for my ste and it's
great.The problem is that i have been unable to find software for it and i hope
i dont have to start writing basic programs again for it.(YAHN)
Can anyone help me find software to run on the emulator or how to port up
software for it
ATARI RULES !!!!!!!!!

PIP

3296. Re: MIDI help required Urgently!

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 21:16:10 UTC
From: plate@cdsmn.mn.org
Message-ID: <C2z1r0.12L@cdsmn.mn.org>
Source record: 209685

In article <1993Feb22.103424.3793@dct.ac.uk> mcsdc1ph@dct.ac.uk writes:
>Hi. It's me again, the one with endless atari problems!
>
>This time, it's with midi. I have just obtained a PSS 788 (or something)
>yamaha keyboard, and quite nice it is too.
>What I want to do with it is to use it a sender to STE, with STE playing
>samples in answer to the keypresses of the keyboard.
>Fine.
>I have searched all over for a program to this nicely for me.
>TCB Tracker does it, albeit a second or so after the midi-keyboard note was
>hit!
>The demo of Stereo Master I have does it very nicely indeed, but with limited
>octave range, and is only one note polyphonic.
>
>The best I have seen yet, is Audio Sculptures Tracker program, which is
>excellent but often goes mad, as seemingly the keyboard decides to bombard
>it with crap, resulting in the mod in memory to play at light speed!

It may be that the program is having trouble handling the Yamaha's
"Active Sense" messages that it sends constantly (at least my Yamaha
keyboards do). This is a single byte of FE (hex) sent every so many
milliseconds to let connected devices know it's still there. If the
PSS 788 has any ability to turn this off, try that. If not, maybe some type
of MIDI data filter is needed? Sorry I can't help more.

Regards,
Doug Sr.
--
()(*)(*)(*)(*)(*)(*)(*)(*)(*)*(*)(*)(*)(*)(*)(*)(*)(*)(*)()
/ plate@cdsmn.mn.org \
/ / Doug Plate Sr. | "Assume no malice!" \ \
(*)

3297. Re: st ftp sites

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 21:32:03 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1mgpgjlNNbg3@shelley.u.washington.edu>
Source record: 209686

meason@giraffe.ru.ac.za (MR MARK EASON) writes:

>Hi there!

>Are there many ftp sites for the ST around?

>Please could someone e-mail a list of these sites?

>Much Appreciated.

>Mark
>(e-mail: meason@sunbird.ru.ac.za)

Yes, maybe post one on comp.sys.atari.st for all of us, all I have are a bunch of old lists and half of the sites are no longer supporting atari or are not even around!!!

Stuart Denman
stusoft@u.washington.edu

3298. Re: Looking for C packages ...

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 21:51:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.981740@cix.compulink.co.uk>
Source record: 209687

>Be ware of serious bugs in some of the 68030 spesific libraries of
>Lattice 5.5. I have not tried to trace them down, but when MiNT 0.99
>was compiled with 68030 omptimation, it became REALY buggy. Turning
>off the 68030 optimation removed most of these bugs!
Have you advised Hisoft? They can be mailed at hisoft@cix.compulink.co.uk.

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user

3299. Re: ATARI

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 21:51:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.981742@cix.compulink.co.uk>
Source record: 209688

>What does one do with files with .gem extensions? I cannot read it,
>cannot run it, and cannot tell what the heck it is.
It's the standard GEM file extension for a metafile. It's a device
independant graphics file. Most DTP packages should be able to read
it fine. Some art packages will too.

Hyperdraw or Easydraw will definitely read it.

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore

---

ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user

3300. Re: Looking for C packages ...

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 21:51:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.981737@cix.compulink.co.uk>
Source record: 209689

>> - Lattice C V5.5
>> well done compiler, good libs, small execs
>> *but* commercial product (cost around 400,-DM -> US$ ~275)
In the UK, this can be bought for 80GBP. These prices seem a bit excessive.

I understand Atari now use it as their standard compiler for inhouse
development which I suppose also includes TOS.

Hisoft are in the process of recompiling stuff they have bought from
other developers such as K-Spread 4. The newer version is said to be much
more compact and a lot faster.

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user

3301. Adding a 2nd hard disk and...

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 22:17:27 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <1mgs5nINNh7v@uwm.edu>
Source record: 209690
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I bought my current hard drive configuration second hand, all ready to go. I have a BMS host adaptor and an Adaptec 4000 SCSI->MFM adaptor. I want to add a 2nd drive. The current drive is an old Wren I. The Adaptec is capable of supporting the 2nd drive. I will require a disk with a 20 pin command port and a 34 pin data port. Is it possible to find such old dinosaur drives yet? Would CompUSA type stores carry them, or is everything SCSI now? Also, is 20 pin ribbon cable available readily?

--
= Andrew Krieg | =
= krieg@titan.med.ge.com| Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

3302. Monochrome monitor wanted

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 22:25:03 UTC
From: selbyr@meena.cc.uregina.ca
Message-ID: <24FEB93.22250398@meena.cc.uregina.ca>
Source record: 209691

I'm looking

3303. Re: CFV: Creation of comp.sys.atari.advocacy

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 22:44:42 UTC
From: dave@frackit.UUCP
Message-ID: <2154@frackit.UUCP>
Source record: 209692
Cross-posted to: news.groups,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Feb19.111607@cs.bham.ac.uk>, dxo@cs.bham.ac.uk (David Oakley) writes:
> FIRST CALL FOR VOTES
> ====================
>
> This is a Call for votes on the creation of a newsgroup for
> debates about the Atari range of personal computers.

Uh-oh, I see a boo-boo. Let's look at the header of this:

From wa3wbu!uunet!cs.bham.ac.uk!dxo Fri Feb 19 06:16:07 1993
From: dxo@cs.bham.ac.uk (David Oakley)
Newsgroups: news.groups,comp.sys.atari.st,comp.sys.atari.st.tech

Not posted to news.announce.newgroups.... Invalid CFV

Subject: CFV: Creation of comp.sys.atari.advocacy
Message-ID: <1993Feb19.111607@cs.bham.ac.uk>
Date: 19 Feb 93 11:16:07 GMT
Sender: news@cs.bham.ac.uk

Not tale@rodan.UU.NET.... Invalid CFV

Organization: ASTRAsoft, Stoke-On-Trent England.
Lines: 98
Nntp-Posting-Host: jw9

No 'Approved: tale@uunet.uu.net... Invalid CFV

This isn't a good start. CFV's are posted by Dave Lawrence and posted to
certain specific groups. IF you have already submitted this message to
him and have decided to 'jump the gun' and post it yourself you have
invalidated ANY votes you may receive before the valid posting from the
moderator hits the net. In effect, you will have tainted the vote even
before it really began.

I'm against this proposed group, no secret. BUT I'd rather see it
defeated in a valid vote, not because someone screwed up the CFV
process.

Go to your room. You do NOT get a free cooky. :(

--
vogon1!compnect!frackit!dave@psuvax1.psu.edu | Dave Ratcliffe |
- or - ..uunet!wa3wbu!frackit!dave | Sys. <*> Admin. |
| Harrisburg, Pa. |

3304. Z*NET Atari Issue 9308

Newsgroup: comp.sys.atari.st
Date: 1993-02-24 23:26:15 UTC
From: znet@status.gen.nz
Message-ID: <gate.giFiZB1w165w@status.gen.nz>
Source record: 209693
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,alt.znet.pc

```
Hi Info-Junkies,

This weeks issue of Z*NET Atari International is available in
alt.znet.pc for your reading pleasure.

Name: ZNET9308.LZH
Date: 930221
Approximate # of bytes: 37504

Description:
|#| New Aquisition For Toad |#| Singular To Ship Falcon Workstation
|#| CIS Lowers Connect Rates |#| Gemualtor Update
|#| Perusing Delphi |#| Perusing GEnie
|#| GFA Basic Toolkit Review |#| Button-Basic Review
|#| Perusing CompuServe |#| World Class Soccer Review
|#| The Funny Farm |#| Z*Net Calender
|#| Copyist ST Review |#| AtariUser Reviews
----
Please use the latest version of Quester's LZH to extract.
Keywords: ZNet, Atari, News, Toad, Flacon, Workstation, GFA, Reviews, Gem
--------------------------------

File: ZNET9308.LZH
is a BINARY File.

Remember read this weeks issue in alt.znet.pc
```

3305. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 00:07:38 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C2z9or.7JF@ecf.toronto.edu>
Source record: 209694
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb23.182908.3114@lsl.co.uk> snail@lsl.co.uk writes:
>In article <1993Feb15.201423.5806@wam.umd.edu>, rsrodger@wam.umd.edu (Yamanari) writes:
>> In article <1993Feb15.185346.18754@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
>>>|> > color.
>>>|>
>>>|> Your eye can see approx 40 intensity levels for each of Red, Green and Blue.
>>>|> Now lets say we have a super person who can see 50 levels for each of Red,
>>>|> Green and Blue.
>
>> You can *easily* see more than 50 levels of RGB. Do you actually
>> *use* a computer?
>>
>> 50 levels each of RGB also == 50 shades of grey, which is
>> quite easy to shw as inadequate.
>
>Right, I think I've caused enough confusion, wow such a tirade of opinion
>started from my humble "SPOT THE DIFFERENCE POST". Firstly I think where I
>went wrong is that the numbers I had (the 40 levels...) is probably for night
>time viewing, when the colour receptors don't work very well. So I was
>probably talking about part of the eye we don't use for looking at colours.
>More fool me for the extrapolating this behaviour (without even thinking of
>checking my workstation next to me :-|) to colour receptors.
>
>Note 50 shades of grey on a monitor is not a test of your B/W receptors in your
>eyes, it's a test of the colour receptors in your eyes.
>
>It would be much better for a biologist to comment on these ramblings.
>--
>snail@lsl.co.uk
>
>"Washing one's hands of the conflict between the powerful and the powerless
> means to side with the powerful, not to be Neutral."
> Quote by Freire.
> Poster by OXFAM.

The eye ability to diferentiate colors is logarithmic. Therefore the closer
together the colors are, the more you can see. Your eye can see fewer colors
if your eye has to see wide ranging colors in the same picture (eg. a picture
with lots of red and blue) but a picture that is predominatly one color, a
grey scay for example, the eye can see a far greater range of colors.

3306. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 00:14:15 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C2z9zs.EJ1@ecf.toronto.edu>
Source record: 209695
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

If you go to europe and read the european magazines, you will find the exact opposite to the situation here in N.A. The magazines done here are all MAC and PC and the mags over in europe are all ST.

3307. SM 124 for a non-atari??

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 00:47:25 UTC
From: slp9m@cc.usu.edu
Message-ID: <1993Feb24.184725.64482@cc.usu.edu>
Source record: 209696
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I've seen the literature on hooking MultiSync monitors to the ST.
What about going the other way? Is it possible to hook an SM124
to an IBM-PC clone? What has to be done to accomplish this?

-SEP

Scott E. Parker WA7VYJ \ INTERNET: SLP9M@cc.usu.edu
Center for Atmospheric & Space Sciences \ Twisted pair: (801) 750-2975
Utah State University \ Home: (801) 753-3924
Logan, UT 84322-4405 \

3308. Re: GEM library for MS-Dos?

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 01:30:33 UTC
From: wbdst+@pitt.edu
Message-ID: <4655@blue.cis.pitt.edu>
Source record: 209699

Well, you may be able to find a GEM wizard ou t there, to write
device drivers, or you could do it yourself...

3309. Re: Atari 7800

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 01:40:26 UTC
From: vgriscep@wam.umd.edu
Message-ID: <1993Feb25.014026.9217@wam.umd.edu>
Source record: 209700
Cross-posted to: comp.sys.atari.st,rec.games.video

In article <1993Feb24.014806.281@wam.umd.edu> vgriscep@wam.umd.edu (VGR (Craig Pell)) writes:
>>
>>1. Alien Brigade
>Basically like Operation Wolf. Does not work with the Light Gun, however.

Correction: it does work with the Light Gun. This may shock you, but ... I don't play it much. :-)
--
| $000C35FA <>-----=-------------------------=----=----<>
VGR | (1812 Overture) | "The size of the brain is no measure of |
| I GIVE UP | its capacity." - Mr. Jonathan Frisby |
| YOU MUST BE A VIDEO WHIZ <>-----=---------=------------------------<>

3310. Re: WARNING: ICD 6.0.6

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 02:01:36 UTC
From: root@discworld.oche.de
Message-ID: <2b8c1bde525f96@discworld.oche.de>
Source record: 209698

In <C2uD96.33D@csc.ti.com>,
Jason Julyan 0004 JBEJ (a740778@gus.tiuk.ti.com) wrote:

JJ0J>I've since switched back to 5.6.0 which I've had no problems with.
JJ0J>
JJ0J>Anyone had similar experiences? My friend has a micro-SCSI adaptor
JJ0J>and a Segate drive.

I have had such an experience when I tried to install a big (read and
write) cache with 5.6.0 and run a file-benchmark (writes 1000 files,
then deletes them, only 1 file open at a time).

I am now using 6.0.7 without troubles (but I have not repeated the test -
took a whole afternoon to restore the partition :-()
BTW: ICD damaged another partition than the one the test was run on !

I have heard that ICD 6.0.x can cause problems if you simply copy it onto
the HD and do not use HDUTIL to install it !

cu
Michael
--
Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3
IRC: Rincewind
"But the point is ... the point is ... the point is we've not been experienced
for a lot longer than you." (Terry Pratchett, Witches Abroad)

3311. Problems with Hermes

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 04:00:47 UTC
From: coonstot@quads.uchicago.edu
Message-ID: <1993Feb25.040047.21290@midway.uchicago.edu>
Source record: 209501

I have recently d/led a copy of Hermes 1.04b. I have
installed it. I have changed the passwdfile, config.sys, paths,
spaths, etc. However, it doesn't work.

Usually it just locks up.(gus, login, and a number of other programs).
If I am lucky, when it locks up, it will tell me that I am
out of system memory and that I should run the folderxxx program.
However, I have a 4meg STe and do not see why this should be necessary
In fact, I think folderxxx causes trouble for my STe.

I am new to uucp and I may not have set this up properly. But
I have no clue as to why it would lock up. In addition, all of
the manuals(or most of them anyway) are in German. Are there
English docs available? Could someone give me a hand in setting
this up via email? or let me know what they think could be wrong?

Thanks,

Charles O. Onstott, III
--
Charles O. Onstott, III (coonstot@midway.uchicago.edu)
The University of Chicago Divinity School (Origen says:)
"But what sort of apperance the mind could have, seeing that it is a mind
and moves in an intellectual way, I do not know who could describe or tell us."

3312. Salvage...

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 04:31:27 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mhi2vlNNh70@golem.wcc.govt.nz>
Source record: 209502

Okay - Salvage is now in comp.binaries.atari.st anyone having any problems with the method of sending it, tough - it's the only convenient way!

(I've had a bad day!)

3313. Re: How Many Colours is true ColoUr?

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 04:37:56 UTC
From: pochanay@cae.wisc.edu
Message-ID: <1993Feb24.223756.29381@doug.cae.wisc.edu>
Source record: 209503
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb24.152235.14659@bnr.ca> hello@bnr.ca (Ken Orford) writes:
>I believe the actual test is to place two squares of the subject material
>onto a background of either solid black or white - whichever gives the best
>contrast against the test material. Oh, the test areas are also seperated
>by the background matrix. The human eye/brain is quite pathetic at dis-
>tinguishing even tiny grey scales with this test. I guess the key is the
>word "brain" since it is reinterpreting what the optic nerve is detecting.
>I would guess that the eye on its own is much more sensitive!
>--

The only "fair" test is the adjacent bordering test where the two
colors actually touch each other. When two colors are separated, the
brain can easily process them to both be the same color. Your brain takes
a lot of factors into consideration when determining colors. Among these
include lighting. For example, if a car has the shadow of a tree lying
across its surface, you still perceive the entire car as being the same
color. The area with the shadow is processed as being the same color as
the area without a shadow (although you of course perceive the shadow).
Also the way your eyes work, the brain is capable of detecting changes
on rigid outlines better than on highly patterned objects. Part of the
reason for this is that your eyes actually "jitter" slightly all the time
and there is a "persistence" factor in imaging.

3314. Help with old MFM drives

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 05:15:07 UTC
From: skolodzieski@vaxc.stevens-tech.edu
Message-ID: <1993Feb25.001507.1@vaxc.stevens-tech.edu>
Source record: 209504
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

I had to take my SCSI drives off my ST as they where needed for a
new system, so I put my OLD SH204 drive back on my ST. The SH204 is a 20 meg
MFM drive by Tandon, I am using the Adaptec 4000 MFM--SCSI controller that
came with the SH204 along with the ATARI SCSI--ASCI board that also came with
the original drive. Now the question, I have a spare Seagate 225 MFM drive
sitting on my kithen table, what would be needed (and what do I have to do)
to add this drive to my system? Can the Adaptec card handle 2 MFM drives?
I heard from ICD that the Tandon drives in the SH204's had a hardware bug
that caused them to respond on all luns when queried? would this complicate
the issue severly? Sorry if this is simple but I do not really no much about
MFM technology.

please reply to:

scott@dmi.stevens-tech.edu

-or-

scott@sparc1.stevens-tech.edu

Thanks again,
Scott Kolodzieski.

3315. I've got a SLM605 ... now what?

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 05:47:46 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1mhmi2INNcpu@phakt.usc.edu>
Source record: 209505

Hi Folks,

I just got a SLM605 from a fellow netter (Yea!), but he couldn't find the diablo disks that came with it until after he had already shipped the printer (boo). So being the resourceful person that I am, I downloaded lazerbrain and tried to get it working, but only managed partial success. First I should list my hardware: TT, TOS3.06, 4MBSTram, Color, MiNT installed (but can be kept from loading by holding the right shift key).

I followed the instructions: I put lazbrain.acc in the root and rebooted. One thing I noticed right away - it didn't like TTmed, not one little bit. Ok, booted into SThigh, alright no problem. I set buffer to 500k, loaded the font that came with it and pressed exit.

I could do a alt-help and get a printout of the screen, no problem, except that it had these blank lines in it so I remember the docs said about setting the graphics to noninterlaced, so I double-clicked on the intrlc.prt file, and selected print. Well, after waiting a few minutes, it says that the printer is not accepting data. I tried all the other files. No luck. I thought maybe something was wrong with my configuration, so I dropped the lazbrain.bat into the root, edited it so that it pointed to the font and had a 500kbuffer instead of 200k and then restarted (and saved the desktop so that it would come up in SThigh. It booted fine, but any time I tried to pull up a menu, the output would messup royally, and if I tried to switch resolutions, the machine would bomb then lockup.

So, is lazbrain incompatible with the TT? Are there special configs I should be aware of? Is there something better than lazbrain (circa 89) out there?

Thanks for any and all help concerning this!!

-MikeB

3316. WANTED: 2 chip TOS 1.4 and advice :)

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 06:42:07 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Feb25.014207.15727@bsu-ucs>
Source record: 209506
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

TOS 1.4 in the 2-chip set. It's for a MegaST4.

Email offerings to:
01mbmccab@virgo.bsuvc.bsu.edu

-Matt

P.S. Anyone have any comments or suggestions about updating from TOS 1.2 to 1.4?

3317. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 07:18:06 UTC
From: hanscs@dhhalden.no
Message-ID: <hanscs.108.730624686@dhhalden.no>
Source record: 209507
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

```
In article <C2z9zs.EJ1@ecf.toronto.edu> giggey@ecf.toronto.edu (GIGGEY Mike S) writes:
>From: giggey@ecf.toronto.edu (GIGGEY Mike S)
>Subject: Re: A1200/4000 v. Falcon 030 FAQ
>Date: Thu, 25 Feb 1993 00:14:15 GMT
>If you go to europe and read the european magazines, you will find the exact
>opposite to the situation here in N.A. The magazines done here are all MAC
>and PC and the mags over in europe are all ST.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
Yeah, have you even been in europe? All the magz
in N.A. are this and all the magz in europe are
that. Have you been smoking pot lately. Why don't
you take a vacation for a couple of years. Maybe
to europe. As far as I know there are lots PC magz
some Mac magz, lots of Amiga Magz and there are
many ST magz too. So stop smoking and get a
vacation, OK.
'

Hans C. Sander Not only is there no God, but try getting
hanscs@sofus.dhhalden.no a plumber on sundays.
```

3318. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 07:21:25 UTC
From: hanscs@dhhalden.no
Message-ID: <hanscs.109.730624885@dhhalden.no>
Source record: 209508
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Feb24.122610.3119@lsl.co.uk> snail@lsl.co.uk writes:
>From: snail@lsl.co.uk
>Subject: Re: A1200/4000 v. Falcon 030 FAQ
>Date: 24 Feb 93 12:26:10 GMT
>In article <petter.0a7c@pnilsen.adsp.sub.org>, petter@pnilsen.adsp.sub.org (Petter
Nilsen) writes:
>> In article <runehy.64.729771767@dhhalden.no> runehy@dhhalden.no (RUNE HYLDMO) writes:
>>
>>> There will be cheeper and maybe as good hardware for it I think. The Toaster
>>> is Impressive, but far from the best I have seen. It can be done better
>>> perhaps even cheeper.
>>
>> Have you _ever_ _seen_ and _used_ a toaster??
>
>Yes, I have one in my kitchen. Used it this morning to cook two pieces of
>bread. Lovely.

Such ignorance.
You don't cook two pieces of bread, you toast them.
Hans C. Sander Not only is there no God, but try getting
hanscs@sofus.dhhalden.no a plumber on sundays.

3319. SLM804 with IBM?

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 07:22:36 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1993Feb25.072236.6350@sactoh0.sac.ca.us>
Source record: 209509

In <1993Feb23.083309.23531@rat.csc.calpoly.edu> jriegel@polyslo.csc.calpoly.edu (Jeff Riegel) writes:

>Also, has anyone managed to hook an SLM up to a PC? My friend wants to
>print some stuff from MS Word.

AS I understand it, there is no way to connect the SLM804 to a PC.
One, it uses DMA, not a prallel port. And I think that if even one
were to hack a SCSI to ACSI interface. (I don't think SCSI hostr
adaptors work backwards) the problems is that Atari laser printers
have no memory, they use the computer's memory.

--
mfolivo@sactoh0.SAC.CA.US SAC-UNIX (916) 649-0161
The Good Guys! We know our stuff
Audi The Alternate Route
Atari Power without the Price

3320. What is CAD-3D ???

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 07:33:56 UTC
From: dillon@barres.loria.fr
Message-ID: <856@muller.loria.fr>
Source record: 209510

Hi !

I've heard about CAD-3D, but i don't know exactly what it is ?
Is it freeware, shareware, ...? and where can i find it ???
(I mean FTP-address to download it !!)

Thanks !

Eric Dillon
dillon@esial3.u-nancy.fr

3321. Re: Falcon MIDI, Direct to Disk etc...

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 08:46:39 UTC
From: elendir@inf.enst.fr
Message-ID: <2047@enst.enst.fr>
Source record: 209511

snail@lsl.co.uk writes
] In article <C2LGAK.yJ@news.udel.edu>, don@chopin.udel.edu (Donald R Lloyd)
writes:
] > In <runehy.69.729937893@dhhalden.no> runehy@dhhalden.no (RUNE HYLDMO)
writes:
] >
] >>Yeah, I guess people like Jean M. Jarre will start using the PC instead of
] >>atari and all other musicians will overlook the low cost studio-quality
] >>Falcon sound capabilities.

On that I can answer. Jean-Michel Jarre has asked for a Falcon. I have seen
the paper at Atari France. Well, if you look at Jarre s last album "En
attendant Cousteau", you ll see amidst the greetings "Atari France".
Before he was using Apple machines.

Vangelis also works with Atari.

Vincent.

3322. Re: NeXT bags their hardware line

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 09:11:40 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.158.730631500@dhhalden.no>
Source record: 209512

In article <2b88ba8e@p12.f202.n281.z2.fidonet> Jan_Willekens@p12.f202.n281.z2.fidonet writes:
>
>NeXT is dropping it's hardware line to focus only on operating systems for
>various platforms. The first product of this will be NeXTStep for DOS. They
^^^
This should read 486...

>will continue to support NeXTStep on the NeXT and other platforms. 100 Of
>the people at NeXT have been transferred to Canon, which contains about 17%
>of NeXT's stock, and 200 have been layed off. So it ain't the end of NeXT,
>it's just a new beginning...
>
>Greetings... - Jan -

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

3323. FTP site for kermit 5A(188) ST binary?

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 09:12:35 UTC
From: dick@ahwau.ahold.nl
Message-ID: <C2zyx1.CvM@ahwau.ahold.nl>
Source record: 209513

Does anybody know an FTP site with the kermit 5A(188) ST binary?

--
Dick Bruijn Albert Heijn bv
Afd. Winkelautomatisering Email: dick@ahwau.ahold.nl
Ebbehout 31 kamer B407 Phone: +31 (0)75 593918
1507 EA ZAANDAM Fax : +31 (0)75 351240

3324. HARD DRIVE

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 09:39:00 UTC
From: craig.dunn@almac.co.uk
Message-ID: <6379.723.uupcb@almac.co.uk>
Source record: 209514

Hi again.

I've got an STE and have just bought a cheap 400Meg IBM SCSI hard drive. Unfortunately the Hard drive doesn't seem to work. ANy Ideas why? The drive is completely encased apart from the back. At the back is the power points and the Hard Drive cabling. There is a set of 10 pins at the back for jumpers to be set on. Any Ideas to what jumpers need to be set???

cheers
Craig
<craig.dunn@almca.co.uk>

3325. HSC140 info needed...

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 10:04:37 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1993Feb25.100437.8849@unix.brighton.ac.uk>
Source record: 209516

Has anyone got Heat n' Serve Sozobon C 1.40 working out there ?

- I havn't even managed to un lzh it......

Help !
Dom

3326. Re: How Many Colours is true ColoUr?

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 10:27:36 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Feb25.102736.2850@beaver.cs.washington.edu>
Source record: 209517

In article <7340123@hpfcso.FC.HP.COM> rossin@hpfcso.FC.HP.COM (Ted Rossin) writes:
>
>
>Trust me, I've seen the difference on our 24-plane graphics heads. You must
>have the look up table even on true color or you are playing with crap. I
>hope that Atari did not screw up their 16-bit "true color" by forgetting to
>allow the user to place a color map on the output. If they did not do it,
>code to draw anti-aliased vectors will still have jagged edges. How are the
>colors organized?
>
> 5 bits red, 6 bits green ,5 bits blue
> 5 bits red, 5 bits green ,5 bits blue, 1 bit overlay (or attribute)
>
>If it is the later, they should have a 32 element by 8-bit table on each of
>red, green and blue. This way a gamma corrected colormap can be downloaded
>and the 5-bit range will really have 32 linearly spaced intensity points.
>

In fact, both modes are available on the Falcon. You can have 65536 colors
simultaneously (5r+6g+5b) or 32768 (5r+5b+5b + 1 overlay). There is a pin
on the video port labeled the "overlay pin," which I presume goes high any
time the overlay bit is set for a particular pixel. This seems like it
would make genlocking really trivial in both hardware and software regards
(there is also an external sync input on the video connector). A low cost
genlock/overlay device would be a useful tool for simple video editing and
titling (well I guess a high cost one would be pretty neat too, but less
available... :-)

>
> Ted who rambles on.
>

Cheers,

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

3327. ICD problems with SST

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 10:57:25 UTC
From: lahtinen@gideon.fmi.fi
Message-ID: <lahtinen.730637845@gideon>
Source record: 209518

I have now my SST working but there is a big problem with
the hard disk. I am using ICD Advantage with ICDboot 6.0.7,
there is 2 HD's and the ICD Tape-unit. I have tried many
different configurations with terminators, but no luck.
I think the problem is the SCSI cable it is now about 4 feet
long.

Just now it is constantly hanging the desktop when I try to
access DA's (XCONTROL?). Does anyone know how I could improve
the host adapter so that it could be this long as I really
need quite long cable in my tower.

Kimmo
--
* *
Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
Finnish Meteorological Institute Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

3328. WP conversion

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 10:58:01 UTC
From: mbdqbest@diamond.sara.nl
Message-ID: <1993Feb25.105802.2986@news.sara.nl>
Source record: 209515

Writing with WordPlus and being asked for WordPerfect text?
Can't read WordPerfect documents on your Atari?

I've a conversion program WordPlus <-> WordPerfect 5.
Text only, no graphics.


```
_._._
/__\\\\ Robert Best
|::::|##| Rijnhuizen
__|::::|##|__ Holland
'"::|#/^^
```

3329. First Falcon breakdown?

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 11:14:50 UTC
From: kgrubb@cee.hw.ac.uk
Message-ID: <1993Feb25.111450.25148@cs.hw.ac.uk>
Source record: 209519

Well this is one claim to fame that I would prefer not to have! My Falcon has had to be sent back to ATARI UK to be fixed, the hard drive controler card gave up the ghost yesterday. I've only had the beastie two months, well I admit two well used months. I only hope ATARI UK get it fixed in double quick time!!

Has anyone else had their Falcons crash landing on them? BTW the dealer I got my Falcon from recieved another batch today, but before you all email me asking where he is, don't - they are all spoken for! Roll on march 24th!@!

Kevin.

3330. Turbo C... does it still exist?

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 11:32:08 UTC
From: baumer@cs.utwente.nl
Message-ID: <1993Feb25.113208.26737@cs.utwente.nl>
Source record: 209520

I remember once reading something about Turbo C now being called Pure C. Is this true? And can I update my Turbo C to Pure C? Please email me the info.

Greeting,

Han Baumer.

--
___ Han Baumer <baumer@cs.utwente.nl>
___/ ________
| ___/ | Univ. of Twente, Dept. Computer Science, TIOS-group
| ___ _ _ __ | P.O. Box 217, NL-7500 AE Enschede, The Netherlands
| | | / \ (_ | tel: +31 53 89 3742
| | | _/ __) | tel: +31 53 89 3755 fax: +31 53 333815
|_____________|

3331. Help me to Compile C progs

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 12:07:16 UTC
From: grillo@flash.ATC.Olivetti.Com
Message-ID: <58113@olivea.atc.olivetti.com>
Source record: 209521

Hi there,

I have two little program written in C that I need to
compile, but since I have no C environment on my ST
(and I'm totally unexperienced with C!!)
I'm asking if some kind soul could do it for me....

follow the included sources (samlabel.c and samprint.c)

Thanks a looooot!!!
Savino

**********BEGIN SAMLABEL.C**********

```
/*****************************************************************************/
/* NAME */
/* samlabel - print a Roland 12-bit-sample-disk label and catalog */
/* SYNOPSIS */
/* samlabel roland-12-bit-sample-disk-file */
/* DESCRIPTION */
/* samlabel prints the disk label and contents for a Roland */
/* 12-bit sample-disk. */
/* The disk label layout is a bit strange. */
/* AUTHOR */
/* Copyright 1992 by Gary J. Murakami <gjm@research.att.com> */
/* V1.0 (4 May 1992) Freely distibutable for non-comercial use. */
/* All other rights reserved. */
/*****************************************************************************/

#include <stdio.h>
#include "rs12.h"

void
printLabel(Disk * disk)
{
int i, j;
byte * s;

s = disk->functionParameter.diskLabel;

printf("----------------\n");
printf("| %-12.12s |\n", s);
s += 12;
for (i = 0; i < 4; i++)
{ putchar('|');
putchar(' ');
for (j = 0; j < 12; j++)
```

```
putchar(*(s + j*4 + i));
putchar(' ');
putchar('|');
putchar('\n');
}
printf("----------------\n");
for (j = 0; j < 8; j++)
{ for (i = 0; i < 2; i++)
printf("%d%d %-12.12s ", i + 1, j + 1,
disk->patchParameter[i*8+j].patchName);
putchar('\n');
}
}

Disk disk;

main(int argc, char ** argv)
{
int i;
FILE * fin;

if (argc <= 1)
{ printf("usage: %s Roland-12-bit-sample-disk-file\n", argv[0]);
exit(1);
}
i = 1;
if (i < argc)
{ if ((fin = fopen(argv[i++], "r")) != NULL)
{ fread(&disk, sizeof(Disk), 1, fin);
printLabel(&disk);
fclose(fin);
}
else printf("%s: open failed for \"%s\"\n", argv[0], argv[i]);
}
exit(0);
}
****************** END SAMLABEL.C ***********
************* BEGIN SAMPRINT.C **********

/*************************************************************************/
/* NAME */
/* samprint - ASCII dump for Roland 12-bit-sampler-disks */
/* SYNOPSIS */
/* samprint Roland-12-bit-sample-disk-files */
/* DESCRIPTION */
/* Samprint prints the contents of samples disks for the Roland */
/* 12-bit samplers (S-550, S-330, etc.). This verifies the disk */
/* format specified by the header file rs12.h that is derived from */
/* the MIDI implementation detailed in the S-550 Owners Manual. */
/* AUTHOR */
/* Copyright 1992 by Gary J. Murakami <gjm@research.att.com> */
```

```
/* V1.1 (12 May 1992) Freely distibutable for non-comercial use. */
/* All other rights reserved. */
/*************************************************************************/

#include <stdio.h>
#include "rs12.h"

int
int7(byte c)
{
signed char i;
return (i = c);
}

long
uint24(byte * p)
{
long i;
i = *p++;
i = (i << 8) + *p++;
i = (i << 8) + *p++;
return (i);
}

int
sample(byte * p, int si)
{
int i, s;

i = si*3/2;
if (si % 2) /* odd */
{ s = (*(p+i+1) & 0x80) ? (-1 << 11) : 0;
s |= ((*(p+i) & 0x0F) /* << 0 */) | (*(p+i+1) << 4);
}
else /* even */
{ s = (*(p+i) & 0x80) ? (-1 << 11) : 0;
s |= ((*(p+i) & 0xFF) << 4) | ((*(p+i+1) & 0xF0) >> 4);
}
return (s);
}

void
printDummy(char * n, int len, byte * p)
{
/*
int i;

printf("%24s[%d]\t%s\t", n, len, "0-127");
for (i = 0; i < len; i++) printf("%d ", *p++);
putchar('\n');
*/
}
```

```
void
printSystemProgram(SystemProgram * p)
{
printf("%24s[%s]\n", "data", "0000000:0176000");
}

char * sKeyMode[] = {"Normal","V-Sw","X-Fade","V-Mix","Unison","","",""};
char * sAfterTouchAssign[] = {"Modulation","Volume","Bend +","Bend -",
"Filter","","",""};
char * sKeyAssign[] = {"Rotary", "Fix"};
char * sOutputAssign[] = {"Out 1", "Out 2", "Out 3", "Out 4", "Out 5",
"Out 6", "Out 7", "Out 8","Tone","","","","","","",""};

void
printPatchParameter(PatchParameter * p)
{
int i;

printf("%24s[1:12]\t%s\t\"%12s\"\n","patchName","ASCII",p->patchName);
printf("%24s\t%s\t%d\n","bendRange","0-11",p->bendRange);
printDummy("dummy1", 1, p->dummy1);
printf("%24s\t%s\t%d\n","afterTouchSense","0-127",p->afterTouchSense);
printf("%24s\t%s\t%d(%s)\n","keyMode","0-4",p->keyMode,
sKeyMode[p->keyMode&0x03]);
printf("%24s\t%s\t%d\n", "velocitySwThreshold","0-127",p->velocitySwThreshold);
printf("%24s[1:109]\t%s\t","toneToKey1","0-31");
for (i = 0; i < 109; i++) printf("%d ",p->toneToKey1[i]);
putchar('\n');
printf("%24s[1:109]\t%s\t","toneToKey2","0-31");
for (i = 0; i < 109; i++) printf("%d ",p->toneToKey2[i]);
putchar('\n');
printf("%24s\t%s\t%d\n","copySource","0-7",p->copySource);
printf("%24s\t%s\t%d\n","octaveShift","-2-+2",int7(p->octaveShift));
printf("%24s\t%s\t%d\n","outputLevel","0-127",p->outputLevel);
printDummy("dummy2", 1, p->dummy2);
printf("%24s\t%s\t%d\n","detune","-64-+63",int7(p->detune));
printf("%24s\t%s\t%d\n","velocityMixRatio","0-127",p->velocityMixRatio);
printf("%24s\t%s\t%d(%s)\n","afterTouchAssign","0-4",p->afterTouchAssign,
sAfterTouchAssign[p->afterTouchAssign&0x3]);
printf("%24s\t%s\t%d(%s)\n","keyAssign","0-1",p->keyAssign,
sKeyAssign[p->keyAssign&0x1]);
printf("%24s\t%s\t%d(%s)\n", "outputAssign","0-8",p->outputAssign,
sOutputAssign[p->outputAssign&0xF]);
printDummy("dummy3", 12, p->dummy3);
}

char * sOffOn[] = {"Off", "On"};
char * sVoiceMode[] = {"VAL","VAF","F1","F2","F3","F4","F5","F6","F7","F8",
"F9","F10","F11","F12","F13","F14","F15","F16","F17","F18","F19",
"F20","F21","F22","","","","","","","","",""};
char * sKeyboardDisplay[] = {"A","B","C","D","E","F","G","H","All",
"","","","","","","",""};
```

```
char * sExternalController[] = {"Off","Mouse","RC-100",""};

void
printFunctionParameter(FunctionParameter * p)
{
int i;

printf("%24s\t%s\t%d\n","masterTune","-64-+63",int7(p->masterTune));
printDummy("dummy1", 13, p->dummy1);
printf("%24s\t%s\t%d(%s)\n","audioTrig","0-1",p->audioTrig,
sOffOn[p->audioTrig&0x1]);
printDummy("dummy2", 1, p->dummy2);
printf("%24s\t%s\t%d(%s)\n","voiceMode","0-23",p->voiceMode,
sVoiceMode[p->voiceMode&0x1F]);
printf("%24s[1:8]\t%s\t","multiMidiRxCh","0-15");
for (i = 0; i < 8; i++) printf("%d ", p->multiMidiRxCh[i]);
putchar('\n');
printf("%24s[1:8]\t%s\t","multiPatchNumber","0-31");
for (i = 0; i < 8; i++) printf("%d ", p->multiPatchNumber[i]);
putchar('\n');
printDummy("dummy3", 9, p->dummy3);
printf("%24s\t%s\t%d(%s)\n","keyboardDisplay","0-8",p->keyboardDisplay,
sKeyboardDisplay[p->keyboardDisplay&0xF]);
printf("%24s[1:8]\t%s\t","multiLevel","0-127");
for (i = 0; i < 8; i++) printf("%d ", p->multiLevel[i]);
putchar('\n');
printf("%24s[1:60]\t%s\t\"%60s\"\n", "diskLabel","ASCII",p->diskLabel);
printDummy("dummy4", 4, p->dummy4);
printf("%24s\t%s\t%d(%s)\n","externalController","0-2",p->externalController,
sExternalController[p->externalController&0x3]);
printDummy("dummy5", 140, p->dummy5);
}

char * sRxChannel[] = {"1","2","3","4","5","6","7","8",
"9","10","11","12","13","14","15","16",
"Off","","","","","","","","","","","","","","",""};
void
printMidiParameter(MidiParameter * p)
{
int i;

printDummy("dummy1", 32, p->dummy1);
printf("%24s[1:8]\t%s\t","rxChannel","0-16");
for (i = 0; i < 8; i++) printf("%d(%s) ",p->rxChannel[i],
sRxChannel[p->rxChannel[i]&0xF]);
putchar('\n');
printf("%24s[1:8]\t%s\t","rxProgramChange","0-1");
for (i = 0; i < 8; i++) printf("%d(%s) ",p->rxProgramChange[i],
sOffOn[p->rxProgramChange[i]&0x1]);
putchar('\n');
printf("%24s[1:8]\t%s\t","rxBender","0-1");
```

```
for (i = 0; i < 8; i++) printf("%d(%s) ",p->rxBender[i],
sOffOn[p->rxBender[i]&0x1]);
putchar('\n');
printf("%24s[1:8]\t%s\t","rxModulation","0-1");
for (i = 0; i < 8; i++) printf("%d(%s) ",p->rxModulation[i],
sOffOn[p->rxModulation[i]&0x1]);
putchar('\n');
printf("%24s[1:8]\t%s\t","rxHold","0-1");
for (i = 0; i < 8; i++) printf("%d(%s) ",p->rxHold[i],
sOffOn[p->rxHold[i]&0x1]);
putchar('\n');
printf("%24s[1:8]\t%s\t","rxAfterTouch","0-1");
for (i = 0; i < 8; i++) printf("%d(%s) ",p->rxAfterTouch[i],
sOffOn[p->rxAfterTouch[i]&0x1]);
putchar('\n');
printf("%24s[1:8]\t%s\t","rxVolume","0-1");
for (i = 0; i < 8; i++) printf("%d(%s) ",p->rxVolume[i],
sOffOn[p->rxVolume[i]&0x1]);
putchar('\n');
printf("%24s[1:8]\t%s\t","rxBendRange","0-1");
for (i = 0; i < 8; i++) printf("%d(%s) ",p->rxBendRange[i],
sOffOn[p->rxBendRange[i]&0x1]);
putchar('\n');
printDummy("dummy2", 1, p->dummy2);
printf("%24s\t%s\t%d(%s)\n","systemExclusive","0-1",p->systemExclusive,
sOffOn[p->systemExclusive&0x1]);
printf("%24s\t%s\t%d(%s)\n","deviceId","0-15",p->deviceId);
printDummy("dummy3", 1, p->dummy3);
printf("%24s[1:32]\t%s\t","rxProgramChangeNumber","0-127");
for (i = 0; i < 32; i++) printf("%d ",p->rxProgramChangeNumber[i]);
putchar('\n');
printDummy("dummy4", 124, p->dummy4);
}

char * sOrgSubTone[] = {"Org","Sub"};
char * sSamplingFrequency[] = {"30KHz","15KHz"};
char * sWaveBank[] = {"A","B"};
char * sLoopMode[] = {"Fwd","Alt","1Shot","Reverse"};
char * sLfoMode[] = {"Normal","One Shot"};
char * sLfoPolarity[] = {"Sine","Peak Hold"};
char * sTvfEgPolarity[] = {"Normal","Reverse"};
char * sRecPreTrigger[] = {"0ms","10ms","50ms","100ms"};

void
printToneParameter(ToneParameter * p)
{
printf("%24s[1:8]\t%s\t\"%8s\"\n", "toneName","ASCII",p->toneName);
printf("%24s\t%s\t%d\n","outputAssign","0-7",p->outputAssign);
printf("%24s\t%s\t%d\n","sourceTone","0-31",p->sourceTone);
printf("%24s\t%s\t%d(%s)\n","orgSubTone","0-1",p->orgSubTone,
sOrgSubTone[p->orgSubTone&0x1]);
```

```
printf("%24s\t%s\t%d(%s)\n","samplingFrequency","0-1",p->samplingFrequency,
sSamplingFrequency[p->samplingFrequency&0x1]);
printf("%24s\t%s\t%d\n","origKeyNumber","11-120",p->origKeyNumber);
printf("%24s\t%s\t%d(%s)\n","waveBank","0-1",p->waveBank,
sWaveBank[p->waveBank&0x1]);
printf("%24s\t%s\t%d\n","waveSegmentTop","0-17",p->waveSegmentTop);
printf("%24s\t%s\t%d\n","waveSegmentLength","0-18",p->waveSegmentLength);
printf("%24s[1:3]\t%s\t%ld\n","startPoint","0-221180",uint24(p->startPoint));
printf("%24s[1:3]\t%s\t%ld\n","endPoint","0-221180",uint24(p->endPoint));
printf("%24s[1:3]\t%s\t%ld\n","loopPoint","0-221180",uint24(p->loopPoint));
printf("%24s\t%s\t%d(%s)\n","loopMode","0-3",p->loopMode,
sLoopMode[p->loopMode&0x2]);
printf("%24s\t%s\t%d\n","tvaLfoDepth","0-127",p->tvaLfoDepth);
printDummy("dummy1", 1, p->dummy1);
printf("%24s\t%s\t%d\n","lfoRate","0-127",p->lfoRate);
printf("%24s\t%s\t%d(%s)\n","lfoSync","0-1",p->lfoSync,
sOffOn[p->lfoSync&0x1]);
printf("%24s\t%s\t%d\n","lfoDelay","0-127",p->lfoDelay);
printDummy("dummy2", 1, p->dummy2);
printf("%24s\t%s\t%d(%s)\n","lfoMode","0-127",p->lfoMode,
sLfoMode[p->lfoMode&0x1]);
printf("%24s\t%s\t%d\n","oscLfoDepth","0-127",p->oscLfoDepth);
printf("%24s\t%s\t%d(%s)\n","lfoPolarity","0-127",p->lfoPolarity,
sLfoPolarity[p->lfoPolarity&0x1]);
printf("%24s\t%s\t%d\n","lfoOffset","0-127",p->lfoOffset);
printf("%24s\t%s\t%d\n","transpose","0-127",p->transpose);
printf("%24s\t%s\t%d\n","fineTune","-64-+63",int7(p->fineTune));
printf("%24s\t%s\t%d\n","tvfCutOff","0-127",p->tvfCutOff);
printf("%24s\t%s\t%d\n","tvfResonance","0-127",p->tvfResonance);
printf("%24s\t%s\t%d\n","tvfKeyFollow","0-127",p->tvfKeyFollow);
printDummy("dummy3", 1, p->dummy3);
printf("%24s\t%s\t%d\n","tvfLfoDepth","0-127",p->tvfLfoDepth);
printf("%24s\t%s\t%d\n","tvfEgDepth","0-127",p->tvfEgDepth);
printf("%24s\t%s\t%d\n","tvfEgPolarity","0-127",p->tvfEgPolarity,
sTvfEgPolarity[p->tvfEgPolarity&0x1]);
printf("%24s\t%s\t%d\n","tvfLevelCurve","0-5",p->tvfLevelCurve);
printf("%24s\t%s\t%d\n","tvfKeyRateFollow","0-127",p->tvfKeyRateFollow);
printf("%24s\t%s\t%d\n","tvfVelocityRateFollow","0-127",p->tvfVelocityRateFollow);
printDummy("dummy4", 1, p->dummy4);
printf("%24s\t%s\t%d(%s)\n","tvfSwitch","0-1",p->tvfSwitch,
sOffOn[p->tvfSwitch&0x1]);
printf("%24s\t%s\t%d(%s)\n","benderSwitch","0-1",p->benderSwitch,
sOffOn[p->benderSwitch&0x1]);
printf("%24s\t%s\t%d\n","tvaEnvSustainPoint","0-7",p->tvaEnvSustainPoint);
printf("%24s\t%s\t%d\n","tvaEnvEndPoint","1-7",p->tvaEnvEndPoint);
printf("%24s\t%s\t%d\n","tvaEnvLevel1","0-127",p->tvaEnvLevel1);
printf("%24s\t%s\t%d\n","tvaEnvRate1","0-127",p->tvaEnvRate1);
printf("%24s\t%s\t%d\n","tvaEnvLevel2","0-127",p->tvaEnvLevel2);
printf("%24s\t%s\t%d\n","tvaEnvRate2","0-127",p->tvaEnvRate2);
printf("%24s\t%s\t%d\n","tvaEnvLevel3","0-127",p->tvaEnvLevel3);
```

```
printf("%24s\t%s\t%d\n","tvaEnvRate3","0-127",p->tvaEnvRate3);
printf("%24s\t%s\t%d\n","tvaEnvLevel4","0-127",p->tvaEnvLevel4);
printf("%24s\t%s\t%d\n","tvaEnvRate4","0-127",p->tvaEnvRate4);
printf("%24s\t%s\t%d\n","tvaEnvLevel5","0-127",p->tvaEnvLevel5);
printf("%24s\t%s\t%d\n","tvaEnvRate5","0-127",p->tvaEnvRate5);
printf("%24s\t%s\t%d\n","tvaEnvLevel6","0-127",p->tvaEnvLevel6);
printf("%24s\t%s\t%d\n","tvaEnvRate6","0-127",p->tvaEnvRate6);
printf("%24s\t%s\t%d\n","tvaEnvLevel7","0-127",p->tvaEnvLevel7);
printf("%24s\t%s\t%d\n","tvaEnvRate7","0-127",p->tvaEnvRate7);
printf("%24s\t%s\t%d\n","tvaEnvLevel8","0-127",p->tvaEnvLevel8);
printf("%24s\t%s\t%d\n","tvaEnvRate8","0-127",p->tvaEnvRate8);
printDummy("dummy5", 1, p->dummy5);
printf("%24s\t%s\t%d\n","tvaEnvKeyRate","0-127",p->tvaEnvKeyRate);
printf("%24s\t%s\t%d\n","level","0-127",p->level);
printf("%24s\t%s\t%d\n","envVelRate","0-127",p->envVelRate);
printf("%24s\t%s\t%d\n","recThreshold","0-127",p->recThreshold);
printf("%24s\t%s\t%d(%s)\n","recPreTrigger","0-3",p->recPreTrigger,
sRecPreTrigger[p->recPreTrigger&0x3]);
printf("%24s\t%s\t%d(%s)\n","recSamplingFrequency","0-1",p->recSamplingFrequency,
sSamplingFrequency[p->recSamplingFrequency&0x1]);
printf("%24s[1:3]\t%s\t%ld\n","recStartPoint","0-221180",uint24(p->recStartPoint));
printf("%24s[1:3]\t%s\t%ld\n","recEndPoint","0-221180",uint24(p->recEndPoint));
printf("%24s[1:3]\t%s\t%ld\n","recLoopPoint","0-221180",uint24(p->recLoopPoint));
printf("%24s\t%s\t%d\n","zoomT","0-5",p->zoomT);
printf("%24s\t%s\t%d\n","zoomL","0-5",p->zoomL);
printf("%24s\t%s\t%d\n","copySource","0-31",p->copySource);
printf("%24s\t%s\t%d\n","loopTune","-64-+63",int7(p->loopTune));
printf("%24s\t%s\t%d\n","tvaLevelCurve","0-5",p->tvaLevelCurve);
printDummy("dummy6", 12, p->dummy6);
printf("%24s[1:3]\t%s\t%ld\n","loopLength","0-221180",uint24(p->loopLength));
printf("%24s\t%s\t%d(%s)\n","pitchFollow","0-1",p->pitchFollow,
sOffOn[p->pitchFollow&0x1]);
printf("%24s\t%s\t%d\n","envZoom","0-5",p->envZoom);

printf("%24s\t%s\t%d\n","tvfEnvSustainPoint","0-7",p->tvfEnvSustainPoint);
printf("%24s\t%s\t%d\n","tvfEnvEndPoint","1-7",p->tvfEnvEndPoint);
printf("%24s\t%s\t%d\n","tvfEnvLevel1","0-127",p->tvfEnvLevel1);
printf("%24s\t%s\t%d\n","tvfEnvRate1","0-127",p->tvfEnvRate1);
printf("%24s\t%s\t%d\n","tvfEnvLevel2","0-127",p->tvfEnvLevel2);
printf("%24s\t%s\t%d\n","tvfEnvRate2","0-127",p->tvfEnvRate2);
printf("%24s\t%s\t%d\n","tvfEnvLevel3","0-127",p->tvfEnvLevel3);
printf("%24s\t%s\t%d\n","tvfEnvRate3","0-127",p->tvfEnvRate3);
printf("%24s\t%s\t%d\n","tvfEnvLevel4","0-127",p->tvfEnvLevel4);
printf("%24s\t%s\t%d\n","tvfEnvRate4","0-127",p->tvfEnvRate4);
printf("%24s\t%s\t%d\n","tvfEnvLevel5","0-127",p->tvfEnvLevel5);
printf("%24s\t%s\t%d\n","tvfEnvRate5","0-127",p->tvfEnvRate5);
printf("%24s\t%s\t%d\n","tvfEnvLevel6","0-127",p->tvfEnvLevel6);
printf("%24s\t%s\t%d\n","tvfEnvRate6","0-127",p->tvfEnvRate6);
printf("%24s\t%s\t%d\n","tvfEnvLevel7","0-127",p->tvfEnvLevel7);
printf("%24s\t%s\t%d\n","tvfEnvRate7","0-127",p->tvfEnvRate7);
```

```
printf("%24s\t%s\t%d\n","tvfEnvLevel8","0-127",p->tvfEnvLevel8);
printf("%24s\t%s\t%d\n","tvfEnvRate8","0-127",p->tvfEnvRate8);
printf("%24s\t%s\t%d(%s)\n","afterTouchSwitch","0-1",p->afterTouchSwitch,
sOffOn[p->afterTouchSwitch&0x1]);
printDummy("dummy7", 2, p->dummy7);
}

void
printToneList(ToneList * p)
{
int i;

printf("%24s[1:8]\t%s\t\"%8s\"\n", "toneName","ASCII",p->toneName);
printf("%24s[1:8]\t%s\t", "unknown","0-127");
for (i = 0; i < 8; i++) printf("%d ", p->unknown[i]);
putchar('\n');
}

void
printWaveData(WaveData * p)
{
int si;
for (si = 0; si < SamplesPerSegment; si++)
printf("[%d]\t%d\n", si, sample(p->data, si));
}

void
printDisk(Disk * disk)
{
int i;

printf("systemProgram\n");
printSystemProgram(&disk->systemProgram);
for (i = 0; i < 16; i++)
{ printf("patchParameter[%d]\n", i + 1);
printPatchParameter(&disk->patchParameter[i]);
}
printf("functionParameter\n");
printFunctionParameter(&disk->functionParameter);
printf("midiParameter\n");
printMidiParameter(&disk->midiParameter);
for (i = 0; i < 32; i++)
{ printf("toneParameter[%d]\n", i + 1);
printToneParameter(&disk->toneParameter[i]);
}
for (i = 0; i < 32; i++)
{ printf("toneList[%d]\n", i + 1);
printToneList(&disk->toneList[i]);
}
for (i = 0; i < 18; i++)
{ printf("waveDataA[%d]\n", i + 1);
printWaveData(&disk->waveDataA[i]);
```

```
}
for (i = 0; i < 18; i++)
{ printf("WaveDataB[%d]\n", i + 1);
printWaveData(&disk->waveDataB[i]);
}
}

Disk disk;

main(int argc, char ** argv)
{
int i;
FILE * fin;

if (argc <= 1)
{ printf("usage: %s Roland-12-bit-sample-disk-files\n", argv[0]);
exit(1);
}
for (i = 1; i < argc; i++)
{ if ((fin = fopen(argv[i], "r")) != NULL)
{ fread(&disk, sizeof(Disk), 1, fin);
printDisk(&disk);
fclose(fin);
}
else printf("%s: open failed for \"%s\"\n", argv[0], argv[i]);
}
exit(0);
}
```

3332. Re: WARNING: ICD 6.0.6

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 12:46:44 UTC
From: marc@targon.UUCP
Message-ID: <2936@targon.UUCP>
Source record: 209522

In article <2b8c1bde525f96@discworld.oche.de> rincewind@discworld.oche.de writes:
|In <C2uD96.33D@csc.ti.com>,
|Jason Julyan 0004 JBEJ (a740778@gus.tiuk.ti.com) wrote:
|
|JJ0J>I've since switched back to 5.6.0 which I've had no problems with.
|JJ0J>
|JJ0J>Anyone had similar experiences? My friend has a micro-SCSI adaptor
|JJ0J>and a Segate drive.
|
|I have had such an experience when I tried to install a big (read and
|write) cache with 5.6.0 and run a file-benchmark (writes 1000 files,
|then deletes them, only 1 file open at a time).
|
|I am now using 6.0.7 without troubles (but I have not repeated the test -
|took a whole afternoon to restore the partition :-()
|BTW: ICD damaged another partition than the one the test was run on !
|
|I have heard that ICD 6.0.x can cause problems if you simply copy it onto
|the HD and do not use HDUTIL to install it !
|
Hmm, I'm still waiting for my hard disk to be erased :-) and yet I'm using
6.0.6. Also haven't had problems with 5.3. But I have had problems
when I bought my (Maxtor) scsi drive, because it interfered with the reset line
of the 68000. My disk was trashed about every week for a while, until
someone discovered that a small capacitor on that reset line was required.
Since then the disk is really happy.

Marc

3333. Re: Overscan help needed too!

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 13:04:21 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <C309n9.Ls6@bailgate.gpsemi.com>
Source record: 209523

In article <1993Feb22.103711.3794@dct.ac.uk>, mcsdc1ph@dct.ac.uk writes:
|> Problems, problems, problems!
|>
|> Hallo!
|>
|> In numerous archives I found a little program called OVERSCAN3.
|> It sounds very promising indeed!
|> However, I have an important question!
|> Does anyone know if the hardware modifications are possible on my 1040STE?
|> Will it work?
|> Doesen't STE have overscan anyway?
|>
|> Okay, so it was more than one question, but I desperate here!
|>
|> Thanks again....
|>
|> Feekzoid

From what I've read and from the documentation files with the overscan program the OverScan hardware mod is incompatible with STE hardware and can only be fitted to pre STE models.

(Overscan increases in number of pixels per row, and the number of rows of pixels, generated by the computer (I think !) - a feature the STE doesn't have.)

-- Martin

==
Martin Kite | G.P.S. Lincoln | E-mail - mkite@lincoln.gpsemi.com
================================= | Janet - mkite@com.gpsemi.lincoln
==

3334. juggling tutorial

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 13:19:52 UTC
From: hoyled@cs.man.ac.uk
Message-ID: <hoyled.730646392@cs.man.ac.uk>
Source record: 209524

Does anyone know of a PD juggling tutorial program for the 520stfm.
I only use three balls at the moment so nothing fancy is needed.
Anything with animation and text would be useful.

Duncan.

Duncan Hoyle hoyled@cs.man.ac.uk
Room 2.25b Tel: 061 275 5740
Dept. of Computer Science
University of Manchester
Oxford Road
Manchester
England

3335. Re: Falcons in the UK

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 13:26:51 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C30Aos.7n8@newcastle.ac.uk>
Source record: 209525

Silicon Computers in Edinburgh recieved their SECOND batch of Falcons today.

I bought one from them about a month ago, so they are genuine :)

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

3336. Re: Dog Fight

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 14:13:03 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1993Feb25.141303.28201@aston.ac.uk>
Source record: 209526

Hey ... you can't get this to work either? Hmm. I thought it was
just me. I figured it might be 'casue (sory about typos... for
some reason this terminal doesn't have a backspace...) I run in
50 Hz (UK) rather than 60. I've tried it on TOS 1.0 and 1.4, with
1 Mb and 4 Mb of memory, off floppy and hard drives. At this point
I gacve up... any ideas, anyonme? (Again, sorry fot the typos... ;)

Tim.

--
Tim Wright. \ Being Human just isn't
wrighttj@uhura.aston.ac.uk \ enough fun.

3337. 1040 ST stuff for sale...

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 14:51:11 UTC
From: breit@ks25.chi.il.us
Message-ID: <2427@ks25.chi.il.us>
Source record: 209527

Hello Atarians,

I have some original 1040ST equipment I would like to sell:

Color Monitor $100
Mono Monitor $100
20 MB hard disk $150
Monitor Master Switch $20

I also have some software:
Mark Williams C-Compiler $50
Lattice C-Compiler $30
NeoDesk $20

Cards $10
Star Fighters $10
Rogue $5

If your interested send me a message or call me at home: 708-358-4315.

Bob

Robert Breitling mail to breit@ks25.chi.il.us

3338. Re: What is CAD-3D ???

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 14:54:26 UTC
From: sjkinneb@mtu.edu
Message-ID: <1993Feb25.145426.11952@mtu.edu>
Source record: 209528

dillon@barres.loria.fr (Dillon Eric) writes:
> I've heard about CAD-3D, but i don't know exactly what it is ?
> Is it freeware, shareware, ...? and where can i find it ???
> (I mean FTP-address to download it !!)
>
> Eric Dillon
> dillon@esial3.u-nancy.fr

CAD-3D is/was the first 3 dimensional modeling program written for the ST. It's not a drafting program as some people might guess from its name. Version 2 was capable of making 3-d "movies". There was a variety of other programs written to aid in the creation of CAD-3D objects and movies. It was released through Antic Publishing, which, unfortuately, is out of business. To the best of my knowledge it's not available through ftp, bbs, or comercial sevice. The only real chance of getting a copy is if a discount resaler has a copy or someone is willing to sell their own copy.

If your looking for more recent software that will do basically the same thing take a look a Lexicor's set of graphic design software.

-Steve Kinneberg
sjkinneb@mtu.edu

3339. formula editor on the ST

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 15:09:25 UTC
From: erju33@rhrk.uni-kl.de
Message-ID: <1993Feb25.150925.21634@rhrk.uni-kl.de>
Source record: 209529

I am searching a easy-to-use formula editor that enables me to put formulas of different complexity into a SCRIPT2 text. I don't want to use TeX, due to its programmer's style of writing. A IMG output would do nicely!
Anybody any ideas, I read about one in a german magazine, but I don't recall its name.
Thanx in advance!

3340. Re: How Many Colours is true ColoUr?

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 15:21:33 UTC
From: raible@pollux.commodore.com
Message-ID: <1993Feb25.152133.16994@cbmnews.commodore.com>
Source record: 209530
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb23.224437.26227@mtu.edu>, ebgoold@mtu.edu (ERIC B. GOOLD) writes:
|> hello@bnr.ca (Ken Orford) writes:
|> >snail@lsl.co.uk wrote:
|> >: In article <1loi51INNpm5@gap.caltech.edu>, andrey@cco.caltech.edu (Andre T. Yew)
writes:
|> >: > snail@lsl.co.uk writes:
|> >: >
|> >: >>24 bit = 16 million colours. Your eye cannot see that many colours.
|> >: >> 256,000 colours. Your eye cannot see that many colours.
|> >:
|> >: I read them somewhere years ago. Another poster claimed I was wrong. Maybe.
|> >: However they then claimed the human eye sees 256 red, 256 blu and 512 green
|> >: levels. Now *I AM* prepared (in fact I do) believe the human eye sees different
|> >: snail@lsl.co.uk

|> When you say, 'discern' do you mean:
|>
|> a: Being able to tell the difference of a grey flashed upon a screen
|> from another grey flashed on the screen.
|>
|> or
|>
|> b: Being able to tell the difference between two shades of grey that
|> are adjacent.
|>
|> ?
|>
|> (the contour detectors in the eyes are pretty sharp...)
|>
|> Eric.

Care for my $.02 ??? Several years ago I had possession of a demo program from BROOKTREE that came with a plug in tower which replaced the INMOS DAC in your PC. This allowed one to compare an 18 bit palette with a 24 bit palette (hardware switch on the tower). The demo screen contained sets of red, green, and blue color bars, 64 horizontal bars increasing in luminance to the right in 18 bit mode, and 256 horizontal bars in 24 bit mode. To my eyes in 18 bit mode the blue bars were barely distinguishable, the some of the red bars were noticeably different, and the boundaries between all of the green bars were noticeably distinguishable. In 24 bit mode only some of the green bars were distinguishable, the red and blue bars looked like a continuously variable spectrum. This was on a fairly decent monitor (NEC MULTISYNC II), so your results may be better on a monitor with less bandwidth. Also since that time I've seen some ray-tracings of speres and the like, and I would have to say that green spheres look gruesome in with only 64 shades (dithering might help here). Overall I would estimate

that about 7 bits of blue, 8 bits of red, and 9 bits of green would be about right for critical applications. Of course there may be eyes out there that are more discerning, keep in mind the above represents a sample of one.

3341. Please Help me Compiling A C progs

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 15:37:31 UTC
From: grillo@flash.ATC.Olivetti.Com
Message-ID: <58116@olivea.atc.olivetti.com>
Source record: 209531

In a previous post I forgot to include an header file, sorry to
bother you again....

```
********************BEGIN HEADER FILE **********************

#ifndef RS12_H
#define RS12_H

/*************************************************************************/
/* NAME */
/* rs12.h */
/* DESCRIPTION */
/* Roland 12-bit-sampler disk format for the S-550, S-330, etc.). */
/* AUTHOR */
/* Copyright 1992 by Gary J. Murakami <gjm@research.att.com> */
/* V1.0 (4 May 1992) Freely distibutable for non-comercial use. */
/* All other rights reserved. */
/*************************************************************************/

#define SamplesPerSegment 12288

typedef unsigned char byte;

typedef struct systemProgram
{ char data[0176000]; /* 0xFC00 == 64512 */
} SystemProgram;

typedef struct patchParameter
{ byte patchName[12];
byte bendRange;
byte dummy1[1];
byte afterTouchSense;
byte keyMode;
byte velocitySwThreshold;
byte toneToKey1[109];
byte toneToKey2[109];
byte copySource;
byte octaveShift;
byte outputLevel;
byte dummy2[1];
byte detune;
byte velocityMixRatio;
byte afterTouchAssign;
byte keyAssign;
byte outputAssign;
byte dummy3[12];
```

```
} PatchParameter;

typedef struct functionParameter
{ byte masterTune;
byte dummy1[13];
byte audioTrig;
byte dummy2[1];
byte voiceMode;
byte multiMidiRxCh[8];
byte multiPatchNumber[8];
byte dummy3[9];
byte keyboardDisplay;
byte multiLevel[8];
byte diskLabel[60];
byte dummy4[4];
byte externalController;
byte dummy5[140];
} FunctionParameter;

typedef struct midiParameter
{ byte dummy1[32];
byte rxChannel[8];
byte rxProgramChange[8];
byte rxBender[8];
byte rxModulation[8];
byte rxHold[8];
byte rxAfterTouch[8];
byte rxVolume[8];
byte rxBendRange[8];
byte dummy2[1];
byte systemExclusive;
byte deviceId;
byte dummy3[1];
byte rxProgramChangeNumber[32];
byte dummy4[124];
} MidiParameter;

typedef struct toneParameter
{ byte toneName[8];
byte outputAssign;
byte sourceTone;
byte orgSubTone;
byte samplingFrequency;
byte origKeyNumber;
byte waveBank;
byte waveSegmentTop;
byte waveSegmentLength;
byte startPoint[3];
byte endPoint[3];
byte loopPoint[3];
byte loopMode;
```

```
byte tvaLfoDepth;
byte dummy1[1];
byte lfoRate;
byte lfoSync;
byte lfoDelay;
byte dummy2[1];
byte lfoMode;
byte oscLfoDepth;
byte lfoPolarity;
byte lfoOffset;
byte transpose;
byte fineTune;
byte tvfCutOff;
byte tvfResonance;
byte tvfKeyFollow;
byte dummy3[1];
byte tvfLfoDepth;
byte tvfEgDepth;
byte tvfEgPolarity;
byte tvfLevelCurve;
byte tvfKeyRateFollow;
byte tvfVelocityRateFollow;
byte dummy4[1];
byte tvfSwitch;
byte benderSwitch;
byte tvaEnvSustainPoint;
byte tvaEnvEndPoint;
byte tvaEnvLevel1;
byte tvaEnvRate1;
byte tvaEnvLevel2;
byte tvaEnvRate2;
byte tvaEnvLevel3;
byte tvaEnvRate3;
byte tvaEnvLevel4;
byte tvaEnvRate4;
byte tvaEnvLevel5;
byte tvaEnvRate5;
byte tvaEnvLevel6;
byte tvaEnvRate6;
byte tvaEnvLevel7;
byte tvaEnvRate7;
byte tvaEnvLevel8;
byte tvaEnvRate8;
byte dummy5[1];
byte tvaEnvKeyRate;
byte level;
byte envVelRate;
byte recThreshold;
byte recPreTrigger;
byte recSamplingFrequency;
```

```
byte recStartPoint[3];
byte recEndPoint[3];
byte recLoopPoint[3];
byte zoomT;
byte zoomL;
byte copySource;
byte loopTune;
byte tvaLevelCurve;
byte dummy6[12];
byte loopLength[3];
byte pitchFollow;
byte envZoom;
byte tvfEnvSustainPoint;
byte tvfEnvEndPoint;
byte tvfEnvLevel1;
byte tvfEnvRate1;
byte tvfEnvLevel2;
byte tvfEnvRate2;
byte tvfEnvLevel3;
byte tvfEnvRate3;
byte tvfEnvLevel4;
byte tvfEnvRate4;
byte tvfEnvLevel5;
byte tvfEnvRate5;
byte tvfEnvLevel6;
byte tvfEnvRate6;
byte tvfEnvLevel7;
byte tvfEnvRate7;
byte tvfEnvLevel8;
byte tvfEnvRate8;
byte afterTouchSwitch;
byte dummy7[2];
} ToneParameter;

typedef struct toneList
{ byte toneName[8];
byte unknown[8];
} ToneList;

typedef struct waveData
{ byte data[SamplesPerSegment*3/2];
} WaveData;

typedef struct disk
{ SystemProgram systemProgram; /* 0000000 */
PatchParameter patchParameter[16]; /* 0176000 */
FunctionParameter functionParameter; /* 0206000 */
MidiParameter midiParameter; /* 0206400 */
ToneParameter toneParameter[32]; /* 0207000 */
ToneList toneList[32]; /* 0217000 */
WaveData waveDataA[18]; /* 0220000 */
```

```
WaveData waveDataB[18];
} Disk;

#endif
```

3342. Please Post Z*Net

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 17:10:55 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Feb25.111056.11174@iscsvax.uni.edu>
Source record: 209532

I am looking for users to post Z-Net here. I do not have access to it...

Thanks..

3343. Re: NeoDesk 3.03 ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 17:15:29 UTC
From: ee90grb@brunel.ac.uk
Message-ID: <C30L9v.29s@brunel.ac.uk>
Source record: 209533

Bob Erkamp (erkamp@JANUS.ARC.AB.CA) wrote:
: In article <1993Feb16.124925.16266@aston.ac.uk>, wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:
: >Hi. Does anyone know whether the new upgrade is compatible with
: >the UK version? I seem to remember a couple of patches that weren't.
: >
: >--
: >Tim Wright. \ Being Human just isn't
: >wrighttj@uhura.aston.ac.uk \ enough fun.

: I just got the update and I seem to recall that it stated U.S. only.

: Bob

The patch discs modift the original master discs. The first thing the patch programs do is to make sure the master discs have not been modified (apart from registering of course). If the discs have been modified then you cannot continue.

There are differences between UK and USA versions (The date format for a start) and this means a different patch program is needed for a start.

Gareth Blades

3344. Re: WARNING: ICD 6.0.6

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 17:19:08 UTC
From: ee90grb@brunel.ac.uk
Message-ID: <C30LFx.2BE@brunel.ac.uk>
Source record: 209534

Jason Julyan 0004 JBEJ (a740778@gus.tiuk.ti.com) wrote:
: Last week I grabbed a copy of ICD 6.0.6 from ftp.uni-paderborn.de. I
: had no problems with it on my TOS 1.0 1040STF. However, I gave a copy
: to a friend with a TOS 1.4 MEGA 2 and within 2 hours of him installing
: it his top level directory on the partition he was using got wiped.
: All he was doing was editing files.

: Luckly, the FATs were not damaged, and he was able to reconstruct
: subdirectory entries in the wiped top level to recover most of the
: data on the partition.

: I've since switched back to 5.6.0 which I've had no problems with.

: Anyone had similar experiences? My friend has a micro-SCSI adaptor
: and a Segate drive.

: TTFN, Jason

: * Jason B.E. Julyan BEng(Hons) ! Texas Instruments Ltd. *
: * TMS380 Falcon II Designer ! Manton Lane, *
: * a740778@server1.tiuk.ti.com (IMS: JBEJ) ! Bedford, U.K. *
: * All opinions expressed herein are personal ONLY *

I have used it for over 6 months with TOS 1.2 without any problems.

Gareth Blades

3345. Re: Falcons in the UK

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 17:23:08 UTC
From: ee90grb@brunel.ac.uk
Message-ID: <C30LMK.2Cx@brunel.ac.uk>
Source record: 209535

Richard Parr (thumpy@dcs.qmw.ac.uk) wrote:
: I just spend an interesting hour or so on the phone trying to get hold
: of one of the birds. Basically, the two places who reckon they'll have
: them in stock NEXT WEEK (like the man from Atari said at the Wembly Computer
: Show) were

: Evenlode - tel 0993 898484

: and

: ABC Music (Kingston) - tel 081 546 9877

: These are both music - related suppliers.

: Both companies said that the price for the 4/65 beast would be 999 pounds
: stirling, a rise of 100 pounds from the previous estimate due to the
: pound's shite standing in the exchanges at the mo'.

: For those interested, Cubase's RRP has apparantly risen to 399 pounds.

: Both places also had D2D's 2 and 4 - track recorder software for 150 and
: 300 quid respectively. This s/w can work concurrently with Cubase 3 to
: give you direct-to-disk recording sync'd to your MIDI efforts. Yummy.

: Your's now-200-quid-poorer-than-I-was-10-minutes-ago(20% deposit)

: --
: Richard Parr
: (thumpy@dcs.qmw.ac.uk)
: Dept of Computer Science, QMW, University of London.
: --
: Richard Parr (thumpy@dcs.qmw.ac.uk)
: Department of Computer Science, QMW, University of London

I find this difficult to believe. The atari spokesman from the show said to me that machines were being shipped from the beginning of march but as Gaestiner and Silica have almost a 6000 machine backlog in total if you have not already ordered a machine you are unlikly to get one until the end of march.

Gareth Blades

3346. Re: falcon sound question

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 17:57:46 UTC
From: ken@isgtec.com
Message-ID: <4284@isgtec.isgtec.com>
Source record: 209536

In article <1mep1tINN1qc@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
> Atari DSP chip sound quality!? Play a CD, it's better quality than
> that! A lot quicker too!

Sigh. THE DSP IS NOT A SOUND CHIP!!!!!!!! Repeat after me, THE DSP IS NOT
A SOUND CHIP!!!!!!

How many times are we going to have to put up with this? I see demos on
local BBSes attributing the quality of every piece of new Falcon software
to the damn DSP chip. Arghhh. The Falcon has 16-bit audio chips that are
completely separate from the DSP! Get a clue. I doubt there's much DSP
software around at all right now.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

3347. ICD 6.0.6 and no problems here!

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 18:04:12 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <16B80A9BC.C556212@mizzou1.missouri.edu>
Source record: 209537

I got ICD 6.0.6 from ftp. (sorry if I broke some licensing, but I do own
an ICD drive...) At any rate, I installed it after renaming my old ICDBOOT.
So far I have no complaints, I just followed the documentation.
So, is 6.0.7 that much better? Will it appear on the net, or should I call
ICD? (what would be the number, anyways?)
Just thought I'd add my 1.5 cents to the discussion...

Jeoff Hines c556212@mizzou1.missouri.edu

3348. Re: NeXT bags their hardware line

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 18:09:46 UTC
From: wbdst+@pitt.edu
Message-ID: <4703@blue.cis.pitt.edu>
Source record: 209538

Just to clear up one detail, I have read that after dumping their hardware line, NeXT will be doing apps as well as system software for other computers.

3349. Where is Z*NET ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 18:15:43 UTC
From: cstadbs@csv.warwick.ac.uk
Message-ID: <1mj2cfINN8c9@poppy.csv.warwick.ac.uk>
Source record: 209539

Hi
I subscribed to znet a while ago, and everything was fine - I got each issue every tuesday morning - until two weeks ago.

I have not received issues 9307 and 9308. Does anyone know if there has been a problem sending them out to subscribers?

Can anyone tell be an ftp site where I can find now, because the ones I have tried are a few issues behind.

Thanks a lot

Paul Donovan
cstadbs@csv.warwick.ac.uk

3350. Smalltalk

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 18:23:27 UTC
From: cchapman@enuxha.eas.asu.edu
Message-ID: <1993Feb25.182327.9519@ennews.eas.asu.edu>
Source record: 209540

The following is posted for a friend who has no access to the internet.
Please direct any responses to his email address. Thanks.

Hello,
Can anyone provide information on the availability of Smalltalk
compilers/interpreters for the atari st? These could include pd or
commercial packages. Thank you very much.

Mark Janney
tyro@gtx.com

3351. Re: How many TT's are there?

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 18:40:58 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <C30p8C.MKu@ccu.umanitoba.ca>
Source record: 209541

In <C2Ks6r.1AMn@Nyongwa.CAM.ORG> pelletier@Nyongwa.CAM.ORG (Yves Pelletier) writes:

>In article <C2JBu9.1CB@ccu.umanitoba.ca> umcordes@ccu.umanitoba.ca (Trevor Eaton Cordes) writes:
>>
>>To add 1 to the Canadian count, here I am. (I heard Atari sold a lot of
>>TT's here in Canada...for our relatively small population (vs US))

>Add one more. (That makes 5 of us) :-)

Five more here in our lab (well 2 on order), brings it to 10.

Werner

3352. Re: st ftp sites

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 18:45:02 UTC
From: anonymous@gst-soft.demon.co.uk
Message-ID: <1993Feb25.184502.1@gst-soft.demon.co.uk>
Source record: 209542

> TITLE: Re: st ftp sites
> +Subject : Re: st ftp sites
>
>Are there many ftp sites for the ST around?

>Please could someone e-mail a list of these sites?

I used to update a list of FTP sites and post it to
comp.sys.atari.st when I had access to the Internet. It was held on
atari.archive in the the Admin directory as Other.ftp.sites if I
remeber correctly, since loosing my access i have been unable to
update it. It isn't a full list, I only showed those major sites with
a brief description of their contents. You will probably find that
someone has since done a more exhaustive survey. However now that I
am back on comp.sys.atari.st I will start again and try and
recompile my old list, unless someone has already done that. Many
lists I found just contained site names of which most where defunct
long ago.

I'll see what I can do over the next couple of months.

Chris Wood - GST, St. Ives, Cambs.
CWOOD@GST-soft.demon.co.uk

P.S. This is my first attempt at posting via TP I hope it comes out
ok. I'll get a sig sorted out hopefully.

Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

3353. Re: MACINTOSH ADVOCATE...

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 19:05:48 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1mj5aclNNrek@tortoise.cis.ohio-state.edu>
Source record: 209543

In article <6377.723.uupcb@almac.co.uk> rickard.troedsson@almac.co.uk (Rickard Troedsson) writes:
>S> I think that Atari users should move on. Get A Mac.....The software
>S> is so much better...
>
>Where's the DSP?
>

Coming this summer in two multimedia Macs ($2500 and $5500). They can do 16-bit sound, digitize live video (with sound), use the video as a background pic, put the video in a window, and some more tricks. The soft ware that comes with it is supposedly finished Casper (Speaker Independent Voice Recog), a Text-to-speech device which smooths out the words so they sound more human-like, and some of the Kaleida multimedia stuff (have to really read the Macweek article to find out what all is in this...)

But from the sounds of the article, I'm not sure that there will be an add on card for the other macs, if there is it won't have the full functionality of the new Macs (Cyclone and Tempest).

(The Amiga with the same DSP is due out by summer too.....)

Sorry...but you *asked*.

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

3354. What res is VGA?

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 19:16:04 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb25.191604.2930@newshost.lanl.gov>
Source record: 209544

OK, stupid question I know but who can tell me what resolution standard
VGA is? You know, the original 16 color standard, not the 640x480 size.
I only use SVGA and higher so I don't recall what this is.

Thanks,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3355. Fax driver for 1st Wordplus

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 19:31:40 UTC
From: jan@janhh.hanse.de
Message-ID: <sTWjrAfOBh107h@janhh.hanse.de>
Source record: 209545

FYI: I just uploaded the shareware version my fax driver for 1st Wordplus to atari.archive. It's called 1wp2fax.lzh.

It should work with all available fax programs (ST-Fax, QFax, Junior/Tele Office, Straight Fax!). Let me know if you like it.

Happy trails,
Jan

--
Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
E-Mail: jan@janhh.hanse.de

3356. Tos 2.06 questions: bugs/fixes/step rate program?

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 19:35:12 UTC
From: selick@csa.bu.edu
Message-ID: <110879@bu.edu>
Source record: 209546

```
Could somebody mail me a list of bugs & fixes for tos 2.06, as well as
either a program or a location of where I can find a program to change
the step rate (or was it seek rate) of the floppy drive from 6
somethingorothers to 3 somethingorothers (I don't remember the units)
Thanks
selick@csa.bu.edu
```

3357. Where do I find ptplayer 1.02?

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 19:55:14 UTC
From: C556212@mizzou1.missouri.edu
Message-ID: <16B80C3C2.C556212@mizzou1.missouri.edu>
Source record: 209547

I saw a posting a day or two ago pertaining to a program called ptplayer 1.02
and I am wondering where I may find it. The article said it was posted in
comp.binaries, but I haven't seen it yet. (maybe a problem with my feeds)
At any rate, has it made it's way to an ftp site yet? Where?
Thanks!

Jeoff Hines c556212@mizzou1.missouri.edu

3358. MAD MAN SEEKS GAME

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 20:17:07 UTC
From: aesd1pak@dct.ac.uk
Message-ID: <1993Feb25.201707.4015@dct.ac.uk>
Source record: 209548

Can someone help me.
I am looking for the game DEUTEROS for my ste and i cant find it in any shops
or mail order firms.

I am starting to get desperate as i have played it on me mates am**a.

I will swop or buy the game off someone if they wish to trade with ME.

hear from you soon

PIP :-)

3359. Ethernet cards

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 20:20:39 UTC
From: kfason@lamar.ColoState.EDU
Message-ID: <Feb25.202039.94688@yuma.ACNS.ColoState.EDU>
Source record: 209549
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I was told that CSU is considering extending their computer system "backbone" to most of the dorms, and using an Ethernet card, I can get access to the system instead of using a modem (no big deal). But my question is, is there an Ethernet card for the Atari line? I believe I remember hearing about it... I have a Mega/STE 4 50 BTW....

thanx!

* Remote Sysop RingWorld BBS (303) 699-0402 2400-16800bps 670megs

3360. for sale: 360K 5.25" floppy drive for ST

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 21:30:41 UTC
From: braner@trantor.emba.uvm.edu
Message-ID: <1993Feb25.213041.18539@uvm.edu>
Source record: 209550

A Paradox "Microbyte" external 5.25-inch floppy drive for the ST.
Plugs into the external floppy connector on the back of my 1040ST
and similar Atari computers. Reads and writes IBM-PC compatible
360K DS/DD diskettes. (I have a program that lets the ST format
such disks too.) I no longer use it. Send offers.

--

Moshe Braner braner@emily.emba.uvm.edu
47 McGee Road, Essex, VT 05452 (802) 879-0876

3361. Re: What res is VGA?

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 21:37:08 UTC
From: wbdst+@pitt.edu
Message-ID: <4744@blue.cis.pitt.edu>
Source record: 209601

The VGA standard, as defined by IBM (who invented it), has 2 high-end modes:
320x200x256x
320x200x256c
and 640x480x16c
It can also handle the olderstandards (CGA,EGA,etc., but not Hercules),
and does have some "secret" modes which you can blink in to, if you
know what you're doing, like 320x400x256c, but they are considered
non-standard. SVGA is anything beyond VGA, which includes 640x480x256c

3362. Will somebody please say something USEFUL! (sp?)

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 21:43:02 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993Feb25.214302.25226@ultb.isc.rit.edu>
Source record: 209602

ATARI Base lately:
ATARI..bash, bash bash...
AMIGA..bash, bash, bash...
MAC..bash, bash, bash...
IBM..bash, bash, bash...

Average Net News Reader Lately:

Zzzzzzzzzz......

Time to stop whining about who's got the better computer and
to stop making pot shots at people who aren't really there
to defend themselves (yep, it sure takes guts to POST insults) and
to stop wasting bandwidth.

I hate to sound like "your mother" but this sort of stuff is really
starting to get silly. So could we all get to some REAL discussions.
Not superficial things like arguing over the meaning of TrueColor or
true color or tRuEcOlouR...etc.

For those who really need to keep doing this...HEY LOOK! Isn't that
the Alt.flame.flame.flame base!!! Go get 'em!!

And to whoever moderates this base (or are alts the unmoderated ones)
could you PLEASE not cross post from any base that contains the name of
any other computer? If you continue to cross post you are BEGGING to get
the heaps of TRASH that we've had to wade through for the last, oh, I'd
say, about, two months. If you really want to do any cross posting from
other computers bases it should be done on .advocacy bases ONLY. That
way we can keep a lid on the amount of arguments in the REAL nets down
to a minimum.

I think my "k" key is going to break off!

P.S. If you support me. Please don't send mail. I appreciate it but my
mailbox is kind of clogged. Thanks for the support though!

Tip:
If you think somebody wants to start an argument than just ignore it.
Just let their message float by. Message wars always start out by one
"innocent" retort. Walk away and have a cool drink. If we all pitch in
we can make this base free from trash.

Thanks everyone!

+---+------------------------------+
| Michael "Zoooks!" Zucca | Spam, spam, spam, spam, spam |
| Internet: mrz5149@ritvax.isc.rit.edu | Spam, spam, spam, spam, spam |

| Printing And Applied Computer Science | Lovely spam, woderful spam! |
| RIT - Rochester Institute Of Technology | Shut up. Shut up! Shut Up! |
+---+-----------------------------+

3363. STe memory question

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 22:09:21 UTC
From: psurge@cs.utexas.edu
Message-ID: <loqgshINNk6m@levelland.cs.utexas.edu>
Source record: 209603

Do the STe's (Mega STe, 1040STe) have slots to plug in SIMMs? I already have 4 1meg SIMMS, so can I just by a 1meg 1040STe, or a Mega 1 STe and plug in the SIMMs? It would much cheaper for me to go that way than to buy a 4 meg machine stock.

Thanks,
Troy

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"M-U-S-I-C we see was never ment to be M-I-C-K-E-Y-M-O-U-S-E" --P.I.D

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

3364. Re: FTPable GIF viewers?

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 22:24:08 UTC
From: naj@jake.cc.wayne.edu
Message-ID: <1993Feb25.222408.22262@cs.wayne.edu>
Source record: 209604

Where can i get these
Thanks

DeathFromAbove!FleeLestWeBeTrod!SufferThePain!I'mAHeroHunter.Ain'tFoundOne
Yet.IAMTheLAW!ThereWillBeWeepingAndGnashingOfTeeth!ThisIsTheDayTheLordHas
Made,LetUsRejoiceInIt.RevengeIsADishBestServedWithASideOfFries.HAHAHAHAHA!

3365. Re: TRUE Color vs TRUE B.S.

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 22:25:36 UTC
From: elric@nx35.mik.uky.edu
Message-ID: <C30zMp.KpG@ms.uky.edu>
Source record: 209605

In article <1993Feb24.150152.11872@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>I've got a question for all of you on the net arguing about how many colors
>true color is and how many colors the eye can distinguish and what professor
>Phudpucker claimed in his exciting lecture on video color planes...
>
> WHO CARES???
>
>C'mon people... get a life!

Seconded. Discuss what you want, but there must be a more appropriate
newsgroup. Yes, I know, this originally came from the Falcon, but it's
so far off topic that you all can't possibly argue it's valid.

Plus, this argument has been going in a loop for a month or better.
Find the ^C...

--
Elric
Chris Dotson - elric@mik.uky.edu

"If it ain't broke - mess with it until it is. Then fix it." -Me

3366. Re: I've got a SLM605 ... now what?

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 22:36:43 UTC
From: renfro@crchh610.BNR.CA
Message-ID: <C31057.55D@news.rich.bnr.ca>
Source record: 209606

In article <1mhmi2INNcpu@phakt.usc.edu>, baffoni@phakt.usc.edu
(Juxtaposer) writes:
|> Hi Folks,
|>
|> I just got a SLM605 from a fellow netter (Yea!), but he couldn't find
|>the diablo disks that came with it until after he had already shipped the
|>printer (boo). So being the resourceful person that I am, I downloaded
|>lazerbrain and tried to get it working, but only managed partial success.
|> First I should list my hardware: TT, TOS3.06, 4MBSTram, Color,
|>MiNT installed (but can be kept from loading by holding the right shift
|>key).
|>
<stuff deleted>

Don't know about the TT, but laserbrain works great on my TOS 1.4 Mega4.
I do recall needing at least a 1 Meg buffer to get anything to print
correctly.

Randy

3367. RE: FTPABLE GIF VIEWERS?

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 22:51:00 UTC
From: rickard.troedsson@almac.co.uk
Message-ID: <6464.723.uupcb@almac.co.uk>
Source record: 209607

J> To be honest, I wish they would come out with a TT version of
J> Photochrome. Can you think of how cool it would be to see
J> 640x480x19kcolors

Impossible .. PhotoChrome uses the "SyncLock" method to get more colours on screen .. and from what I've learned when using that programming teq is that it *NEEDS* an *EXACT* speed ... no processor with a cache can "SyncLock" using the teq that's in use now .. (I tried on my AdSpeed:ed STE..)

However, by shutting down ALL caches'n'stuff it *SHOULD* be possible .. and on a fast machine like the TT I believe that it would be able to put out those 32768 colours it CAN get, on almost any spot of the screen.

(The term "SyncLock" means that you're locking the raster to the processor, meaning that you can control the EXACT spots on the screen on where to change the colour, due to the speed (?) of a stock ST you can only change colour each 8:th pixel. Most packages only switch each 10:th or 16:th though ..)

(roed

* MMST 2.09 UnRegistered

. QNet3. . ILink . ComNet Luxembourg BBS . Luxembourg . (++352) 466893 .

3368. MIDI HELP REQUIRED URGENT

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 23:14:00 UTC
From: rickard.troedsson@almac.co.uk
Message-ID: <6465.723.uupcb@almac.co.uk>
Source record: 209608

M> The best I have seen yet, is Audio Sculptures Tracker program, which
M> is excellent but often goes mad, as seemingly the keyboard decides
M> to bombard it with crap, resulting in the mod in memory to play at
M> light speed! The appaling noise that follows can only be stopped by
M> holding CNTRL, but this usually pointless, because it usually
M> crashes shortly after. It is the midi that is causing the trouble,
M> as if I load it up with the keyboard off, or detached from STE, it
M> works fine.

Thanks. I'm a member of Synchron Assembly, though I haven't done any
of the programming on Audio Sculpture.

What version are you using? We never got it out for sale as the
companies f*cked up .. we don't care anymore if people are using
cracked version, so go ahead if you find one. (I have v1.4 (the
newest) up on my BBS .. cracked by The Replicants .. ;)

Atari France said something about "would you like to do a Falcon
version of A:S" so ... the guys who did A:S haven't decided that yet
..

Please try to get v1.4 as it is *MUCH* better than *ANY* othe tracker.

____
(roed

* MMST 2.09 UnRegistered

. QNet3. . ILink . ComNet Luxembourg BBS . Luxembourg . (++352) 466893 .

3369. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 23:27:38 UTC
From: cpb1001@phx.cam.ac.uk
Message-ID: <1993Feb25.232738.2147@infodev.cam.ac.uk>
Source record: 209609
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <C2z9zs.EJ1@ecf.toronto.edu>, giggey@ecf.toronto.edu (GIGGEY Mike S) writes:
|> If you go to europe and read the european magazines, you will find the exact
|> opposite to the situation here in N.A. The magazines done here are all MAC
|> and PC and the mags over in europe are all ST.

Sorry? There are about 2 ST mags available in the UK, and about 8 - 10 Amiga
mags. (Very few Mac, and slightly more PC mags though.)

Chris Brown

3370. Re: Computer Show

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 23:30:50 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C312nF.32E@ecf.toronto.edu>
Source record: 209610

In article <1993Feb23.111543.25641@ifi.unizh.ch> rauch@avalon.physik.unizh.ch (Felix Rauch) writes:
>In article <C2urA5.150@brunel.ac.uk> ee90jde@brunel.ac.uk (Jonathan D Evans) writes:
>[...]
>>Also at the show were Hisoft who had a demo Simply the best
>>running by Tina Turner on the Falcon and also the walking
>>bird demo.
>
>Are these or some other good demos somewhere available via ftp? a friend of
>mine will soon get his own falcon and i'd really like to see some good demos..
>
> Greetings, felix
>--
>* Felix Rauch @ ETH Zuerich, Switzerland
>* e-mail: rauch@avalon.physik.unizh.ch
>* xilef@ezinfo.vmsmail.ethz.ch

Yeah, me too! When I get the Falcon, I'd like to reeely see what it can do.
Well, that and I want to show it off too! :)
Are there any good demo's around for the bird? I can't get on to either
a.a. or wuarchive, so I don't know if there's anything good on for the Falcon.
If there are any good demo's there, please inform. Thanx.

Vaya con Dios,
AcEzE.
--
********** WHO AM I, YOU SAY? ********** "If time is money ,
********** Shahir Al Rashid**aka**AcEzE ********** we're all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------
** This message brought to you by the Bollocks Bros. ** No Fate But What We Make

3371. Re: WP conversion

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 23:48:07 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Feb25.184807.15801@bsu-ucs>
Source record: 209464
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Feb25.105802.2986@news.sara.nl>, mbdqbest@diamond.sara.nl (;;diamond) writes:
> Writing with WordPlus and being asked for WordPerfect text?
> Can't read WordPerfect documents on your Atari?
>
> I've a conversion program WordPlus <-> WordPerfect 5.
> Text only, no graphics.

Anyone know where I can get this and what it's called?!?

I need it Thursday night to convert a WordPerfect 5.1 file to SOME format I can read (ascii, WP4.2, 1stWordPlus, STWriter Elite, whatever!:)

Help!?! 8-O

-Matt

3372. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 23:55:58 UTC
From: davidme@qdpii.comp.qdpi.oz.au
Message-ID: <1993Feb25.235558.3754@qdpii.comp.qdpi.oz.au>
Source record: 209611
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb19.131817.19742@murdoch.acc.Virginia.EDU> tmb@darwin.clas.Virginia.EDU (Thomas M. Breeden) writes:
>In article <michaelw.07ga@phoenix.adsp.sub.org>
cbmvax.commodore.com!cbmehq!cbmaus!phoenix!michaelw writes:
>>
>>I read somewhere that 'color', 'humor' etc. are in fact the older spellings
>>of these words, and that the addition of the 'u' is technically a
>>corruption. Sure surprised me :-)
>
>Our on-line Oxford English dictionary sez, in the entry for colour,
>that "colour" has been the normal English spelling since the 14th
>century, but "color" has been in use also since the 15th century.

According to "The Story of English" (a series I saw on TV a few years back), there was no concept of correct, or standardised, spelling, until the advent of the printing press. The early printers had to decide which version of "English" to use, choosing spellings as they saw fit. The difference between American and British usage comes about because what's now the US was settled and somewhat established by the time the printed word "solidified" spellings.

On a related note, someone I know who was studying language pointed out that people shouldn't have complained about Kevin Costner's Robin Hood speaking with an American accent, since it's probably closer to how English in the Middle Ages sounded than a modern English accent is. Interesting, eh? A bit off-topic, though.

>Tom Breeden
>tmb@virginia.edu

--
David Meiklejohn (davidme@qdpi.oz.au)
- PC's, Unix, and networks by day, Amigas by night... // Amiga users do it
Trust me - I work for the government! ;-) \X/ with Intuition!

3373. Re: How Many Colours is true ColoUr?

Newsgroup: comp.sys.atari.st
Date: 1993-02-25 23:57:16 UTC
From: rb10006@phx.cam.ac.uk
Message-ID: <1993Feb25.235716.3402@infodev.cam.ac.uk>
Source record: 209612

In article <1993Feb25.102736.2850@beaver.cs.washington.edu>, bgilbert@cs.washington.edu (Ben Gilbert) writes:

```
|> In fact, both modes are available on the Falcon. You can have 65536 colors
|> simultaneously (5r+6g+5b) or 32768 (5r+5b+5b + 1 overlay). There is a pin
|> on the video port labeled the "overlay pin," which I presume goes high any
|> time the overlay bit is set for a particular pixel. This seems like it
|> would make genlocking really trivial in both hardware and software regards
|> (there is also an external sync input on the video connector). A low cost
|> genlock/overlay device would be a useful tool for simple video editing and
|> titling (well I guess a high cost one would be pretty neat too, but less
|> available... :-)
|>
|> >
|> > Ted who rambles on.
|> >
|>
|> Cheers,
|>
|> --
|> Ben Gilbert e-mail : bgilbert@cs.washington.edu
|> Department of Computer Science
|> University of Washington
```

This is the little addition to the Amiga that allowed it to do so well in the video market. It's a pity Atari have left it about 10 years too late...

Robert Brown

3374. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 00:08:43 UTC
From: rb10006@phx.cam.ac.uk
Message-ID: <1993Feb26.000843.4302@infodev.cam.ac.uk>
Source record: 209613
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Feb25.232738.2147@infodev.cam.ac.uk>, cpb1001@phx.cam.ac.uk (C.P. Brown) writes:
|> In article <C2z9zs.EJ1@ecf.toronto.edu>, giggey@ecf.toronto.edu (GIGGEY Mike S) writes:
|> |> If you go to europe and read the european magazines, you will find the exact
|> |> opposite to the situation here in N.A. The magazines done here are all MAC
|> |> and PC and the mags over in europe are all ST.
|>
|> Sorry? There are about 2 ST mags available in the UK, and about 8 - 10 Amiga
|> mags. (Very few Mac, and slightly more PC mags though.)
|>
|> Chris Brown

I'll second this comment. (There may actually be more ST mags out there, but these are the numbers that you'll find in a newsagents). There are 3-4 Mac magazines here as well...

Robert Brown

3375. Re: Falcon MIDI, Direct to Disk etc...

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 00:12:51 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C314LG.93F@ecf.toronto.edu>
Source record: 209614

In article <2047@enst.enst.fr> elendir@inf.enst.fr writes:
>snail@lsl.co.uk writes
>] In article <C2LGAK.yJ@news.udel.edu>, don@chopin.udel.edu (Donald R Lloyd)
>writes:
>] > In <runehy.69.729937893@dhhalden.no> runehy@dhhalden.no (RUNE HYLDMO)
>writes:
>] >
>] >>Yeah, I guess people like Jean M. Jarre will start using the PC instead of
>] >>atari and all other musicians will overlook the low cost studio-quality
>] >>Falcon sound capabilities.
>
> On that I can answer. Jean-Michel Jarre has asked for a Falcon. I have seen
>the paper at Atari France. Well, if you look at Jarre s last album "En
>attendant Cousteau", you ll see amidst the greetings "Atari France".
>Before he was using Apple machines.
>
> Vangelis also works with Atari.
>
> Vincent.

As do Tangerine Dream. Luverly group. In fact they did their BEST album to date
(IMHO) , "Optical Race" EXCLUSIVELY on Atari ST's!!!

Vaya con Dios,
AcEzE.
--
********** WHO AM I, YOU SAY? ********** "If time is money , ⁂
********** Shahir Al Rashid**aka**AcEzE ********** we're all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------
** This message brought to you by the Bollocks Bros. ** No Fate But What We Make

3376. Empire Deluxe

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 00:51:17 UTC
From: kllove@bearcat.ecn.uoknor.edu
Message-ID: <C316Dn.JLt@constellation.ecn.uoknor.edu>
Source record: 209615

Well, I called up New World Computing (1-800-325-8898 for orders [though I used it as an info-line] and 1-818-999-0607 for anything else) today.

I asked the woman on the other end of the line about a version for the Atari ST... There were no plans for such a version. :(

I do have to give her credit though... at least she didn't say, "I thought Atari was out of business!?!".

I suggest that anybody who is interested in this game (as I most certainly am!) call New World Computing and ask about an ST version. If enough people ask, maybe they will change their minds.

BTW, here is some info from an ad in Compute! Magazine. (No flames for using an ad as a test of the game's worthiness, please!)

Network and Modem Compatible
Super VGA Graphics
Advanced Scenario Editor
Superior Computer A.I.
Digitized Sound Effects
Various Difficulty Settings
Completely Re-Playable

By Mark Baldwin and Bob Rakosky

The "screen shots" look great! It looks like there are new terrain types. Grass/Plains (not new :), Desert (maybe hills as they are surrounding a...), Mountain, and Sea (not new either, unless you're the type who likes to play on an all land map). An info box with a picture of a tank (sorry... army ;) is covering up most of the rest, but I see pink/red (object/background colors) ships, light blue/blue armies, and yellow/brown armies and ships.

The other screen has more of the same types of ships and a drop down menu for resolution selection. I can make out:
320x200 (256 colors),
640x200 (16 colors),
640x350 (16 colors),
640x480 (16 colors),
640x200 (256 colors),
and one more that looks like 600x600 (16 colors).

I would think the Falcon and/or TT could do all of those with no problems!

This was brought to you by,
Kenneth Love

3377. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 01:37:02 UTC
From: petter@pnilsen.adsp.sub.org
Message-ID: <petter.0adm@pnilsen.adsp.sub.org>
Source record: 209616
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Feb24.122610.3119@lsl.co.uk> snail@lsl.co.uk writes:
> In article <petter.0a7c@pnilsen.adsp.sub.org>, petter@pnilsen.adsp.sub.org (Petter Nilsen) writes:
> > Have you _ever_ _seen_ and _used_ a toaster??
>
> Yes, I have one in my kitchen. Used it this morning to cook two pieces of
> bread. Lovely.

Nice try.. :-)

> snail@lsl.co.uk

\\\\\\ E-Mail: petter@pnilsen.adsp.sub.org |\
\\\\\\ or.. cbmehq!cbmnor!pnilsen!petter@cbmvax.commodore.com| \
>>>>>>===| >
////// Disclaimer: These opinions are ALL mine ! | /
////// -> Save the whales -- collect the whole set ! <- |/

3378. Help with GDOS/G+PLUS printing with Opus Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 01:57:12 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Feb25.205712.15826@bsu-ucs>
Source record: 209617
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am trying to print a chart with Opus 2.31.

I have G+plus installed with a bunch of fonts, and production of the chart goes with out error. However when I try to print or save the chart os a MetaFile it goes to the disk with GDOS fonts on it and searches for a file called GEM.SYS. I don't have a file called GEM.SYS on ANY disk -- not the original G+PLUS disk, nowhere.

What do I do?!?!?!? Please help!

E-mail to:01mbmccab@virgo.bsuvc.bsu.edu

-Matt

3379. Re: STe memory question

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 02:26:05 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mjv3tINNst6@golem.wcc.govt.nz>
Source record: 209618

Any ST can use SIMM's, but the pre STE machines need a bit of re-wiring to do it! (Perfectly possible though).

If you buy a Mega STE, or 1040STE, SIMM's will work fine! (Presuming they are the correct type - someone else should be able to tell what type, as I can't remember)

3380. Re: What res is VGA?

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 02:28:04 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mjv7kINNst6@golem.wcc.govt.nz>
Source record: 209619

I thjou
I thought 640*480*256 was a VGA mode, not a Super-VGA mode!?
(As, we have VGA machines, which seem to use 640*480, and it says
(and looks like) 256 colors!)

Not that I care, but everyone seems to have different ideas about it.

3381. Re: Convert .au files

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 02:41:56 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1mk01kINN31h@life.ai.mit.edu>
Source record: 209620

In article <7018@balrog.ctron.com> cleaves@ctron.com (Stephan R. Cleaves) writes:
>The sparc2st program can be used to convert sounds from .au to .snd and can be
>found on A.A, but you may need to convert them again with DigiEdit so you can
>actually listen to them. I quit using sparc2st because it really isn't that
>good.

Yeah, sparc2st is crap. I ought to know, I wrote it. :)

>The problem I think is that it converts the .au files at the same sample
>rate that they were originally recorded at.

That's not the main problem, actually. The main problem, sound
quality-wise is that it uses table lookup to convert the uLaw values to
8-bit samples, and the table sucks. I worked on getting it right for
about a week and then gave up. If someone could point me to source for
a better converter I'd be happy to make an ST specific version.

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

3382. Re: Will somebody please say something USEFUL! (sp?)

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 02:52:46 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1mk0luINN384@life.ai.mit.edu>
Source record: 209621

In article <1993Feb25.214302.25226@ultb.isc.rit.edu> mrz5149@ritvax.isc.rit.edu writes:
>Time to stop whining ...

Change begins with you. :)

>For those who really need to keep doing this...HEY LOOK! Isn't that
>the Alt.flame.flame.flame base!!! Go get 'em!!

Don't worry, comp.sys.atari.advocacy is on the way!

>[To the moderator:]
>could you PLEASE not cross post from any base that contains the name of
>any other computer?

This group is not moderated, and neither is the companion group
comp.sys.atari.st.tech. Imagine having to personally read and
approve/reject every article posted here! There don't seem to be too
many people interested in moderating this group, and no wonder...

Usenet is an anarchy. Calls to arms almost never work. It's beautiful
in some ways, and very ugly in others. Personally, I still think the
sociological aspects of Usenet are fascinating, even after 6 years of
reading it. (Not that this has any relevance to anything in this group,
but at least I'm not talking about PC clones again, right?) :)

>If you think somebody wants to start an argument than just ignore it.
>Just let their message float by.

Aaaaaaaah! I don't HAVE to reply! I can quit ANY TIME! Yeah, I
don't need help! Who me? I don't have a USENET problem!

Ah come on, it's not THAT bad. A quick look at the subject titles
tells you what 90% to ignore and what 10% to read, right?

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

3383. Re: juggling tutorial

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 03:05:43 UTC
From: mpark@stein.u.washington.edu
Message-ID: <1mk1e7INNk6u@shelley.u.washington.edu>
Source record: 209622

hoyled@cs.man.ac.uk (Duncan Hoyle (ADM PhD)) writes:

>Does anyone know of a PD juggling tutorial program for the 520stfm.
>I only use three balls at the moment so nothing fancy is needed.
>Anything with animation and text would be useful.

I have a juggling program on my ST, but it's not a tutorial.
It runs in low-res; a couple of bitmapped hands juggle variously-
colored balls. Input is my own klugy juggling notation, almost
but not quite completely different from site-swap. I have files
for 3-, 5-, and 7-ball cascades, 3-ball reverse cascade and half-
shower, and a 3-ball Mills' Mess.

The code still needs some work, but I haven't touched it in over
a year. If there's interest, I might be persuaded to polish it up
and "release" it.

--m

3384. RE. Macintosh Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 03:21:22 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Feb25.212122.11191@iscsvax.uni.edu>
Source record: 209623

Its like me saying can it run Claris Works.....
The Mac DSP chip will ship with the new cyclone and tempest in June.
The Cyclone is a MacIII in a Quadra 800 case and the Tempest is a MacIII in the Centris 610 case. These new macs will have a totaly new architecture and will have a state of the art Casper voice recognition and video in and out like the popular video toaster. These Macs alone will have higher sales than the Falcon...And Apple is giving Atari a few months head start...

3385. ### Can I replace the drive in my ST with a 1.44Mg drive?

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 04:02:40 UTC
From: mode@csd4.csd.uwm.edu
Message-ID: <1mk4p0INN51l@uwm.edu>
Source record: 209624
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Has anyone replaced their internal ST drive? with what? and how?

Daniel James Frederiksen
mode@csd4.csd.uwm.edu
Milwaukee Wisconsin
United States

3386. Re: ICD HD Boot Up Problems

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 04:02:52 UTC
From: mbernar@erenj.com
Message-ID: <1993Feb26.040252.4297@erenj.com>
Source record: 209625

In article <1993Feb23.232625.22881@donau.et.tudelft.nl> berger@duterl.et.tudelft.nl () writes:
>Hi,
>
>I've got a SCSI HD with an ICD host adapter for conneting it to
>my atari, but it doesn't work properly.
>
>When I was using the ICD tools, many sense (11 & 17) error-messagess
>appeared and one or two times this resulted in the loss of one file.
>

These are both read errors. $11 are unrecovered read errors, and $17 are recovered read data after retries. The AdSCSI manual says this about $11:
" The operation was terminated bith an unrecovered error condition probably caused by a flaw in the medium. This indicates that there is a problem, probably a bad sector. You should run a program such as Cleanup ST to check and map out bad sectors.

If this message appears while you are running Cleanup ST but no errors are reported in the program, then there are probably bad sectors that have already been mapped out. Similarly, any program that reads sectors without checking to see which are marked bad in the FAT may cause this message to appear, although there is no problem."

Could be bad news, specially with an imbedded SCSI drive.

Marcelino Bernardo
mbernar@erenj.com /* Views expressed are mine, not Exxon's */

3387. Re: Help me to Compile C progs

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 04:21:31 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mk5sbINNbr@golem.wcc.govt.nz>
Source record: 209626

Why not FTP Heat & Serve Sozobon C, and compile them yourself - you get
the satisfaction of doing it
'all by yourself' (as it were 8-)

That probably should have been in the binaries section - as not everyone
has free access to USEnet, and so, the smaller the messages, the better
;-)

3388. Re: What is CAD-3D ???

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 04:29:10 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mk6amINNbr@golem.wcc.govt.nz>
Source record: 209627

CAD-3D

Computer Aided Design - Three Dimensional.

Basically, it's an 'art' package for designing real objects, in three dimensions. (art package is not a very good term).

If you have any use for this sort of thing. (Architecture is a major use of this sort of thing) - then it's probably one of the better packages around. It is commercial!

3389. What monitor to use with the Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 04:49:44 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1mk7h8INNar5@tortoise.cis.ohio-state.edu>
Source record: 209628

I'm contemplating the purchase of a Falcon, and was wonder which VGA monitor I should buy. I've head the interlace is too bad on the ST color monitor which is why I want a VGA. Also it could be used on another computer later.

Anyway, if I buy a *nice* SVA monitor will that reduce/enhance the screen flicker? Interlaced/non-interlaced? (And if it's interlaced at 1224x780 do I really care?) I would think a better monitor would help, but someone told me the exact opposite. So I'm doing the smart thing and punting the question.

I know *some* of you out there have falcons and have seen the screen. Its just that I *hate* screen flicker. So how bad is it really?
--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

3390. Re: RE. Macintosh Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 06:04:57 UTC
From: neurom@stein.u.washington.edu
Message-ID: <1mkbu9INN12n@shelley.u.washington.edu>
Source record: 209629

In article <1993Feb25.212122.11191@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:
>Its like me saying can it run Claris Works.....
>The Mac DSP chip will ship with the new cyclone and tempest in June.
>The Cyclone is a MacIII in a Quadra 800 case and the Tempest is a MacIII in the
>Centris 610 case. These new macs will have a totaly new architecture and will
>have a state of the art Casper voice recognition and video in and out like the
>popular video toaster. These Macs alone will have higher sales than the
>Falcon...And Apple is giving Atari a few months head start...
>
>

And how much will they cost? "Power without the price," folks.

--Neuromancer

3391. Atari ST game for sale

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 06:51:37 UTC
From: matthew@hitech.com.au
Message-ID: <730709491.9161@hitech.com.au>
Source record: 209630
Cross-posted to: comp.sys.atari.st,aus.forsale

Greetings,
I have for sale :

Original copy of NAVY SEALS. It's a good shoot-em-up game
very good graphics and medium level of difficulty. Original disk with
original documentation in original box. 6 months old.

Requires :
Joystick
Single-Sided disk drive
1/2 meg of memory
Runs in low resolution.
Atari ST :-)

Price : $30 I will pay postage.

Contact me if your intrested at matthew@hitech.com.au

ciao,
-matthew
--
Matthew Smith-Stubbs | "..and you wouldn't know good advice if it came up and
Brisbane, Australia. | did a biff y in your face."
matthew@hitech.com.au | -- Grandma UNIX.

3392. Wealth of Mods but what to play them

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 08:32:02 UTC
From: jon_w@sn3008.oldham.gpsemi.com
Message-ID: <C31rpF.1LM@bailgate.gpsemi.com>
Source record: 209631

I have down loaded most of the Mod files from atari.archive.umich
.edu, I have manged to get them to play on my SPARC 10. But I
do not seem to be able to play them on my ATARI 520 STE (now 1 meg)

Is there a package that plays most of them, and also is it possible to
extract the samples and say, play them using a midi keyboard. I have
the TCB Tracker program (mph version from ST FORMAT) but it does not
recognise any of the files that I have taken home.

I have tried the 50play.prg but with little success.

Any Ideas ?

Jonathan

jon_w@oldham.gpsemi.com

3393. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 09:10:00 UTC
From: matt-dah@dsv.su.se
Message-ID: <2525@vall.dsv.su.se>
Source record: 209632
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

GIGGEY Mike S (giggey@ecf.toronto.edu) wrote:

: The magazines done here are all MAC and PC and the mags over in
: europe are all ST.

That was the most stupid thing I've heard today. If I walk down to
my local store I'll find around *ten* different Amiga mags, as
opposed to maybe two/three different ST mags.

--
```
=========================================================
= Regards = email: = 1280x512x262000+ =
= Mattias = matt-dah@dsv.su.se = I love it. =
=========================================================
= If we don't *buy* our programs, there soon won't be =
= any new software for the Amiga. Obvious, is it not? =
=========================================================
```

3394. Re: First Falcon breakdown?

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 09:18:33 UTC
From: ant@galadriel.bt.co.uk
Message-ID: <1993Feb26.091833.23308@galadriel.bt.co.uk>
Source record: 209633

From article <1993Feb25.111450.25148@cs.hw.ac.uk>, by kgrubb@cee.hw.ac.uk (Kevin J Grubb):
>
> Well this is one claim to fame that I would prefer not to have! My
> Falcon has had to be sent back to ATARI UK to be fixed, the hard drive
> controler card gave up the ghost yesterday. I've only had the beastie two
> months, well I admit two well used months. I only hope ATARI UK get it
> fixed in double quick time!!
>

Ours is currently back at Atari due to a problem with the stereo
output.
It isn't playing the left stereo side, but is probably a hardware (ie.
connector socket) rather than a software/firmware error !

Damn! I hate it when that happens!

Antony.

Norwich Atari User Group.
Associations of Atari User Groups.
Dolphin Software.
Great Britain.

3395. Re: How many TT's are there?

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 09:33:54 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1993Feb26.093354.1635@cs.hw.ac.uk>
Source record: 209634

In article <1993Feb24.123004.23892@csd.uwe.ac.uk> njp_summ@peanut.uwe.ac.uk (NJP Summers) writes:
>Our TT's will be Etherneted (soon!).
>Why the hell doesnt MicroProse Formula 1 Grand Prix work on them (Frustration!)

Because of direct DMA access and non-68030 code. Basically shit programming.

You might well ask why the PC version F1GP _DOES_ work on just about any PC with a {3|4}86{S|D}X and on hard disk. The Amiga version also works on hard disk. Dunno about A1200's though. Probably does.

Bottom line. Microprose stiffed ST users. They just don't care.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

3396. Re: Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 09:40:50 UTC
From: primus@netcom.com
Message-ID: <1993Feb26.094050.8936@netcom.com>
Source record: 209635
Cross-posted to: comp.sys.atari.st,rec.games.video

01mbmccabe@leo.bsuvc.bsu.edu wrote:
:
: According to the Software Industry Bulletin, Oct.26,1992, v8, n10, p1:
: I quote paragraph #4 from the article, "Atari plans a 64-bit game machine."
:
: "Jaguar's heart is an Atari-designed, 64-bit custom RISC chip manufactured by
: Motorola. Atari plans to release the machine in June witha target price of
: $99. The company acknowledges, however, that the SRP [Sugested Retail Price]
: may end up anywhere under $200."
:
: This means to me that street price should be between $99 and ~$150.
:
: This is about the most solid information I can find. :) Enjoy!
:
: -Matt

I really like to believe this. But this sounds worse than Origin's famous
"Strike Commander will be ready by christmas" line. No, don't get me wrong.
I'm not flaming you, I'm flaming the people who wrote the article. 64 bit
RISC based machine for less than 200, targeted at 90 bucks?!? Yeah right!
To match the processor, Atari must be able to include a robust sound and
graphics engine. Then they must include ample amounts of fast RAM for main
memory. To complete the machine, they must find a fast input device capable of
vast storage of information (face it. If you want killer graphics, awsome sound,
cartridges just won't do, as they are way too expensive), like a fast CD-ROM
drive that'll outperform the current crop of slow CD drives. These things are
not cheap! $99, a SNES maybe.

3DO, on the other hand, sounds much more realistic, coming in at $700-$800.
Form what I've heard, it is due out next half of this year (let's see
just how many times they'll postpone it's release..). Certainly one machine
to watch for. Boy, since Spectrum Holobyte is supporting it, I hope they port
Falcon 3.0 over for the 3DO.

64 bit custom RISC processor?!? Tell us more, give us some more specs on the
processor!

(Hey, I didn't say it's impossible, just improbable...)

-Rob

primus
primus@netcom.com

3397. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 09:45:18 UTC
From: rogeraw@dhhalden.no
Message-ID: <rogeraw.45.730719918@dhhalden.no>
Source record: 209636
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Feb25.232738.2147@infodev.cam.ac.uk> cpb1001@phx.cam.ac.uk (C.P. Brown) writes:
>From: cpb1001@phx.cam.ac.uk (C.P. Brown)
>Subject: Re: A1200/4000 v. Falcon 030 FAQ
>Date: Thu, 25 Feb 1993 23:27:38 GMT
>In article <C2z9zs.EJ1@ecf.toronto.edu>, giggey@ecf.toronto.edu (GIGGEY Mike S) writes:
>|> If you go to europe and read the european magazines, you will find the exact
>|> opposite to the situation here in N.A. The magazines done here are all MAC
>|> and PC and the mags over in europe are all ST.
>
>Sorry? There are about 2 ST mags available in the UK, and about 8 - 10 Amiga
>mags. (Very few Mac, and slightly more PC mags though.)
>
>Chris Brown

What ???? ST-User, ST-Action, ST-Application, ST-Format, New Atari User ....

I live in Norway and know more than you !!!!!!!!

R.A.W

3398. Re: PC DITTO & Falcon first impressions by a new user...

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 10:13:21 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1993Feb26.101321.1899@cs.hw.ac.uk>
Source record: 209637

In article <12135@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>neil@cs.hw.ac.uk (Neil Forsyth) writes:
>>Put simply, the bug is that the Falcon will implement a change of screen
>>address at any time the video hardware is not accessing the screen RAM.
>>ST's etc will only implement the change at vertical blank but before causing
>>the interrupt. So ST programs that do proper screen handling will on some
>>occasions end up writing to the visible screen when using double buffering.
>
>Neil, will this work?:
>
> FlipToScreen(char* screenpointer)
> {
> Setscreen(-1,screenpointer,-1);
> Vsync();
> }

On an ST yes but not always on a Falcon.
Say you draw a wee sprite image on the screen pointed to by screenpointer.
Then you call FlipToScreen. The sprite took such a short time to draw that the
Falcon has not started scanning the video RAM yet so it shows the new screen
immediately. The ST won't show the screen until the next VBL.
Perhaps in the next frame sprite has moved and now it's position means that it
might take a little longer to draw. This time both the ST and the Falcon
behave the similarly. Because of these differences though the sprite movement
on ST will look smooth but jerky on the Falcon. I confess it took me some time
to work this out.

>If so, then MANY programs should work. Those that use:
>
> FlipToScreen(char* screenpointer, int wait)
> {
> Setscreen(-1,screenpointer,-1);
> WaitUntilThisManyVBLsSinceLastCall(wait);
> }
>
>Should also work.

Again, possibly not. In fact as long as the screen flip position is constant
(ie. always before or always during the scan) then things look just fine.
The problems appear when it's not.
I have an example program I wrote that illustrates the problem on the Falcon
very well and demonstrates the fix.

>Anything else sounds like "hitting the hardware"... and such code deserves
>to die. I don't see think it is correct to say the Falcon's video chip

>has a "bug" just because it isn't exactly the same as old ST chips.

Actually, to be really honest, I think it's the ST that had the hardware bug
in the first place. This would explain the prescence on the system variable
screenptr @ $45E which is never written to, but is strangely read by, TOS.
Accessing hardware which Atari have documented in a documented way is OK.
Up to a point Atari recognise the need to bash the hardware and have designed
compatibility into all their machines. Until now.
It must be said however that programs will still work on the Falcon. They
just won't look so good.

>Dave Baggett or I wouldn't send our ST back for repair just because some
>program's "overscan" hack didn't work on our machines. (and probably
>has BUCKLEY'S on a Falcon).

Hardly the same thing. The ST was not _designed_ with the overscan hack in
mind. I wouldn't call screen flipping a hack.

What more can I say? Get access to a Falcon. See the phenomenon. Concur on
the solution.

+--+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+--+

3399. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 10:15:17 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Feb26.101517.5097@dcs.warwick.ac.uk>
Source record: 209638
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Feb25.232738.2147@infodev.cam.ac.uk> cpb1001@phx.cam.ac.uk (C.P. Brown) writes:
>In article <C2z9zs.EJ1@ecf.toronto.edu>, giggey@ecf.toronto.edu (GIGGEY Mike S) writes:
>|> If you go to europe and read the european magazines, you will find the exact
>|> opposite to the situation here in N.A. The magazines done here are all MAC
>|> and PC and the mags over in europe are all ST.
>
>Sorry? There are about 2 ST mags available in the UK, and about 8 - 10 Amiga
>mags. (Very few Mac, and slightly more PC mags though.)

ST User
ST Format
ST Review
ST Action

Looks like 4 to me, and that's just the most popular ones.
There were about 6 Amiga and about 20 PC magazines in WH Smith the other day.
So you're both wrong.

- Leo

3400. Re: Compatibility of MiNT with OUTSIDE or VRAM ?

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 10:25:16 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Feb26.102516.11863@rhrk.uni-kl.de>
Source record: 209639

kd@cs.tu-berlin.de (Klaus Didrich) writes:

>it looks like I have to get one of these programs to expand cheaply the
>memory of my TT. I would like to know if it is possible to use
>OUTSIDE or VRAM (or are there other similar programs ?) together with MiNT
>(0.95 or higher).
OUTSIDE runs with MiNT 0.95 and the newer versions. In a few days there will
be a completely new version of OUTSIDE with lots of new features.
BTW, a very interesting combination is OUTSIDE together with Mag!X. Much
better and faster than MTOS.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

3401. COMPUTERS ARE NOT DESIGNE

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 10:39:00 UTC
From: rickard.troedsson@almac.co.uk
Message-ID: <6466.723.uupcb@almac.co.uk>
Source record: 209640

M> So each company went their separate ways and created a specialty
M> computer. CBM's new Amiga was created to have enhanced video that
M> facilitated editing, etc. Yet they also improved sound so that the
M> users that wanted to do other things with their computer could do
M> so. When ATARI created

What? From all my sources I've heard that the new Amigas have the same
old 4 channel 8 bit sound as before .. huh?

____
(roed

* MMST 2.09 UnRegistered

. QNet3. . ILink . ComNet Luxembourg BBS . Luxembourg . (++352) 466893 .

3402. Re: Fax driver for 1st Wordplus

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 10:39:22 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1mks0qINN1sj@golem.wcc.govt.nz>
Source record: 209641

In article <sTWjrAfOBh107h@janhh.hanse.de>, jan@janhh.hanse.de (Jan Willamowius) writes:
>FYI: I just uploaded the shareware version my fax driver for 1st Wordplus
>to atari.archive. It's called 1wp2fax.lzh.
> Jan
>Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
>E-Mail: jan@janhh.hanse.de

Well I was reading on comp.dcom.modems that there is a GNU Fax code
out there..

So is any one going to try a port of this code..??

Roger.............. sheppard_r@kosmos.wcc.govt.nz

3403. 800x600 is really true! (was Re: Video bus...)

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 10:55:36 UTC
From: eberl@Informatik.TU-Muenchen.DE
Message-ID: <1993Feb26.105536.22785@Informatik.TU-Muenchen.DE>
Source record: 209642
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

```
In article <1993Feb25.150017.11885@rchland.ibm.com>, ricardo@rchland.vnet.ibm.com (Ricardo
Hernandez Muchado) writes:
|> In article <1mgi4bINN9or@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells)
writes:
|> |> > Seen by who? By you directly? I guess this is wrong info.
|> |> > Or is this a 'sighting?' LIke the UFO's?
|> |>
|> |> > Raist
|> |> > New happy A1200 owner
|> |> > 256k colors, 1280x400 ** I LOVE IT **
|> |>
|> |>
|> |> There's the problem....
|> |>
|> |> Any reasons why it is wrong information!? IT is quite possible to get
|> |> 1280*400 out of a Falcon (with an extra card, but it's such a horrible
|> |> resolution anyway, with most stuff looking like it's been stepped on)
|> |>
|> |> And, gee, it doesn't flicker either! (Even before it's release, a patch
|> |> to run the thing in 78Hz, which WORKS!)
|>
|> Nope, the guy said other resolutions which ATARI doesn't claim to have as
|> the Falcon comes *as is*. Please, cite my whole append before making
|> any 'out of context' comments.
|>
|> |>
|> |> Ever heard of Overscan!?
|>
|> Since 1985, why?
|>
|> |> The Falcon also has the famous Amoeba Interlace & Line-doubling, to get
|> |> that pretty flickery effect (which, doesn't flicker on the Falcon in
|> |> 78Hz...) As was said:/
|> |>
|> |> > |> You don't need Hardware to do that!
|> |> > |> 640*1440 or 832*600 without HW and 1024*1440 with HW
|> |> > |> seen on a Falcon here in Germany!
|> |>
|> |> The above is real! Time to become even *MORE* paranoid!
|>
|> 832*600, 640*1440 without additional hardware... I guess we should
|> ask ATARI first before saying 'seen on a Falcon here in Germany!'
Oh wow! Georg Acher and me developed this on my Falcon. We are NO REGISTERED
```

ATARI DEVELOPERS and as i've heard the registered developers did not get any information about the video-registers at all! So WE are the only ones (except from ATARI itself and some fellow freax) who know at least a bit of the meaning of the Falcons Videoregisters.

Fact is: The Videohardware of the Falcon is FREELY PROGRAMMABLE. So you can switch to a resolution of 4000x2000 if your monitor would be capable of a 10Hz framerate. The more pixels you see the slower the screen refresh will be. Sounds logical, doesn't it? So at standard the Falcon runs at 25MHz Pixeltakt which is the basis of all calculations. This results in the standard VGA-resolution 640x480 at 31,xx kHz hor. and 60 Hz ver. frequency. So far the standards.

Now there is a way to switch the internal pixelclock from 25MHz to approx. 32MHz. This results in higher frequencies if you don't change the resolution. This is exactly what Super78 does. If you don't want to have higher frequencies you can increase the screen resolution. For example 800x600 without external hardware. We have not done that with 256colors yet, but this should be possible too. The cause for this is that we concentrated on the 16color mode. Well we had to start SOMEWHERE!

With external hardware we have done 1024x768 at 83Hz
interlaced (also 16 colors). Interlaced does not flicker at this screen rate, you can believe that. And you can even increase that if you feel good with 50Hz interlaced (some people may ...).

So stay calm, trust in God or whom ever you want to trust in,

Michael Eberl, eberl@informatik.tu-muenchen.de
Proud owner of a Falcon030 with the serial number 208.

3404. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 11:15:31 UTC
From: pm@nnsgs88.lon40.nt.com
Message-ID: <1mku4jlNNgm4@bnsgd245.bnr.co.uk>
Source record: 209644
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Feb26.101517.5097@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>In article <1993Feb25.232738.2147@infodev.cam.ac.uk> cpb1001@phx.cam.ac.uk (C.P. Brown) writes:
>>In article <C2z9zs.EJ1@ecf.toronto.edu>, giggey@ecf.toronto.edu (GIGGEY Mike S) writes:
>>|> If you go to europe and read the european magazines, you will find the exact
>>|> opposite to the situation here in N.A. The magazines done here are all MAC
>>|> and PC and the mags over in europe are all ST.
>>
>>Sorry? There are about 2 ST mags available in the UK, and about 8 - 10 Amiga
>>mags. (Very few Mac, and slightly more PC mags though.)
>
>ST User
>ST Format
>ST Review
>ST Action
>
>Looks like 4 to me, and that's just the most popular ones.
>There were about 6 Amiga and about 20 PC magazines in WH Smith the other day.
>So you're both wrong.
>

It depends on the time of the month you look, from experience I have found
that the Amiga mags can sell out quite quickly whilst the PC ones stay on
the shelf for some reason.

>- Leo

From memory I can name the following Amiga mags available in the UK.

Amiga World
Amiga Shopper
Amiga Format - The biggest selling computer mag in the UK for ANY machine type.
Amiga Power
Amiga User International
Amiga Computing
CU Amiga
Amiga Action
Amiga Mart

I know there are others but can't remember the names, feel free to add
them.
--
Peter Mitchell - Senior Design Engineer. |
Dept.92941, TXE Engineering, | A very angry Amiga Owner who has

NT Europe LTD. | The Misfortune To Possess A
peter.mitchell@lon40.nt.com | D.O.A A4000 :-(

3405. ICD scsi commands group 1-7?

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 11:23:12 UTC
From: dick@ahwau.ahold.nl
Message-ID: <C31zMq.Fxq@ahwau.ahold.nl>
Source record: 209645

I have a question, about the ICD hostadaptor for SCSI devices.
Is it possible to send SCSI group 1-7 commands to scsi devices
connected via the hostadaptor.

Some explanation :

Normally the commands are build into an ACSI command block, the first
byte contains the target number (3 bits) and the command in the lower 5 bits.
The host adaptor splits this byte into 2 bytes if the device is scsi, to
build a "normal" scsi command block.
This scheme cannot be used with group 1-7 commands. The command number is
bigger than 5 bytes. And there are some usefull commands in group 1-7!

So the question arises if there is some escape build in, in the host adaptor,
to put the "real" scsi command number somewhere else (in a next byte?).

Anybody some answers, some ideas?

--
Dick Bruijn Albert Heijn bv
Afd. Winkelautomatisering Email: dick@ahwau.ahold.nl
Ebbehout 31 kamer B407 Phone: +31 (0)75 593918
1507 EA ZAANDAM Fax : +31 (0)75 351240

3406. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 11:30:27 UTC
From: tempelma@cs.utwente.nl
Message-ID: <1993Feb26.123027@cs.utwente.nl>
Source record: 209646
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <2525@vall.dsv.su.se>, matt-dah@dsv.su.se (Mattias Dahlberg) writes:
|> GIGGEY Mike S (giggey@ecf.toronto.edu) wrote:
|>
|> : The magazines done here are all MAC and PC and the mags over in
|> : europe are all ST.
|>
|> That was the most stupid thing I've heard today. If I walk down to
|> my local store I'll find around *ten* different Amiga mags, as
|> opposed to maybe two/three different ST mags.

I think this thread was about *MUSIC* magazines... I think he means that all
MUSIC magazines in Europe focus on Atari and in NA on Mac/PC

|>
|> --
|> ==
|> = Regards = email: = 1280x512x262000+ =
|> = Mattias = matt-dah@dsv.su.se = I love it. =
|> ==
|> = If we don't *buy* our programs, there soon won't be =
|> = any new software for the Amiga. Obvious, is it not? =
|> ==

--

Frank Tempelman / Dept. of Computer Science / Knowledge Based Systems Group
University of Twente / The Netherlands / tempelma@cs.utwente.nl from 9 to 5

3407. ST games on a TT

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 11:38:10 UTC
From: jdmt@dcs.ed.ac.uk
Message-ID: <C320Bn.Mzp@dcs.ed.ac.uk>
Source record: 209647

A lot of people seem to be under the impression that TT's won't run
ANY ST games.As a TT owner,I can say that this is just NOT true!A lot of
ST games _don't_ work on a TT,but there are often simple reasons for this.

For a start,68030's are so much faster than 68000's that a lot of
the disk protection routines fall over because they time-out before the
floppy has had time to access the correct sectors!Also the '030's instruction
cache causes all sorts of problems with self-modifying code that doesn't know
about caches.Therefore the trick is to turn OFF the '030's instruction cache
before booting your game.This however is not easy with auto-booting games,but
I have some code which will run _most_ bootsectors from the desktop.
Another big problem with ST games on TT's is that they destroy the '030
MMU's memory translation tables causing the machine to hang.The cure to this is
to whisk the translation tables out of harm's way by moving them to TT-RAM and
then pointing the SRP to them.Once you have done all this,your chances of running
ST games are much improved.There are still some TT-hardware problems - TT's only
seem to want to run at 60Hz/70Hz and if you try to stick them into 50Hz,you can
quite easily turn off all the syncs - leaving you with no display and worse still
no VBLs or HBLs!

Anyway,I suppose I should end this posting with a list of ST games that I
have managed to run - this is _not_ a complete list of all TT-compatible games,but
it is at least a start!

F16 by Digital Integration
Robocop 3 Ocean - really,really cool on a TT!
Microprose Grand Prix - also good at 32MHz!
Starglider
Drive Harder Domark - faster than the arcade!
Falcon Mission Disk 2 (STE version)
Interphase

These are all that I can remember right now,but there are probably more.

I anyone is interested in the sources for running bootsectors from the
desktop and for moving the MMU tables,just mail me.If enough people hassle me I
might just post them.

Anyway,bye for now,
Cheers,Joe.

3408. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 11:45:06 UTC
From: cstadbs@csv.warwick.ac.uk
Message-ID: <1mkvs2INNcgs@poppy.csv.warwick.ac.uk>
Source record: 209648
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Feb25.232738.2147@infodev.cam.ac.uk> cpb1001@phx.cam.ac.uk
(C.P. Brown) writes:
>In article <C2z9zs.EJ1@ecf.toronto.edu>, giggey@ecf.toronto.edu (GIGGEY Mike S) writes:
>|> If you go to europe and read the european magazines, you will find the exact
>|> opposite to the situation here in N.A. The magazines done here are all MAC
>|> and PC and the mags over in europe are all ST.
>
>Sorry? There are about 2 ST mags available in the UK, and about 8 - 10 Amiga
>mags. (Very few Mac, and slightly more PC mags though.)
>
>Chris Brown

I think the original poster was talking about the content of MUSIC magazines-
they are mainly Atari, not the number of Atari magazines.
Anyway, there are at least 4 ST magazines in the UK.

Paul Donovan
cstadbs@csv.warwick.ac.uk

3409. Re: Dr. BuB for DSP56001 programs, (was : RE: Computer Show)

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 12:09:56 UTC
From: tl@hrz-serv7.hrz.uni-kassel.de
Message-ID: <BL4ABRIL@math.fu-berlin.de>
Source record: 209649

Hi,
|> I has the telephone number of a bulletin board in USA which has
|> many 56001 programs on it.
|>
|> There are filters, floating point libraries, matrix operations and
|> other stuff.

.. you can get some 56000 stuff from:

host: ucsd.edu
dir: /hamradio/dsp
files: m56000_[12].arc

Thomas

--
_ O"" Thomas (Landi) Landgraf
(_ | tl@hrz.uni-kassel.de
-'_/
X- FALCON030 && XJ550

3410. Re: Turbo C... does it still exist?

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 12:13:19 UTC
From: minidis@urz.unibas.ch
Message-ID: <1993Feb26.121319.42726@urz.unibas.ch>
Source record: 209643

In article <1993Feb25.113208.26737@cs.utwente.nl>, baumer@cs.utwente.nl
(Han Baumer) writes:
> I remember once reading something about Turbo C now being called Pure
> C. Is this true? And can I update my Turbo C to Pure C? Please email
> me the info.
>
>
> Greeting,
>
>
> Han Baumer.

Yup, that`s true. Turbo C is now called Pure C and is distributed by
Applications Systems Heidelberg (Germany) as far as I know. As far as
I recall from a friend, update is possible, but I am not certain, because
I don`t program in C.

Hope that helps,

--
Alexander (Capt. Jaques Mayol) <minidis@urz.unibas.ch>

- Klingons Hate Tribbles And Tribbles Hate Klingons -

3411. Re: Please Post Z*Net

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 12:15:18 UTC
From: eec@dcs.warwick.ac.uk
Message-ID: <1993Feb26.121518.7328@dcs.warwick.ac.uk>
Source record: 209650

In article <1993Feb25.111056.11174@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:
> I am looking for users to post Z-Net here. I do not have access to it...
>
>
>Thanks..
>

Yep - same for me. I was on the mailing list, but that seems to
have stopped for some reason. Can anyone tell me why ? Atari.archive doesn't
even seem to have the most recent version either.

Thanks for any help...

--
Eric Clack - University of Warwick, England.
eec@dcs.warwick.ac.uk

3412. Re: Help with GDOS/G+PLUS printing with Opus Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 12:29:28 UTC
From: bossoj@aix.rpi.edu
Message-ID: <mpg4d-+@rpi.edu>
Source record: 209451
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Feb25.205712.15826@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>I am trying to print a chart with Opus 2.31.
>
>I have G+plus installed with a bunch of fonts, and production of the chart goes
>with out error. However when I try to print or save the chart os a MetaFile it
>goes to the disk with GDOS fonts on it and searches for a file called GEM.SYS.
>I don't have a file called GEM.SYS on ANY disk -- not the original G+PLUS disk,
>nowhere.
>
>What do I do?!?!?!? Please help!
>
>E-mail to:01mbmccab@virgo.bsuvc.bsu.edu
>
> -Matt

Sounds to me that there is an error in your assign.sys file. It is looking
for a GEM.SYS file when it should be looking for META.SYS. Load the assign.sys
into an editor and change any occurence of gem.sys with meta.sys. Also, make
sure that your GDOS disk _has_ all the meta files, also.

Joe

3413. C-Labs Notator for Atari.....

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 12:47:15 UTC
From: UK3M@DKAUNI2.BITNET
Message-ID: <1ml3gj$p27@nz12.rz.uni-karlsruhe.de>
Source record: 209452

Hi folks !

Could somebody give me the following information about
the Atari Software from C-Lab Notator (Midi Sequ. and Notation prg)
-- what is the actual version?
-- what about is the actual price?

please reply to UK3M@DKAUNI2.Bitnet

ciao, reinhard

3414. Re: HSC140 info needed...

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 13:40:18 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Feb26.134018.15993@iplmail.orl.mmc.com>
Source record: 209453

I don't remember which version I got recently, but it seemed to un-lzh (or whatever it was compressed with) just fine. Try to get the HSC again. It is a good compiler and the GEMFast libraries are great, especially for a beginning GEM programmer like myself.

3415. Re: What res is VGA?

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 14:04:33 UTC
From: wbdst+@pitt.edu
Message-ID: <4788@blue.cis.pitt.edu>
Source record: 209454

This question of VGA modes recently came up on the FidoNet graphics echo... VGA is "Video Graphics Array", which was invented by IBM. The VGA spec does NOT include any higher rez than 320x200 for 256 colors (excetxxx except some "weird" modes, which I believe are not officially supported, like 320x44xxx 320x400, which I mentioned). The VGA spec's highest rez is 640x480, which allows 16 colors. Anything higher than VGA is super VGA (although not all SVGAs are created equal). Thus, 640x480x256 is SVGA.

3416. Re: Falcons in the UK

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 14:11:43 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Feb26.141143@cs.bham.ac.uk>
Source record: 209455

It is true that Falcons are going to music distributers now and 'games' distributers at the end of March. Perhaps Atari think users like us already have STs and will buy Falcons when we can whereas musicians might decide to go to another platform?

The first sentence was what the Atari bloke said, anyway...

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

3417. Re: MAD MAN SEEKS GAME

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 14:15:11 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Feb26.141511@cs.bham.ac.uk>
Source record: 209456

In article <1993Feb25.201707.4015@dct.ac.uk>, aesd1pak@dct.ac.uk writes:
|> Can someone help me.
|> I am looking for the game DEUTEROS for my ste and i cant find it in any shops
|> or mail order firms.
|>
|> I am starting to get desperate as i have played it on me mates am**a.
|>
|> I will swop or buy the game off someone if they wish to trade with ME.
|>
|> hear from you soon
|>
|> PIP :-)

BTW, if you do get Deuteros, you'll find that the mouse locks up every so often.
To get out of this bug, twiddle the joystock (in port 1) a bit...

Not a bad game, though!

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

3418. Re: How many TT's are there?

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 14:29:09 UTC
From: jdmt@dcs.ed.ac.uk
Message-ID: <C3288L.4BK@dcs.ed.ac.uk>
Source record: 209457

In article <H.ea.1SPW1T2l6gw@sanity.tdkcs.waterloo.on.ca>,
gkirkaldie@sanity.tdkcs.waterloo.on.ca (George Kirkaldie) writes:
>...........
> Anyway, my question is: On the ST Ram board from Atari, it obviously has
> more than just a connector and the memory. Could anyone tell me exactly
> what it is on board that's so special that TT Ram won't work without it?
>
> And also if anyone knows of any cheap DIY yupgrades for more ST Ram.

Don't buy ST RAM - it is really very,very slow!ST RAM on a TT
is 64 bits wide to the video-chip and 32 bit wide to the 030,but the
memory timing is based on alternate 250ns time slices i.e. the video
gets 1 read every 500ns and the 030 gets 1 read every 500ns.This means that the
030 can _only_ read/write upto 8Mb/s from ST RAM.TT RAM on the other hand is
32 bits wide,and clocked at 16MHz.Therefore in burst mode,you should be able to
read 4 longwords in 1*180ns+3*60ns=360ns (assuming one normal RAS/CAS and 3 page
mode reads) which works out as about 42Mb/s which is much better.

Both ST RAM and TT RAM cards contain DRAM controllers in addition to
the memory as the TT's ram connectors are just slightly modified processor
busses.Official TT and ST ram boards have an Atari custom chip as a DRAM
controller,but TT RAM boards like the GE-Soft one I own usually have loads of
GALs to do the memory timing/refresh etc.

I cant see any reason why it would be all that difficult to make a TT or
ST ram board yourself,provided you have access to a GAL programmer and a copy of
the TT's schematics,and ofcourse,you know a lot about DRAM/68030's.I would really
like to see someone produce TT and ST ram boards cheaply as the current U.K. price
of about 250 pounds for an UNPOPULATED TT ram board seems excessive.I would
especially like to see someone produced a TT ram board with a large (=>256k) SRAM
cache as DRAM performance isn't all that good compared to a 32MHz 68030.

I hope I have been of help,

Cheers,Joe.

3419. Re: 800x600 is really true! (was Re: Video bus...)

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 14:54:09 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Feb26.145409.19228@rchland.ibm.com>
Source record: 209458
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Feb26.105536.22785@Informatik.TU-Muenchen.DE>,
eberl@Informatik.TU-Muenchen.DE (Michael Eberl) writes:
|>
|> In article <1993Feb25.150017.11885@rchland.ibm.com>, ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
|> |> In article <1mgi4bINN9or@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve
Wells) writes:
|> |> |> > Seen by who? By you directly? I guess this is wrong info.
|> |> |> > Or is this a 'sighting?' LIke the UFO's?
|> |> |>
[stuff deleted]
|>
|> Fact is: The Videohardware of the Falcon is FREELY PROGRAMMABLE. So you can
|> switch to a resolution of 4000x2000 if your monitor would be capable of a 10Hz
|> framerate. The more pixels you see the slower the screen refresh will be. Sounds
|> logical, doesn't it? So at standard the Falcon runs at 25MHz Pixeltakt which is
|> the basis of all calculations. This results in the standard VGA-resolution
|> 640x480 at 31,xx kHz hor. and 60 Hz ver. frequency. So far the standards.
|>
|> Now there is a way to switch the internal pixelclock from 25MHz to approx. 32MHz.
|> This results in higher frequencies if you don't change the resolution. This is
|> exactly what Super78 does. If you don't want to have higher frequencies you can
|> increase the screen resolution. For example 800x600 without external hardware. We
|> have not done that with 256colors yet, but this should be possible too. The cause
|> for this is that we concentrated on the 16color mode. Well we had to start
|> SOMEWHERE!
|>
|> With external hardware we have done 1024x768 at 83Hz
|> interlaced (also 16 colors). Interlaced does not flicker at this screen rate, you
|> can believe that. And you can even increase that if you feel good with 50Hz
|> interlaced (some people may ...).
|>
|> So stay calm, trust in God or whom ever you want to trust in,
|>
|> Michael Eberl, eberl@informatik.tu-muenchen.de
|> Proud owner of a Falcon030 with the serial number 208.

Thanks for all the clarifications. The Amiga1200 videohardware
is also freely programmable. NOw my question: what is the bandwith
of the falcon's graphics chip to the memory?

Raist
New happy A1200 owner

256k colors, 1280x400 ** I LOVE IT **

3420. Re: ICD 6.0.6 and no problems here!

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 14:59:27 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1993Feb26.145927.11190@aston.ac.uk>
Source record: 209459

Hi. I've been running ICD 6.0.6 for a few weeks now with no
problems at all... system is 4Mb ST, TosS 1.4 ICD advantage (I think)
and a Sysquest 68Mb drive. What exactly went srong? (Sorry about
the typos... for some reason my backspace key is bust... ;)

--
Tim Wright. \ Being Human just isn't
wrighttj@uhura.aston.ac.uk \ enough fun.

3421. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 15:04:38 UTC
From: stevew@teleride.on.ca
Message-ID: <C329vr.5oD@teleride.on.ca>
Source record: 209460
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb23.182908.3114@lsl.co.uk> snail@lsl.co.uk writes:
>In article <1993Feb15.201423.5806@wam.umd.edu>, rsrodger@wam.umd.edu (Yamanari) writes:
>> In article <1993Feb15.185346.18754@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
>> You can *easily* see more than 50 levels of RGB. Do you actually
>> *use* a computer?
>>
>> 50 levels each of RGB also == 50 shades of grey, which is
>> quite easy to shw as inadequate.

Wouldn't 50 level each of R, G, and B equal 125,000 levels of grey?

>Right, I think I've caused enough confusion, wow such a tirade of opinion
>started from my humble "SPOT THE DIFFERENCE POST". Firstly I think where I
>went wrong is that the numbers I had (the 40 levels...) is probably for night
>time viewing, when the colour receptors don't work very well. So I was
>probably talking about part of the eye we don't use for looking at colours.
>More fool me for the extrapolating this behaviour (without even thinking of
>checking my workstation next to me :-|) to colour receptors.

There are two kinds of photoreceptor cells in the eye. Cones, which detect
colour but are not terribly sensitive, and rods, which are black-and-white
only but are very sensitive. Both work just as well at night as during the
day, but the cones don't work well under poor light. In a dark room,
even the most colourful of objects will appear as grayscale to the human eye.
Time of day has nothing to do with colour perception.

One thing to take note of: colour theory states that there are three apects
to colour: hue, intensity, and value (okay, sue me if I got the words wrong.
I have the concepts straight in my mind but have difficulty relating
right-brain abstract colour concepts with left-brain verbal reasoning).
Colour theory was based on pigments. Video displays work on a different
basis: they have three colours (red, green, and blue) that can be added in
varying amounts to simulate colours of different hue, intensity, and value.
Video uses additive colour, pigments (and "true" colour objects) use
subtractive colour. That means you can come close to emulating "true colour"
(by which I mean things look on the screen just like they do in real life)
in video, but you can never get it exact.

>Note 50 shades of grey on a monitor is not a test of your B/W receptors in your
>eyes, it's a test of the colour receptors in your eyes.

I would beg to differ. Video monitors generate enough luminance that both
types of photoreceptors are stimulated. Note that your rod cells are most
sensitive in the yellow band of the visual spectrum, while cone cells tend

to be either blue-violet sensitive or red-green sensitive (which explains
red-gren colour blindness).

>It would be much better for a biologist to comment on these ramblings.

--
Stephen M. Webb ---- Doubleplus bellyfeel unfrink ----- stevew@teleride.on.ca

We're sorry, you call cannot be completed as dialled. Please hang up and try
your call again. This is a recording. We're sorry, your call cannot be comp

3422. Re: Falcons in the UK

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 15:13:11 UTC
From: djohnson@cix.compulink.co.uk
Message-ID: <C32A9z.1qB@cix.compulink.co.uk>
Source record: 209461

Hisoft have announced that they have a few in stock which are for sale at the new higher prices that are due to the pound doing a swan dive into an abyss

Dave

djohnson@cix.compulink.co.uk

3423. Re: 800x600 is really true! (was Re: Video bus...)

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 15:24:02 UTC
From: matt-dah@dsv.su.se
Message-ID: <2539@vall.dsv.su.se>
Source record: 209462
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

Michael Eberl (eberl@Informatik.TU-Muenchen.DE) wrote:

: Fact is: The Videohardware of the Falcon is FREELY PROGRAMMABLE. So
: you can switch to a resolution of 4000x2000 if your monitor would be
: capable of a 10Hz framerate.

So? The chips in the Amiga are also programmable. Do you want another
resolution - just code one.

--

```
============================================================
= Regards = email: = 1280x512x262000+ =
= Mattias = matt-dah@dsv.su.se = I love it. =
============================================================
```

= If we don't *buy* our programs, there soon won't be =
= any new software for the Amiga. Obvious, is it not? =
==

3424. Re: INDEX

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 16:17:18 UTC
From: jesa@s0jxb.exnet.co.uk
Message-ID: <H.k8ahO9zYtzE@s0jxb.exnet.co.uk>
Source record: 209463

```
In <1mflj0INN680@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>Please can some one help..
>
>How do I get the Atari INDEX from rus.uni-stuttgart.de
>using the mail-server...
>
>All my tries so far have been nill, so I need to know what the Index
>is called....
>

Try INHALT
--
================================================================================
From: John Budden Email: s0jxb@exnet.co.uk
```

3425. I'VE GOT MY FALCON 14 MEG 65 MB HD HA HA H A!!!

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 17:24:39 UTC
From: se15@claudius.nextlab.cs.qub.ac.uk
Message-ID: <1993Feb26.172439.9930@ousrvr.oulu.fi>
Source record: 209465

AND I ONLY PAID 825 FOR IT!!!

HA HA HA HA HA HA !!!!!

HAAAAAAAPPPPPYYYY :-) :-) :-)

3426. Re: Help with old MFM drives

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 17:25:30 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C32GEJ.1L8@hpbbrd.bbn.hp.com>
Source record: 209466
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

skolodzieski@vaxc.stevens-tech.edu wrote:
> Now the question, I have a spare Seagate 225 MFM drive
> sitting on my kithen table, what would be needed (and what do I have to do)
> to add this drive to my system? Can the Adaptec card handle 2 MFM drives?

Certainly!

> I heard from ICD that the Tandon drives in the SH204's had a hardware bug
> that caused them to respond on all luns when queried? would this complicate
> the issue severly?

Never heard about such a bug, and there probably is no such bug, because
quite a few people have done what you intend to do. You will special
disk driver software, though, that supports the second drive. AHDI
won't do that.

--
--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

3427. Re: Please Post Z*Net

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 18:46:26 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mloi2INN55u@golem.wcc.govt.nz>
Source record: 209467

In article <1993Feb25.111056.11174@iscsvax.uni.edu>, sinclair2246@iscsvax.uni.edu writes:
> I am looking for users to post Z-Net here. I do not have access to it...

Try alt.znet.pc - that group has them!

3428. Re: Turbo C... does it still exist?

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 18:58:03 UTC
From: boyd@tait
Message-ID: <C32Kor.o6@mailer.cc.fsu.edu>
Source record: 209468

Capt.J.Mayol (minidis@urz.unibas.ch) wrote:
> Yup, that`s true. Turbo C is now called Pure C and is distributed by
> Applications Systems Heidelberg (Germany) as far as I know. As far as
> I recall from a friend, update is possible, but I am not certain, because
> I don`t program in C.

Gribnif (makers of Neodesk) now handle Pure C, as well as STalker/STeno,
XBoot, Cardfile, and other programs. I just got a newsletter from them
yesterday (coincidence?). I will post an address so you can get a copy as
well. There was a specific section on upgrades, but I cannot remember the
specifics for Pure C.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3429. Re: Wealth of Mods but what to play them

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 19:02:23 UTC
From: boyd@tait
Message-ID: <C32Kvz.w9@mailer.cc.fsu.edu>
Source record: 209469

Jonathan Walker (jon_w@sn3008.oldham.gpsemi.com) wrote:
>
> I have down loaded most of the Mod files from atari.archive.umich
> .edu, I have manged to get them to play on my SPARC 10. But I
> do not seem to be able to play them on my ATARI 520 STE (now 1 meg)
>
> Is there a package that plays most of them, and also is it possible to
> extract the samples and say, play them using a midi keyboard. I have
> the TCB Tracker program (mph version from ST FORMAT) but it does not
> recognise any of the files that I have taken home.
>
> I have tried the 50play.prg but with little success.

I'll trade you. You can play most MOD files with NoisetrackerST. It is
now called something else (Digital something?), but it is free and should
be on atari.archive. It sounds very good compared to previous versions of
Noisetracker. If you cannot find it, let me know and I will put it there.

Also, there is a conversion program for the Soundtracker that converts many
MOD files to the soundtracker format.

Now, could you email me some help in getting the Sun modfile player? It
would be nice to play some mod files at work!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3430. 5.25" 360K floppy drive for sale

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 19:08:50 UTC
From: braner@trantor.emba.uvm.edu
Message-ID: <1993Feb26.190850.18742@uvm.edu>
Source record: 209470

"Microbyte" by Paradox. External DS/DD floppy drive for ST. Reads
and writes MS-DOS-compatible 5.25" 360K diskettes. I have a program
that lets the ST format such diskettes too. It has seen little use,
and is in great condition. Original cost $200. I no longer use this
thing, so make an offer.

- Moshe
--

Moshe Braner braner@emily.emba.uvm.edu
47 McGee Road, Essex, VT 05452 (802) 879-0876

3431. Re: How Many Colours is true ColoUr?

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 19:44:18 UTC
From: raible@pollux.commodore.com
Message-ID: <1993Feb26.194418.27461@cbmnews.commodore.com>
Source record: 209471
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb26.071622.7449@desire.wright.edu>, fheitkamp@desire.wright.edu writes:
|> In article <1993Feb25.152133.16994@cbmnews.commodore.com>, raible@pollux.commodore.com (Bob Raible - LSI Design) writes:
|> > In article <1993Feb23.224437.26227@mtu.edu>, ebgoold@mtu.edu (ERIC B. GOOLD) writes:
|> > |> hello@bnr.ca (Ken Orford) writes:
|> > |> >snail@lsl.co.uk wrote:
|>
|> [deleted]
|>
|> > a continuously variable spectrum. This was on a fairly decent monitor (NEC MULTISYNC II),
|> > so your results may be better on a monitor with less bandwidth. Also since that time I've
|> > seen some ray-tracings of speres and the like, and I would have to say that green spheres
|> > look gruesome in with only 64 shades (dithering might help here). Overall I would estimate
|> > that about 7 bits of blue, 8 bits of red, and 9 bits of green would be about right for
|> > critical applications. Of course there may be eyes out there that are more discerning, keep
|> > in mind the above represents a sample of one.
|>
|> At some point you have to take the monitor specs into account, don't
|> you? I beleive the phosphors are only capable of 6-8bit levels.
|> Even if the monitor has top notch phosphors, DAC, gamma correction
|> etc. that would leave a practical max of about 262K colors anyway
|> right? Just speculating, based on things I have read. Corrections
|> welcome.
|>
|> Fred Heitkamp, ** Not an organization. My opinions only **
|>

I can't agree with this assertion, mainly due to the fact that the phosphor's response is proportional to the excitation response or in other words its response is continuous not discrete. In other words the phosphors are capable of an infinite number of brightness levels. Perhaps what is being alluded to here is the dynamic range of the phosphor response.
If this is the case, then I basically agree, but then once again the limitation is in the viewer's physiology, since the phosphor's are capable of many more shades, we just can't discern between them with our eyes. However the eye has some interesting capabilities, which are often neglected when this whole topic is discussed. As I indicated in my earlier post, the eyes response peaks in the green part of the spectrum, and is best at picking up artifacts here. Also there is something called the Mach effect (I'm not sure of the

spelling), which basically states that the eye is oversensitive to differences in luminance levels when adjacent (basically the eye takes the first derivative), causing bands to appear at their juncture. This is why I mentioned bandwidth, low monitors will smooth the transition between shades, moderating this effect. Sorry about the brevity of my last posting, I was sorta rushed that day. Hope this sheds some light.

3432. Re: FTP site for kermit 5A(188) ST binary?

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 19:46:23 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Feb26.154623.11520@ac.dal.ca>
Source record: 209472

In article <C2zyx1.CvM@ahwau.ahold.nl>, dick@ahwau.ahold.nl (Dick Bruijn) writes:
> Does anybody know an FTP site with the kermit 5A(188) ST binary?
>
>
>
> --
> Dick Bruijn Albert Heijn bv
> Afd. Winkelautomatisering Email: dick@ahwau.ahold.nl
> Ebbehout 31 kamer B407 Phone: +31 (0)75 593918
> 1507 EA ZAANDAM Fax : +31 (0)75 351240

I *think* I got it from ftp.spc.edu; I know I got a VaX/VMS version there.

John

3433. ICD RT on GEnie

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 19:51:22 UTC
From: phruby@watnxt10.ucr.edu
Message-ID: <26705@galaxy.ucr.edu>
Source record: 209473

ICD has a roundtable on GEnie. It's page is 1220. The roundtable's library has version 6.0.7 of the HD boot along with someother stuff. To get to the RT type M1220 at any prompt.

Paul

3434. STE SIMMS

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 19:52:59 UTC
From: phruby@watnxt10.ucr.edu
Message-ID: <26706@galaxy.ucr.edu>
Source record: 209474

What kind of Simms do I need to upgrade my 1040STe. Does 2 1mb simms at 70ns sound right?
Paul

3435. Re: Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 21:00:04 UTC
From: vanderby@mprgate.mpr.ca
Message-ID: <1993Feb26.210004.19717@mprgate.mpr.ca>
Source record: 209475
Cross-posted to: comp.sys.atari.st,rec.games.video

primus@netcom.com (Robert keng) writes:

>I'm not flaming you, I'm flaming the people who wrote the article. 64 bit
>RISC based machine for less than 200, targeted at 90 bucks?!? Yeah right!

This is easily achievable. A RISC processor can be a relatively simple
item, especially if you're not too concerned with running it at a very high
clock speed. Produce in quantity they need not cost much at all.

>To match the processor, Atari must be able to include a robust sound and
>graphics engine.

The Sega Genesis and SNES both have "robust sound and graphics" for under $100.

>Then they must include ample amounts of fast RAM for main
>memory.

RAM is now going for about $40 for 1M (that's 8megabits) retail.
The Genesis and SNES both have less than 0.2M.

>To complete the machine, they must find a fast input device capable of
>vast storage of information (face it. If you want killer graphics, awsome sound,
>cartridges just won't do, as they are way too expensive), like a fast CD-ROM
>drive that'll outperform the current crop of slow CD drives. These things are
>not cheap! $99, a SNES maybe.

Very true. I haven't heard much about the Jaguar, but if it doesn't have a
CD-ROM it's just a waste of time.

>3DO, on the other hand, sounds much more realistic, coming in at $700-$800.

$700 is the release price, for the "I gotta have it now" types. It is supposed
to retail for $500 after that. If it takes off the price will go down a lot
further (IMHO).

3436. Re: Convert .au files

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 21:33:17 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <26717@galaxy.ucr.edu>
Source record: 209476

DMJ's Sound Lab 1.2 will read in .au sound files. There is some background noise though.
Paul

3437. Re: Wealth of Mods but what to play them

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 21:39:19 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <26718@galaxy.ucr.edu>
Source record: 209477

Try using a program called CD player to play your .mod files. This one looks like a CD player and amplifier. It is by a group called Light. It works for me.
Paul

3438. Super fast GIF viewer on atari.archive!!

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 22:05:20 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1mm470INNpko@shelley.u.washington.edu>
Source record: 209478

I've posted this note to announce that atari.archive.umich.edu has posted my GIF viewer called Speed of Light (spoflite.lzh) in the Graphics folder. It works on any ST/STE/TT in 16 and 256 color graphics modes. Its speed is due to Assembly Language routines. It has one of the best color reduction algorithms I've seen (invented by me), so 256 color GIFs look better in TT Medium (16 colors) than in TT Low (256 color). It uses a flickering method (that is hardly noticable) to increase the number of colors to 32000+ on an STE. With regular STs, you get the palette of an STE and more. It also displays in greyscale, so your GIFs will look like a photograph in 32 grey shades!! You can also do pixel averaging that smoothes out the jagged lines normally found when you reduce a picture.

This program is SHAREWARE, so your support is appreciated. More info with the program.
Registering will get you a key code for the next version which will support more picture formats, the ability to save the pictures in a different format, and dithering that will NOT be any slower than the program is now. To use these features, however, you must have a key code. It will also work on the Falcon030 in 256 color 640x480, increasing the palette to 16 million! Until then...

Stuart Denman
stusoft@u.washington.edu

3439. Re: ST games on a TT

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 22:38:55 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb26.223855.3046@newshost.lanl.gov>
Source record: 209479

In article Mzp@dcs.ed.ac.uk, jdmt@dcs.ed.ac.uk (Joe Tapply) writes:
>
> Anyway,I suppose I should end this posting with a list of ST games that I
>have managed to run - this is _not_ a complete list of all TT-compatible games,but
>it is at least a start!
>
> F16 by Digital Integration
> Robocop 3 Ocean - really,really cool on a TT!
> Microprose Grand Prix - also good at 32MHz!
> Starglider
> Drive Harder Domark - faster than the arcade!
> Falcon Mission Disk 2 (STE version)
> Interphase
>
> These are all that I can remember right now,but there are probably more.

Joe, you can add "Cyberdrome-The Hoverjet Simulator" to that list of ST games
that run on a TT. It also works mahvelously on a Falcon 030, BTW. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3440. Re: Super fast GIF viewer on atari.archive!!

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 22:51:59 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1mm6ufINNt16@shelley.u.washington.edu>
Source record: 209480

This is a follow up to my post about Speed of Light...
There seems to be a problem with the program running on regular STs or Mega STs. 2 bombs appear when it is first run. I'm not sure if this is due to these machines, or if its tos versions <1.4. Anyway, I will be releasing version 2.1 within a week. This version will fix this as well as work on the Falcon030. As it is now, the program runs on the Falcon, but the color palette is screwed up...this is fixed now.

Please DO NOT send me Email about any of the above problems!!!

Thanks for you patience...

Stuart Denman
stusoft@u.washington.edu

3441. Re: STe memory question

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 23:02:58 UTC
From: scruggs@zeus.franklin.edu
Message-ID: <1993Feb26.230258.11184@zeus.franklin.edu>
Source record: 209481

In article <loqgshINNk6m@levelland.cs.utexas.edu> psurge@cs.utexas.edu (Troy Carpenter) writes:
>Do the STe's (Mega STe, 1040STe) have slots to plug in SIMMs? I already have
>4 1meg SIMMS, so can I just by a 1meg 1040STe, or a Mega 1 STe and plug in the
>SIMMs? It would much cheaper for me to go that way than to buy a 4 meg
>machine stock.
Since you've already got the memory , dont bother with a 1040 and just get a 520STe. Their the same machine plus/minus 2 sims...
>
>Thanks,
>Troy
>
> Troy Carpenter
> Department of Computer Sciences
> THE University of Texas, Austin
> psurge@cs.utexas.edu
>
>"M-U-S-I-C we see was never ment to be M-I-C-K-E-Y-M-O-U-S-E" --P.I.D
>
>*>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<*
>

--
||| ...Your future hasn't been written yet.
/ | \ No one's has. Your future is what
=Mysh+Krysa= you make it...
-Emmet L. Brown-

3442. Re: ICD HD SOFTWARE

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 23:43:45 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <76512@cup.portal.com>
Source record: 209482

The ICD PRO software is available for US $50. It works without a host adapter and works with my LINK and a Mac Syquest and with my FA-ST tape/hd box at home. The Link I'm using at work with the Stacy. The ICD software works on the Atari without the link connected, but you need the link to \ connect to external SCSI stuff.

3443. Re: Will somebody please say something USEFUL! (sp?)

Newsgroup: comp.sys.atari.st
Date: 1993-02-26 23:48:36 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Feb26.184836@helix.nih.gov>
Source record: 209483

In article <1mk0luINN384@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:
|>
|> Ah come on, it's not THAT bad. A quick look at the subject titles
|> tells you what 90% to ignore and what 10% to read, right?
|>

Nope. Half the time the Subject: field is bogus, or marginally relevant to the message contents. I agree with the comment that there's too much uninformed vendor bashing, and far too much discussion of true color (or colour) in this newsgroup. I've been using the "catch up" feature a lot lately because of this. The advocacy group can't come any too soon for me, and I hope a Falcon group will be the next addition to the comp.sys.atari hierarchy. I started reading this group for ST info, and there hasn't been a lot of gold amidst the crap lately.

3444. Gribnif address/phone (was: Turbo C... does it still exist?)

Newsgroup: comp.sys.atari.st
Date: 1993-02-27 00:12:28 UTC
From: boyd@gauss
Message-ID: <C32z8s.DIF@mailer.cc.fsu.edu>
Source record: 209484

Mickey Boyd (boyd@tait) wrote:
> I will post an address so you can get a copy as well.

As promised, here we go. Gribnif's new address/phone is:

Gribnif Software
P.O. Box 779
Northampton, MA 01061

(413) 247-5620 voice
(413) 247-5622 fax

Included in the newsletter is information on Neodesk (4.0 soon!), Pure C
and Pure Pascal, STalker/STeno, XbootIII, Cardfile 4, Arabesque Professional,
Convector, and the Crazy Dots video card.

So, when is some kind person going to put the Neodesk 3.03 upgrade on
atari.archive?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3445. Re: 800x600 is really true! (was Re: Video bus...)

Newsgroup: comp.sys.atari.st
Date: 1993-02-27 01:03:43 UTC
From: cl239935@ulkyvx.louisville.edu
Message-ID: <1993Feb26.210343.1@ulkyvx.louisville.edu>
Source record: 209485
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <2539@vall.dsv.su.se>, matt-dah@dsv.su.se (Mattias Dahlberg) writes:
> Michael Eberl (eberl@Informatik.TU-Muenchen.DE) wrote:
>
> : Fact is: The Videohardware of the Falcon is FREELY PROGRAMMABLE. So
> : you can switch to a resolution of 4000x2000 if your monitor would be
> : capable of a 10Hz framerate.
>
> So? The chips in the Amiga are also programmable. Do you want another
> resolution - just code one.
>

Right. That's where the A2024's 1008x800 or the new 800x600 mode of Workbench
came from: They were programmed.

MikeB (D1Nonly)

3446. Re: HSC140 info needed...

Newsgroup: comp.sys.atari.st
Date: 1993-02-27 02:19:07 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mmj2rINN70s@golem.wcc.govt.nz>
Source record: 209486

> Has anyone got Heat n' Serve Sozobon C 1.40 working out there ?
>
> - I havn't even managed to un lzh it......

I got it going 100% within 15 minutes of the end of download!

Make sure you are using Questers Lharc version 2.01L if the file is an LZH! It is the last version - and that's what I used, and it worked fine! (It's even been nicely translated into english, 95% of it anyway)

Great little package for the beginner like myself!

3447. Re: Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-02-27 02:43:56 UTC
From: cx821@cleveland.Freenet.Edu
Message-ID: <1mmkhcINNcdc@usenet.INS.CWRU.Edu>
Source record: 209487
Cross-posted to: comp.sys.atari.st,rec.games.video

The Jaguar _is_ powered by a 64 bit RISC microprocessor. You must realize that RISC chips are way more inexpensive than CISC chips......BTW, Bob Brodie confirmed all of this recently.

3448. Re: Macintosh Advocate:Devils Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-02-27 03:18:06 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C337u7.4Bp@ecf.toronto.edu>
Source record: 209488

In article <H.ea.ysT2gBddGd_@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <1m49tgINNhou@shelley.u.washington.edu>, changed to protect the
>innocent writes:
>
>> Atari has had some good ideas, look at the Lynx, a great little game
>> machine... extremely well done, but very one who has had one has had too
>> many problems withtthem breaking! atari also does not support their
>> products.. it is hard to find NEW lynx games in some places.. if segaor
>> nintendo had that machine it would be a big success....
>
>If Atari had a clue, they would've gotten someone to make a VME board
>version of the Lynx development hardware. Currently, it only runs on an
>Amiga (that's right; Atari has Amigas inhouse to create Lynx games...
>talk about helping your enemies bury you...).
>
>Just another example of Atari's stunning business practices.
>
>--
>-------------------==-------------------
>Chris Herborth
>cherborth@semprini.tdkcs.waterloo.on.ca

Atari bought the machine (Lynx) from EPYX. When they got the machine, they
decided that they wouldn't gain anything in converting the developers kit
from the Amiga to the Atari. It would actually be a big waste of money,
something that Atari could ill afford to spend.

3449. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-27 03:22:27 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C3381G.4sy@ecf.toronto.edu>
Source record: 209489
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <hanscs.108.730624686@dhhalden.no> hanscs@dhhalden.no (HANS CHRISTIAN SANDER) writes:
>In article <C2z9zs.EJ1@ecf.toronto.edu> giggey@ecf.toronto.edu (GIGGEY Mike S) writes:
>>From: giggey@ecf.toronto.edu (GIGGEY Mike S)
>>Subject: Re: A1200/4000 v. Falcon 030 FAQ
>>Date: Thu, 25 Feb 1993 00:14:15 GMT
>>If you go to europe and read the european magazines, you will find the exact
>>opposite to the situation here in N.A. The magazines done here are all MAC
>>and PC and the mags over in europe are all ST.
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>Yeah, have you even been in europe? All the magz
>in N.A. are this and all the magz in europe are
>that. Have you been smoking pot lately. Why don't
>you take a vacation for a couple of years. Maybe
>to europe. As far as I know there are lots PC magz
>some Mac magz, lots of Amiga Magz and there are
>many ST magz too. So stop smoking and get a
>vacation, OK.
>'
>
>
>Hans C. Sander Not only is there no God, but try getting
>hanscs@sofus.dhhalden.no a plumber on sundays.

The posting was a little unclear (I should of included the previous letter)
in that it refered to MIDI stuff only, not general computing.

3450. NEODESK v3.03A now available at the archives

Newsgroup: comp.sys.atari.st
Date: 1993-02-27 03:57:31 UTC
From: rmsara@ecst.csuchico.edu
Message-ID: <1mmorbINNcqm@charnel.ecst.csuchico.edu>
Source record: 209490

The patch to convert Neodesk v3.02 to Neodesk v3.03A is now available in the atari archives at UMICH. It's filed under Utilities. This is the U.S.A. version only. The listed name is NEOP302A.ZOO. Remember, you must first have converted to v3.02 before you can use this patch. If I remember rightly the patch from 3.01 to 3.02 is also at the archives.

3451. HP-Laserjet GDOS Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-02-27 04:32:27 UTC
From: mohr@cae.wisc.edu
Message-ID: <1993Feb26.223227.17745@doug.cae.wisc.edu>
Source record: 209491

Hello Everybody!

I need some help.

Can anybody tell me where I can find GDOS-Fonts for
my HP-Laserjet II compatible Printer?

I was not able to discover any in the ftp-sites I
checked so far and I really need to print out some
stuff. So, I would really appreciate some help.

Thanks!.....Rob
.....mohr@cae.wisc.edu

3452. Re: Wealth of Mods but what to play them

Newsgroup: comp.sys.atari.st
Date: 1993-02-27 04:51:29 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mms0hINN7lv@golem.wcc.govt.nz>
Source record: 209492

Playing MOD's.

If you have an STE, virtually any MOD player will work. (Paula, Jukebox,
Protracker, Noisetracker, AG-Tracker, M-Player, Digital Composer,
Sync/Audio Sculpture)
If you have an STFM, all of the above, except Paula and Jukebox
will work! (Without modification that is).

50play.prg is STE only!

So, since you have an STE, 50play should work fine!

TCB-Tracker uses it's own format for
MOD files, which is a bit odd. But, if you can FTP the program
'Digicomp.???' then that will play virtually anything.
or, 'paula20c.???' (I think).

3453. Re: I'VE GOT MY FALCON 14 MEG 65 MB HD HA HA H A!!!

Newsgroup: comp.sys.atari.st
Date: 1993-02-27 04:54:21 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mms5tINN7lv@golem.wcc.govt.nz>
Source record: 209493

> AND I ONLY PAID 825 FOR IT!!!
>
> HA HA HA HA HA HA !!!!!
>
> HAAAAAAAPPPPPYYYY :-) :-) :-)

How about giving everyone some details!

What came with it!? Is it any good!? Why was it so cheap!?

3454. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-02-27 05:06:50 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1mmsta$7ta@terminator.rs.itd.umich.edu>
Source record: 209494

```
drwxr-xr-x root 4096 Feb 20 09:39 .
drwxrwxr-x root 4096 Feb 20 03:34 ./Mint
drwxr-xr-x dpz 2048 Feb 20 09:35 ./Mint/Distrib_kit
-rw-r--r-- dpz 4420 Feb 20 09:29 ./Mint/Distrib_kit/Updates/0readme
-rw-r--r-- weiner 466012 Feb 20 09:29 ./Mint/Distrib_kit/Shareable/bgcc233.zoo
-rw-r--r-- weiner 65073 Feb 20 09:29 ./Mint/Distrib_kit/Shareable/bgrep.zoo
-rw-r--r-- weiner 44294 Feb 20 09:29 ./Mint/Distrib_kit/Shareable/bpatch.zoo
-rw-r--r-- weiner 385803 Feb 20 09:29 ./Mint/Distrib_kit/Shareable/btxtutl.zoo
-rw-r--r-- weiner 53429 Feb 20 09:29 ./Mint/Distrib_kit/Shareable/bbison.zoo
-rw-r--r-- weiner 2507 Feb 20 09:29 ./Mint/Distrib_kit/Shareable/0readme
-rw-r--r-- entropy 270064 Feb 20 02:32 ./Mint/mntolb28.zoo
-rw-r--r-- weiner 62531 Feb 20 09:39 ./ls-lR.Z
-rw-r--r-- weiner 198901 Feb 20 09:38 ./0index
-rw-r--r-- weiner 86099 Feb 20 09:38 ./0compind.Z
-rw-r--r-- 23421 4781 Feb 21 00:06 ./0new1
-rw-r--r-- 23421 3139 Feb 21 00:06 ./0new3
-rw-r--r-- 23421 2411 Feb 21 00:06 ./0new2
drwxrwxr-x root 6144 Feb 22 11:45 ./8bit
drwxrwxr-x weiner 8192 Feb 22 11:51 ./8bit/Zmag
-rw-rw-rw- lenn 10524 Feb 22 11:51 ./8bit/Zmag/z860304.arc
-rw-r----- lenn 34693 Feb 22 11:44 ./8bit/0index
drwxrwxr-x root 4096 Feb 22 23:50 ./Mint
-rw-r--r-- entropy 4940 Feb 22 23:45 ./Mint/mlib30d.zoo
-rw-r--r-- entropy 7808 Feb 22 14:12 ./Mint/mlib29d.zoo
-rw-r--r-- entropy 100002 Feb 22 23:50 ./Mint/mntinc30.zoo
-rw-r--r-- entropy 354051 Feb 22 23:50 ./Mint/mntlib30.zoo
drwxrwxr-x root 4096 Feb 23 01:00 ./Mint
drwxrwxr-x weiner 2048 Feb 25 19:32 ./8bit/Cc65
-rw-r----- lenn 22650 Feb 25 19:32 ./8bit/Cc65/cc65make.arc
-rw-r----- lenn 1873 Feb 25 19:32 ./8bit/Cc65/cc65make.text
-rw-r----- lenn 38717 Feb 25 19:32 ./8bit/Cc65/fp65.arc
-rw-r----- lenn 1087 Feb 25 19:32 ./8bit/Cc65/fp65.text
-rw-r----- lenn 26200 Feb 25 19:32 ./8bit/Cc65/xebank.arc
-rw-r----- lenn 1641 Feb 25 19:32 ./8bit/Cc65/xebank.text
-rw-rw-r-- weiner 12302 Feb 25 10:28 ./Games/0index
drwxr-xr-x root 4096 Feb 26 01:46 .
drwxrwxr-x root 10240 Feb 26 01:30 ./Games
-rw-r----- dpz 49451 Feb 25 03:58 ./Games/atom13ie.lzh
-rw-rw-r-- weiner 12377 Feb 26 01:32 ./Games/0index
drwxrwxr-x weiner 2048 Feb 26 21:37 ./Gnustuff/Tos/Patch
-rw-r--r-- entropy 109683 Feb 26 21:38 ./Gnustuff/Tos/Patch/patch12u8.zoo
-rw-r--r-- entropy 9982 Feb 26 21:41 ./Gnustuff/Tos/0index
drwxrwxr-x root 8192 Feb 26 01:40 ./Graphics
-rw-r----- dpz 37052 Feb 24 22:37 ./Graphics/spoflite.lzh
```

```
-rw-r--r-- entropy 9259 Feb 26 01:41 ./Graphics/0index
drwxrwxr-x root 4096 Feb 26 01:38 ./Music
-rw-r----- dpz 102717 Feb 24 09:38 ./Music/music.zoo
-rw-rw-r-- weiner 2759 Feb 26 01:39 ./Music/0index
drwxrwxr-x root 10240 Feb 26 22:17 ./Utilities
-rw-r----- lenn 240818 Feb 26 22:17 ./Utilities/neop302a.zoo
-rw-rw-r-- entropy 15850 Feb 26 22:28 ./Utilities/0index
drwxrwxr-x weiner 2048 Feb 26 01:34 ./Tt
-rw-r----- dpz 31744 Feb 17 21:30 ./Tt/elfback.lzh
-rw-rw-r-- entropy 838 Feb 26 01:35 ./Tt/0index
-rw-r--r-- dpz 70667 Feb 26 01:45 ./ls-lR.Z
drwxrwxr-x weiner 2048 Feb 26 01:28 ./Magazines/Aeo
-rw-r----- dpz 102144 Feb 21 13:47 ./Magazines/Aeo/aeo_0201.lzh
-rw-r----- dpz 93440 Feb 21 13:47 ./Magazines/Aeo/aeo_0202.lzh
-rw-r----- dpz 101376 Feb 21 13:48 ./Magazines/Aeo/aeo_0203.lzh
-rw-r----- dpz 81280 Feb 17 11:15 ./Magazines/Aeo/aeo_0204.lzh
drwxr-xr-x dpz 2048 Feb 26 01:30 ./Magazines/Znet
-rw-r----- dpz 38272 Feb 17 11:15 ./Magazines/Znet/znet9307.lzh
-rw-r--r-- dpz 171486 Feb 26 01:44 ./0index
-rw-r--r-- dpz 79629 Feb 26 01:44 ./0compind.Z
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3455. Re: FTPable GIF viewers?

Newsgroup: comp.sys.atari.st
Date: 1993-02-27 05:08:02 UTC
From: c172098@cs.UAlberta.CA
Message-ID: <c172098.730789682@assn114>
Source record: 209495

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>> How does it compare to GIFSHOW 1.2? It'll show most colours, and wil
>> me shrink a GIF so it can be saved into degas, spectrum, and a few other
>> it works in all resolutions, except it has memory limtations on really
>> big GIFs...

>I don't believe I've seen that one! I have Fast-GIF, View-GIF, DMJ-GIF,
>M-GIF, Photochrome, GIF2SPC, GIF2RAW!

>Out of the above, View-GIF, and Photochrome are the best!

Well I THINK GIFSHOW1.2 is available on the ataris.archive, it works in
all three resolutions, but I think it's shareware, and it's not especially
speedy at all. It'll show most colours, ie: 256:101, <-- 256 colours orginally
and it'll be showing 102 on screen.

|Donald Chow|c172098@cs.UAlberta.ca|c172098@cs.UAlberta.ca|

3456. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-27 06:41:21 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <1993Feb27.064121.4921@freenet.carleton.ca>
Source record: 209496

In a previous article, ggg@kepler.unh.edu (Gregory G Greene) says:

>'> snail@lsl.co.uk writes:
>'>The $150 cost of the card is addition to the cost of the PC (and you'll need
>'>a 486DX2 with a large IDE drive as well to get the performance you'll need.
>'>It'll come to a lot more than the Falcon.
>
> When did the Falcon become so powerful? A 486DX2 with large HD is
> suddenly necessary to equal the Falcon.
> Greg Greene
> ggg@kepler.unh.edu
>'>snail@lsl.co.uk
>
The Atari computers, even the old STfm's, are better overall in performance
(ie OS in ROM's, BUILT IN GUI:GEM) than a 386 PC.
A 30 MB hard drive on an ST will last a hell of a lot longer on an ST than
any PC (talking in terms of free space)
. And what else can you compare to a 68030, DMA, DSP equiped ATARI; a
386??? :)
--
----
^ ----- ^ ---- I Carleton Comp. Eng.
/_\ I /_\ I___> I !!!ATARI!!!
/ \ I / \ I \ I Fan

3457. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-27 07:19:06 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1mn4lalNN89m@golem.wcc.govt.nz>
Source record: 209497
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

>>What ???? ST-User, ST-Action, ST-Application, ST-Format, New Atari
>User ....
>
>I live in Norway and know more than you !!!!!!!!
>
>
>R.A.W

and what about ST-Review..........

and I live at the bottom of the world.......New Zealand...

but then again we get up before the rest of the world..:-)..

Roger.............. sheppard_r@kosmos.wcc.govt.nz

3458. Re: st ftp sites

Newsgroup: comp.sys.atari.st
Date: 1993-02-27 07:31:17 UTC
From: pmakital@vipunen.hut.fi
Message-ID: <1993Feb27.073117.13328@nntp.hut.fi>
Source record: 209498

In article <meason.3.730556969@giraffe.ru.ac.za> meason@giraffe.ru.ac.za (MR MARK EASON) writes:
>Hi there!
>
>Are there many ftp sites for the ST around?
>
>Please could someone e-mail a list of these sites?
>
>Much Appreciated.
>
>Mark
>(e-mail: meason@sunbird.ru.ac.za)

I would also very much like this information. Thanks

e-mail: pmakital@vipunen.hut.fi

--
==========
pmakital@vipunen.hut.fi Pertti M{kitalo
P: 90-515079

3459. Re: FTPable GIF viewers?

Newsgroup: comp.sys.atari.st
Date: 1993-02-27 10:15:50 UTC
From: c172098@cs.UAlberta.CA
Message-ID: <c172098.730808150@assn124>
Source record: 209499

>>> How does it compare to GIFSHOW 1.2? It'll show most colours, and wil
>>> me shrink a GIF so it can be saved into degas, spectrum, and a few other
>>> it works in all resolutions, except it has memory limtations on really
>>> big GIFs...

>>I don't believe I've seen that one! I have Fast-GIF, View-GIF, DMJ-GIF,
>>M-GIF, Photochrome, GIF2SPC, GIF2RAW!

Actually, I'm having trouble ftping photochrome from atari.archive.umich.edu
, when I d/l it from my account that I ftp'd it to, it un-lzhs to garbage, I've
tried 2 different UNlzhers, one says everything is fine the other says that the
lzh'd file has a bad header!!

Could some point me to a working copy? Or possibly mail me one?

P.S.: It was called pchrome3.lzh...

|Donald Chow|c172098@cs.UAlberta.ca|c172098@cs.UAlberta.ca|

3460. Re: I've got a SLM605 ... now what

Newsgroup: comp.sys.atari.st
Date: 1993-02-27 13:48:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A5484@K.maus.de>
Source record: 209500

b> So, is lazbrain incompatible with the TT? Are there special configs
b>I should be aware of? Is there something better than lazbrain (circa 89)
b>out there?

Yes, there is a brandnew laserbrain 1.4 around, TT and color compatible.
Besides, the Diablo emulator 1.4 does the job on TTs, too.

3461. Re: Help with old MFM drives

Newsgroup: comp.sys.atari.st
Date: 1993-02-27 13:52:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A5485@K.maus.de>
Source record: 209201

s>the original drive. Now the question, I have a spare Seagate 225 MFM drive
s>sitting on my kithen table, what would be needed (and what do I have to do)
s>to add this drive to my system? Can the Adaptec card handle 2 MFM drives?
s>I heard from ICD that the Tandon drives in the SH204's had a hardware bug
s>that caused them to respond on all luns when queried? would this complicate
s>the issue severly? Sorry if this is simple but I do not really no much
s>about MFM technology.

I have an Adaptec 4000 board here running two Seagates, the original 225 an a
251. The host adaptor ACSI->SCSI is the one with the bug, I replaced it with an
ICD Advantage. Works fine, the ICD software recognizes both drives and an
additional SCSI drive.

All you have to buy is

- an ICD SCSI adaptor with software (as AHDI doesn't support two drive MFM
setup)
- cables: the wider one has to be replaced with one that has two drive
connectors, and a second narrow one.
- a new case with powerful power supply (nice sentence :-( )

Plug all the stuff together, and it will work.

(Besides, MFM drives cannot have firmware bugs because they have no firmware.)

- Peter -

3462. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-02-27 16:16:57 UTC
From: scruggs@zeus.franklin.edu
Message-ID: <1993Feb27.161657.29315@zeus.franklin.edu>
Source record: 209202

In article <1993Feb27.064121.4921@freenet.carleton.ca> ac382@Freenet.carleton.ca (Jack Kitowicz) writes:
>
>In a previous article, ggg@kepler.unh.edu (Gregory G Greene) says:
>
>>'> snail@lsl.co.uk writes:
>>'>The $150 cost of the card is addition to the cost of the PC (and you'll need
>>'>a 486DX2 with a large IDE drive as well to get the performance you'll need.
>>'>It'll come to a lot more than the Falcon.
>>
>> When did the Falcon become so powerful? A 486DX2 with large HD is
>> suddenly necessary to equal the Falcon.
>> Greg Greene
>> ggg@kepler.unh.edu
>>'>snail@lsl.co.uk
>>
>The Atari computers, even the old STfm's, are better overall in performance
>(ie OS in ROM's, BUILT IN GUI:GEM) than a 386 PC.
>A 30 MB hard drive on an ST will last a hell of a lot longer on an ST than
>any PC (talking in terms of free space)
>. And what else can you compare to a 68030, DMA, DSP equiped ATARI; a
>386??? :)
My best friends 4Meg 33 Mhz 486sx With 40ms Hd Runs Windows 3.1 just slightly faster than an old 520STm with the old TOS (1.0 or 1.1) and no graphics acceleration (Warp9 etc)....

Dunno if the VGA is localbus or not tho...

--
||| ...Your future hasn't been written yet.
/ | \ No one's has. Your future is what
=Mysh+Krysa= you make it...
-Emmet L. Brown-

3463. Re: How Many Colours is true ColoUr?

Newsgroup: comp.sys.atari.st
Date: 1993-02-27 16:27:22 UTC
From: brianm@sco.com
Message-ID: <1993Feb27.162722.16654@sco.com>
Source record: 209203
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

First, a definition of "true-color". True-color is when the value
you put on the screen is not passed through a pallete to produce a color.

These are most likely 24 bit systems, of 8 bits red, green, and blue,
however they can also be 4 bits each of read, green blue. The key is a
lcak of a palette which changes the color.

hello@bnr.ca (Ken Orford) writes:
>snail@lsl.co.uk wrote:
>: In article <1loi51INNpm5@gap.caltech.edu>, andrey@cco.caltech.edu (Andre T. Yew)
writes:
>: > snail@lsl.co.uk writes:
>: >
>: >>24 bit = 16 million colours. Your eye cannot see that many colours.
>: >> 256,000 colours. Your eye cannot see that many colours.
>:
>My wife is taking a medical imaging course and her reading materials
>say that the number of grey levels a human eye can discern is between
>16 and 32, but never more, so I'd be very surprised at 256 color levels.

The key is discern? I a, more than able to discern 64 shades of grey
under the right circumstances. 256 shades of grey I have problems with
unless the conditions are really good.

Now comes the issue of color. There are seperate receptors in the eye
for color and black and white. Your wife should learn this. I have
no idea how the receptors work in regrads to figuring out colors.

Most times 24 bit color is more than enough, and even 16 bit color
(5 red 6 green 5 blue) is more than enough. There comes a problem
when the computer tries to actually emulate real life, with the varied
intensity levels of light.

With a large enough screen, if you tryed to get a bright green,
which would be the bright daylight scene, and then reproduce the
number of levels available in the shadow, you would fail.
Because the eye can change the amount of light coming in via the iris,
you need to be able to either track this change by brightening all the
colors at once or by having more colors available. The first
method isn't "true-color".

An answer for those who say that the eye can't see more than
X number of colors? This is probably true under a constant light
intensity, but not across all light sources, especially when
one scene has many light levels and requires great detail.

It's interesting that your wife was told this, and some other medical imaging specialists are crying for 16 bits RGB, so they can get the detail they need.

brian moffet
--
"Face it, Chuck. Taken as an aggregate, the human race is a stupid, sorry lot."
-- Jonathan Quist

brianm@sco.com or uunet!sco!brianm Speaking for Myself

3464. Re: Running Nethack 3.1 in 1 MB - bad news

Newsgroup: comp.sys.atari.st
Date: 1993-02-27 17:01:15 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Feb27.170115.5336@prime.mdata.fi>
Source record: 209204

```
In article <H.ea.ruw0yaSKbYc@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <1993Feb18.141845.29609@informatik.uni-bremen.de>, Christoph Koerner writes:
>> I'm afraid I've got some bad news for all those who hoped that by not
>> compiling in certain features of the game the size of the binary would
>> be sufficiently reduced so as to make it run on a 1 MB machine.
>>
>> We found that by leaving out what was thought to be the most
>> code-consuming option - MULDGN (Multi-branch dungeons) - the resulting
>> binary comes out only 10 K shorter than before. This means there are
>> still about 90 K to be saved.
>
>This isn't necessarily such a bad thing... After all, the Multi-Dungeon
>bits and the new vision system are essentially the only "new" things in
>NetHack 3.1; the multi-dungeon addition is a great thing, since it adds
>extra quests for each character class.

Talking about character classes, is anybody else experiencing the same
problem as I, that is, whenever I try to choose samurai as my
character class, the game will exit to desktop along with 2 bombs.
This happens when I press space after the initial texts telling "Go
bravely with Amaterasu Omikami".

BTW, any news on when the next patchlevel is going to be ready?

>
>--
>------------------==========================================------------------
>Chris Herborth
>cherborth@semprini.tdkcs.waterloo.on.ca

--
------------------------------------------------------------------------
| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |
------------------------------------------------------------------------
```

3465. Re: Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-02-27 17:56:21 UTC
From: se15@claudius.nextlab.cs.qub.ac.uk
Message-ID: <1993Feb27.175621.24473@ousrvr.oulu.fi>
Source record: 209205

In article <1mmkhcINNcdc@usenet.INS.CWRU.Edu> cx821@cleveland.Freenet.Edu (Christopher M. Millar) writes:

> The Jaguar _is_ powered by a 64 bit RISC microprocessor. You
> must realize that RISC chips are way more inexpensive than CISC
> chips......BTW, Bob Brodie confirmed all of this recently.

Isn't it powered by the motorola 88k? I think I heard this 18 months ago!

3466. SHIP.PRG on the FALCON

Newsgroup: comp.sys.atari.st
Date: 1993-02-27 18:01:41 UTC
From: se15@claudius.nextlab.cs.qub.ac.uk
Message-ID: <1993Feb27.180141.25109@ousrvr.oulu.fi>
Source record: 209206

Hi.

It mentions in the Falcon user manual that a program called SHIP.PRG
should be used to park the hard drive when transporting the Falcon.

I've looked everywhere but couldn't find it.

Any of the other falcon heads know know about this program?

Algorythm of Digital Destiny

3467. DEMO CREW LOOKING FOR FALCON CONTACTS!

Newsgroup: comp.sys.atari.st
Date: 1993-02-27 18:16:45 UTC
From: se15@claudius.nextlab.cs.qub.ac.uk
Message-ID: <1993Feb27.181645.26784@ousrvr.oulu.fi>
Source record: 209207

Our demo crew have recently got our falcons and we're feeling a bit
isolated!

Please email us at

Algorythm: se15@valens.nextlab.cs.qub.ac.uk
Infinity: se16@valens.nextlab.cs.qub.ac.uk

or you can write to our contacts man (who also has a falcon) at:

Dodge of Digital Destiny,
5 Newry Rd.
Warrenpoint,
Co. Down,
BT34 3LA,
N. Ireland.

Algorhythm of Digital Destiny

3468. FALCON: JPEG, MPEG. GIF, et al?

Newsgroup: comp.sys.atari.st
Date: 1993-02-27 18:22:15 UTC
From: se15@claudius.nextlab.cs.qub.ac.uk
Message-ID: <1993Feb27.182215.27257@ousrvr.oulu.fi>
Source record: 209208

Anyone working on converters, viewers, sound players, video players
for these standard formats? I think one of the first things us Falc
coders ought to do is get these formats up'n'runnin..

Algorhythm of Digital Destiny

3469. What about comp.sys.atari.falcon???

Newsgroup: comp.sys.atari.st
Date: 1993-02-27 18:25:42 UTC
From: se15@claudius.nextlab.cs.qub.ac.uk
Message-ID: <1993Feb27.182542.27598@ousrvr.oulu.fi>
Source record: 209209

Judgung by the falcon traffic in this group and the fact that the machines are starting to become available in larger quantities isn't it about time a dedicated group was set up?

Maybe you think keeping it in comp.sys.atari.st is good for publicity?

Anyone?

Algorhythm of Digital Destiny

3470. Re: Video bus/graphics op speed (was A1200/4000 v. Falcon 0

Newsgroup: comp.sys.atari.st
Date: 1993-02-27 18:56:28 UTC
From: TomK@cup.portal.com
Message-ID: <76577@cup.portal.com>
Source record: 209210
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

> 832*600, 640*1440 without additional hardware... I guess we should
>ask ATARI first before saying 'seen on a Falcon here in Germany!'

On the other hand, when flying into the Frankfurt airport, there is a large building With "Atari" painted on the roof that is visible as you make yoor final approach. I assumed this was Atari's international headquarters <g>.

Commodore has ads inside the airport, but they didn't go to the trouble of painting roofs.

TomK@cup.portal.com
Tom Krotchko

3471. Re: SHIP.PRG on the FALCON

Newsgroup: comp.sys.atari.st
Date: 1993-02-27 21:47:02 UTC
From: dud@stein.u.washington.edu
Message-ID: <1mongmINNal2@shelley.u.washington.edu>
Source record: 209211

se15@claudius.nextlab.cs.qub.ac.uk (Algorhythm) writes:

>Hi.

>It mentions in the Falcon user manual that a program called SHIP.PRG
>should be used to park the hard drive when transporting the Falcon.

>I've looked everywhere but couldn't find it.

>Any of the other falcon heads know know about this program?

>Algorythm of Digital Destiny

WHAT!? The Falcon's HD isn't auto parking? That's hard to believe...

3472. Re: NEODESK v3.03A now available at the archives

Newsgroup: comp.sys.atari.st
Date: 1993-02-28 02:00:23 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Feb27.220023.11555@ac.dal.ca>
Source record: 209212

In article <C346Fu.7A5@mailer.cc.fsu.edu>, boyd@gauss (Mickey Boyd) writes:
> In article <1mmorbINNcqm@charnel.ecst.csuchico.edu> you wrote:
>>
>> The patch to convert Neodesk v3.02 to Neodesk v3.03A is now available in the
>> atari archives at UMICH. It's filed under Utilities. This is the U.S.A.
>> version only. The listed name is NEOP302A.ZOO. Remember, you must first
>> have converted to v3.02 before you can use this patch. If I remember rightly
>> the patch from 3.01 to 3.02 is also at the archives.
>
> I downloaded this guy, and began to apply it to my Neodesk master disks.
> Unfortunetely (for me), it does the following:
>
> Asks for the master disk
> Reads some files
> Asks for the Extras disk
> writes some files
> asks for the master disk, does nothing when "OK" is clicked or return pressed
>
> In this last stage, it does not access the drive at all. I do not have the
> media change problem with my drive, so that is not it. I reejected and
> inserted the disk several times, with no luck. I also tried running the
> program with various auto folder configurations. My setup is a Mega2st,
> TOS 1.02.
>
> Has anyone gotten it to work (from the copy on atari.archive)?
>
> --
> **
> * Mickey Boyd *
> * Systems Administrator *
> * Florida State University Mathematics Department *
> * email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
> **

I got it from a.a. today and it worked fine on my MSTE (TOS 2.05). I ran
it on the master disk I had patched from 3.01 to 3.02.

While I'm posting, has anyone else noticed a conflict between NeoDesk 3.x
and MultiDesk Deluxe?; at least on a Mega (Tos 1.02) I get many bombs
whenever I try to use desktop icons (on the NeoDesk desktop) or access an
accessory, when MultiDesk Deluxe is loaded. Of course, I realize there
could be some other unfortunate interaction going on between various Auto
folder progs, and accessories.

John

3473. Re: Help with old MFM drives

Newsgroup: comp.sys.atari.st
Date: 1993-02-28 03:55:13 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb28.035513.12978@mnemosyne.cs.du.edu>
Source record: 209213
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>> I heard from ICD that the Tandon drives in the SH204's had a hardware
>> bug that caused them to respond on all luns when queried?

>Never heard about such a bug, and there probably is no such bug, because
>quite a few people have done what you intend to do. You will special
>disk driver software, though, that supports the second drive. AHDI
>won't do that.

"I never heard of it so it can't be so." What an enlightened attitude.

In fact there is such a bug in some early SH204 units. I have one. As
far as I've heard, it only affects SH204s which have a Tandon mechanism
inside, but it could affect others, I'm not sure. My original SH204 would
respond to any LUN number (0 - 7) on its controller, and that prevented
ever adding a second mechanism, even though the Adaptec 4000 can handle
two. I eventually just punted the Adaptec and the Tandon, and added an
ST1096 SCSI drive in their place.

--
==
- Ian Lepore | If you hold a unix shell up to your ear and listen very
ianl@bix.com | carefully, you can hear the C.
==

3474. Re: Please Post Z*Net

Newsgroup: comp.sys.atari.st
Date: 1993-02-28 10:10:24 UTC
From: jonc@status.gen.nz
Message-ID: <1FFoZB1w165w@status.gen.nz>
Source record: 209219

eec@dcs.warwick.ac.uk (Eric Clack) writes:

> In article <1993Feb25.111056.11174@iscsvax.uni.edu> sinclair2246@iscsvax.uni.
> > I am looking for users to post Z-Net here. I do not have access to it...
>
> Yep - same for me. I was on the mailing list, but that seems to
> have stopped for some reason. Can anyone tell me why ? Atari.archive doesn't
> even seem to have the most recent version either.

Each issue of Z*NET Atari International is posted to the NET on Monday
morning USA time (or Tuesday for us in the southern parts of this place
we call Terra) in the news group "alt.ZNET.PC" .

We do NOT offer a mailing list as here in NZ we hace to pay for all
email and after a three month bill of over $2200 for the mail server
here we removed it.

WHY? well as you all know Z*NET is a labour of love and I personally
have to pay all the bills. As I am a general site in the NZ domain
(non-commercial site) and have no sponcership for the mail we created
the alt.znet newsgroups.

This was after a RFD to create comp.sys.atari.znet where YOU chaps
(not all of you but a vocal few) decided this was not a good idea.
So we went to the alt groups instead.

The alt.znet groups are in global distrubution. Some sites do not
carry the alt.groups and this is a problem for a few of you, I am
sorry there is nothing I can do about this bar.....

Allan here at dogbowl.acme.gen.nz has asked about a CFD for
comp.sys.atari.znet again to allow ALL sites to receive the weekly
postings.

If Alan wants to go ahead and re-kindle the CFD I am happy to place
all the magazines in here for the world.

However you will have to support the CFD and get the "100" votes etc.

But until this happens please feel free to read alt.znet.pc each week
until they arrive in the comp.groups.

Kind regards

Jon Clarke
Z*NET Pacific - The Z*NET International Global News Gateway

I had a .sig once

3475. Falcon desktops

Newsgroup: comp.sys.atari.st
Date: 1993-02-28 16:03:01 UTC
From: selbyr@meena.cc.uregina.ca
Message-ID: <28FEB93.16030134@meena.cc.uregina.ca>
Source record: 209214

Would someone with a Falcon please upload some pictures of the various Falcon desktop modes/resolutions to a ftp site. I'm interested in seeing what the Falcon vga desktop looks like. Thanks very much.

3476. Re: Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-02-28 17:59:26 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.Ye3NtWpbG4E@fredrik.atari.no>
Source record: 209229

In <1993Feb27.175621.24473@ousrvr.oulu.fi>, Algorhythm writes:
>In article <1mmkhcINNcdc@usenet.INS.CWRU.Edu> cx821@cleveland.Freenet.Edu
>(Christopher M. Millar) writes:
>>
>> The Jaguar _is_ powered by a 64 bit RISC microprocessor. You
>> must realize that RISC chips are way more inexpensive than CISC
>> chips......BTW, Bob Brodie confirmed all of this recently.
>
>Isn't it powered by the motorola 88k? I think I heard this 18 months ago!

The Jaguar have a custom designed 64 bit CPU frome what I can read out of all
the information I've heard from several sources. This chip is designed by
Atari in cooperation with Motorola who probably are going to produce it.
One of the chips in the Falcon was also a Atari/Moto design (think it was
the dma 8 channel sound chip).

My guess is that some of the kernel of this new CPU is taken partly from
88K development and partly from the DSP96000 development. If this is true
we may be looking at a VR cabable game-console for < 200$ (though it probably
will need som kind of upgrade-kit to REALY handle VR, like CD-rom, special
gamecontrol devices and 3D displays).......

And NO, I'm NOT going to buy it!!! Then I suerly would becom a gamaholic!!!

Disclaimer: I realy do not have any REAL inside information on this subject,
I only make assumption on what the most reliable sources have
come up with, and i feel no responsibility, wether what I have
written here is correct or not:-)

/////(Lurer paa om det var daarlig engelsk eller:^)/////

--

____
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \

3477. *** TADS 2 for Atari ST/TT/Falcon now available ***

Newsgroup: comp.sys.atari.st
Date: 1993-02-28 18:43:13 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1mr141INNrti@life.ai.mit.edu>
Source record: 209223
Cross-posted to: rec.games.int-fiction,rec.arts.int-fiction,comp.sys.atari.st

I've posted a preliminary beta release of TADS 2 for Atari computers on ftp.gmd.de in if-archive/programming/tads under atari.tads2exe.arc. For those who don't know, TADS is an object-oriented programming language designed just for writing Infocom-style text adventures.

Please note that this is NOT an official High Energy release. While it is based on the latest (2.0.13) released TADS sources, it still has some bugs introduced by the porting. Since I'm doing this entirely for free, I would appreciate help from those who are interested in playing or writing TADS games on their Ataris: please download it and let me know of any bugs you find. The more help I get, the faster this will be made into an official High Energy product.

Please DON'T bug High Energy about problems specific to the Atari version. The only person who's going to fix anything in the Atari version (for the near term, at least) is me. So bug me. :)

Exciting features new to this port:

- TADS 2 features! Virtual memory, C-like syntax, 100% binary portable .GAM files, and more!

- All new screen handling code. Now uses VT52, so it's much faster and responds properly to screen accelerators like Warp 9. Should me more friendly in multitasking environments like MiNT (though I have not tested it under MiNT and would like to hear if it works). Should work with all versions of TOS and all CPU types. (Falcon owners, please give it a whirl and let me know how fast it is!)

- Compiled with GCC 2.3.1, so it's probably faster in some places than the previous port (which was built with Mark Williams C).

Finally, I have made portable versions of the Unnkulian Unventures that you can try out with your new TADS! FTP to ftp.gmd.de and look in if-archive/games/adventions/others. You will need to uncompress and untar the files on a Unix box if you don't have the GNU versions of those programs running on your Atari. (The Index in that directory tells you how to do this if you don't know.)

Happy adventuring!

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab

ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

3478. Re: STe memory question

Newsgroup: comp.sys.atari.st
Date: 1993-02-28 18:46:59 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mr1b3INNnmr@golem.wcc.govt.nz>
Source record: 209224

> Since you've already got the memory , dont bother with a 1040 and just
> get a 520STe. They're the same machine plus/minus 2 sims...

It's pretty rare to find a 520 these days, Atari are only releasing the
1040 models, as 1/2meg is almost obsolete with SS drives!

3479. Re: NEODESK v3.03A now available at the archives

Newsgroup: comp.sys.atari.st
Date: 1993-02-28 18:52:43 UTC
From: boyd@gauss
Message-ID: <C369rv.DCx@mailer.cc.fsu.edu>
Source record: 209231

Kevin J. Klasmeier (klasmekj@ucunix.san.uc.edu) wrote:

> I just did.
> I had the same problem (and I am using the same setup (well w/ 4 megs).
> Just hit cancel and it will continue like normal. Don't worry about it.

Thanks, that fixed it (actually, I hit "skip", but I presume that is what you meant). I am using 3.03 right now, and it is nice. Warp 9 does speed things up (I have Neodesk in VDI mode). You also mentioned some problems with autobooting. I have had none, but I am not using a ram disk either. Also, I have Fatspeed running before the cookie jar program (jar10). Could this cause me a problem in the future?

BTW, I cleverly managed to forget that each resolution has its own icons, so I ended up losing the ones I made up for medium and low res (not very many, fortunately). Don't do the same!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3480. What height is the Falcon HD?

Newsgroup: comp.sys.atari.st
Date: 1993-02-28 18:53:47 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1mr1nrINNk35@tortoise.cis.ohio-state.edu>
Source record: 209215

I've seen a few prices for 2.5" IDE drives, and was wondering what height the Falcon IDE drive had to be. (Will any 2.5" IDE drive work, or does it have to be Half Height (or less)?)

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

3481. Re: I couldn't get SPOFLITE.LZH to download properly

Newsgroup: comp.sys.atari.st
Date: 1993-02-28 22:44:15 UTC
From: bhawker@oneb.almanac.bc.ca
Message-ID: <gcePZB1w164w@oneb.almanac.bc.ca>
Source record: 209216

smiller@farad.elee.calpoly.edu (Steve Miller) writes:

> The subject says it all. Has anyone else had this problem for mthe archive
> at UMICH?
>
> I am interested in the gif viewer to see how it compares to my DECstation
> at school.
>
> BTW who cares about colors and whose computer is better? Maybe we should
> form a new group comp.sys.atari.st.flamers .
>
> just my thoughts
>
> *steve miller
> *electronics engineering dept.
> *cal poly slo

I downloaded it from a.a last nite with no problems whatsoever. It came in two parts. BTW, I've played with it just a bit and so far so good! I am interested in a/b'ing it to the output derived by using gif2raw to convert the files to .raw format, then viewing in Photochrome. I've converted most of my gifs this way so far, because I've found the resulting pictures to be superior to just about anything I've seen thus far.

Anyhoo... try it again under Graphics/spoflite.lzh and you should be able to receive it. Good luck!

bhawker@oneb.almanac.bc.ca (Bruce Hawker)
The Old Frog's Almanac (Home of The Almanac UNIX Users Group)
(604) 245-3205 (v32) <Public Access UseNet> (604) 245-4366 (2400x4)
Vancouver Island, British Columbia Waffle XENIX 1.64

3482. Problem installing Neodesk 3.03 patch

Newsgroup: comp.sys.atari.st
Date: 1993-02-28 22:57:23 UTC
From: bhawker@oneb.almanac.bc.ca
Message-ID: <cyePZB2w164w@oneb.almanac.bc.ca>
Source record: 209217

I have downloaded neop302.zoo from a.a last night. It came in parts aa to ah. After uudecoding it and unzooing it, I am left with the following files:

mac_conv.prg
patch_cn.prg
read_me.txt
patch_cn.dat
mac_conv.rsc
patch303.prg
secret.txt

When trying to perform the patch on my original neodesk3.02 disks, I just get a dialog box stating "can't open data!". The read me file mentions something about "copy the eight 'data' files to the same directory" as the patch303.prg. Obviously I'm missing some data files here. Either I didn't receive all the parts from a.a., or something else is amiss. What did you others who have successfully used the patch have for files and for uudecoded parts sent from a.a?

Thanks for your help...

bhawker@oneb.almanac.bc.ca (Bruce Hawker)
The Old Frog's Almanac (Home of The Almanac UNIX Users Group)
(604) 245-3205 (v32) <Public Access UseNet> (604) 245-4366 (2400x4)
Vancouver Island, British Columbia Waffle XENIX 1.64

3483. Wanted: 2400-up modem for atari st

Newsgroup: comp.sys.atari.st
Date: 1993-02-28 23:48:37 UTC
From: schlepp@cats.ucsc.edu
Message-ID: <1mrj0lINN62c@darkstar.UCSC.EDU>
Source record: 209227

I was wondering if anyone knows of a store where I could purchase a modem for an atari st, for pretty cheap? Preferably in the San Francisco/Monterey bay area.
Or does anyone have one they want to sell? Or does anyone have a phone number for a good mail order service that sells modems?

Thanks, all replys to
schlepp@am.ucsc.edu

3484. Selling it all!

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 01:24:52 UTC
From: Brian.Lane@f1632.n203.z1.fidonet.org
Message-ID: <731072696.AA01019@royaljok.fidonet.org>
Source record: 209218

I am selling my system. No fooling this time! I have to come up with some
money, so it has to go.

90 megabyte harddrive, ICD AdSCSI Plus adapter(with clock), case and
powersupply - Includes lots of software and my BBS on it $350.
Also includes Calamus 1.09N and a whole schmere of fonts and
clipart. Also has DT Paint, an excellent monochrome touchup/drawing
program.

Atari 520STe 1meg computer with TOS 2.05 installed - only a year old.
Only $300. Includes Sound off! sound digitizer cartridge.

Atari 1040 ST with a custom extended keyboard and 2 megs of RAM, has a
ASTRA 4 meg ram board, just needs 2 more megs of chips $200

Atari SM 124 monochrome monitor - $75
Atari SC1224 Color monitor works great - JVC version $250
Atari SC1224 Color monitor - no RED - $50
I have a bunch of misc. software that comes as a PACKAGE, $200 for all
GFA-Draft plus 2 Cyber Paint
CAD 3d, related programs(cyber studio) Bards Tale
Barbarian(excellent game!) Middle Earth
Elite Jet
Thunder(spell checker) EZ-Calc
Mark Williams C v3.0.6 with c source debugger
Brataccas Phantasie II Advsys from Antic
Tempus Sundog DB Master one,
Gunship ///Turbo board Lattice C v3.03.01
MT-C shell
Micro C tools Dollars and $ense ST-Talk
Connect v1.0 Flash v1.6 Word Up v1.3

I also have some hardware - a dead 520ST w/1meg,
parts of SS/DS floppys, an extra mouse. Abacus ref. books.
an extra ICD SCSI interface card. All included with the software.

If you want it all, give me a call and we'll see what we can work out.
There is also the possibility of personal delivery - depending on where you
live. Otherwise you pay shipping charges.

Brian Lane Ashford, WA 206-569-2911(voice)

3485. Re: Problem installing Neodesk 3.03 patch

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 01:27:21 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Feb28.212721.11581@ac.dal.ca>
Source record: 209230

In article <cyePZB2w164w@oneb.almanac.bc.ca>, bhawker@oneb.almanac.bc.ca writes:
> I have downloaded neop302.zoo from a.a last night. It came in parts
> aa to ah. After uudecoding it and unzooing it, I am left with the
> following files:
>
> mac_conv.prg
> patch_cn.prg
> read_me.txt
> patch_cn.dat
> mac_conv.rsc
> patch303.prg
> secret.txt
>
> When trying to perform the patch on my original neodesk3.02 disks, I
> just get a dialog box stating "can't open data!". The read me file
> mentions something about "copy the eight 'data' files to the same
> directory" as the patch303.prg. Obviously I'm missing some data files
> here. Either I didn't receive all the parts from a.a., or something
> else is amiss. What did you others who have successfully used the
> patch have for files and for uudecoded parts sent from a.a?
>
> Thanks for your help...
>
> bhawker@oneb.almanac.bc.ca (Bruce Hawker)
> The Old Frog's Almanac (Home of The Almanac UNIX Users Group)
> (604) 245-3205 (v32) <Public Access UseNet> (604) 245-4366 (2400x4)
> Vancouver Island, British Columbia Waffle XENIX 1.64

I ftp'd the patch, so didn't have to deal with a uuencoded file. The neop302a.zoo archive should contain a bunch (perhaps 6 or 8, I don't recall exactly) of files called data1, data2, ... Obviously these were somehow missing from your archive. Perhaps you should try getting it again?

John

3486. Re: Computer Show

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 02:15:42 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.3jqRVGEDcbI@semprini.tdkcs.waterloo.on.ca>
Source record: 209357

In <1mdketINNjg7@poppy.csv.warwick.ac.uk>, Mr P M Donovan writes:
[...]
> I would not believe all that they told you - after all, they are not from
> Atari, they are only developers, so they would not be up to date on things
> like the case design etc. I asked one if the case shown was the final design,
> and he said it was, but then half an hour later, an Atari guy said that it
> would be changed eventually. He also said that the Falcon030 was the first in
> a long line of Falcon machines, and they intended to keep them at the
> cutting-edge of technology.

First in a long line of machines? Sheesh, they can't even get this one
out in a timely manner. And they're already about three years behind
the "cutting-edge" of technology.

> I got the impression from talking to various people that the Falcon040 would
> be 'announced' before August this year, possibly at Cebit.

That would be incredible; I'll believe it when I see it though. Maybe
there's hope of getting a decently fast computer out of Atari in less
than two years.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

3487. Re: Falcon compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 02:20:12 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.VB3l2QX&5yE@semprini.tdkcs.waterloo.on.ca>
Source record: 209358

In <C2v4Jt.4Kw@cck.coventry.ac.uk>, Guido writes:
> In article <C2LH13.JzC@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham)
writes:
> >
> >The ratio IS that bad for running games software. It just isn't happening.
> >MultiTOS will stop VIRTUALLY ALL games from running on the Falcon (they all
> >violate memory protection). Even without MultiTOS, the games in general will not
> >work. Speedball2, lemmings, Gods, Rainbow Islands, non of them work.
> >
>
> A a jolly good thing too. Why don't you games players piss orf and
> let us enjoy the ATARI range in peace?

Not a good thing. The computer was crippled in the name of STe
compatibility; if that compatibility isn't there, it will suffer for no
reason.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

3488. Re: NEODESK v3.03A now available at the archives

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 02:48:50 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Feb28.214850.16009@bsu-ucs>
Source record: 209233

> have Fatspeed running before the cookie jar program (jar10). Could this cause

I've seen it on a.a.u.e, but don't know what it's supposed to be -- What is the "COOKIE JAR" program?

-Matt

3489. Lump-packet v2.01

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 03:00:44 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mru8sINNb7@golem.wcc.govt.nz>
Source record: 209225

Does anyone know how the Lump-packer works. I have the depack
routine, and have set it all up, except it says, change the size
to that of the file. Which file!? I've tried changing the numbers
but I either get 'data too large' or 'garbage characters'.

The code looks like this:/ (68000 assembler)

```
> TEXT
> Begin
> BRA L0004
> L0000 DC.B 'lumpfile.lmp',0,0,0,0,0,0,0
> L0001 DS.W 1
> L0002 DC.B 'filename.prg',0
> L0003 DC.B $1B,$45,$1B,$66,$1B,$77
> DC.B 'Enter welcome',13,10
> DC.B 'message',13,10
> DC.B 0
> EVEN
```

That is just the first routine. I would presume I change something
in there. The doc file says:/

```
> When using Chunk/Lump source, you will
> need to change a few bits.
>
> First change the lump name (if you are
> using one).
>
> Then change the program name which you
> want to load.
>
> Then change space reserve size to chunk
> size.
```

the last one is what I have problems with. This sounds like quite a
useful little program, as it means I can put all of my hundreds-of-files
programs, into a single file, which should work quicker!
(Due to not needing to access the floppy).

The file in question, is described as 28A66 bytes long. (166502 bytes)

Thanks in advance....

3490. Re: What height is the Falcon HD?

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 05:20:26 UTC
From: ekrimen@wet.UUCP
Message-ID: <5401@wet.UUCP>
Source record: 209362

In article <1mr1nrINNk35@tortoise.cis.ohio-state.edu> tbrown@cis.ohio-state.edu (ted croft brown) writes:
>I've seen a few prices for 2.5" IDE drives, and was wondering what height
>the Falcon IDE drive had to be. (Will any 2.5" IDE drive work, or does it
>have to be Half Height (or less)?)

Any 2.5" IDE drive will do. They only come in one size.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ AEO.5 (GEnie)

3491. DataBase

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 05:53:21 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <C374Cx.GAv@mach1.wlu.ca>
Source record: 209237

I have been looking for a Data Base for quite some time now with no luck. What i am looking for is one where you create the fields and they will be listed in a form like:

```
Name------- Age DogsName--- Job------- Height- Weight- 50mDashTime---
Jo Baba 23 Rufus Hogbloger 5'2" 123lbs :30
Kim Mitch 97 Guit Bum 6'5" 347lbs 1:04
Cal Run 21 Bill Lawyer 3'2" 39lbs :09
Min Bo 29 Kat TV Dinner 0'1.5" 1.5lbs 1:20:3
```

Everything I have every found produces nice little cards that are of no use to me. I need a list like the above for it to be useful. *None of the databases on a.a have anything CLOSE to what i'm looking for*

Can anyone help me? PD/Shareware prefered but if i have to pay for it i certainly will

Keith

4

3492. Re: ST games on a TT

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 06:47:02 UTC
From: pelletier@Nyongwa.CAM.ORG
Message-ID: <C376uG.A0z@Nyongwa.CAM.ORG>
Source record: 209370

Because TOS 3.06 boots the TT directly in TT-medium rez, there are problems with games like Dungeon Master (which of course run in ST-low). I have to do it in two steps: (okay, three steps!)

1. Get the machine to boot from floppy; (necessitates perfect timing with that "Alt" key!) Two smaller copies of the FTL logo will appear at the top of the screen.

2. then, do a Ctrl-Alt-Del (if the TT booted from the floppy once, my experience is that it will warm boot from the floppy again 90% of the time).

3. then, (with perfect timing!) hit "Alt 1" just after the Atari logo pops up. This will switch you to ST low rez. The FTL logo should now appear, in beautiful ST low rez; you are set to play.

I never had to do this much grovelling under TOS 3.05; all I had to do then was to stick the DM disk in drive A and reboot.

I there something like DC Bootit! that would work under TOS 3.06?

--

Yves Pelletier

3493. Re: PASCAL-->C

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 06:54:05 UTC
From: marc@targon.UUCP
Message-ID: <2937@targon.UUCP>
Source record: 209220
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1mmktkINN77k@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>Could someone tell me where I could locate the PASCAL to C source
>code conversion utility!? (Or better still, UUencode it and Email
>it to me, or through c.b.a.st!)
>
>Thanks in advance....
>STeve Wells

You can get it from cs.ruu.nl (in the UNIX directory). It is in
source form only, so you'll have to port it (but it's not too
difficult I remember).

Marc

3494. Cubase 3.01 runs on Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 07:20:28 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1msdfsINN8ja@elroy.jpl.nasa.gov>
Source record: 209232

Well, I just got hold of Cubase this weekend, been spending a little bit of time with it. It seemed to run just fine on 640x480x16 color mode, tho all it does is use the black and white colors. Haven't done any really intense work with it yet (there's a huge amount of manual to read there, y'know!) Btw, this was on TOS 4.01 in ROM. I haven't tried the RAM-loaded 4.02 yet.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

3495. Re: Help with old MFM drives

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 08:28:18 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C37BJ7.8x@hpbbrd.bbn.hp.com>
Source record: 209221
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ian Lepore (ilepore@nyx.cs.du.edu) wrote:
> >Never heard about such a bug, and there probably is no such bug, because
> >quite a few people have done what you intend to do. You will special
> >disk driver software, though, that supports the second drive. AHDI
> >won't do that.
>
> "I never heard of it so it can't be so." What an enlightened attitude.

Ian, please read more carefully. I wrote that there probably is no such bug because I know that there are people who use two MFM drives inside a SH204, not because I never heard about any problems (though this alone would also be quite a good indicator, since I can count on the accumulated feedback from more than 10000 readers of my book).

> In fact there is such a bug in some early SH204 units.

There is a bug in the SH204 host adapter PAL, that's right. Its effect is that the controller never seems to report an error to anything you send to it, i.e. the status byte will always be zero. (Actually, the controller does send all the correct status byte, but they are lost on the way.) If you try to detect the presence of a second drive just from evaluating the status byte response to a read command, you're out of luck, and that's probably why ICD says it can't be done. If you have additional error checks in your driver, everything will work fine.

> My original SH204 would
> respond to any LUN number (0 - 7) on its controller, and that prevented
> ever adding a second mechanism, even though the Adaptec 4000 can handle
> two.

This sounds exactly like the problem described above, and it can be solved by additional checks in the driver software.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

3496. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 09:59:07 UTC
From: hanscs@dhhalden.no
Message-ID: <hanscs.113.730979947@dhhalden.no>
Source record: 209222
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1mku4jINNgm4@bnsgd245.bnr.co.uk> pm@nnsgs88.lon40.nt.com (Peter Mitchell) writes:
>From: pm@nnsgs88.lon40.nt.com (Peter Mitchell)
>Subject: Re: A1200/4000 v. Falcon 030 FAQ
>Date: 26 Feb 1993 11:15:31 GMT

Amiga World
Amiga Shopper
Amiga Format
Amiga Power
Amiga User International
Amiga Computing
CU Amiga
Amiga Action
Amiga Mart
The One

>Peter Mitchell - Senior Design Engineer. |
>Dept.92941, TXE Engineering, | A very angry Amiga Owner who has
>NT Europe LTD. | The Misfortune To Possess A
>peter.mitchell@lon40.nt.com | D.O.A A4000 :-(
Hans C. Sander Not only is there no God, but try getting
hanscs@sofus.dhhalden.no a plumber on sundays.

3497. Re: ST games on a TT

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 10:13:58 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Mar1.101358.4685@dcs.warwick.ac.uk>
Source record: 209352

In article <C320Bn.Mzp@dcs.ed.ac.uk> jdmt@dcs.ed.ac.uk (Joe Tapply) writes:
that I
>have managed to run - this is _not_ a complete list of all TT-compatible games,but
>it is at least a start!
>
> Microprose Grand Prix - also good at 32MHz!

This must be absolutely incredibly fabulous on a TT! I've played it on a
friend's ST and it was the most realistic driving simulation I have seen
anywhere, but it was just too slow, so I didn't buy it.
Has anybody got this game working on a Falcon (I heard it was incompatable,
but then I heard it was incompatable with the TT too)?

> Drive Harder Domark - faster than the arcade!

Ditto, but not quite as much.

> I anyone is interested in the sources for running bootsectors from the
>desktop and for moving the MMU tables,just mail me.If enough people hassle me I
>might just post them.

Somebody with a Falcon get hold of these please and try some games.

- Leo

3498. Re: 800x600 is really true! (was Re: Video bus...)

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 10:25:50 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Mar1.102550.5069@dcs.warwick.ac.uk>
Source record: 209353
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Feb26.105536.22785@Informatik.TU-Muenchen.DE>
eberl@Informatik.TU-Muenchen.DE (Michael Eberl) writes:
>Fact is: The Videohardware of the Falcon is FREELY PROGRAMMABLE. So you can
>switch to a resolution of 4000x2000 if your monitor would be capable of a 10Hz
>framerate. The more pixels you see the slower the screen refresh will be. Sounds
>logical, doesn't it? So at standard the Falcon runs at 25MHz Pixeltakt which is
>the basis of all calculations. This results in the standard VGA-resolution
>640x480 at 31,xx kHz hor. and 60 Hz ver. frequency. So far the standards.
>
>Now there is a way to switch the internal pixelclock from 25MHz to approx. 32MHz.
>This results in higher frequencies if you don't change the resolution. This is
>exactly what Super78 does. If you don't want to have higher frequencies you can
>increase the screen resolution. For example 800x600 without external hardware. We
>have not done that with 256colors yet, but this should be possible too. The cause
>for this is that we concentrated on the 16color mode. Well we had to start
>SOMEWHERE!
>
>With external hardware we have done 1024x768 at 83Hz
>interlaced (also 16 colors). Interlaced does not flicker at this screen rate, you
>can believe that. And you can even increase that if you feel good with 50Hz
>interlaced (some people may ...).

Mega, mega, mega, mega, wow, mega, wow, mega!!!!!!!!
(Sorry, it must be the snow that has got me all excited).

My ONLY complaint against the Falcon was the lack of some bigger screen modes,
and now it seems we can have as big screen modes, limited only by the speed of
the pixel clock.
If 800x600x4 is possible, is 1600x1200x1 feasible at 60Hz? What about
1200x1000x1 at 70+Hz? All without extra hardware? That matches the sparc thing
I'm sitting in front of that cost the university 3000 pounds!!

- Leo

3499. UK version patch for Neodesk V3.03

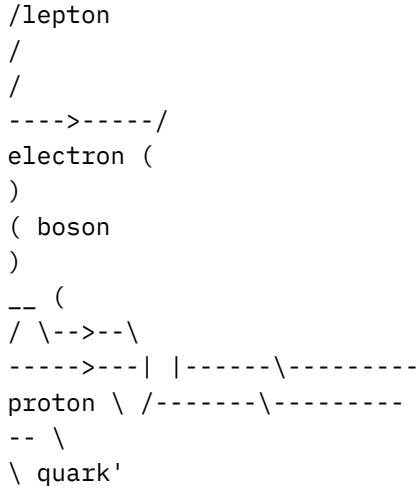
Newsgroup: comp.sys.atari.st
Date: 1993-03-01 11:28:21 UTC
From: morgado@vxdesy.desy.de
Message-ID: <C37JvA.J2L@dscomsa.desy.de>
Source record: 209382

Hi, has anyone come across the UK version of the patch to update neodesk
3.02 to 3.03?
I read the new features in 3.03 and would really like to update my copy.
If someone does
have a copy could they upload it to atari.archive (I presume this would
be legal since the
US version is already there). Email me or post if you know where a copy
can be found.

Thanks in advance,

Carlos

Carlos Jose de Sousa e Morgado	" Three quarks for
	Muster Mark! "
MORGADO@DESYVAX.BITNET	James Joyce



3500. Re: MiNT, tosprogram.cpx

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 11:44:12 UTC
From: rtkiessl@cip.informatik.uni-erlangen.de
Message-ID: <1mssucEi9g@uni-erlangen.de>
Source record: 209245

anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:

>there called "MiNT Prozesse" (or something like that - I think it *may*
>be included in one of the german-CPX files at atari.archive,
>but I'm not sure). This CPX seems to let you change process priorities
>when running MiNT - sort of like doing a "re-nice" I suppose...

It can be found as ps_cpx.lzh on ftp.cs.tu-berlin.de.

> Robert Anisko
> anisko@usdtsg.daytonoh.ncr.com

3501. 680x0 Linux FAQ [repost from comp.os.linux]

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 12:04:11 UTC
From: ig25@fg70.rz.uni-karlsruhe.de
Message-ID: <1msu8a$9jm@nz12.rz.uni-karlsruhe.de>
Source record: 209244
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just found the following article in comp.os.linux, thought that it might be interesting for the Atari ST world, as well...

===== snip ===== snip ===== snip ===== snip ===== snip ===== snip =====

[Apologies to any of you who just saw this a few days ago. Several people mentioned _not_ receiving it at their sites, so I'm reposting it.]

The Official...

New and Improved...

Environmentally Friendly...

680x0 Linux FAQ (TM)

[Now legal in 40 states]

ABOUT THIS FAQ

This FAQ is intended to provide general information on the 680x0 Linux port project which is currently underway. Mainly, it's an attempt to cut down on the flow of email that inevitably comes in every time I post something about the project. ;)

WHEN WILL 680x0 LINUX BE AVAILABLE TO THE PUBLIC?

I don't know. A couple months, maybe. We're working hard on it at this point, and advancing leaps and bounds (and a few stumbles). There's really no point to releasing the current system to the public. It's not useful, and only occasionally even mildly entertaining. ;)

WHAT IS THE CURRENT STATUS OF THE PORT?

We're still working on the basic kernel at this point. The scheduler, memory management code, interrupt code, filesystem code, and handful of drivers have been implemented. There's not much to see right now. The system comes up and goes through some of the startup process, then sits there and idles at you. ;)

WHAT PLATFORMS WILL IT RUN ON?

The Amiga port project is the only effort to port Linux to a 680x0 platform that I'm aware of. However, we are paying attention to portability where possible. It is our intention to cooperate with other groups willing to work with us.

I expect that once we make our first public release of the system, several groups will begin porting our sources to various platforms. Interest has been shown by Atari programmers, mostly. There are also a few people hoping to bring Linux up on Sun 3's. I haven't heard from many Macintosh folks. In all probability only the startup code, interrupt code, and drivers will need re-writing to get the system running on these systems, or any others with the necessary basic hardware.

I'm aware that the phrase "necessary basic hardware" begs some explanation. Simply put, that would be a machine with a 68020+68851, 68030 (non-EC model), or 68040 processor, at least a couple megs of RAM, a good amount of hard disk space, and obviously some form of text i/o device (i.e. you technically don't even need a display and keyboard if you can plug a terminal into it).

There _has_ been talk of a port that could run on non-MMU-equipped machines as well, though it would lack the obvious features inherent in a memory-managed operating system (e.g. true virtual memory, memory protection). There is currently no effort underway to implement such a system that I'm aware of.

HOW COMPATIBLE WILL IT BE WITH OTHER SYSTEMS?

We, of course, hope that 680x0 Linux will be compatible (at the source level) with 80x86 Linux, as well as many other Unix or Unix-like systems. Linux is POSIX.1 compliant, which helps quite a bit with porting software to it.

Binary compatibility with _any_ OS other than 680x0 Linux ports is highly unlikely.

WILL X WINDOWS BE AVAILABLE FOR 680x0 LINUX?

I get this question a lot, so I figured it's worth having its own section. The answer is yes... probably... eventually. ;)

At this point, we have one volunteer to port the mono server to the Amiga version of Linux once the system is stable.

WILL THE AMIGA PORT RUN UNDER OR EMULATE AMIGADOS?

No. Actually, the latter is a possibility, I guess.

WHAT ABOUT MACH?

There is a separate effort to port CMU's Mach kernel to the Amiga and other 680x0 platforms. I'm not really familiar with their work. We've only stolen a little code from them. ;) Anyway, our Linux port is not intended to run under Mach. It runs "on the metal".

CAN I BE AN ALPHA/BETA TESTER?

We're not currently at a stage where we need any testers. (See above under the section CURRENT STATUS OF THE PORT.)

IS THERE A MAILING LIST?

We have a channel on the Linux Activists Mailing List called '680x0'
for discussion of the port. Currently, it's rather quiet. However,
it's the "official" source of information on the system. On the
other hand, any important announcements will also be posted to the
newsgroups in which this FAQ appears.

For help in subscribing to the channel, send an empty message to
<linux-activists-request@joker.cs.hut.fi>.

CONTACTS:

Greg Harp <harp@netcom.com>

I'm the main 680x0 Linux contact person. Please feel free to send
your questions to me.
--
-----------------Greg-Harp----------------harp@netcom.com------------------
"I think I've reached that point / Where every word that you write /
Of every blood dark sea / And every soul black night / And every dream
you dream me in / And every perfect free from sin / And burning eyes /
And hearts on fire / Are just the same old song" -- The Cure
--
Thomas Koenig, ig25@rz.uni-karlsruhe.de, ig25@dkauni2.bitnet
The joy of engineering is to find a straight line on a double
logarithmic diagram.

3502. PCDITTO Problems

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 12:27:03 UTC
From: jat@cch.coventry.ac.uk
Message-ID: <C37ML4.M47@cck.coventry.ac.uk>
Source record: 209384

Hi again,
I was asking about some problems someone I know has with
PCDitto a while ago. Unfortunatly I've lost the address of the kind souls
that answered and the guy I know is still having problems.

Could some kind person who has experience with PCDitto please mail
him direct and offer to try and answer his problems, as I've no experience
with it and rather busy at the moment with finals.

Many thanks in advance, from him and me,
Jason.

His address is ;

CSPARTIN@UK.AC.POLY-OF-WALES.COMPUTER-CENTRE.GENVAX

--
\ / "Me, the artist, has produced all this with my own imagination
/\/\ and skill... Oi!! Yes, you at the back, stop laughing !" 8~}
\/ -- \ <jat@uk.ac.cov.cch> is (Mirrir, Skippy, Jase, Slarts... Pick 1 :-)

3503. Re: PASCAL-->C

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 12:54:55 UTC
From: atari@cs.ruu.nl
Message-ID: <1993Mar1.125455.18077@cs.ruu.nl>
Source record: 209371

In <2937@targon.UUCP> marc@targon.UUCP (Marc Dierikx) writes:

>In article <1mmktkINN77k@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>>Could someone tell me where I could locate the PASCAL to C source
>>code conversion utility!? (Or better still, UUencode it and Email
>>it to me, or through c.b.a.st!)
>>
>You can get it from cs.ruu.nl (in the UNIX directory). It is in
>source form only, so you'll have to port it (but it's not too
>difficult I remember).
Almost: the name is ftp.cs.ruu.nl

- Ate -

3504. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 13:07:20 UTC
From: spx2djt@thor.cf.ac.uk
Message-ID: <14150.9303011307@thor.cf.ac.uk>
Source record: 209360

```
|scan frequencies. Tha color monitor is a 60Hz analog monitor while the
|monochrome is a 70 hz digital monitor. Putting the signals for one into

Note that the colour monitor's vertical frequency is 50Hz in most of
Europe.

Dave
```

3505. SPECTRE & System 7

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 13:07:55 UTC
From: grillo@flash.ATC.Olivetti.Com
Message-ID: <58163@olivea.atc.olivetti.com>
Source record: 209250

Hi there,

Anyone tried to use SPECTRE GCR (3.0) with the
Mac System 7 (or 7.1) ?

Savino

3506. Re: GEM library for MS-Dos?

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 13:17:27 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <730991847.4220@minster.york.ac.uk>
Source record: 209367

In article <1993Feb23.180430.20701@nosc.mil> healy@nosc.mil (Mike Healy) writes:
>Didn't Apple sue Digital Research a while back on GEM infringing
>on the MAC GUI they took from Parc Place, resulting in PC GEM
>having some functionality removed. Atari snuck by on a grandfather
>clause, I believe.

Apple forced DR to remove overlapping windows and the trash can from the GEM *Desktop*.

>So I think the two GEMs have diverged. I think the only thing I've
>used PC GEM for is GemDraw. Is there even an Atari version of
>GemDraw?

Yes, way back in the early days of the ST. DR sold Gem Draw for the ST, but didn't put much marketing muscle into it. I think you could even get it on cartridge (I read that in some computer mag. at the time).

>Mike Healy
>
>healy@nosc.mil

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

3507. Re: First Falcon breakdown?

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 13:58:24 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C37qtD.8rH@newcastle.ac.uk>
Source record: 209356

In article <1993Feb26.091833.23308@galadriel.bt.co.uk>, ant@galadriel.bt.co.uk (Antony Espindola) writes:
>From article <1993Feb25.111450.25148@cs.hw.ac.uk>, by kgrubb@cee.hw.ac.uk (Kevin J Grubb):
>>
>> Well this is one claim to fame that I would prefer not to have! My
>> Falcon has had to be sent back to ATARI UK to be fixed, the hard drive
>> controler card gave up the ghost yesterday. I've only had the beastie two
>> months, well I admit two well used months. I only hope ATARI UK get it
>> fixed in double quick time!!
>>
>
>Ours is currently back at Atari due to a problem with the stereo
>output.
>It isn't playing the left stereo side, but is probably a hardware (ie.
>connector socket) rather than a software/firmware error !
>
>Damn! I hate it when that happens!
>

Well, mine will be going back shortley, sampler only functions on one channel, other channel really distorted. And the power light has gone on the blink.....
Average time to failure for a falcon.....1 month? Oh well, here we go....

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

3508. Help! Atari ST sequencers for Yamaha PSS790 keyboard

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 14:33:07 UTC
From: evilandi@vnet.ibm.com
Message-ID: <19930301.065436.228@almaden.ibm.com>
Source record: 209226
Cross-posted to: comp.sys.atari.st,comp.music

Many Atari ST sequencers that I use create a horrible "feedback/echo" effect on my PSS790 keyboard. When one note is played, it gets fed back and played over and over again, very fast. New notes merely add to the confusion.

The shareware program "Accompanist" seems not to do this, and works well. What cheap (ie. sub 100 UK pounds) commercial sequencing packages also work with the Yamaha PSS790 and Atari ST?

Alternatively, what fixes are possible to stop this annoyance on existing software? Thanks for any help.

Andrew Oakley <evilandi@vnet.ibm.com> (JANET: <evilandi@com.ibm.vnet>)
IBM Warwick, UK (I speak FROM IBM, not FOR IBM) UK Tel. 0926 464830

Evil Andi of GOTHIC DOMAIN SOFTWARE: Computing for the culture-shocked
Budgie UK titles: Ballpark, Flipped & Square Off
Shareware titles: ST-Zine Disk Mag Kit, Quiz Construction Kit & others
---

3509. Re: Video bus/graphics op speed (was A1200/4000 v. Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 14:46:48 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1993Mar1.144648.27750@Informatik.TU-Muenchen.DE>
Source record: 209228
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

```
|>|> You don't need Hardware to do that!
|>|> 640*1440 or 832*600 without HW and 1024*1440 with HW
|>|> seen on a Falcon here in Germany!
|> Seen by who? By you directly? I guess this is wrong info.
|> Or is this a 'sighting?' LIke the UFO's?

By me, on a friends Falcon. And on mine since last evening:
NEC3fg: max 880*608 256c with no HW
: 1024*672 NonInterlaced with HW

Don't dream it's real and you'll be able to buy it when we are ready.

--
================================================================================
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
================================================================================

(* = Maerchen aus 1001 Nacht
```

3510. Re: Video bus/graphics op speed (was A1200/4000 v. Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 14:49:19 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1993Mar1.144919.27874@Informatik.TU-Muenchen.DE>
Source record: 209354
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

```
|> 832*600, 640*1440 without additional hardware... I guess we should
|> ask ATARI first before saying 'seen on a Falcon here in Germany!'

We won't ask them! We'll do it ourselves. We'll only show the how good their
machine really is!

--
================================================================================
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
================================================================================

(* = Maerchen aus 1001 Nacht
```

3511. Re: SHIP.PRG on the FALCON

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 15:20:42 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Mar1.152042.10956@newshost.lanl.gov>
Source record: 209379

In article 25109@ousrvr.oulu.fi, se15@claudius.nextlab.cs.qub.ac.uk (Algorhythm) writes:
>Hi.
>
>It mentions in the Falcon user manual that a program called SHIP.PRG
>should be used to park the hard drive when transporting the Falcon.
>I've looked everywhere but couldn't find it.

The Falcon's hard drive is autoparking, hence there is no need for SHIP.PRG.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3512. Re: FTP site for kermit 5A(188) ST binary?

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 15:52:51 UTC
From: cae@vnet.ibm.com
Message-ID: <19930301.070326.101@almaden.ibm.com>
Source record: 209355

In <C2zyx1.CvM@ahwau.ahold.nl> Dick Bruijn writes:
>Does anybody know an FTP site with the kermit 5A(188) ST binary?

The home of all Kermit's is watsun.cc.columbia.edu (from memory), and directory /kermit/b does contain the ST binaries as cksker.ttp (also from memory).

Cornelius Caesar GSDL Boeblingen
IBM Germany
Internet: cae@vnet.ibm.com

3513. ATonce 386 SX

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 16:54:48 UTC
From: knati01@mailserv.zdv.uni-tuebingen.de
Message-ID: <knati01.731004888@mailserv>
Source record: 209359

Wer hat Erfahrungen mit dem ATonce 386 SX am ATARI 520 ?

Welche HDisks sind kompatibel ?

Hat jemand schon den IDE-Adapter von Hard&Soft drangehaengt ?

Wie schnell ist er wirklich ?

thanx in advance

Ralph

----------> Ralph Tille
----------> tille@mailserv.zdv.uni-tuebingen.de

3514. Re: Help with GDOS/G+PLUS printing with Opus Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 17:22:05 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Mar1.172205.19863@iplmail.orl.mmc.com>
Source record: 209234
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <C32sMq.74y@tsegw.tse.com>, mhembruc@tsegw.tse.com (Mattias Hembruch) writes:
|> bossoj@aix.rpi.edu (Joseph Charles Bossolini) writes:
|>
|> >In article <1993Feb25.205712.15826@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
|> >>I am trying to print a chart with Opus 2.31.
|> >>
|> >>I have G+plus installed with a bunch of fonts, and production of the chart goes
|> >>with out error. However when I try to print or save the chart os a MetaFile it
|> >>goes to the disk with GDOS fonts on it and searches for a file called GEM.SYS.
|> >>I don't have a file called GEM.SYS on ANY disk -- not the original G+PLUS disk,
|> >>nowhere.
|> >>
|> >>What do I do?!?!?!? Please help!
|> >>
|> >>E-mail to:01mbmccab@virgo.bsuvc.bsu.edu
|> >>
|> >> -Matt
|>
|> >Sounds to me that there is an error in your assign.sys file. It is looking
|> >for a GEM.SYS file when it should be looking for META.SYS. Load the assign.sys
|> >into an editor and change any occurence of gem.sys with meta.sys. Also, make
|> >sure that your GDOS disk _has_ all the meta files, also.
|>
|> >Joe
|>
|> Hmm.. And I thought Atari had eliminated the need for Config.sys and
|> autoexec.bat... :-)
|>
|> Oh, I see. I had it all wrong. No, the AUTO folder is NOT a replacement for
|> autoexec.bat, and assign.sys is not in any way shape or form related
|> to config.sys..
|>
|> Not that I am saying I'm in favour of them, but many people claim that once
|> you get an ST you don't need to mess with setups at all.. Personally, I've had
|> MANY TIMES the problems setting up my ST to run nicely because I have 7 or 8
|> auto programs compared to my PC config.sys & autoexec.bat and I'm running
|> 5 or 6 programs on my PC. Since most of the programs come with DOS, they run
|> well together, unlike my ST, where it's "Oh, this AUTO prog conflicts with
|> this ACC, and you have to run this AUTO before this AUTO, etc)...
|>
|> Mattias
|>
|> --
```

|> Mattias Hembruch
|> >> My views do not necessarily reflect those of the TSE. <<
|> E-mail: mhembruc@tse.com

Actually, I have seen many MORE configuration problems using PC's at work than with my ST system at home. This is mostly due to TSR type programs that must be loaded in a particular order to work properly (network drivers and the like).

3515. Re: ICD scsi commands group 1-7?

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 17:30:17 UTC
From: grier@bnr.ca
Message-ID: <C380MH.HMF@news.rich.bnr.ca>
Source record: 209235

> I have a question, about the ICD hostadaptor for SCSI devices.
> Is it possible to send SCSI group 1-7 commands to scsi devices
> connected via the hostadaptor.

ICD has a program called SCSI.PRG, available with their Link/Pro
versions also available on GEnie. With this you can send commands
to your SCSI device. I have used this to send 10 byte commands to
my cd-rom drive.

ICD also has a set of object modules that allow you to write programs
that use their drivers. This module uses the Personal Pascal call
frame, but I have written a module that converts either the Pure C
ansi callframe, or the Pure C cdecl/gcc call frame to the Personal Pascal
call frame. I also check for supervisor mode. If you use their
modules in supervisor mode they will bus error, though after a little
hacking it was quite easy to fix this in my routine without switching
to user mode, and back.

The ICD package can be found on GEnie in the ICD area, and is called DMA.LZH.
It contains the object module, and the PASCAL include file.

My package contains the Pure C ansi module, the Pure C cdecl/gcc module
and the C include file. Source code not included.

If you want I'll send them to you.

Brian.

3516. Re: 800x600 is really true! (was Re: Video bus...)

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 17:47:59 UTC
From: neurom@stein.u.washington.edu
Message-ID: <1mti8fINN79n@shelley.u.washington.edu>
Source record: 209381
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

>
>My ONLY complaint against the Falcon was the lack of some bigger screen modes,
>and now it seems we can have as big screen modes, limited only by the speed of
>the pixel clock.
> If 800x600x4 is possible, is 1600x1200x1 feasible at 60Hz? What about
>1200x1000x1 at 70+Hz? All without extra hardware? That matches the sparc thing
>I'm sitting in front of that cost the university 3000 pounds!!
>
>- Leo

Okay, let me see here. Am I the only one who see's some flaws in this mans reasoning? If you have 1200x1000, or ever 1,000,000x1,000,000 but x1, it's not going to do you much good.

i.e. If all you have is white (black, red, aquamarine, whatever) than how are you going to *see* any of this "super-rez?"

Just asking....

-Neuromancer

3517. Re: ST games on a TT

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 17:51:31 UTC
From: cstadge@csv.warwick.ac.uk
Message-ID: <1mtif3INN4hb@caraway.csv.warwick.ac.uk>
Source record: 209383

In article <1993Mar1.101358.4685@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>> Microprose Grand Prix - also good at 32MHz!
>
>This must be absolutely incredibly fabulous on a TT! I've played it on a
>friend's ST and it was the most realistic driving simulation I have seen
>anywhere, but it was just too slow, so I didn't buy it.

The most realistic driving game you have ever played? What a load of rubbish. The game is completely unresponsive and has so little artifical intelligence built in to the other players driving it is almost unplayable. For one, other cars do not seem to notice your presence, and quite often baulk you or turn into you when you are overtaking them, quite against formula one ettiquette. The game is also ridiculously easy.

>Somebody with a Falcon get hold of these please and try some games.

Work on a falcon? I doubt it. Bear in mind microprose have written their own disc operating system to work with the game, and are using custom graphics routines. It probably therefore will not work
~Giles

3518. What happened here ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 17:55:23 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Mar1.175523.27937@sol.ctr.columbia.edu>
Source record: 209364

On a.a.u.e there's a file called 0new2 with a listing of supposed
new files on the system, part of it looks something like:

drwxrwxr-x root 6144 Feb 14 03:23 ./Diskutils
-rw-r--r-- dpz 1259 Feb 12 05:35 ./Diskutils/diskdoub.lzh
-rw-rw-r-- entropy 6499 Feb 14 04:00 ./Diskutils/0index

Where is diskdoub.lzh ? I can't find it anywhere. Is it one of those
programs akin to superstor ?

Simon.
--
____
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

3519. Vector Graphic Programs?

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 18:39:23 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Mar1.133923.14584@umiami.ir.miami.edu>
Source record: 209236

I am now in the market for a vector graphics program that also does bitmap work and auto tracing. After looking at several projects, I am currently deciding between Invision Elite and Silouhette. As I understand it from this week's Znet, TOAD Computers will be taking over support for Silouhette and it's new version which supports full color vector editing. Does anyone know of anyother porgrams that meet this type of versatility for the ST?

Right now I am leaning towards Silhouette Color because of the color support, but as a Calamus 1.09N/SL owner, Invision Elite could offer the support I would need. SUGGESTIONS?

Mark Santora

3520. Tos 2.05, Mega STE, Etc

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 18:45:17 UTC
From: psurge@cs.utexas.edu
Message-ID: <lp4mdtINN1ci@levelland.cs.utexas.edu>
Source record: 209361

Ok, I have finally ordered a Mega STe. I used to have a 1040 ST, TOS 1.0 I have been told by the vendor that this STe has TOS 2.05, no HD disk (maybe, could be masquarading as a DD, though). Could someone please tell me the major differences between the two computers?

What is the major differences between TOS 1.0 and TOS 2.05? I am running pinhead, fatspeed, seralfix, and various other patches. Do I need to continue using these patches, or are somethings fixed. Are there any NEW patches I will need to run.

What are the major differences between TOS 2.05 and TOS 2.06? I have heard the formatting of HD disks is messed up, but the read and write of HD disks is ok. Are there signifficant differences in TOS 2.06 that would warrant $60 right now to get a set?

Finally, A friend just got a Mega 4 ST (no "e"). What are the differences between the Mega STe I will be getting and the Mega ST that he has (besides the SIMM slots, that is). I am talking ports and processor speed here. I also imagine he has TOS 1.4 in his machine. How much of a difference is TOS 1.4 and TOS 2.05?

I know this stuff has been covered before, but I suddenly find myself in the forefront of ST technology with the Mega STe coming from a TOS 1.0 1 meg ST and I don't know what my new machine will do.

Thanks for the info.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"M-U-S-I-C we see was never ment to be M-I-C-K-E-Y-M-O-U-S-E" --P.I.D

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

3521. Memory Survey in Z*Net

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 18:51:42 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1mtlvuINNh0e@usenet.INS.CWRU.Edu>
Source record: 209365

I wrote an article in Z*Net and included the memory survey.

Most of you that filled it out agreed that 4 meg should be the minimum.

Check it out. Oh, by the way, I'm also for the 4 meg minimum.

Len

--

3522. Re: What height is the Falcon HD?

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 19:33:00 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1mtoddINNaa@mercury.cis.ohio-state.edu>
Source record: 209366

In article <5401@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>In article <1mr1nrINNk35@tortoise.cis.ohio-state.edu> tbrown@cis.ohio-state.edu (ted croft brown) writes:
>>I've seen a few prices for 2.5" IDE drives, and was wondering what height
>>the Falcon IDE drive had to be. (Will any 2.5" IDE drive work, or does it
>>have to be Half Height (or less)?)
>
>Any 2.5" IDE drive will do. They only come in one size.
>

I was just wondering, because that didn't seem the case from the list I compiled off of clari.streetprices. Here's some of the listings (I took some out of the grep ";2.5 " list):

Conner CP2044 ; 42MB;IDE ;2.5 ;HH;23ms; ; 208;Quick Electronics ;(a)
Maxtor ; 80MB;IDE ;2.5 ; ;15ms; ; 219;HDSS ;(a)
Seagate ST9096A; 89MB;IDE ;2.5 ;1";19ms; ; 319;Quick Electronics ;(a)

As you can see, one is HH, one isn't given (I assume that it's either not known, or I'm supposed to take it as FH, I think it's "unknown"), and the last is 1". I know the list in .streetprices isn't complete, as the 65MB Falcon drive isn't listed (there isn't a 65MB 2.5" IDE drive on the list). Who makes the drive in the Falcon?

But, since a few people mailed me that all 2.5" IDE drives are the same, then maybe the list is in error? Is this "common knowledge" and thus could be wrong, or knowledge that you are sure of. I don't mean to question your authority (especially when it's competition is a stupid computer generated list, prone to typos, and mistakes) but am just trying to find out the deal here for those of us (like me) who really have no clue in this area.

Again, *don't* take this as an assult, I'd just really like to know!

>--
> ||| Ed Krimen
> ||| ekrimen@wet.uucp
> / | \ AEO.5 (GEnie)

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

3523. Re: STe memory question

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 19:37:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A6271@K.maus.de>
Source record: 209238

p>Do the STe's (Mega STe, 1040STe) have slots to plug in SIMMs? I already

Yes.

3524. Re: DataBase

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 19:49:39 UTC
From: boyd@tait
Message-ID: <C3872r.3x7@mailer.cc.fsu.edu>
Source record: 209239

bilinsky keith (bili6745@mach1.wlu.ca) wrote:
> I have been looking for a Data Base for quite some time now with no luck.
> What i am looking for is one where you create the fields and they will be
> listed in a form like:
>
> Name------- Age DogsName--- Job------- Height- Weight- 50mDashTime---
> Jo Baba 23 Rufus Hogbloger 5'2" 123lbs :30
> Kim Mitch 97 Guit Bum 6'5" 347lbs 1:04
> Cal Run 21 Bill Lawyer 3'2" 39lbs :09
> Min Bo 29 Kat TV Dinner 0'1.5" 1.5lbs 1:20:3

I have a dog named Rufus!

> Everything I have every found produces nice little cards that are of no use
> to me. I need a list like the above for it to be useful. *None of the
> databases on a.a have anything CLOSE to what i'm looking for*
>
> Can anyone help me? PD/Shareware prefered but if i have to pay for it i
> certainly will

For something simple like this, I would use Datamanager ST. There is also a DBase clone for the ST called DBman, if you need more power. Both of these products are commercial, and still available. Datamanager is great stuff, just point and click. I don't think I ever looked at the manual.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3525. Re: SHIP.PRG on the FALCON

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 19:54:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A6272@K.maus.de>
Source record: 209243

s>It mentions in the Falcon user manual that a program called SHIP.PRG
s>should be used to park the hard drive when transporting the Falcon.
s>
s>I've looked everywhere but couldn't find it.
s>
s>Any of the other falcon heads know know about this program?

Just forget about it, the falcons' hard drive parks automatically when power is turned off. (That's why they didn't include the software to do so...)

3526. Re: ICD HD SOFTWARE

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 19:58:39 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1mtptfINNgfi@phakt.usc.edu>
Source record: 209377

In article <76512@cup.portal.com> Dave_Ninjajr_Flory@cup.portal.com writes:
>The ICD PRO software is available for US $50. It works without a host
>adapter and works with my LINK and a Mac Syquest and with my FA-ST tape/hd
>box at home. The Link I'm using at work with the Stacy. The ICD software
>works on the Atari without the link connected, but you need the link to \
>connect to external SCSI stuff.

But what about ICD's Cleanup program? I bought Clean up when I
originally bought my ICD host adapter. When I got my TT (and moved my drives
over to the SCSI bus) it was no real problem until the Advantage board bit the
dust. Now I can't use the Cleanup software (even if I can use the boot
software, I still can't use the boot-configure tools without the Advantage
board working).

Does ICD plan to change this? Or at least allow cleanup and the boot
utils to work if it finds that HDboot has been loaded? I don't think I want
to pay $50 (the cost to have my board replaced) just so that I can run their
Cleanup software.

If anyone has a clue to sell/trade/loan me, I'd appreciate it.

-MikeB

3527. Re: STE SIMMS

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 20:01:00 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <2b926af02e43f@yonder.equinox.gen.nz>
Source record: 209240

In <26706@galaxy.ucr.edu>,
Paul R Hruby (phruby@watnxt10.ucr.edu) wrote:

>What kind of Simms do I need to upgrade my 1040STe. Does 2 1mb simms at 70ns
>sound right?
> Paul

Yup, that'll do the trick. They're suppost to be the 8bit (/chip ??) ones,
like the mac uses, but IBM ones seem to work in ST's too.

(BTW:Sorry for the illegal CR's in this message!)

--
Craig Shore. (Christchurch, New Zealand)
(using a 2 Meg STE, ICD interface to a 105Meg Quantum drive)
(Okami reader with Hermes usenet software)

3528. Re: Where is Z*NET ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 20:04:34 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <2b926af22e4e0@yonder.equinox.gen.nz>
Source record: 209241

In <1mj2cfINN8c9@poppy.csv.warwick.ac.uk>,
Mr P M Donovan (cstadbs@csv.warwick.ac.uk) wrote:

>Hi
>I subscribed to znet a while ago, and everything was fine - I got each
>issue every tuesday morning - until two weeks ago.

pass!

>I have not received issues 9307 and 9308. Does anyone know if there has
>been a problem sending them out to subscribers?

I've got both of those, or rather had 9307.

>Can anyone tell be an ftp site where I can find now, because the ones
>I have tried are a few issues behind.

I get them from the newsgroup alt.znet.pc,
they're posted in there the day after they come out.
It's really great as it saves me the email volume charges to get them :-)

(Once again, Sorry for the illegal CR's in this message)

--
Craig Shore. (Christchurch, New Zealand)
(using a 2 Meg STE, ICD interface to a 105Meg Quantum drive)
(Okami reader with Hermes usenet software)

3529. Wanted: IMHO

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 20:06:16 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <2b926af22e583@yonder.equinox.gen.nz>
Source record: 209242

Anyone got this program???

It's a QWK offline reader for the st.

Please contact by email before sending it!!

Thanks,

--
Craig Shore. (Christchurch, New Zealand)
(using a 2 Meg STE, ICD interface to a 105Meg Quantum drive)
(Okami reader with Hermes usenet software)

3530. Re: PASCAL-->C

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 20:25:50 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Mar1.202550.19527@csi.uottawa.ca>
Source record: 209246
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1mmktkINN77k@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>Could someone tell me where I could locate the PASCAL to C source
>code conversion utility!? (Or better still, UUencode it and Email
>it to me, or through c.b.a.st!)

(I think I'm the one "guilty" of bringing up the topic that there is a
Pascal to C translator. Others were aware of its existence, but I
think I was the first to mention it.)

Source code to "p2c" is available from a variety of sources, including
watserv1.waterloo.edu (129.97.129.140) in the directory
/languages/p2c. This is in SOURCE form, I would note. To my
knowledge, nobody has actually compiled it for the Atari ST.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

3531. Re: 800x600 is really true! (was Re: Video bus...)

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 20:33:07 UTC
From: msmcknig@unccsun.uncc.edu
Message-ID: <C38938.2y3@unccsun.uncc.edu>
Source record: 209247
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1mti8fINN79n@shelley.u.washington.edu> neurom@stein.u.washington.edu (Neuromancer) writes:
>>
>>My ONLY complaint against the Falcon was the lack of some bigger screen modes,
>>and now it seems we can have as big screen modes, limited only by the speed of
>>the pixel clock.
>> If 800x600x4 is possible, is 1600x1200x1 feasible at 60Hz? What about
>>1200x1000x1 at 70+Hz? All without extra hardware? That matches the sparc thing
>>I'm sitting in front of that cost the university 3000 pounds!!
>>
>>- Leo
>
>Okay, let me see here. Am I the only one who see's some flaws in this mans
>reasoning? If you have 1200x1000, or ever 1,000,000x1,000,000 but x1, it's
>not going to do you much good.
>
>i.e. If all you have is white (black, red, aquamarine, whatever) than how
>are you going to *see* any of this "super-rez?"
>
>Just asking....
>
>
> -Neuromancer

Umm, the x1 would be one bit. That bit could be either on or off. So, no matter what the color selected would be, you could either turn it on or off. This would be a truely monochrome display. Of course, I'm sure you realized that after you posted ;)

| Michael McKnight -- msmcknig@unccsun.uncc.edu | Amiga 3000-25/100 |
| Pi Kappa Phi msmcknig@mosaic.uncc.edu | Insight 386DX-25/105 |

| PP-ASEL -- See, I'm not a 100% geek... I fly airplanes too! |

3532. Re: FTPABLE GIF VIEWERS?

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 20:41:04 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1mtsd0INNkkn@phakt.usc.edu>
Source record: 209385

In article <6464.723.uupcb@almac.co.uk> rickard.troedsson@almac.co.uk (Rickard Troedsson) writes:
>J> To be honest, I wish they would come out with a TT version of
>J> Photochrome. Can you think of how cool it would be to see
>J> 640x480x19kcolors

>Impossible .. PhotoChrome uses the "SyncLock" method to get more
[synclock description, other stuff deleted]

I forgot that PhotoChrome (and stuff like Spectrum) change pixels during the H-scan. However, couldn't you do palete switching during H-blank so that you get 256/16 colors per scan line, or better yet, buffer two screens (or more) and using persistance of vision tricks to expand the total number of colors seeable (isn't this how HAM works?). I believe that Howard Chu once did a small demo for the ST using this trick on a grey-scale of Marilyn M. If I remember write, it consists of: to display a color value of 8.5 (in any one of the colors R,G,B values) you show the color value 9 for two VSYNCs and the color 8 for one. Combining these tricks should give some nice graphics (although only good for picture viewing as this sounds fairly processor intensive).

>However, by shutting down ALL caches'n'stuff it *SHOULD* be possible
>.. and on a fast machine like the TT I believe that it would be able
>to put out those 32768 colours it CAN get, on almost any spot of the
>screen.

You might run into the problem where you can't modify a pixel at a certain location just _any_ time since you have to deal with the 250us time slicing of the video memory between the video hardware and the CPU. Since I don't know just how much control is necessary by the CPU, I could be way off here.

>_______
> (roed

>* MMST 2.09 UnRegistered
>---
> . QNet3. . ILink . ComNet Luxembourg BBS . Luxembourg . (++352) 466893 .
>

-MikeB

3533. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 20:42:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1mtseoINN6t7@golem.wcc.govt.nz>
Source record: 209368
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

```
>>Amiga World
>Amiga Shopper
>Amiga Format
>Amiga Power
>Amiga User International
>Amiga Computing
>CU Amiga
>Amiga Action
>Amiga Mart
>The One
>

So you think that a computer can only be rated by the number
of mags out for it..

Gee what a pity, there is a computer that blows most away and still has less
magazines that Atari, and NOTE: its made in the U.K...

YES ITS THE ARCHEMIDES...

LETS ALL GROW UP....

Roger.............. sheppard_r@kosmos.wcc.govt.nz
```

3534. Re: 800x600 is really true! (was Re: Video bus...)

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 21:10:04 UTC
From: martin@TIGGER.STCLOUD.MSUS.EDU
Message-ID: <1993Mar1.151005.2627@msus1.msus.edu>
Source record: 209248
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1mti8fINN79n@shelley.u.washington.edu>, neurom@stein.u.washington.edu (Neuromancer) writes:
>>
>>My ONLY complaint against the Falcon was the lack of some bigger screen modes,
>>and now it seems we can have as big screen modes, limited only by the speed of
>>the pixel clock.
>> If 800x600x4 is possible, is 1600x1200x1 feasible at 60Hz? What about
>>1200x1000x1 at 70+Hz? All without extra hardware? That matches the sparc thing
>>I'm sitting in front of that cost the university 3000 pounds!!
>>
>>- Leo
>
>Okay, let me see here. Am I the only one who see's some flaws in this mans
>reasoning? If you have 1200x1000, or ever 1,000,000x1,000,000 but x1, it's
>not going to do you much good.
>
>i.e. If all you have is white (black, red, aquamarine, whatever) than how
>are you going to *see* any of this "super-rez?"
>
>Just asking....

1-bit is ON or it's OFF....black or white.

>
>
> -Neuromancer

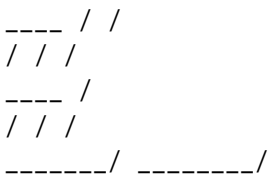
Jim

Screeeemmmmmin fast 4000/040..YEEEEEEHA!! X-ASOCC (CBM Blew that one)
Jim Martin MATRIX -- If it's made, we sell it. Almost.
-----(612) 656-9693-- MARTIN@TIGGER.STCLOUD.MSUS.EDU
We're almost done with the Cray module for the EmPlanT. :) heh
---

3535. Are there any Falcons in the USA?

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 21:16:51 UTC
From: brymastr@eng.umd.edu
Message-ID: <1mtug3INN5hk@mojo.eng.umd.edu>
Source record: 209369

Okay, it's March now. Has anyone actually seen Falcons here in
the US of A? If so, please let me know where. Especially if
they're in the College Park, MD area.



3536. Re: Atari 7800

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 22:25:59 UTC
From: bzandrew@amiganet.chi.il.us
Message-ID: <bzandrew.0y4r@amiganet.chi.il.us>
Source record: 209261
Cross-posted to: comp.sys.atari.st,rec.games.video

rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>1,Alien Brigade
>2. Fatal Run
>3. Jinks
>4. Midnight Mutants
>5. motor Psycho
>6. Planet Smashers
>7. Scrapyard Dog
>8. Dark Chambers
>
>and the following are 7800 that I know what they are, but I need opinions
>on how good the Atari 78
>00 version is:
>
>1. Xenophobe. (I've spent big bucks on the arcade and rented the nintendo
> version. This is the one I must know about)
>2. Super Huey
>3. Ninja Golf
>4. Joust
>5. Ikari Warriors
>6. Fight Night
>7. Dig Dug
>8. Deluxe Asteriods
>9. Commando
>
>Thanks everyone.
>
>By the way, if you want to get the catalog, you call Atari at:
>(408)745-2000
>
>Rob Merritt
I have most of these for sale for $4-$6. Let me know if you are interested.

3537. Trouble with CPX's & XCONTROL.ACC

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 22:27:30 UTC
From: selick@csa.bu.edu
Message-ID: <111117@bu.edu>
Source record: 209374

It seems like there's a weird bug in xcontrol that will just not allow
it to load certain cpx's. I know that when I first got the XCONTROL.ACC
program running, it would run the GENERAL.CPX and MACCEL.CPX's just
fine, but now it refuses to run them. I can activate them & deactivate
them as I like, and they show up in the "active" window, but they are
nowhere to be found in the main xcontrol selections menu. Why is this?
-Steve
selick@csa.bu.edu

3538. Re: 800x600 is really true! (was Re: Video bus...)

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 22:47:54 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1mu3qqINNjog@uwm.edu>
Source record: 209249
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar1.102550.5069@dcs.warwick.ac.uk>, Leo Hendry (leo@dcs.warwick.ac.uk) wrote:
: My ONLY complaint against the Falcon was the lack of some bigger screen modes,
: and now it seems we can have as big screen modes, limited only by the speed of
: the pixel clock.

As a sidenote, this isn't exactly correct. You're limited by both the speed of the pixel clock and bandwidth to memory.

Just like the Amiga. Difference is, the Falcon supports "attachable pixel clocks", while the Amiga doesn't. The falcon's graphics are, in some ways, more flexible. But I'd say those would number in twos and threes. The Amiga's resolution-programmability is very advanced, far more so than the Falcon's relatively few capable resolutions.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "Frankly, we doubt he could sell his body to science." :)
(: -Dan Barrett, and/or Fluffykins :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

3539. Re: Help! Atari ST sequencers for Yamaha PSS790 keyboard

Newsgroup: comp.sys.atari.st
Date: 1993-03-01 23:44:36 UTC
From: tpearson@titan.trl.OZ.AU
Message-ID: <1993Mar1.234436.15517@trl.oz.au>
Source record: 209391
Cross-posted to: comp.sys.atari.st,comp.music

evilandi@vnet.ibm.com (Andrew Oakley) writes:
> Many Atari ST sequencers that I use create a horrible "feedback/echo"
> effect on my PSS790 keyboard. When one note is played, it gets fed back
> and played over and over again, very fast. New notes merely add to the
> confusion.
>
> The shareware program "Accompanist" seems not to do this, and works well.
> What cheap (ie. sub 100 UK pounds) commercial sequencing packages also
> work with the Yamaha PSS790 and Atari ST?
>
> Alternatively, what fixes are possible to stop this annoyance on existing
> software? Thanks for any help.
>
Most sequencers have a midi thru option which sends the incoming data
back to the midi out. If you turn "Local" off on your keyboard then you
will hear what is being sent back from the sequencer (without echo) If
you cannot turn Local off then you will have to turn Midi thru on the
sequencer off.

3540. Re: 800x600 is really true! (was Re: Video bus...)

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 00:29:26 UTC
From: ccb8m@onyx.cs.Virginia.EDU
Message-ID: <1993Mar2.002926.18086@murdoch.acc.Virginia.EDU>
Source record: 209268
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1mti8fINN79n@shelley.u.washington.edu> neurom@stein.u.washington.edu (Neuromancer) writes:
>>
>>My ONLY complaint against the Falcon was the lack of some bigger screen modes,
>>and now it seems we can have as big screen modes, limited only by the speed of
>>the pixel clock.
>> If 800x600x4 is possible, is 1600x1200x1 feasible at 60Hz? What about
>>1200x1000x1 at 70+Hz? All without extra hardware? That matches the sparc thing
>>I'm sitting in front of that cost the university 3000 pounds!!
>>
>>- Leo
>
>Okay, let me see here. Am I the only one who see's some flaws in this mans
>reasoning? If you have 1200x1000, or ever 1,000,000x1,000,000 but x1, it's
>not going to do you much good.

Sure it will. 1 bit can be ON or OFF, pick the two colors you want bound to those states! :)

Charles C. Bundy IV
ccb8m@virginia.edu

>Just asking....
>
>
> -Neuromancer

3541. Re: Video bus/graphics op speed (was A1200/4000 v. Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 01:09:10 UTC
From: ghelect@unssun.scs.unr.edu
Message-ID: <1993Mar02.010910.27041@physics.unr.edu>
Source record: 209351
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

```
In article <1993Mar1.144648.27750@Informatik.TU-Muenchen.DE>
seibert@Informatik.TU-Muenchen.DE (Ewald Seibert) writes:
>
>|>|> You don't need Hardware to do that!
>|>|> 640*1440 or 832*600 without HW and 1024*1440 with HW
>|>|> seen on a Falcon here in Germany!
>|> Seen by who? By you directly? I guess this is wrong info.
>|> Or is this a 'sighting?' LIke the UFO's?
>

>By me, on a friends Falcon. And on mine since last evening:
>NEC3fg: max 880*608 256c with no HW
> : 1024*672 NonInterlaced with HW
>
>Don't dream it's real and you'll be able to buy it when we are ready.
>
>--
>==========================================================================
>seibert@informatik.tu-muenchen.de ist
>Ewald Seibert, Herschelstr.1 8070 Ingolstadt, 0841-86480
>
> Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
>==========================================================================
>
>(* = Maerchen aus 1001 Nacht

Hi, I was wondering if I would get flamed if I said that
on my amiga 500, under AmigaDOS 4.0 (well, kickstart),
the video seems to go much faster then it did under 2.04.......

A.C.C.
```

3542. Re: Trouble with CPX's & XCONTROL.ACC

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 01:23:55 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1mucvbINNe8f@phakt.usc.edu>
Source record: 209372

This reminds me of a problem that I have, and I wonder if anyone else has had this problem.

Whenever I load the clipboard.cpx and MiNT, the system will be hosed if I try to launch any applications (I forget the error - I believe it is a memory allocation error). Does anyone have a fixed clipboard.cpx, or am I the only one with this problem?

-MikeB

3543. Welcome to comp.sys.atari.st!

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 02:13:23 UTC
From: sourada@iastate.edu
Message-ID: <sourada.731038403@vincent2.iastate.edu>
Source record: 209395
Cross-posted to: comp.sys.atari.st,comp.answers,news.answers

```
Archive-name: csas-faq/part1

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed
before the dates were added.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
EMILY Hints from Emily Postnews
BOOKS What books are available for the Atari ST?
DEV How do I become a developer for the Atari ST?
ERR What does TOS ERROR nn mean?
FREE What is Free-Net and how can I get access?
*MAGS What magazines are available for the Atari ST?
*TIPS TIPS AND HINTS from other users
ZNET Where can I get copies of ZNET?
EXPLOR Where can I get copies of Atari Explorer Online?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
*FTP Anonymous FTP servers
*COMP Atari-related companies
IAAD Independent Atari Developers
*CREDIT Who has contributed to the FAQ?

:WEL: ??.??.??
Welcome to comp.sys.atari.st
===========================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:
```

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:EMILY: ??.??.??
Hints from Emily Postnews
==========

(Thanks to John Henders (jhenders@jonh.wimsey.bc.ca) for this bit of _humor_.)

Emily Postnews Visits comp.sys.atari.st

(Due to popular demand, (well at least one persone asked anyways), Emily has taken time out of her busy schedule to answer a few commonly asked questions specific to c.s.a.st.)

Dear Emily.
Some Amiga user is raving on c.s.a.st about how wonderful
his computer is, and how awful mine is. What should I do?
signed My Computer is NOT a Toy.

Dear My Computer, etc,etc.
Many people's egos are so tied to their possessions, they
have to affirm their existance by raving about the superiority
of their machine to anyone who will listen. You should immediately
flame these people into cinders, using every rumour or misconception
you've ever heard about their brand of computer, as this will cause
lots of posts, and develop into a massive flame war, which is one
of the main reasons most people read c.s.a.st. If this didn't happen
every six months, everybody would unsubscibe to this newsgroups from
boredom.
Or, you could put comp.sys.amiga.advocacy in the Followup to:
line, and any article replying to yours would go to the newsgroup
designed for this discussion.
Or, if your newsreader supports it, you could build a KILL FILE,
which eliminates any post that has the word Amiga in it.

Kill files can be created in rn and trn by hitting the 'K' key.
This will make a kill file based on the article you were reading
at the time. Then control K will put that file in the editor for you
to play with. You use the same regexp commands here that are in rn.
For example. /[Ff]oo/h:j would search all headers of unread articles
for both Foo and foo, and junk them. Check the docs for your newsreader
for further details.

Dear Emily.
I like flame wars, and want to start one of my own, so my name
will be as famous as Richard Covert's.
Signed, Too much Time on My Hands.

Dear Too much time.
Sorry it took so long to reply, but Richard's in my kill file
and someone had to forward your post to me, or I'd never have seen it.

Flame wars are fun. They're the main reason people creted Usenet,
and should be encouraged at every opertunity.
Some of the most common tricks for starting flame wars are as
follows.
1: Post a note in another newsgroup telling all the users there that
they own a piece of junk, and if they had a half a brain, they'd have the
same computer you do, as it's obviously the best.
2: Toss a bit of slander against another computer in a totally
unrelated post. This guarantees a follow up, even if your original
post wasn't of any interest.
3: Create a signature file that has a put down of another computer
in it. This will get flame wars going in threads that have completely
unrelated Subject: lines, thus slipping through all but he most exacting
kill files.
I hope you find these tips handy in creating your next flame war.
And just remember, your computer MUST be the best, after all, it's yours.

:BOOKS: ??.??.??
What books are available for the Atari ST?
==========

The (Almost) Complete Guide to Atari Reference Books

Atari Coropration
1196 Borregas Avenue
Sunnyvale, CA 94089

Atari TOS Developer's Kit

Atari has now make the developer's documentation public. See DEV above
for more information.

Atari UK Software Support
Atari
Atari House
Railway Terrace
Slough, BERKS
United Kingdom
SL2 5BZ
Tel 0753 53344

"A few people have asked for more info on the release by Atari UK of
the programming docs. They have been released as 5 books."

Programming Guides GEMDOS/BIOS & general programming. 238 pages. #29.99.
(# = the British pound). Still Another Line A Doc (SALAD), Intelligent
keyboard protocol, chkdsk3 docs, midi assoc address sheet.

Programming Guides New machines. 184 pages. #29.99.
Rainbow TOS release notes, STE developers addendum, STE TOS release
notes, TT030 TOS release notes, TT030 hardware ref manual, VMS expansion
for TT & MegaSTe. Includes 2 disks of utilities, examples, xcontrol &
docs.

Programming Guides - GEM VDI
Programming Guides - GEM AES - combined books. 514 pages. #49.99

All the above together #99.99

Hardware and Chip Specs. 228 pages. #29.99
Engineering hardware spec, ACSI, MC6850, 68901, ay3-8910, wd1770, blitter
Monitor & cartridge port. Also schematics.

[Info from a posting by Iain Laskey dated 30 Nov 1991]

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman
ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

Taylor Ridge Books
PO Box 48
Manchester, Connecticut (no zip listed) usa

(203)643-9673

C-manship Complete, $19.95
Calyton Walnum
No ISBN

"a decent book on programming your st gem/aes/vdi plus other stuff that is based on the 31 articles that Clayton Walnum wrote for Analog. It was written on a mega 4 with Calamus."

Addison-Wesley Pub.

68000 Assembly Language
Donal Kantz & James Stanley
ISBN 0-201-11659-6

"An interesting book on 68000 for the Atari (and amiga too, but both in the abstract)"

atari.archive.umich.edu

Assembly Language Programming
Robert Arp
Disk archives, not published in paper at this time.

"It is an excellent guide to assembly languuage programming. It is very large and takes quite a while to make a hard copy if you desire to do so. The file names are arp68k-book.tar (the text) and arp68k-pix.Z.tar (.img files to go along with the text)."

****
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar
ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

```
************************************************************
*
* This List can be freely distributed and added to
* All I ask is that people identify the added information as
* their own
* John Henders
* Vancouver,BC
* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
* C-Manship & 68000 Assembley Language suggested by Joe Gaudreau [DPZ]
* Robert Arp's Assembley Language book suggested by David P. Forrai [DPZ]
```

:DEV: ??.??.??
How do I become a developer for the Atari ST?
==========

Contact Gail Bacani, Atari Rep Person, (408)745-2022

[UNITED STATES ONLY. IF YOU LIVE OUTSIDE THE UNITED STATES, CONTACT
YOUR COUNTRY'S ATARI HEADQUARTERS FOR MORE INFORMATION.]

Gail can explain the program to you, and send an information packet if you
desire.

Atari has gone to a 2-tier developer membership. The 'higher quality'
developer support goes to commercial developers, and costs $250. The
'no-hand-holding, no announcement of company future products, no access
to discounted hardware' goes to noncommercial developers, at an initial cost
of $125, plus $50 renewal fee each year.

Both tiers receive the ST/TT Developer Kit and all developers have to fill
in an application form and a non-disclosure agreement. Contact Gail for
more information.

Atari is now selling the developer's kit (or parts of it) seperately. No
project-in-development or non-disclosure agreement is necessary.

:ERR: ??.??.??
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on GEnie in January (of ????) by John Townsend. The original also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170). It has since found its way to me, and is being posted to comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but that it cannot be dubbed "official" unless it originates, on paper, from Atari. This makes sense, as electronic communications are easily modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and GEM return codes which appears to be correct. The tables have been modified to reflect his information.

The following is an unofficial list of the errors that can appear while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6
Unknown media.....-7
Sector not found.....-8
No paper.....-9
Write fault.....-10
Read fault.....-11
General error.....-12
Write protect.....-13
Media change.....-14
Unknown device.....-15
Bad sectors on format.....-16
Insert other disk.....-17
Invalid function number.....-32.....1
File not found.....-33.....2
Path not found.....-34.....3
No handles left.....-35.....4
Access denied.....-36.....5
Invalid handle.....-37.....6
Insufficient memory.....-39.....8
Invalid memory block address...-40.....9
Invalid drive specified.....-46.....15

No more files.................-49...........18
Range error...................-64...........33
Internal error................-65...........34
Invalid program load format....-66...........35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
==
Reset: Initial PC2.............1
Bus Error.....................2
Address Error.................3
Illegal Instruction...........4
Zero Divide...................5
CHK Instruction...............6
TRAPV Instruction.............7
Privilege Violation...........8
Trace.........................9
Line 1010 Emulator...........10
Line 1111 Emulator...........11
[unassigned, reserved].......12
[unassigned, reserved].......13
Format Error.................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt...........24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255

:FREE: ??.??.??
What is Free-Net and how can I get access?
==

A "Remodeled" Atari S.I.G. Opens

By now many of you have heard of the Cleveland Freenet, or more specifically the Atari S.I.G. on the Cleveland Freenet. For those who haven't, the Cleveland Freenet is an experimental computer system providing free public community telecomputing. Basically, it's a lot like a public library of the future. Many of these systems are popping up all over the country. Don't be surprised if one pops up in your neighborhood in the future.

Recently the Atari SIG has undergone a significant face-lift. All the regular areas are intact including its news sections, user group newsletter, online magazine sections, general as well as specific computer discussion boards (8 bit, 16/32 bit, Lynx, Portfolio), and our weekly Sunday night multi-chat conference.

The conference starts at 8pm EST sharp and is on channel "+Ataricon". What the staff at the Atari SIG has added, has given the Atari SIG the potential to cover all grounds of Atari and its related products.

The most noticeable addition to the Atari SIG is the Programming and Development Forum. This forum is intended to be used by developers, professional programmers, and Atari hackers (the old definition of "hacker") as a means to share ideas, help each other out, and find out the latest technical information on Atari's products. This board is ran by newly acquired SIG Operator, Peter Haller, a professional programmer who is running developer sections on hardware and software development, programming, MIDI applications development, Graphics Design, plus many other sections that can definitely become a programmer and developer's dream come true!

Last, but definitely not least, the Atari SIG has a restructured Product Info and Support Board and a new Special Applications Board. The Support Board includes a vast library of support lists. These lists range anywhere from phone numbers of Atari dealers and producers, to software reviews for 8 bit, 16/32 bit, Lynx, and Portfolio software. To sum it all up this area covers what's out there, who makes it, and how to get it for all Atari products. The Special Applications Board is just starting out. Currently there is an area for users of MIDI on the ST. MIDI users are encouraged to use this as a means to discuss MIDI related topics. This section is expected to expand in the future.

Accessing the Atari SIG has never been easier. One can access it via Internet by telenet'ing to 129.22.8.75 or "Freenet-in-b.cwru.edu" or by calling (216) 368-3888 300/1200/2400 bps. Once on the system, a user can apply for an account application and logon as a visitor. Once here, simply type "Go Atari" to get to the Atari SIG. A visitor can go anywhere on the Freenet and can read anything. They can't post messages until they get their permanent accounts, however.

For additional information on obtaining access to Freenet write to myself via the e-mail addresses above or by writing the SIG at its US mail address:
The Atari SIG

P.O. Box 21815
Cleveland, OH 44121 USA

Lastly, a freenet application is available in the mail by writing a
request to the above address if you rather not download it from Freenet.

The Atari SIG is ready to serve the thousands of Atarians throughout
the world. We look forward to seeing you all real soon! Remember the
staff of the Atari SIG are volunteering their time for no pay and the
Cleveland Freenet, as well as the Atari S.I.G., is a non-profit organization
existing for the free exchange of information.

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Mark Leair
Atari SIG Public Relations

Internet e-mail: aa338@Cleveland.Freenet.edu
CIS e-mail : internet>aa338@Cleveland.Freenet.edu

:MAGS: ??.??.??
What magazines are available for the Atari ST?
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If you've got updates, mini-reviews,
or more information on other magazines, please send them to me via e-mail.

As always, WRITE to a company before sending them money for a subscription.

US mags:

AtariUser, published by Quill Publishing Company

Cover Price: US $1.00 Canada $1.45 UK 1.50 (AtariUser is available for free
[$6.00/50 magazine shipping charge] from participating computer dealers,
bookstores & user groups!)

Subcription Rate: $21.30 US Bulkrate, $41.30 US First Class.
Address: AtariUser, 113 W. College Street, Covina, CA 91723 USA

Current Notes, published by Current Notes Inc.

Cover Price: US $3.95

Subscription Rate: $27.00/year (Atari clubs registered with Current Notes may
subscribe at $23.00/year) US, $35.00/year (Canadian club members at $31/year)
Canadian, Foreign rate $44/year.

Address: Current Notes Inc., 122 N. Johnson Rd., Sterling, VA 22170 USA

Atari Interface:

Write for a free sample copy of the Atari Interface magazine
(Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108)

AIM is soon to be available in Canada, Europe and Mexico, and should be in all local WaldenSoftware stores and many bookstores. If your "local" Atari dealer doesn't have it, he should be able to get it for you...

UK Mags:
(Thanks to Sam Marshall <samm@castle.edinburgh.ac.uk> and Kevin Busby <kevinb@syma.sussex.ac.uk> for some of the info here.)

ST Applications:
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formerly the ST Club Newsletter, this is now the only non-games mag in the UK (although see ST World below). Approx. 4,500 copies per issue sold. News, reviews, interviews, tech tips, general forum, programmers' forum, PD catalogue. DTP'd on an ST. Retains a 'user-driven' feel. Recommended. The associated ST Club runs a PD distribution service and distributes a couple of commercial programs too (Fontkit Plus, UIS III, Molgraph, CRL Virus Killer, etc.).

Subscription costs: UK - 15 pounds; Europe - 18 pounds (Air Mail); worldwide - 28 pounds (Air Mail)

Address: ST Club, 2 Broadway, Nottingham, NG7 1PS, UK.

ST World:
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formerly the leading UK non-games mag. Became a quarterly 'buyer's guide' in Autumn 90. Now, allegedly, about to be revived as a monthly (under the stewardship of Jean Gollner, mother of ex-editor Hugh) in the wake of Atari UK's new push into the 'serious' market.

ST Format:
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all-purpose 150-page monthly, mainly aimed at young people. Lively, but of uneven quality. Big leisure section, but other areas covered too. Includes cover disk - mix of games demos and (usually out of date) PD utilities. Probably the biggest-selling UK ST mag. Has had several public rows with Atari UK.

Future Publishing, Somerton, Somerset, TA11 6TB Tel. 0458 74011
Fax 0458 74378

Atari ST User:
---

like ST Format. Generally (amongst online users) thought to be not quite as good.

ST Action:
---

games, games and more games. And games.

Atari ST Review:

Lots of info, more mature editorial style than Format, but not so
polished. 2 cover disks per issue.

Subscriptions: PO Box 500, Leicester, LE99 0AA. Tel: 0858 410510.

There are also, I think, some MIDI mags with strong ST content. I don't
have their names.

German Mags:

Atari PD Journal:

('Suspened' from publishing...)

Reviewed in the May '91 issue of Current Notes [from which I'm cribbing this
information, DP-Z]. Hardware and Software reviews, some commercial software
reviewed. Typical issue runs around 90 pages. Special "Katalog" section.

Subscription: DM 70 (normal mail), DM 100 (air mail). Prices may be for
domestic distribution -- write first!

Address: Heim Verlag, PD Abonnement, Heidleberger Landstrasse 194, 6100
Darmstadt 13 GERMANY

ST-Magazin (formerly 68000er):

(monthly) Typical issue: around 150 pages. Includes DTP-magazine CICERO.

Subscription: DM 77 (domestic distribution); foreign - write for information

Address: ST-Magazin, Bretonischer Ring 13, 8011 Grasbrunn, West Germany,
Phone: ++49 89 456 160

ST Computer:
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11 issues/year, typical around 180 pages

Subscription: DM 80 (domestic), DM 100 (normal mail), DM 130 (air mail)

Address: Heim Verlag, Heidelberger Landstr. 194, D-6100 Darmstadt 13 GERMANY

French Mags:

ST Magazine

Monthly in French. Oriented towards developers, professional users. Comes
with a disk each month.
ST Magazine - 10, rue Hegesippe Moreau - 75018 Paris - France
(French Teletel users: 3615 Teletel access, code STMAG)

STart Micro

Monthly, includes a cover disk. 11 issues per year. 64 + 16 (separated) pages.
Price: FF38 per issue, subscription: FF360. Subjects: Desktop publishing,
graphics, initiations to C and GFA Basic, survey of outcoming software, music,
folders. Minitel access: 3615 code ATARI. Address: FC Press, 57 rue Danton,
92300 Levallois-Perret, France.

Dutch Mags

ST, published by Stichting ST , postbus 11129 2301 EC Leiden the Netherlands
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cover price: fl 6,95
Independent magazine by and for atari ST users.
covers all different topics from applications to games and hardware.
60 pages.

6 times a year. One year subscription fl 35,-
black and white pages.

START, published by Divo , M. Gijzenburg 14, 2907 HG Capelle a/d IJssel
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cover price: fl 7,50 (may be more now)
All round magazine, floppy-service available for published programs.
68 pages. 2 color print

6 publications a year. One year subscription fl 39,95
including floppydisk fl 119,95

Atacom, by Atari Club Groningen.

Never seen this one. I suppose you have to be a member of the club or so.
price is fl 4,95.
Adress of the club: Atari Club Groningen, Postbus 9164
9703 LD Groningen, the Netherlands.

Atari Nieuws, by Atari ST computer club Nederland

News paper sized publication. Lots of colour on newspaper pages. Not too many
pages though.
price is fl 3,95 (cheap cheap)
monthly publication.
adress: ACN, Postbus 5011, 2000 CA Haarlem, the Netherlands.

GFA-info, by GFA gg (usergroup)

Publication of the GFA-basic usergroup. This group has a lot of mainly
educational software available.
price is fl 5,00

adress: GFA gg, Frankrijklaan 14, 2034 BA Haarlem, the Netherlands

ST News, by Stichting Computers Eindhoven

This is an electronic magazine. It has been around for about 6 years now
and is completely in English!!! The first issues were in Wordplus format
back in 1986 but from the 6th issue on it included a readerprogram
both for color and monochrome. Even with music.
price is fl 10,00
adress: S.C.E., Kornoeljelaan 22, 5552 RC Valkenswaard

:TIPS: 93.03.01
TIPS AND HINTS from other users
==========

Any 'multisync' monitor which handles 70 video fields a second can be used
with the ST; the custom cable involves no tricks, or commercial ones are
available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are
tricky.

An ST-formatted disk which is not readable by a PC can be made readable by
putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning
of the boot sector (sector 1 of track 0, I believe). This can be done with
either an ST or PC absolute sector editor. The Desktop of TOS 1.4 and
higher does this automatically.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced
by ST formatters. On those drives, ST-formatted disks are not readable,
independent of their boot sector contents. The other way, however, does
always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access
a disk with a different serial number in between disk changes.

For those with the 'inaccessible' mouse and joystick ports, a joystick
extender cable will make life easier. The Y-cable joystick extenders make
it extremely easy to keep mouse and joystick connected to port 0, and a
joystick extender cable in port 1 makes for easy hookup after you've moved
the machine.

BARREL is a program which can redirect printer-data to a file. It comes in
handy when your printer is unavailable, and the program does not already
have an option to 'print-to-a-file'. (It is available on the atari.archive
server.)

DBLEFEAT is a program which can redirect disk access from, say, drive A to
drive B. Handy when a program 'hard-codes' the data drive, and you
wish to use your hard drive instead. (It is available on the atari.archive
server.)

On the Desktop, holding the right mouse button allows
you to manipulate files in other windows. This is useful for a number
of reasons. An example is this: say D:\BLAH.ARC is a file you would
like to extract to D:\, but ARC.TTP is on C:\. Top D:\'s window, then

hold the right button while double-clicking ARC.TTP in an inactive window.

:ZNET: ??.??.??
Where can I get copies of ZNET?
==============================

ZNET is now Atari Explorer Online. Please see EXPLOR for more info.

:EXPLOR: ??.??.??
Where can I get copies of Atari Explorer Online?
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Atari Explorer Online magazine is available on CompuServe and GEnie. You can also get copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg Lindahl provides an excellent service to the networking community by sending these out.

Atari Explorer Online and some information from the Current Notes user magazine are also available from the atari.archive server under /atari/magazines.

:PD: ??.??.??
Where can I get Public Domain/Shareware software?
===

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st mail server. You can also try the commercial on-line services such as GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.) into their original form.

:MAIL: ??.??.??
E-Mail file servers

archive-server@spud.hyperion.com:

Spud holds all of the comp.sources.atari.st / comp.binaries.atari.st postings. If you aren't reading these two newsgroups, you should consider doing so. You may obtain uuencoded files as e-mail. You can obtain a help file by mailing a message to archive-server@spud.hyperion.com, with the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains a multitude of Atari ST PD and shareware programs. If you don't have access via FTP you can obtain many of the files via e-mail. You should first obtain a help file by mailing a message to atari@atari.archive.umich.edu, with the main body of the message being the word 'help.'. If you are from a uucp site, please enclose this statement also 'path host1!host2!....', where host1!host2!... is your path. Please read the help file completely before you ask questions, and then send any you may have to jon@atari.archive.umich.edu. Any questions about the archive or specific files go to weiner@atari.archive.umich.edu (or weiner@terminator.rs.itd.umich.edu, jeff.weiner@um.cc.umich.edu, weiner@zircon.labmed.umn.edu, or weiner@umnstat.stat.umn.edu :-)

archive-server@micros.hensa.uk.ac:

This is a UK public domain archive, available to sites within the UK via via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

```
begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end
```

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your message. If this is the first time you use our mail server, we suggest you first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions to INFO-A16 are also available on this server. INFO-A16 is a digest of messages from comp.sys.atari.st.

:FTP: 93.03.01
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
---

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

ftp.cs.ruu.nl [131.211.80.17]

src.doc.ic.ac.uk

This site has a mirror of atari.archive.umich.edu.

:COMP: 93.03.01
Atari-related companies
==========

This is a (still under construction) list of companies and addresses that
might be of use to Atari ST users. Please send me addresses for the blank ones
on this list. See also IAAD, it lists many more companies that are not on
this list.

Berkeley MicroSystems
P.O. Box 20119
Oakland, CA 94620

(510) 547 - 2191

E.A. Brown
3404 Pawnee Drive
Alexandria
Minnesota 56308
Info: 612-762-8847
Orders: 800-322-4405
Product: Software and Hardware distributor

GengTec

JRI

Marvin AG

Matrix Datensystem

Supra
7101 Supra Drive
Tangent, Oregon 97389
(503) 967-9075

TKR GmbH & Co. KG
Stadtparkweg 2
W-2300 Kiel 1
Tel. +49-431-3378881
Fax. +49-431-35984

Wittich Computer

:IAAD: ??.??.??
Independent Atari Developers
==========
(Thanks to Ed Krimen (ekrimen@wet.com) for sending this along)
(And to Joachim Vance (jvance@einstein.oac.uci.edu) for reformatting)

The Independent Association of Atari Developers
Member Directory
Compiled 6/7/92

Please note: Most IAAD members support users through the bulletin
board areas on GEnie. References in this file to "Cat" or "Top"
refer to the ST RT bulletin board area; other RTs are designated
by name. We welcome your comments and inquiries!

James C Allen Todd Bane
FAST TECHNOLOGY Soft-Aware Unlimited
P.O. Box 578 334B North Euclid Avenue
Andover, MA 01810 Upland, CA 91786
508 475 3810 (fax) 714 985 2348 (fax)
508 475 3810 714 982 8409
GEnie: J.ALLEN27 GEnie: R.SKRALY
Cat4 Top11 Cat6 Top4

Steve Barker David Beckemeyer
Flying Pigs Software Beckemeyer Development Tools

P.O. Box 688 P.O. Box 21575
St. George, UT 84771 Oakland, CA 94620
801 628 5764 (fax) 510 530 0451 (fax)
801 628 5713 510 530 9637
GEnie: STEVE-B GEnie: D.BECKEMEYER
BBS: 801 628 5773 Intrnt: david@bdt.CO
Cat2 Top34

Robert M Birmingham Dorothy A Brumleve
13630 SW 101 Lane D.A. Brumleve
Miami, FL 33186-2814 P.O. Box 4195
305 385 1942 Urbana, IL 61801-8820
GEnie: R.BIRMINGHA4 217 337 1937
CIS: 73637,1120 GEnie: D.A.BRUMLEVE
Cat25 Delphi: DABRUMLEVE
CIS: 71451,1141
Cat29 Top6

Gilbert Callaghan Phil Comeau
Double Click Software Phil Comeau Software
P.O. Box 741206 43 Rueter Street
Houston, TX 77274-1206 Nepean, Ontario Canada K2J 3Z9
713 977 6520 (fax jack) 613 596 4081 (fax P.C. Soft)
713 977 6520 613 825 6721
GEnie: DOUBLE-CLICK GEnie: P.COMEAU1
CIS: 75300,577 Cat13 Tops7,20
BBS: 713 944 0108
Cat30

Jay Craswell Craig W Daymon
Dover Research Corp. ICD Inc.
321 W. 4th Street 1220 Rock Street
Jordan, MN 55352 Rockford, IL 61101
612 492 3913 815 968 6888 (fax)
GEnie: J.CRASWELL 815 968 2228
CIS: 73016,27 GEnie: C.DAYMON
ICD RT

John Eidsvoog Lauren Flanagan-Sellers
CodeHead Technologies Goldleaf Publishing Inc.
P.O. Box 74090 700 Larkspur Landing Circle, Suite 199
Los Angeles, CA 90004 Larkspur, CA 94939
213 386 5789 (fax) 415 257 3515
213 386 5735 GEnie: WORDFLAIR
GEnie: J.EIDSVOOG1 Cat35
Cat32

Rick Flashman David Fletcher
Gribnif Software Ditek International
P.O. Box 350 2800 John Street, Unit 15
Hadley, MA 01035 Markham, Ontario Canada L3R 0E2
413 584 2565 (fax) 416 479 1882 (fax)

413 584 7887 416 479 1990
GEnie: R.FLASHMAN GEnie: DITEK
Cat17 Cat6 Top9 / Cat7 Top7

George Geczy Keith Gerdes
JMG Software International, Inc. Double Click Software
892 Upper James Street P.O. Box 741206
Hamilton, Ontario Canada L9C 3A5 Houston, TX 77274-1206
416 575 0283 (fax) 713 977 6520 (fax jack)
416 575 3201 713 977 6520
GEnie: JMGSOFT GEnie: DOUBLE-CLICK
BBS: 416 389 9064 CIS: 75300,577
Cat6 Top32 BBS: 713 944 0108
Cat30

Tyson T Gill Tom Harker
GT Software ICD, Inc.
12114 Kirton Avenue 1220 Rock Street
Cleveland, OH 44135-3612 Rockford, IL 61101
216 252 4272 815 968 6888 (fax)
GEnie: T.GILL7 815 968 2228
CIS: 73467,777 GEnie: ICDINC
Cat17 ICD RT

Doug Harrison Craig Harvey
1018 Quail Creek #303 Clear Thinking
Shreveport, LA 71105 P.O. Box 715
318 869 1292 Ann Arbor, MI 48105
GEnie: D.S.HARRISON 313 971 8671
Cat2 Top15 GEnie: C.HARVEY
BBS: 313 971 6035
Cat2 Top40

John 'Hutch' Hutchinson Hagop Janoyan
Fair Dinkum Technologies PDC, Inc.
P.O. Box 2 515 Wing Street
Los Alamos, NM 87544 Glendale, CA 91205
505 662 7236 206 348 4276 (fax)
GEnie: FAIR-DINKUM 818 242 5692 or 206 745 5980
Cat29 Top4 GEnie: H.JANOYAN3 or PDC.SW
Cat13 Tops12,21,22 / Cat10 Top11 /
others

Charles F Johnson Todd Johnson
CodeHead Technologies Cherry Fonts
P.O. Box 74090 Unit #4, 2250 Tyner Street
Los Angeles, CA 90004 Port Coquitlam, B.C. Canada V3C 2Z1
213 386 5789 (fax) 213 386 5735 (CodeHead)
213 386 5735 GEnie: CHERRY.FONTS
GEnie: C.F.JOHNSON Cat32 Top27
Delphi: CFJ
CIS: 76004,2232

Cat32

Deron Kazmaier Gene Kane
Soft-Logik Publishing Xerox Corp
P.O. Box 290070 101 Continental Blvd. M/S ESC1-945
St. Louis, MO 63129 El Segundo, CA 90245
314 894 8608 310 333 2707
GEnie: DERON.K GEnie: GENEXRX
SOFTLOGIC RT CIS: 70475,440

Alex Kiernan Hans-Peter Labude
HiSoft Managing Director
The Old School, Greenfield ICD Europe GmbH
Bedford, England MK45 5DE Postfach 13 17 Am Goldberg 9
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Cat6 Top23

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604 444 4424 GEnie: CRAIG.S.THOM
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Cat 10 Top 15

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416 575 3201 GEnie: J.TRAUTSCHOL
GEnie: D.THOMPSON66 BIX: jtrautschold
BBS: 416 389 9064 CIS: 73250,572
Cat6 Top32 Cat8 Top2

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5575 Baltimore Drive, Suite 105-127 P.O. Box 1822-3
La Mesa, CA 91942 Fairfield, IA 52556
619 469 7194 515 472 2293
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Cat17 Delphi: OPI
Cat4 Tops12,17,31,32
:CREDIT: 93.03.01
Who has contributed to the FAQ?
==========

If you've contributed to this FAQ but aren't mentioned here, tell me!

David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) compiled the bulk
of the FAQ.
Steven Ourada (sourada@iastate.edu) is the current maintainer.

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Roland Waldi

==========

Hope you liked the comp.sys.atari.st FAQ. If you have comments,
suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Later,
Steven Ourada

--

Steven Ourada -- sourada@iastate.edu

3544. Welcome to comp.sys.atari.st! (Software)

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 02:18:34 UTC
From: sourada@iastate.edu
Message-ID: <sourada.731038714@vincent2.iastate.edu>
Source record: 209396
Cross-posted to: comp.sys.atari.st,comp.answers,news.answers

```
Archive-name: csas-faq/part2

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed
before the dates were added.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
MSA Some info on Magic Shadow Archiver
CLI What Command Line Interpreters are available?
ERR What does TOS ERROR nn mean?
GDOS What is GDOS, and where can I get it?
GNU What GNU software is available for the ST?
HAM Where can I find Ham Radio software for the ST?
LANG Public Domain/Shareware languages...
MINIX Is MINIX available on the Atari ST?
MINT What is MiNT?
*XWIN Is there a version of XWindows for the ST?
DEMOS Why won't demo x run on my machine?
PAINT What is the format for [x] paint program data?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
*FTP Anonymous FTP servers
TEX Is TeX/LaTeX available on the Atari ST?

:WEL: ??.??.??
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.
```

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:ARCS: 93.01.30
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC, .ZIP and .LZH are archive files. They are binary files which may contain one or more other files in a compressed format. Archive files usually take up less disk space, and for this reason have become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive program. Here are the correspondences:

ZIP Use UNZIP.TTP or STZIP.PRG
ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

A few hints for first-time users:

* Most archivers will give a short summary of commands if invoked with no arguments.
* If in doubt, to extract a file, copy the archiver to the directory that the file is in, and run the archiver with the arguments 'x [filename]'.
* If you have TOS 1.4 or higher, and/or a CLI, you can avoid copying the archiver by just changing the current directory to where the file is. See TIPS for a tip on how to do this from the desktop on TOS 1.4 or higher.
* Read the documentation for the archivers you use, they will almost certainly answer all your questions. Documentation is usually included in both the source and binary distributions (such as zoo21bin.zoo).

ARCHIVERS
These programs are all available via FTP from the atari.archive server, in the /atari/archivers directory. Recommended files are:

arc602.ttp - version 6.02 of ARC, includes features to archive subdirectories and also include comments with files.

arc602.arc - contains documentation. UnArc using arc602.ttp.

arc521e.arc - older version of ARC. Used mostly by those who want speed, better compression, and don't care about archiving subdirectories. UnArc using arc602.ttp.

lharc.ttp - version 2.0 of LHARC.

lzh201i.lzh - Thomas Questors lzh utility. German documentation. UnArc using lharc.ttp

stzip21.lzh - STZip, with GUI interface

unzip41.lzh - Old version of unzip

zoo21.ttp - version 2.1 of ZOO

zoo21bin.zoo - ZOO archive includes documentation. UnArc using
zoo21.ttp.

:MSA: ??.??.??
Some info on Magic Shadow Archiver
==================================
(This was provided by Chris Herborth)

MSA Archives

The Magic Shadow Archiver (MSA) is a disk archiving program that allows an entire disk to be compressed into one file for transmission. The Magic Shadow Archiver (in shadow.[arc?|lzh?|zoo?] on atari.archive.umich.edu in ~/Archivers) creates .MSA files, which are often compressed using a normal archiver, such as zoo or lharc.

Magic Shadow is notoriously bad when used on a 1/2 meg ST and only one floppy drive. Its disk access and memory use are very badly thought out, and could result in over 160 disk swaps when unpacking an 80 track, double-sided disk.

Due to the fact that it was the _only_ disk image archiver around for quite a long time, Magic Shadow is the de-facto standard for creating disk images of computer demos and other pieces of software that cannot be easily compressed as files.

Because MSA files are disk images, they can only be used to recreate a floppy disk. There is (currently, see below) no way to extract the files from an MSA archive without writing it to a floppy disk.

Magic Shadow works perfectly with any legal TOS floppy format, even high density disks found in modified STs and most MegaSTes and TTs.

Chris Herborth (herborth@pinot.waterloo.ncr.com at work,
cherborth@semprini.tdkcs.waterloo.on.ca at home,
C.HERBORTH on GEnie) is writing a much more efficient MSA extractor, called UnMSA. UnMSA will minimize the number of disk swaps, and speed decompression considerably.

Daryl Richards (no email address, yet) is working on an MSA-Mounter, which will allow someone to unpack an MSA archive to RAM or a file on a hard disk. This uncompressed disk image will then be added to the system as a logical drive (much the same way a RAMdisk adds a drive to the system). MountImage on the Mac is an example of the way MSA-Mounter will eventually work (MountImage is so good, you can install new versions of the Mac OS using floppy disk images stored on your hard drive).

:CLI: ??.??.??
What Command Line Interpreters are available?
===

There are a large number of Command Line Interpreters for the Atari ST.
Some of the more popular ones include:

gulam the 'classic' cli, somewhat UNIX in flavor

BASH GNU Bourne Again Shell

ksh Korn Shell - available under MINT

gemini MUPFEL is the shell used by the gemini environment

master MS-DOS/Unix mixture, shareware.

okami a German shell with many useful utilities built in

pcommand an MS-DOS-like shell

csh C-shell, standard on Unix

tcsh Enchanced C-shell - available under MiNT

Check atari.archive under /atari/cli or /atari/mint, or check one of the
other FTP sites for files.

:ERR: ??.??.??
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on
GEnie in January (of ????) by John Townsend. The original also appeared in
the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA
22170). It has since found its way to me, and is being posted to
comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but
that it cannot be dubbed "official" unless it originates, on paper, from
Atari. This makes sense, as electronic communications are easily
modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and
GEM return codes which appears to be correct. The tables have been modified
to reflect his information.

The following is an unofficial list of the errors that can appear
while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6

```
Unknown media...................-7
Sector not found................-8
No paper........................-9
Write fault.....................-10
Read fault......................-11
General error...................-12
Write protect...................-13
Media change....................-14
Unknown device..................-15
Bad sectors on format...........-16
Insert other disk...............-17
Invalid function number.........-32............1
File not found..................-33............2
Path not found..................-34............3
No handles left.................-35............4
Access denied...................-36............5
Invalid handle..................-37............6
Insufficient memory.............-39............8
Invalid memory block address...-40............9
Invalid drive specified.........-46...........15

No more files...................-49...........18
Range error.....................-64...........33
Internal error..................-65...........34
Invalid program load format....-66...........35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.......................2
Address Error...................3
Illegal Instruction.............4
Zero Divide.....................5
CHK Instruction.................6
TRAPV Instruction...............7
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
```

```
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

```
:GDOS: ??.??.??
What is GDOS, and where can I get it?
====================================
```

GDOS stands for Graphic Device Output System (at least that's what my copy of STart, volume 1 number 1 said...)

There is a newer version, called FSMGDOS, which should be available commercially from Atari. It is currently included with WordFlair II. FSMGDOS uses scaleable fonts - you do not need to create a font file for every point size. Current word is that the street price for FSMGDOS will be about $50. The Lucida font family comes with FSMGDOS, and the output is very nice, even on a 9-pin Epson printer. There are desk accessories which allow you to manipulate available fonts, and also CPX programs for the newer Atari Control Panel. For those who only have limited memory, a newer version of GDOS is also included with the distribution. For those with investments in older bit-mapped GDOS fonts, they may be used with the new version of GDOS or used as bit-mapped (ie. non-scaleable) fonts within FSMGDOS.

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and more)" by Douglas N. Wheeler from the atari.archive server. The file is /atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server. The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files or font files (at least those supplied by Atari). You can get these files with many commercial programs, such as Degas Elite, WordFlair, etc. You might also want to check your local user group to see if they received a copy of the WordFlair demo program (also available on GEnie). The demo program appears to have the GDOS system and font files.

```
:GNU: 93.01.30
What GNU software is available for the ST?
=========================================
```

The Free Software Foundation C compiler, commonly known as GNU C (or gcc) is avaiable for the Atari ST. The minimal memory required to do any useful (i.e. beyond 'hello world') programming is 2 megabytes. A 4 megabyte system is recommended.

There is an extensive archive of the latest GNU C programs via anonymous FTP on atari.archive. GNU C is also available at most European FTP sites. The latest version of GCC available for the ST is 2.3.2, this version includes built-in support for C++.

Note that most GNU documentation comes in TeXinfo format. Documentation in this format can be fed into TeX for printing. It can also be processed by Emacs' texinfo to make an info file, which can be viewed on-screen with Emacs' info mode. These two functions can also be performed by the standalone programs 'texinfo' and 'info' (on atari.archive as /atari/tex/tnxf241b.zoo).

The following can be found in the /atari/gnustuff/tos directory of atari.archive: (Note: all of these have Unixmode and MiNT support)

BASH Bourne-again shell
BISON Yet another YACC (Yet Another Compiler Compiler)
COMPRESS Compatible with Unix compress
DIFF Compares files; PATCH does the inverse
EMACS Extreme editor :-)
Fileutils Unix file utilities
FLEX Lexical analyzer, like Unix lex
GAWK AWK report generation language
GCC 2.1 C, C++ compiler
GDB GNU debugger, with source level C support
Ghostscript Postscript clone
GROFF Text formatting system
GREP Regular expression search, like Unix grep
MAKE Like Unix make
MAKEINFO Stand-alone system to process .info files
PATCH Changes files from diffs; DIFF does the inverse
PROF Profiles executable code
RCS Revision Control System
SED Stream editor
Smalltalk Smalltalk; object oriented language
TAR Tape archiver like Unix tar

:HAM: ??.??.??
Where can I find Ham Radio software for the ST?
==========

Plenty of Ham Radio software is available for the Atari ST:

Morse code
Radio Teletype (RTTY)
Packet Radio (W0RLI BBS and K9AQ TCP/IP)
Satellite Tracking
WEFAX

Color Slow Scan TV (SSTV)
etc.

For more information contact the Atari Microcomputer Network:

Newsletter Editor - Gil Frederick, VE4AG
130 Maureen Street
Winnipeg, Manitoba
R3K 1M2 Canada
or
Program Librarian - John Adams, KC5FW
17106 Happy Hollow
San Antonio, TX 78232
U.S.A.
or
Tune into the weekly net Sundays 16:00 UTC on 14.325 MHz.

73,
John Langner, WB2OSZ

:LANG: ??.??.??
Public Domain/Shareware languages...
==========

There are a large number of programming languages available for use with the Atari ST. Programmers seem to flock to the Atari ST, and if you know of a language, you can probably find it, or an equivalent, for the ST.

68000 assembler/disassembler
abc
APL
AWK
BASIC
C
C++
cross assemblers (z80, 6502, 68xx,8031/80xx)
Elan
FORTRAN
FORTH
FP
Hope
ICON
LISP
Little Smalltalk
Modula2
OPS5
perl
PROLOG
SCHEME
SIOD
Smalltalk
XLisp

XProlog
XScheme

Check the atari.archive server under /atari/languages. Most other archive sites will have a language directory which you can also check.

:MINIX: ??.??.??
Is MINIX available on the Atari ST?
==========

MINIX is a UNIX-like operating system for the IBM PC, XT, AT, 386, and PS/2, as well as the Apple Macintosh, Commodore Amiga, Atari ST, and later in 1991, Sun SPARC. It is available with all the source code for the entire operating system, the libraries, and nearly 200 UNIX-like utilities.

Demonstration disks for the IBM PC line and Atari ST are available for free via anonymous FTP for people on the Internet. A Macintosh version will be online soon. (If you can't wait, see below.)

To get a free demo disk and the manual, use ftp to connect to ftp.cs.vu.nl (192.31.231.42) and look in pub/minix/demo. The READ_ME file describes the contents of the directory and how to use it. Be sure to fetch and read this first. It contains important information.

If you don't have FTP access, you can buy the demo disk package from Prentice-Hall for $10 by calling (201) 767-5969 or FAX (201) 767-5625. Please DON'T ask me to send it by email. I have quite enough work already thank you. The ordering numbers for Prentice-Hall are:

- MINIX 1.5 IBM demo disk (0-13-582768-x) (in stock now)
- MINIX 1.5 Atari demo disk (0-13-582792-2) (in stock now)
- MINIX 1.5 Macintosh demo disk (0-13-582784-1) (in stock now)

Please note that although the demo disks are available for free on line, MINIX itself is copyrighted software and is not available on line. The demo disks are also copyrighted, but permission is hereby granted to upload and use them for evaluation purposes. The READ_ME file tells how MINIX can be ordered.

AS A COURTESY TO US, PLEASE DO NOT FTP DURING BUSINESS HOURS (EUROPEAN TIME). PLEASE FTP AFTER 11 A.M. EASTERN STANDARD TIME.
If you want to follow the MINIX discussion, read the comp.os.minix newsgroup, which is quite active and has almost 50,000 subscribers.

Have fun!

Andy Tanenbaum (ast@cs.vu.nl)

:MINT: ??.??.??
What is MiNT?
==========
MiNT is a free multitasking operating system extension for TOS. It is somewhat like BSD Unix from the programmer's perspective. MiNT can run up to 1 GEM

program along with a lot of character-based programs simultaneously. MGR and MW2 can both put multiple terminal windows on screen, and bgacc can put a number of terminal windows on a GEM screen. MiNT and lots of stuff to go with it can be found at atari.archive.umich.edu:/atari/mint.

TOSWIN is the new replacement for bgacc: it provides lots of nice features like variable fonts, menus, selectable window gadgets, etc. GEMTERM is a similar package (it's not part of the standard MiNT distribution) modelled after TOSWIN and XTerm.

A somewhat interesting note: MiNT is now the kernel of Atari's multitasking OS, MultiTOS. Originially MiNT stood for 'MiNT is Not TOS', but it's now 'MiNT is Now TOS'. :-)

:XWIN: 93.03.01
Is there a version of XWindows for the ST?
==========

There actually is a port of XWindows to the ST now, although it is pricey. Here's the (slightly hacked up) announcement for it:

X/TOS/window/server and X/TOS/window/server/color

Vendor:
X/software Michael Gehret
X/TOS division
Marktstrasse 8
W-8944 Groenenbach
Germany
TEL: +49 8334 1411
FAX: +49 8334 6245
email: xtosinfo@xsoft.uucp
CPU:
Atari Mega ST, STE, TT
68000 to 68040
Memory:
2 Mbytes (4 Mbytes recommended)
Operating System:
TOS 1.4 or higher
Mouse:
Atari mouse
Graphics:
X/TOS/window/server:
monochrome 640x400x1,
monochrome 1280x960x1 (TT, SM194)
X/TOS/window/server/color:
monochrome 640x400x1,
monochrome 1280x960x1 (TT, SM194)
color 320x200x4
color 640x200x2
color 640x480x4
color 320x480x8

Ethernet Card:
Atari Card (Mega or VME bus)
Riebl/Wacker (Mega or VME bus)
Biodata BioNet 100 II (DMA port or VME bus)
Network Software:
Atari/Riebl/Wacker ANS TCP/IP
Biodata TCP/IP
Disk Space:
none (two floppy disks, may load fonts from second disk or font server)
Features:
full X11 Release 5 implementation
Shape, Multi-Buffering, MIT-SUNDRY-NONSTANDARD extensions
PEX extension optional
support of font server protocol
support of X Display Manager Protocol
access control support
compatible to OSF/Motif and OpenLook
high performance (more than 32,000 Xstones on TT)
fast cursor tracking
backing store and save unders support
size of virtual screen limited by memory only, automatic panning
X/TOS/window/server/color supports all video modes at the same time,
including dynamic visuals
loadable key maps (xmodmap format), full support for European keyboard
layouts
3-button mouse emulation with Atari 2-button mouse
may run parallel to GEM (switching with hot key), configurable multi
tasking priorities
about 50 fonts supplied

:DEMOS: ??.??.??
Why won't demo x run on my machine?
==========

90% of the time, if a demo does not run on your American ST, you probably
need to be in 50Hz mode to use it. Get a program like 50hzboot.prg from
atari.archive to allow this.

:PAINT: ??.??.??
What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett.
The file is on the atari.archive server under /atari/graphics/picfmts.doc.

:PD: ??.??.??
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st
mail server. You can also try the commercial on-line services such as
GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those
ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in
order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.)
into their original form.

:MAIL: ??.??.??
E-Mail file servers

archive-server@spud.hyperion.com:

Spud holds all of the comp.sources.atari.st / comp.binaries.atari.st
postings. If you aren't reading these two newsgroups, you should consider
doing so. You may obtain uuencoded files as e-mail. You can obtain a
help file by mailing a message to archive-server@spud.hyperion.com, with
the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains
a multitude of Atari ST PD and shareware programs. If you don't have access
via FTP you can obtain many of the files via e-mail. You should first obtain a
help file by mailing a message to atari@atari.archive.umich.edu, with the main
body of the message being the word 'help.'. If you are from a uucp site,
please enclose this statement also 'path host1!host2!....', where
host1!host2!... is your path. Please read the help file completely before you
ask questions, and then send any you may have to jon@atari.archive.umich.edu.
Any questions about the archive or specific files go to
weiner@atari.archive.umich.edu (or weiner@terminator.rs.itd.umich.edu,
jeff.weiner@um.cc.umich.edu, weiner@zircon.labmed.umn.edu, or
weiner@umnstat.stat.umn.edu :-)

archive-server@micros.hensa.uk.ac:

This is a UK public domain archive, available to sites within the UK via
via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st
and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just
comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---

send the following message

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

:FTP: 93.03.01
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
---

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

ftp.cs.ruu.nl [131.211.80.17]

src.doc.ic.ac.uk

This site has a mirror of atari.archive.umich.edu.

:TEX: ??.??.??
Is TeX/LaTeX available on the Atari ST?
=======================================

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the
atari.archive server under /atari/tex. Fonts and device drivers
(including one for the Epson 9-pin printers) are available on the
atari.archive server.

The latest version of TeX (3.14) has recently been made available on the
atari.archive server. The files are in a subdirectory of their own.

Graham Higgins recently wrote a message in comp.sys.atari.st indicating the
minimum files needed to get a working TeX/LaTeX system up and running on the
Atari ST. He said:

You'll need, at minimum:

The binaries for LaTeX/TeX :StTeXBin
The style files :StTeXSty
The font macros :StTeXTfm

If you want to screen-preview, you'll need screen font files (showdvi)
If you want to print locally, you'll need printer font files (dvifont)

Allow 5Mb.

For a step-by-step article on setting up Tex and LaTeX, send an e-mail request
to davidli@simvax.labmed.umn.edu. Be sure to mention 'tex.setup'.

There is also a complete, ready-to-install distribution called CS-TeX. The
latest version, 4.0, is available at atari.archive: /atari/tex/cs-tex-4.0.
This consists of 8 disks full of TeX stuff, plus an installation program
that takes care of the details for you.

==
Hope you liked the comp.sys.atari.st FAQ. If you have comments,
suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Later,
Steven Ourada

--

Steven Ourada -- sourada@iastate.edu

3545. Welcome to comp.sys.atari.st! (Hardware)

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 02:21:52 UTC
From: sourada@iastate.edu
Message-ID: <sourada.731038912@vincent2.iastate.edu>
Source record: 209399
Cross-posted to: comp.sys.atari.st,comp.answers,news.answers

```
Archive-name: csas-faq/part3

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed
before the dates were added.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
MODELS All the models in the ST line
FALCON What are the specs on the Falcon?
ACCEL Hardware Accelerators
DRIVES What should I know about hard drives and the ST?
FLOPPY Can I use 1.44 meg floppy disks?
GRAPHIC How can I enjoy enhanced graphics on my ST?
JOY What joysticks work best with the Atari ST?
MODEM What modems work with the Atari ST?
MONITOR What should I know about monitors and the ST?
PCEM How can I turn my Atari ST into a PC emulator?
SPECTRE How can I turn my Atari ST into a Macintosh emulator?
UPGRADE Can/should I upgrade my ST?

:WEL: ??.??.??
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
```

comp.sources.atari.st ! uuencoded/shar sources

:MODELS: 93.01.30
All the models in the ST line
==========

This is a pretty complete list of all the ST/TT models and their main features. If you have any additions/correction, of course, send them to me.

Feature key:
CPU's:
8 8 MHz 68000
16 16 MHz 68000
16/3 16 MHz 68030
32/3 32 MHz 68030

RAM:
/1 128kB
/5 512kB
1 1MB
2 2MB
4 4MB
S SIMM slots for expansion

Built-in:
F Floppy
M TV modulator

Extra:
AV 8 bit digital stereo audio, 4096 colors, hardware scrolling, analog joystick ports
MB MegaBus processor-direct bus slots
6U 6U VME bus slots, second serial port
FC Motorola 56000 DSP, 16 bit stereo audio, much enhanced video

TOS:
Highest built-in TOS

Models:

Name	CPU	RAM	TOS	B.I.	Extra	Comment
130 ST	8	/1	1.0	M		Never marketed
260 ST	8	/5	1.0	M		
520 ST	8	/5	1.0	M		
520 ST+	8	1	1.0	M		
520 STm	8	/5	1.2	M		
520 STfm	8	/5	1.2	FM		
1040 ST	8	1	1.0	FM		
1040 STf	8	1	1.2	F		
1040 STm	8	1	1.2	M		
1040 STfm	8	1	1.2	FM		
Mega 1	8	1	1.2	F	MB	

Mega 2 8 2 1.2 F MB
Mega 4 8 4 1.2 F MB
STacy 8 1 ??? F Laptop
STBook 8 1 ??? F Notebook
520 STe 8 .5S 1.62 FM AV
1024 STe 8 1S 1.62 FM AV
Mega STe 16 1S 2.06 F AV,MB,6U
TT 16/030 Just for developers
TT 32/030 S 3.06 F AV,MB,6U Various mem/HD configs
Falcon 16/030 S 4.?? F AV,FC Many enhancements!

:FALCON: ??.??.??
What are the specs on the Falcon?
==========

Here's some stuff I culled from the (reposted) Delphi conference with Sam Tramiel.

--- Start Quoted material ---
Here's the specs on the Atari Falcon 030:

CPU: Motorola 68030 running at 16 Mhz
32-bit Bus
Optional 68881 or 68882 FPU
RAM: 1,4, or 14 megs
Standard Atari Cartridge Port
Motorola 56001 DSP chip

Expansion Bus:

Internal direct processor slot for 386SX PC emulation, or other coprocessor

Graphics:

Super VGA graphics: 640x480 with 256 colors
True color 16 bit mode allowing a display of up to 65,536 colors
Accepts external video sync signal to allow high quality genlocking
Overlay mode for easy video titling and special effects
Overscan on TV's and ST Color monitors
262,144 possible colors
hardware-assisted horizontal fine scrolling
BLiTTER graphics co-processor

Sound features:

Eight 16 bit audio DMA record and playback channels
Stereo 16 bit digital DMA input
Stereo 16 bit DMA audio output
SDMA sound/DMA Coprocessor

Standard Ports

SCSI II port with DMA
High speed LocalTalk compatible LAN
Connector for analog RGB color (ST or VGA) or composite video
RS232C serial port
Bidirectional parallel port
MIDI IN/MIDI OUT
Stereo microphone input, miniature stereo plug
Stereo audio out, miniature stereo plug
Two joystick connectors
Two enhanced digital/analog controller/light pen connectors

Data Storage

1.44 Mbyte floppy disk drive
Optional internal IDE Hard Disk

System software

Pre-emptive Multitasking with adaptive prioritzation (MultiTOS)
Inter process communication
NewDesk desktop and eXtensible control panel
Multiple window user interface; number of windows limited
only by memory or software in use.
--- End Quoted Material ---

:ACCEL: ??.??.??
Hardware Accelerators
=====================
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

68000 based: ICD adspeed ST/STe
Fast Tech Turbo T-16 (16MHz)
T-20 (20MHz)
T-25 (25MHz)
68030 based: Gadget by Small SST (16MHz to 40MHz user changeable, 8 SIMM slot
68882 FPU socket, 1 expansion slot, TOS 2.0x).
Fast Tech : Tiny Turbo
Full size version

:DRIVES: ??.??.??
What should I know about hard drives and the ST?
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

To get a hard drive for ST, STe, Mega, Mega STe or TT(using DMA port):
1. Host adapter (convert the ST's DMA to SCSI standard):
ICD, Supra, BMS are the three major manufature. ICD has very good
software updating support and updates very often.
2. SCSI hard drive or MFM/RLL drive with SCSI adapter:
i). SCSI drive:
Like Quantum Pro80LPS, Seagate ST-xxxN series, they have a 50 pins IDC
connector, and usually say SCSI hard drive or Mac drive. (Any Mac except
Mac128, Mac512, FatMac has SCSI built in, so a drive that works with Mac
usually has SCSI interface).
No other adapter needed, just connect to the host adapter in 1.

ii). MFM/RLL drive:
These types of drive is older and used in older IBM machines. To use
them you need an adapter to convert them to SCSI. Adaptec 4000/4000A
is for MFM, 4070 for RLL drive, Emulex and OMTI also has similar cards
availible. Adaptec has stopped production for quite sometime so look for
these in used/liquidation place. (usually goes $40 to $75 each).

Connect the drive to the adapter (said Adaptec 4000) then connect the
adapter to the host adapter. (said ICD). It looks like following:

```
-------------- ----------- ------------ ----------
| MFM drive |------->|ACB 4000 |------>| ICD |------>| ST DMA |
-------------- ----------- ------------ ----------
```

3. Case, power supply and cabels for the drive system:
Unless you have Mega, Mega STe, TT and the drive is 3.5" so you will put
the drive internally, you will need a case with power supply to house the
adapter and hard drive. IBM case is very easy to get and has a lot of space
for expansion.
For older drive you need about 40 watts each drive, for newer 3.5" drive
they use about 20 watts or less, Quantum LPS drive use about 10 watts each,
make sure your power supply has more than the drives need. Again if you
use IBM case, the 150 watts power supply for that type case can drive at
least 3 drives without problwm.
Cables: DMA cable usually comes with the host adapter.
power cable from power supply to drive usually comes with power sup
SCSI cable from host adapter to SCSI drive or adapter(for MFM/RLL),
it's 50pins IDC female connector on each end with 50 conductors
cable. Should be availible at place you get the drive.
For MFM/RLL drive you will need the usual MFM/RLL drive cable:
(a 34 conductors cable and a 20pins connector, again should be
available at the place you get the drive).

Now, connect them all together. Before power up, check the connection again.
And check the jumper setting on the drive (consult the drive's manual). If you
are using more than one drive with the system, make sure only the last drive
has the terminator (either a DIP or a signle inline package of resistor, which
usually is socketed and close to the SCSI connector on the drive circle board.
Remove the terminator from other drives. [only the last drive should have the
terminator]

Software usually comes with the host adapter, or you can FTP atari's AHDX5
from ftp sites.

:FLOPPY: ??.??.??
Can I use 1.44 meg floppy disks?

1.4 megabyte floppy drives will soon be available from Atari for MegaSTe
and TT machines. If you own an older Atari ST, there is a company which offers
a $199 kit (including floppy) to install and use the drive. (I will supply
the name next month, sorry...)

Note that Tos versions prior to 2.05 will not format a 1.4 meg floppy from the
desktop.

:GRAPHIC: ??.??.??
How can I enjoy enhanced graphics on my ST?

For stock STs, JRI makes a chip which allows a 4096 color palette.
There is also a public domain enhancement that allows 32768 colors on
older STs. This can be found as 32kcolor.lzh on some archives.

There are a number of graphics boards on the market. Here is a first pass
at listing some of them. The information is based on postings by Ben Gilbert
and Jari Lehto.

C32 board by Matrix Datensystem (Germany)
* 800x608, 256 colors
* all ST/TT models
* 256k, 512k and 1meg versions

C75Z board by Matrix Datensystem (Germany)
* 1024x768, 256 colors
* Mega ST or STe, TT VME Buss

(Matrix GmbH has over 15, maybe over 20 with all versions, different
graphics boards available, from hobbyist to professional, from CAD
to GenLock and digitizing.)

ISAC board by Dover Research Company (U.S.)
* 1024x768, 16 colors from palette of 4096
* makes hi-res look like ST low res, just with a huge window
* Mega ST buss
* Dover Research Co. (612) 492-3913

The Imagine by Wittich Computer GmbH (Germany)
* 1024x768, 256 colors
* Mega ST only

(Versions available for all ST/TT models. Several possible resolutions.
Reasonable price, but slow and not very compatible..)

Crazy Dots by TKR (Germany)
* 1024x768, 256 colors
* Mega ST only

(1280x800, 256 colors out of 16.7 million color palette. 1664x1200 for
both 16 color and monochrome. True color option available. Mega ST,
Mega STe and TT.)

reSOLUTION SuperVGA by GengTec (Germany)
* 8 resolutions, 320x200 through 1600x1200
* 16 colors without driver, 256 out of 256,000 with driver
* 1 mb RAM
* uses a standard VGA monitor
* Mega ST or regular ST
* available in U.S. from Rio Datel, 1-800-782-9110, (702) 454-700

(1024x768 is the highest resolution with 256 colors. Driver is called
Multicolor VGA option. Compatible with NVDI and Blitter. Multisync

monitor recommended.)

AlberTT
* like ISAC card, but specific for TT VME buss

MegaScreen
* 832x624 monochrome
* connects to MegaBus
* works with Spectre

Reflex
*1024x1024 with SM124 monitor
*2048x2048 possible with expansion
*usable with most big-screen displays

ODIN by Marvin AG (Switzerland)
* external expansion
* gives TT-resolutions to a regular ST

Cyrel
* RISC-based card
* extremely costly

Here's a few more cards, available from OverScan GbR, Saentisstrasse 166,
1000 Berlin 48, West Germany, ++49 30 721 94 66, ++49 30 721 56 92 (FAX),
++49 30 727 05 6 (Mailbox, language: German)

Autoswitch OverScan for the ST (NO STE compatibility) is DM 129.--, you
don't have to buy a new monitor. The maximum resolution on a SM 124
is variable, but in most cases at about 732*480.
AutoSwitch OverScan TT is a VME board. It's about 249.-- DM, you also can use
your old monitor, but it only works in the TTs five color modes
(3 ST-compatible modes, 2 TT-modes). Resolutions are variable, ask
OverScan about the values for your monitor.
Falcon ScreenBlaster blows up your Falcons resolution to a maximum of nearly
900*600 on SVGA-monitors. It'll be shipping as soon as Falcon030s
become available, and the pricing will be near 150.-- DM.

Graphics cards for which information is sought:

OmniChrome board by Omnimon Peripherals

JRI GenLock

Atari/Lexicor 24 bit color card

Jari Lehto proposed the following recommendations:

Low budget SVGA - reSOLUTION
Professional high-end use Cyrel (or is it Cyrix?)
Hobby or semi-pro DTP Reflex
Hobby DTP MegaScreen
To obtain TT resolution ODIN

:JOY: ??.??.??
What joysticks work best with the Atari ST?

The Atari ST works with joysticks with a 'standard' D-Socket. IBM-style joysticks, Apple joysticks, and Nintendo joysticks will -not- work.

Some recommended joysticks:

Konix Navigator - "best .. if you want to use it for any length of time"
Gravis - "responsive ... great for games like MidiMaze"
WICO - "strong reed switches, hard plastic and metal components"
Atari - "FAR more controllable and responsive than other, more durable units"

:MODEM: ??.??.??
What modems work with the Atari ST?

Any external modem should work fine with the Atari ST-series of computers. You will need to purchase or build an RS-232 cable. Be sure the cable is capable of establishing DTR with your modem, as many telecommunications packages check the status of the DTR line. (Ask your local hardware guru if you don't know what DTR is...)

The ST can connect to modems at up to 19,200 baud. Practically, you will purchase either a 2400-baud or 9600-baud modem. The cost of 2400-baud modems has dropped so much in the past few years that you should not even consider a slower modem. Believe me, modem speeds under 2400-baud are going to seem SLOOOOOOOW to you!

You will probably need a serial port patch program to use high speed modems on your ST; most versions of TOS have a bug in CTS/RTS handling.

:MONITOR: ??.??.??
What should I know about monitors and the ST?

The monitor is your connection to the ST. Without a monitor, you're typing blind. (Unless, of course, you have an RF modulator on your ST and attach it to your TV set. This is discouraged, as the bandwidth and resolution are pretty terrible for anything other than arcade games.)

There are three monitor choices for those of us owning Atari ST/STe equipment:

1. Monochrome monitors - these include the venerable SM124, one of the sharpest monochrome monitors on the market. Street price is about $150, used monitors should run around $80-90. You can also purchase a 19" monochrome monitor. This gives you a 'big screen' to play around in, and is best for work with DTP and CAD systems. The price is a bit high at $1500+, and you'll need a plug-in board, which is generally set up for the Mega ST machine.

2. Color monitors - including the SC1224 in all of its incarnations (JVC and Goldstar being the primary vendors). The newer monitor, the SC1435, has a 14" screen and stereo sound.

3. Multisync monitors - these monitors provide monochrome and color access in one monitor. The street price is around $450, about $100 more than a standard Atari color monitor. You need to reset your computer to change resolutions. In many cases, a nice little switch box is provided (or you can build one) which does this for you. Examples of multisync monitors include the OMNIMON RAINBOW MONITOR.

There are any number of monitor choices for those owning Atari TT equipment, although they all boil down to 'multisync VGA'. There 14" color VGA monitor from Atari is quite nice, as is the 19" monochrome monitor. Any standard 14" multisync VGA monitor will do as well. Forget moving your SM124 or SC1224 monitor to your new system, the cabling and electronics is just not going to work.

:PCEM: ??.??.??
How can I turn my Atari ST into a PC emulator?
==========
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

Supercharger is the only external PC emulator with 8MHz V30 and 1MB RAM in a nice lunch box. It connects to ST's DMA port and defaults as device 3. It's powered by external power supply. Has 8087 socket and one expansion slot. The 1MB RAM can be used as RAM drive by ST when the IBM side not used.

:SPECTRE: ??.??.??
How can I turn my Atari ST into a Macintosh emulator?
==========
(Thanks to Wayne (trek@ihlpb.att.com) for this info.)

Product: Spectre GCR from Gadgets by Small, Inc
40 W. Littleton Blvd
#210-211
Littleton, CO 80120
Retail: $299.95

Description:
The Spectre GCR is a combination of software and hardware that allows the Atari Mega/ST/STe/TT line of computers to emulate an Apple MacIntosh Plus(tm) Computer. The emulation is so good that most Apple software runs out of the package using your Atari Disk drives to read in the Mac software. It does all of this while running 20% faster than the program would on a MacIntosh Plus and provides you a 30% larger screen area.

The Spectre GCR is a combination of software (written by Gadgets by Small, Inc), a cartridge (also from Gadgets), and a pair of 128K Apple ROMs (from either a MAC 512kE(tm) or Mac Plus - part numbers 342-0341 and 342-0342 which you purchase separately from an Apple source.) The Apple ROMs can currently be purchased for around $150. MacIntosh documentation and software, including the operating system (referred to as System/Finder), are also required to round out the package.

The Spectre software is currently at release Version 3.0. Gadgets supplies fairly frequent updates to allow you to keep up with the Apple OS releases.

The Version 3.0 update retails for $20. Version 3.0 supports 15 of the 128K OS releases up to, but not yet including System 7 releases.

Spectre software supports Mac formatted disks (including formatting your own) with your Atari drives, Mac sound, large screen displays (1280x960) Mac harddisks via SCSI through a Megatalk board (retail $299.95 from Gadgets) or through an ACSI-SCSI host adapter (my Syquest works beautifully- and the excessive use of disk accesses in Mac software will have you wanting a hard drive). Spectre 3.0 also supports DOS Mounter and Apple File Exchange if you are needing MS-DOS data disks for Mac work. Language configuration support, keyboard support, A4 paper size support for Lasers have also been added to 3.0.

Running Spectre:
The feeling you will get when you see your Atari transformed into a MacIntosh with a decent screen is indescribable. The extra flexibility that you get will also make you feel more confident in the greatness of your Atari. You will also get to see some of the frustrations with one of the other sides of the fence - frustrations like excessive disk access, remembering not to remove/change a disk unless the OS tells you to, etc.

Speaking of changing disks, there are major differences in the operating philosophies of an ST and of a MacIntosh. You really must read the documentation that comes with the Spectre GCR (and I for one found that a real delight. Dave and Sandy have a very different approach to software documentation that makes it enjoyable reading.) You should also read the Mac Operating System docs. One other reference you may need if you are going to do much with Mac software is one of the reference manuals referred to as the MacIntosh Bible.

If you ask an Apple dealer if a particular piece of software runs on a GCR, don't figure you will get a straight answer. They won't know. The current compatibility list from Gadgets lists about 450 programs and their release numbers that have been tried and found to work with Spectre GCR. In general, if a piece of software won't work with the GCR, it is probably becuase of copy protection. Most serious Mac software is not copy protected.

One last note - earlier versions of the emulator exist that were not capable of reading Mac disks directly. It's a capability you will want.

(Thanks to Shoou-yu Tang (sytang@lamar.colostate.edu) for this info.)

Spectre GCR is the best availible, you need to obtain a set of 128KB ROM from Apple (they are used in Mac 512KE and Mac Plus, noted that Mac512 use older 64 KB ROM which is not good) to fully utilize the device. Also it's recommanded to use it with MONO monitor and at least 2MB RAM. The Spectre software takes about 300 some KB of memory, so on a 1040 there is not very much left for Mac, especially after the Mac system is loaded. 4MB memory and MONO is best.
It can read/write Mac disk direct using ST's drive (double side drive, as most Mac drive is double side). With DOS mounter or software like that you can read /write ST, IBM disk from the Mac desktop as well (don't try to run the ST, IBM

binary. It's only for file transfer). Or you can use Apple File Exchange to read/write ST, IBM disk.
Syatem 6.0.5 runs fine, system 6.0.6, 6.0.7 runs also. But system 7 will not run with it.

:UPGRADE: ??.??.??
Can/should I upgrade my ST?

The answer depends on the type of ST you currently have, and what you want to do in the future. Be aware that there are a large number of modifications one can perform on the venerable 1040ST, and that newer machines are coming down in cost so much that to obtain a certain feature it may be cheaper to purchase new than to upgrade.

1. Memory - most ST machines may be upgraded to 4 megabytes. The newer STe machines use either SIP or SIMM

2. TOS - for those still running TOS 1.0, now is the time to consider an upgrade. TOS 1.4 has been around for at least 2 years now, and is -much- faster (and safer) for those using hard drives. TOS 2.06 is available as a hardware upgrade to ST and MegaST machines for about $150 from CodeHead

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments, suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Later,
Steven Ourada

--

Steven Ourada -- sourada@iastate.edu

3546. Re: AtariWorks/SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 02:24:06 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.M9yvS2kzrUQ@semprini.tdkcs.waterloo.on.ca>
Source record: 209363

In <2b88b8f3@p12.f202.n281.z2.fidonet>, Jan_Willekens@p12.f202.n281.z2.fidonet writes:
> In a message of <Sat 20 Feb 93 04:11>, Dave Ninjajr Flory (2:281/202.0)
> writes:
>
> DN> Can't wait to drop over to Egghead this weekend and pick up some
> DN> IBM speedo fonts.
>
> Are there any (PC/MAC/NeXT/etc) packages you know of which can convert
> TrueType/Type1/etc. fonts to the speedo format?

There might be; then again, because of the licencing fees you have to
pay BitStream for using Speedo fonts, there might not be.

That's right; Atari picked one of the font formats that there are NO
freeware/shareware/etc fonts available in. Paying Apple $$$ to be able
to use TrueType would've been a much better idea; paying Adobe $$$$ for
ATM would've been brilliant.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

3547. FAQ going monthly...

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 02:26:36 UTC
From: sourada@iastate.edu
Message-ID: <sourada.731039196@vincent2.iastate.edu>
Source record: 209252

In case ya care, I'm going to start posting the FAQ monthly instead of biweekly (if you've been watching carefully, you'll notice I've accidently been doing that anyway...) There isn't enough change to justify biweekly.

Later,
Steven Ourada

--

Steven Ourada -- sourada@iastate.edu

3548. Re: What happened here ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 02:39:22 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1muhcqlNNeo2@golem.wcc.govt.nz>
Source record: 209376

] Where is diskdoub.lzh ? I can't find it anywhere. Is it one of those
] programs akin to superstor ?

That horrible program!?

Disk-doubler is completely different, it just converts single-sided
disks into double-sided disks!

3549. Re: Vector Graphic Programs?

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 02:39:24 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Mar02.023924.101092@zeus.calpoly.edu>
Source record: 209253

dlk0ms9s@umiami.ir.miami.edu writes:
>
>
> I am now in the market for a vector graphics program that also does bitmap
>work and auto tracing. After looking at several projects, I am currently
>deciding between Invision Elite and Silouhette. As I understand it from this
>week's Znet, TOAD Computers will be taking over support for Silouhette and it's
>new version which supports full color vector editing. Does anyone know of
>anyother porgrams that meet this type of versatility for the ST?
>
> Right now I am leaning towards Silhouette Color because of the color support,
>but as a Calamus 1.09N/SL owner, Invision Elite could offer the support I would
>need. SUGGESTIONS?
>
>Mark Santora
>

Well, I use outline art and I love it. There is supposedly a new version
coming out... Outline Art 3.0 that does full color vector graphics. Call
DMC and ask them. 416-479-1880

*steve miller
*elctronics engineering dept.
*cal poly slo

'I live on a planet called Irata, unfortunately I have no neighbors'

3550. It is March, do you know?

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 03:03:06 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1muipblNNh4@usenet.INS.CWRU.Edu>
Source record: 209378

```
It is March, do you know where your Falcon030 is at??? :)

--
```

3551. Re: ICD HD SOFTWARE

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 03:47:57 UTC
From: ekrimen@wet.UUCP
Message-ID: <5407@wet.UUCP>
Source record: 209280

ICD's SCSI Pro utilities has CleanUp included with it. You get two disks:
one has the hard drive utilities and the other has CleanUp.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ AEO.5 (GEnie)

3552. Re: Are there any Falcons in the USA?

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 03:48:58 UTC
From: ekrimen@wet.UUCP
Message-ID: <5408@wet.UUCP>
Source record: 209282

In article <1mtug3INN5hk@mojo.eng.umd.edu> brymastr@eng.umd.edu (Bryan Lee) writes:
>Okay, it's March now. Has anyone actually seen Falcons here in
>the US of A? If so, please let me know where. Especially if
>they're in the College Park, MD area.

I thought Toad (in Maryland) had a Falcon on display.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ AEO.5 (GEnie)

3553. Fax modem?!

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 04:46:19 UTC
From: awest@ub.d.umn.edu
Message-ID: <1n030rINN4so@ub.d.umn.edu>
Source record: 209373

I recently bought a modem with fax capabilitites, and was wondering if there was software (PD preferrably) to utilize the fax. Also, any suggestions as to the best PD communications software to use (I'm using uniterm right now and it seem s to work pretty good...file transefer is really slow though, is there any way to speed it up?) My modem is a 2400bps ZoomFax from AFX.

Thanx!

```
--
|) | | ^ /\"Sometimes they tie /\ +--- +-- --+ The Piano Man
| | | * \/ a thief to the tree. \/ | ^ \ | \/ | aka: Andrew West
* * * | /\ Sometimes I stare, /\ | _/ | | awest@ub.d.umn.edu
- . . | \/ Sometimes it's me..."\/ |_| |_|\/|_| Univ of Minn-Duluth
```

3554. Re: What is CAD-3D ???

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 05:49:14 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1993Mar2.054914.7220@vpnet.chi.il.us>
Source record: 209375

In article <1993Feb25.145426.11952@mtu.edu> sjkinneb@mtu.edu (Kinneberg) writes:
>dillon@barres.loria.fr (Dillon Eric) writes:
>> I've heard about CAD-3D, but i don't know exactly what it is ?
>> ....
>
>CAD-3D is/was the first 3 dimensional modeling program written for the ST.
>It's not a drafting program as some people might guess from its name.
>Version 2 was capable of making 3-d "movies". There was a variety of other
>programs written to aid in the creation of CAD-3D objects and movies. It
>......

CAD-3D is still available (I bought it from an Atari dealer about 35 minutes' drive from here, also check E. A. Brown and other catalogs), but there is another originally-Antic program that's a better modeler: Cyber Sculpt. It has more primitives, tools, etc. - far more powerful. However, it does not do rendering. As far as making animations goes, you'd be better off using Chronos-3D (from Lexicor) than CAD-3D. (Chronos does not let you create 3D objects, just render and animate them. Cost is about $200 though.) Both Chronos and Cyber Sculpt are available from dealers or directly from Lexicor Software Corp., 58 Redwood Rd., Fairfax, CA 94930 (415) 453-0271

Oh, yes - CAD-3D and Cyber Sculpt use the same .3D2 object file format. Lexicor has another program (Rosetta-3D) which can translate to and from other platforms /formats.

Nick DiMasi nickd@vpnet.chi.il.us Delphi:TURBONICK

3555. Re: What height is the Falcon HD?

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 06:17:34 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1muu5uINN2go@elroy.jpl.nasa.gov>
Source record: 209380

In article <1mtoddINNaa@mercury.cis.ohio-state.edu> tbrown@cis.ohio-state.edu (ted croft brown) writes:
>compiled off of clari.streetprices. Here's some of the listings (I took some
>out of the grep ";2.5 " list):
>
>Conner CP2044 ; 42MB;IDE ;2.5 ;HH;23ms; ; 208;Quick Electronics ;(a)
>Maxtor ; 80MB;IDE ;2.5 ; ;15ms; ; 219;HDSS ;(a)
>Seagate ST9096A; 89MB;IDE ;2.5 ;1";19ms; ; 319;Quick Electronics ;(a)
>
>As you can see, one is HH, one isn't given (I assume that it's either not
>known, or I'm supposed to take it as FH, I think it's "unknown"), and the
>last is 1". I know the list in .streetprices isn't complete, as the 65MB
>Falcon drive isn't listed (there isn't a 65MB 2.5" IDE drive on the list).
>Who makes the drive in the Falcon?

Half-Height is 1" high. The drives in my Falcons have been Seagates, I don't remember the part number offhand.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

3556. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 08:53:16 UTC
From: peterk@cbmger.de.so.commodore.com
Message-ID: <11025@cbmger.de.so.commodore.com>
Source record: 209266
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb25.235558.3754@qdpii.comp.qdpi.oz.au> davidme@qdpii.comp.qdpi.oz.au (David Meiklejohn) writes:
>
>On a related note, someone I know who was studying language pointed out that
>people shouldn't have complained about Kevin Costner's Robin Hood speaking
>with an American accent, since it's probably closer to how English in the
>Middle Ages sounded than a modern English accent is. Interesting, eh? A bit
>off-topic, though.

Not being a linguist, I still doubt this: British English is a european language and its pronouncing is much closer to other european languages than American. So I assume that this type of pronunciation (I call it "cleaner" :-) has some tradition in Europe and thus necessarily also for longer time.

--
Best regards, Dr. Peter Kittel // E-Mail to \\ Only my personal opinions...
Commodore Frankfurt, Germany \X/ peterk@cbmger.de.so.commodore.com
Haben Sie schon zu viel am Hals? Und dann auch noch eine Krawatte umbinden?

3557. Re: UK version patch for Neodesk V3.03

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 09:44:16 UTC
From: morgado@vxdesy.desy.de
Message-ID: <C399pt.C66@dscomsa.desy.de>
Source record: 209271

I received a message from Andrew Barsby at G.S.T. Softline yesterday
regarding the UK version of Neodesk 3.03. I thought other people
would also be interested.

Carlos

From: IN%"ABARSBY@gst-soft.demon.co.uk" 1-MAR-1993 17:08:32.12
To: IN%"morgado@vxdesy.desy.de"
CC:
Subj: Neodesk v3.03

Return-path: <ABARSBY@gst-soft.demon.co.uk>
Received: from gst-soft.demon.co.uk by vxdesy.desy.de (PMDF #3109) id
<01GVAV4GI64W8WW471@vxdesy.desy.de>; Mon, 1 Mar 1993 17:08:19 +0100
Date: 01 Mar 1993 16:08:56 +0000
From: ABARSBY@gst-soft.demon.co.uk (Andy)
Subject: Neodesk v3.03
To: morgado@vxdesy.desy.de
Message-id: <01GVAV4HJESI8WW471@vxdesy.desy.de>
Organization: GST Software PLC.
Content-transfer-encoding: 7BIT
Priority: normal
X-pmrqc: 1
X-mailer: Pegasus Mail v2.3 (R5).

Dear Mr Morgado

Thankyou for your enquiry regarding the latest Neodesk update.
We will be supplying patch disks shortly (within the next week or so).
The cost will be stlg4.95 inc.

Yours sincerely

Andrew Barsby
G.S.T. Softline

3558. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 11:26:33 UTC
From: leverp@p4.cs.man.ac.uk
Message-ID: <leverp.731071593@p4.cs.man.ac.uk>
Source record: 209386
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In <1993Feb25.232738.2147@infodev.cam.ac.uk> cpb1001@phx.cam.ac.uk (C.P. Brown) writes:

>In article <C2z9zs.EJ1@ecf.toronto.edu>, giggey@ecf.toronto.edu (GIGGEY Mike S) writes:
>|> If you go to europe and read the european magazines, you will find the exact
>|> opposite to the situation here in N.A. The magazines done here are all MAC
>|> and PC and the mags over in europe are all ST.

>Sorry? There are about 2 ST mags available in the UK, and about 8 - 10 Amiga
>mags. (Very few Mac, and slightly more PC mags though.)

>Chris Brown

Errm, sorry there are FIVE ST magazines that I can think of

Atari ST User
ST Format
Atari ST Review
ST Action
New Atari User(formally Page 6 - covers 8-bit as well)

Also, I'd like to point out that, Falcons ARE available in the UK. I've ordered
mine, and it turns up tomorrow.

Peel

3559. Re: FALCON: JPEG, MPEG. GIF, et al?

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 11:49:35 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Mar2.114935.6066@unix.brighton.ac.uk>
Source record: 209276

Hisoft are producing some good quality software for the falcon which will
support many of these formats I believe. The package is called True Paint
I believe and should be out now.

--
+---+
| On the end of every wizards staff is a knob! - T.Pratchett |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix
+---+

3560. *.avs player for Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 12:13:36 UTC
From: kgrubb@cee.hw.ac.uk
Message-ID: <1993Mar2.121336.20344@cs.hw.ac.uk>
Source record: 209257

I was wondering if anyone out there has a *.avs player for the Falcon, or knows where I can get my hands on one, as I have a couple of large (5Mb and 20Mb) .avs files which I have viewed on a PC with a PCTV add-on card. But I would like to see them on my own machine. Any help would be much apreciated.

Thanx, Kevin.

3561. Two player/computer games via RS232

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 12:45:21 UTC
From: morgado@vxdesy.desy.de
Message-ID: <C39I3M.EAp@dscomsa.desy.de>
Source record: 209387

Hi,

Does anyone have a list or know of any PD, shareware or freeware games that can be played by two people on two different computers? I've found a couple, but these use the MIDI ports rather than the serial port. I'd be grateful to receive any information (email or posted).

Thanks is advance,

Carlos

Carlos Jose de Sousa e Morgado	" Three quarks for
	Muster Mark! "
MORGADO@DESYVAX.BITNET	James Joyce

3562. Re: FTPable GIF viewers?

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 13:17:38 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C39JLE.C63@newcastle.ac.uk>
Source record: 209256

My ten peneth.....

Gemview is very nice on my Falcon030 / 4Meg /65MHd....Multiple Gifs with
individual 256 colour palettes in 65000 colour mode......

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

3563. Diablo emulator question

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 13:36:00 UTC
From: marc@targon.UUCP
Message-ID: <2938@targon.UUCP>
Source record: 209272

I'm using the diablo emulator already for some time now, but I still
don't understand how one could use the ability to load more than
one font. Can those additional fonts only be selected from self-written
programs or what?
Anyway the diablo emulator suffers from the typical lack
of documentation one is used to of atari products. All I found
on the masterdisks was a document telling what had changed
since earlier versions.
Has anyone more information about how to interface to the emulator?

marc(@targon.UUCP)

3564. FALCON availability

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 13:39:00 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <2MAR93.08390039@cc4.crl.aecl.ca>
Source record: 209251

In a recent exchange of info with Atari, I was told to just keep hanging in while the "new dealer terms" are worked out. I have no idea what this means.

My business was slashed as consumers wait for the FALCON and all I have to hold on to is a request to be patient and to wait for undefined new dealer terms.

Kind of makes me nervous.

I would have preferred to have Atari wholesale its products through Merisel; I get my products next day from Toronto. Currently, I am looking at 2 weeks minimum from California. I have waited OVER three months for a replacement 1.44 meg drive for a TT warranty repair. It is VERY hard to market product for a company that has such a hard time getting product into the resellers hands!

3565. Re: Trouble with CPX's & XCONTROL.ACC

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 14:17:50 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Mar2.141750.7619@cs.ruu.nl>
Source record: 209263

In <1mucvbINNe8f@phakt.usc.edu> baffoni@phakt.usc.edu (Juxtaposer) writes:

>
> This reminds me of a problem that I have, and I wonder if anyone else
>has had this problem.
>
> Whenever I load the clipboard.cpx and MiNT, the system will be hosed
>if I try to launch any applications (I forget the error - I believe it is a
>memory allocation error). Does anyone have a fixed clipboard.cpx, or am I the
>only one with this problem?

Does anyone actually UNDERSTAND clipboard.cpx? I can't get it to show any
clipboard at all. BTW, I use Gemini 1.2.

--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

3566. Re: Are there any Falcons in the USA?

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 14:26:23 UTC
From: rost@tecrus.dec.com
Message-ID: <1993Mar2.192551.13584@ryn.mro4.dec.com>
Source record: 209299

In article <5408@wet.UUCP>, ekrimen@wet.UUCP (Ed Krimen) writes...
>In article <1mtug3INN5hk@mojo.eng.umd.edu> brymastr@eng.umd.edu (Bryan Lee) writes:
>>Okay, it's March now. Has anyone actually seen Falcons here in
>>the US of A? If so, please let me know where. Especially if
>>they're in the College Park, MD area.
>
>I thought Toad (in Maryland) had a Falcon on display.

Yeah, it's on display but none for sale yet. Only developers have been able to
buy units in the U.S. so far. I saw one myself when a developer brought it to
my user's group meeting. Yeah, it's real and it's a great machine compared to
my dinosaur 1040. Talk about agonizing waits.

Brian Rost @tecrus.enet.dec.com

508-568-6115

****
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
****

3567. Re: Running Nethack 3.1 in 1 MB - now for the good news

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 14:42:32 UTC
From: christof@wowbagger.pc-labor.uni-bremen.de
Message-ID: <1993Mar2.144232.17081@informatik.uni-bremen.de>
Source record: 209398

It seems I was too pessimistic after all about getting nethack 3.1 to work in 1 MB. By leaving out several of the optional features of the game (the most important of those we left out are TOURIST and POLYSELF; we did _not_ sacrifice MULDGN, however) the binary could be reduced to 850 K. I tried it on a 1040 with no harddrive and it worked (even Ice- or Jam-packed!).

Despite this success, we aren't going to release this yet as 3.1.1 is already out and we don't want to release a version that would be obsolete from the start. Furthermore, there are one or two bugs in the 3.1.0 sources that only become apparent if the game is compiled with some of the configurable options left out. I don't know whether these have been fixed for 3.1.1, if not, we'll mail them to nethack-bugs@linc.cis.upenn.edu first, as we don't believe in unofficial patches to be the Right Thing.

So the bottom line for all you 1MB nethackers is: it's definitely possible and we _will_ release it. The only drawback is that it will probably take one or two more weeks.

In article <1993Feb27.170115.5336@prime.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:

>
>BTW, any news on when the next patchlevel is going to be ready?
>

It's out right now on a.a.u.e, patchlevel 1, in nethk311.zoo. This release was compiled by Eric Smith himself. I must be off now, to get the patches :-)

Christoph

3568. Re^2: 800x600 is really true! (was Re: Video bus...)

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 15:00:58 UTC
From: eberl@Informatik.TU-Muenchen.DE
Message-ID: <1993Mar2.150058.14032@Informatik.TU-Muenchen.DE>
Source record: 209400
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

Hi! Lots of reactions on my last posting.... Here is my reaction on your
reactions:
ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) wrote:
|> Thanks for all the clarifications. The Amiga1200 videohardware
|>is also freely programmable. NOw my question: what is the bandwith
|>of the falcon's graphics chip to the memory?

I do not know anything about the amiga's hardware so i don't talk about it. I am
no amiga or xxx-flamer, i told you only facts. Your question: I do not know
the exact bandwidth because ATARI didn't tell it to me. But I know that at
least 20MB/s must be possible (I've seen that) and I also know that 48MHz
pixelclock at 16colors are not possible (that would be 24MB/s). But it seems
the border is closer to 24MB/s than to 20MB/s because the picture was not totally
scrumbled at 48MHz. I hope this answers your question.

What I would like to know: What bus bandwidth has the A1200?

matt-dah@dsv.su.se (Mattias Dahlberg) wrote:
|>So? The chips in the Amiga are also programmable. Do you want another
|>resolution - just code one.

Fine. Be happy and smile!

leo@dcs.warwick.ac.uk (Leo Hendry) wrote:
|>Mega, mega, mega, mega, wow, mega, wow, mega!!!!!!!!
|>(Sorry, it must be the snow that has got me all excited).

|>My ONLY complaint against the Falcon was the lack of some bigger screen modes,
|>and now it seems we can have as big screen modes, limited only by the speed of
|>the pixel clock.
|> If 800x600x4 is possible, is 1600x1200x1 feasible at 60Hz? What about
|>1200x1000x1 at 70+Hz? All without extra hardware? That matches the sparc thing
|>I'm sitting in front of that cost the university 3000 pounds!!
I did not promise that because we've not done that.
Hey STOPSTOP!!! I didn't say that "all without hardware"-thing! For higher
pixelclocks you need an external clock! Internally there are only 25 or 32 MHz!
Some of my resolutions only work with my own high-pixelclock solution. We are
also planning to sell it after we've done our next tests. Our price should be
lower than that of others, because we have a simpler solution.

neurom@stein.u.washington.edu (Neuromancer) wrote:
Oh, I don't copy THAT one. He already got correct answers...

leo@dcs.warwick.ac.uk (Leo Hendry) wrote:By 800x600x4 I was of course refering to 800x600
with 4 bits of colour, which is
|>16 colours, which is what the original poster said was possible. From this it

|>follows that that sqr(4)*600 x sqr(4)*800 x 4/4 = 1600x1200x1 would use the same
|>memory and bandwidth. This mode would have 1 bit of colour, or 2 colours.
|> If you only have one colour, then this can be represented in zero bits which
|>would mean if 800x600x4 was possible then
|> sqr(infinity)*800 x sqr(infinity)*600 x 4/infinity
|>which is equal to infinity x infinity x 0
|>is possible. However, as you rightly point out this would be useless, even if
|>quite big.

Fine calculation, really! But you should know: You cannot increase the pixelclock freely!! ATARI officially does not speak of more than 32MHz, which of course does not prevent the Falcon from being able to do more than that...

Michael Eberl
eberl@informatik.tu-muenchen.de

3569. Re: Video bus/graphics op speed (was A1200/4000 v. Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 15:15:39 UTC
From: eberl@Informatik.TU-Muenchen.DE
Message-ID: <1993Mar2.151539.14335@Informatik.TU-Muenchen.DE>
Source record: 209254
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar02.010910.27041@physics.unr.edu>, ghelect@unssun.scs.unr.edu (Carl Cowley/Glenn Hare Occ. Cntr--Electronics) writes:
|>
|> Hi, I was wondering if I would get flamed if I said that
|> on my amiga 500, under AmigaDOS 4.0 (well, kickstart),
|> the video seems to go much faster then it did under 2.04.....
Oh how INTERESTING! This is what one wants to know if he reads comp.sys.ATARI.st... don't take this as a flame but: I am not interested in different Amiga OSs... otherwise i would read the APPROPRIATE newsgroups.
|>
|> A.C.C.
|>
|>
Michael Eberl
eberl@informatik.tu-muenchen.de

3570. Re: Tos 2.05, Mega STE, Etc

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 15:20:35 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Mar2.152035.6033@newshost.lanl.gov>
Source record: 209388

In article lp4mdtINN1ci@levelland.cs.utexas.edu, psurge@cs.utexas.edu (Troy Carpenter) writes:
>Ok, I have finally ordered a Mega STe. I used to have a 1040 ST, TOS 1.0 I
>have been told by the vendor that this STe has TOS 2.05, no HD disk (maybe,
>could be masquarading as a DD, though). Could someone please tell me the
>major differences between the two computers?

What you just bought is the early version of the MegaSTe with TOS 2.05 and DSDD floppy. I've got one just like it. I'm sure you will be thrilled with the increased speed and ease of use of your 16MHz MSTe compared to your old system.

>What is the major differences between TOS 1.0 and TOS 2.05? I am running
>pinhead, fatspeed, seralfix, and various other patches. Do I need to continue
>using these patches, or are somethings fixed. Are there any NEW patches I will
>need to run.

TOS 2.05 (and 2.06) give you a TT-like desktop with a lot of very handy features. I particulary enjoy the user-definable keyboard which allows you to program one key to perform desktop functions like create a new folder and a function key to execute a user specified program. Lots of nice goodies like that. I'm still running pinhead on my system but no other patches. And while the file selector Atari implemented with TOS 1.4 is a great improvement over the one in 1.0/1.2, it still cannot compare with the convenience of Universal Item Selector III.

>What are the major differences between TOS 2.05 and TOS 2.06? I have heard the
>formatting of HD disks is messed up, but the read and write of HD disks is ok.
>Are there signifficant differences in TOS 2.06 that would warrant $60 right now
>to get a set?

Hmmmm... I didn't know there was a problem with using HD disks with TOS 2.05. Maybe someone else here can elaborate. The major difference, I'm told, is that TOS 2.06 is downward compatible with other systems, i.e., 1040STe. I have another system with an HD floppy and a Gemulator with TOS 2.06 so I haven't felt the need to upgrade the TOS 2.05 chips in my MSTE.

>Finally, A friend just got a Mega 4 ST (no "e"). What are the differences
>between the Mega STe I will be getting and the Mega ST that he has (besides
>the SIMM slots, that is). I am talking ports and processor speed here. I also
>imagine he has TOS 1.4 in his machine. How much of a difference is TOS 1.4 and
>TOS 2.05?

Loads of difference. The MegaST uses TOS 1.2 which is nearly identical to TOS 1.0. Your MSTE has multiple serial ports and the VME port and a 16MHZ 68000 vs the MegaST's 8MHz cpu. There is more room inside the MegaST case for expansion. TOS 1.4 was a _great_ improvement over TOS 1.0. I feel that 2.05/ 2.06 is an equally great improvement over 1.4.

>I know this stuff has been covered before, but I suddenly find myself in the
>forefront of ST technology with the Mega STe coming from a TOS 1.0 1 meg ST
>and I don't know what my new machine will do.

I'm sure you will enjoy the MSTE. I once termed it "the TT for the rest of us"
in an early magazine review of the machine. You may experience some software
incompatibilities, particularly games. If so, first try turning off the cpu
cache (via the control panel) and then try disabling the extensible control
panel itself. This usually takes care of most problems, if any occur.

Cheers!

Note: My apologies to others since this should have been answered via email.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3571. Re: FTPable GIF viewers?

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 15:31:29 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <16B85E863.BWWL@ibm.rz.tu-clausthal.de>
Source record: 209255

In article <1993Feb25.222408.22262@cs.wayne.edu>
naj@jake.cc.wayne.edu (Nathaniel A. Johnson) writes:

> Where can i get these

Try FTP to atari.archive.umich.edu
Or try FTP to ftp.tu-clausthal.de (139.174.2.10)
Or via MAIL to 'mail-server@ftp.tu-clausthal.de'

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

3572. Re: Atari 7800

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 15:35:27 UTC
From: Johnny.Kao@dartmouth.edu
Message-ID: <C39pz4.37p@dartvax.dartmouth.edu>
Source record: 209393
Cross-posted to: comp.sys.atari.st,rec.games.video

In article <bzandrew.0y4r@amiganet.chi.il.us>
bzandrew@amiganet.chi.il.us (Bill Zandrew) writes:

> I have most of these for sale for $4-$6. Let me know if you are interested.

I'm willing to shell out a few bucks for a 7800. What do you have to
offer?
***Disclaimer: My opinions do not represent those of Dartmouth
College***
Johnny.Kao@Dartmouth.edu

3573. Re: Trouble with CPX's & XCONTROL.ACC

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 15:45:49 UTC
From: bjgrier@bnr.ca
Message-ID: <C39qGD.85z@news.rich.bnr.ca>
Source record: 209392

Personally I think that the clipboard CPX is more trouble than
it's worth. I have not had it crash my system, but it prevents
the help function of Pure C from working. Besides I like the
clipboard located at c:\clipbrd, the default :)

Brian, WS1S (ST/TT User/Developer)
Bell Northern Research
Research Triangle Park, NC

3574. Re: ICD HD SOFTWARE

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 16:25:59 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <76748@cup.portal.com>
Source record: 209258

The Pro software includes Cleanup. As long you use the ICD booter to startup, Cleanup works. Thats the way I do it on Stacy which has no ICD hardware installed.

(-: Happy Bytes, :-)

3575. Re: Two player/computer games via RS232

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 16:26:42 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Mar2.162642.15240@newshost.lanl.gov>
Source record: 209390

In article EAp@dscomsa.desy.de, morgado@vxdesy.desy.de () writes:
>Hi,
>
>Does anyone have a list or know of any PD, shareware or
>freeware games that can be played by two people on two
>different computers? I've found a couple, but these use
>the MIDI ports rather than the serial port. I'd be grateful
>to receive any information (email or posted).

Carlos, CYBERDROME-THE HOVERJET SIMULATOR was designed from the start as a two-player/two-computer simulation using modems (up to 9600 baud) or a null modem cable. It also has a single player mode for the times when you cannot find a partner. This is commercial software, however a fully playable pd demo is available on atari.archive.umich.edu as well as GEnie and CIS.

Did I mention that it is compatible with the TT and Falcon030 too? :)
Please send email if you would like more detailed info.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3576. Re: DataBase

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 16:35:28 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <76750@cup.portal.com>
Source record: 209260

Atari Works has a database that looks just like that in its Table mode.
Should be out in a couple of weeks, surely by April 1 (no joke).

3577. Re: Falcon MIDI, Direct to Disk etc...

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 17:16:02 UTC
From: mapmh@sunlab1.bath.ac.uk
Message-ID: <C39uMq.E4A@sunlab1.bath.ac.uk>
Source record: 209394

In the referenced article, elendir@inf.enst.fr writes:
>snail@lsl.co.uk writes
>] >>Yeah, I guess people like Jean M. Jarre will start using the PC instead of>] >>atari and all other musicians will overlook the low cost studio-quality
>
> On that I can answer. Jean-Michel Jarre has asked for a Falcon. I have seen
>
> Vangelis also works with Atari.
>
I seem to remember that the "Pet shop boys" used to use an Atari, are they still going these days?

Also Mike Oldfield uses an Atari, remember Tubular Bells? I'm sure I've seen a number of other 'musical' groups with the words Atari ST in the album covers. Still, they may well have moved onto other machines since I last checked. It really depends on the mentality of the musicians involved, you have to bear in mind that most 'people' ie the man on the street, are pretty computer illiterate and if they see the words 'midi interface as standard' on the box then well, its bound to nudge them in the right direction. Thats my opinion anyway.

Mark

3578. Re: SPECTRE & System 7

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 17:25:34 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Mar2.122535.14588@umiami.ir.miami.edu>
Source record: 209389

In article <58163@olivea.atc.olivetti.com>, grillo@flash.ATC.Olivetti.Com (GUEST Savino Grillo) writes:
>
>
> Hi there,
>
> Anyone tried to use SPECTRE GCR (3.0) with the
> Mac System 7 (or 7.1) ?
>
>
> Savino
>

It is NOT supposed to work, butDave Small is currently working on a new version for the TT, supposedly out, and Sys 7.

Mark Santora

3579. Atari ST MIDI file player?

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 17:35:47 UTC
From: rlangst@nyx.cs.du.edu
Message-ID: <1993Mar2.173547.4036@mnemosyne.cs.du.edu>
Source record: 209259

I was wondering if there was some program for
the ST that would play a midi file from disk out the midi port
I really want to see the source code if there is one.
I have ftp access etc if anyone can help please mail me
rlangst@nyx.cs.du.edu

.sig ???? :)

3580. Re: Are there any Falcons in the USA?

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 17:37:40 UTC
From: dud@stein.u.washington.edu
Message-ID: <1n0614INN81g@shelley.u.washington.edu>
Source record: 209283

ekrimen@wet.UUCP (Ed Krimen) writes:

>In article <1mtug3INN5hk@mojo.eng.umd.edu> brymastr@eng.umd.edu (Bryan Lee) writes:
>>Okay, it's March now. Has anyone actually seen Falcons here in
>>the US of A? If so, please let me know where. Especially if
>>they're in the College Park, MD area.

>I thought Toad (in Maryland) had a Falcon on display.

But not for sale though... ?

3581. WANTED: TT RAM board...

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 17:43:12 UTC
From: dud@stein.u.washington.edu
Message-ID: <1n06bgINN8q3@shelley.u.washington.edu>
Source record: 209269

I need more memory in my TT, and my birthday is coming up, so I thought this would be as good a time as any. Anyone have any spare TT RAM boards kicking around? I'd prefer one that holds up to 32 megs in 4 meg SIMMS. If not, could someone recommend a good place to buy a new one? Under $350 would be nice...

Dan Aylward
dud@u.washington.edu

3582. Re: 800x600 is really true! (was Re: Video bus...)

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 18:28:00 UTC
From: dtiberio@ic.sunysb.edu
Message-ID: <1993Mar2.182800.12580@sbcs.sunysb.edu>
Source record: 209285
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1mti8fINN79n@shelley.u.washington.edu> neurom@stein.u.washington.edu (Neuromancer) writes:
>>
>>My ONLY complaint against the Falcon was the lack of some bigger screen modes,
>>and now it seems we can have as big screen modes, limited only by the speed of
>>the pixel clock.
>> If 800x600x4 is possible, is 1600x1200x1 feasible at 60Hz? What about
>>1200x1000x1 at 70+Hz? All without extra hardware? That matches the sparc thing
>>I'm sitting in front of that cost the university 3000 pounds!!
>>
>>- Leo
>
>Okay, let me see here. Am I the only one who see's some flaws in this mans
>reasoning? If you have 1200x1000, or ever 1,000,000x1,000,000 but x1, it's
>not going to do you much good.
>
>i.e. If all you have is white (black, red, aquamarine, whatever) than how
>are you going to *see* any of this "super-rez?"

Yeah I know... I spent $6420 on a DMI Vivid which supports
2024x2024x24 and I still think that 24 colors was not worth the money
I paid for it...

:) (for Harv)

--
David Tiberio Amiga Graphics BBS (516) 473-6351 Long Island, New York
ONLINE: Louis Leclerc's Japan Yes and related files about our trade relations.
login: ANONYMOUS password: GUEST for unrestricted downloads
Shareware 3D Fonts now available! EMAIL for details!

3583. the drop of the ste

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 18:55:35 UTC
From: aesd1pak@dct.ac.uk
Message-ID: <1993Mar2.185535.4137@dct.ac.uk>
Source record: 209265

I hear from one off the st mags (ATARI ST USER) that atari have finished producing STE's.
I find that atari have shown a lack of support for the computer.
They are now only doing the falcon and it seems the TT has been axed as well.To increase this point atari said last year that they were producing software for the STE only but were is it.
Atari have failed to support the 900000+ ST owners in the UK and also the hundreds of thousands of users world wide.

SHOULD we let atari continue with thier attitude to drop there support for these great machines or should we do nothing and see how the FALCON will do.

PIP

3584. VGA modes. Was: What res is VGA?

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 19:11:53 UTC
From: darekm@microsoft.com
Message-ID: <1993Mar02.191153.7560@microsoft.com>
Source record: 209279

In article <1mjv7kINNst6@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>I thought 640*480*256 was a VGA mode, not a Super-VGA mode!?
>(As, we have VGA machines, which seem to use 640*480, and it says
>(and looks like) 256 colors!)

The standard VGA mode common to all VGA cards is 640x480 in 16 colors
and typically that's all you'll get out of a 256K VGA card. It's a
standard video mode ($11) that any VGA compatible PC BIOS will give you.

VGA mode is also identical to what on the TT is called "TT medium" resolution.
That's why you can take Windows bitmaps and display them on the TT and
vice versa, since it's the same mode. That's why Gemulator provides the
ability to run ST programs in TT medium rez - the modes are the same.
<shamelss plug>

The 4096 color palette on the ST/TT is less than on VGA (since they use only
12 bits of RGB values instead of 18 bits on VGA) but that's a minor point.
I think this whole argument over 16 million colors vs. 65536 color etc. is
all nit picking. When someone shows me why I need 16 million colors to
edit text, I might be more interested.

Anything above 640x480x16 is typically called SuperVGA, although there
isn't really any standard that all PCs use. If you write software for
"SuperVGA" you're pretty well stuck with writing your own driver for each
different VGA card, or more accurately, each different chipset that the
various cards use.

There is the VESA standard, which just means that the card manufacturer
provides a driver that adds certain predefined video modes to the video BIOS.
Those are typically 800x600 and 1024x768 in 16 and 256 colors. Most but not
all cards are VESA compatible I think. I'm not too up on that.

When you go from 16 to 256 colors you double the memory requirements, so
640x480x256 requires a 512K card. 1024x768x256 requires a 1 meg card.
I think 800x600 can get away with using the same amount of RAM as 640x480,
since 640x480x16 requires 150K of RAM and 800x600x16 requires 240K of RAM.
Either way chances are you have 256K of RAM on the card.

Now if you want to talk about monitors, you've got your standard el
cheapo $200 VGA monitors tha ONLY do 640x480 at some fixed refresh rate.
Stay away from those monitors. Then you have "multiscan" monitors like
the ones that Gateway sticks you with, which are multiple frequency
monitors capable of handling 640x480 and 800x600 and 1024x768 but only
at specific refresh rates. Different VGA cards have different refresh
rates (60 Hz, 72 Hz, 56 Hz, etc) so not all VGA cards with work with all
multiscan monitors without major hassles. Then you have the true

"multisync" monitors, like the NEC 3D, 4D, 5D monitors. They can handle
pretty well any signal you throw at them. If you're getting a fancy
VGA card, get that kind of monitor and save a lot of headaches later.

Hope that helps.

- Darek

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are my own, I think. |
\--------------------------------------/

3585. Re: Falcon MIDI, Direct to Disk etc...

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 19:23:29 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1252@usdtsg.DaytonOH.NCR.COM>
Source record: 209397

In article <C39uMq.E4A@sunlab1.bath.ac.uk> mapmh@sunlab1.bath.ac.uk (Mark Hagger) writes:
[stuff deleted]
>I seem to remember that the "Pet shop boys" used to use an Atari, are they
>still going these days?

I don't know if the band itself still makes music, but the lead
singer was part of the group "Electronic" (with a member of "New Order"
and some others). With the style of music, I imagine an Atari could
have been part of the mix...

Come to think of it, the song "The Crying Game" (from the movie?)
was produced by the Pet Shop Boys (if I heard the radio station
correctly; the song itself is performed by Boy George, of all people)...

Also, I think "The KLF" ("Justified and Ancient") possibly used
ST's in their studio work...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

...hmm, ST and TT are nice and short terms, maybe F3 would be a good
abbreviation for te Falcon030? (definitely is easier to type)...

3586. Need backup disks for MIDIMouse Music

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 19:32:05 UTC
From: L695819@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93061.41525.L695819@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 209275

One of my favorite sets of applications for my Mega STe are a series of MIDI instructional programs entitled "Note Wizard", "Scale Master", "Rhythm Time", and "Chord Magic". These applications were put out by MIDI Mouse Music of Oregon. Unfortunately, they are no longer in business, so I can't get backup disks. And with these applications, the user must always have the original, or "key" disk in drive A in order to boot up. The "key" disks are fairly interchangeable between theree of the applications, but unfortunately, I managed to wipe out two of them, which means I only have one left. ("How did he do that?" you ask. What I did was start up my STe with the power turned off on my external drive "B". As STe users with a drive "B" know, when you do that, you get a message screen saying that your disks drives don't work. So you shut off the computer, turn the power of drive "B" on, turn your computer back on, and away you go. But if you leave a disk in drive "A" while you are doing this -- BAD NEWS|) I learned this lesson the hard way, and now a couple of my disks won't act like "key disks". I have tried making a backup copy with "Pro Copy", and took the disk to B and C ComputerVisions in Santa Clara, CA, and they couldn't make me a backup either. So what this means that I have only one good key disk left, and if I screw that one up, (which I am trying to avoid doing), I am out of luck with my favorite STe applications. Short of buying the entire set again (and there's only one store I know of that even has copies left), is there anyone out there who can help me? Does anyone know how to get hold of the developer for backup disks? Does anyone have a set they would like to sell cheap? Please reply on the Net (not E-Mail), or call me at the following number. I will return the call. Thanks in advance. Mark van Wyk, (408) 739-0541.

3587. Re: Are there any Falcons in the USA?

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 19:58:05 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1n0e8dINNldh@golem.wcc.govt.nz>
Source record: 209273

```
] Okay, it's March now. Has anyone actually seen Falcons here in
] the US of A? If so, please let me know where. Especially if
] they're in the College Park, MD area.

In case no-one has actually been listening. Try mid-March!
(aka, in about 2-weeks)
```

3588. Re: SPECTRE & System 7

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 20:05:42 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1n0emmINN4lt@usenet.INS.CWRU.Edu>
Source record: 209267

In a previous article, hutch@bellman.lanl.gov (John Hutchinson) says:

>In article 58163@olivea.atc.olivetti.com, grillo@flash.ATC.Olivetti.Com (GUEST Savino Grillo) writes:
>>
>>
>> Hi there,
>>
>> Anyone tried to use SPECTRE GCR (3.0) with the
>> Mac System 7 (or 7.1) ?
>
>Don't bother trying... it won't work. Rumor has it that Dave Small is working on a
>color capable, System 7 compatible version of Spectre, however.

If he can pull that off, we'll call him Dave "The Miracle Man" Small.

Its going to take a lot of work and time. I wish him luck on that one!

>---
>
>_____ John "HUTCH" Hutchinson _____
>_____ Fair Dinkum Technologies Member - IAAD _____
>_____ "No worries, mate... it's from Fair Dinkum!" _____
>_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____
>

--

3589. Re: Are there any Falcons in the USA?

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 20:12:46 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1n0f3vINN56e@usenet.INS.CWRU.Edu>
Source record: 209270

In a previous article, ekrimen@wet.UUCP (Ed Krimen) says:

>In article <1mtug3INN5hk@mojo.eng.umd.edu> brymastr@eng.umd.edu (Bryan Lee) writes:
>>Okay, it's March now. Has anyone actually seen Falcons here in
>>the US of A? If so, please let me know where. Especially if
>>they're in the College Park, MD area.
>
>I thought Toad (in Maryland) had a Falcon on display.
>
>
>--
> ||| Ed Krimen
> ||| ekrimen@wet.uucp
> / | \ AEO.5 (GEnie)
>

According to Toad, they received it from a developer for a couple days or so.

I don't think they have one to display full-time yet.

--

3590. U.S. Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 20:17:41 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <26878@galaxy.ucr.edu>
Source record: 209284

O.K. boys and girls, It is now March 2. Were is the U.S. version of the FALCON????????? Any U.S. sightings? (as if...)
Paul

3591. Re: Help with old MFM drives

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 21:10:58 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar2.211058.14967@mnemosyne.cs.du.edu>
Source record: 209277
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>> [tandon mechanism in old SH204 drives will respond to all LUNs]

>There is a bug in the SH204 host adapter PAL, that's right. Its effect
>is that the controller never seems to report an error to anything you
>send to it, i.e. the status byte will always be zero. (Actually, the
>controller does send all the correct status byte, but they are lost
>on the way.) If you try to detect the presence of a second drive just
>from evaluating the status byte response to a read command, you're out
>of luck, and that's probably why ICD says it can't be done. If you
>have additional error checks in your driver, everything will work fine.

In this case the 'driver' software in question wasn't a vendor-supplied
driver. I verified this situation with my own code, which accesses ACSI
devices directly through the DMA chip. (I wrote a program that can backup
and restore non-DOS parts of a hard drive, such as the partition boot sectors,
badsector data, and partition map. It can do so without the presence of a
normal device driver, because your normal driver probably won't boot if
physical sector zero on the HD has been zapped.)

My program verifies the Tandon's behavior not just be checking the status
code from a seek or read operation, but by actually performing disk I/O
successfully. For example, I can backup the partition map by asking for
LUN 0, then format the drive specifying different partition sizes, then
restore the old partition map to LUN 1, and the drive successfully
returns to the old partition sizes.
--
==
- Ian Lepore | If you hold a unix shell up to your ear and listen very
ianl@bix.com | carefully, you can hear the C.
==

3592. Re: Are there any Falcons in the USA?

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 21:28:57 UTC
From: wbdst+@pitt.edu
Message-ID: <5139@blue.cis.pitt.edu>
Source record: 209278

I heard that Toad only had Falcon boxes on display...

3593. Re: It is March, do you know?

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 21:39:27 UTC
From: skip@cs.olemiss.edu
Message-ID: <1993Mar2.213927.12824@cs.olemiss.edu>
Source record: 209262

In article <1muipbINNh4@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>It is March, do you know where your Falcon030 is at??? :)

Between the "a" and the "t"? :-)

Skip Sauls
skip@tacky.cs.olemiss.edu

3594. Tex 4.0 HELP!

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 21:43:40 UTC
From: jesa@s0jxb.exnet.co.uk
Message-ID: <H.TAo5VQF4Cv2@s0jxb.exnet.co.uk>
Source record: 209281

I have just downloaded Cstex 4.) from a.a.a.u.e. and have installed everything
using the excellent install prog supplied. I have printed out the german
doc on Cstex and am very pleased with the output on HP Deskjet. Now I am
in trouble as nowhere can I find a doc or file to tell me how to use the
system properly, or even to start to use the system! Are there any
Tex enthusiasts out there who have text files on " Tex for beginers" or are
prepared to enter into email conversation on the subject?
Any help will be appreciated.

John
--
==========
From: John Budden Email: s0jxb@exnet.co.uk

3595. Re: Are there any Falcons in the USA?

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 21:45:40 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Mar2.164540.14589@umiami.ir.miami.edu>
Source record: 209264

In article <1mtug3INN5hk@mojo.eng.umd.edu>, brymastr@eng.umd.edu (Bryan Lee) writes:
> Okay, it's March now. Has anyone actually seen Falcons here in
> the US of A? If so, please let me know where. Especially if
> they're in the College Park, MD area.
>
> ____ / /
> / / /
> ____ /
> / / /
> _______/ ________/

Hey, you're in MD, go to TOAD COMPUTERS. They are THE Atari dealer on the
East Coast!

Mark

3596. ? need good terminal program for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 22:48:36 UTC
From: roby@csd4.csd.uwm.edu
Message-ID: <1n0o84INN65s@uwm.edu>
Source record: 209289

I need a better program for connecting my Atari 520ST to the university mainframe, both directly and via modem. The program should also be able to send to my printer. Finally, for direct connection, I need to be able to drop and reconnect the DTR line.

Thanks very much.

Rob Yeo
roby@csd4.csd.uwm.edu

3597. Help with assembly graphics wanted.

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 23:12:24 UTC
From: wilsont@rahul.net
Message-ID: <C3AB4p.HIn@rahul.net>
Source record: 209287

Hi! I was wondering if anyone is interested in collaborating on some polygon drawing routines in assembly.

I already have putpixel, horizontal line, and fillscreen functions.

the thing is, they're not that fast. and for now, i use a C polygon drawer that calls the horizontal line routine.

for those who would gripe about compatability, the final step is a vro_cpyfrm, which places it into the correct screen area.

anyone interested? I also have a 3D->2D conversion library if that could be used in "trade".

thanks, just reply via email.

--
Timothy Wilson <wilsont@rahul.net>

3598. Re: Video bus/graphics op speed (was A1200/4000 v. Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 1993-03-02 23:21:45 UTC
From: ghelect@unssun.scs.unr.edu
Message-ID: <1993Mar02.232145.17286@physics.unr.edu>
Source record: 209401
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar2.151539.14335@Informatik.TU-Muenchen.DE>
eberl@Informatik.TU-Muenchen.DE (Michael Eberl) writes:
>
>In article <1993Mar02.010910.27041@physics.unr.edu>, ghelect@unssun.scs.unr.edu (Carl
Cowley/Glenn Hare Occ. Cntr--Electronics) writes:
>|>
>|> Hi, I was wondering if I would get flamed if I said that
>|> on my amiga 500, under AmigaDOS 4.0 (well, kickstart),

Well, I didn't look (and I guess neither did you!) that this was being
cross posted to atari area... for anyone who cares anyways, I got
the so-called KS4.0 off of a pirate board (I don't pirate, but ks4.0
was a unique oppurtunity, so please don't flame me!). Anyways,
it turns out that it was just ks3.0 anyways..... don't mind me. ;-)

>|> the video seems to go much faster then it did under 2.04.......
>Oh how INTERESTING! This is what one wants to know if he reads
>comp.sys.ATARI.st... don't take this as a flame but: I am not interested in
>different Amiga OSs... otherwise i would read the APPROPRIATE newsgroups.
>|>
>|> A.C.C.
>|>
>|>
>Michael Eberl

>eberl@informatik.tu-muenchen.de

3599. 32Mhz Falcon!

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 00:13:24 UTC
From: tose@brosme.dhmolde.no
Message-ID: <TOSE.93Mar3001324@brosme.dhmolde.no>
Source record: 209286

Since I'm in a good mood tonight I thought I'd share this little bit of information with the rest of you guys. While reading the rather more intersting Maus news from germany (compared to the recent stuff on here that is) I came across this: (translated to english (well.. my kind of english) for the benefit of those who can't read the official Atari language):

Olaf_Mootz says something like: " I have just been on the phone to GE Soft blah blah blah they are working on a card for the Falcon!! Without second level cache but with additional FASTram (upto 32MB) and using 32Mhz! To be displayed at CeBit"

This should cheer up those (including yours truly) who weren't too happy about the speed of the Falcon.

Cheers,

Torbjoern
--
Torbjorn Ose - tose@unix03.dhmolde.no - "Things Take Time - Piet Hein"

3600. Re: Tos 2.05, Mega STE, Etc

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 01:02:56 UTC
From: klfu@ccwf.cc.utexas.edu
Message-ID: <1n1040INNfnk@geraldo.cc.utexas.edu>
Source record: 209298

[No readable article body recovered]

3601. Re: Tos 2.05, Mega STE, Etc

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 01:10:44 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Mar2.201044.16184@bsu-ucs>
Source record: 209404

> I'm sure you will enjoy the MSTE. I once termed it "the TT for the rest of us"
> in an early magazine review of the machine. You may experience some software
> incompatibilities, particularly games. If so, first try turning off the cpu
> cache (via the control panel) and then try disabling the extensible control
> panel itself. This usually takes care of most problems, if any occur.

John,

Funny you should mention this and I should read this message tonight! I just
received my first order from TOAD Computer today (An ADSCSI Micro) and it came
with a "sample" issue of Current Notes (from Sept.1991 -- not so "Current" :-)
that had this reveiew of the Mega STe. I just read that review a few minutes
ago and didn't even link "John Hutchinson" with you, John Hutchinson! Heh!

Small world....(??)

-Matt :)

3602. Re: Vector Graphic Programs?

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 01:44:00 UTC
From: arosborn@oregon.uoregon.edu
Message-ID: <2MAR199317440128@oregon.uoregon.edu>
Source record: 209300

In article <1993Mar1.133923.14584@umiami.ir.miami.edu>, dlk0ms9s@umiami.ir.miami.edu writes...
>
>
> I am now in the market for a vector graphics program that also does bitmap
>work and auto tracing. After looking at several projects, I am currently
>deciding between Invision Elite and Silouhette. As I understand it from this
>week's Znet, TOAD Computers will be taking over support for Silouhette and it's
>new version which supports full color vector editing. Does anyone know of
>anyother porgrams that meet this type of versatility for the ST?
>
> Right now I am leaning towards Silhouette Color because of the color support,
>but as a Calamus 1.09N/SL owner, Invision Elite could offer the support I would
>need. SUGGESTIONS?
>
>Mark Santora
>
I've been using Gribnif's Arabesque Professional for a couple of months, and so far it seems fairly good. It does NOT offer color support, but it does import CVG files (although the manual seems a little dubious -- I haven't tried it myself). According to the November 1992 Gribnif newsletter, you can get Arabesque direct from them for $129.

Hope this helps!

3603. Professional Musicians Using ST's

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 02:10:11 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1n1423INN4u5@life.ai.mit.edu>
Source record: 209402

In article <1252@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.UUCP () writes:
> Also, I think "The KLF" ("Justified and Ancient") possibly used
>ST's in their studio work...

I recently read that Mike Edwards composed the new Jesus Jones album
"Perverse" entirely on an ST. The album jacket says the first takes of
all the songs were done at "Mike's House." :)

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

3604. Re: SPECTRE & System 7

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 02:11:39 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1n144rINN4va@life.ai.mit.edu>
Source record: 209403

In article <1n0emmINN4lt@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>If he can pull that off, we'll call him Dave "The Miracle Man" Small.

Don't we already call him that? :)

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

3605. NEW _Warp 9_ extendo saver modules at A.A.U.E.

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 02:27:49 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Mar2.212749.14590@umiami.ir.miami.edu>
Source record: 209417

Now at A.A.U.E. are 5 NEW screen saver mocules for Warp 9!

The files are:

w9drop.lzh
w9flyshp.lzh
w9fortun.lzh
w9puzzle.lzh
w9swarm.lzh

I JUST posted them, so enjoy. My personaly favorite is w9drop. It is what I am using right now....

Mark Santora

3606. Re: U.S. Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 02:43:23 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Mar03.024323.146389@zeus.calpoly.edu>
Source record: 209406

Paul says:
>O.K. boys and girls, It is now March 2. Were is the U.S. version of the
>FALCON????????? Any U.S. sightings? (as if...)
> Paul
>

Well, I _doubt_ very seriously that it will be on time, because as you can see it isn't. Someone recently posted a thing about ATARI dropping all support for their computers except the falcon. If they do that it just proves that the Tramiels know nothing of good business practice. I own a TT and although I am marginally satisfied with it I am wholeheartedly disgusted with the support I have gotten.

If MultiTos ever is available, and it works correctly I might change my mind though. :)

Also, for you two gentlemen that posted about your SPICE products, I am interested in getting them even with German documentation, so perhaps you could post some prices and where to send to get them. The products were Spiceline and something else...

Thanks.

*steve miller
*electronics engineering department
*cal poly san luis obispo

3607. Re: the drop of the ste

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 02:55:12 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1n16mgINN34m@golem.wcc.govt.nz>
Source record: 209288

] SHOULD we let atari continue with thier attitude to drop there support
] these great machines or should we do nothing and see how the FALCON will

Nothing we can do, Atari has never really cared about the general public.
They just run a business that makes/sells machines & software!

There was only ever maybe 5 commercial titles that were STE-ONLY!
(May be more, but that seems like about all I can think of), and not
many more that supported the hardware.

The STE is the 286 of the Atari world, it was the standard a couple of
years ago, the Falcon is the 586 of the Atari world, the (to coin
a phrase) kick-ass machine to 'beat them all' the *new* standard.

The problem is, the Falcon has little compatibility with the STE, whereas
the 586 is essentially the same as the 286, but with a lot more
speed+power! (A lot more.... but we'll see)

There's not a lot anyone can do. But, the Falcon looks like being a
nice little machine, as long as Atari gets their act together!
(Like, not charging huge amounts for upgrades of buggy ROM's etc.,
advertises properly, make sure the packaged software is pretty much
bug-free - and fast!) But, unless something horrible goes wrong, Atari
looks like they might actually get a competing machine onto the market
for a change! (won't make much of a dent in the PC-world, but it's
bound to sell!)

3608. Re: Tex 4.0 HELP!

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 03:50:09 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Mar3.035009.16776@csi.uottawa.ca>
Source record: 209407

In article <H.TAo5VQF4Cv2@s0jxb.exnet.co.uk> s0jxb@exnet.co.uk writes:
>I have just downloaded Cstex 4.) from a.a.a.u.e. and have installed everything
>using the excellent install prog supplied. I have printed out the german
>doc on Cstex and am very pleased with the output on HP Deskjet. Now I am
>in trouble as nowhere can I find a doc or file to tell me how to use the
>system properly, or even to start to use the system! Are there any
>Tex enthusiasts out there who have text files on " Tex for beginers" or are
>prepared to enter into email conversation on the subject?
>Any help will be appreciated.

Depending on what you're after, I'd suggest these information sources:

a) Comp.text.tex
- The newsgroup that is devoted to TeX/LaTeX. There are lotsa
questions asked, and lots of answers. Look at the FAQ lists BEFORE
posting, because it's a fairly high-traffic group, and it's not worth
Yet Again Rehashing the classical problems.

b) The TeXBook, by Donald E. Knuth/LaTeX User's Guide & Reference
Manual by Leslie Lamport.

The LaTeX book is on my desk even as I write; if you want to actually
USE TeX/LaTeX, it makes sense to obtain a copy of the REAL manual.
Both books are published by Addison Wesley, and are available at
better university/computer bookstores.

c) There's some guides floating around - not being a beginner, I
haven't been keeping track of 'em. They're listed in one or the other
of the Comp.lang.tex FAQ lists.

d) If you have some particular questions that relate directly to
getting CS-TeX running, you've definitely come to the right newsgroup.

It's not difficult to get set up - the defaults are really quite good.

There are some defaults that you may have to fix, though, depending on
your system configuration. For instance, your favorite printer may
not be the one that CS-TeX defaults to. It's not hard to get that
fixed.

In addition, you probably have to get it to "Generate Formats," and
which ones need to be generated depends on what you want:
- English TeX (PLAIN)
- German TeX (PLAING)
- English LaTeX (LATEX)
- German LaTeX (LATEXG)
and you'll need, perhaps, to set up the FORMAT DEFAULT to an

appropriate choice from that list.

The "big thing" now would be to actually select a file for processing. This is done using the option "FIND MAIN FILE", from where you seek out some .TEX file for processing, and then have the shell "TeX" it.

After that, there's a bunch of extra possible features (additional conveniences, as it were), and the option of running BibTeX, MakeIndex, and other such stuff. By the time you get around to figuring out those systems, you'll probably be able to guess what they do fairly well.

What English documentation there is with CS-TeX is fairly good; check it too.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

3609. Re: U.S. Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 04:48:04 UTC
From: gfarrell@cs.sfu.ca
Message-ID: <1993Mar3.044804.1055@cs.sfu.ca>
Source record: 209295

In article <1993Mar03.024323.146389@zeus.calpoly.edu> smiller@farad.elee.calpoly.edu (Thrashman Steve) writes:
>
>Well, I _doubt_ very seriously that it will be on time, because as you can
>see it isn't. Someone recently posted a thing about ATARI dropping all
>support for their computers except the falcon. If they do that it just
>proves that the Tramiels know nothing of good business practice. I own a
>TT and although I am marginally satisfied with it I am wholeheartedly
>disgusted with the support I have gotten.

Amen to that. I've got a TT too, and while I am happy with it, I would like to upgrade from the TOS 3.01/720Kb floppy I have now to 3.06/1.44Mb. I mean I'd REALLY like to do it...really...I would...but I can't. Don't think I haven't tried -- in fact I've been trying for, oh, at least 6 months now. My local dealer has tried 2 different suppliers, one Canadian and one American, but with no luck. The story he got was that Atari is waiting until they get X number of orders before they start filling them. Well, thank you for nothin'.

Anyway, I finally got fed up with the whole thing and bought a floptical (much to the delight of my local dealer, I'm sure, as it cost about CAN$400 more that the upgrade). Now I'm happy. I can finally read those pesky HD disks. I even backed up my ENTIRE hard drive. Imagine!

Well, I think I've rambled on long enough.
>
>If MultiTos ever is available, and it works correctly I might change my
>mind though. :)
>
>Also, for you two gentlemen that posted about your SPICE products, I am
>interested in getting them even with German documentation, so perhaps you
>could post some prices and where to send to get them. The products were
>Spiceline and something else...
>
>Thanks.
>
>*steve miller
>*electronics engineering department
>*cal poly san luis obispo

--

Gordon Farrell
gfarrell@cs.sfu.ca
farrellc@sfu.ca

3610. Re: Trouble with CPX's & XCONTROL.ACC

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 05:03:55 UTC
From: ekrimen@wet.UUCP
Message-ID: <5412@wet.UUCP>
Source record: 209296

In article <1993Mar2.141750.7619@cs.ruu.nl> avgroeni@cs.ruu.nl (Annius Groenink) writes:
>
>Does anyone actually UNDERSTAND clipboard.cpx? I can't get it to show any
>clipboard at all. BTW, I use Gemini 1.2.

I don't have any problems with it.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ AEO.5 (GEnie)

3611. Re: WANTED: TT RAM board...

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 05:08:05 UTC
From: ekrimen@wet.UUCP
Message-ID: <5413@wet.UUCP>
Source record: 209297

In article <1n06bgINN8q3@shelley.u.washington.edu> dud@stein.u.washington.edu (Dan Aylward) writes:
>I need more memory in my TT, and my birthday is coming up, so I thought
>this would be as good a time as any. Anyone have any spare TT RAM boards
>kicking around? I'd prefer one that holds up to 32 megs in 4 meg SIMMS.
>If not, could someone recommend a good place to buy a new one? Under $350
>would be nice...

Any good Atari dealer would be happy to sell you one. They sell for around $400. Try ATY Computers in Oakland, CA (510-482-3775). Tell Alex I told you to call him about TT RAM boards. Specify that you want the 32meg board (GESoft).

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ AEO.5 (GEnie)

3612. SCSI TAPE BACKUP

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 08:25:04 UTC
From: grillo@flash.ATC.Olivetti.Com
Message-ID: <58203@olivea.atc.olivetti.com>
Source record: 209405

Hi there,

I just lost all the stuff on my SCSI HDU
obviously I did backup just some of my files.....

To avoid again this pain I wonder if there is
any P.D. programs that allows to backup files
on to a SCSI streaming tape.

Thank you.
Savino

3613. Re: Please Post Z*Net

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 09:27:20 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <08ZTZB4w165w@dogbox.acme.gen.nz>
Source record: 209290

jonc@status.gen.nz (Jon Clarke) writes:

> Allan here at dogbowl.acme.gen.nz has asked about a CFD for
> comp.sys.atari.znet again to allow ALL sites to receive the weekly
> postings.
>
> If Alan wants to go ahead and re-kindle the CFD I am happy to place
> all the magazines in here for the world.
>
> However you will have to support the CFD and get the "100" votes etc.

After mulling the results of my straw poll over the Christmas break, I
came to the conclusion that either

1: Atari owners are an apathetic bunch who won't get behind any efforts
to improve their lot.

or

2: There aren't any atari users on the net.

FTR I received 16 (yes, only 16!) pieces of mail regarding the question
of creating this group. Most were positive, but the few that weren't
were vocal in their opposition to the creation of the groups.

I cannot run a full-blown vote on the issue, as I am currently
unemployed, and now that I'm being charged for email traffic, a hefty
bill is likely force me off the net. If somone is interested in acting
as votetaker for the 2-3 month period required for an official RFD/CFV
then please email me.

Meanwhile, I feel that perhaps Jon should post the magazine to
comp.sys.atari.st for a month so that the general readership can judge
for themselves whether bringing znet into the c.s.atari heirarchy is
worthwhile.
Those that don't like this idea are free to disagree with me, but it
won't add significantly to the traffic here, and you are free to use a
killfile or "n" key to skip it if you don't want it. There's more
traffic generated in amiga-atari weenie wars than a month's worth of
znet postings.

Constructive comments to c.s.a.st, flames to dev/null... :)

--
Alan Brown. (SysAdmin) c/- 238a Tremaine Ave
dogbowl@dogbox.acme.gen.nz Palmerston North
Dawghaus BBS -> +64 (6) 357-9245 New Zealand

"A wet and windy place deep in the South Pacific"

3614. ANNOUNCE: Fortune V1.0 for Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 11:12:58 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1n23rqE2d7@uni-erlangen.de>
Source record: 209408

```
Fortune V1.0

The final version 1.0 of the Fortune program is now available at
archive.umich.edu in the atari/falcon directory.

Fortune is a program that tells you a fortune whenever you boot your
Falcon. Like on big Unix machines statements of well know persons
will be shown on the screen. But you will also actually hear them!

You will hear Captain James T. Kirk, the Terminator, Monty Python and
a lot of other stars in the unique sound quality of the falcon.

You can produce your own fortunes using the harddisk recording program
WinRec to record the sample and then editing the sample with Fortune.

Another very interesting feature of Fortune is its capability to import,
export and convert many different sound formats. You can use:

- DVSM (used by WinRec)
- AVR (used by many ST/TT/Falcon programs)
- AU,SND (used on SUN, NeXT)
- WAV (used on PC's)
- Raw (for many other cases)

Fortune comes together with 40 sound cites and is available in a German
and English version.

--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.
```

3615. WinRec 1.0 with DSP-effect for the Falcon posted

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 11:24:49 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1n24i1E2s7@uni-erlangen.de>
Source record: 209411

```
WinRec V1.0

The version 1.0 of the WinRec harddisk recording program for the Falcon030
is now available at archive.umich.edu in the atari/falcon directory.

WinRec is not only the first PD harddisk recording program for the Falcon,
it is also the first program to use the DSP for online sound effects during
recording or playing.

2 DSP-LOD files are included in the archive.

WinRec is also good for the use with Fortune V1.0, which is available
at the same place.

--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.
```

3616. Pinhead

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 11:32:50 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Mar3.113250.4072@unix.brighton.ac.uk>
Source record: 209410

I have been asked by a friend if I can ask you friendly folks where he can download the latest version of this program from? I think he has version 1.x and it is not up to version 2.x.

Reply by email please, I don;t think it is worth clogging up the net for such trivial things.

Thankyou

--
+---+
| On the end of every wizards staff is a knob! - T.Pratchett |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix
+---+

3617. Re: 800x600 is really true! (was Re: Video bus...)

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 11:53:23 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Mar3.115323@cs.bham.ac.uk>
Source record: 209409
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

```
In article <2539@vall.dsv.su.se>, matt-dah@dsv.su.se (Mattias Dahlberg) writes:
|> Michael Eberl (eberl@Informatik.TU-Muenchen.DE) wrote:
|>
|> : Fact is: The Videohardware of the Falcon is FREELY PROGRAMMABLE. So
|> : you can switch to a resolution of 4000x2000 if your monitor would be
|> : capable of a 10Hz framerate.
|>
|> So? The chips in the Amiga are also programmable. Do you want another
|> resolution - just code one.
|>
|> --
```

So we're not allowed to be excited about the prospect? It's at last a demonstration that Atari are taking their graphics hardware seriously. The ST was fairly crippled in the graphics area by static sized screens and such, so at least now we've just about caught up.

3618. Re: Video bus/graphics op speed (was A1200/4000 v. Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 12:16:16 UTC
From: fheitkamp@desire.wright.edu
Message-ID: <1993Mar3.071616.7566@desire.wright.edu>
Source record: 209274
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar2.151539.14335@Informatik.TU-Muenchen.DE>,
eberl@Informatik.TU-Muenchen.DE (Michael Eberl) writes:
>
> In article <1993Mar02.010910.27041@physics.unr.edu>, ghelect@unssun.scs.unr.edu (Carl
Cowley/Glenn Hare Occ. Cntr--Electronics) writes:
> |>
> |> Hi, I was wondering if I would get flamed if I said that
> |> on my amiga 500, under AmigaDOS 4.0 (well, kickstart),
> |> the video seems to go much faster then it did under 2.04.....
> Oh how INTERESTING! This is what one wants to know if he reads
> comp.sys.ATARI.st... don't take this as a flame but: I am not interested in
> different Amiga OSs... otherwise i would read the APPROPRIATE newsgroups.

(I guess the answer is 'Yes, you will get flamed.')
> |>
> |> A.C.C.
> |>
> |>
> Michael Eberl
> eberl@informatik.tu-muenchen.de

3619. Reading SPECTRE-partition from TOS - how ??

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 14:16:40 UTC
From: trh@daimi.aau.dk
Message-ID: <1993Mar3.141640.8569@daimi.aau.dk>
Source record: 209412

Hi

Is there a way to read/write a file on a SPECTRE(HFS?)-partition on your
HD from TOS ??

Any programs capable of doing it (besides SPECTRE) ??

Thanks!

\Tommy

3620. Re: ? need good terminal program for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 15:05:58 UTC
From: boyd@gauss
Message-ID: <C3BJ9y.49J@mailer.cc.fsu.edu>
Source record: 209419

Robert H Yeo (roby@csd4.csd.uwm.edu) wrote:
>
> I need a better program for connecting my Atari 520ST to the university
> mainframe, both directly and via modem. The program should also be able to
> send to my printer. Finally, for direct connection, I need to be able to
> drop and reconnect the DTR line.

Get Uniterm. It is great, and free!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3621. 50hzboot.prg -- how to use it

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 15:09:02 UTC
From: wooledge@ces.cwru.edu
Message-ID: <1n2hmeINNbuq@usenet.INS.CWRU.Edu>
Source record: 209413

Hello all. This is my first post to this group, though I've been reading it on and off for some time now.

I have downloaded a few programs from atari.archive which will run on my machine but which have a fast-scrolling screen. I read the FAQ and got 50hzboot.prg from atari.archive to try to solve the problem. But it only seems to make things worse.

Hardware configuration: Atari 1040STf, 1 Meg, SC1224 color monitor, hard drive, internal DS floppy.

Example 1: I got the new Centipede program. The first screen (Sinister) looks normal. After that it goes to flicker-scroll mode and asks for your language, etc. (Barely readable, quite irritating.) After that, there is some sort of shareware announcement which I can't really read, then the game itself, all in flicker-scroll mode. When I run 50hzboot.prg, then insert my normal boot disk, the desktop appears in flicker-scroll. I can manage to run centi.prg, but then even the initial screen is messed up. The rest doesn't seem to change.

Example 2: I have another game called Escapade. Similar story -- initial screen looks fine, but the game itself is flicker-scrolling. 50hzboot messes up the initial screen, but doesn't fix the game screen.

Has anyone gotten either of these games to run on an American monitor? Am I being entirely stupid, or only partially? Any help appreciated.
--
Greg Wooledge /..\ Wizard in training.
wooledge@ces.cwru.edu \--/ Have a day.

3622. Re: SPECTRE & System 7

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 15:11:56 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Mar3.151156.8301@newshost.lanl.gov>
Source record: 209414

In article 1n144rINN4va@life.ai.mit.edu, dmb@case.ai.mit.edu (David Baggett) writes:
>In article <1n0emmINN4lt@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>>If he can pull that off, we'll call him Dave "The Miracle Man" Small.
>
>Don't we already call him that? :)

How true, Dave B. But the real question, I think, is will such a product be a viable one? I've got no doubt that "Miracle Man" Small could indeed wrangle his way to a Mac emulator with 256 or 512K ROMs, support for System 7, and color too. At least the Falcon030 provides a feasible hardware base. Even so, I question whether it would be economically feasible in light of today's falling Mac prices. How much would folks be willing to pay for such an emulator, on top of their Falcon investment, when that little Mac Color Classic 16MHz 030 is going to retail for $1389 in a 4/80 configuration?

But gee, wouldn't it be cool? :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3623. Re: It is March, do you know?

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 15:22:11 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Mar3.152211.9780@newshost.lanl.gov>
Source record: 209415

>In article <1muipbINNh4@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>
>It is March, do you know where your Falcon030 is at??? :)

On GEnie last night, Bill Rehbock of Atari reports that the "window" has
always been the 3rd or 4th week of March. Whatever. He says the vice
president in charge of production (no names mentioned) says everything
is looking good in the Taiwan plant to meet delivery schedules. He also
said that Atari "really, Really, REALLY wants to meet this one" (by that
referring to the deadline, supposedly ANYTIME in March).

On a brighter note, AtariWorks is shaping up to be a very nice package.

"We shall see, said the blind man."

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3624. Re: VGA modes. Was: What res is VGA?

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 15:38:21 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Mar3.153821.11934@newshost.lanl.gov>
Source record: 209416

In article 7560@microsoft.com, darekm@microsoft.com (Darek Mihocka) writes:

< VGA modes explanation deleted >
>
>Hope that helps.

Indeed it did, Darek. Very helpful, thanks.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3625. Re: Tos 2.05, Mega STE, Etc

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 15:57:13 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Mar3.155713.15130@newshost.lanl.gov>
Source record: 209418

In article 16184@bsu-ucs, 01mbmccabe@leo.bsuvc.bsu.edu () writes:
>
>Funny you should mention this and I should read this message tonight! I just
>received my first order from TOAD Computer today (An ADSCSI Micro) and it came
>with a "sample" issue of Current Notes (from Sept.1991 -- not so "Current" :-)
>that had this reveiew of the Mega STe. I just read that review a few minutes
>ago and didn't even link "John Hutchinson" with you, John Hutchinson! Heh!
>
>Small world....(??)
^^^^^^^^^^

That's what Dave Small sez, anyway. :)

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3626. Re: 520 STf for sale

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 16:42:52 UTC
From: plate@cdsmn.mn.org
Message-ID: <C3BnrG.98p@cdsmn.mn.org>
Source record: 209291

In article <1993Feb28.215657.14467@fuug.fi> an13522@anon.penet.fi writes:
>Atari 520 STf for sale/trade. TOS 1.0 in ROM. External SS disk drive.
>Will take monochrome monitor in trade. Taking offers otherwise.
>--
>To find out more about the anon service, send mail to help@anon.penet.fi.
>Due to the double-blind system, any replies to this message will be anonymized,
>and an anonymous id will be allocated automatically. You have been warned.
>Please report any problems, inappropriate use etc. to admin@anon.penet.fi.
>*IMPORTANT server security update*, mail to update@anon.penet.fi for details.

An anonimous "for sale" message! Now, I've seen it all!

--
()(*)(*)(*)(*)(*)(*)(*)(*)(*)*(*)(*)(*)(*)(*)(*)(*)(*)(*)()
/ plate@cdsmn.mn.org \
/ / Doug Plate Sr. | "Assume no malice!" \ \
(*)

3627. GFA BASIC 3.7 on hold

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 16:44:23 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Mar3.164423.23019@newshost.lanl.gov>
Source record: 209421

Just spoke with GFA Software Technologies in Salem, Mass and the "unofficial" word is that GFA BASIC version 3.7 is on hold pending an evaluation of how well the Falcon030 sells. Unfortunate, but understandable. Any wagers? :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3628. Re: 50hzboot.prg -- how to use it

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 17:15:54 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Mar3.171554.24500@iplmail.orl.mmc.com>
Source record: 209424

I had a similar problem with Centipede. To solve it, I just adjusted my vertical hold on the monitor so the screen would stop scrolling. The adjustment made no difference to other programs that didn't have this problem (it just never came up except on a couple of programs).

3629. Re: Diablo emulator question

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 17:18:01 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <76800@cup.portal.com>
Source record: 209420

From Page 42 of the SLM804 Diablo Emulator manual, Engage Font 2 command is ESC O, or decimal 27,79 or hex 1B,4F. This switches to the second font installed by using SETUP630.PRG. 3rd font is ESC W or 27,87, or 1B,57. Go back to main font is ESC W or 27,87 or 1B,26. Generically setting the Main font, font 1 installed by the setup program is ESC SO d or 27,14,d or 1b,0e,d. d=the font no. you want to set to main font.

Dave_Ninjajr_Flory@cup.portal.com
D.FLORY - GEnie

3630. Atari St Pro Sampler

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 18:11:50 UTC
From: klfu@ccwf.cc.utexas.edu
Message-ID: <1n2sd6INNcd3@geraldo.cc.utexas.edu>
Source record: 209422

Thanks again.

3631. Re: What height is the Falcon HD?

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 19:01:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A6990@K.maus.de>
Source record: 209292

t>I've seen a few prices for 2.5" IDE drives, and was wondering what height
t>the Falcon IDE drive had to be. (Will any 2.5" IDE drive work, or does it
t>have to be Half Height (or less)?)

I never saw a drive that wouldn't fit in there. The 2,5" drives are designed
for notebook computers and as flat as can be. No problem.

3632. Re: What height is the Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 19:03:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A6991@K.maus.de>
Source record: 209293

e>Any 2.5" IDE drive will do. They only come in one size.

There ARE different heights. The highest I've seen is the old Conner 2024, the Seagate 9080 in the Falcon is almost half the height of the Conner...

3633. Re: How Many Colours is true ColoUr?

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 19:19:06 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b94f967@Kralizec.fido.zeta.org.au>
Source record: 209294

Original to: bgilbert@cs.washington.edu
In a message of <25 Feb 93 09:41:07>, bgilbert@cs.washington.edu
(3:713/602) writes:

>> 5 bits red, 6 bits green ,5 bits blue
>> 5 bits red, 5 bits green ,5 bits blue, 1 bit overlay (or attribute)

...

b> goes high any time the overlay bit is set for a particular pixel. This
b> seems like it would make genlocking really trivial in both hardware and
b> software regards (there is also an external sync input on the video
b> connector). A low cost genlock/overlay device would be a useful tool
for
b> simple video editing and titling (well I guess a high cost one would be
b> pretty neat too, but less available... :-)

Speaking of available, ProVideo here in adelaide have a falcon... Brian [Hi!
You should be reading this by now!] (our mole there) seems rather
enthusiastic about its capabilities 8) - I have a feeling they'll be
releasing some genlock hardware rather soon...

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

3634. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 20:18:56 UTC
From: mike@maths.tcd.ie
Message-ID: <1993Mar3.201856.8221@maths.tcd.ie>
Source record: 209439

In article <11025@cbmger.de.so.commodore.com>, peterk@cbmger.de.so.commodore.com (Dr Peter Kittel Germany) wrote:
>Not being a linguist, I still doubt this: British English is a european
>language and its pronouncing is much closer to other european languages
>than American. So I assume that this type of pronunciation (I call it

Actually, the reason why this is vouchsafed for American Pronounciation is that most Standard American English vowel sounds were placed just before and during the last great British vowel shift of the late 17th century.

Cork English is also said to be accurate; witness they (and Shakespeare) ryhming barley with fairly, harm with cairn, etc.

Is there a newsgroup for this sort of thing?...
--
Mike Rogers, #3, 44 Westland##EveryoneHasTheRightToFreedomOfOpinionAndExpressio
Row, Dublin 2, Ireland FNORD##nThisRightIncludesFreedomToHoldOpinionsWithoutInt
##################################erferenceAndToSeekReceiveAndImpartInformationAndI
deasThroughAnyMediaAndRegardlessOfFrontiers..#10 UN Declaration of Human Rights

3635. what is the cartridge slot for anyway?

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 21:13:12 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <1993Mar3.211312.7211@magnus.acs.ohio-state.edu>
Source record: 209429

Well, I bought an 1040STf about a month ago, and looking through some old
I mean ancient, ST magazines, I still haven't found anything that uses the
cartridge slot. Does anyone use the slot? productively?

Common sense would lead me to believe a clock or something would be useful.

m. Steve (the sequel)

3636. Re: Help with assembly graphics wanted.

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 22:16:00 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1n3an0INNch4@shelley.u.washington.edu>
Source record: 209425

wilsont@rahul.net (Timothy Wilson) writes:

>Hi! I was wondering if anyone is interested in collaborating on some
>polygon drawing routines in assembly.

>I already have putpixel, horizontal line, and fillscreen functions.

>the thing is, they're not that fast. and for now, i use a C polygon
>drawer that calls the horizontal line routine.

>for those who would gripe about compatability, the final step is a
>vro_cpyfrm, which places it into the correct screen area.

>anyone interested? I also have a 3D->2D conversion library if that could
>be used in "trade".

Read "Graphics Gems" ed. by Andrew S. Glassner. Code from this book can
be found on some internet ftp sites.

3637. Re: RE. Macintosh Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 23:06:58 UTC
From: ritz@ritz.mordor.com
Message-ID: <930303390@ritz.mordor.com>
Source record: 209426

Neuromancer (neurom@stein.u.washington.edu) wrote:
: In article <1993Feb25.212122.11191@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:
: >Its like me saying can it run Claris Works.....
: >The Mac DSP chip will ship with the new cyclone and tempest in June.
: >The Cyclone is a MacIII in a Quadra 800 case and the Tempest is a MacIII in the
: >Centris 610 case. These new macs will have a totaly new architecture and will
: >have a state of the art Casper voice recognition and video in and out like the
: >popular video toaster. These Macs alone will have higher sales than the
: >Falcon...And Apple is giving Atari a few months head start...
: >
: >

: And how much will they cost? "Power without the price," folks.

That "power without the price stuff went out of Atari's marketing
strategy with the ST." With other manufacturers cutting margins,
Atari cannot compete based only on price any longer. If they expect
to remain in the market, they'll have to become competetive with
FEATURES and THEN cut the price below clones and Apple products
to pursuade (sp?) new users to take a chance with a small company
selling a relatively unsupported platform.

I would hazard a guess that the new Mac prices will be competetive.
Apple is already discounting their current models even more in
anticipation. I saw the Mac Classic II with 4 megs RAM and 80 meg
hard disk and keyboard for $899 the other day at the store.
Hell, I remember when a 68030 Mac cost more than a new car, but
thankfully those days are gone.

Cheers,

Chris

--
Christopher Mauritz | My views reflect those of my
ritz@ritz.mordor.com | company since I own the company.
{backbone}!rutgers!spcvxb!ritz!ritz | Ritz International, Inc.
OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 | Import/Export Consultants

3638. Re: Reading SPECTRE-partition from TOS - how ??

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 23:28:16 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Mar3.182816.14599@umiami.ir.miami.edu>
Source record: 209303

In article <1993Mar3.141640.8569@daimi.aau.dk>, trh@daimi.aau.dk (Tommy Rudmose Hansen) writes:
> Hi
>
> Is there a way to read/write a file on a SPECTRE(HFS?)-partition on your
> HD from TOS ??
>
> Any programs capable of doing it (besides SPECTRE) ??
>
> Thanks!
>
> \Tommy

Back in October a new program called MacSee was being sold at the WAACE show. It is from a small company, whose name I currently forget. At $50, it was a great deal. Best guess is to call TOAD computers at 1-800-448-toad and ask them. They also had copies on sale at the show.

Mark Santora

3639. Re: what is the cartridge slot for anyway?

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 23:52:59 UTC
From: cvafygfn@vmsb.is.csupomona.edu
Message-ID: <1993Mar3.155259.1@vmsb.is.csupomona.edu>
Source record: 209430

In article <1993Mar3.211312.7211@magnus.acs.ohio-state.edu>,
msteve@magnus.acs.ohio-state.edu (Michael Steve) writes:
>
> Well, I bought an 1040STf about a month ago, and looking through some old
> I mean ancient, ST magazines, I still haven't found anything that uses the
> cartridge slot. Does anyone use the slot? productively?
>
> Common sense would lead me to believe a clock or something would be useful.
>
>
> m. Steve (the sequel)

--
As I recall the only use for the cartridge port on the ST was stereotech 3d.
It was available through antic magazine.... Who knows if it is still
available.......

Keith King
Email: cvafygfn@vmsa.is.csupomona.edu

3640. NCSA Telnet under Spectre GCR?

Newsgroup: comp.sys.atari.st
Date: 1993-03-03 23:57:23 UTC
From: david@bdt.com
Message-ID: <1993Mar3.235723.25109@bdt.com>
Source record: 209428
Cross-posted to: comp.sys.atari.st,comp.sys.mac.comm

Has anyone managed to get the NCSA Telnet 2.5 package working
using SLIP under the Spectre GCR Mac emulator for the Atari ST?

I set "hardware=Serial" in config.tel and all I can get it to
do is give me the "could not connect to hardware drivers"
message at startup. I fear that the built-in NCSA serial
drivers aren't compatible with the emulator, but I thought I'd
check to see if anyone has got it working.

--
David Beckemeyer (david@bdt.com) | P.O. Box 21575, Oakland, CA 94620
Beckemeyer Development | UUCP: uunet!ossi!bdt!david

3641. Re: what is the cartridge slot for anyway?

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 00:55:00 UTC
From: arosborn@oregon.uoregon.edu
Message-ID: <3MAR199316552752@oregon.uoregon.edu>
Source record: 209431

In article <1993Mar3.211312.7211@magnus.acs.ohio-state.edu>,
msteve@magnus.acs.ohio-state.edu (Michael Steve) writes...
>
>Well, I bought an 1040STf about a month ago, and looking through some old
>I mean ancient, ST magazines, I still haven't found anything that uses the
>cartridge slot. Does anyone use the slot? productively?
>
>Common sense would lead me to believe a clock or something would be useful.
>
>
> m. Steve (the sequel)
For several years I've been using a cartridge-based clock device I got from
Navarone (are they still in business?). It's kind of bulky, but it works, and
it's nice not to have to open up the whole machine when the battery dies.

I know there were several devices -- a collection of desktop utilities, even a
kind of an external hardware ramdisk -- available at one time. No idea if
they're available now.

3642. Re: Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 01:50:54 UTC
From: choudhri@njmsa.UMDNJ.EDU
Message-ID: <2014@rwja.umdnj.edu>
Source record: 209432
Cross-posted to: comp.sys.atari.st,rec.games.video

In article <1majn4$rnv@falcon.natinst.com> glens@natinst.com (Glen Sescila) writes:
>
> Acording to EGM (March '93), Atari's Jaguar can 'out-shoot' (in EGM's
>words) the 3DO. They say that this has been confirmed by 3 different sources
>(I assume the sources are 3rd party developers).

The problem is that can Atari outshoot Matsushita Electronics? 3DO licensed
their game formats/etc/spec to other manufacturers so the heavyweights
can battle for a piece of the console market for 3DO, so that means that 3do
units will be dirt cheap due to competition. Alas even if the Jag is a better
technical product, it will die an unsupported death. I really hope Atari
takes a strong foothold in the Home Console market.

my $0.03 < clinton's doing....

3643. Wagers on f030 sales? Tick, tick, tick...

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 02:28:43 UTC
From: smiller@bcarh838.bnr.ca
Message-ID: <1993Mar4.022843.14226@zoonews.bnr.ca>
Source record: 209444

I'm afraid I'd have to bet that Atari computers will vanish this summer. The Lynx and Jaguar may be able to carry the company, but I don't think the Falcon will do the trick for the computer side of things.

The reasons?

1) It's been WAAAAY too long since the F030, and it's prices, were announced. The Amiga 1200 and the new, cheap Macs have stolen Atari's thunder. Sure, the Falcon has a DSP, but that's all.

2) Atari will give up (in computers) before they go belly-up. I don't think the Tramiels are in it to build neat computers. (which they inadvertantly do) They are in it to make money. If they don't see themselves making money with computers, that'll be the end of the computers. (a la NeXT) From a business point of view, there will be no point in pumping effort and money into a market that isn't going to pay. Sometimes, a company might do that to preserve it's credibility. Atari doesn't have that to worry about.

As for this business of 'We didn't support the ST because we didn't think it could compete against the PC clones, but the Falcon can.'; that's either being dishonest or stupid. Look at the joyous reaction to a writeup in BYTE for the Falcon. Remember when the ST was on the cover? 1st 1 meg machine under a grand? It wasn't followed up, and it withered away...

I don't know. While the Falcon looks to be really cool, it also looks like it was deliberately crippled in order to make it easier to come up with an 'improved' machine. It's a little too entry-level to be believed. Squeezing all that into the 1040 case means 1) you can't use standard memory 2) you can't use 3.5" hard drives (which are available in a much larger range than the newer 2.5", and are usually cheaper) Why save a couple of bucks on a case when you have to turn around and spend that and more on memory and HD?

Well, (putting my optimist hat back on), the only think I can figure is that the F030 as we have seen it is either 1) going to be (re?)introduced at a much lower price and/or 2) going to be accompanied by the Mega Falcon at it's release later this month. (Maybe even the 040) Maybe it was a ruse to get Commodore to release the A1200 before they should have. (And to make a shopping decision easier for those indecisive would-be computer buyers)

If it's true that lots of developers have their Falcons, and are diligently working on some cool software, things will be good for the few of us who will buy one. And yes, I would still like to buy one. I expect that I will wait a bit though, either for the neato software to come out, or for the company to throw in the towel, and I can pick one up cheap. It would make a nice, comprehensive upgrade to my 520.

If I don't buy a Falcon, I'll probably put off buying a computer this year. PC's have raw power, but they're a genuine pain in the ass. (You don't use one, you configure it). I was playing SimCity on an Amiga last weekend. It was great, up until the time it gave me a 'Guru Meditation' when I tried to save my hours of work. That reminded me of my previous experiences with Amigas. (grrr...) Macs are just kind of... boring, I guess. They don't excite me. Maybe the first generation of PowerPC...

We shouldn't have to wait long now, though, to see either way.

(Oh yeah, I saw the new Maxtor 2.5" drives in Computer Shopper; the 25252 is 252 megs, and I saw it for $409. This is comparable to the $/meg for 3.5" drives. Direct-to-disk recording can use LOTS of megabytes)

--

****
Scott Miller, in the bowels of Bell-Northern Research Voice:(613) 763-2992
.signature USES DISCLAIMER Ottawa, Ontario, Canada
smiller@bnr.ca (also aa438@freenet.carleton.ca)
****

3644. Re: 50hzboot.prg -- how to use it

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 02:54:01 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1n3r09INNoli@golem.wcc.govt.nz>
Source record: 209433

If you are running a US monitor in the US, there should be no problems.

If you are running a UK monitor in the US, or vice-versa, there probably will be problems.

if switching into 50hz causes your screen to 'flicker-scroll' then chances of making things work are not too good!

It will work however. Try getting DC-bootit, and using that to switch into 50/60hz. it might make a difference (unlikely).

3645. Re: It is March, do you know?

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 02:55:43 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1n3r3fINNoli@golem.wcc.govt.nz>
Source record: 209434

] On a brighter note, AtariWorks is shaping up to be a very nice package.
]
] "We shall see, said the blind man."

Has anyone seen 'MS-Works' (Micro-soft works), it's been around for
quite a while, and it sounds a lot like Atari-works is based on it!
(MS-Works isn't as powerful, but essentially, it's the same sort of thing)

3646. Re: GFA BASIC 3.7 on hold

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 02:57:16 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1n3r6clNNoli@golem.wcc.govt.nz>
Source record: 209435

```
] Just spoke with GFA Software Technologies in Salem, Mass and the "unoffi
] word is that GFA BASIC version 3.7 is on hold pending an evaluation of h
] well the Falcon030 sells. Unfortunate, but understandable. Any wagers?

Apparently, GFA-Basic 4.0 is operational! (Atari Australia has
it running on their Falcon/s, or so we have been told)
```

3647. Re: what is the cartridge slot for anyway?

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 02:57:51 UTC
From: foroughi@optima.cs.arizona.edu
Message-ID: <33812@optima.cs.arizona.edu>
Source record: 209443

From article <1993Mar3.211312.7211@magnus.acs.ohio-state.edu>, by
msteve@magnus.acs.ohio-state.edu (Michael Steve):
>
> Well, I bought an 1040STf about a month ago, and looking through some old
> I mean ancient, ST magazines, I still haven't found anything that uses the
> cartridge slot. Does anyone use the slot? productively?

As you mentioned yourself some people use it for a real-time clock.
However, probably the most important use for it is Spectre GCR. Spectre
contains the Mac ROMs for Mac emulation.

3648. Re: what is the cartridge slot for anyway?

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 03:19:41 UTC
From: mpark@stein.u.washington.edu
Message-ID: <1n3sgdINNasd@shelley.u.washington.edu>
Source record: 209436

cvafygfn@vmsb.is.csupomona.edu writes:

>In article <1993Mar3.211312.7211@magnus.acs.ohio-state.edu>,
msteve@magnus.acs.ohio-state.edu (Michael Steve) writes:
>>
[what is the cartridge slot for? deleted]
>> m. Steve (the sequel)
>As I recall the only use for the cartridge port on the ST was stereotech 3d.
>It was available through antic magazine.... Who knows if it is still
>available.......

>---
>Keith King
>Email: cvafygfn@vmsa.is.csupomona.edu

Other uses: audio sampling hardware, LAN, and wasn't there
some crazy emulator idea?

--m

3649. English != English (was: A1200/4000 v. Falcon 030 FAQ)

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 03:42:01 UTC
From: bernie@metapro.DIALix.oz.au
Message-ID: <1993Mar4.034201.17602@metapro.DIALix.oz.au>
Source record: 209423

In <11025@cbmger.de.so.commodore.com>
peterk@cbmger.de.so.commodore.com (Dr Peter Kittel Germany) writes:

>In article <1993Feb25.235558.3754@qdpii.comp.qdpi.oz.au>
> davidme@qdpii.comp.qdpi.oz.au (David Meiklejohn) writes:

> >On a related note, someone I know who was studying language pointed out that
> >people shouldn't have complained about Kevin Costner's Robin Hood speaking
> >with an American accent, since it's probably closer to how English in the
> >Middle Ages sounded than a modern English accent is. Interesting, eh? A bit
> >off-topic, though.

>Not being a linguist, I still doubt this: British English is a european
>language and its pronouncing is much closer to other european languages
>than American. So I assume that this type of pronunciation (I call it
>"cleaner" :-) has some tradition in Europe and thus necessarily also
>for longer time.

I'm sorry to say this Doctor, but David's closer to the truth... There
was a UK-made (??) series shown on TV over here called "The Story of
English" which revealed that the British English - actually the "Oxbridge"
accent is not a "natural" one, having been cultivated only recently.
(Actually, David's probably seen the same TV series.)

There is strong evidence to suggest that in Shakespeare's time, the
English that was spoken is close to what sounds like American now.
Actually, what is spoken in Northern parts of England used to be more
widespread and in common use.

I can chase up some more info on the matter if you like...
--
+-----+ Bernd Felsche _-,_|\ #include <std/disclaimer.h>
| | | | MetaPro Systems Pty Ltd / | \ bernie@metapro.DIALix.oz.au
| | | | 328 Albany Highway, X_.'-._/ Fax: +61 9 472 3337
|m|p|s| Victoria Park, Western Australia 6100 v Phone: +61 9 362 9355

3650. Re: what is the cartridge slot for anyway?

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 04:19:14 UTC
From: REEVES@SLACVM.SLAC.STANFORD.EDU
Message-ID: <93062.201915REEVES@SLACVM.SLAC.STANFORD.EDU>
Source record: 209438

And don't forget the diagnostic cartridges for when the computer breaks.

3651. Re: Fax modem?!

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 04:46:04 UTC
From: ortega@cactus.org
Message-ID: <1993Mar4.044604.12853@cactus.org>
Source record: 209441

In article <1n030rINN4so@ub.d.umn.edu> awest@ub.d.umn.edu (The Piano Man) writes:
>I recently bought a modem with fax capabilitites, and was wondering if there
>was software (PD preferrably) to utilize the fax. Also, any suggestions as
>to the best PD communications software to use (I'm using uniterm right now
>and it seem s to work pretty good...file transefer is really slow though, is
>there any way to speed it up?) My modem is a 2400bps ZoomFax from AFX.
>
>Thanx!

I think there is QFax that is shareware. The problem is that I
don't think it is on an ftp site.

I think I know what BBS it is on, but it is a long distance call
and I have the worst luck when it comes to downloading large
files while on long-distance toll charges. Otherwise, I would
have put it up on atari.archive already.

--
Paul Ortega | "While looking for the men's room,
2015 Cedar Bend Dr., #1105 | VP Dan Quayle stepped into the Quantum
Austin, TX 78758 | Leap Accelerator and vanished....."
ortega@cactus.org ---------------------------------------

3652. Re: what is the cartridge slot for anyway?

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 04:49:38 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Mar3234938@kropotkin.gnu.ai.mit.edu>
Source record: 209442

In article <1993Mar3.211312.7211@magnus.acs.ohio-state.edu>
msteve@magnus.acs.ohio-state.edu (Michael Steve) writes:

>Well, I bought an 1040STf about a month ago, and looking through some old
>I mean ancient, ST magazines, I still haven't found anything that uses the
>cartridge slot. Does anyone use the slot? productively?
>
>Common sense would lead me to believe a clock or something would be useful.

Yes, clocks are common. There are also sound samplers, Macintosh
emulators, 68000 monitors, and other nifty doodads you can plug in
there. I've got an ancient Magic Sac mac emulator in mine, being used
as a clock card :-)

The cartridge port is just a 128K ROM port. With special tricks you
can bank-select more than that, or even write data to the port (using
the address lines and latching tricks).

cheers,
entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, and Xerox. Join the League for
Programming Freedom! Write to lpf@uunet.uu.net for more information.

3653. CFV: comp.sys.atari.advocacy

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 04:50:27 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1n41qjlNNhlq@rodan.UU.NET>
Source record: 209437
Cross-posted to: news.announce.newgroups,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech

```
------------------------------------------------------------------------
NOTE: THIS IS A NEW CALL FOR VOTES, REPLACING THE OLD ONE WHICH WAS
*NOT* VALID!!!
IF YOU HAVE VOTED FOR THE OLD ONE, YOU MUST VOTE AGAIN, SINCE ALL
PREVIOUS VOTES HAVE BEEN CANCELLED!!!!!!!

SORRY FOR THIS INCONVENIENCE...
David Oakley, Proposer
------------------------------------------------------------------------

FIRST CALL FOR VOTES
====================

This is a Call for votes on the creation of a newsgroup for
debates about the Atari range of personal computers.

Group Name
==========
comp.sys.atari.advocacy

Status
======
Unmoderated

Charter
=======
This group is a forum for discussion of topics in connection with the Atari
range of computers - marketing, capabilities, comparisons and other
arguments... It will move discussions of this nature from the existing
comp.sys.atari.st (and atari.8-bit) newsgroups, which will exist for a more
advice orientated discussions.

Users will be requested to not post the above discussions in the existing
newsgroups if advocacy is formed.

Rationale
=========
This group will separate a section of discussion, mainly from the current
newsgroup comp.sys.atari.st but also relatted topics including the Atari 8-bit
range of computers (atari.8bit) and the new Atari Falcon computers.

The discussion of advocacy currently takes up over 50% of the items
in the atari.st newsgroup and so it is felt that the original
purpose of the newsgroup is being left behind.
```

New users and people who need information about the Atari ST/8-bit computers
can continue to use the original group and would hopefully get more
attention if there is less advocacy mail present.

Voting
======
VOTING PERIOD IS:
appearance of this message
to 1st April at 9:00 GMT.

HOW TO VOTE:
1. REPLY to THIS message.

2. send your votes to:

dxo@cs.bham.ac.uk

3. if that doesn't work, try:

dxo%cs.bham.ac.uk@nsf.ac.uk

WHAT YOUR MAIL MESSAGE SHOULD CONTAIN:

For a yes vote:

I vote "Yes" for the creation of "comp.sys.atari.advcoacy"
VOTE: lastname, firstname [email address] : YES

For a no vote:

I vote "No" for the creation of "comp.sys.atari.advcoacy"
VOTE: lastname, firstname [email address] : NO

Your message must be of THIS form, especially the second line since
my vote counting software needs bothe the 'VOTE:' and the ': YES/NO'.

Rules on voting
===============

Voting Rules:
-Only one vote per user (Two different people cannot vote under the
same user name).
-Any votes which are received before or after the voting period
will be discarded.
-Any vote which does follow the above examples specifically,
will not be valid.
-Anyone who wants to change their previous vote may do so by voting
again. They must indicate that they have previously voted and are
changing their mind in a footnote. A changed vote will discard your
previous vote.

Ambiguous Votes:
Ambiguous votes -- those who do not follow the specified format, or
do not make clear the voter's intent, will, where possible, be

returned to their senders for clarification. Ambiguous votes which
cannot be returned to their senders or for which no clarification is
provided will be identified in vote mass acknowledgements and in the
final vote tally.

******* ANY PROBLEMS, MAIL THE ADDRESSES ABOVE! *********

Thanks to Danny Richman for the basis of this CFV!!!!!

Proposers
=========
David Oakley dxo@cs.bham.ac.uk
Ian M Rae imr@cs.bham.ac.uk
Annius V. Groenink avgroeni@cs.ruu.nl
Jan Kim kim@vax.mpiz-koeln.mpg.dbp.de
-- .___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

3654. Re: Selling it all!

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 04:54:54 UTC
From: der@hpuerca.atl.hp.com
Message-ID: <C3CLnJ.GF2@hpuerca.atl.hp.com>
Source record: 209440

In <731072696.AA01019@royaljok.fidonet.org> Brian.Lane@f1632.n203.z1.fidonet.org (Brian Lane) writes:

> Atari SC1224 Color monitor - no RED - $50

Is this a common problem? I have this problem on my SC1224....

-- Dave Ritchie
der@hpuerca.atl.hp.com

3655. Compuserve, Genie, AmericaOnline...

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 05:27:52 UTC
From: awest@ub.d.umn.edu
Message-ID: <1n5e6oINNk7r@ub.d.umn.edu>
Source record: 209427

As said in a previous posting, I just got a modem...(welcome to the 20th century...) anyway I've been deluged by all the offers for "free" time on Compuserve, Genie, Delphi, America OnLine, ad infinitum...can anybody who has access to these services tell me which they think would be the best for me...having a 1040ST? Are there other programs on the services that I can't get from ftp sites and A.A.U.E.? I would just like to hear of peoples experiences, what they cost, and how much you use them, and such. I will probably subscribe to at least one of them to keep my email and such going in the summer when I don't have my account at school.

Andrew West

PS - Any more info about QFax?! (or any other fax programs for ST?!)

--
|) | | ^ /\"Sometimes they tie /\ +--- +-- --+ The Piano Man
| | | * \/ a thief to the tree. \/ | ^ \ | \/ | aka: Andrew West
* * * | /\ Sometimes I stare, /\ | _/ | | awest@ub.d.umn.edu
- . . | \/ Sometimes it's me..."\/ |_| |_|\/|_| Univ of Minn-Duluth

3656. Re: what is the cartridge slot for anyway?

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 06:40:40 UTC
From: marc@targon.UUCP
Message-ID: <2939@targon.UUCP>
Source record: 209445

In article <1993Mar3.211312.7211@magnus.acs.ohio-state.edu>
msteve@magnus.acs.ohio-state.edu (Michael Steve) writes:
>
>Well, I bought an 1040STf about a month ago, and looking through some old
>I mean ancient, ST magazines, I still haven't found anything that uses the
>cartridge slot. Does anyone use the slot? productively?
>
>Common sense would lead me to believe a clock or something would be useful.
>
>
Actually, yes. I have a scanner attached to it. I would rather
have had it in some other port however, I am constantly aware that
some day that the loosely connected cartridge is going to break.
There are other devices for the cartridge port as well, Spectre GCR
is one of the famoust.

Marc

3657. Re: ICD HD SOFTWARE

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 07:07:20 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1n49r8INNd88@phakt.usc.edu>
Source record: 209446

In article <5407@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:

>ICD's SCSI Pro utilities has CleanUp included with it. You get two disks:
>one has the hard drive utilities and the other has CleanUp.

But the point is I have already bought the Cleanup Software. I will
have to pay $50 either to replace my damaged board, buy the new Pro software,
or buy a competing product. Unless they have some sort of upgrade price
reduction for present owners of Cleanup that is .... Does anyone know of any
such offer from ICD or is that just wishful thinking.

BTW, do the Pro tools offer a disk optomizer (defragmentor)?

>--
> ||| Ed Krimen
> ||| ekrimen@wet.uucp
> / | \ AEO.5 (GEnie)

-MikeB

3658. Re: Fax modem?!

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 07:28:16 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1n4b2gINNhmk@phakt.usc.edu>
Source record: 209447

In article <1993Mar4.044604.12853@cactus.org> ortega@cactus.org (Paul Ortega) writes:
>I think there is QFax that is shareware. The problem is that I
>don't think it is on an ftp site.

>I think I know what BBS it is on, but it is a long distance call
>and I have the worst luck when it comes to downloading large
>files while on long-distance toll charges. Otherwise, I would
>have put it up on atari.archive already.

So tell us the name and number of the BBS: it may be long distance
for you, but chances are that for someone else out here in the net, it is
probably a local call.

So what is it? I have Supra V.32bis FaxModem just waiting to be
used and abused as a Fax service!!

(Especially when I go to send out resumes after I graduate!!)

>--
>Paul Ortega | "While looking for the men's room,
>2015 Cedar Bend Dr., #1105 | VP Dan Quayle stepped into the Quantum
>Austin, TX 78758 | Leap Accelerator and vanished....."
>ortega@cactus.org ---------------------------------------

-MikeB

3659. Does anyone know why ....

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 07:43:06 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1n4bualNNkso@phakt.usc.edu>
Source record: 209448

...those nice Ghostscript-interpreter program for the Atari really
makes _terrible_ use of the hard-drive? I am running a TT with 4MB ST
ram with nothing but MiNT and TCSH running, yet when I try and print the
test page, I get a "not enough memory" for any resolution above 100dpi
(using the -r command). What is wrong with building the image and saving
the image to disk, and then DMAing from HD? I know about the banding...
I'll be trying that as soon as I figure out how, but still...

Also, does anyone know why bolded text in 1stword printed out
(using the Diablo emulator) messes up the character spacing on a SLM?
I remember something about high print-density characters (bold, strike-out)
characters might do this, but _why_ should they?

While I'm at it, has anyone had a problem with little speckled
dots showing up in the output of the laserprinter? I cleaned it out as
good as I could, but doesn't seem to help. Bryan had suggested that it
might be a noise problem on the ACSI port (noise?) but a) it is the only
device on my TT's ACSI port, and b) I am using the Atari supplied cables -
if they were too long I am sure someone would have spotted this problem
long before now....

Thanks for listening, but I'd REALLY appreciate answers. ;)

-MikeB

3660. Re: what is the cartridge slot for anyway?

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 10:00:34 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Mar04.100034.108237@zeus.calpoly.edu>
Source record: 209449

M.Steve says:
>
>Well, I bought an 1040STf about a month ago, and looking through some old
>I mean ancient, ST magazines, I still haven't found anything that uses the
>cartridge slot. Does anyone use the slot? productively?
>
>Common sense would lead me to believe a clock or something would be useful.
>
>
> m. Steve (the sequel)

Well, I have a _very_ nice 400 dpi Migraph Hand scanner that uses the cartridge port on my TT.

And while I am here I would like to tell you of the new program that was announced here, Speed of Light GIF viewer. This is the _absolutely_ most amazing graphics viewer I have ever seen. Everyone should get a copy. Through the internet I have had the opportunity to get quite a few nice GIFs and I view them on my DECstation RISC machine at school. Well, the Speed of Light program enables me to view those GIFs exactly as they look at school! It is amazing!!! More people should write stuff like this! I am going to be sending him my $15 dollars!!!

You can get the program from atari.archive.umich,edu atari/Graphics spoflite.lzh

*Steve Miller
*electronics engineering Dept.
*cal poly slo

3661. Re: MACINTOSH ADVOCATE...

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 10:31:24 UTC
From: ritz@ritz.mordor.com
Message-ID: <9303031357@ritz.mordor.com>
Source record: 209450

Rickard Troedsson (rickard.troedsson@almac.co.uk) wrote:
: S> I think that Atari users should move on. Get A Mac.....The software
: S> is so much better...

: Where's the DSP?

Where's the Atari with a DSP? I'm willing to bet that Apple
will be shipping a "DSPed" computer in quantity before Atari.
Atari has been TALKING about the falcon for quite some time,
but I see messages on this group all the time from people who
cannot seem to find one.

Apple is shipping 68040 boxes in quantity now! Atari doesn't
have the R&D budget or the manufacturing capacity to keep up.
Damn shame.

Cheers,

Chris

--
Christopher Mauritz | My views reflect those of my
ritz@ritz.mordor.com | company since I own the company.
{backbone}!rutgers!spcvxb!ritz!ritz | Ritz International, Inc.
OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 | Import/Export Consultants

3662. MINIX of the ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 11:14:53 UTC
From: cabp09@uk.ac.strath.ccsun
Message-ID: <C3D38u.8GG@ccsun.strath.ac.uk>
Source record: 209301

I give up. All I can find are patches for MINIX on the ST. I may be incredibly stupid, but I thought you needed the source code in its own completeness (?) to patch up.

Could someone (barrage of mail) please help me. All I want is:

. MINIX
. Running on a 1Meg ST
. With 5-10Megs free HD space

Oh, and BTW, do any of you know if MINIX is loadable from a HD partition (ie can I `mkfs /dev/f' or something and boot from there, perhaps with the root fs still on ram disk and /dev/f mounted ??)

Dave.

Me: David McNicol
Physics and Applied Physics (Student)
Strathclyde University

E-mail: cabp09@cc.strath.ac.uk

"The thirst for knowledge is also the water of life ..."

3663. Re: GEM library for MS-Dos?

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 11:26:17 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <C3D3ru.5xD@cs.bham.ac.uk>
Source record: 209302

In article <730991847.4220@minster.york.ac.uk> mjl-b@minster.york.ac.uk (Mathew Lodge) writes:
>In article <1993Feb23.180430.20701@nosc.mil> healy@nosc.mil (Mike Healy) writes:
>>So I think the two GEMs have diverged. I think the only thing I've
>>used PC GEM for is GemDraw. Is there even an Atari version of
>>GemDraw?
>
>Yes, way back in the early days of the ST. DR sold Gem Draw for the ST, but
>didn't put much marketing muscle into it. I think you could even get it on
>cartridge (I read that in some computer mag. at the time).

DR apparently did release Gem Draw/Paint/Write for the ST, but they
would only work if you installed GEM v2 which was on a cartridge.
This is from an ancient copy of ST World (1987 ish).

3664. Full screen Animator, HELLLP!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 12:31:29 UTC
From: mcsdc1ph@dct.ac.uk
Message-ID: <1993Mar4.123129.4194@dct.ac.uk>
Source record: 209310

Hallo fellow Atari-type-creatures!

I have now got my 1040Ste setup quite nice as an amobea equal (if not better)
I have 8 Channel Tracker Music.
I have 19200/32768 colours displayed on screen from 24-bit Pictures.
What I don't have and find the most frustrating, is a full screen animator.
The amobeans are blessed with the stunning work of Eric Schwartz and Tobias
Richter, two of the best animators ever to grace the world of animation.
Now, I know that we can obtain Tobias Richter Works now from certain places.
(Anyone know of any sites that have any of his stuff?)
But as yet, nowt has been heard of Eric for ST. Well, me and my amobea friend (?)
have decided to try to combat this.
It is - in theory - easy, the frames he creates are 16 colour 320/256 IFF
images. All we need is to chain them together on ST.
Problem: I have no program for the creation/storage/linking of full screen
16 colour frames! I have searched far and wide, but to no avail.
It's simple!!! All I need is a program to load IFF's (I would even convert
each individual frame into a NEO/PI1 format if need be!) then chain them
together as an anim file! Then simply use a runner! That's all!!!
I have seen the results of programs like these. CyberSEQuences, I've got one
called catnap which is good. All that is is full screen cell anims!
Does Cyberpaint/studio do this?

Does anyone know of a program that will do this for me?

If you've ever seen Eric Schwartz anims on an Amiga, then you'll understand
why I want them accross!! (Amy Vs. Walker, At the Beach, At the movies,etc)

It's not just for that ofcourse. My amiga friend wants to do some anims of his
own, and would like his art to be seen on both machines, along with my MODS.

So here's an alternative. As an alternative to a program to do the job of
linking the frames, does anyone know of a way in which I could chain them
together using GFA Basic or STOS? I get the feeling that that would be
more flexible!

I'm sorry for this lenghty query, but I'm desperate to see these animations
on my own machine!!!!

Thanks in advance....

Feekzoid

/BZPD/Phoenix

3665. Re: Does anyone know why ....

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 12:33:41 UTC
From: marc@targon.UUCP
Message-ID: <2941@targon.UUCP>
Source record: 209305

In article <1n4buaINNkso@phakt.usc.edu| baffoni@phakt.usc.edu (Juxtaposer) writes:
|
| ...those nice Ghostscript-interpreter program for the Atari really
|makes _terrible_ use of the hard-drive? I am running a TT with 4MB ST
|ram with nothing but MiNT and TCSH running, yet when I try and print the
|test page, I get a "not enough memory" for any resolution above 100dpi
|(using the -r command). What is wrong with building the image and saving
|the image to disk, and then DMAing from HD? I know about the banding...
|I'll be trying that as soon as I figure out how, but still...
|
| Also, does anyone know why bolded text in 1stword printed out
|(using the Diablo emulator) messes up the character spacing on a SLM?
|I remember something about high print-density characters (bold, strike-out)
|characters might do this, but _why_ should they?
|
| While I'm at it, has anyone had a problem with little speckled
|dots showing up in the output of the laserprinter? I cleaned it out as
|good as I could, but doesn't seem to help. Bryan had suggested that it
|might be a noise problem on the ACSI port (noise?) but a) it is the only
|device on my TT's ACSI port, and b) I am using the Atari supplied cables -
|if they were too long I am sure someone would have spotted this problem
|long before now....
|
| Thanks for listening, but I'd REALLY appreciate answers. ;)
|
|-MikeB

This sounds like the bug I once found in the SLM804 driver (at the
time 2.3 was around I think). I don't know if the bug still exists
in the newer versions, I ported my own Ghostscript an fiddled with
the driver (I don't need the diablo emulator anymore).
The bug caused a malloc of the memory chunk for the SLM804 bitmap
to fail, because the memory size was expressed in a short instead
of a long. The short overflows, the malloc fails. Maybe you have
to experiment with the banded printing option until you find a value
for which it does work.

Marc

3666. comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 13:11:50 UTC
From: ricquebo@irisa.fr
Message-ID: <1n4v6m$rri@irisa.irisa.fr>
Source record: 209304

I haven't seen any new binary file in the comp.binaries.atari.st
newsgroup for ages ? Why is it so ?
Nothing to spread ?

3667. Re: ICD HD SOFTWARE

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 15:04:31 UTC
From: boyd@gauss
Message-ID: <C3DDvJ.6A@mailer.cc.fsu.edu>
Source record: 209306

In article <1n49r8INNd88@phakt.usc.edu> you wrote:
>
> But the point is I have already bought the Cleanup Software. I will
> have to pay $50 either to replace my damaged board, buy the new Pro software,
> or buy a competing product. Unless they have some sort of upgrade price
> reduction for present owners of Cleanup that is .... Does anyone know of any
> such offer from ICD or is that just wishful thinking.

I was under the impression that Cleanup, since it was a separate product from
ICD's host adaptor line, did not require an ICD board to work. However, I
would think that they do have an upgrade policy. Give them a call at
(815)968-2228.

IMHO, however, you should put your money into a copy of Diamond Edge. It is
excellent stuff! In addition to all the diagnostic and repair functions, it
is also a defragger (with Norton style display), and allows one to save the
important system sectors on a floppy (boot block, FATs, etc.). I like it
much better than Cleanup.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3668. Re: the drop of the ste

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 16:02:10 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.731260930@rw8.urc.tue.nl>
Source record: 209308

aesd1pak@dct.ac.uk writes:

>I hear from one off the st mags (ATARI ST USER) that atari have finished
>producing STE's.
I was a bit surprised when I read Atari ST User. But I think they are
incorrect. Atari was stopping the production of Mega STE, because these
have become obsolete by the advent of the falcon 030.
>I find that atari have shown a lack of support for the computer.
> They are now only doing the falcon and it seems the TT has been axed as
>well.To increase this point atari said last year that they were producing
>software for the STE only but were is it.
The TT has not been axed. Until a faster Falcon is available the TT
will remain the HIgh end machine.
> SHOULD we let atari continue with thier attitude to drop there support for
>these great machines or should we do nothing and see how the FALCON will do.
The STE are still supported by Atari as are the Mega STE's. The only
thing that has changed is that Mega STE are no longer produced since
they do not provide enough advantages over a ST to warrant the price
when compared to a Falcon.

Erlend.

3669. More trouble installing Neodesk 3.03

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 16:02:29 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <1n596IINN2j9@uwm.edu>
Source record: 209307

I too am having problems with the new Neodesk, but not like anyone elses. The updating and installing seemed to work fine. However, when I try to access Neodesk from my hard disk (where I had it installed) I get 2 bombs and the error: BUS ERROR. After the error, I press R (for the register dump) and return to the GEM desktop. If I then try to run Neodesk from the Master disk in drive A, it works! I've recopied the files a few times onto the C drive, but it continues to fail to boot from the hard disk.

Anyone have a clue as to why it won't run from C?
--
= Andrew Krieg | =
= krieg@titan.med.ge.com| Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

3670. WANTED: 1040STe

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 17:33:08 UTC
From: dbshapco@descartes.uwaterloo.ca
Message-ID: <C3DKr8.Ey4@undergrad.math.waterloo.edu>
Source record: 209309

I am interested in buying a used Atari 1040STe and would be willing to pay from $250-300 depending on how old it is and what kind of shape it is in.

I do not need a monitor with it but will buy one if need be.

I live in Kitchener-Waterloo and would be willing to travel up to 2 hours away to see the system. Otherwise there is always UPS I suppose.

If interested in selling or you know of someone who is, please leave me E-mail. Thanks.

dbshapco@descartes.uwaterloo.ca

3671. Re: Reading SPECTRE-partition from TOS - how ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 18:35:36 UTC
From: malay@sae.com
Message-ID: <1993Mar4.183536.399@sae.com>
Source record: 209311

In article 8569@daimi.aau.dk, trh@daimi.aau.dk (Tommy Rudmose Hansen) writes:
>Hi
>
>Is there a way to read/write a file on a SPECTRE(HFS?)-partition on your
>HD from TOS ??
>
>Any programs capable of doing it (besides SPECTRE) ??
>
>Thanks!
>
> \Tommy

A commercial grade program called MacSee is "supposed" to do just that but
I have only been able to get it to work a few times - maybe I'm doing
something wrong, but it seems to complain when copying large files to the
Spectre partition. It does let you see the directory structure though.

Bob Malay

3672. Re: PhotoChrome

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 19:13:22 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <1993Mar4.191322.4341@freenet.carleton.ca>
Source record: 209312

In a previous article, haasnr@ucunix.san.uc.edu (Nicholas Robert Haas) says:

>I recently got the PhotoChrome Image Viewer from Umich.. Seems to be neat
>but I am having a little problem with it.. I saw it mentioned on here that
>people were using it to view GIFs.. Well WHen I load it up, the only option
>that is NOT available to me is 'View GIF images'.. Its greyed out.,.. Any
>idea why this would be?? I have an original 520st upgraded to 2.5 megz..
You will need at least version 3 of photochrome to convert GIF's directly
(V3 also lets you conver some other formats like IFF, TARGA) Nevertheless
you might also want to get GIF2RAW, a program that reduces a GIF by half
and saves it in RAW format. The reason for this is that the scaling
algorithm in Photochrome (Squish GIF) will always try to squish the whole
image onto the screen resulting in some terribly distorted images if the
original GIF was something like 320x700.

(The 320x200 GIF's look MUCH better on any ST with photochrome that a 320x200
x256 display on a PC!!!)

--

!! Computer Engineering at The Carleton Country Club!!
----------ac382@freenet.carleton.ca----------

3673. CD mod player

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 20:00:27 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <27015@galaxy.ucr.edu>
Source record: 209313

The program CD player that plays .mod files should be on atari.archive.
umich.edu. If not I can send it to you.
Paul

3674. Re: Are there any Falcons in the USA?

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 20:31:13 UTC
From: larryl@hpscit.sc.hp.com
Message-ID: <49410001@hpscit.sc.hp.com>
Source record: 209314

I don't think anyone specified when in March. We still have 27 more days.

3675. Re: 50hzboot.prg -- how to use it

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 21:37:54 UTC
From: wooledge@ces.cwru.edu
Message-ID: <1n5sriINNkhu@usenet.INS.CWRU.Edu>
Source record: 209315

richards@elmer.orl.mmc.com (Larry) writes:

>I had a similar problem with Centipede. To solve it, I just adjusted my
>vertical hold on the monitor so the screen would stop scrolling. The
>adjustment made no difference to other programs that didn't have this
>problem (it just never came up except on a couple of programs).

Yes, this seems to be exactly what was wrong with mine. Thanks to you
and the two people who e-mailed similar solutions.

The ironic part is that I've had this computer about 5 years now, and
never knew there were any knobs on the back of the monitor. Atari
certainly hid them well! :)
--
Greg Wooledge /..\ Wizard in training.
wooledge@ces.cwru.edu \--/ Have a day.

3676. wanted: DMA cable

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 22:17:57 UTC
From: ca2ee209@troi.cc.rochester.edu
Message-ID: <1993Mar4.221757.3158@galileo.cc.rochester.edu>
Source record: 209316

I just bought a hard disk but found out that I lost the
DMA cable that connect my host adapter to my ST.
Is there anyone out there that has an spare cable to
sell me or please tell me where can I get the cable
quickly. Can I find such a cable from those cable companies
listed in Computer Shopper?
Thanks
...
LingCherd

3677. ST hardware/Software sale update!

Newsgroup: comp.sys.atari.st
Date: 1993-03-04 23:59:15 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1n654jINNrsa@usenet.INS.CWRU.Edu>
Source record: 209317

```
##############################################################################
Hardware
##############################################################################

Comrex Daisy Wheel printer (made by Brother). Fairly quick for a
daisy wheel, uses Brother typewriter printwheels, works
great. Serial AND Parallel interfaces.....................25

Fortis DM1310 9-pin dot matrix printer. Works well, but I think it
might need a new print head. Uses Epson ribbons, new ribbon
included..................................................25

Corvus Hard Disk case & power supply. Setup for one 5.25" drive,
either full or half-height, but there's enough room in it
that you can probably adapt it to fit two half heights or
several 3.5" drives.......................................40

Hard Disk case & power supply... under the monitor style, with two
side-by-side 5.25" drive bays.............................60

##############################################################################
Software
##############################################################################

TDI Modula/2-ST (old version).....................................15
Flight Simulator II Scenery Disks 7 and 11 (w/all docs) both for.....15
Tempus 1.0........................................................7
InterLink 1.85....................................................7
I*S Talk (Integral Solutions).....................................7
Populous (disk only)..............................................7
Quick ST 2.0......................................................7
Jet (subLOGIC)....................................................7
Barbarian (Psygnosis).............................................7
GFA Vector (Michtron).............................................7
Breach (Omnitrend Software).......................................5
Gamestar Baseball.................................................5
Renegade (disk only)..............................................5
Infocom's Infidel (disk only).....................................5
Strip Poker (old, disk only).....................................5
Chessmaster 2000 (disks only).....................................5
Time Bandit (disk only)...........................................5
Silent Service (disk only)........................................5
Skyfox (disk only)................................................5
Starglider.......................................................5
Lords of Conquest (disk only).....................................5
```

##
Magazines/Books
##

Programming in GFA Basic 3.0.....................................10

ANALOG Computing

Issue 11 through issue 49, also issue 51 (40 issues total)...........40

STart Magazine

All of 1986 and 1987 (8 issues)
Special Issues 2 and 3
Spring 1988, Summer 1988
October through December 1988
January through December 1989 (missing July)
January through November 1990 (missing July, September)
Feb/March 1991
April/May 1991
STart disks from various issues (not sure which, but MANY)
Only a few original disks remain -- most have been converted to
high density disks and zipped with ST ZIP 2.0 (36 issues total)
AND lots of disks.........60

Most are in excellent condition (none are falling apart, though some
have had plenty of use). Take ALL of them for $85.

##

Prices do not include shipping.

If you're interested in any of these items, please send me Email.
Thanks!

--
""""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
""

3678. Panasonic 1124 for sale

Newsgroup: comp.sys.atari.st
Date: 1993-03-05 00:00:13 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1n656dINNs0h@usenet.INS.CWRU.Edu>
Source record: 209318

For Sale:

Panasonic KX-P1124 dot-matrix printer. Nice 24-pin unit with six built in fonts. Will run 192 cps in draft and 40 cps in letter quality. Works perfectly. Is being sold because we got a laser printer.

This is the printer with all of the paper handling features: Load it from the back, bottom, or front. Great for printing envelopes and labels! Can also do 360x360 dpi graphics.

We'd like to get $185 plus shipping out of it if possible. Includes original box and manual.

If interested, please send me email. Thanks!

--
""""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
"""

3679. Re: Compuserve, Genie, AmericaOnline...

Newsgroup: comp.sys.atari.st
Date: 1993-03-05 01:15:07 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Mar05.011507.123148@zeus.calpoly.edu>
Source record: 209327

Andrew of the 20th century says:
>As said in a previous posting, I just got a modem...(welcome to the 20th
>century...) anyway I've been deluged by all the offers for "free" time on
>Compuserve, Genie, Delphi, America OnLine, ad infinitum...can anybody who has
>access to these services tell me which they think would be the best for
>me...having a 1040ST? Are there other programs on the services that I can't
>get from ftp sites and A.A.U.E.? I would just like to hear of peoples
>experiences, what they cost, and how much you use them, and such. I will
>probably subscribe to at least one of them to keep my email and such going in
>the summer when I don't have my account at school.
>
>Andrew West
>
>PS - Any more info about QFax?! (or any other fax programs for ST?!)

So i says: I likes GEnie although it can run up your credit card bill if
you don't watch it.

*steve miller

'I live on a planet called IRATA, unfortunately I have very few neighbors'

3680. Re: Video bus/graphics op speed (was A1200/4000 v. Falcon 0

Newsgroup: comp.sys.atari.st
Date: 1993-03-05 01:30:56 UTC
From: TomK@cup.portal.com
Message-ID: <76890@cup.portal.com>
Source record: 209328
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

>>On the other hand, when flying into the Frankfurt airport, there is a
>>large building With "Atari" painted on the roof that is visible as you
>>make yoor final approach. I assumed this was Atari's international
>>headquarters <g>.
>
>Huh? Where is that?

On the ground. If it were up in the air, it would fall and cause
damage to the surrounding area.

>I live in Frankfurt and also arrived here several
>times by plane, but never saw such a thing.

Honestly. Its painted on the roof. The paint is faded.

>that carries big signs of Atari to be seen from the street. Could be
>you saw the Atari headquarter. They reside some kilometres outside
>to the west of Frankfurt.

I suppose; it was about 60 seconds before landing, so I guess
a plane goes a couple of km in 60 seconds.

TomK@cup.portal.com
Tom Krotchko

3681. Old "Compute!" editorial...

Newsgroup: comp.sys.atari.st
Date: 1993-03-05 02:20:30 UTC
From: wbdst+@pitt.edu
Message-ID: <5326@blue.cis.pitt.edu>
Source record: 209319
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

I thought you guys might get a laugh out of this (kinda sad, actually).
This is an excerpt from an editorial by Tom R. Halfhill (sounds like
a Hobbit-name, huh?), which appeared in the April, 1986 issue of
"Compute!":

"... Atari recently introduced the first 1024K computer for under
$1,000, just five years after an 8K Atari 800 retailed for $1,000.
And Motorola recently announced a 20 megahertz version of its
68020 microprocessor, referred to as the 'mainframe on a chip'. "

Geez, and they are only NOW breaking past that 68020, and still
NOT in commercial quantities! Oh, wel....
l <--- the 'l' that fell off of the "well', above!

3682. Re: what is the cartridge slot for anyway?

Newsgroup: comp.sys.atari.st
Date: 1993-03-05 02:35:24 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1n6e9clNNi6t@golem.wcc.govt.nz>
Source record: 209329

```
] In the early days of the ST, Computer Concepts sold Fast Basic (A GEMed
] Basic interpreter) and Back Pack (A desktop accessory like Harlekin) on
] cartridge. Later they sold Fast Basic on disk for 40 pounds less while
] selling the cartridge version.

I've got back-pack plugged in now! It's a great little gadget!
Gives a calculator, print-buffer, note-pad, address book, diary,
screen-saver, Reset-proof RAM-Disk (with file-copying), typewriter.
And, the Desk-accessory part of it only takes up 1k of disk-space!
```

3683. Re: ICD HD SOFTWARE

Newsgroup: comp.sys.atari.st
Date: 1993-03-05 02:37:30 UTC
From: ekrimen@wet.UUCP
Message-ID: <5423@wet.UUCP>
Source record: 209320

In article <1n49r8INNd88@phakt.usc.edu> baffoni@phakt.usc.edu (Juxtaposer) writes:
>In article <5407@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>
> But the point is I have already bought the Cleanup Software. I will
>have to pay $50 either to replace my damaged board, buy the new Pro software,
>or buy a competing product. Unless they have some sort of upgrade price
>reduction for present owners of Cleanup that is .... Does anyone know of any
>such offer from ICD or is that just wishful thinking.
>

They've never announced anything like that. I'd call them though.

> BTW, do the Pro tools offer a disk optomizer (defragmentor)?

No, it's just like getting a disk of their utilities and Clean Up. There's
no disk optimizer.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ AEO.5 (GEnie)

3684. Re: what is the cartridge slot for anyway?

Newsgroup: comp.sys.atari.st
Date: 1993-03-05 05:30:29 UTC
From: dcable@nyx.cs.du.edu
Message-ID: <1993Mar5.053029.21289@mnemosyne.cs.du.edu>
Source record: 209331

>In article <1993Mar3.211312.7211@magnus.acs.ohio-state.edu>,
msteve@magnus.acs.ohio-state.edu (Michael Steve) writes:
>>
>> Well, I bought an 1040STf about a month ago, and looking through some old
>> I mean ancient, ST magazines, I still haven't found anything that uses the
>> cartridge slot. Does anyone use the slot? productively?
>>
>> Common sense would lead me to believe a clock or something would be useful.

I've got a Migraph PS400 page scanner plugged in to mine. There are/were
other scanner interfaces for both hand and full page scanners that used
the cartridge port. When I asked Migraph why they chose the cartridge port
for the scanner interface, their reply was that it was the one port that
Atari never fiddled with on any different ST/TT models. I don't know if
that true, but it was the reason given.

Dan

--
dcable@nyx.cs.du.edu

3685. What is Spice?

Newsgroup: comp.sys.atari.st
Date: 1993-03-05 06:53:37 UTC
From: abe@gettysburg.gov
Message-ID: <X3930304225337@fourscore.gettysburg.gov>
Source record: 209336

What is spice? ... Is this a new OS...

3686. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-03-05 10:37:34 UTC
From: snail@lsl.co.uk
Message-ID: <1993Mar5.103734.3147@lsl.co.uk>
Source record: 209332
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Feb27.162021.29505@zeus.franklin.edu>, scruggs@zeus.franklin.edu (Kevin Scruggs) writes:
> In article <1mht86$5do@mozz.unh.edu> ggg@kepler.unh.edu (Gregory G Greene) writes:
>>'> snail@lsl.co.uk writes:
>>'>The $150 cost of the card is addition to the cost of the PC (and you'll need
>>'>a 486DX2 with a large IDE drive as well to get the performance you'll need.
>>'>It'll come to a lot more than the Falcon.
>>
>> When did the Falcon become so powerful? A 486DX2 with large HD is
>> suddenly necessary to equal the Falcon.

Ignorant comment.

My comment (and the one I was replying to) was about why the Falcon would be good for MIDI and sampling. The Falcon can do direct to disk 8 channel 16 bit 50KHz sampling, with no additional hardware. The Falcon comes with a large HD, internally. So what is wrong with me asking for a PC to have one. Also I said 486 DX2, because any sampling package on a PC is going to be Windows based, and that'll require a lot of processing power. Its plain and simple, the PC isn't designed for this task, so it needs an add on board to grab the data, and then a good subsystem (486 DX2, and snappy hard drive (IDE)). My comparison is valid for the application being discussed. If you think I'm being unfair, then say so, and give a reason why, but I'd say that a DECstation 5000, a SPARCstation, an SGI, a Mac and an Amiga, will all need add in cards to do the sampling, and a local disk to save it on (for the workstations, I doubt (could be wrong) you could do direct to disk over a network).

The fact is for the application being discussed, the Falcon requires no extra hardware. For any other platform it does, and the other platform won't be set up in such a way as to take good advantage, so it'll need to be more powerful just to match up.

Another point, if you don't want a 486DX2, then use a 386 (if you think thats a fair comparison.. I don't), it *STILL COSTS MORE by a long way* than a Falcon, which was the other point being discussed - quite apart from the 386 boxe's performance won't be as good at DTD recording.

My reply took so long, since I think I get crossposted news. I saw your comment as part of someone else's post.
--
snail@lsl.co.uk

"Washing one's hands of the conflict between the powerful and the powerless means to side with the powerful, not to be Neutral."
Quote by Freire.

Poster by OXFAM.

3687. Re: Question : ___ M-ROS ___

Newsgroup: comp.sys.atari.st
Date: 1993-03-05 11:18:39 UTC
From: joust@cs.tu-berlin.de
Message-ID: <1n7cuf$4se@news.cs.tu-berlin.de>
Source record: 209333

In <1993Jan26.102304.11365@cs.ruu.nl> avgroeni@cs.ruu.nl (Annius Groenink) writes:

>It is, however, a pain to use a program that sends MIDI strings in parallel
>to Cubase. I wrote an MT-32 patch editor that runs as an accessory. Not
>only does Cubase hide my windows without a clear reason, it also sends MIDI
>bytes right through my Midiws calls. I get all kinds of exclusive checksum
>errors and buffer overflows on the 32. As all sequencing software I know,
>beneath the nice surface there is utter crap, in Cubase as well.

I wrote an Accessory, that uses Midiws calls as well, and get the same problems while using it in parallel to Cubase (2.0). I solved that problem simply by splitting the MIDI-Strings in smaller SysExcl-chunks and making some evnt_timer(0,0) (Yes, thats enough!!) calls between them to force a Process Switch (AES-Call!), so Cubase sends its own data without damaging a SysExcl Data of another Process (By the way: My program is a Databank and Voiceeditor for YAMAHA PSS680 Keyb (5 Banks), if someone is interested..).
I've found the reason for the Window problems, too: If you make a Mouse-Click on an Accessory-Entry in den Menuline, you often hold the Mouse-Button too long, so Cubase-Window-Management thinks, it has to top the window under the mouse! This problem also appears while using popups, that are out of the borders of your accessory-window, but you can do nothing against it, exept making very short mouse-clicks ;-).
As I want my program to be controlled the same way as Cubase (right-, left- and double-click on values), I ran into another problem: evnt_multi() does not report doubleclicks, if it is called in parallel to Cubase!!
After some time I noticed, that it is possible to doubleclick, but must be done very fast!!! Perhaps Cubase calls evnt_dclick(4) to stop double-click reporting, and uses its own doubleclick timer?!

Similar experiences with Cubase? Let me know!!

Ciao, Kol

3688. Re: Logic Simulator

Newsgroup: comp.sys.atari.st
Date: 1993-03-05 12:02:08 UTC
From: ee90eyy@brunel.ac.uk
Message-ID: <C3F03L.Dz8@brunel.ac.uk>
Source record: 209335

Thomas Fox (al135@cleveland.Freenet.Edu) wrote:

: Anyone know of a good logic simulator for the Atari ST? I
: hear there is a PD/Shareware one out there, but I don't
: know its name or where to find it. ???

: Tom

I don't know of one for the ST, but since you can use MAC software with a software emulator, there are a few for the MAC. Unfortunately I can't remember what they are called. The PC version is ORCAD. but thats no good to you I suppose.

Edy.

3689. Falcon video hardware enhancements available?

Newsgroup: comp.sys.atari.st
Date: 1993-03-05 12:42:19 UTC
From: selbyr@meena.cc.uregina.ca
Message-ID: <5MAR93.12421999@meena.cc.uregina.ca>
Source record: 209321

```
Are there any companies producing, or considering producing a video
hardware enhancement for the Falcon?
```

3690. Re: What is Spice?

Newsgroup: comp.sys.atari.st
Date: 1993-03-05 13:47:39 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1993Mar5.134739.20905@a.cs.okstate.edu>
Source record: 209342

Spice is a simulation program. Text mode, to simulate analog electrical circuits.

r1 1 2 200 (is a 200 ohm resistor from 1 to 2)

(example of input...)

The output consists of DC bias voltage/current, and optionally a listing or ASCII plot of the voltages / currents present vs time or frequency.

jc

3691. Re: How Many Colours is true ColoUr?

Newsgroup: comp.sys.atari.st
Date: 1993-03-05 14:09:31 UTC
From: raible@pollux.commodore.com
Message-ID: <1993Mar5.140931.25360@cbmnews.commodore.com>
Source record: 209322
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

In article <1993Feb28.185740.28620@dragon.acadiau.ca>, 890530m@dragon.acadiau.ca (Darren MacKenzie) writes:
|> hello@bnr.ca (Ken Orford) writes:
|>
|> >snail@lsl.co.uk wrote:
|> >: In article <1loi51INNpm5@gap.caltech.edu>, andrey@cco.caltech.edu (Andre T. Yew) writes:
|> >: > snail@lsl.co.uk writes:
|> >: >
|> >: >>24 bit = 16 million colours. Your eye cannot see that many colours.
|> >: >> 256,000 colours. Your eye cannot see that many colours.
|> >:
|> >: I read them somewhere years ago. Another poster claimed I was wrong. Maybe.
|> >: However they then claimed the human eye sees 256 red, 256 blu and 512 green
|> >: levels. Now *I AM* prepared (in fact I do) believe the human eye sees different
|> >: snail@lsl.co.uk
|>
|> >My wife is taking a medical imaging course and her reading materials
|> >say that the number of grey levels a human eye can discern is between
|> >16 and 32, but never more, so I'd be very surprised at 256 color levels.
|> >The key is "discern" - i.e. with a grey scale of 32, a person can tell
|> >the difference between any two adjacent grey levels, but not with a grey
|> >scale of 40 or 64 or 117! Any two different colors with an appreciable
|> >difference in saturation would be easily discernable, but I'd be willing
|> >to wager that it would be tough telling the difference between a level
|> >one of a 64 level blue scale from a level 1 of a 64 level green scale.
|>
|> From what I understood, the human eye can distinguish little more than 200
|> colors simultaneously. (Notice the breaking of the 'power of 2' barrier).
|>
|> -Doc
|>
|> --
|> == The Commodore Amiga 4000 - 24 bit 16,777,216 colors (4096^2)!!
-- Buster: "Say go|> odnight, Babs."
|> Babs : "Goodnight, Babs." I'm tiny, I'm toony, and I'm a little looney!
-- Darren MacKenzi|> e ("The Doctor") 890530m@aucs.acadiau.ca
|> ==

Again, how you set up the tests makes a big difference. If, on the one hand one prepares a set of 64 grey-scale flash cards, and ask people to do A-B comparisons (A lighter than B, A darker than B, etc.) then I believe the 32-64 number quoted is likely to be correct. However, if on the other hand, one renders a ray-traced sphere with 64 shades of grey, and ask people if the bands between adjacentshades are discernable, I know what the answer is. The huma eye is extremely efficient at detecting the boundary between adjacent blocks of varying luminance levels and 64 shades is far from sufficient. As I posted previously, this is called the "Mach effect" (can't swear to the spelling) and I have examined such ray-tracings and color bar charts and there is a WORLD of difference between 256 shades of green and 64 shades of green. Since the original question was how bits per pixel are required
for "true color" rendition, the answer is 24, possibly 21 if green gets 8, red gets 7, and blue gets 6. Keep in mind this assumes a linear luminance scale and RGB color space. One could probably get by with less bits if YUV or HSV is adopted, since luminance levels are the key here. SO put away your medical texts and get out your paint programs! keep in mind it
is dangerous to draw conclusions from such medical information, unless one knows how the tests were conducted.

3692. Beyond Spectre 3.0

Newsgroup: comp.sys.atari.st
Date: 1993-03-05 14:22:15 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <5MAR93.09221593@cc4.crl.aecl.ca>
Source record: 209337

The only way I can run GCR on my TT right now is to have Mac partitions on an external SyQuest 88 drive. However, here's the twist.

If I connect the SyQuest to the TT via the DMA, I crash my TT every time if try to move files between the TT's internal HD and the SyQuest. If I connect the SyQuest via the TT's SCSI port - no problems at all.

But, but, but... I cannot run Spectre GCR, version 3.0, of the SyQuest when it is connected to the TT via the SCSI port because version 3.0 of does not support drives on the TT's SCSI chain. I can only run GCR when the SyQuest is on the DMA (do not get any crashes like in in Atari mode; that's probably because I am not transferring files between devices).

So!, I can only use GCR when the SyQuest is on the DMA and I can only use my Syquest reliably in Atari mode when it's on the SCSI.

Therefore, puff, puff, when will Gadgets ever release a version of GCR that supports the Atari SCSI chain (I have waited patiently for over two years when Gadgets stated it would be weeks before 3.1 would be released back in 1991).

3693. Spectre GCR (w/ROMS) 4 Sale

Newsgroup: comp.sys.atari.st
Date: 1993-03-05 16:20:01 UTC
From: malay@sae.com
Message-ID: <1993Mar5.162001.2616@sae.com>
Source record: 209341

Spectre GCR with Genuine Mac Roms. $275

* Includes original Spectre Disk, PD Disk, docs, cables, and box

* Plus I'll include MacSee (program and docs)

* Plus I'll include your choice of System 6.0.5, System 6.0.7, or
System 6.0.8 Install disks (set of 4)

* And, I'll pay shipping - COD extra.

I bought a Mac LCII and I don't need this wonderful little gadget anymore -
it worked great for me. I still own and use my 4MB 1040STe - my wife says
"why do you need two computers??"

Bob Malay

malay@template.com
malay@sae.com

3694. Re: More trouble installing Neodesk 3.03

Newsgroup: comp.sys.atari.st
Date: 1993-03-05 16:33:26 UTC
From: boyd@tait
Message-ID: <C3FCnq.qD@mailer.cc.fsu.edu>
Source record: 209338

Andrew H Krieg (ultron@csd4.csd.uwm.edu) wrote:
> I too am having problems with the new Neodesk, but not like anyone elses.
> The updating and installing seemed to work fine. However, when I try to
> access Neodesk from my hard disk (where I had it installed) I get 2 bombs and
> the error: BUS ERROR. After the error, I press R (for the register dump) and
> return to the GEM desktop. If I then try to run Neodesk from the Master disk
> in drive A, it works! I've recopied the files a few times onto the C drive,
> but it continues to fail to boot from the hard disk.

Did you replace all copies of the neoload program (in your auto folder, for
example)? Or the Neodesk accessories? These could exist outside of your
regular Neodesk folder on your hard disk.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3695. GDOS-Fonts For HP-LaserjetII

Newsgroup: comp.sys.atari.st
Date: 1993-03-05 16:47:39 UTC
From: mohr@cae.wisc.edu
Message-ID: <1993Mar5.104740.13637@doug.cae.wisc.edu>
Source record: 209340

Hi everybody!

I need some help.

Can anybody tell me where I can get GDOS-fonts for my HP-Laserjet II
compatible printer.

Thanks in advance for any reply,

Rob Mohr

3696. Printer and Games sale.

Newsgroup: comp.sys.atari.st
Date: 1993-03-05 16:49:13 UTC
From: scst174@csc.liv.ac.uk
Message-ID: <C3FDE1.MBs@compsci.liverpool.ac.uk>
Source record: 209344

Keywords: I have printer some games and other bits to sell, Briefly:

Daisy Wheel printer all leads, acoustic hood and fan as well as spare ribbons.
Will deliver without hood for 50 pounds.

Several games inc. Ishar, Midwinter II, Rugby World Cup, Storm master and supremacy. Make me an offer or ring to find out what else I have.

Logic 3 freewheel as new 20 pounds inc. postage

Phone on 051- 261 - 0947
or write to:

Mr M A Humphreys
278 Anfield Road
Anfield
Liverpool
L4 OTJ

Thanks Mike!!!

3697. Re: Compatibility of MiNT with OUTSIDE or VRAM (Summary)

Newsgroup: comp.sys.atari.st
Date: 1993-03-05 17:05:22 UTC
From: kd@cs.tu-berlin.de
Message-ID: <1n818i$c26@news.cs.tu-berlin.de>
Source record: 209339

I got two replies, one positive replies for each of the mentioned programs.

Many thanks to Uwe Seimet and Norbert Bebensee

Klaus
--
.....
Klaus Didrich kd@cs.tu-berlin.de

3698. Re: MINIX of the ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-05 17:15:02 UTC
From: anonymous@gst-soft.demon.co.uk
Message-ID: <1993Mar05.171502.1@gst-soft.demon.co.uk>
Source record: 209343

> TITLE: MINIX of the ST
>
> +Subject : MINIX of the ST
> +From : cabp09@uk.ac.strath.ccsun (David McNicol)
> +Message-ID : <C3D38u.8GG@ccsun.strath.ac.uk>
> +Organization : Physics and Applied Physics
>
> I give up. All I can find are patches for MINIX on the ST. I may be
> incredibly stupid, but I thought you needed the source code in its
> own completeness (?) to patch up.
>
> Could someone (barrage of mail) please help me. All I want is:
>
> . MINIX
> . Running on a 1Meg ST
> . With 5-10Megs free HD space
>

I'm afraid that the reason you cannot find the sources for Minix is simple; Minix is a commercial package that is sold by Prentice Hall. It can be obtained free if you are an educational establishment.

Patches are numerous particularly at the moment since there are patches to go from the current Prentice Hall release version 1.5.10 upto the latest 1.6.24 or .25 I can't remember!

> Oh, and BTW, do any of you know if MINIX is loadable from a HD
> partition (ie can I `mkfs /dev/f' or something and boot from there,
> perhaps with the root fs still on ram disk and /dev/f mounted ??)
>

Yes - Minix is loadable from hard disk although I load the kernel from floppy which then loads all of the other components from the hard disk. I am not sure if you can have a hard disk booting Minix, or if you would want to risk it!

Booting from floppy is trivial really since it is really only a case of stuffing a floppy in the drive, rebooting and waiting for about 30 secs for it to boot.

Simon @ GST

Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

3699. Re: Please Post Z*Net

Newsgroup: comp.sys.atari.st
Date: 1993-03-05 19:00:20 UTC
From: jonc@status.gen.nz
Message-ID: <0aDyZB1w165w@status.gen.nz>
Source record: 209334

dogbowl@dogbox.acme.gen.nz (Kennelmeister) writes:

> jonc@status.gen.nz (Jon Clarke) writes:
>
> > Allan here at dogbowl.acme.gen.nz has asked about a CFD for
> > comp.sys.atari.znet again to allow ALL sites to receive the weekly
> > postings.
> >
> > If Alan wants to go ahead and re-kindle the CFD I am happy to place
> > all the magazines in here for the world.
> >
> > However you will have to support the CFD and get the "100" votes etc.
>
> After mulling the results of my straw poll over the Christmas break, I
> came to the conclusion that either
>
> 1: Atari owners are an apathetic bunch who won't get behind any efforts
> to improve their lot.
>
> or
>
> 2: There aren't any atari users on the net.
>
>
> FTR I received 16 (yes, only 16!) pieces of mail regarding the question
> of creating this group. Most were positive, but the few that weren't
> were vocal in their opposition to the creation of the groups.
>
>
> I cannot run a full-blown vote on the issue, as I am currently
> unemployed, and now that I'm being charged for email traffic, a hefty
> bill is likely force me off the net. If somone is interested in acting
> as votetaker for the 2-3 month period required for an official RFD/CFV
> then please email me.
>

Well I personally guess number ONE. i agree the amiga-atari flame war
has equated to 79% of this newsgroups traffic.

Which goes to show that when threatened the Atari user comes to the
fore but not until then.

I would point out that the Z*NET magazines being a labour (labor for
our USA readers) love has promoted these devices for many years
and stuck with the Atari platform and when it comes to a straw poll

only 16 YES votes is _very_ disapointing to say the leaste.

This is why the alt group was set up in the first place!

So chaps as Alan can not do the CFD I am happy ONCE AGAIN to get the ball rolling on my site here (a private -Jon_pays_all_the_bills _site_not_the_firm_I_work_for_site_) but I must stress we need a 100 plus votes for the newsgroup!!!!

So if you sit there saying ok so what, forget alt.znet moving into the comp groups. Those of you in North America have GEnie and CI$ to download it from but the rest of the world _does_not_ have the access you enjoy.

Remember with over 220k sites on Usenet (and sub-nets) there are more sites OUT of north america who do not enjoy access into the alt.groups that we enjoy (also remember where New Zealand is chaps 30hours flying time from New Jersey the home of Z*NET, I know I done the flight enough times) and we are driving a GLOBAL Atari interest group from here down under.

I guess Alan (who is 300 miles south of here) and i hoped some large site in the US or Ca domains who do not have to worry about the email charges (70 cents per k including headers) would run with the CFD this time.

Consider this chaps ...

I ring tolls ($5 per minute) to dload Z*NET each week from here in Aucland to the USA and place it in the alt.znet groups but I have no problem with this as it is my little bit for the Atari User community world-wide.

Now it is YOUR turn to see that the world gets the atari news by voting for the CFD soon to be posted in news.groups and c.s.a.st and we need at leaste 100 clear votes to create it.

I will set up the voting YES and NO addresses tonight on this system in NZL.

To vote yes email yes@STaTus.gen.nz to vot no email no@STaTus.gen.nz

Read the cfd when it is posted at the end of this weekend and VOTE chaps, vote.

Regards to all from the Z*NET Pacific Crew

I had a .sig once

3700. Re: Diablo emulator question

Newsgroup: comp.sys.atari.st
Date: 1993-03-05 19:20:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A8085@K.maus.de>
Source record: 209323

```
m>Anyway the diablo emulator suffers from the typical lack
m>of documentation one is used to of atari products. All I found
m>on the masterdisks was a document telling what had changed
m>since earlier versions.
m>Has anyone more information about how to interface to the emulator?

The SLM printers come with a Diablo Emulator programmer's manual; that's all I
needed so far. Haven't got one? Apply to Atari Customer support...
```

3701. Re: Falcon MIDI, Direct to Dis

Newsgroup: comp.sys.atari.st
Date: 1993-03-05 19:25:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A8086@K.maus.de>
Source record: 209324

a> Also, I think "The KLF" ("Justified and Ancient") possibly used
a>ST's in their studio work...

They do. Take their "The White Room" CD and read carefully:

"The KLF use [...] an Atari computer"

3702. Re: U.S. Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-03-05 19:26:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A8087@K.maus.de>
Source record: 209325

s>see it isn't. Someone recently posted a thing about ATARI dropping all
s>support for their computers except the falcon. If they do that it just
s>proves that the Tramiels know nothing of good business practice. I own a
s>TT and although I am marginally satisfied with it I am wholeheartedly

Well, in fact, the 1MB-no HD version of the Falcon is coming sooooon.
The 1040 STE will be obsolete then, as the Mega STE became obsolete the day the
4MB/65 MB Falcon was in the shops here in Germany.

The TT is currently still being sold, supplies will be there until a Falcon040
is in the shops.

- Peter -

3703. Re: ANNOUNCE: Fortune V1.0 for Fal

Newsgroup: comp.sys.atari.st
Date: 1993-03-05 19:29:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A8088@K.maus.de>
Source record: 209326

```
m>Fortune comes together with 40 sound cites and is available in a German
m>and English version.

Gibt's das in irgend einer Maus mit Gast-Download?
```

3704. WANTED: Megaroids game (asteroids)

Newsgroup: comp.sys.atari.st
Date: 1993-03-05 19:53:54 UTC
From: spl@key.amdahl.com
Message-ID: <1n8b4i$t4d@key.key.amdahl.com>
Source record: 209345
Cross-posted to: comp.sys.ibm.pc.games,comp.sys.sun.misc,comp.sys.atari.st

Around 1986 or so, there was an asteroids-like game called "Megaroids"
that ran on an Atari 1040 ST.

Does anyone know where I can find a version that runs on:

an 80486 with DOS 5.0
or
a SUN SparcStation with SunOS 4.x

(better without windows req.)

Please reply to poster -- not a subscriber.

Thanks.

3705. searching: calculation program for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-05 20:26:08 UTC
From: h13f@alf.zfn.uni-bremen.de
Message-ID: <1993Mar5.202608.25040@informatik.uni-bremen.de>
Source record: 209346

Hi Folks !

I am searching for a calculation-program for the Atari ST. It's for a
friend of mine, who runs a bike-sellinh shop, so now you know what it's
supposed to do.
Help welcome. ;-)

Yours sincerely,
Lars

3706. searching: calculation program for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-05 20:33:53 UTC
From: h13f@alf.zfn.uni-bremen.de
Message-ID: <1993Mar5.203353.25127@informatik.uni-bremen.de>
Source record: 209348

Hi Folks !

I am searching for a calculation-program for the Atari ST. It's for a
friend of mine, who runs a bike-sellinh shop, so now you know what it's
supposed to do.
Help welcome. ;-)

Yours sincerely,
Lars

3707. searching calculation program

Newsgroup: comp.sys.atari.st
Date: 1993-03-05 20:37:21 UTC
From: h13f@alf.zfn.uni-bremen.de
Message-ID: <1993Mar5.203721.25204@informatik.uni-bremen.de>
Source record: 209347

Hi Folks !

I am searching for a calculation-program for the Atari ST. It's for a
friend of mine, who runs a bike-sellinh shop, so now you know what it's
supposed to do.
Help welcome. ;-)

Yours sincerely,
Lars

3708. Looking for an integrated package that has an HP500C driver.

Newsgroup: comp.sys.atari.st
Date: 1993-03-05 23:06:51 UTC
From: jared@midiline.la.ca.us
Message-ID: <5PoyZB1w165w@midiline.la.ca.us>
Source record: 209349

I would like to find, if available, a program (or software) that has a word processor, database, and spreadsheet, and perhaps a paint program, all integrated together that can be used with the Hewlett Packard DeskJet 500C printer (a driver for it). Anything between this and something close to this will be acceptable. But the only thing I have is HPChrome (unregistered), and my HP won't print the colors on the screen! It prints red, yellow, pink, (and black, but only if I change ink cartridges) but doesn't print the colors shown no in the right places on paper.

If I don't find a program to make better use of this seemingly IBM-only printer, I'm going to sell it and probably go to either a laser printer or a cheap dot-matrix again... H E L P !!!

Please reply in Email to: jared@midiline.la.ca.us

---

jared@midiline.la.ca.us (Luposian Knightwolf)
MIDILine BBS (midiline.la.ca.us) - Altadena CA - (818)797-3285

3709. Re: what is the cartridge slot for anyway?

Newsgroup: comp.sys.atari.st
Date: 1993-03-05 23:58:03 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Mar5.185803@helix.nih.gov>
Source record: 209350

In article <1993Mar3.211312.7211@magnus.acs.ohio-state.edu>,
msteve@magnus.acs.ohio-state.edu (Michael Steve) writes:
|> Well, I bought an 1040STf about a month ago, and looking through some
old
|> I mean ancient, ST magazines, I still haven't found anything that
uses the
|> cartridge slot. Does anyone use the slot? productively?
|>
|> Common sense would lead me to believe a clock or something would be
useful.
|>

Partial list:

- yes, real-time clocks; one model was a pass-thru, allowing
other cartridges to be used as well

- as someone mentioned, the StereoTek glasses; mine still work

- the Migraph hand scanner

- network adapter, for networking multiple ST's

Rick Venable | "Eschew
FDA/CBER Biophysics Lab | Obfuscation"
rvenable@helix.nih.gov | -- the Phantom Nerd

3710. GUIs a study... my final year project

Newsgroup: comp.sys.atari.st
Date: 1993-03-06 01:07:34 UTC
From: sgj-a@minster.york.ac.uk
Message-ID: <731380054.15124@minster.york.ac.uk>
Source record: 209330
Cross-posted to: comp.sys.mac,comp.windows.x,comp.human-factors,comp.windows.ms,comp.windows.x.motif,comp.windows.open-look,comp.sys.atari.st,comp.sys.acorn

I am at the moment completing my 3rd year project on GUI's and have noticed that very few people have ever asked a large group of users what they think of the Interfaces they use and what are the +'s and -'s. As a result I am attemptin to do this. If you could just take a few mins to reply to this and say what interface you are using and what you feel are its strong and weak points, and what you would like to see in a GUI, I would be most grateful.

If any of you would like to know the results of my analysis of the data I recive then I would be more than happy to mail the results to you.

This is an important part of the project and although I have data from people at the university I could do with data from a wider field of users and people. So in brief please do the following.

Press the button that will allow you to reply to me or mail me (Steve Jones) at

sgj-a@minster.york.ac.uk

And write a short note saying.

What Interface you use.

The machine you run it on.

What you feel are its good points

What you feel are its bad points

What you would like to see changed.

Then sign it if you want (all signatures will get an acknowlegement in the report)

Thank-you and Cheers in advance.

Steve Jones

****
Email sgj-a@minster.york.ac.uk * I was born knowing nothing and have only had a little *
* time to change that here and there *
****

3711. TCB TRACKER MODS AND SAMPLES NEEDED NOW!!

Newsgroup: comp.sys.atari.st
Date: 1993-03-06 02:10:53 UTC
From: oyakea@warren1a.its.rpi.edu
Message-ID: <h#q40j#@rpi.edu>
Source record: 209151

```
void main() { printf("hello world");}
```

anyway like the title says i am interested in any tcb tracker
mods or samples. i am also interested in any new ste demos.
also i have a 1meg 520ste and can't get the omega demo to work.

i need to act fast as i am leaving soon and have one day to ftp ...
thanx !!!

3712. Wanted: MMU!

Newsgroup: comp.sys.atari.st
Date: 1993-03-06 03:47:55 UTC
From: dud@stein.u.washington.edu
Message-ID: <1n96tbINN7c6@shelley.u.washington.edu>
Source record: 209152

I'm in need of some more RAM for my TT... I called my local dealer, and he says he has an Atari 16 meg ram board (unpopulated) without an MMU that he can give me for cheap, if I come up with an MMU. Anyone know where I can get one?

Thanks in advance!

Dan Aylward
dud@u.washington.edu

3713. Wanted: TCSH!

Newsgroup: comp.sys.atari.st
Date: 1993-03-06 03:51:41 UTC
From: dud@stein.u.washington.edu
Message-ID: <1n974dINN7hf@shelley.u.washington.edu>
Source record: 209153

Does anyone have a copy of TCSH that has been compiled with the new MiNT libraries (so as to not violate memory protection in the new MiNT .99)? I would be very happy to recieve one, or at least directions on how to compile it (I have the source code, but make seems to have problems with it...).

Thanks in advance (again)!

Dan Aylward
dud@u.washington.edu

3714. Does anyone use Ultrascript??

Newsgroup: comp.sys.atari.st
Date: 1993-03-06 08:06:40 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1n9m2gINNl93@phakt.usc.edu>
Source record: 209156

With the impending purchase of my Atari Laser printer, I had found someone selling his Ultrascript program. After finally getting the laser printer I tried to run the Ultrascript program.

Looking in the manual, it clearly states that you need an Atari computer with at least 2MB of memory and you need an Atarl SLM804 printer. Now, as far as I know, the SLM605 is completely compatable with the SLM604. However, I don't know if the Ultrascript works on an Atari TT.

Also, I noticed that when I ran theprogram, it would say that a printer was not found unless I specified in the drop down menues both the resolution and the printer type. Now, this is what really confuses me. The manual clearly says that a SLM laserprinter is definately necessary for using the program, however, in the drop down menu of printers, there is NOT ONE listing for the SLM804 - there is everything from an EpsonFX80 to an HPlaserjet one listed, but not one atari printer. So, is there some hidden command I just don't know about to use it? There wasn't even an Diablo printer selection, so the diablo printer emulator was of no help. This is one heck of a confusion program!!!! BTW, I was using their own supplied test.ps to test it out.

If it matters, I have a TT w/4MBstRAM, TOS3.06, and a big hard drive.

Thanks for any help!!

-=MikeB

3715. Does anyone know about using an Archive tape drive?

Newsgroup: comp.sys.atari.st
Date: 1993-03-06 08:08:57 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1n9m6pINNlak@phakt.usc.edu>
Source record: 209154

```
Has anyone successfully used an Archive brand tape backup unit
to backup their drives onto a QIC style tape? Also, is there a PD
tape driver that will work on the TT's SCSI bus?

Thanks,

MikeB
```

3716. Re: Wanted: TCSH!

Newsgroup: comp.sys.atari.st
Date: 1993-03-06 09:23:20 UTC
From: mh1@irz205.inf.tu-dresden.de
Message-ID: <1n9qi8$40u@irz401.inf.tu-dresden.de>
Source record: 209155

In article <1n974dINN7hf@shelley.u.washington.edu>, dud@stein.u.washington.edu (Dan Aylward) writes:

> Does anyone have a copy of TCSH that has been compiled with the new MiNT
> libraries (so as to not violate memory protection in the new MiNT .99)? I
> would be very happy to recieve one, or at least directions on how to
> compile it (I have the source code, but make seems to have problems with

I have a version of tcsh 6.02 (linked with MiNT library pl 27+) which seems to work quite well. (But only under MiNT, I've mostly dropped the support for plain TOS.)

I initially did not intent to upload it because I'm currently condidering porting tcsh 6.03. However, as there seems to be interest in a working tcsh, and as I seem not to have the time to finish the new port, I changed my mind.

I'll upload tcsh 6.02 asap, but not before I have linked it with the next (upcoming) MiNT library PatchLevel (which will feature user-configurable automatic path name conversion for environment variables, something I regard a very useful feature for tcsh).

So please stand by till the next MiNT Lib pl comes out.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

3717. CD game from Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-03-06 10:43:22 UTC
From: Matija.Grabnar@ijs.si
Message-ID: <1993Mar6.114322.34@cathy.ijs.si>
Source record: 209162

Did anybody else in Europe catch the show Games World on Sky One?
They showed a new game Atari is supposed to be developing "to showcase
it's new Falcon system". The game will require CD-ROM, because it contains
shots of live actors. I think the name of the game is Space Junk.

3718. Re: Running Nethack 3.1 in 1 MB - now for the good news

Newsgroup: comp.sys.atari.st
Date: 1993-03-06 14:06:21 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Mar6090621@kropotkin.gnu.ai.mit.edu>
Source record: 209157

In article <1na6uoINN16j@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

>>>For God's sake, clearly mark the 1MB version as crippled ! I don't want to
>>ftp the wrong one !
>>| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
>
>
>Why bring God into it, he did not post it up there..:-)...

You didn't read it carefully, he said to mark the crippled version for
God's sake. You see, God is a Nethack afficionado, but her ST has
only one meg.

cheers,
entropy

--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, and Xerox. Join the League for
Programming Freedom! Write to lpf@uunet.uu.net for more information.

3719. Where Not To Use (UK)

Newsgroup: comp.sys.atari.st
Date: 1993-03-06 15:07:05 UTC
From: stuart@csc.liv.ac.uk
Message-ID: <C3H3Bt.9o2@compsci.liverpool.ac.uk>
Source record: 209158

Hello,
Re: all the stuff recently about who is the most useless UK Atari
Dealer, I'd like to nominate Ladbroke Computer, yes this is a rant, sorry.

I got a RAM expansion off them and to cut a long story short asked them to fit
it (it's for experts only with all the soldering involved).

I put the machine in their shop in person, and they said it'd be a week.

2 weeks later no machine I rang them and was told "The people who fit the
stuff to the machines forgot to put the disk drive back in." (This is a
single floppy FM, the disk drive is a bit fundamental.) But I swallowed it
and they said it'd be a few days.

1 week later, still no reply, I rang them and they said "The woman who sends
the machines out is off sick" (No-one else who works for them can lick a
stamp obviously.) Still I swallowed it, and they said it'd be a few days.

1 week later, STILL no reply, I rang them and they (honestly !! Wow !!) said
"We don't know why you haven't got it you'll have it on Wednesday".

And I did, (nearly 1 month late) BUT they didn't pack it properly and it was
damaged in transit. I rang them they said "We need a formal letter of
complaint urgently", so I sent them one straight away, then nothing.

2 weeks later I rang them again, and they said they'd lost my letter and I'd
have to send another. They were lying however, because the man from the
parcel carrier arrived with a photocopy of it the next day, he examined the
machine and said Ladbroke would be in touch.

1 month later, still nothing I rang, they said they were still waiting.

1 month later (again) I wrote (phone bills getting too high) and complained
to them. They said we'll pick the machine up, fix the case and return it to
you in two days. They picked it up (against my best judgement) and 2 weeks
later they've still got it.

I rang them, and it went out yesterday, they said...

So if you do use Ladbroke, make sure you have the patience of a saint and
that someone else is paying the phone-bill.

(i.e. you're better off fixing it yourself)

3720. Re: Installing GCC on an Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-06 18:04:07 UTC
From: gadget@dcs.warwick.ac.uk
Message-ID: <1993Mar6.180407.26419@dcs.warwick.ac.uk>
Source record: 209159

In article <930305681@ritz.mordor.com> ritz@ritz.mordor.com (Christopher Mauritz) writes:
>How does he/she intend to do any work with GCC on a system with
>only 4mb RAM and no virtual memory??? Especially on an 8mhz 68000
>box?

Well, I've got it working no problem.

>Even if they get it to work, they could run out and catch a
>movie during the compiles.

It ain't the fastest system in the world, that's for sure, but it would
have to be a pretty short movie.

>GCC is incredibly resource hungry.
>It will happily gobble up 8 megs of RAM and then go to work on any
>virtual memory and/or spare disk space lying about during a big
>compile. While this wouldn't be a real problem if the person was
>only interested in hello.c type programs, I'm assuming that anyone
>going to the trouble to get GCC is probably interested in bigger
>projects.

Yup, I've been compiling a project consisting of about 30-40 source
files. About 3000 lines of code all together. Not huge, but
certainly not hello world. Takes about 10 minutes to compile
everything. As I said, not the fastest in the world, but not bad
considering what I paid.

>I'd be curious to hear how this works out.

I'm curious as to why you insist on telling everyone that the ST
is so crap. You really don't know what you're talking about.

Steve
--
Steve Strong - email gadget@dcs.warwick.ac.uk | Me? Nah, not me pal. Must have
voice 44 203 692873 | been the *other* Steve Strong.

3721. MiNT, minixfs, gcc & gdb Summary

Newsgroup: comp.sys.atari.st
Date: 1993-03-06 18:15:06 UTC
From: gadget@dcs.warwick.ac.uk
Message-ID: <1993Mar6.181506.26860@dcs.warwick.ac.uk>
Source record: 209160

Hi,

Thanks to everyone who replied to my question. As promised, here is
a quick summary of the answers...

Accessing a minix filesystem from GEM, without MiNT running:

No one knew how to do this. At present, MiNT must be running to
access a minix filesystem.

gdb generating a signal 0 as soon as it runs a program:

Normal behaviour.

symbol tables for gdb:

Compile all files with -g to generate symbol tables in the .o files.
Link files as normal. Then use sym-ld.ttp...

sym-ld -o foo.sym /gnu/lib/gcrt0.o foo1.o foo2.o /gnu/lib/gnu.olb

(This is assuming your libraries are in /gnu/lib)
Then run gdb with...

gdb -e foo.ttp -s foo.sym

gcc using all available memory

gcc-cc1.ttp is set with a stack size of -1, which gets all available
memory. You can change this value with the fixstk.ttp program. The
following values can be used for the stacksize:

```
* _stksize meaning
* -1L keep all of memory (except MINFREE at top) and do
* mallocs from own heap, with heap grown upwards towards
* stack, and the stack growing down towards heap,
* with a minimum slush between them so that they
* dont meet (only checked while malloc'ing). With
* this model, further spawning is not possible, but it is
* well suited for programs such as gcc-cc1 etc.
* Thanks to Piet van Oostrum & Atze Dijkstra for this idea
*
* 0L keep minimum amount of memory. this is also the
* case when _stksize is undefined by the user.
* 1L keep 1/4 of memory, free 3/4 ( as in Alcyon GEMSTART)
* 2L keep 2/4 (1/2), free rest
* 3L keep 3/4, free 1/4
* other keep that many bytes
```

* -other keep |other| bytes, use the heap for mallocs

This is the only thing I haven't tried, so don't blame me if
it doesn't work ;-)

Thanks to all those who responded.

Cheers,

Steve
--

Steve Strong - email gadget@dcs.warwick.ac.uk | Me? Nah, not me pal. Must have
voice 44 203 692873 | been the *other* Steve Strong.

3722. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-03-06 18:42:28 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.1QAuzGQaI4o@semprini.tdkcs.waterloo.on.ca>
Source record: 209163
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In <1993Mar5.103734.3147@lsl.co.uk>, snail@lsl.co.uk writes:
> Another point, if you don't want a 486DX2, then use a 386 (if you think thats
> a fair comparison.. I don't), it *STILL COSTS MORE by a long way* than a
> Falcon, which was the other point being discussed - quite apart from the 386
> boxe's performance won't be as good at DTD recording.

In the US, a Falcon030 4/65 (16Mhz '030; 4M RAM; 65M IDE hard disk)
costs the same as a _good_ '486sx/25 with 1024x768x256, 105M IDE hard
disk and 4M of RAM. It also costs the same as a Mac LC II (16Mhz '030;
4M RAM; 80M SCSI hard disk).

"Power without the price!" ceased to be true as soon as the TT was
released.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

3723. Re: Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-03-06 19:48:25 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1nav69INN8t5@usenet.INS.CWRU.Edu>
Source record: 209161

In a previous article, choudhri@njmsa.UMDNJ.EDU (Ajay Choudhri) says:

>In article <1majn4$rnv@falcon.natinst.com> glens@natinst.com (Glen Sescila) writes:
>>
>> Acording to EGM (March '93), Atari's Jaguar can 'out-shoot' (in EGM's
>>words) the 3DO. They say that this has been confirmed by 3 different sources
>>(I assume the sources are 3rd party developers).
>
>
>The problem is that can Atari outshoot Matsushita Electronics? 3DO licensed
>their game formats/etc/spec to other manufacturers so the heavyweights
>can battle for a piece of the console market for 3DO, so that means that 3do
>units will be dirt cheap due to competition. Alas even if the Jag is a better
>technical product, it will die an unsupported death. I really hope Atari
>takes a strong foothold in the Home Console market.
>
>

No, the 3DO units will NOT be dirt cheap due to competition.
Remember, EACH company still has to purchase the hardware from 3DO.

Rememer when PC manufacturer had to purchase Intel chips from Intel?
The price of PCs were very high. When other companies starting making
their own 286 and 386 chips, the price went down.

The only thing that will lower the price of the 3DO hardware is something
like the Jaguar.

>

--

3724. Re: searching: calculation program for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-06 21:15:59 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1nb4aflNN3tn@golem.wcc.govt.nz>
Source record: 209164

That's 3-repostings of the same message.....

3725. Re: Reading SPECTRE-partition from TOS - how ??

Newsgroup: comp.sys.atari.st
Date: 1993-03-06 23:04:57 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1993Mar6.230457.24863@vpnet.chi.il.us>
Source record: 209165

In article <1993Mar3.182816.14599@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:
>In article <1993Mar3.141640.8569@daimi.aau.dk>, trh@daimi.aau.dk (Tommy Rudmose Hansen) writes:
>> Hi
>>
>> Is there a way to read/write a file on a SPECTRE(HFS?)-partition on your
>> HD from TOS ??
>> ...
>
> Back in October a new program called MacSee was being sold at the WAACE show.
>It is from a small company, whose name I currently forget. At $50, it was a
> ...

MacSee is from Compu-Seller West (one of Chicagoland's favorite Atari dealers):
address: 220.5 West Main St.
St. Charles, IL 60174

phone: (708) 513-5220

Nick DiMasi nickd@vpnet.chi.il.us Delphi:TURBONICK

3726. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-06 23:38:43 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1nbcm3INNft7@life.ai.mit.edu>
Source record: 209166
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

In article <1993Mar6.210917.9130@netcom.com> rjung@netcom.com (Robert A. Jung) writes:
>2. So why do people say "the Jaguar can 'out-shoot' the 3DO"? The key, boys
>and girls, is that the Jaguar will offer the same kinds of GRAPHICS
>MANIPULATION that the 3DO does. Semi-transparent sprites, unlimited moving
>objects, distortion and special F/X out the wazoo -- the Jaguar supposedly
>can do all that, presumably thanks to the proprietary 64-bit graphics chip in
>the beast.

Be careful about your assumptions here. The 3DO hardware and
developer's kit comes with some very nice things that are more than just
tossing in a DSP here or a graphics coprocessor there. For example,
the 3DO has hardware and ROM code to do real time JPEG decompression.
This alone makes is very easy to do impressive animated sequences.
(You can do a 30-minute movie in better-than-TV resolution, for example.)

The 3DO comes with a CD ROM drive. It has software and hardware meant
to make accessing lots of data from said drive very simple. This gives
you 500M of data to play with. A 64-bit processing Jaguar isn't going
to do squat compared to the 3DO unless it can deal with this kind of
data (i.e., unless they plan to make the Jaguar a CD-ROM based machine).

Another plus for CD-ROM based systems which is unknown to most game
players is that CD's are far cheaper to produce than cartridges. If
the Jaguar is a cartridge machine, people won't develop for it instead
of the 3DO. (Carts cost $10 to $20 while CD's cost $1 each.)

Add to all this the fact that the 3DO developer's kit is said to come
with 100+ CD's of video clip art (aka stock footage)that you are free
to use in your games. (I.e., they've already gotten permission for
this.)

From a developer's standpoint, there's a lot more to a console machine
than just the hardware. Same story with computers. Atari has
demonstrated the ability to consistently lose with good hardware. I'm
not betting that the Jaguar will be any different in this regard
(particularly since they face a veritable armada in the 3DO
consortium), but who knows. (For the record, I do think that console
units are Atari's last hope before they fade away into complete
oblivion.)

>3. As for how confident Atari is in the Jaguar, I'll just pass the following:
>
>Insider: "The Jaguar could very well be the machine that 'makes it' for
> Atari".
>Me: "But they'll need promotion and lots of games at the start."

>Insider: (smiles, nods a lot)

The one thing Atari has never had a lack of, despite their pattern of embarrasing incompetence and failure, is arrogance. This is just like the bluster we heard about the Falcon. In fact, John Skrutch and Bill Rehbock gave me *exactly* that line ("The Falcon could/will be the machine that 'turns things around' for Atari") in July. Deja vu!

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

3727. HELP!

Newsgroup: comp.sys.atari.st
Date: 1993-03-07 00:04:20 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Mar07.000420.100703@zeus.calpoly.edu>
Source record: 209167

Can anyone help me?
Yesterday I went to access one of my partitions on my HD and nothing happened but the screen locked up. I think the boot sector is messed up or something because on the utilities on the ATARI advanced HD [ackage said something like that. Is there anyway for me to fix it? I have almost 25 megs worth of crap on that partition!!!!

Help anyone!!!!

*steve miller

' I live on a planet called IRATA, and I wish I had a real smart neighbor'

3728. Real Jaguar specs was Re: Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-03-07 03:29:34 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Mar07.032934.17914@rchland.ibm.com>
Source record: 209168

In article <1nav69INN8t5@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len Stys) writes:
|>
|> In a previous article, choudhri@njmsa.UMDNJ.EDU (Ajay Choudhri) says:
|>
|> >In article <1majn4$rnv@falcon.natinst.com> glens@natinst.com (Glen Sescila) writes:
|> >>
|> >> Acording to EGM (March '93), Atari's Jaguar can 'out-shoot' (in EGM's
|> >>words) the 3DO. They say that this has been confirmed by 3 different sources
|> >>(I assume the sources are 3rd party developers).
|> >
|> >
|> >The problem is that can Atari outshoot Matsushita Electronics? 3DO licensed
|> >their game formats/etc/spec to other manufacturers so the heavyweights
|> >can battle for a piece of the console market for 3DO, so that means that 3do
|> >units will be dirt cheap due to competition. Alas even if the Jag is a better
|> >technical product, it will die an unsupported death. I really hope Atari
|> >takes a strong foothold in the Home Console market.
|> >
|> >
|>
|> No, the 3DO units will NOT be dirt cheap due to competition.
|> Remember, EACH company still has to purchase the hardware from 3DO.
|>
|> Rememer when PC manufacturer had to purchase Intel chips from Intel?
|> The price of PCs were very high. When other companies starting making
|> their own 286 and 386 chips, the price went down.
|>
|> The only thing that will lower the price of the 3DO hardware is something
|> like the Jaguar.
|>
|> >
I find it extremely doubtful that a Jaguar can outperform a 3DO (except maybe in a price/performance comparison). The 3DO has a much better custom hardware for graphics than the Amiga and Falcon combined and multiplied by ten, so this would imply that the Jaguar would be even better than a Falcon by far.

3DO can move 36-60 million pixels per second, something which is quite astounding. Has 24-bit graphics and it seems that it can apply in real-time some rendering algorithms like surface mapping (limited), lightning, transparency.

What are the Jaguar's *REAL* specs? BTW, don't believe anything in magazines like EGM, I have found *severe* errors in their reports.

Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **

3729. TOS 2.06 mouse click doubling

Newsgroup: comp.sys.atari.st
Date: 1993-03-07 05:08:51 UTC
From: fsctc@avelon.lerc.nasa.gov
Message-ID: <1993Mar7.050851.23506@eagle.lerc.nasa.gov>
Source record: 209169

Everytime I click the slider bar on my window the screen moved, not once, but twice. Is this a bug in TOS 2.06? In particular I'm using Opus and this happens. It also happens with WordUp. My TOS 1.4 doesn't have this effect. Is there a patch?

Clarence

--

Clarence T. Chang | phone: 216-433-8561
NASA Lewis Research Center |
Cleveland, Ohio 44135 | email: fsctc@avelon.lerc.nasa.gov

Aerothermochemistry Branch, Internal Fluid Mechanics Division,
Aeronautics Directorate

3730. Atari Dealer Terms

Newsgroup: comp.sys.atari.st
Date: 1993-03-07 05:27:46 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1nc14iINN66r@golem.wcc.govt.nz>
Source record: 209170

I keep reading about Dealers and the Falcon, that Atari is asking them to sign New Dealer terms to sell the Falcon, can some one tell me why this is, or are they poor terms...

Roger..... sheppard_r@kosmos.wcc.govt.nz

3731. Re: Does anyone use Ultrascript??

Newsgroup: comp.sys.atari.st
Date: 1993-03-07 07:24:18 UTC
From: raju@inso.pr.net.ch
Message-ID: <1993Mar7.072418.7591@inso.pr.net.ch>
Source record: 209177

baffoni@phakt.usc.edu (Juxtaposer) writes:

> With the impending purchase of my Atari Laser printer, I had found
>someone selling his Ultrascript program. After finally getting the laser
>printer I tried to run the Ultrascript program.

> Also, I noticed that when I ran theprogram, it would say that a
>printer was not found unless I specified in the drop down menues both the
>resolution and the printer type. Now, this is what really confuses me.
>The manual clearly says that a SLM laserprinter is definately necessary
>for using the program, however, in the drop down menu of printers, there
>is NOT ONE listing for the SLM804 - there is everything from an EpsonFX80
>to an HPlaserjet one listed, but not one atari printer. So, is there some
>hidden command I just don't know about to use it? There wasn't even an
>Diablo printer selection, so the diablo printer emulator was of no help.
>This is one heck of a confusion program!!!! BTW, I was using their own
>supplied test.ps to test it out.

I think that there are two versions of Ultrascript: one for the SLM804 and another for the other printers. When I ordered it a couple of years back I was sent the version for the 'other printers' and was confused too. Calling the dealer resolved the problem: he sent me another set of diskettes+ manual for the SLM804. I suspect that you have the 'other printers' version.

A word of caution: do not expect Ultrascript to handle all postscript files correctly. It does print a lot of things correctly but on others it just hangs...at least, my version does. It is irritating and I'm considering buying a real ps printer.

Raju Varghese raju@inso.pr.net.ch

3732. Re: Trouble with CPX's & XCONTROL.ACC

Newsgroup: comp.sys.atari.st
Date: 1993-03-07 11:55:50 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b99d4e2@Kralizec.fido.zeta.org.au>
Source record: 209171

Original to: avgroeni@cs.ruu.nl
In a message of <02 Mar 1993 14:35:>, avgroeni@cs.ruu.nl (3:713/602)
writes:

>> This reminds me of a problem that I have, and I wonder if anyone else
>> has had this problem.
>>
>> Whenever I load the clipboard.cpx and MiNT, the system will be hosed
>> if I try to launch any applications (I forget the error - I believe it
is
>> a memory allocation error). Does anyone have a fixed clipboard.cpx, or
am
>> I the only one with this problem?

Works fine for me (TT, TOS 3.05UK, MiNT 0.95/0.99)

a> Does anyone actually UNDERSTAND clipboard.cpx? I can't get it to show
a> any clipboard at all. BTW, I use Gemini 1.2.

Yeah, just read the docs, it works great!

\`miff` /|\
--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

3733. Re: the drop of the ste

Newsgroup: comp.sys.atari.st
Date: 1993-03-07 13:20:02 UTC
From: Marco_Verhoeven@p11.f607.n285.z2.fidonet
Message-ID: <2b99f724@p11.f607.n285.z2.fidonet>
Source record: 209172

In a message of <Tue 2 Mar 93 19:55>, aesd1pak (2:281/202.0) writes:

a> SHOULD we let atari continue with thier attitude to drop there
a> support for these great machines or should we do nothing and see
a> how the FALCON will do.

That's exactly what Atari is going to do. All support for other machines
has been dropped and they're waiting for the Falcon to become a succes.

If the Falcon however doesn't become a succes Atari will cease to exist and
will no longer support their range of computers... :-(

.\\arco

--- MARSmail v1.20
* Origin: The [human] species is capable of much affection. (2:285/607.11)

3734. Re: Fax modem?!

Newsgroup: comp.sys.atari.st
Date: 1993-03-07 13:33:00 UTC
From: Bjarne_Pohlers@ms2.maus.de
Message-ID: <A1287@MS2.maus.de>
Source record: 209173

>I think there is QFax that is shareware. The problem is that I
>don't think it is on an ftp site.
The reason is that QFax is *not* shareware but commercial software.

3735. Re: Fax modem?!

Newsgroup: comp.sys.atari.st
Date: 1993-03-07 13:33:12 UTC
From: Marco_Verhoeven@p11.f607.n285.z2.fidonet
Message-ID: <2b99f9d2@p11.f607.n285.z2.fidonet>
Source record: 209174

In a message of <Thu 4 Mar 93 05:46>, Paul Ortega (2:281/202.0) writes:

PO> I think there is QFax that is shareware. The problem is that I
PO> don't think it is on an ftp site.

Qfax isn't shareware, it's a commercial package wich is worth buying BTW
cause it's a very good FAX prg.

.\\arco

--- MARSmail v1.20
* Origin: If Ensign Ro Were Assimilated, She'd Be A Bajoran Borg (2:285/607.11)

3736. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-07 13:55:39 UTC
From: desmondw@merrimack.edu
Message-ID: <1993Mar7.135539.2839@merrimack.edu>
Source record: 209179
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

In article <1nbcm3INNft7@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) writes:

> The 3DO comes with a CD ROM drive. It has software and hardware meant
> to make accessing lots of data from said drive very simple. This gives
> you 500M of data to play with. A 64-bit processing Jaguar isn't going
> to do squat compared to the 3DO unless it can deal with this kind of
> data (i.e., unless they plan to make the Jaguar a CD-ROM based machine).

Well, I don't know about that. Many experts say video games don't use
half of the cd's memory capability and probably never will. The only
thing its great for is the full motion video. Look at the vast amounts
of memory of the Neo Geo. They have 330M and have yet to make a game
over 106M. And seeing how good those are, I can't possibly imagine
one with say double that memory.

> Another plus for CD-ROM based systems which is unknown to most game
> players is that CD's are far cheaper to produce than cartridges. If
> the Jaguar is a cartridge machine, people won't develop for it instead
> of the 3DO. (Carts cost $10 to $20 while CD's cost $1 each.)

Its basically the ease on which to put a game on cartridge vs. CD.
Is it really gonna make a difference if Jaguars games are $60 and
3DO's are $45? On the other hand, since it costs a lot to put a lot
of memory on a cartridge (just look at the Neo Geo's game prices),
it may make a big difference.

> From a developer's standpoint, there's a lot more to a console machine
> than just the hardware.

A big difference IMO, will be the games offered,quality, and price.
You need a descent mix of those 3 to get anywhere now in the video
game market. Being the best isnt enough anymore if the system is
megabucks. And of course you need fun,quality software. I think
the 3DO's gonna do better than Atari's because its more realistic
so far. I mean, Atari wants to put a 64 bit machine on the market
fo under $100? Come on. I wouldn't believe anything under $200.
More realistically it will be $300 when it hits the shelves and have
high priced software.

3737. UNIX on the ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-07 15:10:37 UTC
From: cabp09@uk.ac.strath.ccsun
Message-ID: <C3Iy5p.JJo@ccsun.strath.ac.uk>
Source record: 209175

I suppose this is the best place to ask !

After discovering that MINIX is a comercial package, I wonder if any
ST user out there has access to a FREE unix type OS ?

It seems a shame, coz I'm sure the ST is capable of running a nice little
UNIX sub-system rather than TOS. NOT as a replacement (I felt flames there !)
but just as an alternative development environment (ie to be CUTE !).

My pal has ported IDRIS to the ST, but I couldn't get it to work as I have
only 1 Meg of memory (aww). He told me the problem, but it was all way beyond
me !

So, any ideas or suggestions (other than the rude ones !) ??

Dave.

==================================
__________ David McNicol __________
Dept. of Physics and Applied Physics
______ Strathclyde University ______

e-mail: cabp09@cc.strath.ac.uk
==================================

3738. SPICE and Circuit Analysis Programs

Newsgroup: comp.sys.atari.st
Date: 1993-03-07 18:08:21 UTC
From: dunham@src.honeywell.com
Message-ID: <1993Mar7.180821.16007@src.honeywell.com>
Source record: 209176

Does anyone know where I can ftp "SPICE.PRG"? I'm also interested in any
other Circuit Analysis programs.

Thanx,
Scott Dunham

--
Scott Dunham| Honeywell | Internet:
| Sensors & Systems Development Ctr.|
| 10701 Lyndale Ave South |
| Bloomington, MN 55420 |dunham@homer.src.honeywell.com

3739. Re: GDOS-Fonts For HP-LaserjetII

Newsgroup: comp.sys.atari.st
Date: 1993-03-07 18:44:32 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.UYBuyFj&dw_@semprini.tdkcs.waterloo.on.ca>
Source record: 209184

In <1993Mar5.104740.13637@doug.cae.wisc.edu>, Robert Karl Mohr writes:
>
> Hi everybody!
>
> I need some help.
>
> Can anybody tell me where I can get GDOS-fonts for my HP-Laserjet II
> compatible printer.

Any 300-dpi LaserJet or DeskJet fonts will work. Check on
atari.archive.umich.edu in, uh... /atari/Applications/Fonts/Gdos (?)
for a whole bunch.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

3740. Re: the drop of the ste

Newsgroup: comp.sys.atari.st
Date: 1993-03-07 18:48:18 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.KUW5s923AFo@semprini.tdkcs.waterloo.on.ca>
Source record: 209185

In <4321@isgtec.isgtec.com>, Ken Newman writes:
> In article <1n16mgINN34m@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>
> > The problem is, the Falcon has little compatibility with the STE, whereas
>
> Huh? where did you get this? From what I've heard, I'd say the compatibility
> is very good overall. MultiTOS might be another story, but as far as the
> hardware itself, I'd say Atari did real good.

From chatting via email with several Falcon030 owners, I can say you're
wrong. Almost NO ST/STe games work, even ones that work on the TT.
Anything that tries to access the sound chip (ie, everything) dies a
horrible death.

> The way the video modes
> accomodate the old Atari monitors is very well thought out. Sure, some
> games break, but this has always been a problem and always will be, given
> the tendency of game developers to ignore standards.

But, even games that worked on the TT, which is less ST-compatible than
the Falcon is supposed to be, don't work, like Llamatron.

> Huh? The same? I'd say there were just a few differences (cache, floating
> point, 32-bit registers, etc etc). I guess the 68000 and 68040 are essentially
> the same, too? 8^}

No... Atari probably won't release an '040 machine this century... :-(

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

3741. Nethack 3.1 patch 1

Newsgroup: comp.sys.atari.st
Date: 1993-03-07 19:01:18 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Mar7.190118.594@prime.mdata.fi>
Source record: 209178

I just got myself the first patchlevel, hoping that some of the problems I encountered with the first version may have been removed. The colors were fixed, but I couldn't open my old savefile, Nethack told me "the dungeon suddenly collapses" and "can not get 1900??? bytes, program in disorder, pherhaps you'd better quit". I had 2.3 MB free ram when I started Nethack. I run it from a 1.5 MB RAM disk, if it matters. Also some character classes didn't work, ex. Samurai, which would produce 2 bombs when I pressed space after the intro-story. Another interesting thing happened when I decided to be a Cave man, I noticed that I couldn't move, and when I looked at the inventory, I had 1923547167 +0 bec de corbins. When I dropped them I could walk around though :).

So by posting this I just want to know if others have this kind of problems, or is it just me? BTW, what was the address to report nethack bugs to again?
--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

3742. Atari stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1993-03-07 19:05:02 UTC
From: leonard@cs.UAlberta.CA
Message-ID: <1993Mar7.190502.24226@cs.UAlberta.CA>
Source record: 209180
Cross-posted to: comp.sys.atari.st,misc.forsale,mist.forsale.computers

I have the following items for sale -

1- Olympia NP compact 9 pin printer.
Has both serial and parallel interfaces - good workhorse of a
printer - also has NLQ mode - about 100 cps
Price: $100 or best offer

2- Atari ST - 4 meg memory and 16Mhz upgrade with mouse etc.
Price: $ 150.00

3- 2 800K SF314 floppy drives with power supplies
Price: $ 45.00 each

4- SM125 Monochrome monitor
Price: $ 100.00

5- SM1224 Colour monitor
Price: $ 100.00

6- Spectre GCR with 128K MAC ROMS
Price: $ 150.00 ---SOLD

7- Supra 30 Meg hard drive partitioned as 20 Meg MAC drive and
10 Meg ST drive - Tons of Mac software to use with GCR
Price: $ 200.00

I would prefer to sell all together if possible.
Prices are negotiable as is shipping

Contact: Leonard Harris
(403) 438-7134 or EMAIL
/leonard

3743. Macintosh Price Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-03-07 19:59:48 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Mar7.135948.11443@iscsvax.uni.edu>
Source record: 209182

Did you know that the 040 Centris 610 is only $600 more in list price than the Falcon..Better yet, the LCIII 4/80 is $50.00 more in list price. The difference is that Apple has them now and Atari is having difficulty in getting one model to the market. I bet that the Falcon will not be released until September of 199?. In the mean time the Centris 610 will be priced under $1500 by June to make room for the new Cyclone line...

"Apple's Business plan for 1993: Double market share worldwide and that means Europe...Atari may be out of business in Europe or just an insignificant player"

Later

3744. Re: TOS 2.06 mouse click doubling

Newsgroup: comp.sys.atari.st
Date: 1993-03-07 21:09:34 UTC
From: ue@nathan.do.open.de
Message-ID: <H.eg.d&NSgy87qK_@nathan.do.open.de>
Source record: 209195

In <1993Mar7.050851.23506@eagle.lerc.nasa.gov>, Clarence Chang writes:
Hi,
>Everytime I click the slider bar on my window the screen moved, not once,
>but twice. Is this a bug in TOS 2.06? In particular I'm using Opus and
>this happens. It also happens with WordUp. My TOS 1.4 doesn't have this
>effect. Is there a patch?
this happens with some programs since TOS 1.04, with some not. Yes, this is
a bug. The best solution is to use GEMRAM 1.1 & ARROWFIX 1.3. This combination
fixes the bug, but needs ~130 KByte of Memory (the whole GEM has to be copied
into the RAM). On the other hand, you can add SHBUF 1.0 to have more system
memory for your NEWDESK.INF and WINX 2.0 to have some more windows with almost
no extra cost :-)

These four programs are written by Martin Osieka (Martin_Osieka@mz.maus.de)
and work perfectly on my machine (Mega ST4, TOS 2.06)
/s/

--
Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

3745. Re: ICD scsi commands group 1-7?

Newsgroup: comp.sys.atari.st
Date: 1993-03-07 21:25:32 UTC
From: rincewind@discworld.oche.de
Message-ID: <2b9a6350ab61@discworld.oche.de>
Source record: 209181

In <C380MH.HMF@news.rich.bnr.ca>,
Brian Grier (grier@bnr.ca) wrote:

BG>ICD also has a set of object modules that allow you to write programs
BG>that use their drivers. This module uses the Personal Pascal call
[...]
BG>The ICD package can be found on GEnie in the ICD area, and is called DMA.LZH.
BG>It contains the object module, and the PASCAL include file.

Is there any FTP site where I can get this from ?

cu
Michael
--
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"By and large, the only skill the alchemists of Ankh-Morpork had discovered so
far was the ability to turn gold into less gold."(T. Pratchett, Moving Pictures)

3746. Re: what is the cartridge slot for anyway?

Newsgroup: comp.sys.atari.st
Date: 1993-03-07 21:33:30 UTC
From: rincewind@discworld.oche.de
Message-ID: <2b9a6352acf5@discworld.oche.de>
Source record: 209183

In <1993Mar3.155259.1@vmsb.is.csupomona.edu>,
cvafygfn@vmsb (cvafygfn@vmsb.is.csupomona.edu) wrote:

c>As I recall the only use for the cartridge port on the ST was stereotech 3d.
c>It was available through antic magazine.... Who knows if it is still
c>available.......

Well - there is the diagnostic cartrifge, which is very useful when the
computer is broken.

Then, you can attach two roms which act like a diskdrive when programmed
with the right software - my second, diskless ST boots from EPROMs at the
cardridge port, which then start up the MIDI network software. Currently,
this ST is used for Midimaze only, so when I switch it on, Midimaze is
automatically started from EPROM.

And last, you can attach nearly every do-it-yourself hardware to that
port, as long as it does not require DMA or interrupt capabilities - I
have build an IC tester which is connected to the cartridge port (however,
a real userport as the C64 had or - even better - a real expansion port
(like the internal Mega ST slot) is much better to handle).

cu
Michael

--
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"Nanny Ogg quite liked cooking, provided there were other people around to do
things like chop up the vegetables and wash the dishes afterwards." (Terry
Pratchett, Witches Abroad)

3747. Re: Falcon MIDI, Direct to Disk etc...

Newsgroup: comp.sys.atari.st
Date: 1993-03-07 23:05:50 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b9a722f@Kralizec.fido.zeta.org.au>
Source record: 209186

Original to: anisko@usdtsg.DaytonOH.NCR.COM
In a message of <02 Mar 93 19:23:29>, anisko@usdtsg.DaytonOH.NCR.COM
(3:713/602) writes:

>> I seem to remember that the "Pet shop boys" used to use an Atari, are
>> they still going these days?
a>
a> I don't know if the band itself still makes music, but the lead
a> singer was part of the group "Electronic" (with a member of "New Order"
a> and some others). With the style of music, I imagine an Atari could
a> have been part of the mix...

Johnny Marr? (sp?) yes, I believe he's an atari boy...

a> Also, I think "The KLF" ("Justified and Ancient") possibly used
a> ST's in their studio work...

Yes, the KLF used an ST both in the studio and "onstage".

You may also have heard of 808-state... they use ataris as well, in fact one
of their tracks heavily features the ST's system bell in quite a musical
fashion 8)

a> Robert Anisko

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

3748. Re: U.S. Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-03-07 23:09:08 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b9a7464@Kralizec.fido.zeta.org.au>
Source record: 209187

Original to: gfarrell@cs.sfu.ca
In a message of <03 Mar 93 04:02:41>, gfarrell@cs.sfu.ca (3:713/602) writes:

>> Well, I _doubt_ very seriously that it will be on time, because as you
>> can see it isn't. Someone recently posted a thing about ATARI dropping
>> all support for their computers except the falcon. If they do that it
>> just proves that the Tramiels know nothing of good business practice. I
>> own a TT and although I am marginally satisfied with it I am
>> wholeheartedly disgusted with the support I have gotten.

Fate helps those who help themselves. You have nobody to blame but yourself. I'm sitting here in a small city about as far away from the rest of the world as it is possible to get and still have running water - the owner of one of only three TT's known to exist in this state.

I have _never_ wanted for software. Or hardware. Why? Because I get off my bloody ass and go find it. All this pathetic whinging from the sort who want to be waited on hand, foot and finger is becoming very tiring.

g> Amen to that. I've got a TT too, and while I am happy with it, I would
g> like to upgrade from the TOS 3.01/720Kb floppy I have now to
g> 3.06/1.44Mb. I mean I'd REALLY like to do it...really...I would...but I
g> can't. Don't think I haven't tried -- in fact I've been trying for, oh,
g> at least 6 months now.

Then you're making a pretty piss-poor effort at it, mate.

g> My local dealer has tried 2 different suppliers,
g> one Canadian and one American, but with no luck. The story he got was
g> that Atari is waiting until they get X number of orders before they
start
g> filling them. Well, thank you for nothin'.

And that's it? You haven't tried anything more? 3.06 is not easy to find, but there are any number of netters who have it - ever asked them where they got it? Politely asked them to do a dump of 3.06 to disk so you can blow your own copy?

And as for the upgrades - Epson SMD-300 or SMD-340 drives are easy to find. So are Ajax chips. Swapping the faceplate on your drive takes 5 minutes, a small phillips-head screwdriver and some patience.

g> Anyway, I finally got fed up with the whole thing and bought a floptical
g> (much to the delight of my local dealer, I'm sure, as it cost about
g> CAN$400 more that the upgrade). Now I'm happy. I can finally read
g> those pesky HD disks. I even backed up my ENTIRE hard drive. Imagine!

Yay. Not to say the floptical is a bad choice, but you really wimped out on that one.

g> Gordon Farrell
g> Wimp Extrodinaire

Seriously - wake up and learn to look after yourselves. Nobody else is going to do it for you - it's bad business practice.

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

3749. SLM804 Laser (cheap!)

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 03:16:06 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <93066.221606JJL101@psuvm.psu.edu>
Source record: 209188

```
For Sale:
SLM804 Laser Printer
All necessary cables, control box etc.
Good working condition

$400 obo

Reason for selling: recently sold my MegaSTe and have no current use for
it.
------------------
J.J. Lehett : Atari's, puzzles, games, MIDI, fractals, Kawai K4's...

- Work: JJL101@psuvm.psu.edu Penn State CAC
- Genie: J.LEHETT2 -or- AEO.8 Atari Explorer Online
- Delphi: JLEHETT@delphi.com
```

3750. ATARI.....

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 03:37:00 UTC
From: scott.thatcher@the-matrix.com
Message-ID: <10264.405.uupcb@the-matrix.com>
Source record: 209105

How is it out here in the no support Jungle?

I sold my st Long ago...

BTW: Does anyone remember Little LULU'S BBS in San Fransisco?

Is it still running?

And another question is this ECHOED to Oregon?
I have a fw st users there that I would like to get in touch with..

I hope that atari GET OFF THEIR ASS and finaly support a machine!!!

L8tr.

3751. Spectre 128 <-> 720k ST floppy

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 03:44:45 UTC
From: boyd@gauss
Message-ID: <C3Jx2L.73w@mailer.cc.fsu.edu>
Source record: 209189

I have been offered a Spectre 128 w/ROMs for a very good price. I have a Syquest, and intend to devote a couple of 44mb disks to Mac stuff. My question is, what programs are needed to transfer files back and forth between a real Mac and an ST (with a regular DSDD floppy drive)? My understanding is that Apple File Exchange can be used to read/write to MSDOS formatted DSDD disks, given that the Mac has a Superdrive (is that correct?). What programs can be used to go the other way? Is there a program that allows Spectre to read/write to MSDOS formatted 720k disks? Is there a program that will make the Mac read a Spectre formatted floppy?

I am trying to acertain whether or not the Spectre 128 is worth even the small amount of money that is being asked for. Should I plunk down a few more bucks and buy a Spectre GCR? I have a Mega2, so this may imply diddling around with the drive shielding (which I would like to avoid if possible, hence the questions).

Also, my plan for major Mac file transfers is to take my Syquest to a Mac, hook it up, and blam away. Then, take the Syquest home and hook it back up to my ST. As far as I can tell, there should be no reason why this won't work. Does anyone disagree?

Thanks in advance. I will post a summary if there is interest.

BTW, have anyone else noticed that the classic irritating PC user question, "Yeah, but does it run Lotus?", has been replaced with, "Yeah, but does it have a cool screen saver, like After Dark?". Warp 9, baby.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3752. Re: Nethack 3.1 patch 1

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 04:56:26 UTC
From: gregs@eskimo.com
Message-ID: <1993Mar8.045626.25499@eskimo.com>
Source record: 209199

Re: Nethack 3.1, patchlevel 1 problems.

You will need to delete your old save files, as well as your RECORD and BONES*.* files. None of these work on newer versions. You will get the "This dungeon is not as I remember it" "Greg- killed by trickery" messages. Believe me...

--
Gregory Sumner
gregs@eskimo.com
Seattle, WA.

3753. ST(e) WANTED 520,1040 or Mega

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 06:39:16 UTC
From: donor@max.u.washington.edu
Message-ID: <1993Mar7.223916.1@max.u.washington.edu>
Source record: 209191

Looking for an St(e). Please reply if you have one, or info.

Thank you.

%%%

3754. Re: AtariWorks/SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 07:52:58 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b9aedd2@Kralizec.fido.zeta.org.au>
Source record: 209190

Original to: uucp
In a message of <02 Mar 93 02:24:06>, Uucp (3:713/602) writes:

>> DN> Can't wait to drop over to Egghead this weekend and pick up some
>> DN> IBM speedo fonts.
>>
>> Are there any (PC/MAC/NeXT/etc) packages you know of which can convert
>> TrueType/Type1/etc. fonts to the speedo format?
U>
U> There might be; then again, because of the licencing fees you have to
U> pay BitStream for using Speedo fonts, there might not be.
U>
U> That's right; Atari picked one of the font formats that there are NO
U> freeware/shareware/etc fonts available in. Paying Apple $$$ to be able
U> to use TrueType would've been a much better idea; paying Adobe $$$$ for
U> ATM would've been brilliant.

Hang on a tick - is this not the same engine that Bitstream 'lent' to the
MIT X project? If so, does it not support the PS1-Adobe font format?

Incidentally, I'm quite happy that atari didn't decide to buy TrueType or
ATM - both are about as useful and functional as the QMS-Imagen engine they
used in the original FSM-gdos.

U> --- Chris Herborth

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

3755. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 10:04:05 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.77.731585045@dhhalden.no>
Source record: 209103
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

This tread is S T U P I D since we don't know the Jaguars specs. nor what the 3DO is really capable of doing.

Well that's at least my meaning on the subject, be patient..time will tell and when dealing with atari.... a lot of time will tell ;)

Rune H.

3756. Re: Old "Compute!" editorial...

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 10:10:06 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Mar8.101006.25484@email.tuwien.ac.at>
Source record: 209192

In <5326@blue.cis.pitt.edu> wbdst+@pitt.edu (William B Dwinnell) writes:

> I thought you guys might get a laugh out of this (kinda sad, actually).
> This is an excerpt from an editorial by Tom R. Halfhill (sounds like
> a Hobbit-name, huh?), which appeared in the April, 1986 issue of
> "Compute!":

> "... Atari recently introduced the first 1024K computer for under
> $1,000, just five years after an 8K Atari 800 retailed for $1,000.
> And Motorola recently announced a 20 megahertz version of its
> 68020 microprocessor, referred to as the 'mainframe on a chip'. "

> Geez, and they are only NOW breaking past that 68020, and still
> NOT in commercial quantities! Oh, wel....
> l <--- the 'l' that fell off of the "well', above!

Welll [:-)], C= are now producing computers that use a *cut-down* version of that 68020 (EC020) running at 14MHz! And if you're going to mention the A3000/4000, well, the TT has been out for almost 3 years... It's not the microprocessor type/speed that counts, (at least if you're not in the Intel department) but the overall performance and value for money of the machine!

-MY

3757. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 10:24:06 UTC
From: elendir@inf.enst.fr
Message-ID: <2126@enst.enst.fr>
Source record: 209200

Chris Herborth writes
] In <1993Mar5.103734.3147@lsl.co.uk>, snail@lsl.co.uk writes:
] In the US, a Falcon030 4/65 (16Mhz '030; 4M RAM; 65M IDE hard disk)
] costs the same as a _good_ '486sx/25 with 1024x768x256, 105M IDE hard
] disk and 4M of RAM. It also costs the same as a Mac LC II (16Mhz '030;
] 4M RAM; 80M SCSI hard disk).
]
] "Power without the price!" ceased to be true as soon as the TT was
] released.

Of course, the exchange rate of the dollar is poor. Here, the machine is
really cheap. Merci Pierre Beregovoy.

--

PSG : NOTRE HISTOIRE DEVIENDRA LEGENDE.

3758. FALCONE

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 11:03:00 UTC
From: craig.dunn@almac.co.uk
Message-ID: <6742.723.uupcb@almac.co.uk>
Source record: 209193

Falcon with an "e"?...?

Could you be so kind to tell me where you got said machine... please...

Cheers in advance
Craig
<craig.dunn@almac.co.uk>

3759. Wandted: MIDI-Net-Device for MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 11:13:22 UTC
From: chris@merry.imib.rwth-aachen.de
Message-ID: <1nf9oiINNgl1@urmel.informatik.rwth-aachen.de>
Source record: 209194

Hi Folks!

According to Eric Smith (Description of the unified file system) is should
be very easy to implement a Network-File-System. Has anyone seen an NFS for
MiNT? Or is there a Device-Driver for a MIDI-Net around?

Thanks in advance!
Chris

--
****

/ / / Chris Schlaeger email: chris@imib.rwth-aachen.de
/--.--/ Stephanstr. 21 phone: 0 2 41 / 40 51 02
/ /| / 5100 Aachen ampr-net: DL1EDB@DK0MWX.DEU.EU
| F. R. Germany
|
| Amateur Radio - Bridge to the world!

****

3760. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 11:22:01 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.79.731589721@dhhalden.no>
Source record: 209134
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <H.ea.1QAuzGQaI4o@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>From: cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth)
>Subject: Re: A1200/4000 v. Falcon 030 FAQ
>Date: Sat, 06 Mar 1993 13:42:28 EST
>In <1993Mar5.103734.3147@lsl.co.uk>, snail@lsl.co.uk writes:
>> Another point, if you don't want a 486DX2, then use a 386 (if you think thats
>> a fair comparison.. I don't), it *STILL COSTS MORE by a long way* than a
>> Falcon, which was the other point being discussed - quite apart from the 386
>> boxe's performance won't be as good at DTD recording.
>
>In the US, a Falcon030 4/65 (16Mhz '030; 4M RAM; 65M IDE hard disk)
>costs the same as a _good_ '486sx/25 with 1024x768x256, 105M IDE hard
>disk and 4M of RAM. It also costs the same as a Mac LC II (16Mhz '030;
>4M RAM; 80M SCSI hard disk).
>
>"Power without the price!" ceased to be true as soon as the TT was
>released.

Thats because you live in the U.S try reading a europeean mag. instead even
better a German mag. They are cheeper here.

Rune H. anti sig.file activist

3761. Re: ftp sites in the UK

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 11:27:37 UTC
From: kevinb@syma.sussex.ac.uk
Message-ID: <1993Mar8.112737.15434@syma.sussex.ac.uk>
Source record: 209101

John Budden (jesa@s0jxb.exnet.co.uk) wrote:
> I have recently been downloading a lot of files from a.a.u.e. and it has
> occured to me that there must be somewhere in the UK to get these files
> and save a lot of trans-atlantic bandwidth. Has anyone got a list of
> sites in the UK with details of how to get the help files and indexes?

There's a mirror of a.a.u.e. at src.doc.ic.ac.uk, hidden away as the directory
"/packages/atari.umich".

I've only tried it using ftp. If you're stuck with ftping by mail, sending the
command "get README" to the mail address "ukuug-soft@doc.ic.ac.uk" should get
you started.

Cheers

Kevin

3762. Re: SPECTRE & System 7

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 11:28:11 UTC
From: ee90grb@brunel.ac.uk
Message-ID: <C3KIJ1.H3@brunel.ac.uk>
Source record: 209114

GUEST Savino Grillo (grillo@flash.ATC.Olivetti.Com) wrote:

: Hi there,

: Anyone tried to use SPECTRE GCR (3.0) with the
: Mac System 7 (or 7.1) ?

: Savino

It does not work. However Dave Small has almost finished an upgrade that will work with system 7.

Gareth Blades

3763. Re: Spectre 128 <-> 720k ST floppy

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 11:53:01 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.731591581@groucho.phil.ruu.nl>
Source record: 209198

boyd@gauss (Mickey Boyd) writes:

>My question
>is, what programs are needed to transfer files back and forth between a real
>Mac and an ST (with a regular DSDD floppy drive)? M

By far the easiest solution is to use PC-Access, a Cdev for the Mac. This
will allow you to format DOS-disks from within Spectre, and to read and
write DOS-disks. Since the Atari can read DOS, your problems should be over.
(In fact they *are* over in my experience -- and I have a Mega2 too :).

>Also, my plan for major Mac file transfers is to take my Syquest to a Mac, hook
>it up, and blam away. Then, take the Syquest home and hook it back up to my
>ST. As far as I can tell, there should be no reason why this won't work.

Dunno...

Good luck,
Hendrik Jan

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * I'm feeling like a kid again,
Dept. of Philosophy * I'm feeling like I just walked
University of Utrecht * in the door
The Netherlands * -Peter Hammill-

3764. Re: Logic Simulator

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 11:57:57 UTC
From: hstaalm@cs.vu.nl
Message-ID: <C3KJwM.184@cs.vu.nl>
Source record: 209197

ee90eyy@brunel.ac.uk (Edrich Y Yau) writes:

>Thomas Fox (al135@cleveland.Freenet.Edu) wrote:

>: Anyone know of a good logic simulator for the Atari ST? I
>: hear there is a PD/Shareware one out there, but I don't
>: know its name or where to find it. ???

>: Tom

>I don't know of one for the ST, but since you can use MAC software with a software
emulator,
>there are a few for the MAC. Unfortunately I can't remember what they are called.
> The PC version is ORCAD. but thats no good to you I suppose.

>Edy.

You can use LogicWorks on Spectre. I don't know wether it's prof. enough

Hans Staalman

--

Department of Mathematics & Computer Science Vrije Universiteit
Amsterdam The Netherlands

3765. Atari kit for sale in UK.

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 12:24:30 UTC
From: william@summer.bt.co.uk
Message-ID: <13750.9303081224@sun3.summer.bt.co.uk>
Source record: 209196

I'm changing my computer system, which leaves me with a lot of
Atari kit. I am prepared to sell the lot for 450 pounds, or to sell
it piece-meal.

4M Atari STe (with Forget-me-clock) 200 pounds.
Progate 50DC II, 50M hard-disk (under warranty) 200 pounds.
Monochrome monitor 70 pounds.

Calligrapher Professional (v2) 50 pounds.
Various cover disks (including Timeworks, Knife ST, GFA Draft, Cyber paint,
Protext v4.3, ...) 15 pounds.
Tons of PD thrown in for good measure for nothing.

I also have a few books on ST programming (GEM programmers guide, ST machine
code (2 books), ST 3D graphics..) 30 pounds the lot. The books aren't
included in the bundle.

Ring me on 0473 645694, or e-mail me at william@summer.bt.co.uk.

3766. Hold and Drag v. Discreet actions

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 12:40:08 UTC
From: sgj-a@minster.york.ac.uk
Message-ID: <731594407.19558@minster.york.ac.uk>
Source record: 209104
Cross-posted to:
comp.sys.mac,comp.sys.atari.st,comp.sys.acorn,comp.sys.mac.hypercard,comp.sys.mac.app,comp.sys.mac.apps

I have done a number of experiments and have noticed that many
users (especially naive users) would prefer to click to start and action,
then move the mouse, then click to terminate.

On most systems Move and Reshape actions are done by pressing
down on the button moving the mouse and then releasing the button. Some
systems also require the user to use this set of protocols when selecting
items off menus.

My final year project at University is on GUI's and I asked for
peoples opinions on the GUIs they use. One reply I recived suggested that
more specific questions may be helpful. So the question is this (please
feel free to reply to the previous posting as well as this has begun
to get some interesting replies):

Do you prefer the hold and drag set of protocols or a discreet set of
seperate actions (ie click, move, click) ?

Please mail me (Steve Jones) at

sgj-a@minster.york.ac.uk

with your answer. If you want to know the results of the survey please
say so and I'll mail you a copy when I have analysed them.

Thanks in advance

Steve Jones

```
**************************************************************************
*Email sgj-a@minster.york.ac.uk * I was born knowing nothing and have *
* * only had a little time to change *
* * that here and there *
*Steven G. Jones * - Richard Feynman *
**************************************************************************
```

3767. Re: Where Not To Use (UK)

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 12:58:54 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Mar8.125854.3412@unix.brighton.ac.uk>
Source record: 209108

I have had similar trouble concerning a printer which was paid for and never
arrived. I still think a Black list of these sorts of suppliers would
save us alot of problems.

Pads

--
+---+
| On the end of every wizards staff is a knob! - T.Pratchett |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix
+---+

3768. FOR SALE: SM144 Monitor

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 13:04:21 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Mar8.130421.3889@unix.brighton.ac.uk>
Source record: 209109

I have a perfect condition SM144 Monochrome Monitor for sale. 60 pounds sterling including box and all cables. Post and packing extra.

Email me is interested.

--
+---+
| On the end of every wizards staff is a knob! - T.Pratchett |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix
+---+

3769. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 13:11:10 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <731596269.20411@minster.york.ac.uk>
Source record: 209118

In article <1993Mar3.201856.8221@maths.tcd.ie> mike@maths.tcd.ie (Mike Rogers) writes:
>In article <11025@cbmger.de.so.commodore.com>, peterk@cbmger.de.so.commodore.com (Dr Peter Kittel Germany) wrote:
>>Not being a linguist, I still doubt this: British English is a european
>>language and its pronouncing is much closer to other european languages
>>than American. So I assume that this type of pronunciation (I call it
>
>Actually, the reason why this is vouchsafed for American Pronounciation is that
>most Standard American English vowel sounds were placed just before and during
>the last great British vowel shift of the late 17th century.
>
>Cork English is also said to be accurate; witness they (and Shakespeare)
>ryhming barley with fairly, harm with cairn, etc.
>
>Is there a newsgroup for this sort of thing?...

soc.culture.british has arguments about langauge, dialect and pronunciation
fairly regularly.

Mat

>Mike Rogers, #3, 44 Westland##EveryoneHasTheRightToFreedomOfOpinionAndExpressio
>Row, Dublin 2, Ireland FNORD##nThisRightIncludesFreedomToHoldOpinionsWithoutInt

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

3770. Re: Falcon MIDI, Direct to Disk etc...

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 13:20:33 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <731596831.20682@minster.york.ac.uk>
Source record: 209119

In article <1252@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.UUCP () writes:
>In article <C39uMq.E4A@sunlab1.bath.ac.uk> mapmh@sunlab1.bath.ac.uk (Mark Hagger) writes:
>[stuff deleted]
>>I seem to remember that the "Pet shop boys" used to use an Atari, are they
>>still going these days?
>
> I don't know if the band itself still makes music, but the lead
>singer was part of the group "Electronic" (with a member of "New Order"
>and some others). With the style of music, I imagine an Atari could
>have been part of the mix...

Nooooo!

1) The Pet Shop Boys are still going (bless 'em)
2) Electronic is Bernard Sumner (of New Order) and Johnny Marr (ex The
Smiths; also involved in The The)
3) The Pet Shop Boys have guested (at least) twice on Electronic singles.
4) New Order now have their own label on London Records (RIP Factory --
you'll be missed) and plan a single release on 5 April.

[More deleted]

Why are we discussing this in comp.sys.atari.st ?

> Robert Anisko
> anisko@usdtsg.daytonoh.ncr.com

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

3771. Re: What height is the Falcon HD?

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 13:31:43 UTC
From: spx2djt@thor.cf.ac.uk
Message-ID: <18648.9303081331@thor.cf.ac.uk>
Source record: 209102

Any IDE drive should be fine AFAIK. Even 5.25", though I think 3.5" HH
are probably the cheapest. The 2.5" drives are designed for portables
and are very expensive in comparison with the other types...

3772. Re: Where Not To Use (UK)

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 13:32:03 UTC
From: pf21@unix.brighton.ac.uk
Message-ID: <1993Mar8.133203.6049@unix.brighton.ac.uk>
Source record: 209110

Don't purchase hardware from the pd/shareware company, 16/32 of Kent.
I don't particually want to go into the details but lets just say
they gave me a hard time.

I think they should just stick to the software side of things rather
that being the middle man when it comes to hardware.

--

_______ __ __
(____)__ __ ____| | | | JANET: pf21@bton.unix
P| |_ __| \ | | __\ |_| | INTERNET: pf21@unix.bton.ac.uk
A| __) | \| | | | _ |
U| | | | | | |_|_ | | | "Its all about having the most,the best
L|__| |__|__|___|_____/_| |__| and things that no one else can get"
University Of Brighton, UK.

3773. ASCII PICS

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 13:54:44 UTC
From: pf21@unix.brighton.ac.uk
Message-ID: <1993Mar8.135444.7016@unix.brighton.ac.uk>
Source record: 209147

Has anyone got/hear/know which ftp site may have it, ancient art for
the st .Its apprently freeware and converts .pi3 high res degas pics
into ascii characters. The results are quite clever and very effective
when printed out from a non-graphics printer.

--

_______ __ __
(____)__ __ ____| | | | JANET: pf21@bton.unix
P| |_ __| \ | | __\ |_| | INTERNET: pf21@unix.bton.ac.uk
A| __) | \| | | | _ |
U| | | | | | |_|_ | | | "Its all about having the most,the best
L|__| |__|__|___|_____/_| |__| and things that no one else can get"
University Of Brighton, UK.

3774. FOR SALE: 4 x 256k SIMMS

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 14:52:04 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Mar8.145204.8873@unix.brighton.ac.uk>
Source record: 209148

I have four 256K SIMMS from sy ste upgrade not long ago. If anyone wants to make me an offer on any number of these. They are only cluttering up my drawer and if I can make some cash out of them, all well and good.

Email only please.

--
+---+
| On the end of every wizards staff is a knob! - T.Pratchett |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix
+---+

3775. Re: replacement floppy drive

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 14:55:26 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Mar8.145526.9029@unix.brighton.ac.uk>
Source record: 209149

I think the 1.44 mb upgrade is the way to go. If your internal drive is going
then it is pointless getting an external one, cos you can only boot from drive
a unless you use a software patch which will need to be loaded from drive a.

Bear in mind that the falcon uses 1.44mb and so it will soon become more stanmdard to use
it.

No idea about flopticals IO am afraid, but I expect they will work fine
since the falcon has a scsi II port. But the s/w to drive it (if it needs it?) may not
work.

Pads

--
+---+
| On the end of every wizards staff is a knob! - T.Pratchett |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix
+---+

3776. Fair Dinkum = Falcon Compatible!

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 15:16:20 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Mar8.151620.18212@newshost.lanl.gov>
Source record: 209106

For those that get upset easily, I apologize in advance for such a "brazen commercial post" on the net but users requested a short announcement so...

Fair Dinkum Technologies announces the immediate availability of Atari FALCON030 COMPATIBLE versions of the following software:

Cyberdrome-The Hoverjet Simulator
The unique 2-player/2-computer action/adventure simulation.

Crossword Creator II
The premier crossword puzzle utility for Atari computers.

Word Search Creator
The premier word search puzzle creation utility for Atari computers.

Yes, all the above are also ST, STe, and TT compatible. More info is available upon email request.

We now return you to your regular flamefest scheduled for this time...

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3777. Re: What about Games Workbench? (Was Re: *** T

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 15:20:56 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Mar8.152056.18348@newshost.lanl.gov>
Source record: 209107

```
In article 8702@cactus.org, ortega@cactus.org (Paul Ortega) writes:
>In article <1mr141INNrti@life.ai.mit.edu> dmb@ai.mit.edu writes:
>>I've posted a preliminary beta release of TADS 2 for Atari computers on
..
>
>That sounds interesting, but what ever happened to Games Workbench?
>

Yeh, Dave... tell us Atarians what happened to the Games Workbench. ;-)

---

_____________________________ John "HUTCH" Hutchinson ____________________________
_____________________ Fair Dinkum Technologies Member - IAAD _____________________
_____________________ "No worries, mate... it's from Fair Dinkum!" _____________________
_____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________
```

3778. Bart-ing atari archive sound files

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 15:21:49 UTC
From: jtrimble@sdf.lonestar.org
Message-ID: <C3KtCE.EFD@sdf.lonestar.org>
Source record: 209123

Could someone tell me the proper language for telling bart to send a *.snd file? I've tried such as send sound/*.snd, send Sound/*.snd, send Sound/sounds/*.snd, etc., but I can't seem to hit on the right combination.

Many thanks
jtrimble@sdf.lonestar.org

3779. Re: Full screen Animator, HELLLP!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 16:18:30 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <93067.111830EENG6826@RyeVm.Ryerson.Ca>
Source record: 209116

>is there anyway to chain them together using STOS or GFA BASIC ?
-
Sometime ago I put a collection of pictures into one PRG using STOS.
The sequence is available on ST Erotica #1. It was about 40 NEO
pictures and the PRG came to around 200KB.
Now it is done:

Compact pictures using the COMPACTOR on STOS.
Put all pictures into one huge file, keep on a piece of paper the numbers
where each picture starts and stops.
Load the huge file into a bank. Lets say BANK 11.
Then copy each part (You know where each part starts and ends from each part)
to a new BANK (Lets say BANK 6).
Unpack files from BANK 6 to screen.
This method is not too fast. I guess you can unpack all the pictures to
keep the rate flowing fast enough.

Another method:

Send the NEO pictures to me. After a long battle, I've written an NEO->SEQ.
(No its not PD, its for my use only). I've also tried to write an
Amiga ANIM->SEQ but I get garbish results after the 10th frame or so. So
it still does not work. Just send me a message before you send Megs of files.

THE WALKING SPIRIT

3780. IDE drive -> ST possible ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 16:32:05 UTC
From: jrd@unix.brighton.ac.uk
Message-ID: <1993Mar8.163205.14379@unix.brighton.ac.uk>
Source record: 209146
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a friend who wants to know how easy/costly it is to build a
HD from a IDE drive (ie controller costs, housing, psu etc)

Any comments ?

Dom De Vitto (anon. posting name change, so just reply to him)

3781. _BOB BRODIE March GEnie Conference_

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 16:38:43 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Mar8.113844.14623@umiami.ir.miami.edu>
Source record: 209111
Body handling: HTML body converted to readable text

With all the positive mail about the postings of the Bob Brodie Conference,
here comes last weeks.

HIGHLIGHTS.
Multitos with Falcon
Falcon delayed until END of March/early April.
Atari Works to sell for $129.
Possible 4 meg no hd Falcon option.

Mark Santora
(-------------cut here-----------------)

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Special Edition Friday Night Real Time Conference
March 5, 1993

Dateline Atari! with Bob Brodie
Special Guest - Eric Smith

Host - Lou Rocha

Once again it is my great pleasure to welcome Bob Brodie,
Director of Communications for Atari Corp. to our monthly edition
of Dateline Atari! We also have the added honor of a special guest
- none other than the original author of MultiTOS, Eric Smith!
Welcome to both of our guests.

This is a special night for Atarians for another reason. Tonight
we expect to hear the long awaited news of Falcon030 shipping
plans and US prices. For several months we have followed the saga
of Falcon production and related software development. Last month
we got an excellent preview of Atari Works, the integrated
wordprocessor, database and spreadsheet.

Tonight we will hear about the long awaited (almost legendary)
debut of MultiTOS - Atari's multitasking operating system. Without
further ado, let's have the opening comments from Bob Brodie. Go

Ahead, Bob! Lou and the rest of the gang here at the ST Roundtable!

Once again, I'm delighted to be here for our monthly gathering at Dateline: Atari! This month, I'm pleased to offer something a little bit different from our normal fare. I've asked Eric Smith, from the Software Engineering Group here at Atari, to join us online to discuss MultiTOS. I know that you're all very anxious to hear as much as possible about the capabilities of MultiTOS, and Eric is just the man to answer all of your questions about MultiTOS. As many of your may know, Eric developed a program called MiNT (which stood for Mint is NOT TOS). Originally, MiNT didn't multitask with GEM applications, but rather gave users a multi-tasking environment to operate TOS applications from. MiNT is now incorporated into MultiTOS, and has changed dramatically since Eric first wrote it. Obviously, we were impressed enough with his efforts to offer him a position within Atari!

Before we begin with the MultiTOS portion of our CO, I'm sure that you are all very interested in the status of the delivery schedule for the Atari Falcon030 here in the US. We have had a small setback in the manufacturing of the unit. One of our suppliers is running about 10 days behind in providing us with a couple of components that we need for the US machines. This means that the machines will probably arrive in late March to early April.

The reception that we've had for the machines has been nothing short of sensational!! The phone has been ringing constantly, with many people interested in signing up as Atari dealers. As you might expect, the main interest is coming from the music field, as few other computer systems can match the digital sound capabilities of the Atari Falcon030 right out of the box!! We have enough orders in hand that we expect to be sold out quickly. This is the same type of reception that the Falcon030 has gotten in the rest of the world, for instance in Germany, where it was literally sold out in a matter of hours!!!

Much of our efforts here in Sunnyvale over the course of the last month has revolved around finalizing plans for dealer agreements. It is our hope that we'll be able to restore the value of an Atari dealership, and help the dealers be able to be more profitable. We will be soon going over the new arrangements with all of our current dealers, as we release the pricing, and other sales related information to our current dealers.

Now, we'd like to tell you a little bit about MultiTOS! While this file is a little bit long, it will give you a pretty good idea of what the capabilities of MultiTOS are.

MultiTOS provides your Atari computer with multitasking, the ability to run more than one application at a time. Since your

computer spends much of its time waiting for user input, multitasking makes more efficient use of processing power--when one application, say, your word processor, is waiting for input, the rest of your computer's attention is turned to other tasks.

MultiTOS includes several important features that make multitasking reliable and efficient. Adaptive prioritization gives the most processing power to the most important program running--the word processor you're typing into receives higher priority than the processor-hungry compression program running simultaneously in the background. Memory protection prevents one program from interfering with another active program's data in memory. And if one program quits unexpectedly or "crashes," MultiTOS protects other applications, which continue to run; only in the most extreme circumstances will you need to restart your computer.

MultiTOS runs existing, correctly-written TOS programs--as many as your computer's memory allows. Some programs are already being upgraded to take advantage of MultiTOS features, and more programs written especially for MultiTOS are on their way, from Atari and third-party companies.

MultiTOS can run as many programs simultaneously as will fit in memory; GEM programs, Desk Accessories, and TOS programs can all peacefully coexist under MultiTOS. You can move from one to the other, using whichever you need. When one program is busy, you can set it aside and work on something else until it's done. When you finish with a program and exit it, the memory it occupied is freed for other tasks.

All running programs share the screen, each putting up its own windows; with several programs running, windows may overlap or be hidden altogether by one another. The application that receives input, like keystrokes, from you is called the foreground or topped application, and other programs running simultaneously are background, or untopped applications.

Unlike TOS, MultiTOS allows you to operate any window's gadgets to move, resize, or scroll the window, even if the window is not topped. When you click within a window (but not on its gadgets), that window is topped, and so is the application that owns it. The topped application's menu bar is displayed, unless it doesn't have a menu bar--in that case, the menu bar is unchanged.

Running GEM programs under MultiTOS is straightforward: simply double-click the program's icon. The MultiTOS Distribution Kit includes two simple GEM programs, "Clock" and "Lines." Double-click on CLOCK.APP, and an analog clock appears in a window, but the Desktop's icons and menu bar are still visible. Double-click on LINES.APP, and a graphics demonstration appears in a window. Resize the Lines window so that you can see the clock and some of

the Desktop. Both programs and the Desktop are running simultaneously! From here, you can run still other programs, or perform Desktop operations like file copies.

Desk Accessories and MultiTOS

As with TOS, you can access your Desk Accessories from the "Desk" menu. Unlike TOS, MultiTOS can load Desk Accessories as you need them. Double-click on a ".ACC" file to run it, just as you would another GEM application. You may want to keep only the essential Accessories loaded at all times, and load others when needed. You can do this by putting your ".ACC" files in a directory other than the root of drive C:\.

TOS programs present a special problem for multitasking, because they usually assume they are the only programs running, and that they have the whole screen to themselves. Since TOS programs don't know how to share the screen, MultiTOS does it for them, by giving them their own "screen," within a window. When you double-click a ".TOS" or ".TTP" program, MultiTOS runs another program, "MINIWIN," which sets up a window in which the TOS program runs. MINIWIN lets you select the size of the window TOS programs are given, and the font they use. You can change this information by choosing "Configure..." in the leftmost menu when running a TOS program. Note: TOS programs assume they're using a "monospaced" font, where all characters are the same width. MINIWIN allows you to choose "proportionally spaced" fonts, where a "w" is wider than an "i," for example. If you choose a proportionally spaced font, the program may look strange, but is otherwise fine.

When several applications are running, the topped application presents its menu bar and receives your keystrokes. The others are in the background, where you can still move and resize their windows, but you can't click on their menus or give them keyboard commands. MultiTOS provides several ways to manage all the applications you may have running, and to choose which of them is topped.

The leftmost menu in the menu bar is called the "Desk" menu, because that's what it's called when the Desktop is topped. When another MultiTOS-friendly application is run, and the application has its own menu bar, the application's name replaces "Desk" in the menu bar--this is one way to tell which program is topped. Some older applications will not do this, but will otherwise work fine.

The Desk menu contains the names of all installed Desk Accessories and below, the names of all applications currently running, with the topped application indicated by a checkmark. You can top another program by clicking on its name in this menu; its windows (if it has any) spring to the front, and its menu bar (if it has one) appears.

You can run as many programs as your available memory allows, but there are reasons why you may not want to. Often, there is very little difference in system performance with several programs running, since many of these programs are just waiting for input. When programs are actively processing, or reading and writing data on a disk, they consume more of your Atari's processing power. You may be tempted to leave things running in the background because it's so easy, but if they make too many demands on the system, performance will suffer. It's best to shut down any programs you're not planning to use, just as you would exit them in TOS. This makes the most memory and "computing horsepower" available for the programs you really need. Experiment, and see what combinations of programs work well together.

Shut programs down with MultiTOS the same way you would with TOS: save whatever you're working on, then select "Quit," click the "close" gadget on a window, type "exit," or whatever. This gives the program a chance to save and close any files it has open and exit cleanly, returning your computer to its normal state. As always, it's best to save your work and exit from all running applications before restarting or turning your computer off.

Occasionally, a program may "hang" in a state where it is no longer running correctly, but does not exit. When this happens, you can shut the program down from the Desktop. Select "Install Devices" under the "Options" menu, then open drive U:\, and then the "PROC" folder. This folder contains "files" that represent all the programs currently running under MultiTOS, along with parts of MultiTOS itself. To stop or "kill" a program, simply drag it to the trash. Be very careful with this technique. Kill only programs which have not responded otherwise, or are otherwise behaving incorrectly. Be careful what you throw away, because it is possible to shut down a part of MultiTOS itself, after which it can be difficult to recover without restarting. If you aren't sure what something is, don't kill it.

Although Atari has made every effort to accomodate even ill-behaved TOS programs, you may occasionally encounter programs that are not compatible with MultiTOS. These programs may "crash," (exit unexpectedly) or "hang," (keep running without accepting input, refusing to exit). Usually when this happens, MultiTOS continues unharmed, along with any other programs running at the time of the crash. Sometimes, if a program crashes in an especially spectacular way, it can interfere with other parts of MultiTOS operation, or other programs. If you see error messages on your screen, or if you notice peculiar behavior from other programs, save your work and reboot your computer. Try to isolate the problem to the particular program and action that caused the crash, and report the problem to the program's authors or publisher.

When you encounter a program which doesn't run under MultiTOS under any circumstances but you need to run nevertheless, you can temporarily disable MultiTOS, and restart your computer with TOS. To do this, save any work in progress, shut down any running applications, and restart your computer. You can use the Reset button, or hold down and and press .
Immediately after restarting, hold down the left key. You will be asked, "Load MultiTOS? (y)es (n)o." Press the key, and your computer will start up without MultiTOS.

With the power of MultiTOS comes responsibility. Since some older programs expect to be the only thing running, they may not guard against some things which can happen "when their backs are turned." You can avoid these problems by not using one program or the Desktop to interfere with another active program. For example, don't move configuration or open document files for your word processor while it's running; the program may assume the files are in their original place, and behave unpredictably. Similarly, be careful with programs that manipulate disk data directly; don't run a hard disk defragmentation program in the background and save a file to the same disk, or the results could be unpleasant. As more MultiTOS-aware programs become available, these problems will be minimized.

That concludes our opening remarks about MultiTOS, Lou. We're ready to take on all the questions that our guests might have tonight! Naturally, we're prepared to answer MultiTOS questions as well as almost anything else they might want to discuss with us.

Thanks for the preview of MultiTOS. Several people have their hands /raised so let's get to them right away. Our first question is from B.AEIN. Go ahead Bman...

<[Bman] B.AEIN> Bob, can you talk about new dealers, the Falcon 040, or the Jaguar? Will there be coverage in mags like Popular Science? What extras will be included with theFalcon? MTos on ROM? Thanks for being here Bob. GA!

Hi Bman, we've gotten a number of enquirys from new dealers. I expect to be able to expand our dealer network dramatically, and quickly as well. Among the most exciting thing to the new dealer prospects is the fact that they will actually make MONEY selling Atari Computers, unlike the skinny margins that most clone dealers presently have to live with. Re the Falcon040: Sorry, no comment about any 040 products. The Jaguar, our 64 bit game console machine is due out this summer. The Falcon will ship with MultiTOS, Atari Works, Speedo GDOS, and the other 8 applications that we previously indicated.

Thanks Brian. Next we have Dave Shorr.

<[Dave] D.SHORR> Bob, what is the STatus of the dealer demo unit program and Atari's service agreement with GE? GA.

The dealer demo program is going to happen, naturally dependent on the dealer accepting our new dealer terms and conditions. as for the GE program, there are legal issues that are impeding that event from going forward. Unfortunately, I don't know when it will, or if it will happen. However, the Falcon030 in reality only has about 6 components to it: The ram board, the floppy, the hard disk, the power supply, the keyboard, and ... the motherboard. This makes it very easy for just about anyone to be able to service the Atari Falcon030. ga

Thanks. OK Steve Miller has been waiting. GA

<[IRATA native] S.MILLER58> Will MultiTos have the capability to open an individual application multiple time? And will there be a unix style command line capability? Or is MultiTos far from being anything like UNIX running an x-windows type of envir.? and when it is going to be available ?

<[Eric Smith] ST-GUEST> Yes, you can open applications multiple times (assuming the application supports this; most do). You can use most of the available command line interpreters for the ST under MultiTOS, and they will run (like any .TOS or .TTP window) in a window. Much like xterm under X windows, if you're familiar with that. MultiTOS is going to ship with Falcons, and will be available for users shortly aftwerwards. ga (By "users" I meant "non-Falcon" users, obviously).

<[IRATA native] S.MILLER58> Will, MultiTOS support SLIP so that I can use my DECstation's graphics capabilities at home? err if I used the terminology correctly.

<[Eric Smith] ST-GUEST> We don't have SLIP support build into the OS, but people could add this on with easily, using MultiTOS's loadable device driver and file system features. ga

Next we have Chris Cassaday

<[Fiesta Atari] C.CASSADAY> Bob or Eric: TOS and TTP programs sound like a pain. How do programs like ARC Shell and XYZ shell work under MTOS? Concerning the desktop environment while running several apps: Does the [B]ottom to Top feature of TOS 3.06 work on windowed applications like it would on normal directory windows? Also, can you use the right mouse button to manipulate applications in the background in the same fashion? ga...

<[Eric Smith] ST-GUEST> Older versions of ARC shell didn't work under MultiTOS, but perhaps there will be a new version that does. The [B]ottom to Top feature works only on the desktop's windows; there is a new key (control-alt-tab) for cycling between applications. Some applications (MultiTOS aware ones) will let you manipluate them while their in the background; for these

applications you don't even need to hold down the right mouse button, it all happens automatically! GA

You look pretty comfortable there, Eric! Ready for JCD from NewDimensions?

<[JCD] NEWDIMENSION> Evening Bob. Has Atari decided on how MultiTOS will be distributed to owners of current Atari computers? MultiTOS is running GREAT on our TT and Mega STE. Congrats to Eric on a job well done!!

<[Eric Smith] ST-GUEST> Thanks, JCD

Jeff, it looks like we'll have to sell MultiTOS rather than ... upload it to the online systems. We have an arrangement with... DRI that requires that we pay a licensing fee for the use of GEM on a per unit basis. So we will be working on packaging and of course, pricing for MultiTOS in order to sell it to the user base so we can honor our contract with DRI. ga

Bob, we now have James Vogh

<[James] J.VOGH> I have a MIDI question. Is there any software which will allow the falcon to have the capabilities of a sound module such as the Roland sc-55? Ga

James, I'm afraid that I'm not familiar with the capabilities of the Roland sound modules, and our music expert James Grunke isn't in the office at this time. I'm afraid that I'm not up to speed enough to answer that. My gut reaction is that it is possible, but I don't think that there is such an application at this time. ga

OK, now we have Robb Albright

<[Robb/PAC prz] R.ALBRIGHT7> Eric, is there a feature in MultiTOS to allow minimising of running-program windows, and if so, what does it require of the program to allow this to happen. ga

<[Eric Smith] ST-GUEST> No, minimization isn't built in to the OS. However, we will be publishing a specification soon to allow programs to do this. Basically, your program should just make its window very small and move it to a corner of the screen. There are calls to allow you to check to see if any other windows are at a spot, so that you can find an empty place. GA

OK... John Kuehn.. you're on

<[John] JKUEHN> Bob, What is the current status of Atari Kodak and the Photo CD?

John, our contract is a done deal. We're awaiting the final versions of the developer tool kit which is being ported to our platform by one of the developers from Germany. We had

expected to see something in about January time frame, but there have been delays on his end in getting the product finished. Naturally, we're very anxious to see this completed. ga

<[John] JKUEHN> Also will the multitos package come with .XFS CD-ROM drivers? I Kodak developing the tool kit?

<[Eric Smith] ST-GUEST> No, the MultiTOS package will not come with the CD-ROM driver. It will be available later as an add-on, I think.

(Ed. Note - Due to a system problem, ST.LOU was disconnected and back up RTC sysop Mike Allen assumed RTC leaderhip.)

Well, let me finish up the question that John asked,
and lets' try to keep a QUIET demeanor in the next few minutes.
John, in answer to your question about Kodak...They provide the source code to the Photo CD software system. From the source code that they have provided, we port the code to our platform. This is the very same procedure that is done with the port to MS-DOS, and to the MacIntosh platform as well. Mike, take it formal, please. :)

Sorry folks - I don't have Lou's raised hand list.
I'm going to have to fake it for a while. hold on while I get a piece oof paper Ok, I have Craig Servin with his had up as well as a few others. Go ahead craig

<[Craig Servin] C.SERVIN3> Is the new Desktop smart enough to deal with longer file names? Also does MTOS give the 3D AES gadgets to TOS < 4.0 machines? ga

<[Eric Smith] ST-GUEST> The desktop doesn't deal with longer file names yet (future releases will, I hope) The 3D gadgets are built into MultiTOS and will work on all machines. GA

Next is A. Warner

Thanks Mike, Good Evening Bob and Eric My question is
: If delays continue to persist will the Multi-Tos and other New Atari programs ship? ga Sorry I meant delays with the Falcon

MultiTOS is on the machines that are coming from the
factory. We indicated that in the beginning of the CO, sorry you missed.. it. ga

S.Miller

<[IRATA native] S.MILLER58> How much memory will I need to _realistically_ run multiple apps.? The reason I ask, is I use PageStream a lot on my 4 meg TT and it seems to GOBBLE memory. So, will I be looking at upgrading to 8+ to mt btw PS and other programs? and does it look like any virtual screen programs are going to work with MT? GA

<[Eric Smith] ST-GUEST> Obviously it depends on the applications. I would think that if you're already finding 4 megs tight, then upgrading to 8 megs is a good idea. 4 megs is pretty much the minimum for doing "serious" work. And yes, most "virtual screen" programs work with MultiTOS. GA

Next is Sean from TWS

<[Sean@TWS] S.DOUGHERTY1> Good Evening Bob & Eric, Does MultiTOS allow manual adjustment of the priority, and does it display the current priorities? Does the HD on the Falcon030's contain demos of software? Lastly, do windows that are inactive still update? GA

<[Eric Smith] ST-GUEST> The priority can be adjusted "manually", but that isn't available on the desktop; I'm sure some enterprising developers will release software to do it :-). Windows that are inactive can still update, yes. Falcons ship with a variety of applications (which work both with and without MultiTOS). GA

Re the demo software... We will have a separate arrangement with our dealers to get them

<[pat] P.FORISTER> Bob, can you tell me a little bit about the surround sound capabilities of the Falcon? GA

Pat, most of that is not directly dependent on the Falcon, but rather on the specific application that is running on the Falcon. For instance, the Audio Fun Machine application that we ship with each Atari Falcon030 uses the DSP chip to create a surround sound type of effect. This is a capability of the DSP that is documented, and available to anyone wanting to create those types of effects with their Atari Falcon030. ga

Chris from San Antonio is next

<[Fiesta Atari] C.CASSADAY> I've been wondering about this particular question for a LONG time. With MultiTOS, will it be better to run STalker as an .ACC or a .PRG? Will the 'Favour Concurrency' option help at all? For the new AES 4 icons features, is a new icon editor being written by someone? And finally, is it now realistic to think of a TT030 as a file server in a LAN using MTOS and Dragonware networking software? Seems like a tremendous opporunity to sell Atari LAN set-ups with things like Atari Works to use in the office environment. ga...

<[Eric Smith] ST-GUEST> I run STalker as a program. It seems to work very well. (I'm not sure what difference the "Favour Concurrency" option makes; I haven't felt the need to try it . I haven't tried out the Dragonware networking software, so I don't know whether it would work well or not. GA

Next is James

<[James] J.VOGH> I have a lynx question When will Eye of the Beholder be released? GA

James, I don't have a specific date for it at this time, only that it will be available later on this year. Sorry I can't be more specific for you at this time. We do expect to have more games coming out for the Lynx at the rate of one to two titles a month throughout the rest of 1993. ga

now for our favorite archivist, CHARLIE.

<[Charlie] ARCHIVIST> Hi Bob and Eric! I have two qestions for you, not related to MultiTOS, as much as I'm panting for it. Sounds like you've done a super job Eric, Thanks! First Question, whats the status of MetaDos 2.0? we had someone looking for it, and I know I'm eager to see it. GA on that one

Charlie, I think it's a done deal, and we licensed it to ICD in order for them to release it with their HD utilities. The problem on our end was that the Atari host adapter didn't support the full SCSI command set that was needed in order to be able to utilize the CD roms. Since ICDs did, and their software/hardware is so popular, it seemed like a reasonable decision to make. We'll have CD ROM drivers for MultiTOS. ga

<[Charlie] ARCHIVIST> Oh that's what happened to it. I knew the Link handled CD-Roms but I thought there was an Atari program still pending. Ok, second question, I have a nice idea for a semi-regional marketing thing. who should I contact to pitch this at with Atari Canada sonambulant ga

I'd approach a fellow Canadian who's residing here in Sunnyvale right now. His name is Garry Tramiel. :) You can fax him at 408-745-2088, or send Snail mail. He won't come on-line.....YET. ga

Now tim @ aeo who has been very patient.

<[Tim@aeo_mag] T.WILSON14> Hi guys, ok, kinda a two parter - one, does atari in general have plans for ethernet ports or options on their machines in the future, and how about sockets or tcp/ip in multitos.

Hi Tim, we'll both answer this one. Re the Ether net ports, not on the current machine, although there are parallel and SCSI ethernet adapters that can be used with the Atari Falcon030. All that is needed is for software to be created to know that it is there. We've discussed doing such a project here, and there is of course, also the enterprising Chris Latham at Power Point Technology (PowerDOS) that is very capable of doing such a project. I'll let Eric handle the TCP/IP stuff...ga

<[Eric Smith] ST-GUEST> As I mentioned, it's easy to add new devices or file systems to MultiTOS; they can be loaded at boot

time. I've heard that some people in Germany are in fact working on tcp/ip software using this mechanism; no doubt some other developers are too. I don't have any dates or future details, though. GA

Now for B.Carnahan

Eric, Can a GEM app running under Mtos switch screen rez without confusing Gem in using AES functions? Ga

<[Eric Smith] ST-GUEST> No, because other applications that are running would still be using the wrong resolution. We have published a way to cause a resolution change, but it requires shutting down all other running applications, so it's not really a "nice" thing to do. GA

And heeeeerees DOT

<[Baaad Dot!] D.A.BRUMLEVE> ST Format has recently reported that some 150 leisure devs in the UK are working on Falcon games. Any truth to this? If so, when will the first ones be out?

Dorothy, I cannot confirm the exact number of developers in the UK that are working on the games, that's more Bill's area... and he's snuck of to his home for the evening. I can tell you that at the last meeting we had, he did say that there were over 35 Falcon "capable" games, that would use DSP sound, etc, that were on target to be delivered in June of this year. ga

Here is Chris from Texas again

<[Fiesta Atari] C.CASSADAY> Bob, so... MTOS won't be available until after the Falcon is available? I'm REALLY looking forward to purchasing MTOS. (If you couldn't tell already.) _Any_ idea of pricing on Atari Works, SGDOS, or MTOS? ga..

Chris, at this point that is correct. MTOS won't be out for the other users until after the Falcons hit. I'm pleased to hear that you are so interested in getting it, though. The pricing for Atari Works/Speedo GDOS is set. The suggested list price for Works with Speedo GDOS and 14 Bit Stream fonts is $129. The price on MTOS hasn't been set yet, but I'm sure that it will be under $100 US. We will also be selling a HD kit for Falcon030 buyers that don't opt to buy the HD version as an original component, and that HD will come with MultiTOS, Works, and Speedo GDOS installed on it. GA

Bob when/where can I get the AW/Speedo package? I'd like to support my dealer and can I trade gdos 1.1 in ga

Mike, it looks like we're about 30 days away from shrink wrap on Atari Works, and it will ship with the Speedo GDOS/font set up that I descriped previously. It really does look

great, and I'm sure that you will be pleased. I've abandoned every other word processor that I ever used, I'm really, really happy with the capabilities of Atari Works. We'll probably be having a CO with the author of Works, Pradip, in the next few weeks here on GEnie. ga

Now for Sean@TWS.

<[Sean@TWS] S.DOUGHERTY1> How do other applications see the U:\ directory, and what would happen if one attempted to load a task into say, Atari Works or 1st Word? GA

<[Eric Smith] ST-GUEST> Drive U: looks to applications like any other drive. If someone tries to load a process into Atari Works or 1st word, they would see a whole lot of garbage in their window :-). (Actually, a sensible word processor would pretty quickly figure out that this wasn't a proper document...) GA

Next is Brian, a fellow RTC sysop

Hi Bob and Eric!!!! I have two quick questions. A developer in the BBS stated that the TT is cancelled and this is the reason why he is not continuing with a product for the TT. Is the TT gone???

Second, is the new developer contract out to dealers??? Thanks. GA. Brian we have only a few TTs left in stock at this time, and the amount of interest in the product has dropped dramatically as the Falcon030 comes closer to the actual shipping date. We would be very happy to continue producing TT030s, as long as we have enough interest to make it worthwhile to fire up the production lines. If there isn't sufficent interest, then it doesn't make any sense to produce say, five thousand TTs. Re the new developer contract to dealers, I think you mean the dealer agreement to dealers...we don't have any reason to send the developers agreement to the dealers! :) The dealer agreement will be going out next week via our rep firms. ga

And now the Doctor is IN.

<[Dr. Bob] W.PARKS3> First off, Thank you guys for staying so late- Don't worry, though, there's not much snow on the roads :-) Will the Falcon ship with: a) a VGA monitor adaptor b) a ST monitor adaptor c) both d) that's Bill's area :-)

e) or a composite adapter f) none of the above. The video adapter is a separate item that will be purchased at the time of the sale by the customer, and HIS choice will depend on what he wants to do with his Falcon030. ga

next is Chris

<[Fiesta Atari] C.CASSADAY> Just wondering... Specifically, do Aladdin and PageStream co-exist peacefully under MTOS? Seems like

I could be doing a user group newsletter right now... [;^)

<[Eric Smith] ST-GUEST> Aladdin has a nasty habit of locking the screen; while the screen is locked you can't get to other applications. But otherwise it works fine (i.e. there's no damage done, and once the screen is unlocked you can get to your other programs). So I would say the answer is probably "sort of". I haven't tried that particular combination yet, though. GA

I understand that there is a version 2.0 of Aladdin coming that should be friendlier with MTos. Next is S.Miller

<[IRATA native] S.MILLER58> how will we go about getting MT? I would like to get a copy _the_ day it is realeased, even if I have to drive to San Jose to get it. It's only 180 miles from me. And is SGDOS easy to set up and use? ga

We will be selling MultiTOS to our dealers, so you will be able to order it from your dealer with little problem. Speedo is very easy to use. There is a diskette with an install program that works just fine, and prompts you through about four disks to install your printer driver, and the .ACCs for the fonts and the printer drivers. ga

<[IRATA native] S.MILLER58> I have a dealer here in San Luis Obispo, but he told me just the other day he has had _NO_ contact with atari corp. What about that kind of thing?

Who's the dealer?

<[IRATA native] S.MILLER58> Computer Logic

I have a feeling that he is buying everything from one of our distributors, Pacific Software Supply, which by coincidence, is also located in San Luis Obispo. :) He'll probably be able to continue buying product like Works/Speedo from him.

BTW, we had Travis Guy, our editor of Atari Explorer Online just run the PageStream/Aladdin combo. Worked fine, as long as he ran Aladdin first. He said that PageStream likes to grab most of the ram right away. :) ga

Next is K.Richard.

About optional HD will it be available in different megs??ga

Yes, basically it will be in 80 meg, 120 megs, and 200 megs. The price will vary according to market conditions on the HDs. Virtually all of the machines that have been ordered at this... point have been 4 meg/65 meg machines, so that's what the initial shipments will be. Probably in April or May, I don't have a copy of the production schedule in front of me. To be sure, we

want to supply the users with the one meg machine as well, and also make it easy for them to get the HD kit in a sensible fashion. BTW, did I mention that we're thinking of a Four Meg/No HD combo? Some of our dealers have thought that it would be a good offering to have in the product line. ga

How about a 14 meg no HD combo? ga

You can order the one meg machine and a fourteen meg ram board to get that unit, Mike. We will have upgrade boards for four megs of ram, and fourteen megs of ram. :) Then of course, you could order the HD kit with the 200 meg HD!

Next is John.

<[John] JKUEHN> Eric, What is the reason that MiNT Ver 0.95 and the ICDXX.XFS combination only reads Kodak ISO9660 Photo-CD disks? Bob, ICD says that they are currently waiting for a fix from Atari for a problem with Metados 2.0. Comments? GA.

<[Eric Smith] ST-GUEST> I haven't seen the ICD .XFS file system, so I don't know why it only reads Kodak disks. Probably it's based on an older version of the .XFS driver (which was developed originally by the same developer doing Photo CD, so he obviously had a certain focus :-). Also, MiNT 0.95 is very old; the version going into MultiTOS is 1.04. GA

John, don't know...better check with Bill Rehbock on that one. ga

Next is Sean from TWS

<[Sean@TWS] S.DOUGHERTY1> How much will the monitor adaptors cost (estimate okay), and do you need both for a multisync monitor? Could you say if Alan Skaggs of A-Online Computing in Tampa, FL is a real dealer? GA Sean, the monitor adapter go for about $15 if memory serves me correctly. For a MultiSynch monitor, you'll just need to VGA. A-Online in Florida does have an account with us, mostly he just buys parts, and does service. I don't believe that he sells new product, but I'm not 100% sure about that one.ga

<[Sean@TWS] S.DOUGHERTY1> Can you get the TV/ST resolutions on a MultiSync using the VGA adaptor? ga

I think that it depends on the monitor, not the connection...

Now Brian again.

Hi again. What does/can ATARI offer to user groups to promote the ATARI line of computers? I believe user groups are the the most economical form of advertising for ATARI. Do you have press kits, information packages, etc.? What about lending of equipement for mall presentations, etc. I am amazed at the number

of members in the user group I am in, considering there is no dealer within 20 hours of driving. GA?

Brian, in the past we have offered user groups a tremendous amount of support in the form of free equipment on loan for their shows, like mall presentations, etc. We have not, as a rule, sent out Press kits to user groups, because the material that we send to the public vs. the press vs. the dealers is all different. For example, in Milwaukee every summer, we loan about 50+ systems to a user group for use at a huge gaming convention, and they also manage to make a little bit of money off of it. I feel that in the next year, we'll be more inclined to do those things in conjunction with a DEALER as well as a user group. Often, we're much better off working through the dealer than just the user group. The user group is always very enthusiastic about the product, but not always as sales oriented as we'd like. For example, in Las Vegas this past COMDEX, we had (as we always do) a great group of guys from the Las Vegas groups helping us out with the Falcon030 set up, etc. But they were really having a great time checking out the machines for *themselves* as well, if you know what I mean. :) ga

I agree Bob
a dealer would be best. But in our case A show or proper presentation may attract a dealer. Thanks for the answers, I really appreciate them. GA

Thank you Mike for backing me up tonight. Bob and Eric, it's been a long night, full of terrific information. I look forward to preparing tonight's transcript and reading what I missed Thanks again Eric. See you in April, Bob!

Closing comments, Bob, Eric?

<[Eric Smith] ST-GUEST> You're very welcome.

Thanks again for a wonderful evening on GEnie. I hope that it was as much fun for all of you as we had. This time we had a total of four people online in my office for most of the night, and had a terrific time! I'm looking forward to next month's CO already! Thanks again, and goodnight!

3782. Re: Does anyone use Ultrascript??

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 17:09:35 UTC
From: bjgrier@bnr.ca
Message-ID: <C3KyBz.7G9@news.rich.bnr.ca>
Source record: 209133

I have heard of problems with Ultra-script on a TT, though from what you've described you are not even getting that far. Ultra-script is supposed to work with many printers via the parallel port. Try changing from the parallel port to the DMA port. The only printer that could be on the DMA port is an Atari laser printer.

There was a 24 bit address program that fixed most GFA Basic programs, and just happened to work with Ultra-Script, if I am remembering this correctly.

Brian, WS1S (ST/TT User/Developer)
Bell Northern Research
Research Triangle Park, NC.

3783. Atari Print Drivers for the Canon Bubble Jet

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 17:25:24 UTC
From: arw@ukc.ac.uk
Message-ID: <3308@eagle.ukc.ac.uk>
Source record: 209112
Cross-posted to: comp.periphs.printers,comp.sys.atari.st

Hi, Could anyone point me in the direction of Printer Drivers for
the Canon Bubble Jet (BJ10ex) printers for the Atari ST.
These are mainly wanted for Degas,1st word plus and Calamus. I've
found plenty for the Hewlett Packard Ink Jets, but none for the BJ.

Thanks,
Adam whitham.

--
Adam Whitham, MSc Materials Chemistry, The Chemical Laboratory, University of
Kent at Canterbury, Canterbury, Kent, CT2 7NS, UK.

3784. MIST AtariFest V

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 18:05:12 UTC
From: Bill.Jones@f370.n231.z1.fidonet.org
Message-ID: <731646016.AA01088@royaljok.fidonet.org>
Source record: 209150

The Mid-Indiana Atari ST Users proudly announce our fifth annual AtariFest will be held on Saturday, July 31st, 1993 from 10:00 am until 5:00 pm! MIST AtariFest V will continue the tradition of being one of the best "one day" shows in the nation at our new location in the Best Western Waterfront Plaza Hotel!

MIST AtariFest V will be held at the conveniently located Best Western Waterfront Plaza Hotel just minutes from Indianapolis International Airport. Our new meeting facility is nearly twice the size of our former location and also boasts a 150-seat auditorium. Best Western Waterfront Plaza Hotel is situated close to several major highways and near several eateries and entertainment centers. Best Western Waterfront Plaza Hotel provides complimentary transportation to and from Indianapolis International Airport.

MIST AtariFest V will be conducted with our proven method of success and will provide enjoyment for all the guests that attend.

MIST AtariFest V caters to not only the novice but also to the professional users. Guests are invited to attend any or all of several seminars which will be held throughout the day. "MIST User Group" memberships will be offered at a one-time special price to all guests. Open invitations are extended for Lynx and MIDIMaze competition tournaments. The top players will receive prizes. A spectacular assortment of limited edition T-shirts will be available for purchase throughout the day. Raffle prizes of all shapes, sizes and purpose will be awarded during the festivities.

Best Western Waterfront Plaza Hotel is offering special discount rates to guests of MIST AtariFest V. Guest rates start at $53 for a single and $59 for a double room. Special facilities will be provided for the handicapped, non-smoker and guests with small children. Please contact the Best Western Waterfront Plaza Hotel at (317) 299-8400 and be sure to mention MIST AtariFest V to get the special discount rates.

Admission to this proven event is still only $3.00. Dealers may purchase booth space in advance for $50.00 per table. User Groups may obtain tables at $10.00 each.

For more information, please contact me through one of the following methods:

Phone: (317) 856-4260
GEnie: W.JONES43
FidoNet Mail: Bill Jones at 1:231/370.0 (The Zoo BBS - (317)

856-0252)
InterNet/UUCP: Bill.Jones@f370.n231.z1.fidonet.org
Or by mail:
ASCII
c/o Bill Jones
6505 W Castle Ave
Indianapolis, IN 46241

We hope to see everyone there this summer!

3785. Re: Macintosh Price Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 18:24:37 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Mar08.182437.24519@rchland.ibm.com>
Source record: 209113

In article <1993Mar7.135948.11443@iscsvax.uni.edu>, sinclair2246@iscsvax.uni.edu writes:
|> Did you know that the 040 Centris 610 is only $600 more in list price than the
|> Falcon..Better yet, the LCIII 4/80 is $50.00 more in list price. The

But the LCIII sucks in a lot of things compared to a Falcon. The Falcon's
sound blows the LCIII away, and so do it's graphics (LCIII has NO
GRAPHICS coprocessor). Add to this the lack of scsi II on the LCIII.

|> difference is that Apple has them now and Atari is having difficulty in getting
|> one model to the market. I bet that the Falcon will not be released until
|> September of 199?. In the mean time the Centris 610 will be priced under $1500
|> by June to make room for the new Cyclone line...
|>
|> "Apple's Business plan for 1993: Double market share worldwide and that means
|> Europe...Atari may be out of business in Europe or just an insignificant
|> player"
|>
|> Later
|>

I agree with some stuff here, but implying that an LCIII is better
than a Falcon... no, ah ah, sorry (at least in hardware terms).

Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **

3786. Curling game for the ST???

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 18:55:02 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1993Mar8.145502.1@sscl.uwo.ca>
Source record: 209117

Okay, this may not be a wide appeal type request, but...I was wondering if anyone knows of a CURLING game available for the ST? I have seen a couple of PC curling games and I have a passing interest in the sport! So, if anyone is aware of an ST port of any curling games I would appreciate the info :^) Thanks muchly in advance,

T.T.F.N.
JR.

+-------------------------------+ +-------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+-----------------------------------+
+-------------------------------+ +-*-+- +-------------------------------+
+-----------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+---------------------------------------+ +-------------------------------+

3787. OCTAMED/ProTracker for STE, yesno?

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 19:27:34 UTC
From: mcsdc1ph@dct.ac.uk
Message-ID: <1993Mar8.192734.4307@dct.ac.uk>
Source record: 209115

Hey! Does anyone know if any group out there has done a music editor (by that I ofcourse refer to tracker style 4channel jobs) that is like (perhaps even a conversion of) the Amobea Pro-Tracker or Octa-MED music eds?

I really would like to get hold of a decent tracker ed that allows me to use my midi keyboard along with them! I've tried all the trackers for STE, but haven't really liked any of them, the best I think was Audio Sculpture, but that was bug ridden (at least as soon as you plug in a midi keyboard!)
I can't afford progs like Quartet - which I hear is dead good - so I was wondering if anyone's done anything on the PD or shareware scene?
Don't say TCB Tracker, as its a very slow editor in conjunction with Midi!
The version I have of Audio Sculpture is an old one, though I was told by one of the members of Synchron Assembly (the group that created it) that v1.4 is the latest and that I should try and get hold of that. Unfortunately when I mailed him back asking where I could get hold of a copy, I got no reply.

So if anyone can help with any of the above queries, I would be dead grateful!

Cheers,

The ever troubled STE owner,

Feekzoid

3788. .ANI Runner anyone?!?!

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 20:04:20 UTC
From: mcsdc1ph@dct.ac.uk
Message-ID: <1993Mar8.200420.4308@dct.ac.uk>
Source record: 209120

Okay, its feekzoid here, the one with all the nasty atari problems!!

Right! This time:

In reply to my query about an animator for full screen 16 or more colour screens, I was told that I should (amongst others) get Deluxe paint ST.

Great! I will. (as soon as I get the money!)

But until then, I would like to run other peoples animations, so I would like to know if anyone know of a .ANI player? This is ofcourse the Deluxe paint animation format, which is apparently compatible the amiga one.

Does anyone know if a player/runner exists? If so could they tell me where to get it or mail it to me if it's PD or shareware?

Please !!! 'Coz it'll be a while before I can afford to purchase the full package. (typical student type excuses I know!)

Thanks yet again, all you nice Atarians!!!!!

Said the Feekzoid.

3789. Re: 680x0 computer comparisions

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 20:32:07 UTC
From: ken@isgtec.com
Message-ID: <4330@isgtec.isgtec.com>
Source record: 209125

In article <1993Mar5.121241.14609@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:
> Here is a technical comparison between Atari's new Falcon 030,
> Commodore's new Amiga 1200 and Apple's new Performa 400.

Well, this summary isn't too bad overall, but there are some major blunders for the Mac machine (God I hate those new Apple names, "Performa x00", Centris, etc blechh).

> Atari Falcon CBM Amiga 1200 Apple Performa 400
> data path(bit) 32(16used) 32 32

If the "Performa 400" means LC2 in English, it has a 16-bit path to memory, just like the Falcon. (Probably where Atari got the idea).

> FPU optional optional optional
> socket on board yes no no

As far as I know, the LC2 does have a socket for an FPU.

> OPERATING SYSTEM
> type multitasking gui multitasking gui multitasking gui

The author is obviously not up on the Mac system... the Falcon and 1200 have true pre-emptive multitasking, but the Mac System 7 does not... they call it "cooperative multitasking", i.e. processes must voluntarily surrender the CPU, which isn't nearly the same thing.

Also using the LC2 as a comparison and calling it a "new machine" is also way off... the LC3 should have been used, since it's in the same price range now. The LC3 would come out considerably better in the comparison than the LC2...

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

3790. Re: Installing GCC on an Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 20:36:22 UTC
From: ken@isgtec.com
Message-ID: <4331@isgtec.isgtec.com>
Source record: 209124

In article <930305681@ritz.mordor.com> ritz@ritz.mordor.com (Christopher Mauritz) writes:
> Richard A. O'Keefe (ok@goanna.cs.rmit.oz.au) wrote:
> : One of my students has an Atari 1024ST with 4Mb of memory and a 105Mb
> : hard drive. He recently FTPed the Atari port of GCC from somewhere in
> : Germany, but he cannot find any installation instructions.
> How does he/she intend to do any work with GCC on a system with
> only 4mb RAM and no virtual memory??? Especially on an 8mhz 68000
> box? Even if they get it to work, they could run out and catch a
> movie during the compiles. GCC is incredibly resource hungry.
> It will happily gobble up 8 megs of RAM

This depends on which version of GCC is being talked about, surely? If
1.40, the above is baloney, it will work fine in 4meg + hard disk.

The original poster should give more details as to which version of GCC
is involved? Then someone can give more specific help I'm sure.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

3791. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 20:53:38 UTC
From: bjgrier@bnr.ca
Message-ID: <C3L8pF.B9M@news.rich.bnr.ca>
Source record: 209140
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

> 1. The Jaguar will NOT offer the same color range and resolution as the 3DO.
> In this regard, the Jaguar cannot "out-shoot" the machine. A large part (but
> not *ALL* of the Jaguar) is based on Atari Corp.'s upcoming Falcon computer;
> you want to know what the graphics and sound capabilities of the Jaguar are?
> Look at the Falcon. (640 x 480 x 256, digital sound processing, if I'm
> correct...)

The Falcon supports all up to 640x480x32767 though the system through put
is reduced over the 640x480x256 mode.

I'll agree with everything Dave Baggett said in his reply.

Brian, WS1S (ST/TT User/Developer)
Bell Northern Research
Research Triangle Park, NC

3792. Re: Macintosh Price Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 21:31:29 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1ngdvhINN9am@tortoise.cis.ohio-state.edu>
Source record: 209121

In article <1993Mar08.182437.24519@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

>
> But the LCIII sucks in a lot of things compared to a Falcon. The Falcon's
>sound blows the LCIII away, and so do it's graphics (LCIII has NO
>GRAPHICS coprocessor). Add to this the lack of scsi II on the LCIII.

> I agree with some stuff here, but implying that an LCIII is better
>than a Falcon... no, ah ah, sorry (at least in hardware terms).

Hmmm. The LC III might lack a graphics coprocessor, but it does have separeate video memory. One also hopes that more Falcon programs really use the Blitter than STE programs did. The faster processor in the LC III with 32-bit memory will also make a big difference in user purchieved speed (but then Sys 7 can take alot of that away...).

The scsi II is a real boost. Whats the maximum bandwidth on Falcon scsi II (not on scsi II but on a real Falcon). Some real numbers would be nice. I think the Falcons strengths are sound (but of course!) and it's i/o speed. Of course it matches up against the plethora/easy-to-find Mac software Market.

Of course the sound sub-system on the Falcon looks really easy to program, so I would think that software (normal user, not music) software would come out soon to really tap some of it's power.

>--------------------------------------
>Raist
>New happy A1200 owner
>256k colors, 1280x400 ** I LOVE IT **
>

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

3793. STOS Upgrades and the UK

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 21:58:04 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993Mar8.215804.4250@ultb.isc.rit.edu>
Source record: 209128

I recently got issue 43, January 1993 of ST Format. I see it has a
STOS upgrade program for programs that are already compiled. It
says in one of the articles that on cover disk 42 from the
December issue has the update for the language disk itself.

If anybody has this program I urge you to post it to Comp.binaries.atari.st!
Or better yet, put it on archive.umich.edu.

Thanks.

+---+-----------------------------+
Michael "Zoooks!" Zucca	Spam, spam, spam, spam, spam
Internet: mrz5149@ritvax.isc.rit.edu	Spam, spam, spam, spam, spam
Printing And Applied Computer Science	Lovely spam, woderful spam!
RIT - Rochester Institute Of Technology	Shut up. Shut up! Shut Up!
+---+-----------------------------+

3794. Re: ICD scsi commands group 1-7?

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 22:19:00 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.475@cix.compulink.co.uk>
Source record: 209126

In article <C31zMq.Fxq@ahwau.ahold.nl>, dick@ahwau.ahold.nl (Dick Bruijn) writes:
>I have a question, about the ICD hostadaptor for SCSI devices.
>Is it possible to send SCSI group 1-7 commands to scsi devices
>connected via the hostadaptor.
>
>Some explanation :
>
>Normally the commands are build into an ACSI command block, the first
>byte contains the target number (3 bits) and the command in the lower 5 bits.
>The host adaptor splits this byte into 2 bytes if the device is scsi, to
>build a "normal" scsi command block.
>This scheme cannot be used with group 1-7 commands. The command number is
>bigger than 5 bytes. And there are some usefull commands in group 1-7!
>
>So the question arises if there is some escape build in, in the host adaptor,
>to put the "real" scsi command number somewhere else (in a next byte?).

This is my understanding. i think the answer is no. i am helping to write
some tape software, it would be nice if this wern't so, but i am afraid it is.
For SCSI-I devices this is not a big problem (sequential devices that is).

i would love this to be wrong. Let me know if you find out different.
i don't see what the escape could be. All combinations of the first byte
are valid SCSI IDs+command codes. i don't doubt it would be possible to build
a host adaptor that interpreted things differently. That is a hardware solution
though, and you (we) want a software one.

Adam apelled@cix.compulink.co.uk

3795. pbmplus

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 22:49:11 UTC
From: michaelk@titan.ucs.umass.edu
Message-ID: <1ngih7INN300@titan.ucs.umass.edu>
Source record: 209127

Hi,
A while back, someone put up ports of most of the pbmplus utilities
on an anonymous ftp site and posted a note here. Unfortunately, I've lost
the name of the site, and haven't been able to find it, and archie's been
no help.
Could whoever put them up please mail or post the name of the site with
the utilities? Note that I'm _not_ talking about the very old, limited port
of the pbmplus utilities that exists on atari.archive, or copies of it.
Thanks for any info.

Michael Kieras
michael@cs.umass.edu

3796. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 23:03:41 UTC
From: James.Hamilton@bbs.actrix.gen.nz
Message-ID: <1993Mar8.230341.21952@actrix.gen.nz>
Source record: 209122
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

In article <1nbcm3INNft7@life.ai.mit.edu> dmb@ai.mit.edu writes:
> In article <1993Mar6.210917.9130@netcom.com> rjung@netcom.com (Robert A. Jung) writes:
> >2. So why do people say "the Jaguar can 'out-shoot' the 3DO"? The key, boys
> >and girls, is that the Jaguar will offer the same kinds of GRAPHICS
> >MANIPULATION that the 3DO does. Semi-transparent sprites, unlimited moving
> >objects, distortion and special F/X out the wazoo -- the Jaguar supposedly
> >can do all that, presumably thanks to the proprietary 64-bit graphics chip in
> >the beast.
>
> Be careful about your assumptions here. The 3DO hardware and
> developer's kit comes with some very nice things that are more than just
> tossing in a DSP here or a graphics coprocessor there. For example,
> the 3DO has hardware and ROM code to do real time JPEG decompression.
> This alone makes is very easy to do impressive animated sequences.

So are you an official 3DO developer or a wannabe? Did 3DO tell you
they used realtime JPEG decompression or is that an assumption?
Developers who apparently have had experience with both systems
seem to be more impressed with the Jaguar. Does that affect you
in some way?

> (You can do a 30-minute movie in better-than-TV resolution, for example.)

I'd rather watch a full-length movie from a laserdisc thank you.

> The 3DO comes with a CD ROM drive. It has software and hardware meant
> to make accessing lots of data from said drive very simple. This gives
> you 500M of data to play with. A 64-bit processing Jaguar isn't going
> to do squat compared to the 3DO unless it can deal with this kind of
> data (i.e., unless they plan to make the Jaguar a CD-ROM based machine).

So what hands-on experience have you had with the 3DO?

> Another plus for CD-ROM based systems which is unknown to most game
> players is that CD's are far cheaper to produce than cartridges. If
> the Jaguar is a cartridge machine, people won't develop for it instead
> of the 3DO. (Carts cost $10 to $20 while CD's cost $1 each.)

So you don't know if the Jaguar will offer options or come in several
models? What exactly do you know about both systems?

>
> Add to all this the fact that the 3DO developer's kit is said to come
> with 100+ CD's of video clip art (aka stock footage)that you are free
> to use in your games. (I.e., they've already gotten permission for
> this.)

So 3DO users will pay to see identical clips ad nauseum?

> From a developer's standpoint, there's a lot more to a console machine
> than just the hardware. Same story with computers. Atari has
> demonstrated the ability to consistently lose with good hardware. I'm
> not betting that the Jaguar will be any different in this regard
> (particularly since they face a veritable armada in the 3DO
> consortium), but who knows. (For the record, I do think that console
> units are Atari's last hope before they fade away into complete
> oblivion.)
>

If you are familiar with recent history you know that the execs
(Jack Tramiel et al) at Atari were the founders and execs at
Commodore. The Tramiels battered Atari's superior 800 computer
with their C64 and took Commodore to over a billion dollars in
sales in the early-mid 80s. What have *you* done?

They were also instrumental in defeating the MSX "armada"
formed by Microsoft and many large Japanese companies with
their C64 and later with their ST systems. So for the record,
Atari has been infinitely more beneficial to millions of users
than you have in all your net pontifications. Maybe one day
you will take the risks and responsibilites and demonstrate
your competence in a cutthroat consumer electronics market.

> The one thing Atari has never had a lack of, despite their pattern of
> embarrasing incompetence and failure, is arrogance. This is just like
> the bluster we heard about the Falcon. In fact, John Skrutch and Bill
> Rehbock gave me *exactly* that line ("The Falcon could/will be the machine
> that 'turns things around' for Atari") in July. Deja vu!

You mean failure like how NEC is doing in the electronic games
business relative to their size? Or maybe arrogance of how Apple
ditched their Apple II and III and Lisa market for the Mac and how
the Mac market will be screwed by the Power PC? Maybe you mean
incompetence on the scale of IBM as demonstrated by their recent
losses. I won't bother to go on about NeXT.

I guess you just mean Atari is just like the original Amiga and
Epyx companies that now lie in oblivion?? Many of their principals
are now at 3DO I understand. Now *THAT* is deja vu all over again.

3797. GUIs another call for feedback

Newsgroup: comp.sys.atari.st
Date: 1993-03-08 23:46:05 UTC
From: sgj-a@minster.york.ac.uk
Message-ID: <731634365.8391@minster.york.ac.uk>
Source record: 209135
Cross-posted to: comp.windows.open-look,comp.windows.ms,comp.sys.mac,comp.sys.atari.st

Yes its me again asking your opinions on yet another are of GUIs and
their users, this time there are two questions, the first of which has come from
experimental data and the second of which has come from conversations and mail
about the area of GUIs.

Firstly: I have noticed that novice and intermittent users often forget that
they have a window running that is hidden by the other windows on the display
this often leads to problems (in once case it cause a user to lose work by having
two editors on the same file and saving on the hidden window when it became visable)
I am thinking of recommeding in my report that the default for a user interface
should be that some part of all windows must be visable, and that this can be over-
ridden by experienced users who tend not to have problems with this.

Secondly: There appears to be three classes of user for GUIs, the icon based, the
menu based and those who prefer to have short-cut keys. In which area do you feel
you fall ? And for what reasons ?

So in summary the request for data this time is for

Whether you feel systems should default to a position so no window can be completely
hidden.

And whether you consider yourself to be an icon,menu or key-based user and why.

My email address (it has changed since last time) is

sgj-a-gui@minster.york.ac.uk

Cheers

Steve Jones

```
**************************************************************************
Email sgj-a-gui@minster.york.ac.uk * I was born knowing nothing *
********************************** and have only had a short *
* time to change that here and there *
Steven G. Jones * - Richard Feynman *
**************************************************************************
```

3798. Re: Installing GCC on an Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 00:08:06 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1ngn56lNNags@elroy.jpl.nasa.gov>
Source record: 209129

In article <930305681@ritz.mordor.com> ritz@ritz.mordor.com (Christopher Mauritz) writes:
>Richard A. O'Keefe (ok@goanna.cs.rmit.oz.au) wrote:
>: One of my students has an Atari 1024ST with 4Mb of memory and a 105Mb
>: hard drive. He recently FTPed the Atari port of GCC from somewhere in
>: Germany, but he cannot find any installation instructions.
>
>How does he/she intend to do any work with GCC on a system with
>only 4mb RAM and no virtual memory??? Especially on an 8mhz 68000
>box? Even if they get it to work, they could run out and catch a
>movie during the compiles. GCC is incredibly resource hungry.
>It will happily gobble up 8 megs of RAM and then go to work on any
>virtual memory and/or spare disk space lying about during a big
>compile. While this wouldn't be a real problem if the person was
>only interested in hello.c type programs, I'm assuming that anyone
>going to the trouble to get GCC is probably interested in bigger
>projects.
>
>I'd be curious to hear how this works out.

Well Chris, it works great, and has worked great for more than a couple
years now. You can compile most unix-type stuff off comp.sources.unix with
only 2 MB of RAM, though having 4MB makes it nicer because you can leave
temp files in a RAMdisk. If you're running under MiNT you can forego the
temp files completely, and just run all the passes in a pipeline.

Sure, an 8 MHz 68000 is no speed demon, but GCC is still surprisingly fast
compared to other ST compilers like MWC, Alcyon, etc... (From what I hear,
it still doesn't come close to Turbo C or Pure C for compile time, but GCC
still produces better optimized code than all the other compilers around.)

You will sometimes run across programs that can't be compiled in 2 MB of
RAM, these tend to be cases where the author chose to write everything in
a single source file instead of splitting functions into separate files.

As for gobbling up resources on a virtual-memory unix system - I would guess
that you've been using SPARCs or other RISC-based workstations too long, and
have forgotten one of the fundamental differences between RISC and CISC - the
compiler *must* do enormous amounts of extra work on a RISC machine in order
to achieve reasonable performance. GCC for the SPARC has a couple of extra
internal passes to run thru compared to GCC for the m68k, and has to keep
track of a lot more state on a RISC machine. Yes, GCC is incredibly resource
hungry, but it is feasible to run it on a lowly little ST. The resource
requirements you quote are characteristic of the tradeoff in going to RISC -
more instructions are required, thus more memory is consumed.
--

-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

3799. Re: 680x0 computer comparisions

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 00:21:19 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1ngntvlNNb3u@elroy.jpl.nasa.gov>
Source record: 209130

In article <1993Mar5.121241.14609@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:
>MEMORY & EXPANSION
>ram(base model) 4MB(16bit) 2MB(32bit CHIP) 4MB(32bit)
>max ram 14 MB 10 MB(>w/3rd party) 10MB
>type proprietary proprietary/PCMCIA SIMM
>rom 512K 512K to 2MB 512K

Just one note, the Falcon's memory is 32 bit wide, and accessed as such by the video hardware, even though the CPU only gets 16 bit accesses...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

3800. ICD & STEs

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 00:23:22 UTC
From: psurge@cs.utexas.edu
Message-ID: <lpnorqINNcbo@levelland.cs.utexas.edu>
Source record: 209131

I thought I read recently that the original ICD Host Adaptor will not work correctly with a MEGA STe. I will be getting a MSTe with TOS 2.05 (or is it 2.06, I don't remember) to replace an old 1040ST with TOS 1.0.

I looked inside my HD case at the host adaptor and it was stamped: "ICD ST HOST ADAPTOR BD" across the bottom. I did not see a date anywhere on the board.

Will this be a problem? Has anyone ever experienced this problem? Does anyone have the stated hardware and never experienced a problem?

Thanks,

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

3801. Re: _BOB BRODIE March GEnie Conference_

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 00:45:54 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1ngpc2INNc6q@elroy.jpl.nasa.gov>
Source record: 209132

In article <1993Mar8.113844.14623@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:
><[Sean@TWS] S.DOUGHERTY1> Can you get the TV/ST resolutions on a
>MultiSync using the VGA adaptor? ga
>
><BOB-BRODIE> I think that it depends on the monitor, not the
>connection...

Actually, it really does depend on the adaptor. If you plug in a VGA adaptor, the Falcon will use VGA sync rates. If you plug in the ST adapter, you'll get composite sync rates (or ST mono sync, if you then plug in a SM124, etc.). To get TV resolutions on a multisync monitor, you'll need the ST adaptor and then an ST to multisync adaptor, or you'll need to modify your VGA adaptor. I think this would be a good way to make a quick $15/item, sell a Falcon video adaptor with a toggle switch on it to select VGA or ST mode, for use with multisync monitors. (The switch would obviously be of little use if you have only an ST monitor or a regular (fixed-frequency) VGA monitor...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

3802. Please post Diamond Edge patches

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 01:43:29 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Mar8.214330.11853@ac.dal.ca>
Source record: 209136

It would be very much appreciated if anyone who has obtained the Diamond Edge patches to go from v1.00 ->1.02 ->1.03 would be willing to post them to atari.archive.

Thanks,
John

3803. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 02:26:36 UTC
From: ekrimen@netcom.com
Message-ID: <1993Mar9.022636.27042@netcom.com>
Source record: 209137
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

In article <runehy.77.731585045@dhhalden.no> runehy@dhhalden.no (RUNE HYLDMO) writes:
>This tread is S T U P I D since we don't know the Jaguars specs. nor what
>the 3DO is really capable of doing.

I totally agree!

-- Ed Krimen

3804. Re: ATARI.....

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 02:30:16 UTC
From: ekrimen@netcom.com
Message-ID: <1993Mar9.023016.27418@netcom.com>
Source record: 209138

In article <10264.405.uupcb@the-matrix.com> scott.thatcher@the-matrix.com (Scott Thatcher) writes:
>How is it out here in the no support Jungle?
>

There's support; you just gotta know where to find it.

Hint: It's spelled G-E-N-I-E.

3805. Re: ICD & STEs

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 02:36:18 UTC
From: ekrimen@netcom.com
Message-ID: <1993Mar9.023618.27775@netcom.com>
Source record: 209139

In article <lpnorqINNcbo@levelland.cs.utexas.edu> psurge@cs.utexas.edu (Troy Carpenter) writes:
>I thought I read recently that the original ICD Host Adaptor will not work
>correctly with a MEGA STe. I will be getting a MSTe with TOS 2.05 (or is it
>2.06, I don't remember) to replace an old 1040ST with TOS 1.0.

Not a problem (at least for me it wasn't). I have the old host adapter and
it's worked fine on every ST/STE/MegaSTE/TT I've had.

-- Ed Krimen

3806. Re: 800x600 is really true! (was Re: Video bus...)

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 04:20:30 UTC
From: mrorabau@mason1.gmu.edu
Message-ID: <1993Mar8.232031.52826@gmuvax.gmu.edu>
Source record: 209141
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <C38938.2y3@unccsun.uncc.edu> msmcknig@unccsun.uncc.edu (Michael S McKnight)
writes:
>In article <1mti8fINN79n@shelley.u.washington.edu> neurom@stein.u.washington.edu
(Neuromancer) writes:
>>>
>>>My ONLY complaint against the Falcon was the lack of some bigger screen modes,
>>>and now it seems we can have as big screen modes, limited only by the speed of
>>>the pixel clock.
>>> If 800x600x4 is possible, is 1600x1200x1 feasible at 60Hz? What about
>>>1200x1000x1 at 70+Hz? All without extra hardware? That matches the sparc thing
>>>I'm sitting in front of that cost the university 3000 pounds!!
>>>
>>>- Leo
>>
>>Okay, let me see here. Am I the only one who see's some flaws in this mans
>>reasoning? If you have 1200x1000, or ever 1,000,000x1,000,000 but x1, it's
>>not going to do you much good.
>>
>>i.e. If all you have is white (black, red, aquamarine, whatever) than how
>>are you going to *see* any of this "super-rez?"
>>
>>Just asking....
>>
>>
>> -Neuromancer
>
>Umm, the x1 would be one bit. That bit could be either on or off. So, no
>matter what the color selected would be, you could either turn it on or off.
>This would be a truely monochrome display. Of course, I'm sure you
>realized that after you posted ;)
>
>____
>| Michael McKnight -- msmcknig@unccsun.uncc.edu | Amiga 3000-25/100 |
>| Pi Kappa Phi msmcknig@mosaic.uncc.edu | Insight 386DX-25/105 |
>---
>| PP-ASEL -- See, I'm not a 100% geek... I fly airplanes too! |
>---
>

Heh I got a 6*10^600 by 6*10^600 display on my IBM at work... Only
One problem... it only displays one color... *BLACK*
hehehehe
-mark

3807. Turbo-Link

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 04:25:12 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1nh678INNsh5@golem.wcc.govt.nz>
Source record: 209142
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

I have just managed to get my hands on 'Turbo-Link XL/XE' But the software version is only 0.96. (Mostly German). Running the ST to XL conversion selction, results in an 'available in version 1.0 message.

Does anyone out there have, or can tell me where to get, a version of the software more recent than 0.96 (It was written in 1990, so it's not all that old!)

By,

M. Reitershan Computertechnik
D-5429 Meihlen/Taunus

Any help would be great, as it means I can *finally* get my print-shop libraries (all 8 disks of them) into Print-Master + format! (With a bit of work). Not to mention the loads of other goodies I can exchange back & forth!

E-Mail replies would be best, no point wasting bandwidth.

3808. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 05:53:02 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1nhbbuINN2kq@life.ai.mit.edu>
Source record: 209143
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

In article <1993Mar8.230341.21952@actrix.gen.nz> James.Hamilton@bbs.actrix.gen.nz writes:
>So are you an official 3DO developer or a wannabe?

Some people here at the lab have gotten information regarding the 3DO,
and will be developing games for it. That's where the info I cited
comes from. So I am neither a wannabe nor a developer myself.

>Did 3DO tell you they used realtime JPEG decompression or is that an
>assumption?

They explicitly metion JPEG. They explicitly state that you can expect
to get 30 min. of real-time video from the disk. (For a demo, of course.)
They mention 650M of data per disk.

>Developers who apparently have had experience with both systems
>seem to be more impressed with the Jaguar. Does that affect you
>in some way?

No one that I know of has had *any* experience with the Jaguar. It is
right now a mythical machine. (As far as I know. Give me the name of
someone who has worked with one outside of Atari and I will gladly
retract this statement.)

>> (You can do a 30-minute movie in better-than-TV resolution, for example.)
>
>I'd rather watch a full-length movie from a laserdisc thank you.

Your post seems extremely defensive. Note that I have nothing against
the Jaguar or Atari; I am just stating some obvious facts about the
situation w.r.t Atari's Jaguar competing against the 3DO, on the basis
of the very real information that the 3DO consortium has sent some of
my peers here. If the Jaguar beats the 3DO, I will be happy. If the
3DO beats the Jaguar, I will be happy. I do not plan to develop for
either in the near future. Nevertheless, I think I know enough about
video games and interactive media to make a judgement about what Atari
will have to deal with to compete with the already existing 3DO. Hence
my cautionary post about the Jaguar (and 3DO).

As for your previous comment, the point is not that you'd like to
watch a movie on your 3DO, but that you could have fully detailed
better-than-TV quality animation sequences in the backgrounds and/or
title pages of your games. For that matter, your sprites could be
digitized and, given the 24-bit video, could look very "real." Atari's
Jaguar must offer similar capabilities (or siginificantly beat the
price of the 3DO, and *soon*) or they will lose to the 3DO. You're
talking about one of the most competitive and rapidly changing markets

in the world here. (Game consoles, that is.) It's a rough business.

>So what hands-on experience have you had with the 3DO?

None, personally, but this is all hypothetical anyway. Looking at the specs of the 3DO, and its advertised capabilities (in info to developers), I can tell you that Atari has a difficult situation ahead of them. The Jaguar better be better than the rumored specs for it to compete. (Or, again, much cheaper.)

>> Another plus for CD-ROM based systems which is unknown to most game
>> players is that CD's are far cheaper to produce than cartridges. If
>> the Jaguar is a cartridge machine, people won't develop for it instead
>> of the 3DO. (Carts cost $10 to $20 while CD's cost $1 each.)
>
>So you don't know if the Jaguar will offer options or come in several
>models? What exactly do you know about both systems?

Read what I wrote. I *know* that the 3DO will be a CD machine. There has been no public statement about what the Jaguar will take. All I have said here is that the Jaguar better take CD's or it will lose. This is just my opinion, based on the facts about CD storage and general 3DO information (which, unless the consortium is commiting political suicide, can be taken as fact, since it has been released to developers).

>> Add to all this the fact that the 3DO developer's kit is said to come
>> with 100+ CD's of video clip art (aka stock footage)that you are free
>> to use in your games. (I.e., they've already gotten permission for
>> this.)
>
>So 3DO users will pay to see identical clips ad nauseum?

Look, you can love Atari all you want, but face facts. If they don't produce a competitive machine, you can whine about their failure until you're blue in the face, but they still end up losing. The 3DO CD database is a perk. It's very useful for gettting good games running quickly. You don't have to use the whole scene in your game. For example, you may take just the picture of the cheetah leaping in the Mutual of Omaha's "Wild Kingdom" clip. You could then use that digitized sprite in a game where you fight a cheetah in one round. Just a hypothetical example, but the *potential* value of such a library is clearly immense.

If Atari has a similar or less capable system for about the same price, and they don't have the perks like real-time JPEG decompression and the library of stock footage, developers will like the 3DO better. Hence, better software base for the 3DO.

Game companies like Microprose decide to develop for machines on one basis, and one basis alone: money. They will develope for a machine only if they feel that they will get a good return on their investement (in this case, the money it costs to put several full-time programmers

to work learning the machine and porting a first game). It's not just a matter of which has better hardware. So the "perks" matter.

>The Tramiels battered Atari's superior 800 computer
>with their C64 and took Commodore to over a billion dollars in
>sales in the early-mid 80s. What have *you* done?

First of all, the Tramiels have only shown that they can do well in the mid-80's home computer market. The market has changed and they are no longer doing well. (Check stock prices, for example.)

Second, I've done plenty of interesting things in my (short) life so far, and I have no reason to gauge my success to date (in terms of # dollars made, # of machines sold, # of Usenet posts writte, etc.) against someone who is three times my age. Neither do you.

This is a capitalist market. The most attractive machine to consumers and developers will win in the long run. The fact that EA and Panasonic are already behind the 3DO is a strike against Atari (a company which is now viewed as a complete joke by the rest of the industry. This makes them a "risk."). Atari has to overcome a lot to win here. They could do it, yes, but to do so they will have to pass many hurdles, some of which I delineated in my previous message.

Let's just make it clear here, before I get made into the bad guy of c.s.a.st again, that *I* did not start this impending flame war. It seems that every time I question Atari's future in some less-than-rosy scenario, people jump on my case. Take the jingoistic attitude to email -- but if you want reasonable discussion, I'm all for it.

For the record: I DO NOT CARE if the Jaguar does well or not. I am simply making what I think are sound observations about the state of the market and what Atari and the Jaguar must do to succeed.

>They were also instrumental in defeating the MSX "armada"
>formed by Microsoft and many large Japanese companies with
>their C64 and later with their ST systems.

ST systems? You're kidding, right? Would you actually consider the ST a success? Why is Atari now in the "less than 1% market share" slice of the pie? And, speaking of Japan, the biggest selling non-Japanees machines in Japan are now Macintoshes. (No wonder since they're the only machines short of Sparcs that handle Japanese word processing well.)

>So for the record, Atari has been infinitely more beneficial to
>millions of users than you have in all your net pontifications. Maybe
>one day you will take the risks and responsibilites and demonstrate
>your competence in a cutthroat consumer electronics market.

Get this CRAP off the newsgroup. Email me spewage like this so no one else has to read it. I have contributed a lot to this community, all for exactly ZERO in return, and none of your flamage will change it.

So lose your attitude. I don't have to put my academic life on hold to prove a point to *you* just so I can post something in this newsgroup.

Some day I may very well do what you challenge me to do. But for now I think I'd rather take the MIT up on their offer of a Ph.D. program in Computer Science. If it's OK with you, of course.

>You mean failure like how NEC is doing in the electronic games
>business relative to their size?

Yes, failure like that.

>Or maybe arrogance of how Apple ditched their Apple II and III and
>Lisa market for the Mac and how the Mac market will be screwed by the
>Power PC?

Yes, arrogance on par with Apple's. (We'll see about the Power PC; I won't speculate on that.)

>Maybe you mean incompetence on the scale of IBM as demonstrated by
>their recent losses.

Yes, just like that kind of incompetence.

>I won't bother to go on about NeXT.

Good examples! Atari's performance in the past 5 years encompasses all the things you described. Since being bought by Warner, they have reduced their 95+% market share in the home console market to almost zero! No wonder they study Atari's "fall from grace" in B-school now -- you have to WORK to lose that badly.

Atari could still turn it around. But they have a tough row to hoe.

>I guess you just mean Atari is just like the original Amiga and
>Epyx companies that now lie in oblivion??

Epyx, FYI, provided Atari with their only current makret share in the home console market: the Lynx. Of course, the Lynx development system runs, at Atari HQ in Sunnyvale, on ... <snicker> ... Amigas. And John Skrutch says they just couldn't LIVE without their favorite Amiga editor, which is why they have resisted upper management's demands that they convert the development system to the TT.

>Many of their principals are now at 3DO I understand.

The 3DO is Trip Hawkins' vision. If you want to talk about success in the video game industry, look to EA. Look to Trip Hawkins.

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

3809. Aeo_5, it'll be a bit late.

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 06:38:19 UTC
From: wilsont@rahul.net
Message-ID: <C3Lzrw.Ky0@rahul.net>
Source record: 209144

Sorry guys, We waited for the B.brodie conference on GEnie before publishing
and My phoneline is really screewed, i can't up/download, as soon as I can
I'll get it to A.A. hang in there.

Timothy Wilson: AEO.8@genie....wilsont@rahul.net

--
Timothy Wilson <wilsont@rahul.net>

3810. human-computer interaction

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 07:06:13 UTC
From: meason@sunbird.ru.ac.za
Message-ID: <meason.9.731660773@sunbird.ru.ac.za>
Source record: 209057

Hi

I'm researching human-computer interfaces and I was wondering
if anyone has ANY useful information on voice-recognition?

Is there any info on fancy voice-recognition / synthesis hardware for the
ST/TT/Falcon?

If so, please e-mail it to me.

Mark E.

****
Mark Eason
Rhodes University Internet e-mail: meason@sunbird.ru.ac.za
Grahamstown OR g91e1792@giraffe.ru.ac.za
6140
RSA
****

3811. NEW Unnkulian Unventures! Commerical Quality Text Adventures for FTP

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 08:27:05 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1nhkcpINN4mu@life.ai.mit.edu>
Source record: 209145
Cross-posted to: rec.games.int-fiction,rec.games.misc,comp.sys.mac.games,comp.sys.ibm.pc.games,comp.sys.atari.st,rec.games.programmer,rec.arts.int-fiction

*** THE BIG NEWS THIS TIME:

ADVENTIONS announces the release of their new games, "Unnkulia One-Half: The Salesman Triumphant," and "Unnkulia Zero: The Search for Amanda". To find out more about them, read on. Or, if you're *really* impatient, forget the rest of this note and grab the exciting new wares pronto from ftp.gmd.de:

PC (MS-DOS) version:

ftp.gmd.de: if-archive/games/adventions/unnkhz10.zip

Others:

ftp.gmd.de: if-archive/games/adventions/unnkhz10.tar.Z

Note that for the "others" you will need the TADS 2 run-time for your machine. (Look for these on the same site in if-archive/programming/tads.) The .tar.Z file must be extracted with the tar and compress programs, which run on most Unix machines:

```
uncompress unnkhz10.tar.Z
tar xvf unnkhz10.tar
```

The resulting .gam files will run on any machine that runs TADS 2. (Be sure to transfer files in binary mode!)

Mac users will have to set the file owner and type of the .GAM files to TADR and TADG to get the TADS run-time to recognize them. This is temporary; we will post special Mac versions to ftp.gmd.de within in a few days.

Unix ports of TADS 2 are in the works and should be ready very soon. (Specifically, we have it running on a Sparc, but it still needs a bit of tuning. Ports to other Unix boxes should be straightforward, and can hence be expected soon.)

An Amiga port is also in the queue.

--

The Unnkulian Unventure Series
Interactive Fiction for the 90's

Remember the good old days, when adventure games challenged you with great puzzles and evocative descriptions without resorting to any graphics at all? We really miss that emphasis on gameplay rather than

glitz, so we've decided to write our own adventure games along the lines of the early text games we liked so much.

If you're looking for top-quality interactive fiction comparable to 1980's commercial offerings, check out the Unnkulian Unventure series, available from an archive site near you!

In _Unnkulian Underworld: The Unknown Unventure_ you play the part of Kuulest's slave, and must recover the Orb of Studosity from the evil Unnkulians. Kuulest, the old geezebag, has died and left you with nothing to go on but a cryptic message about saving the planet. You'll encounter amazing Acme products, the infamous Guardian, those witty creatures known as Drolls, a giant beaver, and even the Dread Unnkulian Warrior. <Gasp!>

In _Unnkulian Unventure II: The Secret of Acme_ your adventure continues as you try to create some good press for yourself -- wouldn't want to fade into anonymous obscurity, now would you? Along the way, you'll find the answers to these compelling questions, and more:

o What happened to the Unnkulians?
o Why are Acme products so bad?
o What is this cheez stuff, really?

Plus, you'll get to explore Dawg Rock, a Duhdist Retreat, Acme's clandestine prototypes laboratory, and even pay a visit to Acme HQ.

In _Unnkulia One-Half: The Salesman Triumphant_, you'll play the role of a down-and-out Acme salesman, forced to work out of the Golden Dragon Inn, dangerously near Dread Unnkulia. Will you accumulate enough loot in this frightful backwater berg to turn your fortunes in your favor?

And, in _Unnkulia Zero: The Search for Amanda_, will you, the Valley King's most trusted warrior, rescue his Lady Amanda from the gruesome clutches of the evil Unnkulians?

Along the way to victory (or, <shudder>, defeat!), you will:

o Find out about the ancient days of the Valley,

o Meet the King's faithful (but not so bright) Valley Patrol,

o Explore *beautiful* Lake Draounheer,

o Discover the ancient burial ground of your ancestors,

o Become frustrated with the pesky Stoll and his Stoll Bridge,

and, of course,

o Meet that wondrously wacky Wowsa Willy!

The Unnkulian Unventures have already gotten rave reviews from numerous adventure game connoisseurs around the world, so why not give them a try?

The games are available for FTP from ftp.gmd.de:

PC and compatibles:
---

if-archive/games/adventions/pc/unnk1v30.zip
if-archive/games/adventions/pc/unnk2v30.zip
if-archive/games/adventions/pc/unnkhz10.zip

Mac:
---

if-archive/games/adventions/mac/unnk1v30.sit.hqx
if-archive/games/adventions/mac/unnk2v30.sit.hqx
[Special Mac versions of One-Half and Zero coming soon!]

Atari ST/TT/Falcon:
---

if-archive/games/adventions/others/uu1v20.tar.Z
if-archive/games/adventions/others/uu2v30.tar.Z
if-archive/games/adventions/others/unnkhz10.tar.Z

Amiga and Unix:

Don't worry, we fully intend to support these machines!
Unix versions should be available very soon. Amiga versions
are in the works.

Unnkulian Unventures I and II are shareware ($10 registration fee
each); registering gets you spiffy maps and agony-sparing hint sheets.

Unnkulia One-Half is free -- don't pay us for it! Consider it our
gift to you -- guilt-free!

Unnkulia Zero is US$25 and is available via mail order from ADVENTIONS
or via phone (credit card order) through High Energy Software.
Unnkulia One-Half comes with a playable demo of Unnkulia Zero, which
includes information on how to order the complete version.

Happy adventioning!

Dave Baggett
ADVENTIONS

Internet: dmb@ai.mit.edu
Compuserve: 76440,2671
GEnie: ADVENTIONS

A Word About TADS

We at ADVENTIONS use a programming language called TADS to write our
games. TADS is a product of High Energy Software, and you can get it
via FTP.

TADS (and TADS goodies) are available for the PC, Mac, and Atari ST,
from ftp.gmd.de. Look in the if-archive/programming/tads directory.

TADS is also shareware, and we strongly encourage you to register it if
you use it, since we feel it is a powerful, innovative, and very
inexpensive development system that deserves to be paid for.

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

3812. Re: Where Not To Use (UK)

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 09:02:29 UTC
From: kevinb@syma.sussex.ac.uk
Message-ID: <1993Mar9.090229.14144@syma.sussex.ac.uk>
Source record: 209058

Stuart Mac Glashan (stuart@csc.liv.ac.uk) wrote:

> So if you do use Ladbroke, make sure you have the patience of a saint and
> that someone else is paying the phone-bill.

> (i.e. you're better off fixing it yourself)

If and when I find the time (I'm behind with a lot of things, because my ST was away for so long) I'll post my recent experience of getting repairs done by Ladbroke Computing.

For the time being I'll just say that I agree with your comments!

Regards

Kevin

3813. Re: What height is the Falcon HD?

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 09:58:33 UTC
From: sanders@sci.kun.nl
Message-ID: <C3M91L.A43@sci.kun.nl>
Source record: 209051

In <18648.9303081331@thor.cf.ac.uk> spx2djt@thor.cf.ac.uk (David Thomas) writes:

>Any IDE drive should be fine AFAIK. Even 5.25", though I think 3.5" HH
>are probably the cheapest. The 2.5" drives are designed for portables
>and are very expensive in comparison with the other types...

I'm afraid a 5.25" simply wouldn't fit inside the case. A small 3.5"
HH just MIGHT fit with a bit of twiddling, but you probably have to
get a 2.5" drive, which are getting cheaper because of the increasing
popularity of laptops.

Sander STOks
sanders@sci.kun.nl

3814. TeX fonts/Calamus

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 12:54:59 UTC
From: strgh@csv.warwick.ac.uk
Message-ID: <1ni433INN1rg@violet.csv.warwick.ac.uk>
Source record: 209053

I'm looking for a nicer main TeX typeface than cmr, which can IMHO
look {\rm GHASTLY}. I'm mainly using CSTeX and a DeskJet-500.

I found a file meta_con.zoo at atari.archive (really src.doc.ic.ac.uk),
which claims to `Convert Calamus/vector fonts for use with metafont'.
However, when I try to extract, I just get a `Segmentation font'.

So, does anyone know of a working version of such a program,
and is it worth using? (I envisage using it on, e.g., the font
times.zoo from atari.archive).

Alternatively, are there any other suggestions for a cmr-substitute?
Ideally, I want metafont source. I've had no luck on the comp.fonts
or TeX newsgroups.
-- Ewart Shaw
--
J.E.H.Shaw, Department of Statistics, | JANET: strgh@uk.ac.warwick
University of Warwick, | BITNET: strgh%uk.ac.warwick.cu@UKACRL
Coventry CV4 7AL, U.K. | PHONE: +44 203 523069
$$\times\times\qquad\top\gamma\alpha\omega\exists\qquad{\odot\odot\atop\smile}$$

3815. Re: the drop of the ste

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 12:55:53 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.731681753@rw8.urc.tue.nl>
Source record: 209054

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>From chatting via email with several Falcon030 owners, I can say you're
>wrong. Almost NO ST/STe games work, even ones that work on the TT.
>Anything that tries to access the sound chip (ie, everything) dies a
>horrible death.
From the bit of chitchat I had, it seems that indeed revision 3
motherboard falcons did have problems with programs that used the st
soundchip. I have no idea why, because the sound chip is there. But,
from what I have heard form some falcon owners the newest revision 4
Falcons do no longer have problems with the soundchip (the ST one that
is.)

>But, even games that worked on the TT, which is less ST-compatible than
>the Falcon is supposed to be, don't work, like Llamatron.
Again the newest Falcon will run them. And that is the Falcon you can
buy in the shops from this month. The earlier machines have all sold
out, so there should not be any worries.

>No... Atari probably won't release an '040 machine this century... :-(
What about announcing the thing in 2 weeks at Cebit in Hannover? New
Atari machines are usually announced at Cebit.

Erlend.

3816. Re: Old "Compute!" editorial...

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 13:00:36 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.731682036@rw8.urc.tue.nl>
Source record: 209056

wbdst+@pitt.edu (William B Dwinnell) writes:

>Geez, and they are only NOW breaking past that 68020, and still
>NOT in commercial quantities! Oh, wel....
The TT HAS been around for some years now. And it features a 68030, not a 68020. Admittedly its price is a bit more than $1000, but it offers a lot more too.

Erlend.

3817. RE: HOW MANY COLOURS IS T

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 13:53:00 UTC
From: craig.dunn@almac.co.uk
Message-ID: <6771.723.uupcb@almac.co.uk>
Source record: 209098

```
-> From what I understood, the human eye can distinguish little more
-> than 200 colors simultaneously. (Notice the breaking of the 'power
-> of 2' barrier).

256 to be almost exact... What a smart cookie I am..P)

Cheers
Craig
<craig.dunn@almac.co.uk>
```

3818. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 14:10:48 UTC
From: glens@natinst.com
Message-ID: <1ni8h8$e1@falcon.natinst.com>
Source record: 209055
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

In article <1nhbbuINN2kq@life.ai.mit.edu> dmb@ai.mit.edu writes:

[worthless stuff deleted]

Look Dave, the point was that developers who know something about BOTH systems (unlike yourself who seems to know something about one of the systems) have been more impressed by the Jaguar. Look in the march issue of EGM (Electronic Gaming Monthly) if you want it from the original source of the info.

P.S. I think people would rather play a real video game than the kind where you stop playing and watch a little bit of video which will be the same every time (in other words the ability is not that important).

P.P.S. What is meant by 'Commercial Quality TEXT Adventure'? Isn't that some kind of oxymoron? ;-) Where is the full-motion video?

Thanks.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are exact opposites. InterNet: glens@falcon.natinst.com

---

3819. Re: PhotoChrome

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 14:58:25 UTC
From: ee90grb@brunel.ac.uk
Message-ID: <C3MMxE.1EL@brunel.ac.uk>
Source record: 209059

Jack Kitowicz (ac382@Freenet.carleton.ca) wrote:

: In a previous article, haasnr@ucunix.san.uc.edu (Nicholas Robert Haas) says:

: >I recently got the PhotoChrome Image Viewer from Umich.. Seems to be neat
: >but I am having a little problem with it.. I saw it mentioned on here that
: >people were using it to view GIFs.. Well WHen I load it up, the only option
: >that is NOT available to me is 'View GIF images'.. Its greyed out.,.. Any
: >idea why this would be?? I have an original 520st upgraded to 2.5 megz..
: You will need at least version 3 of photochrome to convert GIF's directly
: (V3 also lets you conver some other formats like IFF, TARGA) Nevertheless
: you might also want to get GIF2RAW, a program that reduces a GIF by half
: and saves it in RAW format. The reason for this is that the scaling
: algorithm in Photochrome (Squish GIF) will always try to squish the whole
: image onto the screen resulting in some terribly distorted images if the
: original GIF was something like 320x700.

: (The 320x200 GIF's look MUCH better on any ST with photochrome that a 320x200
: x256 display on a PC!!!)

: --
: --
: !! Computer Engineering at The Carleton Country Club!!
: ------------------------ac382@freenet.carleton.ca-------------------
:

I have found a problem with photocrome version 3. The scaling routines do not seem to work correctly. Sometimes when viewing pictures the picture gets reduced to 320 x 200 but there are vertical black lines in the picture. Other times it looks as if the program has shifted every sucessive line to the right resulting in a garbled picture.

Gareth Blades

3820. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 15:16:44 UTC
From: nstehle@mari.acc-admin.stolaf.edu
Message-ID: <1993Mar9.151644.20997@news.stolaf.edu>
Source record: 209060
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

In article <1ni8h8$e1@falcon.natinst.com> glens@natinst.com (Glen Sescila) writes:
>Look Dave, the point was that developers who know something about BOTH
>systems (unlike yourself who seems to know something about one of the
>systems) have been more impressed by the Jaguar. Look in the march
>issue of EGM (Electronic Gaming Monthly) if you want it from the original
>source of the info.

If this is your primary source... EGM is better at hype and vapor than
Atari ever could hope to be!

Nathan

3821. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 15:35:55 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Mar09.153555.15937@rchland.ibm.com>
Source record: 209061
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

In article <1ni8h8$e1@falcon.natinst.com>, glens@natinst.com (Glen Sescila) writes:
|> In article <1nhbbuINN2kq@life.ai.mit.edu> dmb@ai.mit.edu writes:
|>
|> [worthless stuff deleted]
|>
|> Look Dave, the point was that developers who know something about BOTH
|> systems (unlike yourself who seems to know something about one of the
|> systems) have been more impressed by the Jaguar. Look in the march
|> issue of EGM (Electronic Gaming Monthly) if you want it from the original
|> source of the info.

Well, watch out by what Gaming magazines say... I agree with Dave,
if the Jaguar is a 'Falcon' in graphics, I see it having a real hardtime
beating 3DO (unless it's priced much lower). But again, I know
nothing about the Jaguar, something about 3DO, and a lot about ATARI.

Now, can anyone post here what they said in the magazine? What
are the Jaguar specs?

|>
|> P.S. I think people would rather play a real video game than the kind
|> where you stop playing and watch a little bit of video which will be
|> the same every time (in other words the ability is not that important).
|>
|> P.P.S. What is meant by 'Commercial Quality TEXT Adventure'? Isn't that
|> some kind of oxymoron? ;-) Where is the full-motion video?
|>
|> Thanks.
|> --
|> "Now You're Playing With Power Without The Price!" Glen Sescila |||
|> / | \
|> My opinions do not necessarily reflect those of my employer and probably are
|> exact opposites. InterNet: glens@falcon.natinst.com
|> --

--

Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **

3822. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 15:46:49 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Mar09.154649.23540@rchland.ibm.com>
Source record: 209062
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

In article <1993Mar8.230341.21952@actrix.gen.nz>, James.Hamilton@bbs.actrix.gen.nz writes:
|> In article <1nbcm3INNft7@life.ai.mit.edu> dmb@ai.mit.edu writes:
|> > In article <1993Mar6.210917.9130@netcom.com> rjung@netcom.com (Robert A. Jung)
writes:
[stuff deleted]

|>
|> If you are familiar with recent history you know that the execs
|> (Jack Tramiel et al) at Atari were the founders and execs at
|> Commodore. The Tramiels battered Atari's superior 800 computer
|> with their C64 and took Commodore to over a billion dollars in
|> sales in the early-mid 80s. What have *you* done?

I don't see today's Atari with over a billion dollars in sales...

|>
|> They were also instrumental in defeating the MSX "armada"
|> formed by Microsoft and many large Japanese companies with
|> their C64 and later with their ST systems. So for the record,

With their C64's yes, with their St's doubtful. Clonse prevented this
by that time.

|> Atari has been infinitely more beneficial to millions of users
|> than you have in all your net pontifications. Maybe one day
|> you will take the risks and responsibilites and demonstrate
|> your competence in a cutthroat consumer electronics market.

Tsk tsk, too sad to resort to this. Just look: where is ATARI?

|>
|> > The one thing Atari has never had a lack of, despite their pattern of
|> > embarrasing incompetence and failure, is arrogance. This is just like
|> > the bluster we heard about the Falcon. In fact, John Skrutch and Bill
|> > Rehbock gave me *exactly* that line ("The Falcon could/will be the machine
|> > that 'turns things around' for Atari") in July. Deja vu!
|>
|> You mean failure like how NEC is doing in the electronic games
|> business relative to their size? Or maybe arrogance of how Apple
|> ditched their Apple II and III and Lisa market for the Mac and how
|> the Mac market will be screwed by the Power PC? Maybe you mean
|> incompetence on the scale of IBM as demonstrated by their recent
|> losses. I won't bother to go on about NeXT.

Well, I think ATARI is encompassing all of that plus more. The Tramiels
have been very stubborn when some people have pointed out potential

solutions for them. Right now where is ATARI? I had an ATARI 600xl, then an ATARI 130XE, and later an A500 and now an A1200. Why I jumped ship? Atari's record of lack of professionalism and lack of competitiveness. They were competitive, before.

C=' has improved their OS big time, and has more support than Atari right now. Why? The ST was supposed to be the next C64.

Simple: Amiga prices went down, and Amiga technology was superior to the ST.

Now we see the Falcon, which looks nice I admit... let's see how Atari manages. C='s presence in the US is being critiziced now as almost none, Atari's presence in the US is practically zero.

Another trivia hint: Tramiel was fired from C=. Why? He was doing a lot of bad things. I remember the very bad quality control C= had with the C64 before.

So: A lot of companies may have lost a lot of things, but Atari has been exceptional. Atari has the record for the fastest (or second fastest) growing company and went to having a record for one of the fastest declines.

|>
|> I guess you just mean Atari is just like the original Amiga and
|> Epyx companies that now lie in oblivion?? Many of their principals
|> are now at 3DO I understand. Now *THAT* is deja vu all over again.

3DO will kick serious ass. Even when I would have loved CDTV to become the standard 3DO blows it away by a factor of 3x10e110!

Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **

3823. Calamus for sale

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 15:52:19 UTC
From: hmallat@robin.cs.hut.fi
Message-ID: <1niefjINN7bu@sauna.cs.hut.fi>
Source record: 209081

```
Calamus 1.09N in perfect condition for sale: original, includes
documentation and even the registration form!

Make your offer, press 'r' now!
--
Lashing out the action, returning the reaction /
Weak are ripped and torn away / Hannu Mallat
Hypnotizing power, crushing all that cower / hmallat@niksula.hut.fi
Battery is here to stay /
```

3824. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 16:04:22 UTC
From: glens@natinst.com
Message-ID: <1nif66$1i5@falcon.natinst.com>
Source record: 209063
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

In article <1993Mar9.151644.20997@news.stolaf.edu> nstehle@mari.acc-admin.stolaf.edu (Nathan W Stehle) writes:

>If this is your primary source... EGM is better at hype and vapor than
>Atari ever could hope to be!

O.K. I was expecting this. I can also produce some info from
EE TIMES on the Jag...

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@falcon.natinst.com

3825. Hypercopy

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 16:08:13 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <7593@tuegate.tue.nl>
Source record: 209064

Warning: do not use the program Hypercopy. Although some people claim it is excellent. It contains lots and lots of mistakes. When I runned the program, it worked so so. It gives some errors on perfect disks and so, but the worst thing is that after you run it you will have to reset the computer, because it completely messes up the system.
When I checked the program with a debugger, it turns out that it even uses some illegal op-codes. So it is not recommende that anyone use this program.
Also, the dialog boxes are awful. They use grayish background, which makes the black characters blurred.

Erlend.

3826. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 16:09:19 UTC
From: glens@natinst.com
Message-ID: <1nifff$1l9@falcon.natinst.com>
Source record: 209052
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

In article <1993Mar09.153555.15937@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

> Now, can anyone post here what they said in the magazine? What
>are the Jaguar specs?

Someone did post what the magazine said. That is what started this thread! All it said was that 3 different sources (presumably 3rd party developers) all confirmed that they were more impressed by the Jaguar than the 3DO (not in those exact words but their words were even more extravagent). Note that these sources seem to know at least something about BOTH systems.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are exact opposites. InterNet: glens@falcon.natinst.com
---

3827. Re: Old "Compute!" editorial...

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 16:09:42 UTC
From: wbdst+@pitt.edu
Message-ID: <5526@blue.cis.pitt.edu>
Source record: 209066

Yes, I am aware of the TT030, and have been since it was released (and feel like an idiot for having forgotten about it). Yet, I still stand by the intent of my message, which is that Atari hasn't really progressed technologically, which this editorial illustrates. How unfortuneate.

3828. RE: FTPABLE GIF VIEWERS?

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 16:24:00 UTC
From: craig.dunn@almac.co.uk
Message-ID: <6772.723.uupcb@almac.co.uk>
Source record: 209099

TO: craig.graham@newcastle.ac.uk

-> Gemview is very nice on my Falcon030 / 4Meg /65MHd....Multiple Gifs
-> with individual 256 colour palettes in 65000 colour mode......

I like it as well. But could you please tell me where you purchased
your Falcon? Is there any where in Scotland where you know I could get
my hands on one?

Cheers
<craig.dunn@almac.co.uk>

3829. SH204 formatting problems

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 16:26:11 UTC
From: cabp09@uk.ac.strath.ccsun
Message-ID: <C3Mqzo.B5L@ccsun.strath.ac.uk>
Source record: 209065
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

OK, I GIVE UP !!!

I've been trying to format/partition my hard drive (an atari SH204).

It's second hand, and the original formatting utilities (dated 1986) are
corrupted. I got a hold of the latest distribution of AHDI, but when I try
and format, I get a DRIVE NOT RECOGNISED error message.

I tried swapping the data file that came from the OLD distribution with the
NEW one, to see if the NEW utility would recognise the HD then.

NOPE.

I tried to partition the HD without formatting first, but I got the error:

DRIVE FORMATTED WITH OLD VERSION OF HDX, REFORMAT BEFORE PARTITIONING

Blimmin' great !!

Can anyone send me a copy of the 1986 distribution of HDX that WORKS ??

Can anyone (ie at ATARI) tell me how I can make an ATARI HARD DRIVE compatible
with an ATARI ST ?? (the program told me to contact ATARI !!)

Dave.

==================================
__________ David McNicol __________
Dept. of Physics and Applied Physics
______ Strathclyde University ______

e-mail: cabp09@cc.strath.ac.uk
==================================

3830. Get this thread out of alt.games.lynx! (Was: Jaguar vs. the 3DO)

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 16:26:27 UTC
From: Stephen Jonke <jonke@kong.gsfc.nasa.gov>
Message-ID: <1nigfj$anu@kong.gsfc.nasa.gov>
Source record: 209067
Cross-posted to: comp.sys.atari.st,rec.games.video

While I realize that the Jaguar is an Atari product, alt.games.lynx is about the Atari Lynx and not about the Jaguar, or the Porfolio, or the Atari 2600, 5200, 7800, etc. Please do not include alt.games.lynx in the list of groups for this discusion. Thanks,

Steve

P.S. I have already excluded alt.games.lynx from this message's list of groups, so you can reply to this message to continue the thread.

3831. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 16:32:13 UTC
From: rjung@netcom.com
Message-ID: <1993Mar9.163213.6326@netcom.com>
Source record: 209068
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

In article <1993Mar09.153555.15937@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>In article <1ni8h8$e1@falcon.natinst.com>, glens@natinst.com (Glen Sescila) writes:
>> Look Dave, the point was that developers who know something about BOTH
>> systems (unlike yourself who seems to know something about one of the
>> systems) have been more impressed by the Jaguar. Look in the march
>> issue of EGM (Electronic Gaming Monthly) if you want it from the original
>> source of the info.
>
> Well, watch out by what Gaming magazines say... I agree with Dave,
>if the Jaguar is a 'Falcon' in graphics, I see it having a real hardtime
>beating 3DO (unless it's priced much lower). But again, I know
>nothing about the Jaguar, something about 3DO, and a lot about ATARI.

I'm skeptical about the Jaguar's ability to "out-shoot" the 3DO as well, but I will reserve judgement until I see the machine.

And one thing has gotten lost in the technical-statistics shuffle: the Jaguar will cost a LOT less than the 3DO. The initial price of the 3DO is expected to be in the $700 range, while the Jaguar will go for $200 or less (probably $200-$150 for a fully-loaded package, and $100-$150 for a core package). Even if the 3DO drops to its expected retail price of $500 soon afterwards, it is still a wide price chasm between it and the Jaguar.

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

3832. Re: Nethack 3.1 patch 1

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 17:22:31 UTC
From: ersmith@netcom.com
Message-ID: <1993Mar9.172231.23383@netcom.com>
Source record: 209070

In article <1993Mar7.190118.594@prime.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:
>The colors were fixed, but I couldn't open my old savefile, Nethack
>told me "the dungeon suddenly collapses" and "can not get 1900???
>bytes, program in disorder, pherhaps you'd better quit".

This is normal. Almost invariably when a new patchlevel comes out, old save and bones files will not work. That's because the save file format depends on internal data structures, and these change as new features are added.
(There should have been a note in the documentation to this effect.)

>Also some character classes didn't work, ex. Samurai,
>which would produce 2 bombs when I pressed space after the
>intro-story. Another interesting thing happened when I decided to be a
>Cave man, I noticed that I couldn't move, and when I looked at the
>inventory, I had 1923547167 +0 bec de corbins. When I dropped them I
>could walk around though :).

Strange. Did you compile this version yourself? If so, what compiler and library did you use? If not, are you using the binary from nethk311.zoo on atari.archive? I compiled that myself, and I've never had any strange problems with it. (I just tried a Samurai again, and it works fine.) The only thing I can think of that would cause bombs would be running out of memory. That seems unlikely on your system, but perhaps you should try again without the ramdisk (or with a smaller ramdisk; and/or with a different ramdisk program).

>BTW, what was the address to report
>nethack bugs to again?

nethack-bugs@linc.cis.upenn.edu. Make sure you identify your computer system (Atari) and give as many details as possible.

Eric

3833. Re: TeX fonts/Calamus

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 17:25:13 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Mar9.172513.24054@csi.uottawa.ca>
Source record: 209069

In article <1ni433INN1rg@violet.csv.warwick.ac.uk> strgh@csv.warwick.ac.uk (J E H Shaw) writes:
>I'm looking for a nicer main TeX typeface than cmr, which can IMHO
>look {\rm GHASTLY}. I'm mainly using CSTeX and a DeskJet-500.

I wouldn't call cmr {\em ghastly}, but I've certainly seen too much of it. I think that it's a case of "familiarity breeds contempt." When I installed NFSS, and was able to do some documents in cmss and concrete, the simple added variety took away a fair bit of my contempt.

>I found a file meta_con.zoo at atari.archive (really src.doc.ic.ac.uk),
>which claims to `Convert Calamus/vector fonts for use with metafont'.
>However, when I try to extract, I just get a `Segmentation font'.
>
>So, does anyone know of a working version of such a program,
>and is it worth using? (I envisage using it on, e.g., the font
>times.zoo from atari.archive).

I haven't tried it lately, but last time I tested it, it seemed to work. In extracting it, you may have SOME trouble because it uses fully specified path names, which UNIX systems are NOT happy with.

Try some combination of the zoo options:
:, ., //
and you should be able to get it extracted.

>Alternatively, are there any other suggestions for a cmr-substitute?
>Ideally, I want metafont source. I've had no luck on the comp.fonts
>or TeX newsgroups.

I've been using Knuth's "Concrete" font, which I've been reasonably happy with. The Pandora fonts are apparently fairly popular too. I haven't gotten 'em installed yet.

What you REALLY want to do is to install NFSS - the New Font Selection System, which makes it a hundred times easier to use different fonts. (If you want to use other than cmr, you'll pretty much HAVE to install NFSS, because cmr is pretty hard-wired into the "old" font selection system.)

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

3834. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 17:29:57 UTC
From: jsj@ravl.rice.edu
Message-ID: <C3Mtxx.7D5@rice.edu>
Source record: 209074
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

In article <1ni8h8$e1@falcon.natinst.com> glens@natinst.com (Glen Sescila) writes:
>
>Look Dave, the point was that developers who know something about BOTH
>systems (unlike yourself who seems to know something about one of the
>systems) have been more impressed by the Jaguar. Look in the march
>issue of EGM (Electronic Gaming Monthly) if you want it from the original
>source of the info.

You have got to be kidding! Quoting EGM as a reliable
source is absurd! Surely you meant to post this to rec.humor.

As for the Jaguar, it has been hyped since I started following
this news group (9-91) and still no platform! Imagine that.
Although I hope Atari succeeds they are a vaporware company
and deserve everything they get if they are forced out of
business.

I will give 3DO the same amount of time I gave Jaguar to
make it to market before I start ripping them. If they turn
out to be a vapor company also, then I will certainly voice
my displeasure.

As for the Jaguar, its due out any day now right?

(Oh and please avoid that crap of "Jaguar is already out. My
friend <insert god's gift to programming name here> has been
developing <insert more sales potential than Pac Man game
here> for over a year now." If I cannot buy one as a consumer
today, in Houston, Texas, then as far as I am concerned, it is
not released.)

>Thanks.
>--
>"Now You're Playing With Power Without The Price!" Glen Sescila |||
> / | \
>My opinions do not necessarily reflect those of my employer and probably are
>exact opposites. InterNet: glens@falcon.natinst.com
>--

Later
Jeff Jeffress
jsj@lgc.com
jsj@comet.rice.edu

3835. .pnt Picture Format

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 17:54:36 UTC
From: glens@natinst.com
Message-ID: <1nilks$2cu@falcon.natinst.com>
Source record: 209071

What ftp'able software can view/convert a .pnt file? I believe that
it is some sort of Lexicor file format.

Thanks.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@falcon.natinst.com

3836. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 18:05:09 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1nim8lINNe43@life.ai.mit.edu>
Source record: 209072
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

In article <1ni8h8$e1@falcon.natinst.com> glens@natinst.com (Glen Sescila) writes:
>Look Dave, the point was that developers who know something about BOTH
>systems (unlike yourself who seems to know something about one of the
>systems) have been more impressed by the Jaguar. Look in the march
>issue of EGM (Electronic Gaming Monthly) if you want it from the original
>source of the info.

Ah, well if you have some citation to point us to, then great. Not
that I particularly trust EGM as an industry insider. (They've been
known to, ah, be wrong before.) But it's not a big part of anything I
said, so I'll concede the point. OK, *some unnamed people* who have
developed for both machines like the Jaguar better. Fine.

How does that "fact" (which I am granting you) change anything in my
post (which you have entirely replace with the word "worthless")? Care
to discuss any of the *facts* at hand, or are you just going to flame
me because you have a problem with what you perceive as my supposed
"anti-Atari" attitude?

>P.S. I think people would rather play a real video game than the kind
>where you stop playing and watch a little bit of video which will be
>the same every time (in other words the ability is not that important).

You're not making sense. Consider a Street Fighter II with all
movie-quality digitized video. It would be very popular. It would be
a fun game (to those who liked Street Fighter II; i.e., most of the
planet). A machine with better graphics offers a superset of the
capabilities of one without. You don't HAVE to use the JPEG
decompression to show prefab movies. You can use it to get lots of
images off your CD quickly. That's why it's useful. Digitized,
TV-quality sprites, man. Think about it.

>P.P.S. What is meant by 'Commercial Quality TEXT Adventure'?
>Isn't that some kind of oxymoron?

No, it is not some kind of oxymoron. It refers to games that are of
interest to people who like to *read*. Do you think there's something
wrong with the description "commercial quality novels?"

For that matter, as you well know, my game programming interests are
not at all restricted to text-only games.

>Where is the full-motion video?

In the minds of the players.

Dave Baggett
--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

3837. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 18:09:48 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1nimhclNNe70@life.ai.mit.edu>
Source record: 209073
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

In article <1993Mar9.163213.6326@netcom.com> rjung@netcom.com (Robert A. Jung) writes:
>The initial price of the 3DO is expected to be in the $700 range,
>while the Jaguar will go for $200 or less...

Agreed that this makes the difference; I think Atari must be very careful to keep their prices rock-bottom initially. They should sell to break even to get a foothold at first. By next year the 3DO won't cost so much, and Atari will be edged into a successively lower price range.

They could do it, but they *must* stick to the prices they've quoted. Even then, it won't be easy. If I were John Skrutch I'd be pretty nervous right now.

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

3838. Re: Macintosh Price Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 18:22:35 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Mar9.182235.17181@unix.brighton.ac.uk>
Source record: 209011

Erm...the Falcon030 is out NOW. Sure it has been delayed, but it is in stock and being shipped regularly in the UK as of now.

All atari have to do is advertise and they will be laughing all the way to the Bank.

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix |
+---+

3839. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 18:38:03 UTC
From: glens@natinst.com
Message-ID: <1nio6b$2np@falcon.natinst.com>
Source record: 209075
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

In article <1nim8lINNe43@life.ai.mit.edu> dmb@ai.mit.edu writes:
>
>How does that "fact" (which I am granting you) change anything in my
>post (which you have entirely replace with the word "worthless")? Care
>to discuss any of the *facts* at hand, or are you just going to flame
>me because you have a problem with what you perceive as my supposed
>"anti-Atari" attitude?

and in a previous article ...

>Be careful about your assumptions here. The 3DO hardware and
>developer's kit comes with some very nice things that are more than just
>tossing in a DSP here or a graphics coprocessor there. For example,
>the 3DO has hardware and ROM code to do real time JPEG decompression.
>This alone makes is very easy to do impressive animated sequences.
>(You can do a 30-minute movie in better-than-TV resolution, for example.)

Right now none of us know much about the Jaguar other than '64-bit
RISC'. So how do you know that the Jaguar is just 'tossing in a DSP here or
a graphics coprocessor there'?

>You're not making sense. Consider a Street Fighter II with all
>movie-quality digitized video. It would be very popular. It would be
>a fun game (to those who liked Street Fighter II; i.e., most of the
>planet). A machine with better graphics offers a superset of the
>capabilities of one without. You don't HAVE to use the JPEG
>decompression to show prefab movies. You can use it to get lots of
>images off your CD quickly. That's why it's useful. Digitized,
>TV-quality sprites, man. Think about it.

You're not making sense. To make a Mortal Kombat (or better) type
game you need instant access to all shapes of both fighters because you don't
know which move the user will pull off next. You can't just play a segment
of video quality animation off the CD cause it's not going to be the same
every time. Are you telling me that you could poll each fighters input and
get them BOTH off the 1 CD in an instant? (that would require 2 seek times)
Any Street Fighter II type game would require that both COMPLETE fighters be
loaded into RAM before the fight.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@falcon.natinst.com

3840. Jaguar Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 18:43:07 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993Mar9.184307.1624@ultb.isc.rit.edu>
Source record: 209080

The Jaguar thread should end NOW. The thread belongs in rec.games.video!!!

However, just to clear up a few things. Very little is known about the
Jaguar but what little known is this:

It is in NO WAY BASED ON THE FALCON. It couldn't be. The reason is the
other known fact is that it is supposed to have TWO microprocessors.
(I think two 68000. I'm not sure on that fact so don't go around saying
it like it was fact you recieved from ATARI or something).

I could see how you might say that if it were based on the Falcon you could
discuss it here but it isn't so PLEASE DROP THIS THREAD!!!

I hate to play network shepherd but.....

P.S. Dave Bagett - Shame on you. Such an experienced networker like yourself
should know better than to continue a thread like this.

Thanks everybody!


```
+-------------------------------------------+------------------------------+
| Michael "Zoooks!" Zucca | Spam, spam, spam, spam, spam |
| Internet: mrz5149@ritvax.isc.rit.edu | Spam, spam, spam, spam, spam |
| Printing And Applied Computer Science | Lovely spam, woderful spam! |
| RIT - Rochester Institute Of Technology | Shut up. Shut up! Shut Up! |
+-------------------------------------------+------------------------------+
```

3841. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 18:44:44 UTC
From: bbishop@crusader.torolab.ibm.com
Message-ID: <1993Mar09.184444.138806@watson.ibm.com>
Source record: 209077
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

>A big difference IMO, will be the games offered,quality, and price.
>You need a descent mix of those 3 to get anywhere now in the video
>game market. Being the best isnt enough anymore if the system is
>megabucks. And of course you need fun,quality software. I think

Nintendo/Sega has proven that you don't need quality to command a price.
They have made $50 games that norm, and people pay it! Mario type games
are canned and sent out and people pay for it. Shooters that run with the
patterns over and over again... Of course, I do agree with the 'fun, quality
software part'.

Brad

3842. Re: Compuserve, Genie, AmericaOnline...

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 18:45:06 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <77150@cup.portal.com>
Source record: 209078

Let me state right up front that I'm predjudiced, that's why I'm a sysop on GEnie instead of one of the other systems. I spent years on CIS and Delphi, a week on Prodigy, never on AOL.

If you use an Atari, GEnie is the clear winner in Atari support and activity.

In my opinion the administrative philosophy on GEnie is much more human and less machinelike than I found CIS. I haven't been on CIS in the last year or two but I hear they are faster than GEnie. GEnie is too successful, they keep growing faster than we can get GEIS (General Electric Information Systems, the parent company who provides Fortune 500 type mainframe service during the business day) to provide hardware resources. Genie is also the price winner in value for the buck. On the ST the frontend available free for the download time, STAladdin superior to anything any of the other services provide, even AOL. In this the ST and Amiga users have a clearly superior program for automating online use.

The best way to find out which one you like best is try them. In GEnie's case they will refund the $4.95 you pay for the first month, if you don't like it after a month. Couldn't be fairer.

If you do come on and have any problems, send me an E-mail at GE mail address D.FLORY, and I'll try to help. You'll find lots of help, everywhere you go on GEnie.

(-: Happy Bytes :-)

D.FLORY - GEnie
Dave Ninjajr Flory - portal.cup.com

3843. Re: 680x0 computer comparisions

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 19:00:49 UTC
From: darrenk@gpu.utcc.utoronto.ca
Message-ID: <C3My5D.15s@gpu.utcc.utoronto.ca>
Source record: 209076

In article <4330@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>In article <1993Mar5.121241.14609@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:
>> Here is a technical comparison between Atari's new Falcon 030,
>> Commodore's new Amiga 1200 and Apple's new Performa 400.
>
>Well, this summary isn't too bad overall, but there are some major blunders
>for the Mac machine (God I hate those new Apple names, "Performa x00",
>Centris, etc blechh).
>
>> Atari Falcon CBM Amiga 1200 Apple Performa 400
>> data path(bit) 32(16used) 32 32
>
>If the "Performa 400" means LC2 in English, it has a 16-bit path to memory,
>just like the Falcon. (Probably where Atari got the idea).
>
>> FPU optional optional optional
>> socket on board yes no no
>
>As far as I know, the LC2 does have a socket for an FPU.
>
>> OPERATING SYSTEM
>> type multitasking gui multitasking gui multitasking gui
>
>The author is obviously not up on the Mac system... the Falcon and 1200
>have true pre-emptive multitasking, but the Mac System 7 does not... they
>call it "cooperative multitasking", i.e. processes must voluntarily surrender
>the CPU, which isn't nearly the same thing.
>
>Also using the LC2 as a comparison and calling it a "new machine" is also
>way off... the LC3 should have been used, since it's in the same price
>range now. The LC3 would come out considerably better in the comparison
>than the LC2...
>
>--
>
>ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

As I understand it, The Performa 400 and 600 are almost identical to the
Mac II vi and vx...NOT the LC2. The Performa series have no socket for an
FPU as Apple assumes if you want one, you will go with the more serious II
series Mac. The Performa 400 does, however have a 32 bit data path, NOT
a 16 bit path like the LC2.

Darren King, GBC --> darrenk@gpu.utcc.utoronto.ca

3844. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 19:07:31 UTC
From: gerrymon@eng.umd.edu
Message-ID: <1niptjINNgre@mojo.eng.umd.edu>
Source record: 209079
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

In article <1nim8lINNe43@life.ai.mit.edu> dmb@ai.mit.edu writes:
>
>You're not making sense. Consider a Street Fighter II with all
>movie-quality digitized video. It would be very popular. It would be
>a fun game (to those who liked Street Fighter II; i.e., most of the
>planet). A machine with better graphics offers a superset of the
>capabilities of one without. You don't HAVE to use the JPEG
>decompression to show prefab movies. You can use it to get lots of
>images off your CD quickly. That's why it's useful. Digitized,
>TV-quality sprites, man. Think about it.

This is a little off-topic, but am I the only one who doesn't like realistic TV-quality graphics for computer games? I actually prefer hand drawn graphics to realistic digitized graphics.

For example, I was never impressed with Pit Fighter because the sprites were just digitized human actors. It sort of ruins the fantasy for me. If I wanted to see completely realistic humans fighting, I could just watch a movie instead.

In addition, using digitized graphics takes away some of the artistic qualities in game making. In my opinion, it takes a lot more skill to design a game with hand drawn Disney-like graphics (i.e. Sierra games) than to just take a video camera and digitize a human wearing a costume.

And in some cases, it might not be as good either. Consider the X-Men video game in the arcades. To me, it wouldn't be as good if the sprites were constructed by digitizing photos of actors wearing X-Men costumes. In this case, the cartoon-like graphics is actually an asset.

--Gerry

3845. Can we get a comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 20:05:16 UTC
From: wintermi@cs.aston.ac.uk
Message-ID: <1993Mar9.200516.3460@aston.ac.uk>
Source record: 209082

I have an idea that would be of benefit to alot of the people who use this news group. Could we not split the group into two halves, splitting the ST and the Falcon apart, as they really are two different computers even if about 80% of all ST software will work on the Falcon (Serious Software). We should still split the two and create some new groups, this will reduce the amount of postings that an ST user who does not want to hear about the Falcon has to go through.

I am getting a Falcon myself and would like to see some new groups especially for the Falcon computer, maybe the following would be good :

comp.sys.atari.falcon
comp.sys.atari.falcon.tech
comp.binaries.atari.falcon
comp.source.atari.falcon

I think that this should be of benefit to us all, as the Falcon will soon become a well known computer. About March 24th I would say, inline with the CeBit show, when the consumer Falcon is released in the UK, and the Falcon040 is shown to the public for the first time.

Matthew.
wintermi@cs.aston.ac.uk

3846. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 20:11:52 UTC
From: conty@cbnewsl.cb.att.com
Message-ID: <1993Mar9.201152.74@cbnewsl.cb.att.com>
Source record: 209088
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

In article <1nio6b$2np@falcon.natinst.com>, glens@natinst.com (Glen Sescila) writes:
> Right now none of us know much about the Jaguar other than '64-bit
> RISC'.

You do know that weakens your position considerably. Here we have
hard facts on the 3DO, while the most we know about the Jag is
what you've heard "other people" say.

> Any Street Fighter II type game would require that both
> COMPLETE fighters be loaded into RAM before the fight.

True. But you have to store all that data somewhere. CD-ROM has that
capability, while cartridges are a lot more limited. Heck, you could
have different (but similar) animations for the same character, and then
randomly decide which one on the set gets loaded for any particular fight!!
--
E n r i q u e C o n t y
Master of Science!
conty@cbnewsl.att.com
Disclaimer: You're not dealing with AT&T

3847. Wanted Hint book for Fool's Errand

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 20:30:21 UTC
From: ce830@cleveland.Freenet.Edu
Message-ID: <1niuouINNdqq@usenet.INS.CWRU.Edu>
Source record: 209083

I will pay cash for the hint book for fool's errand. My wife is
allmost done with it but stuck near the end.
--
Ron Field ce830@cleveland.freenet.edu (or) ron@mchome.santa-cruz.
ca.us 514 Margaret Av Aptos Ca 95003 (408)688-1508
Waiting for a Falcon

3848. For sale!!

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 20:39:18 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <27278@galaxy.ucr.edu>
Source record: 209084
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

For Sale!

Talon Omniswitch never been used in original box and foam.
Lets you connect a VGA monitor to the ST/STE. Has a switch to
connect two external floppy drives and a switch to connect two monitors.
You will need a ST cable with male monitor plugs at both ends to use.

$25.00 or best offer.

Paul

3849. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 20:54:07 UTC
From: glover@casbah.acns.nwu.edu
Message-ID: <1993Mar9.205407.16066@news.acns.nwu.edu>
Source record: 209092
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

In article <1993Mar09.153555.15937@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>
> Well, watch out by what Gaming magazines say... I agree with Dave,
>if the Jaguar is a 'Falcon' in graphics, I see it having a real hardtime
>beating 3DO (unless it's priced much lower). But again, I know
>nothing about the Jaguar, something about 3DO, and a lot about ATARI.

I think if Atari can get the system out before 1999 they'll have it
all over 3DO. Weve seen $700 game systems in better economic times and
American werent impressed -- our buying. Can we say NEO GEO of the
90s here boys and girls.

>|> P.S. I think people would rather play a real video game than the kind
>|> where you stop playing and watch a little bit of video which will be
>|> the same every time (in other words the ability is not that important).

Super Ditto on that one. When will game companies learn that people
are not interested in *watching* "games" but in *playing* them!!!

3850. What happened to alt.games.lynx???

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 21:02:21 UTC
From: bbishop@crusader.torolab.ibm.com
Message-ID: <1993Mar09.210221.88009@watson.ibm.com>
Source record: 209096
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

What happened to alt.games.lynx??? I use to be able to read actual Lynx
information here. Now all I read is babble about 3DO and Atari's Jag.
I have a Lynx at home, I do not have a 3DO or Jaguar.

Brad

3851. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 21:12:14 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1nj17eINNj69@life.ai.mit.edu>
Source record: 209086
Cross-posted to: comp.sys.atari.st,rec.games.video

In article <1nio6b$2np@falcon.natinst.com> glens@natinst.com (Glen Sescila) writes:
>[I wrote:]
>>Be careful about your assumptions here. The 3DO hardware and
>>developer's kit comes with some very nice things that are more than just
>>tossing in a DSP here or a graphics coprocessor there. For example,
>>the 3DO has hardware and ROM code to do real time JPEG decompression.
>>This alone makes is very easy to do impressive animated sequences.
>>(You can do a 30-minute movie in better-than-TV resolution, for example.)
>
> Right now none of us know much about the Jaguar other than '64-bit
>RISC'. So how do you know that the Jaguar is just 'tossing in a DSP here or
>a graphics coprocessor there'?

Look, get a grip! Not knowing exactly what the Jaguar's eventual specs
will be has no bearing on the validity of the previous paragraph. The
fact is (again) that the 3DO consortium has done MORE than just throw
in some nice chips. In particular, they have some very nice software
to go along with it, and the development system runs on Macintoshes,
which makes for a nice environment. These are FACTS.

I *don't* know that Atari has just thrown in some nice hardware. The
point is that IF THEY HAVE, then they may not do well against the 3DO.
If they have done more than that, then they may have a chance in spite
of their underdog status relative to the consortium. The conclusion is
simply that it is NOT reasonable to say the Jaguar is competetive with
the 3DO simply because it has a 64-bit graphics coprocessor, a DSP for
audio, or whatever the rumored specs of the day might be. There is
MORE that determines the success or failure of a video game console
than just the hardware in the box. And the 3DO consortium is doing
very well with these "other things," many of which I mention in
previous articles.

Clear?

>>You're not making sense. Consider a Street Fighter II with all
>>movie-quality digitized video. It would be very popular. It would be
>>a fun game (to those who liked Street Fighter II; i.e., most of the
>>planet). A machine with better graphics offers a superset of the
>>capabilities of one without. You don't HAVE to use the JPEG
>>decompression to show prefab movies. You can use it to get lots of
>>images off your CD quickly. That's why it's useful. Digitized,
>>TV-quality sprites, man. Think about it.
>
> You're not making sense. To make a Mortal Kombat (or better) type

>game you need instant access to all shapes of both fighters because you don't
>know which move the user will pull off next. You can't just play a segment
>of video quality animation off the CD cause it's not going to be the same
>every time. Are you telling me that you could poll each fighters input and
>get them BOTH off the 1 CD in an instant? (that would require 2 seek times)
>Any Street Fighter II type game would require that both COMPLETE fighters be
>loaded into RAM before the fight.

You would need to have all the image data for the two people/creatures
currently fighting in memory at once. But not the data for *all* the
characters. So with the 3DO you could very well have 150 different
digitized, better-than-TV-quality characters to fight against, because
you have room for that kind of data on the CD with JPEG compression.
It is clearly important for the machine to have a reasonable amount of
RAM. The 3DO seems to; I'm not sure exactly how much it has, though.
In any case, there's no way in hell you could fit that kind of data on
a cartrdige.

The same applies to music. You can store a lot of CD-quality music on
a CD. You can't on a cartridge. So you could load the song for the
current screen off the CD, and then play it from RAM. You could have
dozens of full-length songs on the disk, though.

The Jaguar must have a CD-ROM drive and good image compression
capability to compete with the 3DO in this regard. If you just can't
see how massive amounts of digitzed 640x480x24bit image data could
improve the average graphics game out there now, I don't know what to
tell you.

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

3852. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 21:15:48 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1nj1e4INNjci@life.ai.mit.edu>
Source record: 209087
Cross-posted to: comp.sys.atari.st,rec.games.video

In article <1niptjINNgre@mojo.eng.umd.edu> gerrymon@eng.umd.edu (Gerry Mon) writes:
>This is a little off-topic, but am I the only one who doesn't like
>realistic TV-quality graphics for computer games? I actually prefer
>hand drawn graphics to realistic digitized graphics.

I expect what you'll actually see in practice will be digitzed images
that have been touched up good artists. The point is that it helps to
have images of people, animals, and vehicles (etc.) in natural movement
sequences, so you have something to work from.

>For example, I was never impressed with Pit Fighter because the
>sprites were just digitized human actors. It sort of ruins the
>fantasy for me.

The problem for me was that Pit Fighter's digitized graphics looked
like crap.

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

3853. Mono Monitor Display Size

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 21:23:14 UTC
From: psurge@cs.utexas.edu
Message-ID: <lpq2m2lNNgqm@levelland.cs.utexas.edu>
Source record: 209085

My friend has a mono monitor and would like to expand the display to fill the entire screen. Is there anyone out there who has the docs on how to do this?

His monitor does not have any of the adjusting knobs in the back, so I figure this will require taking the cover off.

Thanks,

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"M-U-S-I-C we see was never ment to be M-I-C-K-E-Y-M-O-U-S-E" --P.I.D

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

3854. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 21:54:50 UTC
From: cebarton@napier.uwaterloo.ca
Message-ID: <C3n67H.Hy2@undergrad.math.waterloo.edu>
Source record: 209093
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

glens@natinst.com (Glen Sescila) writes:
>>If this is your primary source... EGM is better at hype and vapor than
>>Atari ever could hope to be!
>
> O.K. I was expecting this. I can also produce some info from
>EE TIMES on the Jag...

Ok. Please do so! We'd all like to know just what the actual specs are
on *both* of the machines... though it seems that the Jaguar's haven't yet
been set in stone. Have the 3DO's?

All I've really seen of the 3DO is are the pictures that have appeared
in a couple of the recent magazines. Apparently we're all supposed to be
really impressed that the 3DO can texture map semi-transparent bitmaps onto
a cube. Who cares? An IBM XT can do that. None of them seem to be concerned
with the question of whether that's supposed to be happening in real-time or
not...
--
| Casey Barton (a guy) cebarton@napier.waterloo.edu (519)725-6412 |

3855. Smith Micro Phone#?

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 22:09:33 UTC
From: Alexander Samuel McDiarmid <am2o+@andrew.cmu.edu>
Message-ID: <kfbFKRK00Uh7E6m3M=@andrew.cmu.edu>
Source record: 209090
Cross-posted to: comp.windows.open-look,comp.windows.ms,comp.sys.atari.st,comp.sys.mac

does anyone have the telephone number for *&%**$#@ "Smith Micro
Software, Inc. P.O. Box 7137 Huntington Beach, CA 92615"

this company is responsible for the quicklink II comm program
distributed with my modem that bombs when I try to download anything.
If I understand the error message it is odd adddress.

-A.

3856. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 22:43:48 UTC
From: glens@natinst.com
Message-ID: <1nj6j4$9ig@falcon.natinst.com>
Source record: 209091
Cross-posted to: comp.sys.atari.st,rec.games.video

In article <1nj17eINNj69@life.ai.mit.edu> dmb@ai.mit.edu writes:
:
: The conclusion is
:simply that it is NOT reasonable to say the Jaguar is competetive with
:the 3DO simply because it has a 64-bit graphics coprocessor, a DSP for
:audio, or whatever the rumored specs of the day might be.

I do not know why the developers were more impressed by the Jaguar
than the 3DO, the magazine only stated that they were. I never said
anything that remotly resembles the above statment.

:> You're not making sense. To make a Mortal Kombat (or better) type
:>game you need instant access to all shapes of both fighters because you don't
:>know which move the user will pull off next. You can't just play a segment
:>of video quality animation off the CD cause it's not going to be the same
:>every time. Are you telling me that you could poll each fighters input and
:>get them BOTH off the 1 CD in an instant? (that would require 2 seek times)
:>Any Street Fighter II type game would require that both COMPLETE fighters be
:>loaded into RAM before the fight.
:
:You would need to have all the image data for the two people/creatures
:*currently fighting* in memory at once. But not the data for *all* the
:characters. So with the 3DO you could very well have 150 different
:RAM. The 3DO seems to; I'm not sure exactly how much it has, though.
:In any case, there's no way in hell you could fit that kind of data on
:a cartrdige.

Did you see the word 'both' in my statment? I think that pretty
clearly says 'the ones *currently fighting*' duh.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@falcon.natinst.com

Newsgroups: comp.sys.atari.st,rec.games.video
Subject: Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)
Summary:
Expires:
References: <1nio6b$2np@falcon.natinst.com> <)> <1nj17eINNj69@life.ai.mit.edu>
Sender:
Followup-To:
Distribution:

Organization: National Instruments, Austin, TX
Keywords:

Newsgroups: comp.sys.atari.st,rec.games.video
Subject: Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)
Summary:
Expires:
References: <1nio6b$2np@falcon.natinst.com> <)> <1nj17eINNj69@life.ai.mit.edu>
Sender:
Followup-To:
Distribution:
Organization: National Instruments, Austin, TX
Keywords:

In article <1nj17eINNj69@life.ai.mit.edu> dmb@ai.mit.edu writes:
>
> The conclusion is
>simply that it is NOT reasonable to say the Jaguar is competetive with
>the 3DO simply because it has a 64-bit graphics coprocessor, a DSP for
>audio, or whatever the rumored specs of the day might be.

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than the 3DO, the magazine only stated that they were. I never said
anything that remotly resembles the above statment.

>> You're not making sense. To make a Mortal Kombat (or better) type
>>game you need instant access to all shapes of both fighters because you don't
>>know which move the user will pull off next. You can't just play a segment
>>of video quality animation off the CD cause it's not going to be the same
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>In any case, there's no way in hell you could fit that kind of data on
>a cartrdige.

Did you see the word 'both' in my statment? I think that pretty
clearly says 'the ones *currently fighting*' duh.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@falcon.natinst.com

3857. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 23:04:13 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1nj7pdINNmcm@life.ai.mit.edu>
Source record: 209089
Cross-posted to: comp.sys.atari.st,rec.games.video

In article <1993Mar9.205407.16066@news.acns.nwu.edu> glover@casbah.acns.nwu.edu (Eric Glover) writes:
>Super Ditto on that one. When will game companies learn that people
>are not interested in *watching* "games" but in *playing* them!!!

Game companies don't care what you want, they only care about what you will spend money on. The most popular games now are all very glitzy. While glitz and gameplay aren't necessarily contradictory, the gameplay doesn't seem to be as important as the glitz these days. (Consider how popular the Sierra games are compared to their more interesting Infocom cousins.)

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

3858. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-09 23:40:55 UTC
From: orb@alchemy.TN.Cornell.EDU
Message-ID: <1993Mar9.234055.16223@tc.cornell.edu>
Source record: 209094
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

In article <1nio6b$2np@falcon.natinst.com> glens@natinst.com (Glen Sescila) writes:
>In article <1nim8lINNe43@life.ai.mit.edu> dmb@ai.mit.edu writes:
>>
>>You're not making sense. Consider a Street Fighter II with all
>>movie-quality digitized video. It would be very popular. It would be
>>a fun game (to those who liked Street Fighter II; i.e., most of the
>>planet). A machine with better graphics offers a superset of the
>>capabilities of one without. You don't HAVE to use the JPEG
>>decompression to show prefab movies. You can use it to get lots of
>>images off your CD quickly. That's why it's useful. Digitized,
>>TV-quality sprites, man. Think about it.
>
> You're not making sense. To make a Mortal Kombat (or better) type
>game you need instant access to all shapes of both fighters because you don't
>know which move the user will pull off next. You can't just play a segment
>of video quality animation off the CD cause it's not going to be the same
>every time. Are you telling me that you could poll each fighters input and
>get them BOTH off the 1 CD in an instant? (that would require 2 seek times)
>Any Street Fighter II type game would require that both COMPLETE fighters be
>loaded into RAM before the fight.
>

Nowhere did the above individual say a word about pulling data in
real-time. He merely stated that one could get "lots of images off quickly"
and they could be "digitized, TV-quality images". This is perfectly
reasonable to assume, as is the assumption that any decent console these days
would have enough RAM in it to store the images needed at that particular
point in the game.

So, what *is* your point?

Randy

>---
>"Now You're Playing With Power Without The Price!" Glen Sescila |||
>---

Not.

3859. Re: AtariWorks/SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 00:19:52 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12347@uqcspe.cs.uq.oz.au>
Source record: 209007

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>Jan_Willekens@p12.f202.n281.z2.fidonet writes:
>> Dave Ninjajr Flory (2:281/202.0) writes:
>>
>> DN> Can't wait to drop over to Egghead this weekend and pick up some
>> DN> IBM speedo fonts.

>That's right; Atari picked one of the font formats that there are NO
>freeware/shareware/etc fonts available in.

Ho-hum, another crazed anti-atari-froth-at-the-mouth. Get some facts, eh.

In the FREE X-Windows distribution, you'll find in the mit/fonts/scaled
directory, these files:

COPYRIGHT Makefile font0583.spd font0649.spd fonts.scale
COPYRIGHT.orig font0419.spd font0611.spd font0709.spd
Imakefile font0582.spd font0648.spd font0710.spd

Here is the file "COPYRIGHT":

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DAMAGES, INCLUDING BUT NOT LIMITED TO LOST PROFITS, LOST DATA, OR ANY OTHER
INCIDENTAL OR CONSEQUENTIAL DAMAGES, ARISING OUT OF OR IN ANY WAY CONNECTED
WITH THE SPEEDO SOFTWARE OR THE BITSTREAM CHARTER OUTLINE FONT.

The "Bitstream Speedo software" mentioned includes a Speedo to BDF converter,
and various other tools. It also includes a full description of the Speedo
font header.

You can't copyright a file format.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

3860. Re: Jaguar Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 01:28:53 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1njg8lINNpeq@life.ai.mit.edu>
Source record: 209095

In article <1993Mar9.184307.1624@ultb.isc.rit.edu> mrz5149@ritvax.isc.rit.edu writes:
>The Jaguar thread should end NOW. The thread belongs in rec.games.video!!!

It WAS in rec.games.video before you took that out of the newsgroups line. It also is in comp.sys.atari.st, mainly (I assume) because the Jagaur is an ATARI machine rumored to be related to the FALCON and coordinated (on the software end) by JOHN SKRUTCH, who heads the game development group at Atari HQ in Sunnyvale.

>However, just to clear up a few things. Very little is known about the
>Jaguar but what little known is this:
>
>It is in NO WAY BASED ON THE FALCON. It couldn't be. The reason is the
>other known fact is that it is supposed to have TWO microprocessors.

OK, so why do you conclude from this that it couldn't be based on the Falcon? "Based on" doesn't mean "identical." If it had an extra DSP (also a microprocessor), would you claim that it couldn't be based on the Falcon? The Jaguar could very well have, for example, the same video hardware as the Falcon (as has been speculated).

The fact is that, like the rest of us, you have NO IDEA what this machine is, or whether it even exists at all. But whatever it is, it better have some serious "Power without the price" to compete with the 3DO, and it's too early to be putting money on one or the other.

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

3861. Flaky Mouse Port -- Need Advice!

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 02:53:10 UTC
From: palefox@carson.u.washington.edu
Message-ID: <1njl6mINNjfa@shelley.u.washington.edu>
Source record: 209100

Hello, fellow Atari users!

I've been having major mouse problems. First I thought that my mouse was bad, so I first fixed it, then replaced it. Neither of the two fixed the problem. This led me to take a closer look at the problem; turns out that I can activate the mouse by jiggling the mouse port.

I want to fix this myself, but since the Atari's internals are unfamiliar to me, I thought I would ask first if this is something easily repaired. Any similar experiences?

Thanks in advance!

Dagmar

3862. Re: TeX fonts/Calamus

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 03:25:32 UTC
From: timg@emx.cc.utexas.edu
Message-ID: <1njn3clNNfcd@emx.cc.utexas.edu>
Source record: 209005

>>I found a file meta_con.zoo at atari.archive (really src.doc.ic.ac.uk),
>>which claims to `Convert Calamus/vector fonts for use with metafont'.
>>However, when I try to extract, I just get a `Segmentation font'.

>>Alternatively, are there any other suggestions for a cmr-substitute?
>>Ideally, I want metafont source. I've had no luck on the comp.fonts
>>or TeX newsgroups.

An alternative I would like to see someone try is to use the
capabilities of dvips (virtual fonts) to use postscript fonts in TeX
documents. Has anyone tried this?

-Tim Gallivan

3863. Kill Jaguar Thread Post Reply

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 04:07:27 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993Mar10.040727.15660@ultb.isc.rit.edu>
Source record: 209006

Dave, I think I may have been unclear in my message:

1. It is my intention that these messages ceace to be cross posted
to comp.sys.atari.st seeing as there is very little known about
the Jaguar and thus there is no real way to relate it to the
Falcon.

2. Not to offend you.

Sorry that #2 wasn't pulled off very well. If you took offense, sorry.

I just wish that who ever (or what ever) arbitrates cross posting would
do it more concientiously. It seems that when anything gets cross posted
from another base with even the SLIGHTEST hint of flame or misinformation
the entire network community jumps on it and comp.sys.atari.st gets filled
with garbage. While I have the benefit of a KILL file I choose not to use
it (who knows when a good tidbit could fall under a kill) and there are
those who have access to the net that don't have the benefit of KILL files.

Now on to a little bit of a reply to the second part of your message.
To me, *hypothetically* (since I have no idea what the Jaguar actually has)
if the Jaguar has two main CPUs that the architecture would have to be
incredibly different. Think about it. How in the heck could something
that different in basic architecture be anywhere based on something
else so different. To say the a two processor Jaguar was based on the
Falcon is silly. It would be like saying the Falcon is made by ATARI, the
Jaguar is made by ATARI, the 800XL is made by ATARI, they must be based
on each other!

The other reason is that Falcon development and Jaguar development took
place in two different parts of ATARI. While I'm sure that the Jaguar
could have a DSP and some Falcon like things like True Color it still
doesn't mean it's based on it. The NeXT has a DSP and (I think) has
True Color but that doesn't mean the Jaguar is based on the NeXT!

Please, don't take what I say as a bash or flame to you. Just discussing
the idea. However, I suppose that by the very post of this message I
am undoing what I originally set out to do...Get rid of this darned
thread!

To others reading: Please keep on topic and don't follow this poor example!
I violated my own golden rule of keeping topic. Yikes!

+---+------------------------------+
Michael "Zoooks!" Zucca	Spam, spam, spam, spam, spam
Internet: mrz5149@ritvax.isc.rit.edu	Spam, spam, spam, spam, spam
Printing And Applied Computer Science	Lovely spam, woderful spam!

| RIT - Rochester Institute Of Technology | Shut up. Shut up! Shut Up! |
+---+----------------------------+

3864. Re: Smith Micro Phone#?

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 04:58:06 UTC
From: Alexander Samuel McDiarmid <am2o+@andrew.cmu.edu>
Message-ID: <AfbLJSu00UhWI=0ksN@andrew.cmu.edu>
Source record: 209001
Cross-posted to: comp.windows.ms,comp.sys.atari.st,comp.sys.mac,comp.windows.open-look

does anyone have the telephone number for *&%**$#@ "Smith Micro
Software, Inc. P.O. Box 7137 Huntington Beach, CA 92615"

this company is responsible for the quicklink II comm program
distributed with my modem that bombs when I try to download anything.
If I understand the error message it is odd adddress.

-A.

****

got it & advice, thanks to all

-A.

3865. Re: Smith Micro Phone#?

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 04:58:47 UTC
From: Alexander Samuel McDiarmid <am2o+@andrew.cmu.edu>
Message-ID: <gfbLK7600UhWE=0lkz@andrew.cmu.edu>
Source record: 209002
Cross-posted to: comp.windows.open-look,comp.sys.atari.st,comp.sys.mac,comp.windows.ms

does anyone have the telephone number for *&%**$#@ "Smith Micro
Software, Inc. P.O. Box 7137 Huntington Beach, CA 92615"

this company is responsible for the quicklink II comm program
distributed with my modem that bombs when I try to download anything.
If I understand the error message it is odd adddress.

-A.

****

got it & advice, thanks to all

-A.

3866. Help: Configuring 1.2 Gb Fujitsu HD

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 05:18:24 UTC
From: dunham@src.honeywell.com
Message-ID: <1993Mar10.051824.14391@src.honeywell.com>
Source record: 209003
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have an STE with a SupraDrive 30 Meg HD (later converted to a 60 Meg with a Seagate ST177N SCSI drive).

Now I have a Fujitsu M2266SA 1.2 GigiByte HD that I'm trying to connect via the SCSI daisy chain, but I can't get it to work. I removed the terminator resistors from the Supra because the Fujitsu has them and is last in line. The Supra ID is SCSI: 0, Device 0. And I set the Fujitsu to SCSI 2.

But when I turn on the Fujitsu (with it's own P.S.), the Supra makes weird noises. Neither drive is recognized by the computer. If I unplug the Fujitsu SCSI cable from the Supra, and restore the Supra resistor terminators, I'm back online with that drive. I've tried the Fujitsu as both SCSI and SCSI-2. No luck. I also tried running the Fujitsu from the Supra power supply and controller, in place of the Seagate, but only the green light blinked (not enough power??)

Has anyone connected such a large drive to an ST before? Help!

Scott

--
Scott Dunham| Honeywell | Internet:
| Sensors & Systems Development Ctr.|
| 10701 Lyndale Ave South |
| Bloomington, MN 55420 |dunham@homer.src.honeywell.com

3867. Printing text sideways

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 05:57:06 UTC
From: vicb@clark.edu
Message-ID: <1993Mar10.055706.20803@clark.edu>
Source record: 209097

I need to find a way to print a text file sideways on my printer. I have a 24 pin dot matrix, Epson LQ compatible. Anybody out there have any ideas of where to find such an animal? I'd prefer something for my ST, but if you know of something for my PC, that would help also. I'm trying to print out a spreadsheet file (OPUS) that is too wide for the paper, so I'm thinking of dumping the thing to a text file and printing it out with the proper utility, if such an animal exists.

Any ideas?

Thanks,

Victor Bruhn
vicb@clark.edu

3868. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 06:33:50 UTC
From: wilsont@rahul.net
Message-ID: <C3nu8E.BvE@rahul.net>
Source record: 209004
Cross-posted to: comp.sys.atari.st,rec.games.video

Some Tidbits everyone should think about:

On the 3do:
Recently in the paper here (San Jose aka Sillicon Valley), the 3do 'group'
was looking for employees, to me, this means they are getting started.
the 3do looks like it will be $700
The 3do seems to be a CD-I/CDTV type of machine, not game console every
household would have.
Have working models or prototypes been seen?
I have seen mention that the 3do only has a 64k framebuffer,
a conflicting report says it has no video ram, that a chip decompresses data
and spits them out to DAC's
It has JPEG decompression on chip.

On the Jaguar:
In december, atari had a employee want ad, it stated: come work with
the new 64bit game console, the jaguar.
Atari has been around a lot longer than 3do, but no one seems to know that
nowadays unfourtunately.
Bob Brodie answered 'better than that', when asked if the jaguars graphics
were better than a neo-geo's
The jaguar has a 64 bit risc chip, it is unknown if its the main brain
or what it does.
The jaguar release date has been mentioned to be late summer.
The jaguar is targeted at under 200 dollars.
the jaguar is supposed to be a game console. it will use the new
15 pin analog joystick ports, that also supports a 12 key-pad.

General:
CD's hold about 660Megs and have access times of ~120ms with 300k/s
(on a good day, SCSI interface)..(have they improved these times?)
64k of vram ain't much.
2Megs of cartridge is a pittance compared to 660.
cartriges mean zippy fast access.
It is unknown if either machines capabilities have been set in stone.

Personal opinions:
I hope joysticks with fire buttons on the left side make a comeback.
the 3do and the jag are not in a competing arena due to price margins.
Hopefully, everyone will drop the crosspost to alt.games.lynx

Timothy Wilson...AEO.8 @ Genie
wilsont@rahul.net

--
Timothy Wilson <wilsont@rahul.net>

3869. Re: 800x600 is really true! (was Re: Video bus...)

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 07:50:36 UTC
From: cs64wag@sdcc8.ucsd.edu
Message-ID: <46280@sdcc12.ucsd.edu>
Source record: 209040
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar8.232031.52826@gmuvax.gmu.edu> mrorabau@mason1.gmu.edu (>X< SAtAN >X<) writes:
>
> Heh I got a 6*10^600 by 6*10^600 display on my IBM at work... Only
>One problem... it only displays one color... *BLACK*
> hehehehe

Oh yeah? I've just reprogrammed my A3000's chipset, and I'm
now running my WorkBench in the "Avagadro Screenmode"-
6.02*10^23 x 6.02*10^23 x 0 ....

I've got this beautiful picture on the backdrop of an albino
polar bear walking through an intense blizzard... ;-)

Jeremy

>-mark

--
|~~~//~~~

3870. Re: Hypercopy

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 09:47:02 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C3o36F.Fyr@hpbbrd.bbn.hp.com>
Source record: 208951

Erlend Nagel (wmtwen@rw8.urc.tue.nl) wrote:
> When I checked the program with a debugger, it turns out that it even
> uses some illegal op-codes.

There is no such thing as an 'illegal' (in the sense of 'undocumented')
opcode on an 680x0 processor. All illegal instructions are trapped
by the microcode.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

3871. Re: MiNT, minixfs, gcc & gdb Summary

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 09:47:36 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Mar10044736@kropotkin.gnu.ai.mit.edu>
Source record: 209008

In article <1993Mar6.181506.26860@dcs.warwick.ac.uk> gadget@dcs.warwick.ac.uk (Steve Strong) writes:

> Compile all files with -g to generate symbol tables in the .o files.
> Link files as normal. Then use sym-ld.ttp...
>
> sym-ld -o foo.sym /gnu/lib/gcrt0.o foo1.o foo2.o /gnu/lib/gnu.olb
>
> (This is assuming your libraries are in /gnu/lib)
> Then run gdb with...
>
> gdb -e foo.ttp -s foo.sym

Someone may have already mentioned this (I'm about a week behind in this newsgroup) but an easier way to run sym-ld is:

gcc -B/usr/local/gnubin/sym- -o foo.sym foo1.o foo2.o

Of course change /usr/local/gnubin to the path to your gcc executables. The advantage is you don't have to specify a full path to a crt0.o file nor to the library (you can use -lsomelib).

Also, I don't think there's any need to use gcrt0.o when sym-ld'ing, unless you want the profiling startup code (in which case you should have compiled all your object files with -pg as well).

cheers,
entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, and Xerox. Join the League for Programming Freedom! Write to lpf@uunet.uu.net for more information.

3872. Re: what is the cartridge slot for anyway?

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 10:12:32 UTC
From: wilesaj@uhura.aston.ac.uk
Message-ID: <1993Mar10.101232.7122@aston.ac.uk>
Source record: 209010

```
: Then, you can attach two roms which act like a diskdrive when programmed
: with the right software - my second, diskless ST boots from EPROMs at the
: cardridge port, which then start up the MIDI network software. Currently,
: this ST is used for Midimaze only, so when I switch it on, Midimaze is
: automatically started from EPROM.
:
Does anyone out there know of a cheapish EPROM programmer for the ST, or
details of how you wire the EPROMs into the cartridge port?

Adrian
```

3873. Re: Help: Configuring 1.2 Gb Fujitsu HD

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 10:22:08 UTC
From: walter@lkn.e-technik.tu-muenchen.de
Message-ID: <walter.731758928@sun>
Source record: 209009
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

dunham@src.honeywell.com (Scott Dunham) writes:

>I have an STE with a SupraDrive 30 Meg HD (later converted to a 60 Meg
>with a Seagate ST177N SCSI drive).

>Now I have a Fujitsu M2266SA 1.2 GigiByte HD that I'm trying to connect via
>the SCSI daisy chain, but I can't get it to work. I removed the terminator
>resistors from the Supra because the Fujitsu has them and is last in line.
>The Supra ID is SCSI: 0, Device 0. And I set the Fujitsu to SCSI 2.

>But when I turn on the Fujitsu (with it's own P.S.), the Supra makes weird
>noises. Neither drive is recognized by the computer.

i remember a line in the middle of the SCSI bus (forgot the name, sorry,
pleas look at your papers) which can be powered by each side. Only one side
should be enabled, of course! Maybe both of your drives try to power
the bus? There should be a jumper for that...

btw: running a 600Meg Siemens drive, works fine, fast and quiet with my 520ST.

Keep hackin'
Walter.

3874. Re: GUIs a study... my final year project

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 10:23:22 UTC
From: rji@turing.cs.nott.ac.uk
Message-ID: <1993Mar10.102322.22796@cs.nott.ac.uk>
Source record: 209014
Cross-posted to: comp.sys.mac,comp.windows.x,comp.human-factors,comp.windows.ms,comp.windows.x.motif,comp.windows.open-look,comp.sys.atari.st,comp.sys.acorn

In article <731380054.15124@minster.york.ac.uk>, sgj-a@minster.york.ac.uk writes:
|> I am at the moment completing my 3rd year project on GUI's and have noticed that very
few
|> people have ever asked a large group of users what they think of the Interfaces
|> they use and what are the +'s and -'s. As a result I am attemptin to do this.
|> If you could just take a few mins to reply to this and say what interface you
|> are using and what you feel are its strong and weak points, and what you would
|> like to see in a GUI, I would be most grateful.
|>
|> If any of you would like to know the results of my analysis of the data
|> I recive then I would be more than happy to mail the results to you.
|>
[stuff deleted]
|> And write a short note saying.
|>
|> What Interface you use.
|>
|> The machine you run it on.
|>
|> What you feel are its good points
|>
|> What you feel are its bad points
|>
|> What you would like to see changed.
|>
|>

I think it would help if you were a little more specific here. I use a lot of
different GUI's which all have good and bad points which may be specific to
the application they interface too.
Reading between the lines a little I get the impression that what you really
want to know about are peoples windowing systems/window manager interfaces, but
I can't be sure.
Could you follow up and be a little more specific?
Thanks.

Rob.

--

____
	Rob Ingram
By request.	University of Nottingham
Englands Finest.	Department of Computer Science

	Nottingham, UK.
	"Women: Can't live with 'em, can't get them
rji@cs.nott.ac.uk	to dress in skimpy leather Nazi outfits"

3875. Re: ftp sites in the UK

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 10:40:22 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <1993Mar10.104022.23603@cs.nott.ac.uk>
Source record: 209015

In article <H.Dv1iI5fejgw@s0jxb.exnet.co.uk> s0jxb@exnet.co.uk writes:
>I have recently been downloading a lot of files from a.a.u.e. and it has
>occured to me that there must be somewhere in the UK to get these files
>and save a lot of trans-atlantic bandwidth. Has anyone got a list of
>sites in the UK with details of how to get the help files and indexes?
>Thanks
>

Imperial University has a mirror site of a.a.u.e. which updates
regularly.

ftp src.doc.ic.ac.uk

and go to /computing/systems/atari/umich for thje files. Helps and
Indexes are liberally scattered around.

If you have JANET access, you can also try hooking up to hensa.micros,
but noter that this useses hhcp, not ftp to get files.

Sam.

3876. GUCK

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 10:54:42 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1nkhdiINN96j@golem.wcc.govt.nz>
Source record: 209012

********** GUCK **********

I posted a article last week about getting the latest version of GUCK,
I thought the ST-CLUB was the agent for the English version 1.9
and above are no longer P.D...

So can any one HELP, with some more info on GUCK, how much
and were do I get it from, English version please...

Thanks........

Roger.............. sheppard_r@kosmos.wcc.govt.nz

3877. PovRay on atari ST.

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 11:38:32 UTC
From: g.coulter@daresbury.ac.uk
Message-ID: <1nkjvo$ga6@mserv1.dl.ac.uk>
Source record: 209013

Hi Everyone ...

I wounder if someone out there could let me have some info
on getting and running the PovRay raytracer on an atari st
My questions are :

(1) ... Which version of PovRay should I get (ie Unix IBM)?

(2) ... What can I use to compile the code on the ST?

Thanks Neill.

PP

Gary Coulter SERC Daresbury.

3878. UK FALCONS

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 11:48:14 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Mar10.114814.7094@unix.brighton.ac.uk>
Source record: 209016

Merlin Computers (check STF or ST User for Tel. No.) are doing the 4meg/
64meh h/d drive version fir 899.99 if you pay by cash, cheque, or switch.
They do not supplu MultiTOS at the mo, but will send it to you free of charge
when they get it.

I wanted to plug this compnay cos they have been superb in handling my constant
questions and enquiries concerning the Falcon and actually gave me answers,
not 'well, erm, ha ha ha, yes the Falcon' like so many others. Some could not
even be bothered to help me, bang goes 900 quid for them.

They expect another delivery on thurdsay/friday of this week.

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix |
+---+

3879. Re: ftp sites in the UK

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 12:30:06 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <731766604.7083@minster.york.ac.uk>
Source record: 209049

In article <H.Dv1iI5fejgw@s0jxb.exnet.co.uk> s0jxb@exnet.co.uk writes:
>I have recently been downloading a lot of files from a.a.u.e. and it has
>occured to me that there must be somewhere in the UK to get these files
>and save a lot of trans-atlantic bandwidth. Has anyone got a list of
>sites in the UK with details of how to get the help files and indexes?

a.a.u.e is mirrored at src.doc.ic.ac.uk (Imperial College, London)

> From: John Budden Email: s0jxb@exnet.co.uk

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

3880. Re: Mod players wanted

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 12:49:34 UTC
From: berger@duterl.et.tudelft.nl
Message-ID: <1993Mar10.124934.18668@donau.et.tudelft.nl>
Source record: 209022

In article <1993Mar9.190410.4338@dct.ac.uk> aesd1pak@dct.ac.uk writes:
>I am looking for a good mod player for my STE .I have got JUKEBOX AND CD PLAYER
I think Paula is a pretty good mod-player. It can be fetched from a.a.u.e.

Bye,

Jeroen.

3881. GEM Library of Digital Research Inc.

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 12:58:40 UTC
From: berger@duterl.et.tudelft.nl
Message-ID: <1993Mar10.125840.18869@donau.et.tudelft.nl>
Source record: 209023

Hi,

In this newsgroup I asked whether there existed a GEM lib for PC's.
I've read that Digital Research Inc. developed such a GEM lib. But no one
seems to know how to contact someone of that company. So now I'm looking
for an (E-mail) adres.

I prefere replies in private netmail.

Thanx in advance.

Jeroen Berger

3882. Re: what is the cartridge slot for anyway?

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 13:25:26 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Mar10.132526.14045@unix.brighton.ac.uk>
Source record: 209018

And don't forget the forget-me-clock's and stuff like that.

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix |
+---+

3883. Re: Installing GCC on an Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 13:42:50 UTC
From: ritz@ritz.mordor.com
Message-ID: <9303093137@ritz.mordor.com>
Source record: 209017

Steve Strong (gadget@dcs.warwick.ac.uk) wrote:
: In article <930305681@ritz.mordor.com> ritz@ritz.mordor.com (Christopher Mauritz) writes:
: >How does he/she intend to do any work with GCC on a system with
: >only 4mb RAM and no virtual memory??? Especially on an 8mhz 68000
: >box?

: Well, I've got it working no problem.

: >Even if they get it to work, they could run out and catch a
: >movie during the compiles.

: It ain't the fastest system in the world, that's for sure, but it would
: have to be a pretty short movie.

: >GCC is incredibly resource hungry.
: >It will happily gobble up 8 megs of RAM and then go to work on any
: >virtual memory and/or spare disk space lying about during a big
: >compile. While this wouldn't be a real problem if the person was
: >only interested in hello.c type programs, I'm assuming that anyone
: >going to the trouble to get GCC is probably interested in bigger
: >projects.

: Yup, I've been compiling a project consisting of about 30-40 source
: files. About 3000 lines of code all together. Not huge, but
: certainly not hello world. Takes about 10 minutes to compile
: everything. As I said, not the fastest in the world, but not bad
: considering what I paid.

: >I'd be curious to hear how this works out.

: I'm curious as to why you insist on telling everyone that the ST
: is so crap. You really don't know what you're talking about.

I don't think I said anything about Atari being crap (though I have
in other posts in the past). All I said is that GCC is a resource
hog and that the system described above seemed a little "under-resourced"
to have a workable GCC development system on it. Why are you so
defensive? Is this the computer version of Napoleon complex??? :-)

I think I do know what I'm talking about. I've been using GCC and
most of the other gnu tools for a while on my unix box. While you
might think that 10 minutes is a decent performance figure for
compiling 3000 lines of code, I do not. In 10 minutes, I can
compile emacs (which consists of about 10 megs worth of source)
while running X windows and unbatching compressed news all
at once on a "lowly" 486-33mhz machine. And while this is all

going on, other people can use my system by dialing in.

Sheesh, I said I was interested in hearing about such a system,
not fielding flames from an insecure Atari user.

Regards,

Chris

--
Christopher Mauritz | My views reflect those of my
ritz@ritz.mordor.com | company since I own the company.
{backbone}!rutgers!spcvxb!ritz!ritz | Ritz International, Inc.
OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 OS/2 | Import/Export Consultants

3884. The 8th International Computer Show, London, UK

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 14:16:29 UTC
From: arneso@ifi.uio.no
Message-ID: <1993Mar10.141629.5002@ifi.uio.no>
Source record: 209020

Can anyone tell me the date for the 8th International Computer
Show in London (this summer)?

I wrote to the organizers, but received no answer.

---
arneso@ifi.uio.no - Arne Sommer "Powder to the People"

3885. Re: Kill Jaguar Thread Post Reply

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 14:27:20 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1nkts8INN7ir@life.ai.mit.edu>
Source record: 209025

In article <1993Mar10.040727.15660@ultb.isc.rit.edu> mrz5149@ritvax.isc.rit.edu writes:
>Dave, I think I may have been unclear in my message:
>
>1. It is my intention that these messages ceace to be cross posted
> to comp.sys.atari.st seeing as there is very little known about
> the Jaguar and thus there is no real way to relate it to the
> Falcon.
>
>2. Not to offend you.

Look, you didn't offend me any more than you offended anyone else by demanding to have things YOUR WAY in a situation that is hardly black and white.

>I just wish that who ever (or what ever) arbitrates cross posting would
>do it more concientiously.

Usenet is an anarchy. YOU are in charge as much as anyone else. Likewise, you have the same say as everyone else in such matters.

>While I have the benefit of a KILL file I choose not to use
>it (who knows when a good tidbit could fall under a kill) and there are
>those who have access to the net that don't have the benefit of KILL files.

If you don't use a kill file, you will have a hard time justifying your complaints about the low information content of this group. Every few days now someone will moan about how no one posts "anything interesting" and how the "Nasty {PC/Mac/Amiga/3DO/Apple II/Cray II} People" should post in *their own* group. Of course, such moans never inject any useful discussion either, and they *always* generate more flames.

>Now on to a little bit of a reply to the second part of your message.
>To me, *hypothetically* (since I have no idea what the Jaguar actually has)
>if the Jaguar has two main CPUs that the architecture would have to be
>incredibly different. Think about it.

I understood what you said, I just don't agree with it. The CM-5 (the most recent connection machine) is based on Sparc chips. Once it runs Unix (it may already), it may appear quite similar to the programmer to a Sparcstation (albeit a very fast one). One could argue that the CM-5 is loosely based on a Sparcstation then. (Yes, that would be somewhat extreme.)

The point is that you don't know, and even if you knew for sure that the Jaguar had two 68030's on it, you still couldn't know whether or not it was based on the Falcon.

>The other reason is that Falcon development and Jaguar development took
>place in two different parts of ATARI.

Who developed the Jaguar, then?

>Please, don't take what I say as a bash or flame to you. Just
>discussing the idea. However, I suppose that by the very post of this
>message I am undoing what I originally set out to do...Get rid of this
>darned thread!

The offensive part was not the flaming, but your trying to censor
people here without considering that they might feel their threads are
relevant and appropriate.

>To others reading: Please keep on topic and don't follow this poor example!
> I violated my own golden rule of keeping topic. Yikes!

Sigh. No one likes net.police.

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

3886. Re: PovRay on atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 14:27:50 UTC
From: cstadbs@csv.warwick.ac.uk
Message-ID: <1nktt6INNmgf@lily.csv.warwick.ac.uk>
Source record: 209019

g.coulter@daresbury.ac.uk (Neill Murdock) writes:

>I wounder if someone out there could let me have some info
>on getting and running the PovRay raytracer on an atari st
>My questions are :
>
>(1) ... Which version of PovRay should I get (ie Unix IBM)?

All of the source files are (vertually) identical for Unix
X-windows, Amiga etc, there are only two files that need to be changed.
These are the config file, and then<machine>.c file.
For the ST version, the unix.c file should be okay, since it does not
display the picture while it is working. The config file should be easy
to change. Take a look at the config file for other machines.

>(2) ... What can I use to compile the code on the ST?

I'm not sure, because I haven't actually done it. I really wish I could
but I suffer from the 'lack of HD and more RAM' problem.
I seem to remember a while ago that someone mentioned that they had
compiled it for the ST, but they had not upload the binaries anywhere
bacause they had not received permission from the POV team(they had been
waiting a number of months).

>Thanks Neill.
>
>PP
>
>Gary Coulter SERC Daresbury.

Paul Donovan
cstadbs@csv.warwick.ac.uk
pmd@dcs.warwick.ac.uk

3887. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 14:37:54 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <1993Mar10.143754.13073@cbnews.cb.att.com>
Source record: 209021
Cross-posted to: comp.sys.atari.st,rec.games.video

In article <1nj17eINNj69@life.ai.mit.edu> dmb@ai.mit.edu writes:
>The same applies to music. You can store a lot of CD-quality music on
>a CD. You can't on a cartridge. So you could load the song for the
>*current* screen off the CD, and then play it from RAM. You could have
>dozens of full-length songs on the disk, though.
>

Unlikely. And probably not possible (with CD-quality music). More likely,
it would play the music directly off the CD. There is certainly not enough
space for "dozens of full-length songs", even if there wasn't a game on the
CD as well. Please, be realistic.

Tom

--
+----------------------------------+---+
|Tom Pschar - AT&T CAOSS Dev. Team | "Fifteen is my limit on Schnitzengruben!"|
| It is very dark. You are likely to be eaten by a grue. |
+----------------------------------+---+

3888. Re: Installing GCC on an Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 14:39:41 UTC
From: gadget@dcs.warwick.ac.uk
Message-ID: <1993Mar10.143941.13445@dcs.warwick.ac.uk>
Source record: 209024

In article <9303093137@ritz.mordor.com> ritz@ritz.mordor.com (Christopher Mauritz) writes:
>
>I don't think I said anything about Atari being crap (though I have
>in other posts in the past).

I was really refering to those other posts. Maybe I should have been
clearer

> All I said is that GCC is a resource
>hog and that the system described above seemed a little "under-resourced"
>to have a workable GCC development system on it. Why are you so
>defensive? Is this the computer version of Napoleon complex??? :-)

I'm not defensive at all. You asked why anyone would install GCC unless
all they wanted to do was compile 'hello world'. I told you that it
was quite possible to do a very reasonable amount of work on such a
system.

>I think I do know what I'm talking about. I've been using GCC and
>most of the other gnu tools for a while on my unix box. While you
>might think that 10 minutes is a decent performance figure for
>compiling 3000 lines of code, I do not.

I never once said that 10 minutes per 3000 lines was decent performance.
I said that it was 'not the fastest in the world, but not bad considering
what I paid'.

> In 10 minutes, I can
>compile emacs (which consists of about 10 megs worth of source)
>while running X windows and unbatching compressed news all
>at once on a "lowly" 486-33mhz machine. And while this is all
>going on, other people can use my system by dialing in.

Sure, and I can do all of that on the "lowly" Sun IPC that I'm using
at the moment, and I much prefer it! However, I got my ST up and running
for about half the price of the PC, and much less than this IPC.

>Sheesh, I said I was interested in hearing about such a system,
>not fielding flames from an insecure Atari user.

Not an insecure Atari user, just one who gets annoyed with people
(not just you) who presume that since the ST has a mere 8MHz 68000,
it is useless for anything serious. To tell you about my system,
I have a 4M ST, a 50M hard drive and an Atari Mono monitor (probably
their best product!). On this, I have a multi-tasking OS (Thanks, Eric!),
gcc, gdb, LaTeX etc etc. All this cost me about #500 2 years ago. A Cray it
isn't :-), but it's quite good for just messing about on. If I ever

have some spare cash, I'd probably get something better. As it is,
the ST does it's job, and I've got other things to spend my money on.

Cheers,

Steve
--
Steve Strong - email gadget@dcs.warwick.ac.uk | Me? Nah, not me pal. Must have
voice 44 203 692873 | been the *other* Steve Strong.

3889. Re: 680x0 computer comparisions

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 15:00:31 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Mar10.150031.24866@newshost.lanl.gov>
Source record: 209026

In article 15s@gpu.utcc.utoronto.ca, darrenk@gpu.utcc.utoronto.ca (darren king) writes:
>
>As I understand it, The Performa 400 and 600 are almost identical to the
>Mac II vi and vx...NOT the LC2. The Performa series have no socket for an
>FPU as Apple assumes if you want one, you will go with the more serious II
>series Mac. The Performa 400 does, however have a 32 bit data path, NOT
>a 16 bit path like the LC2.

Nope, sorry, Darren. The Performa 400 is a clone of the LCII. The Performa
600 is a clone of the vx (the vi was the non-US version of the vx and has
now been discontinued). And once again, the 400, being an LCII clone, has
only a 16 bit data path. The new 25MHz LCIII has a true 32 bit path.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3890. Re: Compuserve, Genie, AmericaOnline...

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 15:04:56 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Mar10.150456.25666@newshost.lanl.gov>
Source record: 209028

In article 77150@cup.portal.com, Dave_Ninjajr_Flory@cup.portal.com () writes:
>
>If you use an Atari, GEnie is the clear winner in Atari support and
>activity.

Well said, Dave. Let me second the motion, folks. GEnie is THE place to be for online support of Atari users and it's a bargain compared to CIS even with CIS's reduced rates. Do yourself a favor and check it out.

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3891. Re: Flaky Mouse Port -- Need Advice!

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 15:13:43 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1993Mar10.151343.3224@a.cs.okstate.edu>
Source record: 209045

You doubtless have cracked solder on the mouse port pins....

(5 of 5 problems like you mention I've fixed)

Observe static discharge precautions! Ground yourself to the ground-plane of whatever you're working on. Even if it's just grabbing a ground with your hand before doing anything else. Do it regularly! First thing before touching anything else, everytime!

1 remove keyboard
2 remove 20 or so tiny screws from keyboard
and 2 "normal" screws near mouseport.
3 Seperate PCB form key-mechanism. Keep careful track or where the silicone (rubber?) cups with carbon pellets are.... They tend to fly about when things get shuffled!
4 heat pins of mouseport (joyport too!), maybe add a bit of fresh solder
5 reassemble!

jc

3892. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 15:14:21 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Mar10.151421.33512@rchland.ibm.com>
Source record: 209027
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

In article <1nio6b$2np@falcon.natinst.com>, glens@natinst.com (Glen Sescila) writes:
|> In article <1nim8lINNe43@life.ai.mit.edu> dmb@ai.mit.edu writes:
|> >
|> >How does that "fact" (which I am granting you) change anything in my
|> >post (which you have entirely replace with the word "worthless")? Care
|> >to discuss any of the *facts* at hand, or are you just going to flame
|> >me because you have a problem with what you perceive as my supposed
|> >"anti-Atari" attitude?
|>
|> and in a previous article ...
|>
|> >Be careful about your assumptions here. The 3DO hardware and
|> >developer's kit comes with some very nice things that are more than just
|> >tossing in a DSP here or a graphics coprocessor there. For example,
|> >the 3DO has hardware and ROM code to do real time JPEG decompression.
|> >This alone makes is very easy to do impressive animated sequences.
|> >(You can do a 30-minute movie in better-than-TV resolution, for example.)
|>
|> Right now none of us know much about the Jaguar other than '64-bit
|> RISC'. So how do you know that the Jaguar is just 'tossing in a DSP here or
|> a graphics coprocessor there'?

No, I think he is implying that having a graphics coprocessor in a system
or a DSP for sound or other things in any <generic game system> that you
do are nice things but 3DO is offering a good solid software developer
support. He's implying in generic terms that the Jaguar would have some
kind of custom graphics/sounds subsystem.... hey, if this assumption
cannot hold, the Jaguar is crap even before it gets out.

|> >You're not making sense. Consider a Street Fighter II with all
|> >movie-quality digitized video. It would be very popular. It would be
|> >a fun game (to those who liked Street Fighter II; i.e., most of the
|> >planet). A machine with better graphics offers a superset of the
|> >capabilities of one without. You don't HAVE to use the JPEG
|> >decompression to show prefab movies. You can use it to get lots of
|> >images off your CD quickly. That's why it's useful. Digitized,
|> >TV-quality sprites, man. Think about it.
|>
|> You're not making sense. To make a Mortal Kombat (or better) type
|> game you need instant access to all shapes of both fighters because you don't
|> know which move the user will pull off next. You can't just play a segment
|> of video quality animation off the CD cause it's not going to be the same
|> every time. Are you telling me that you could poll each fighters input and
|> get them BOTH off the 1 CD in an instant? (that would require 2 seek times)

|> Any Street Fighter II type game would require that both COMPLETE fighters be
|> loaded into RAM before the fight.

True, but remember you can put JPEG compressed stuff in ram too.

|>
|> ---
|> "Now You're Playing With Power Without The Price!" Glen Sescila |||
|> / | \
|> My opinions do not necessarily reflect those of my employer and probably are
|> exact opposites. InterNet: glens@falcon.natinst.com
|> ---

--

Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **

3893. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 15:18:05 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Mar10.151805.17984@rchland.ibm.com>
Source record: 209029
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

In article <1993Mar9.205407.16066@news.acns.nwu.edu>, glover@casbah.acns.nwu.edu (Eric Glover) writes:
|> In article <1993Mar09.153555.15937@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|> >
|> > Well, watch out by what Gaming magazines say... I agree with Dave,
|> >if the Jaguar is a 'Falcon' in graphics, I see it having a real hardtime
|> >beating 3DO (unless it's priced much lower). But again, I know
|> >nothing about the Jaguar, something about 3DO, and a lot about ATARI.
|>
|> I think if Atari can get the system out before 1999 they'll have it
|> all over 3DO. Weve seen $700 game systems in better economic times and
|> American werent impressed -- our buying. Can we say NEO GEO of the
|> 90s here boys and girls.
|>
|> >|> P.S. I think people would rather play a real video game than the kind
|> >|> where you stop playing and watch a little bit of video which will be
|> >|> the same every time (in other words the ability is not that important).
|>
|> Super Ditto on that one. When will game companies learn that people
|> are not interested in *watching* "games" but in *playing* them!!!
|>
|>
|>

This trend is tending to imply that 3DO can only make games where you
only playback a prefab-movie. False! That's just one of 3DO's abilities!

Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **

3894. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 15:23:49 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Mar10.152349.33444@rchland.ibm.com>
Source record: 209032
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

In article <C3n67H.Hy2@undergrad.math.waterloo.edu>, cebarton@napier.uwaterloo.ca (Casey Barton) writes:
|> glens@natinst.com (Glen Sescila) writes:
|> >>If this is your primary source... EGM is better at hype and vapor than
|> >>Atari ever could hope to be!
|> >
|> > O.K. I was expecting this. I can also produce some info from
|> >EE TIMES on the Jag...
|>
|> Ok. Please do so! We'd all like to know just what the actual specs are
|> on *both* of the machines... though it seems that the Jaguar's haven't yet
|> been set in stone. Have the 3DO's?
|>
|> All I've really seen of the 3DO is are the pictures that have appeared
|> in a couple of the recent magazines. Apparently we're all supposed to be
|> really impressed that the 3DO can texture map semi-transparent bitmaps onto
|> a cube. Who cares? An IBM XT can do that. None of them seem to be concerned
^^^^^^^^^^^^^^^^^^^^^^
| NO IT DOES NOT! NOOOOOOOOOOOOOO WAAAY!

|> with the question of whether that's supposed to be happening in real-time or
|> not...

Well, seems like it's real-time... but then I am not sure.

|> --
|> | Casey Barton (a guy) cebarton@napier.waterloo.edu (519)725-6412 |

--

Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **

3895. Re: 680x0 computer comparisions

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 15:24:24 UTC
From: michaelb@cse.fau.edu
Message-ID: <1993Mar10.152424.13957@cybernet.cse.fau.edu>
Source record: 208969

In article <C3My5D.15s@gpu.utcc.utoronto.ca> darrenk@gpu.utcc.utoronto.ca (darren king) writes:
>
>As I understand it, The Performa 400 and 600 are almost identical to the
>Mac II vi and vx...NOT the LC2. The Performa series have no socket for an
>FPU as Apple assumes if you want one, you will go with the more serious II
>series Mac. The Performa 400 does, however have a 32 bit data path, NOT
>a 16 bit path like the LC2.
>
You understand wrong. The 3 Performa machines (200, 400, 600) are nothing more then renamed previous Mac models.

Performa 200 == Classic II
Performa 400 == LCII
Performa 600 == IIvi (sort of)

There were NO designs of hardware, just a name change.

--
<< Michael Rogero Brown | Any opinions expressed are my >>
<< CS Graduate Student-Florida Atlantic Univ | own, and generally unpopular >>
<< Internet: michaelb@sol.cse.fau.edu | with others. >>
<< BitNet: m_brown@fauvax | Ask me if I care. >>

3896. Re: GEM Library of Digital Research Inc.

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 15:27:25 UTC
From: wbdst+@pitt.edu
Message-ID: <5611@blue.cis.pitt.edu>
Source record: 209030

As I have already posted, GEM is now distributed by Discus, not DRI (now part of Novell). No, I don't have a number (they are on the west coast, though). I got this information from a DRI salesman (in CT) before they were bought out by Novell. Yes, this was GEM for PCs.

3897. Re: ftp sites in the UK

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 15:29:09 UTC
From: jvt@its.bt.co.uk
Message-ID: <1993Mar10.152909.16610@its.bt.co.uk>
Source record: 209033

In article <H.Dv1iI5fejgw@s0jxb.exnet.co.uk> s0jxb@exnet.co.uk writes:
>I have recently been downloading a lot of files from a.a.u.e. and it has
>occured to me that there must be somewhere in the UK to get these files
>and save a lot of trans-atlantic bandwidth. Has anyone got a list of
>sites in the UK with details of how to get the help files and indexes?
>Thanks

src.doc.ic.ac.uk is a mirror of a.a root dir is:- computing/systems/atari/umich

- John
--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7FLG
+44 21 308 8892

3898. Re: Logic Simulator

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 15:50:57 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C3oK0y.3yC@newcastle.ac.uk>
Source record: 209037

Another logic sim. is CLA (shareware from most sites (but NOT a.a.u.e)) released July '92. Only runs in B&W, allows hierachical block structuring & has a fair few basic gates. Uses GDOS for output of design's / simulation results.

Has a bug in the V1 release 1 which prevents use on anything but a 1Meg machine (highly embaressing).

Blatent plug coming up.....

---------DATA UNCERTAIN PRESENTS---------
---------CLA V2---------

New release due 'RSN' with massively improved features:-

* Falcon compatibility (guarenteed - that's our developement machine now)

* Support for extended grafix modes (TT/Falcon).

* MultiTOS compatibility.

* .GEM metafile output (designs & simulation results) - compatible with Pagestream,Calamus,Hyperdraw, etc.

* Extended GDOS support from V1 - option to use GDOS fonts in place of Generic vector fonts.

* SPICE model output for analog simulation.

* New Multi-Window editor with selectable Scale/Scroll display modes

NOTE:'RSN' is copyright Atari Corp. It's use in this context is meant to imply 'sometime in the next year'.

If Marcel Boom or Andy Gann are reading this, hi there.....

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

3899. QuickST -> Warp9 details?

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 15:52:23 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Mar10.115223.11913@ac.dal.ca>
Source record: 209035

I'm considering upgrading my QuickST 2.1 to Warp9 and find that I seem to have *lost* all files and notes with any mention of the upgrade fee. Would anyone be able to let me know what the cost would be, and possibly the Codehead's address as well?

Thanks very much,
John

3900. Re: It is March, do you know?

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 15:58:35 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Mar10.155835.22203@email.tuwien.ac.at>
Source record: 209031

In <OOBBB31U@zelator.in-berlin.de> techno@zelator.in-berlin.de (Frank Dahncke) writes:

> aa399@cleveland.Freenet.Edu (Len Stys) writes:

> >It is March, do you know where your Falcon030 is at??? :)

> Here. If you want one, come to Germany. Freely available here and comes
> with TOS 4.02.

It's amazing, even in Austria a dealer suddenly put a sign saying "Atari Falcon 030 prompt lieferbar" on his door today... I guess the Falcons are coming in masses at last!

-MY

3901. Re: the drop of the ste

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 16:02:02 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C3oKJF.5Dz@newcastle.ac.uk>
Source record: 209038

In my view, the discontinuing of the STE is the final nail in atari's coffin.

I own a Falcon myself, but am astonished that Atari would even consider discontinuing the only computer which they can supply consistently (as a F030 owner, I know exactly how hard they are to come by, but that's nothing compared to how hard the software is to come by).

This is ridiculous. There is NO Falcon software on the shelves. There are NO Falcons in the shops. With the STE out of production, this will mean NO ATARI in the shops. The name will fade......

Luckily, the 680x0 version of Linux is due soon, so I'm adding a faster processor & fast ram board & going UNIX as soon as I can. This move will pain me more than word's can say, but the death of the STE shows me that Atari is abandoning me, & the rest of the Atari community, so we must all make our own ways.....

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

3902. Atari ST stuff for sale: Okimate 20 printer, Printmaster Plus S/W

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 16:16:37 UTC
From: georgew@tekig1.PEN.TEK.COM
Message-ID: <9112@tekig7.PEN.TEK.COM>
Source record: 209034
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

Printmaster Plus program for Atari ST $10
Make greeting cards, etc. Works with most 9-pin printers and Okimate 20.

Okimate 20 color printer $50
My kids used this a lot for color screen dumps when they were younger, but they're into DTP now, so I bought a 300 DPI printer. This is the Atari ST version of the printer, which emulates Atari SMM804 graphics (basically Epson 9 pin) as well as doing color screen dumps and 24-pin NLQ text. Included: 2 1/2 black ribbons, 1 1/2 color ribbons, and about 250 sheets of fanfold paper. Doesn't include printer cable, since it uses a standard Centronics cable - about $10 from any computer store. Also, the current print head has one of the 24 pins burned out; new ones cost about $20 by mail order and just snap into place. I'll enclose an order form from the company that sells paper, ribbons, and print heads.

All of the above come with original boxes and manuals, and I'll pay shipping in the continental U.S. (Extra charge for COD.)

George.S.Walker@tek.com *OR* georgew@tekig1.pen.tek.com
OR uunet!tektronix!tekig1.pen.tek.com!georgew

3903. Re: Macintosh Price Advocate...

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 16:31:26 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Mar10.163126.8510@newshost.lanl.gov>
Source record: 209036

In article 17181@unix.brighton.ac.uk, mm68@unix.brighton.ac.uk (Lost Boy) writes:
>
>All atari have to do is advertise and they will be laughing all the way to
>the Bank.

Ah... hope shines eternal in the minds of youth. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3904. Bad Threads

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 17:18:24 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993Mar10.171824.23116@ultb.isc.rit.edu>
Source record: 209048

My intention is not to censor at all nor to "get my own way". I just think
that it might be nice for a base called comp.sys.atari.st not to contain
more messages cross posted from rec.games.video. Especially when they
contain, for the most part, little having to do with the base at hand.
I am not calling for this base to be moderated or censorship or anything
so nasty and facist, just smarter cross posting.

Just for the record I am not the only one calling for this thread to come
to an end.

Now I know I've been a little soap-boxish in my last letters but I feel
that lately (and I'm sure many others would agree) that the amount of
garbage flowing through this base in the past weeks alone have been
atrocious (sp?). Kill files are great. I can use them (and if it gets worse
I really will have to start using it more often) but what about those who
don't have to access to this feature? Is it really fair to ask these people
to have to read messages that have nothing to do with the base topic?

I don't plan to post anymore on this topic but I put it up as food for
thought. If you don't agree with my views you have that right. So let's
get back to some ST talk? Hmmm...

+---+------------------------------+
Michael "Zoooks!" Zucca	Spam, spam, spam, spam, spam
Internet: mrz5149@ritvax.isc.rit.edu	Spam, spam, spam, spam, spam
Printing And Applied Computer Science	Lovely spam, woderful spam!
RIT - Rochester Institute Of Technology	Shut up. Shut up! Shut Up!
+---+------------------------------+

3905. Re: Nethack 3.1 patch 1

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 17:24:55 UTC
From: ersmith@netcom.com
Message-ID: <1993Mar10.172455.4599@netcom.com>
Source record: 209039

In article <H.ea.&4WixySukVA@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>Sounds like an ST-specific problem with the version you got.
>Email whoever compiled your version, don't bug the NetHack Dev Team with
>implementation-specific problems... They won't have a clue what to do
>about it!

Actually, that's not the case. The Atari ST is one of the "officially"
supported platforms for NetHack 3.1, and there is a dev team member
(yours truly) with some Atari knowledge.

But you're quite right, of course, that we can't be responsible for every
compiled version, since we can't control which compilers and/or libraries
other people use. I compiled the 3.1.1 version on atari.archive (which will
shortly be appearing on linc.cis.upenn.edu as the "official" binary)
so I will take responsibility for that one.

>I intend to compile a full ST version (and add sound support, like the
>Mac and Amiga ports) as soon as Hildo fixes GNU make;

If you do add sound support, please send us your changes!

Regards,
Eric

3906. Re: the drop of the ste

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 17:30:37 UTC
From: wbdst+@pitt.edu
Message-ID: <5620@blue.cis.pitt.edu>
Source record: 209041

I own an STe, and ever since I bought it about 1 1/2-2 years ago, I thought it was behing xxx behind the times. Yes, the f digital sound is nice, but come on: 68000 running at 8MHz? The way things are going on other platforms, the TT030 and Falcon030 should come in as medium-weight machines (soon to be entry level). Yeah, I like my STe, but I thinkits time for Atari to move on to better things.

3907. Re: Wandted: MIDI-Net-Device for MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 17:51:25 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C3opLq.K0u@newcastle.ac.uk>
Source record: 208953

In article <1nf9oiINNgl1@urmel.informatik.rwth-aachen.de>, chris@merry.imib.rwth-aachen.de (Chris Schlaeger) writes:

>According to Eric Smith (Description of the unified file system) is should
>be very easy to implement a Network-File-System. Has anyone seen an NFS for
>MiNT? Or is there a Device-Driver for a MIDI-Net around?

Haven't seen one yet, but I have the sources for an old MIDI drive sharer network program. Perhaps the person someone could tell me what I need to do to convert this into a MiNT File System? Eric ? Anyone ? When I get my summer break I'll be in a good position to have a go at this (I've got 2 ST's & a Falcon), so if someone can get some info to me before then I could probably have a crack at it.

Of course, if someone else is on the way there already, I won't bother, but I am willing to help with debugging & testing.....come on, there must be a bored networking guru out there somewhere :).

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

3908. Re: It is March, do you know?

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 17:55:00 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Mar10.175500.26783@unix.brighton.ac.uk>
Source record: 209044

They are coming thick and fast in the UK now.

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix |
+---+

3909. Re: what is the cartridge slot for anyway?

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 18:02:33 UTC
From: evansg@uproar.enet.dec.com
Message-ID: <1993Mar10.180233.9466@rdg.dec.com>
Source record: 209042

```
In article <1993Mar5.185803@helix.nih.gov>, rvenable@helix.nih.gov (Richard M.
Venable) writes:
>In article <1993Mar3.211312.7211@magnus.acs.ohio-state.edu>,
>msteve@magnus.acs.ohio-state.edu (Michael Steve) writes:
>|> Well, I bought an 1040STf about a month ago, and looking through some old
>|> I mean ancient, ST magazines, I still haven't found anything that uses the
>|> cartridge slot. Does anyone use the slot? productively?
>|>
>|> Common sense would lead me to believe a clock or something would be useful.
>|>
>
>Partial list:
>
> - yes, real-time clocks; one model was a pass-thru, allowing
> other cartridges to be used as well
>
> - as someone mentioned, the StereoTek glasses; mine still work
>
> - the Migraph hand scanner
>
> - network adapter, for networking multiple ST's

One other was a Radio-Control model simulator, which used software on
a cartridge together with a Futaba RC transmitter case connected to the
cart via a lead from where the ariel would normally be. Rather pricey,
but realistic & cheaper when you lose control of the plane/glider/helicopter!

Gwyn
--
+=========================================================================+
| Gwyn Evans @ IME |evansg@uproar.enet.dec.com| Views expressed and |
| Digital Trading Solutions | DTN 769-8108 | statements made are |
| Uxbridge, Middlesex, U.K. | gwyn@cix.compulink.co.uk | mine, not Digital's |
+=========================================================================+
```

3910. Re: Calamus for sale

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 18:10:39 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Mar10.181039.121910@zeus.calpoly.edu>
Source record: 209043

Hannu sings:
>Lashing out the action, returning the reaction /
>Weak are ripped and torn away / Hannu Mallat
>Hypnotizing power, crushing all that cower / hmallat@niksula.hut.fi
>Battery is here to stay /

Nice Metallica tune eh?
Might as well sing Metallica here because most of you people just want to
flame about a _stupid_ nonexistant video game.

*steve miller
*dept. of electronics engineering
*cal poly slo

3911. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 19:04:09 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C3osyz.3Ir@ecf.toronto.edu>
Source record: 209046
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

As far as I know, Jeff Minter does not work for atari and he has worked on one.

3912. Follow up to llamatron?

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 19:53:25 UTC
From: humphrie@ni.umd.edu
Message-ID: <1nlgvlINN8d6@ni.umd.edu>
Source record: 209047

There is supposed to be another game by the maker of "LLAMATRON", what is
the name of this game? Is it available on atari.archive?

--
_____Jim_Humphries_____
|DISCLAIMER: All opinions expressed in this message are actually the reader's.|
| He or she just may not know it. |
|____humphrie@wam.umd.edu_____NeXTmail: humphrie@nicube.umd.edu___|

3913. Re: Logic Simulator

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 20:18:59 UTC
From: dmcdulin@casper.cs.uct.ac.za
Message-ID: <C3owFo.CM6@casper.cs.uct.ac.za>
Source record: 209050

In <C3oK0y.3yC@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>Another logic sim. is CLA (shareware from most sites (but NOT a.a.u.e)) released July '92.
>Only runs in B&W, allows hierachical block structuring & has a fair few basic gates.
>Uses GDOS for output of design's / simulation results.

Okay great. I know about CLA, and I remember last year it was still on a.a.u.e
(v1.0) that is.

Now the obvious question... is there an ftp site which DOES have CLA, and if
so, where is it???

Email answers welcome, so is posting to this group... I read it almost twice
a day!

```
/-----------------------------------------------------------------------------\
| "Work" is a four letter word. (as is "wash","swot", etc... |
| And "DOS" *SHOULD* be a four-letter word! |
| Email and other ramblings to: dmcdulin@cs.uct.ac.za |
\-----------------------------------------------------------------------------/
```

3914. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 20:44:42 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.j5sBSC5krPQ@semprini.tdkcs.waterloo.on.ca>
Source record: 208963
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In <runehy.79.731589721@dhhalden.no>, RUNE HYLDMO writes:
> >"Power without the price!" ceased to be true as soon as the TT was
> >released.
>
> Thats because you live in the U.S try reading a europeean mag. instead even
> better a German mag. They are cheeper here.

Actually, I live in Canada; that's what the .ca part of my address
means.

Anyway... Before Atari Canada was "right-sized" (ie, put out of
business by Atari in Sunnyvale), TTs were available in Canada. Now,
they're _more_ expensive than they were before, _if_ the dealer can get
them! Yup, Sunnyvale is sure taking care of Canada, which has always
been a better market for the ST/TT line than the US is.

It'd also cost major $$$ to ship a TT back here from Germany... and I'd
probably have a hard time dealing with the German TOS/keyboard.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

3915. 3DO info (WANTED!)

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 20:52:06 UTC
From: e91sg@efd.lth.se
Message-ID: <1993Mar10.205206.11460@lth.se>
Source record: 208952

Sorry to post this in an Atari newsgroup, but I'v noticed some threads about the 3DO...
I understand this machine was shown at CES in Las Vegas a while ago...
Could somebody PLEASE mail me some info about 3DO ?? (Like avalibility, technical specs'n stuff...)

/stefan


```
================================================================================
Stefan Gimeson (e91sg@efd.lth.se) Lund Institute Of Technology *
Tunavagen 39 B660 _/ _/_/_/_/ _/ _/ *
S-223 63 Lund * (Boing,Boom,Tsack!) _/ _/ _/ _/ *
U*MEN ( ) _/ _/ _/_/_/_/ *
Sweden * ( -KRAFTWERK- ) _/ _/ _/ _/ *
Phone (0)46-362977 * * ( ) _/_/_/_/ _/ _/ _/ *
=========The following message is brought to you by...MicroSoft============ *
===============Windows = Turn a 486DX2 into a 4.77 Mhz XT :)================ *
================================================================================
```

3916. Re: Wandted: MIDI-Net-Device for MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 20:58:32 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.LG07E3LMfps@semprini.tdkcs.waterloo.on.ca>
Source record: 208964

In <1nf9oiINNgl1@urmel.informatik.rwth-aachen.de>, Chris Schlaeger writes:
> Hi Folks!
>
> According to Eric Smith (Description of the unified file system) is should
> be very easy to implement a Network-File-System. Has anyone seen an NFS for
> MiNT? Or is there a Device-Driver for a MIDI-Net around?

Rumour has it that there are tonnes of nifty XFS drivers available from
ftp sites in Germany... RAMdisks, RAMdisks that support real-time data
compression, neat things like that (I'd like an extended filesystem that
managed to be TOS-compatible, so I don't have to minix my partitions).

Unfortunately, I can't ftp, so I can't poke around or tell you what
sites to look on. :-(Maybe someone could give us a pointer, or upload
some of the excellent German MiNT software to atari.archive?

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

3917. Re: the drop of the ste

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 21:02:23 UTC
From: ken@isgtec.com
Message-ID: <4349@isgtec.isgtec.com>
Source record: 208955

In article <H.ea.KUW5s923AFo@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
> From chatting via email with several Falcon030 owners, I can say you're
> wrong. Almost NO ST/STe games work, even ones that work on the TT.
> Anything that tries to access the sound chip (ie, everything) dies a
> horrible death.

This is hard to believe, why is this? Did they move the sound chip registers
in the address space, causing a bus error? That would be real hard to believe.
I thought I heard somewhere that Dungeon Master worked, for example. And
that Neil Forsyth(sp?) got Game Workbench to work on a Falcon (except for
the video address change problem). I assume GW attempts to use the sound
chip? Can someone with a Falcon enlighten?

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

3918. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-10 21:30:36 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1nlmlsINNjic@life.ai.mit.edu>
Source record: 208954
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

In article <C3osyz.3Ir@ecf.toronto.edu> giggey@ecf.toronto.edu (GIGGEY Mike S) writes:
>As far as I know, Jeff Minter does not work for atari and he has worked on one.

Minter has worked on a Falcon; he was the first non-US person to have
one, in fact. But has he claimed to have worked on a Jaguar?

If so, that would be interesting news indeed.

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

3919. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 01:31:17 UTC
From: tclark@hptc.mentorg.com
Message-ID: <1993Mar11.013117.20865@news.mentorg.com>
Source record: 208956
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

In article <1993Mar8.230341.21952@actrix.gen.nz>, James.Hamilton@bbs.actrix.gen.nz writes:
|> In article <1nbcm3INNft7@life.ai.mit.edu> dmb@ai.mit.edu writes:
|> > In article <1993Mar6.210917.9130@netcom.com> rjung@netcom.com (Robert A. Jung)
writes:
|> > >2. So why do people say "the Jaguar can 'out-shoot' the 3DO"? The key, boys
|> > >and girls, is that the Jaguar will offer the same kinds of GRAPHICS
|> > >MANIPULATION that the 3DO does. Semi-transparent sprites, unlimited moving
|> > >objects, distortion and special F/X out the wazoo -- the Jaguar supposedly
|> > >can do all that, presumably thanks to the proprietary 64-bit graphics chip in
|> > >the beast.
|> >
|> > Be careful about your assumptions here. The 3DO hardware and
|> > developer's kit comes with some very nice things that are more than just
|> > tossing in a DSP here or a graphics coprocessor there. For example,
|> > the 3DO has hardware and ROM code to do real time JPEG decompression.
|> > This alone makes is very easy to do impressive animated sequences.
|>
|> So are you an official 3DO developer or a wannabe? Did 3DO tell you
|> they used realtime JPEG decompression or is that an assumption?
|> Developers who apparently have had experience with both systems
|> seem to be more impressed with the Jaguar. Does that affect you
|> in some way?

Actually, there have been several articles in some well respected publications
indicating that 3Do is incorporating video compression into the hardware.
Furthermore, a couple of random comments from some unnamed developers
does not have any effect on me at all. I'll believe it when I see it! Which
by the way, the 3Do has been demonstrated in several public forums unlike
the mythical Jaguar.

|> > (You can do a 30-minute movie in better-than-TV resolution, for example.)
|>
|> I'd rather watch a full-length movie from a laserdisc thank you.
|>

Which is one potential feature that 3Do is working on , whereas the
rumours of Jaguar do not indicate any such video playback capability.

|> > The 3DO comes with a CD ROM drive. It has software and hardware meant
|> > to make accessing lots of data from said drive very simple. This gives
|> > you 500M of data to play with. A 64-bit processing Jaguar isn't going
|> > to do squat compared to the 3DO unless it can deal with this kind of
|> > data (i.e., unless they plan to make the Jaguar a CD-ROM based machine).
|>

|> So what hands-on experience have you had with the 3DO?

So what hands-on experience have you had with the Jaguar?

|>
|> > Another plus for CD-ROM based systems which is unknown to most game
|> > players is that CD's are far cheaper to produce than cartridges. If
|> > the Jaguar is a cartridge machine, people won't develop for it instead
|> > of the 3DO. (Carts cost $10 to $20 while CD's cost $1 each.)
|>
|> So you don't know if the Jaguar will offer options or come in several
|> models? What exactly do you know about both systems?
|>

No, but the < $200 price tag does not indicate CD capability. Furthermore,
most of the arguments here have focused on the "base" machines and the
big price tag of the 3Do. If we add options to the Jaguar, then we also
have to take into account the increased price.

|> >
|> > Add to all this the fact that the 3DO developer's kit is said to come
|> > with 100+ CD's of video clip art (aka stock footage)that you are free
|> > to use in your games. (I.e., they've already gotten permission for
|> > this.)
|>
|> So 3DO users will pay to see identical clips ad nauseum?

Not! One of the partners in 3Do is Time Warner. Which by the way is a company
that owns the world's largest entertainment video library. Which could be
made available to 3Do developers. How about a game in which you are Sam
Spade (as played by Humphrey Boggart)?

|>
|> >
|> > From a developer's standpoint, there's a lot more to a console machine
|> > than just the hardware. Same story with computers. Atari has
|> > demonstrated the ability to consistently lose with good hardware. I'm
|> > not betting that the Jaguar will be any different in this regard
|> > (particularly since they face a veritable armada in the 3DO
|> > consortium), but who knows. (For the record, I do think that console
|> > units are Atari's last hope before they fade away into complete
|> > oblivion.)
|> >
|>
|> If you are familiar with recent history you know that the execs
|> (Jack Tramiel et al) at Atari were the founders and execs at
|> Commodore. The Tramiels battered Atari's superior 800 computer
|> with their C64 and took Commodore to over a billion dollars in
|> sales in the early-mid 80s. What have *you* done?

And then drove Commodore and Atari to has been, wannabe status!! So what
exactly have YOU done???

|>
|> They were also instrumental in defeating the MSX "armada"
|> formed by Microsoft and many large Japanese companies with
|> their C64 and later with their ST systems. So for the record,
|> Atari has been infinitely more beneficial to millions of users
|> than you have in all your net pontifications. Maybe one day
|> you will take the risks and responsibilites and demonstrate
|> your competence in a cutthroat consumer electronics market.

Actually, MSX is a HUGE success in Japan, unlike Atari and Commodore.
It failed in the US due to the lack of interest in 8 Bit computer OSes.
I suspec that the popularity of MS DOS and MAC OS did more damage to MSX
than the Atari ST.

|>
|> > The one thing Atari has never had a lack of, despite their pattern of
|> > embarrasing incompetence and failure, is arrogance. This is just like
|> > the bluster we heard about the Falcon. In fact, John Skrutch and Bill
|> > Rehbock gave me *exactly* that line ("The Falcon could/will be the machine
|> > that 'turns things around' for Atari") in July. Deja vu!
|>
|> You mean failure like how NEC is doing in the electronic games
|> business relative to their size? Or maybe arrogance of how Apple
|> ditched their Apple II and III and Lisa market for the Mac and how
|> the Mac market will be screwed by the Power PC? Maybe you mean
|> incompetence on the scale of IBM as demonstrated by their recent
|> losses. I won't bother to go on about NeXT.
|>
|> I guess you just mean Atari is just like the original Amiga and
|> Epyx companies that now lie in oblivion?? Many of their principals
|> are now at 3DO I understand. Now *THAT* is deja vu all over again.
|>
|>
|>

You logic is a bit convoluted. First off, just because NEC is a huge
conglomerate does not mean that they can be successful in the video game
market. In fact, being that large is probably a strike against them.
Secondly, the Lisa was the forerunner of the MAC and the II and III had
basically become obsolete. There is no evidence that the power PC will
have a detrimental effect on the Macintosh market. It may offer a pathway
to a future for current Mac owners. Finally, THE principal of 3Do is
Trip Hawkins, the man that built Electronic Arts fromthe ground up and
has so far been successful in getting some of the largest companies in the
world to support the 3Do. Where is Atari? They have an "unofficial" machine
that no one has seen except for a few developers. that no one has seen except for a few
developers.

--
T C

e-mail: tony_clark@mentorg.com

3920. Re: Follow up to llamatron?

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 02:44:19 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1nm923INN6ue@golem.wcc.govt.nz>
Source record: 208957

] There is supposed to be another game by the maker of "LLAMATRON", what i
] the name of this game? Is it available on atari.archive?

Hard Core is probably what you are thinking of.
Jeff Minter.

Works on/supports the Falcon etc. It's not on a.a as it's not released
in the PD (yet!?)

3921. Re: 3DO info (WANTED!)

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 02:46:12 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1nm95kINN6ue@golem.wcc.govt.nz>
Source record: 208958

] Sorry to post this in an Atari newsgroup, but I'v noticed some threads a
] the 3DO...
] I understand this machine was shown at CES in Las Vegas a while ago...
] Could somebody PLEASE mail me some info about 3DO ?? (Like avalibility,
] nical specs'n stuff...)

Try
rec.games.video

Not a base having nothing to do with the company! (The less the better...)
It's an overpriced gadget, but plenty powerful.

3922. Re: the drop of the ste

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 02:52:28 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1nm9hclNN6ue@golem.wcc.govt.nz>
Source record: 208959

] I thought I heard somewhere that Dungeon Master worked, for example. And
] that Neil Forsyth(sp?) got Game Workbench to work on a Falcon (except fo
] the video address change problem). I assume GW attempts to use the sound
] chip? Can someone with a Falcon enlighten?

It depends on the version of the motherboard. The current models are
revision 4 motherboards, which have had a substantial redesign, the
net result of being, the Yamaha Soundchip is now accessed in basically
the same way. Virtually all the current machines are revision 3 motherboards
which don't like accessing the chip in the same way the ST etc. does!

All the 'current' machines should have TOS 4.2 on a revision 4 mother
board. (Buying the 4meg, 65Meg HD model also gets you the complete
version of Multi-TOS, Speedo-GDOS, Atari-Works, Falcon D2D (Direct
to Disk sampler with limited editing facilities, (apparently)),
Breakout, Minesweeper, Sound-assigner (SAM I think, something like
System Audio Manager...). As well as a few other goodies.

While I'm at it, anyone know the difference(s) between 4.0, 4.1 and 4.2
of TOS!? (All machines have the same TOS chips BTW, they all have
support for the various countries on them, and you can select which
country you wish to have it used in, adjusting the frequency, and
language appropiately. How it handles voltage I don't know, I would
presume it has some sort of 240v to 120v step-down transformer or some
such thing. Otherwise, certain machines *do* have a different make-up!

3923. Mint/GCC/G++ installation

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 03:08:53 UTC
From: jhp@sactoh0.sac.ca.us
Message-ID: <1993Mar11.030853.4557@sactoh0.sac.ca.us>
Source record: 208970

Does someone out there have the steps or info for installing
Mint and then in turn, installing GCC(or G++)?

I've managed to install Mint but I am not sure if I have
installed correctly. Is there a way a tell?

Assuming I have Mint running correctly, what is involved with
getting GCC to run(I know it's on the Distrib Kit but I
haven't been able to get that to run either). From there,
what's the trick to getting G++ running?

Thanks for the help.

--

- jhp@sactoh0.SAC.CA.US What else can I say? -

3924. Outline Art 3.0 PRESS RELEASE

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 04:52:40 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Mar10.235240.14645@umiami.ir.miami.edu>
Source record: 208960

I found this on GEnie last night and as I know that there is a bit of DTP talk here I thought this would be appreciated. I am in no way affiliated with DMC/ISD except I use their products.

Mark Santora
<-------------->

PRESS RELEASE

February 25, 1993

DMC Publishing
2800 John Street, Unit 10
Markham, Ontario
Canada L3R 0E2
Tel: (416) 479-1880
Fax: (416) 479-1882

GEnie: ISD
Compuserve: 76004,2246
Delphi: ISDMARKETING

Contact: Nathan Potechin

DMC Publishing is proud to announce the release of Outline Art 3.0. This long-awaited upgrade to the original Outline Art standard includes all the features that made the original famous, plus color, eps/ps export, macro keys, user-definable UNDO, context-sensitive help which explains each and every feature and more. Two variations of this program are currently available, in two megabyte or four megabyte configurations depending upon your existing hardware. When placing your upgrade or order, please indicate your specific Atari computer.

To all of our existing registered owners of Outline Art, the introductory upgrade charge until May 30, 1993, is US $49.95 or $59.95 Canadian.

The introductory retail price of Outline Art 3.0 is US $149.95 or $175.00 Canadian.

Effective immediately, the new price for the industry-standard Outline Art 1.0 is US $89.95 or $109.95 Canadian.

The July/August 1992 issue of Atari Explorer carried the winners of the second annual Outline Art contest. The contest attracted entries from professional and amateur Outline Art users, worldwide and is indicative of the position long held by this vector graphic drawing program from DMC. (Note: All winning entries are available for downloading from our library #30 in the Atari Roundtable Library on GEnie.)

The 4 Megabyte DEMO version of Outline Art 3.0 is now available for downloading. Although Save and export functions have been disabled, and the context sensitve help has been left out, the program is entirely functional and will give you a complete preview of the capabilities that have made DMC's Outline Art famous.

For further information, please do not hesitate to contact your nearest Atari Dealer or DMC directly. We will be pleased to answer any questions you might have.

Nathan Potechin
President
DMC Publishing

3925. Re: Follow up to llamatron?

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 05:35:52 UTC
From: mbernar@erenj.com
Message-ID: <1993Mar11.053552.6819@erenj.com>
Source record: 208962

In article <1nm923INN6ue@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>] There is supposed to be another game by the maker of "LLAMATRON", what i
>] the name of this game? Is it available on atari.archive?
>
>Hard Core is probably what you are thinking of.
>Jeff Minter.
>
>Works on/supports the Falcon etc. It's not on a.a as it's not released
>in the PD (yet!?)

I think he's thinking of Revenge of the Mutant Camels. (I hope I got the
title right.) It is in a.a and is shareware as far as I can tell.

Marcelino Bernardo
mbernar@erenj.com

3926. Packers, Crunchers, Compactors .... cont.

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 05:37:26 UTC
From: karlm@mel.dbce.csiro.au
Message-ID: <672@highett.mel.dbce.csiro.au>
Source record: 208961

Thanks to all those who sent me information. The response I've had is far from what I expected, but still my quest goes on.

I still am looking for these packers:
SpeedPacker v2.0 or above
Automation v3.0 or above
SentryPacker any
Pack-Fire any
Pack-Ice v2.41 or above
Pompey Packer any
JamPacker v4.1 or above
Cameo v0.5 or above
Atomik v3.6 or above,

And these de-packers!:
Multi-Depacker v1.6, 2.0 or above by MUG U.K?
Naughty! v1.4 or above!

Again, thanks to all who've helped me thus far. If you know where any of these programs are posted, or even better, if you could mail them to me, I'd really appreciate it!
If you are in need of a packer, let me know - I will try to find it for you, and all the ones I have you can have too! I will upload to atari.archive really soon if I get enough people asking me to ...

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au Tel: +61 3 252 6222 Fax: +61 3 252 6244 |
|_____|

3927. Re: SH204 formatting problems

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 05:49:04 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <77244@cup.portal.com>
Source record: 208965
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>OK, I GIVE UP !!!
>
>I've been trying to format/partition my hard drive (an atari SH204).
>
>It's second hand, and the original formatting utilities (dated 1986) are
>corrupted. I got a hold of the latest distribution of AHDI, but when I try
>and format, I get a DRIVE NOT RECOGNISED error message.
Yep, I found that quite irritating in AHDI/HDX V5.0 that if it thinks
it knows the drive it WILL NOT even look at the WINCAP file for its
parameters... it just goes and blindly trashes the drive format when
it makes a mistake doing that and won't let you correct it.
>
>I tried to partition the HD without formatting first, but I got the error:
>
>DRIVE FORMATTED WITH OLD VERSION OF HDX, REFORMAT BEFORE PARTITIONING
>
>Blimmin' great !!

You just can't trust Atari's HDX. Even the older versions don't seem to
accept some WINCAP settings, although they pretend to be formatting drives
that Atari didn't know about at the time they are often actually
just scrambling the format.
>
>Can anyone send me a copy of the 1986 distribution of HDX that WORKS ??
I could send you a HDX V3.2 that came with my STacy, it seems to do my
old SH204 and MEGAFILE 30 ok.

However I would recomend switching to Supra or ICD or something else that
actually will accept your "suggestions" as to the type of drive. Atari
can't really be trusted for alot of mechanisms!

A few months ago I bought an upgraded MEGAFILE 30 with a non-Atari
65 meg mechanism installed. HDX 5.0 completely trashed the format when
I tried it (without even asking me the drive type!). HDX 3.2 asked for
the drive type and accepted the WINCAP entry for the drive mechanism
that I edited, but messed up the 4th 16meg partition. Supra formatted
and partitioned it with no problems at all.

While I am still using AHDI 3.2 for my bootstrap, I will probably eventually
switch the whole system to using Supra...

>
>Can anyone (ie at ATARI) tell me how I can make an ATARI HARD DRIVE compatible
>with an ATARI ST ?? (the program told me to contact ATARI !!)
I don't think Atari knows how to handle hard disks correctly!

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
technology, n. domesticated natural phenomena

3928. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 06:14:53 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <77246@cup.portal.com>
Source record: 208966
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

Something which seems to be being overlooked is that the 3DO system is (will be) supported by people who have a history of successful computer game production (Electronic Arts), while the Jaguar is (will be) "supported" by Atari Corp, which has a history of taking advanced technology and dumping it in the toilet.

The most advanced technology isn't worth anything unless there's advanced software to use on it.

The Lynx started life as a wonderfully advanced piece of hardware and look where it is today... an also-ran footnote to handheld video games.

The Portfolio was a breakthrough in portable computing.. today it's not even an interesting curiosity.
The ST was revolutionary at its introduction. Today it's as dead as the VIC-20.

Maybe THIS time Atari will get it right... maybe THIS time they'll market the Jaguar properly... maybe THIS time they'll produce enough to make it successful.. maybe THIS time they'll support it with quality software in sufficient quantity to make the system attractive to the masses of video game buyers...

I also hear Atari R&D is training pigs to fly...

BobR

3929. 1040st for sale

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 09:56:00 UTC
From: steve@numep2.phys.nwu.edu
Message-ID: <11MAR199303562632@numep2.phys.nwu.edu>
Source record: 208967

I am selling my 1040st with built in 720k floppy. and hi-rez color monitor. I got it a couple of years ago, but have since went IBM (gasp!). I have some s/w like word proc with spell checker, Time Bandit (a game), hippo something, star r raiders, a joystick, mouse. I have no idea what to ask for it. Make me an offer

please reply to steve.kilbey%bbs.jptcs.com

3930. Re: the drop of the ste

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 11:38:04 UTC
From: borrmann@Informatik.TU-Muenchen.DE
Message-ID: <1993Mar11.113804.24844@Informatik.TU-Muenchen.DE>
Source record: 208968

In article <C3oKJF.5Dz@newcastle.ac.uk>, Craig.Graham@newcastle.ac.uk (Craig Graham)
writes:
|>
|> In my view, the discontinuing of the STE is the final nail in atari's coffin.
|>
|> I own a Falcon myself, but am astonished that Atari would even consider discontinuing
|> the only computer which they can supply consistently (as a F030 owner, I know exactly
|> how hard they are to come by, but that's nothing compared to how hard the software is
|> to come by).
|>
|> This is ridiculous. There is NO Falcon software on the shelves. There are NO Falcons
|> in the shops. With the STE out of production, this will mean NO ATARI in the shops.
|> The name will fade......
There are already fairly no shops (even in Munich, Germany), that carry Ataris.
Buying an Atari 1040STE is really difficult in these days ... because you have to
search the whole city to find a shop selling Atari software and hardware (unless
you know these shops).
|>
|> Luckily, the 680x0 version of Linux is due soon, so I'm adding a faster processor &
|> fast ram board & going UNIX as soon as I can. This move will pain me more than word's
|> can say, but the death of the STE shows me that Atari is abandoning me, & the rest of
|> the Atari community, so we must all make our own ways.....
|>
|> Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
|> BAe Space Systems || Phone : (UK) 091 2737650
|> Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
|> -----------------/__\---
|> SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

Alexander

(still using his 1040ST with 2.5MBytes of RAM and Harddisk)

3931. Re: Wandted: MIDI-Net-Device for MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 12:31:55 UTC
From: chris@merry.imib.rwth-aachen.de
Message-ID: <1nnbfsINNbjl@urmel.informatik.rwth-aachen.de>
Source record: 208971

In article <C3opLq.K0u@newcastle.ac.uk>, Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
|>
|> In article <1nf9oiINNgl1@urmel.informatik.rwth-aachen.de>, chris@merry.imib.rwth-aachen.de (Chris Schlaeger) writes:
|>
|> >According to Eric Smith (Description of the unified file system) is should
|> >be very easy to implement a Network-File-System. Has anyone seen an NFS for
|> >MiNT? Or is there a Device-Driver for a MIDI-Net around?
|>
|> <Deleted stuff...>
|>
|> Of course, if someone else is on the way there already, I won't bother, but I am
|> willing to help with debugging & testing.....come on, there must be a bored
|> networking guru out there somewhere :).
|>

I heard roumors that some guys here in Germany are working on a TCP/IP implementation based on MiNT. I'd like to know if that is really true and who they are!

This would be what I was looking for, even a huge overhead comes with it.

cu Chris

--

****

/ / / Chris Schlaeger email: chris@imib.rwth-aachen.de
/--.--/ Stephanstr. 21 phone: 0 2 41 / 40 51 02
/ /| / 5100 Aachen ampr-net: DL1EDB@DK0MWX.DEU.EU
| F. R. Germany
|
| Amateur Radio - Bridge to the world!

****

3932. MC6809 Emulator

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 12:37:12 UTC
From: grosland@taliesin.greco-prog.fr
Message-ID: <1993Mar11.123712.13650@greco-prog.fr>
Source record: 208994

Hello,

I'd like to know if this sort of stuff exists somewhere for the ST.
And if it exists, where can I find it (I haven't try a.a.u.e yet, but I
didn't find it in its mirrors) ?

--

/===\
Sebastien GROSLAND	
	LICENCE INFORMATIQUE
grosland@taliesin.emi.u-bordeaux.fr	UFR Math/Info
	351, Cours de la Liberation
	33400 Talence (France)
"Elen sila lumenn omentielvo"	
J.R.R Tolkien	
(the fellowship of the ring)	
\===/

3933. HD drive on STE

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 13:05:00 UTC
From: heraud@ufrima.imag.fr
Message-ID: <C3q70D.4BA@ufrima.imag.fr>
Source record: 208973

I would like to put an 1.44 Mb drive into a ST, I already have a drive
and I don't want to buy eternal card or stuff like this.
I alrready heard about a guy who put a HD drive in his STE.
Does anybody knows how to perform it???
Thanks.

--
////////////////////////////
///heraud@ufrima.imag.fr////
////////////////////////////

3934. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 13:05:27 UTC
From: snail@lsl.co.uk
Message-ID: <1993Mar11.130528.3166@lsl.co.uk>
Source record: 208972
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <H.ea.1QAuzGQaI4o@semprini.tdkcs.waterloo.on.ca>,
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
> In <1993Mar5.103734.3147@lsl.co.uk>, snail@lsl.co.uk writes:
>> Another point, if you don't want a 486DX2, then use a 386 (if you think thats
>> a fair comparison.. I don't), it *STILL COSTS MORE by a long way* than a
>> Falcon, which was the other point being discussed - quite apart from the 386
>> boxe's performance won't be as good at DTD recording.
>
> In the US, a Falcon030 4/65 (16Mhz '030; 4M RAM; 65M IDE hard disk)
> costs the same as a _good_ '486sx/25 with 1024x768x256, 105M IDE hard
> disk and 4M of RAM. It also costs the same as a Mac LC II (16Mhz '030;
> 4M RAM; 80M SCSI hard disk).

Ah but you still don't have the groovy 8 channel ADA hardware do you? which is
what this was all about. If I was doing music I'd get a Falcon, If I wasn't
I'd get the PC. If I only had the money for one, I'd get a PC, because I need
the PC for other things that I just can't do/won't have a large enough market
for if I get a Falcon. That said though, for the bucks if you want a 16 bit
8 channel ADA direct to disk, Falcon is it.

The above also shows the pricing disparity between Europe/USA.
>
> "Power without the price!" ceased to be true as soon as the TT was
> released.

Yeah, very sad that. In fact it probably ceased a long way before that, an ST
should be about 100 pounds by now.
--
snail@lsl.co.uk

"Washing one's hands of the conflict between the powerful and the powerless
means to side with the powerful, not to be Neutral."
Quote by Freire.
Poster by OXFAM.

3935. Re: ftp sites in the UK

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 13:17:48 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <C3q7Lo.4Hp@bailgate.gpsemi.com>
Source record: 208974

In article <H.Dv1iI5fejgw@s0jxb.exnet.co.uk>, jesa@s0jxb.exnet.co.uk (John Budden) writes:
|> I have recently been downloading a lot of files from a.a.u.e. and it has
|> occured to me that there must be somewhere in the UK to get these files
|> and save a lot of trans-atlantic bandwidth. Has anyone got a list of
|> sites in the UK with details of how to get the help files and indexes?
|> Thanks
|>
|> John
|> --
|> ==
|> From: John Budden Email: s0jxb@exnet.co.uk

Well for a start, a.a.u.e is echo'ed on src.doc.ic.ac.uk in the directory
/computing/systems/atari/umich (I think). If you don't have full internet
access they run an ftp server (e-mail ftpmail@doc.ic.ac.uk with the message
help to get the help file) which can access their archive.

-- Martin

==
Martin Kite | G.P.S. Lincoln | E-mail - mkite@lincoln.gpsemi.com
================================ | Janet - mkite@com.gpsemi.lincoln
==

3936. Berkeley Microsystems phone wanted

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 13:55:50 UTC
From: ralph@laas.fr
Message-ID: <RALPH.93Mar11145550@cubitus.laas.fr>
Source record: 208975

Hi folks,

I seem to have lost the phone number and address of Berkeley
Microsystems in Berkeley, Calif. Please, no 800 no., just the 510 no.
I need this in order to find out about their PAL which corrects the
return of error codes from an SH 204 hard drive.

Thanks,

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a rejuvenated Mega 4ST with TOS 2.06! Do I *really* want a Falcon/Next/Sun?

3937. Re: SH204 formatting problems

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 14:08:14 UTC
From: ralph@laas.fr
Message-ID: <RALPH.93Mar11150814@cubitus.laas.fr>
Source record: 208976
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>>>> On 11 Mar 93 05:49:04 GMT, R_Tim_Coslet@cup.portal.com said:

>corrupted. I got a hold of the latest distribution of AHDI, but when I try
>and format, I get a DRIVE NOT RECOGNISED error message.
Tim> Yep, I found that quite irritating in AHDI/HDX V5.0 that if it thinks
Tim> it knows the drive it WILL NOT even look at the WINCAP file for its
Tim> parameters... it just goes and blindly trashes the drive format when
Tim> it makes a mistake doing that and won't let you correct it.

Tim> You just can't trust Atari's HDX. Even the older versions don't seem to
Tim> accept some WINCAP settings, although they pretend to be formatting drives
Tim> that Atari didn't know about at the time they are often actually
Tim> just scrambling the format.
>
>Can anyone send me a copy of the 1986 distribution of HDX that WORKS ??
Tim> I could send you a HDX V3.2 that came with my STacy, it seems to do my
Tim> old SH204 and MEGAFILE 30 ok.

And I even have the unnumbered 1986 version of HDX, but are you *sure*
that you want it?

Anyhow, to both of you, Tim and Dave, if you happen to have gotten HDX
5.0 off the net, then you will surely notice that *all* the entries in
the WINCAP file are commented out! Yes that's right! So, in the case
that it does *not* recognize the drive, which is what will happen with
an SH 204, it will just start formatting with whatever default
parameters the program uses.

I have a second disk connected similarly to the Atari SH 204, and I
ran into all the above problems. Once I uncommented the WINCAP lines,
HDX proposed all the different configurations inside WINCAP. From
there it was *smooth* sailing.

Normally, HDX 5.0 does not use WINCAP only if it detects a true SCSI
drive.

Hope this helps.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a rejuvenated Mega 4ST with TOS 2.06! Do I *really* want a Falcon/Next/Sun?

3938. Spectre/Gadgets

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 14:27:26 UTC
From: Edward.Visse@wblab.lu.se
Message-ID: <Edward.Visse-110393150849@fastpath-24.wblab.lu.se>
Source record: 208978

Does anyone have some info on the status of Gadgets??? Nobody seems to know anything. Some dealers I know of, both in Germany and France, are unable to get in contact with Gadgets and are not receiving any of the SST030's or Megatalk boards. They do however get some Spectre GCR's. I know Dave had family problems last summer, but last I heard they were back to work again. So if anybody knows what is being shipped etc. please let me know.

Edward (flames are not welcome)

3939. RayTracers for FALCON/030?

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 14:34:10 UTC
From: g.coulter@daresbury.ac.uk
Message-ID: <1nnil2$n1d@mserv1.dl.ac.uk>
Source record: 208977

Hi

I am trying to get some information on Ray-Tracers for the Falcon/030. Is there anything currently available? and is there anything currently under production. If anyone has any details the name of any software and where I can get some information on it would be great.

Also has anyone out there had any experience of TRUE-PAINT on the Falcon, I am thinking of getting it and was just wandering what the outputs going to be like, and what its going to be like to use.

Thanks -Gary- SERC DL.

G.Coulter@Daresbury.AC.UK

3940. Re: Where Not To Use (UK)

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 15:12:47 UTC
From: malcolm@minster.york.ac.uk
Message-ID: <731862766.26967@minster.york.ac.uk>
Source record: 208703

Stuart Mac Glashan writes:

> Hello,
> Re: all the stuff recently about who is the most useless UK Atari
> Dealer, I'd like to nominate Ladbroke Computer, yes this is a rant, sorry.
>
> I got a RAM expansion off them and to cut a long story short asked them to fit
> it (it's for experts only with all the soldering involved).

Just three days ago I bought Ladbroke's RAM expansion kit and fitted it. I have *no* previous experience of soldering whatsoever, and borrowed the soldering equipment from a friend. I followed the written instructions incorrectly and had to phone their service department yesterday to find out what I'd done wrong. They were extremely helpful and clear in their directions over the phone, enabling me to complete the work immediately. It could have been easier, but not by much.

Now obviously my experience says nothing about how good (or otherwise) the company's service is when they do the fitting themselves. But I can say that their kits are good, cheap, and easy to fit. Also, that their technical know-how is excellent, and they are good at communicating that technical expertise too.

-malc. (a satisfied customer)

3941. Eagle030 ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 15:13:32 UTC
From: timd@fenian.dell.com
Message-ID: <1993Mar11.151332.25123@raid.dell.com>
Source record: 208979

I clipped the following comment from a post in alt.cyberpunk.tech

> Well, it certainly will get a run for it's money from the new Eagle030
>from Atari...16bit colour, built in i/o for 4 audio channels (2 in, 2
>out), NTSC in and out, built in genlock, SCSI-2 and IDE....all this for
>suggested retail of about $800...which means a street price of closer to
>$650....uses the same DSP as the NeXT...same CPU too. Sounds like a good
>candidate for a port of NeXTStep to me...nice VR potential too!

Is this real? Is the price real? When?, Where? etc. etc. etc.

--Tim
---
timd@fenian.dell.com-My employer is_not responsible for_this.
/ / | | / || \ / | __ | _ \ / || \ | ||__ /
\ *| |___*/ /_|| \/ |*|__|*| |_))/ /_|| |\| |*/ /_
/_/ |____//_/|_||_|\/|_| |____//_/|_||_| _|/____|

3942. Mac program able to read Spectre-formatted disks?

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 15:15:43 UTC
From: ti6ls@tuhhco.rz.tu-harburg.de
Message-ID: <ti6ls.731862943@tuhhco>
Source record: 208711

The subject says all. Does such a beast exist?

3943. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 15:58:04 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.brdqyFLDGdw@semprini.tdkcs.waterloo.on.ca>
Source record: 208982
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

In <1993Mar8.230341.21952@actrix.gen.nz>, James.Hamilton@bbs.actrix.gen.nz writes:

[Quite funny anti-Dave Baggett rant deleted...]

> If you are familiar with recent history you know that the execs
> (Jack Tramiel et al) at Atari were the founders and execs at
> Commodore. The Tramiels battered Atari's superior 800 computer
> with their C64 and took Commodore to over a billion dollars in
> sales in the early-mid 80s. What have *you* done?

And since then, what has Atari done? Lessee... Jack gave the company
to his incompetant sons to play with, and they've done practically
everything in their power to run Atari into the ground.

Now they've got a half-decent (though painfully underpowered) new
computer, but they can't seem to bring it to market. One delay after
another, while the rest of the computer industry continues to scream
past them.

> They were also instrumental in defeating the MSX "armada"
> formed by Microsoft and many large Japanese companies with
> their C64 and later with their ST systems. So for the record,
> Atari has been infinitely more beneficial to millions of users
> than you have in all your net pontifications. Maybe one day
> you will take the risks and responsibilites and demonstrate
> your competence in a cutthroat consumer electronics market.

Yup, Atari sure has trashed Micro$oft...

> You mean failure like how NEC is doing in the electronic games
> business relative to their size? Or maybe arrogance of how Apple
> ditched their Apple II and III and Lisa market for the Mac and how
> the Mac market will be screwed by the Power PC? Maybe you mean
> incompetence on the scale of IBM as demonstrated by their recent
> losses. I won't bother to go on about NeXT.

Hmm, considering that the NES and SNES hold most of the console games
market now...

Considering that Apple sells the most computers of any company...

Considering that the Mac System will run on the PowerPC when it's
released...

Considering that IBM can _afford_ to lose more $$$ than Atari's ever
seen, and still not shudder...

Considering that NeXT sold their hardware division to Canon (who will
continue to build NeXT computers) to concentrate on software
development, and that they still manage to release things in a more
reasonable amount of time than Atari...

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

3944. Re: the drop of the ste

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 16:45:30 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1nnqbaINN5ej@usenet.INS.CWRU.Edu>
Source record: 208980

In a previous article, wells_s@kosmos.wcc.govt.nz (Steve Wells) says:

>] I thought I heard somewhere that Dungeon Master worked, for example. And
>] that Neil Forsyth(sp?) got Game Workbench to work on a Falcon (except fo
>] the video address change problem). I assume GW attempts to use the sound
>] chip? Can someone with a Falcon enlighten?
>
>It depends on the version of the motherboard. The current models are
>revision 4 motherboards, which have had a substantial redesign, the
>net result of being, the Yamaha Soundchip is now accessed in basically
>the same way. Virtually all the current machines are revision 3 motherboards
>which don't like accessing the chip in the same way the ST etc. does!

Hi, do you think you can tell everyone what the substantial redesigns are?

I am curious to know. I am fascinated by all of the revisions that
the Falcon030 has had in the past six months. THREE that I am aware of.

Also, most developers that I know have revision 3 so I wonder if there
will be any compatibility problems with revision 4...

THANKS.
--

3945. GFA Toolkit, Vol II

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 17:19:38 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Mar11.171938.26561@newshost.lanl.gov>
Source record: 208981

ATTENTION ALL GFA BASIC PROGRAMMERS

WANTED: Your routines, procedures, functions and GFA utility programs for inclusion in the upcoming 'GFA BASIC Toolkit, Vol II.' This will be a book/disk consisting of routines which the average GFA BASIC user can merge with his/her own program to carry out specific tasks.

As in Vol I (published by Taylor Ridge Books, 203-643-9673), all the routines will remain in the public domain for easy accessability. As Vol I was directed primarily at the beginner, I am looking for a bit more depth for Vol II to support the intermediate level GFA user. In addition to your procedures and functions, short, single-purpose executable utility programs are also invited as well as hints & tips.

All those whose contributions are selected will receive a free copy of the book/disk when published, full credit for their work, and the endless gratitude and respect of GFA BASIC users worldwide. :)

Guidelines for contributions:

1) All contributions must be of your OWN work and be PUBLIC DOMAIN. If it is NOT your own work, go ahead and send it anyway if you are sure it is public domain and know WHO the original author was.

2) "Short and Simple" routines, procedures, and functions are most desired. Have you developed a "short cut" for which there is no standard GFA command? Do you have a favorite tool or utility which you use to reduce programming time/chores? If so, let's see it.

3) All contributions must include full source code (obviously) and be provided in ASCII .LST format. Short routines may be sent via email or GEmail. Long listings should be sent via GEnie Fmail or via postal 'snail-mail.' Do NOT send routines/programs via UUCP!

4) All contributions should be heavily documented via comments in the code and/or another file. As a minimum, comments should explain:

a) Purpose of the code (what it does), in brief.
b) Initialization requirements (if any).
c) Parameter usage (if any).
d) An example call of the routine.
e) Compatability with previous GFA versions (if known).
f) Compatability with various TOS versions (if known).
g) Video mode (i.e., color or monochrome).
h) Remarks, hints, tips for proper usage.

5) If you own Vol I of The Toolkit (and if not, why not?),
following the format presented there will make my job as editor/
compiler much easier and nearly guarantee you a place in the book. :)

Without your contributions, Vol II will not come about so just do it!
Any questions, contact me via email, GEmail, or phone at 505-662-7236.

(with apologies to non-GFA users for taking up "their" bandwidth) :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3946. Info needed on two games

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 18:37:32 UTC
From: aesd1pak@dct.ac.uk
Message-ID: <1993Mar11.183732.4460@dct.ac.uk>
Source record: 208985

Hi there ,
I would like to no if FLASHBACK is coming out for the STE.I have seen
it on my mates amiga and was quite impressed by it.

Can you also tell me when FRONTIER (ELITE 2) is coming out as i have been
waiting for years for the best game EVER to come out on any machine.

THANKS

PHILIP

3947. Re: _BOB BRODIE March GEnie Co

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 19:22:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A10932@K.maus.de>
Source record: 208983

h>composite sync rates (or ST mono sync, if you then plug in a SM124, etc.).
h>To
h>get TV resolutions on a multisync monitor, you'll need the ST adaptor and
h>an ST to multisync adaptor, or you'll need to modify your VGA adaptor. I

No! One can flip to TV resolutions with a standard VGA adaptor attached,
yesterday I saw a graphics demo do so.

- Peter -

3948. Re: Mega STe / ICD Problems

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 19:23:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A10933@K.maus.de>
Source record: 208984

m>Apparently, the external ASCI bus only works with an internal hardrive
m>present or the internal ASCI bus jumpered PROPERLY.
m>
m>DON'T JUMPER EVERY PIN!!! I believe there is a certain order that the pins
m>have to be jumpered in but I don't remember what that order is.

Right - jumper the first 8 pin pairs (count from the front side of the board).

3949. Re: How Many Colours is true ColoUr?

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 19:34:34 UTC
From: "Ken Orford"
Message-ID: <1993Mar11.193434.16488@bnr.ca>
Source record: 208725
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.hardware,comp.sys.amiga.advocacy

OK folks, relax. In my followup to the original reply I clearly defined the boundaries of the grey-level "discernment" test I was referring to. That is, the ability of a human to resolve differences in grey level in two non adjacent areas. This may or may not be a specific medical visual test, but the context in which it was presented was articles and books written by radiologists and other medical professionals with respect to the difficulty in identifying problems in actual x-rays using grey-level only shading. The intent of the articles was to highlight the need for either artificial colorization (ala landsat images) or for interpretation of grey-level images by computer. Nowhere did I mention whether the boundaries between 256 (or whatever) color intensities were visible, or what the other capabilities of the eye were. My original post was in response to another's claims about the human eye's capabilities, and it may have been slightly out of context but at least I eventually defined my context. Please do not jump all over someone's postings when it is clear you haven't been following the entire thread or reading one's followups! Sheesh! Take a pill!

So long,
Ken.

Ken Orford | Bell Northern Research Limited
hello@bnr.ca | Ottawa, Canada. (613) 763-2325

3950. Re: HD drive on STE

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 19:45:38 UTC
From: wbdst+@pitt.edu
Message-ID: <5705@blue.cis.pitt.edu>
Source record: 208988

```
You may be able to put a 1.44" drive into your ST (or STe), but I'd think
that upgrading the ROMs would be necessary, and possibly even the
drive controller.
```

3951. Re: Eagle030 ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 19:49:18 UTC
From: wbdst+@pitt.edu
Message-ID: <5706@blue.cis.pitt.edu>
Source record: 208989

The machine you describe exists, but its called the Falcon030. They are available in Europe, and will be in America sometime this month (according to Atari).

3952. Re: 680x0 computer comparision

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 19:53:00 UTC
From: Robert_Federle@k.maus.de
Message-ID: <A10128@K.maus.de>
Source record: 208986

k>If the "Performa 400" means LC2 in English, it has a 16-bit path to memory,
k>just like the Falcon. (Probably where Atari got the idea).

The "Performa 400" is a new series with some differences to the LC II model so
the memory path is 32 bit and it hasn't any fpu socket (even no place for a
Nubus card!).

Regards,
Robert

3953. Re: Installing GCC on an Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 20:35:10 UTC
From: ridderbusch.pad@sni.de
Message-ID: <RIDDERBUSCH.PAD.93Mar11203510@nordpol.sni.de>
Source record: 208987

>>>>> "HC" == Howard Chu <hyc@hanauma.jpl.nasa.gov> writes:
HC> NNTP-Posting-Host: jpl-radar-gw.jpl.nasa.gov

HC> In article <930305681@ritz.mordor.com> ritz@ritz.mordor.com (Christopher Mauritz)
writes:
>Richard A. O'Keefe (ok@goanna.cs.rmit.oz.au) wrote:
>: One of my students has an Atari 1024ST with 4Mb of memory and a 105Mb
>: hard drive. He recently FTPed the Atari port of GCC from somewhere in
>: Germany, but he cannot find any installation instructions.
>
......
>projects.
>
>I'd be curious to hear how this works out.

HC> Well Chris, it works great, and has worked great for more than a couple
HC> years now. You can compile most unix-type stuff off comp.sources.unix with
HC> only 2 MB of RAM, though having 4MB makes it nicer because you can leave
HC> temp files in a RAMdisk. If you're running under MiNT you can forego the
HC> temp files completely, and just run all the passes in a pipeline.

HC> Sure, an 8 MHz 68000 is no speed demon, but GCC is still surprisingly fast
HC> compared to other ST compilers like MWC, Alcyon, etc... (From what I hear,
HC> it still doesn't come close to Turbo C or Pure C for compile time, but GCC
HC> still produces better optimized code than all the other compilers around.)

HC> You will sometimes run across programs that can't be compiled in 2 MB of
HC> RAM, these tend to be cases where the author chose to write everything in
HC> a single source file instead of splitting functions into separate files.

... rest deleted ...

From my experience I can tell, that the size of the file doesn't
really matter. I've compiled the old GNU Make 2.xx, which was
basically one large source file with 145Kb on a 2.5Mb ST with 512Kb
ram disk for temporary files.

On the other hand I couldn't compile a 28Kb file on the same
configuration without removeing as much from memory as I could. This
28Kb contained one function, which alone was 14Kb in size, with heavy
inlined code (getc).

So, the real limiting factor is the size of one function and not the
size of the source file.

--
MfG/Regards

/==== Siemens Nixdorf Informationssysteme AG
/ Ridderbusch / , Abt.: STO SI211
/ /./ Riemeke Str.
/=== /,== ,===/ /,==, // W-4790 Paderborn, Germany
/ // / / // / / \ Tel.: (49) 05251-8-0
/ / `==/\ / / / \ NERV:ridderbusch.pad

Email: ridderbusch.pad@sni-usa.com (America (North & South))
ridderbusch.pad@sni.de (Rest of world)

3954. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 20:57:27 UTC
From: ken@isgtec.com
Message-ID: <4353@isgtec.isgtec.com>
Source record: 208993
Cross-posted to: comp.sys.atari.st,rec.games.video

In article <1nhbbuINN2kq@life.ai.mit.edu> dmb@ai.mit.edu writes:
> No one that I know of has had *any* experience with the Jaguar. It is
> right now a mythical machine. (As far as I know. Give me the name of
> someone who has worked with one outside of Atari and I will gladly
> retract this statement.)

Well, Brodie has been talking about the two developer conferences that
have already been held for the Jaguar, so somebody must know about it.
Obviously bound and gagged by NDA's. 8^}
Sure hope they have more luck (brains?) manufacturing Jaguars than they
have had with Falcons. If they take much longer, Apple will have a
040-based LC4 out for the same price. ;}

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

3955. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 21:14:29 UTC
From: mhembruc@tsegw.tse.com
Message-ID: <C3qto5.Eqs@tsegw.tse.com>
Source record: 208990
Cross-posted to: comp.sys.atari.st,rec.games.video

tpp@cbnews.cb.att.com (thomas.p.pschar) writes:

>In article <1nj17eINNj69@life.ai.mit.edu> dmb@ai.mit.edu writes:
>>The same applies to music. You can store a lot of CD-quality music on
>>a CD. You can't on a cartridge. So you could load the song for the
>>*current* screen off the CD, and then play it from RAM. You could have
>>dozens of full-length songs on the disk, though.
>>

>Unlikely. And probably not possible (with CD-quality music). More likely,
>it would play the music directly off the CD. There is certainly not enough
>space for "dozens of full-length songs", even if there wasn't a game on the
>CD as well. Please, be realistic.

>Tom

Ever heard of Data Compression?? I don't know too much about JPEG compression,
but I seem to remember it being based on the FREQUENCIES of the light involved..Well, why
can't that be used on MUSIC?? Songs are also just collections of
frequencies, exhibited in a different method.. I'm sure someone could adapt jpeg
compression to songs.. You wouldn't get 100% CD quality sound, but probably 95% or better..

Mattias
--
Mattias Hembruch
>> My views do not necessarily reflect those of the TSE. <<
E-mail: mhembruc@tse.com

3956. 2.06 partition size & scsi tape backup questions

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 21:26:52 UTC
From: selick@csa.bu.edu
Message-ID: <111696@bu.edu>
Source record: 208992

I have two questions for the Net:

1) What is the largest partition size that TOS 2.06 allows? 16M, 32M, or higher?

2) Is there a Generic SCSI tape driver out there? Maybe with the source code?

3957. ---Atari ST Game/Books FOR SALE ---

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 22:34:10 UTC
From: ganderso@unl.edu
Message-ID: <1noep2INNgkf@crcnis1.unl.edu>
Source record: 208991

Here are some St game-related books I'd like to sell. $10 each, and
I'll pay the shipping.

THE GAME MAKERS MANUAL
Stephen Hill
Sigma Press
A manual/tutorial on creating games with STOS Basic.

TURN & BURN: THE AUTHORITATIVE GUIDE TO FALCON
Howard Bornstein
Compute Books
Lots of information on the actual F-16, and on optimizing
game-play.

GUNSHIP: 82 CHALLENGING NEW ADVENTURES
David Prochnow
Tab Books
New scenarios for GUNSHIP.

SUB COMMANDER: TACTICS AND STRATEGY FOR WWII SUBMARINE SIMULATIONS
Richard Sheffield
Compute Books
Historical information, plus game tips for SILENT SERVICE, GATO,
others.

Gary Anderson
ganderso@unlinfo.unl.edu

3958. Wanted: Trip-a-Tron

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 22:52:55 UTC
From: sourada@iastate.edu
Message-ID: <sourada.731890375@vincent1.iastate.edu>
Source record: 208995

I want Trip-a-Tron, a 'light synth' from Llamasoft. Problem is, I can't find a store in the US that carries is. Does anyone:
1) Have a copy they want to sell me (with original disks and manuals, of course)
2) Know where I can get a copy in the US
3) Know if Llamasoft is still around and offering Trip-a-Tron for the price of "20 quid" as advertised in the Colourspace README.

Any help appreciated,
Steven Ourada

3959. FORSALE: Atari ST Mono monitor

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 23:11:28 UTC
From: dalessio@rtsg.mot.com
Message-ID: <dalessio.731891488@graphite20>
Source record: 208704

I have a like-new, working Atari ST mono monitor for sale.
I'd like to get $80 for it.

Thanks.

Mario

3960. Re: Spectre/Gadgets

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 23:16:34 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Mar11.231634.22063@newshost.lanl.gov>
Source record: 208714

In article 110393150849@fastpath-24.wblab.lu.se, Edward.Visse@wblab.lu.se (Edward Visse) writes:
>Does anyone have some info on the status of Gadgets??? Nobody seems to know
>anything. Some dealers I know of, both in Germany and France, are unable to
>get in contact with Gadgets and are not receiving any of the SST030's or
>Megatalk boards. They do however get some Spectre GCR's. I know Dave had
>family problems last summer, but last I heard they were back to work again.
>So if anybody knows what is being shipped etc. please let me know.

Well, I spoke with Dave a month or so ago and the story was that they were swamped with work, hustling to get SST's out the door. He didn't mention Megatalk boards, however. And as far as Spectre GCR's go, he said that ever since it was introduced, they still have never caught up with backorders (my, wouldn't that be nice.) :) So they are alive, but perhaps not too well.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3961. Re: Eagle030 ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-11 23:27:59 UTC
From: neurom@stein.u.washington.edu
Message-ID: <1nohtvINN5ut@shelley.u.washington.edu>
Source record: 208996

In article <5706@blue.cis.pitt.edu> wbdst+@pitt.edu (William B Dwinnell) writes:
>
>The machine you describe exists, but its called the Falcon030. They are
>available in Europe, and will be in America sometime this month
>(according to Atari).

In fact, they to exist now, to an extent. Dealers can now get the 4/65
version. It retails for, I think, about 1,300. That's list, folks, so
street is probably about $1,100. Revision 4 boards, too. The 1mb/0hd
version will be out by the middle of April. Retail at $799.

Almost there, folks.

--Neuromancer

3962. jpg 2 GIF

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 01:33:29 UTC
From: hubert@swi.psy.uva.nl
Message-ID: <C3r5nu.29L@swi.psy.uva.nl>
Source record: 208997

Does anybody know where I can get a JPEG to GIF convertor. I use DJPEG mostly
but it still has a lot of disadvantages. For example it only translates JFIF
pictures properly. As there are several different JPEG formats, I don't know
what program to use.
thanks

3963. Re: Eagle030 ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 01:34:34 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1nopbaINNemc@golem.wcc.govt.nz>
Source record: 209000

```
] > Well, it certainly will get a run for it's money from the new Eagle0
] >from Atari...16bit colour, built in i/o for 4 audio channels (2 in, 2
] >out), NTSC in and out, built in genlock, SCSI-2 and IDE....all this for
] >suggested retail of about $800...which means a street price of closer t
] >$650....uses the same DSP as the NeXT...same CPU too. Sounds like a goo
] >candidate for a port of NeXTStep to me...nice VR potential too!
]
] Is this real? Is the price real? When?, Where? etc. etc. etc.
```

They'd mean the Falcon-030. There is no such thing (even in known plans) about an 'Eagle-030' (Atari would be pretty thick to release *another* 030 machine with virtually the same spec's anyway 8-)

It also has 8-audio channels in and out! Not, 2-in & 2-out (My 8-bit has 4-audio out....)

If you want info on it, get the info' file from atari.archive.umich.edu in the atari/Falcon/ directory! (filename f030.lzh or some such thing).

A lot has changed since, I'll have to try and scavenge all the latest info' from Bob Brodie or some such person....

3964. Re: Info needed on two games

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 01:35:17 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1nopclINNemc@golem.wcc.govt.nz>
Source record: 208701

] Can you also tell me when FRONTIER (ELITE 2) is coming out as i have b
] waiting for years for the best game EVER to come out on any machine.

The programmer was making noises about porting it to the Falcon. But,
we'll see!

3965. Re: Installing GCC on an Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 01:41:54 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12386@uqcspe.cs.uq.oz.au>
Source record: 208998

ritz@ritz.mordor.com (Christopher Mauritz) writes:
>Richard A. O'Keefe (ok@goanna.cs.rmit.oz.au) wrote:
>: One of my students has an Atari 1024ST with 4Mb of memory and a 105Mb
>: hard drive. He recently FTPed the Atari port of GCC ...

>only 4mb RAM and no virtual memory??? Especially on an 8mhz 68000
>box?

Huh? That is EXACTLY my set-up (oh, okay, mine was born a "520").
That is a perfect set-up for GCC. Sure, it's not the fastest compiler
on earth, but it produces excellent fast code, and is very ANSI. In fact,
I use GNU C++, which is even SLOWER than GNU C.

>GCC is incredibly resource hungry.

No, 4M is fine for C programs. You can compile the entire NetHack
release with just 4M. Okay, THAT takes a long time, but more memory
wouldn't help significantly.

>It will happily gobble up 8 megs of RAM and then go to work on any
>virtual memory and/or spare disk space lying about during a big
>compile.

This is true on the Sparc, but Sparc code is about three times the size of
680x0 code - for example, the G++ executable on the Sparc is a massive
3.6Megabytes!!!

>While this wouldn't be a real problem if the person was
>only interested in hello.c type programs, I'm assuming that anyone
>going to the trouble to get GCC is probably interested in bigger
>projects.

As I say above, NetHack compiles... thats a BIG project. In fact, I think
the NetHack code has unfortunately large source files. It should be broken
into smaller units.

>I'd be curious to hear how this works out.

Try it out yourself, it's great.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

3966. Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 01:55:49 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Mar12.015549.180594@zeus.calpoly.edu>
Source record: 208999

One question:

I have the opportunity to buy a used Spectre, however, it does not have current OS disks. Is it just a simple matter of getting the Mac 6.0 whatever operating sytem so that the Spectre will be able to run more recent software or what? And do you have to pay for the udated operating systems? And if anyone knows, when is a TT compatible version coming out?

thanks all!

*steve miller
*dept of electronics engineering
*cal poly slo

3967. Re: Eagle030 ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 02:04:39 UTC
From: dud@stein.u.washington.edu
Message-ID: <1nor3nINNmc9@shelley.u.washington.edu>
Source record: 208702

neurom@stein.u.washington.edu (Neuromancer) writes:

>In article <5706@blue.cis.pitt.edu> wbdst+@pitt.edu (William B Dwinnell) writes:
>>
>>The machine you describe exists, but its called the Falcon030. They are
>>available in Europe, and will be in America sometime this month
>>(according to Atari).

>In fact, they to exist now, to an extent. Dealers can now get the 4/65
>version. It retails for, I think, about 1,300. That's list, folks, so
>street is probably about $1,100. Revision 4 boards, too. The 1mb/0hd
>version will be out by the middle of April. Retail at $799.

>Almost there, folks.

I hope they don't come out with the 1 meg version. It is absolutely
useless unless you upgrade instantly. Can't run MultiTOS, SpeedoGDOS is
very tight... just the screen memory takes a big chunk out of it. If
programmers try to make programs that will run on 1 meg Falcons, it will
seriously hurt the quality of software available. I hope they go the way
of the 256k ST.

Dan Aylward
dud@u.washington.edu

3968. RAM upgrades

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 02:50:45 UTC
From: kronos@cyberden.sf.ca.us
Message-ID: <0330ZB2w165w@cyberden.sf.ca.us>
Source record: 208708

I just tried to upgrade my STm with a Deluxe ST board and
4 1-meg SIMM boards. The system wouldn't recognize the the
extra RAM and refused to boot up when the internal 512K was
jumpered off. A techie type tells me that the Deluxe board
shouldn't be used with a STm motherboard and etc.
So, what's the easiest way to go, and how can SIMMs be wired
directly, or must I use a board. Any info appreciated.

Kronos@cyberden.sf.ca.us

Todd Reed :: kronos@cyberden.sf.ca.us
San Rafael :: cyberden!kronos@moon.nbn.com
Califoria :: 415 454-5942
*s

3969. Re: Eagle030 ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 03:57:28 UTC
From: neurom@stein.u.washington.edu
Message-ID: <1np1n8INN5tm@shelley.u.washington.edu>
Source record: 208705

In article <1nor3nINNmc9@shelley.u.washington.edu> dud@stein.u.washington.edu (Dan Aylward) writes:
>
>I hope they don't come out with the 1 meg version. It is absolutely
>useless unless you upgrade instantly. Can't run MultiTOS, SpeedoGDOS is
>very tight... just the screen memory takes a big chunk out of it. If
>programmers try to make programs that will run on 1 meg Falcons, it will
>seriously hurt the quality of software available. I hope they go the way
>of the 256k ST.
>
>Dan Aylward
>dud@u.washington.edu
>
Oh, there is one, and I believe only one, use for the 1meg Falcon030.
There is very little to throw away when you upgrade to 14mb. It's the only
way to get a 14mb/0hd config. For those of us who can get _really_ cheap
HD mechs, that *AREN'T* Seagates!

--Neuromancer

3970. Re: Wanted: Trip-a-Tron

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 04:00:21 UTC
From: neurom@stein.u.washington.edu
Message-ID: <1np1slINN6ca@shelley.u.washington.edu>
Source record: 208706

In article <sourada.731890375@vincent1.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:
>I want Trip-a-Tron, a 'light synth' from Llamasoft. Problem is, I can't find
>a store in the US that carries is. Does anyone:
>1) Have a copy they want to sell me (with original disks and manuals, of
> course)
>2) Know where I can get a copy in the US
>3) Know if Llamasoft is still around and offering Trip-a-Tron for the price
> of "20 quid" as advertised in the Colourspace README.
>
>
>
> Any help appreciated,
> Steven Ourada
>

How about free? It was on some STFormat a couple of months ago, I think December. If you can't find a copy where you live, I'll mail it to you. Doesn't come with paper docs, but there's plenty on the disk and I'm pretty sure there's an offer in there to send in and get the physical ones.

--Neuromancer

3971. Australian ST Sites

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 04:01:50 UTC
From: karlm@mel.dbce.csiro.au
Message-ID: <673@highett.mel.dbce.csiro.au>
Source record: 208707

O.K. I'm sick of having to go overseas for info, sources, soft, and I want to know this: Are there any FTP sites for the lil ol' ST or Atari Range of commputers in AUSTRALIA, or even New Zealand? I have a few B.B.S. numbers, but until I get a decent 9600 modem, I'll stick with the FTP's. Does anyone know of any? I'd even contemplate setting up one ....

Also, does anyone know of a GOOD site where UNCORRUPTED copies of demos can be downloaded from? Atari.archive seems to have a ratio of about 1 in 30 that are good ...

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au Tel: +61 3 252 6222 Fax: +61 3 252 6244 |
|_____|

3972. Is Genie confusing, or am I just dense?!

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 04:05:26 UTC
From: awest@ub.d.umn.edu
Message-ID: <1np266INN8mt@ub.d.umn.edu>
Source record: 208709
Cross-posted to: alt.online-service,comp.sys.atari.st

I have recently subscribed to GEnie, and have Aladdin software, but I still find it a very confusing place. I am interested in a listing of files that I can browse, is there a way I can get them with out spending 30 min to 3 days downloading them one by one from each library...I would appreciate someone who is experienced on the service to help me along. I don't even know where to ask for help on GEnie...

Yours truly dumb(founded),

Andrew

```
--
|) | | ^ /\"Sometimes they tie /\ +--- +-- --+ The Piano Man
| | | * \/ a thief to the tree. \/ | o \ | \/ | aka: Andrew West
* * * | /\ Sometimes I stare, /\ | _/ | | awest@ub.d.umn.edu
- . . | \/ Sometimes it's me..."\/ |_| |_|\/|_| Univ of Minn-Duluth
```

3973. Wanted: Atari Color Hires Monitor

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 04:13:46 UTC
From: ee154fbk@sdcc15.ucsd.edu
Message-ID: <46395@sdcc12.ucsd.edu>
Source record: 208710
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,misc.forsale,misc.wanted,sdnet.wanted,ca.wanted,misc.forsale.wanted,misc.forsale.computers.other

Looking for Atari hi-res color monitor and also a color RGB monitor,
maybe aven a CGA compatible monitor. So if you have one you don't
use why not sell it??

ee154fbk@sdcc15.ucsd.edu

3974. mouse/joystick switch

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 04:35:35 UTC
From: wbdst+@pitt.edu
Message-ID: <5743@blue.cis.pitt.edu>
Source record: 208712

[No readable article body recovered]

3975. Wanted: Falcon prices.....

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 05:02:38 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Mar11.230238.11594@iscsvax.uni.edu>
Source record: 208713

Has Atari posted the latest prices on the Falcon. It better not be $1299 for the hardisk version. I don't think Atari is that crazy to ask for that much money. You cant even upgrade the processor. If so, the Centris 610 looks good...

3976. Re: Wandted: MIDI-Net-Device for MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 05:38:54 UTC
From: spanky@iowegia.dsm.ia.us
Message-ID: <JVaa1B2w165w@iowegia.dsm.ia.us>
Source record: 208715

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

> In <1nf9oiINNgl1@urmel.informatik.rwth-aachen.de>, Chris Schlaeger writes:
> > Hi Folks!
> >
> > According to Eric Smith (Description of the unified file system) is should
> > be very easy to implement a Network-File-System. Has anyone seen an NFS for
> > MiNT? Or is there a Device-Driver for a MIDI-Net around?
>
> Rumour has it that there are tonnes of nifty XFS drivers available from
> ftp sites in Germany... RAMdisks, RAMdisks that support real-time data
> compression, neat things like that (I'd like an extended filesystem that
> managed to be TOS-compatible, so I don't have to minix my partitions).
>
> Unfortunately, I can't ftp, so I can't poke around or tell you what
> sites to look on. :-(Maybe someone could give us a pointer, or upload
> some of the excellent German MiNT software to atari.archive?
>
> --
> ------------------==----------------
> Chris Herborth
> cherborth@semprini.tdkcs.waterloo.on.ca

I might be able to convince a friend of mine to get the index file
for Germany. I'll ask him, and post it if he can.
Later

3977. Re: 680x0 computer comparisions

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 09:26:12 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1993Mar12.092612@earth.ox.ac.uk>
Source record: 208718

```
In article <4330@isgtec.isgtec.com>, ken@isgtec.com (Ken Newman) writes:
|> In article <1993Mar5.121241.14609@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu
writes:
|> > Here is a technical comparison between Atari's new Falcon 030,
|> > Commodore's new Amiga 1200 and Apple's new Performa 400.
|>
|> Well, this summary isn't too bad overall, but there are some major blunders
|> for the Mac machine (God I hate those new Apple names, "Performa x00",
|> Centris, etc blechh).
|>
|> > Atari Falcon CBM Amiga 1200 Apple Performa 400
|> > data path(bit) 32(16used) 32 32
|>
|> If the "Performa 400" means LC2 in English, it has a 16-bit path to memory,
|> just like the Falcon. (Probably where Atari got the idea).

Only outside the USA I believe.

|>
|> > FPU optional optional optional
|> > socket on board yes no no
|>
|> As far as I know, the LC2 does have a socket for an FPU.

It doesn't have a socket, but it has a place for a socket, at least the ones
we've just got here have.

|>
|> > OPERATING SYSTEM
|> > type multitasking gui multitasking gui multitasking gui
|>
|> The author is obviously not up on the Mac system... the Falcon and 1200
|> have true pre-emptive multitasking, but the Mac System 7 does not... they
|> call it "cooperative multitasking", i.e. processes must voluntarily surrender
|> the CPU, which isn't nearly the same thing.
|>
|> Also using the LC2 as a comparison and calling it a "new machine" is also
|> way off... the LC3 should have been used, since it's in the same price
|> range now. The LC3 would come out considerably better in the comparison
|> than the LC2...
|>
|> --
|>
|> ken@isgtec.com [ ...!uunet.ca!isgtec!ken ] Ken Newman
```

Steve
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

3978. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 09:53:46 UTC
From: rqtec@westminster.ac.uk
Message-ID: <1993Mar12.095346.9345@westminster.ac.uk>
Source record: 208716
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar11.130528.3166@lsl.co.uk> snail@lsl.co.uk writes:
>In article <H.ea.1QAuzGQaI4o@semprini.tdkcs.waterloo.on.ca>,
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>
>Ah but you still don't have the groovy 8 channel ADA hardware do you? which is
>what this was all about. If I was doing music I'd get a Falcon, If I wasn't
>I'd get the PC. If I only had the money for one, I'd get a PC, because I need
>the PC for other things that I just can't do/won't have a large enough market
>for if I get a Falcon. That said though, for the bucks if you want a 16 bit
>8 channel ADA direct to disk, Falcon is it.
>
We might not have the groovy ADA hardware now but dont you think some
company may release one ???? People were slagginf of the 500 since the ST had a
midi interface and the miggy didnt, what these people didnt realise was that a
midi interface could be purchased seperately if thet required the use of one,
and a lot of people did buy a midi interface.
If you want a PC get a PC see if most of the amiga popelation care.

3979. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 09:59:39 UTC
From: rh@dmu.ac.uk
Message-ID: <1993Mar12.095939.23775@dmu.ac.uk>
Source record: 208720
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

> Jaguar must offer similar capabilities (or siginificantly beat the
> price of the 3DO, and *soon*) or they will lose to the 3DO.

I thought one of the points was that the projected price for Jaguar *WAS*
cheaper than the 3DO. Also I haven't seen a projected release date for 3DO
but I have for the Jaguar.

Anyway, does it matter??

R.Hackett

3980. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 10:15:12 UTC
From: Edward.Visse@wblab.lu.se
Message-ID: <Edward.Visse-120393110945@fastpath-24.wblab.lu.se>
Source record: 208717

In article <1993Mar12.015549.180594@zeus.calpoly.edu>,
smiller@farad.elee.calpoly.edu (Thrashman Steve) wrote:
>
> One question:
>
> I have the opportunity to buy a used Spectre, however, it does not have
> current OS disks. Is it just a simple matter of getting the Mac 6.0
> whatever operating sytem so that the Spectre will be able to run more
> recent software or what?
Yes, 6.0.5 is the last recommended OS. Some people however use the 6.0.7 or
6.0.8 and they seem to have no real problems with them.
> And do you have to pay for the udated operating
> systems?
If you talk about Mac OS7, I think you have to pay for that nowdays (I'm
not entirely sure though). Anyway it will not run on the Spectre v3.0
>And if anyone knows, when is a TT compatible version coming out?
We are all waiting on that one, nobody seems to know. Rumour sais: SOON???
But we have heard that a long time.

Edward

3981. Re: Eagle030 ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 11:33:12 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C3rxFE.I9M@hpbbrd.bbn.hp.com>
Source record: 208750

Tim Deagan (timd@fenian.dell.com) wrote:
> I clipped the following comment from a post in alt.cyberpunk.tech
>
> > Well, it certainly will get a run for it's money from the new Eagle030
> >from Atari...16bit colour, built in i/o for 4 audio channels (2 in, 2
> >out), NTSC in and out, built in genlock, SCSI-2 and IDE....all this for
> >suggested retail of about $800...which means a street price of closer to
> >$650....uses the same DSP as the NeXT...same CPU too. Sounds like a good
> >candidate for a port of NeXTStep to me...nice VR potential too!
>
> Is this real? Is the price real? When?, Where? etc. etc. etc.

It's real, but the machine is called Falcon030. It's available
now in Europe.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

3982. Fractals

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 11:48:28 UTC
From: d92jk@efd.lth.se
Message-ID: <1993Mar12.114828.2650@lth.se>
Source record: 208719

Another Fractal Creator

I've made a fractal creation program called 'a Fractal Journey into Outer Space' which I've uploaded to atari archive. The program is quite fast (a couple of seconds for a standard Mandelbrot). It's written in assembler and supports real time scrolling and animation. You may also create 16-million colour pictures (.RAW) for use with Photochrome. The file is called fracjrny.lzh and put in in 'New' a couple of days ago.

Have a pleasant day.

3983. Stacker for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 13:01:32 UTC
From: sp1henhj@sun4
Message-ID: <4185@his.UUCP>
Source record: 208721

Does anyone know if ther exists a program for the ST which works simmilary to the PC program 'stacker'. It should compress and uncompress automatic when loading and terminating programs.

Does anyone know where to get it and if it's PD or shareware.

Thanks !!!

Henrik "Henrik Hjort" Hjort

3984. elm mail reader

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 13:14:52 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.UWQnnOmmCrw@semprini.tdkcs.waterloo.on.ca>
Source record: 208727

Sorry to be asking again...

Does anyone have a version (any version! I don't care how beta it is!)
of the "elm" newsreader (or "pine" or any of those other feature-full
unix newsreaders) compiled for use with Hermes UUCP?

One of the sites upstream from me is losing mail, and the solution is to
send it again... Unfortunately, GUS doesn't have the ability to save
outgoing mail, so I can't send it again. :-(

BTW, anyone who should've gotten email from me recently (I think the
mail I sent to Craig Graham and a couple of other people got lost),
sorry! I'm not ignoring you...

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

3985. Multi-user on TT ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 13:56:04 UTC
From: e8839@titan.hts.hsa.nl
Message-ID: <1714@titan.hts.hsa.nl>
Source record: 208723

We want to use one TT to create a multi-user environment, so several
users can practice assembly programming. The users are connected with
a terminal to a serial-output of the TT, so all the in- and output
must be redirected to the correct user (terminal).
Maybe this is possible using MiNT, because we only use text-oriented
programs.
Is there anyone who has an idea to establish this ?

3986. Re: Follow up to llamatron?

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 13:59:21 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.731944761@rw8.urc.tue.nl>
Source record: 208724

Hard Core is available from at least one PD distributor and is
Sharewasre like most of his games.
The ACN in the Netherlands advertised the game in january I think.

Erlend.

3987. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 14:03:21 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <1993Mar12.140321.31@cbnews.cb.att.com>
Source record: 208722
Cross-posted to: comp.sys.atari.st,rec.games.video

In article <C3qto5.Eqs@tsegw.tse.com> mhembruc@tsegw.tse.com (Mattias Hembruch) writes:
>tpp@cbnews.cb.att.com (thomas.p.pschar) writes:
>
>>In article <1nj17eINNj69@life.ai.mit.edu> dmb@ai.mit.edu writes:
>>>The same applies to music. You can store a lot of CD-quality music on
>>>a CD. You can't on a cartridge. So you could load the song for the
>>>*current* screen off the CD, and then play it from RAM. You could have
>>>dozens of full-length songs on the disk, though.
>>>
>
>>Unlikely. And probably not possible (with CD-quality music). More likely,
>>it would play the music directly off the CD. There is certainly not enough
>>space for "dozens of full-length songs", even if there wasn't a game on the
>>CD as well. Please, be realistic.
>
>>Tom
>
>Ever heard of Data Compression?? I don't know too much about JPEG compression,
>but I seem to remember it being based on the FREQUENCIES of the light involved.
>Well, why can't that be used on MUSIC?? Songs are also just collections of
>frequencies, exhibited in a different method.. I'm sure someone could adapt
>jpeg compression to songs.. You wouldn't get 100% CD quality sound, but
>probably 95% or better..

Well, when you DO know something about it, then come back and let us know.

--
+----------------------------------+---+
|Tom Pschar - AT&T CAOSS Dev. Team | "Fifteen is my limit on Schnitzengruben!"|
| It is very dark. You are likely to be eaten by a grue. |
+--+

3988. test

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 14:19:43 UTC
From: fwells@slc1.UUCP
Message-ID: <456@slc1.UUCP>
Source record: 208860

This is just a test, pls disregard.

3989. Re: Follow up to llamatron?

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 14:32:56 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Mar12.143256@cs.bham.ac.uk>
Source record: 208726

In article <1nlgvlINN8d6@ni.umd.edu>, humphrie@ni.umd.edu (James B. Humphries) writes:
|>
|> There is supposed to be another game by the maker of "LLAMATRON", what is
|> the name of this game? Is it available on atari.archive?
|>
|> --
|> _____Jim_Humphries_____
>	DISCLAIMER: All opinions expressed in this message are actually the reader's.
>	He or she just may not know it.
>	____humphrie@wam.umd.edu_____NeXTmail: humphrie@nicube.umd.edu___

The wonderfully Welsh and Hairy Jeff Minter released 'Revenge of the
Mutant Camels' as shareware following the success of 'Llamatron'. I
don't know whether it's on archive, but if it is the name will be
something like 'REVENGE.TOS'.

Don't forget that Jeff's new FALCON game 'Llama Zap' will be released
in the next few months! A review is promised in next months ST
Format...

OK?

David.
.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | proposer of comp.sys.atari.advocacy || || /_
Stoke On Trent | _/|| ||_/ |
ST7 8QQ England.| |_/ |_| _|/

3990. Re: 680x0 computer comparisions

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 14:44:31 UTC
From: darrenk@gpu.utcc.utoronto.ca
Message-ID: <C3s6A7.14L@gpu.utcc.utoronto.ca>
Source record: 208728

In article <1993Mar10.150031.24866@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 15s@gpu.utcc.utoronto.ca, darrenk@gpu.utcc.utoronto.ca (darren king) writes:
>>
>>As I understand it, The Performa 400 and 600 are almost identical to the
>>Mac II vi and vx...NOT the LC2. The Performa series have no socket for an
>>FPU as Apple assumes if you want one, you will go with the more serious II
>>series Mac. The Performa 400 does, however have a 32 bit data path, NOT
>>a 16 bit path like the LC2.
>
>Nope, sorry, Darren. The Performa 400 is a clone of the LCII. The Performa
>600 is a clone of the vx (the vi was the non-US version of the vx and has
>now been discontinued). And once again, the 400, being an LCII clone, has
>only a 16 bit data path. The new 25MHz LCIII has a true 32 bit path.
>---
>
>_____________________________ John "HUTCH" Hutchinson ____________________________
>_____________________ Fair Dinkum Technologies Member - IAAD _____________________
>_____________________ "No worries, mate... it's from Fair Dinkum!" _____________________
>_____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________
>
>

Thanks for the info John, as the Performa lne was not released in Canada. The
vi however is the same as the vx ewxcept for 1 thing. It's 1/2 the spped.
16 MHz vs 32 MHz.

Darren King --> darrenk@gpu.utcc.utoronto.ca
N

3991. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 14:56:29 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Mar12.145629.28694@newshost.lanl.gov>
Source record: 208734

In article 180594@zeus.calpoly.edu, smiller@farad.elee.calpoly.edu (Thrashman Steve) writes:
>One question:
>
>I have the opportunity to buy a used Spectre, however, it does not have
>current OS disks. Is it just a simple matter of getting the Mac 6.0
>whatever operating sytem so that the Spectre will be able to run more
>recent software or what? And do you have to pay for the udated operating
>systems? And if anyone knows, when is a TT compatible version coming out?

Spectre does not come with Apple system software, you have to round that up for yourself (along with a couple of Mac ROMs). Up until version 7.0, the Mac System/Finder software was free and available from Apple dealers, User Groups, Bulletin Boards, etc. You should use the version of System 6.0.x software that the Spectre manual recommends (maybe other Spectre owners here could give you the best version to use). And as I understand it, the GCR is compatible with the TT already, just not the built-in hard drive.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3992. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 15:26:10 UTC
From: cmedley@wam.umd.edu
Message-ID: <1993Mar12.152610.16871@wam.umd.edu>
Source record: 208729

In article <1993Mar11.013117.20865@news.mentorg.com> tclark@hptc.mentorg.com (Tony Clark) writes:
>
>Not! One of the partners in 3Do is Time Warner. Which by the way is a company
>that owns the world's largest entertainment video library. Which could be
>made available to 3Do developers. How about a game in which you are Sam
>Spade (as played by Humphrey Boggart)?
>

Is it just me, or am I the only person who remembers Warner as being the same company that let the 8-bit machines die off?

And I do remember many movie adaptations, but I'm not sure that is going to be a major factor. Also, doesn't Warner still hold 10% or so of Atari Corp. stock? Would this bias them for/against the 3D0 or Jaguar?

>|>
>|> >
>|> > From a developer's standpoint, there's a lot more to a console machine
>|> > than just the hardware. Same story with computers. Atari has
>|> > demonstrated the ability to consistently lose with good hardware. I'm
>|> > not betting that the Jaguar will be any different in this regard
>|> > (particularly since they face a veritable armada in the 3DO
>|> > consortium), but who knows. (For the record, I do think that console
>|> > units are Atari's last hope before they fade away into complete
>|> > oblivion.)
>|> >
>|>
>|> If you are familiar with recent history you know that the execs
>|> (Jack Tramiel et al) at Atari were the founders and execs at
>|> Commodore. The Tramiels battered Atari's superior 800 computer
>|> with their C64 and took Commodore to over a billion dollars in
>|> sales in the early-mid 80s. What have *you* done?
>
>And then drove Commodore and Atari to has been, wannabe status!! So what
>exactly have YOU done???
>
>
>|>
>|> They were also instrumental in defeating the MSX "armada"
>|> formed by Microsoft and many large Japanese companies with
>|> their C64 and later with their ST systems. So for the record,
>|> Atari has been infinitely more beneficial to millions of users
>|> than you have in all your net pontifications. Maybe one day
>|> you will take the risks and responsibilites and demonstrate

>|> your competence in a cutthroat consumer electronics market.
>
>Actually, MSX is a HUGE success in Japan, unlike Atari and Commodore.
>It failed in the US due to the lack of interest in 8 Bit computer OSes.
>I suspec that the popularity of MS DOS and MAC OS did more damage to MSX
>than the Atari ST.
>
>|>
>|> > The one thing Atari has never had a lack of, despite their pattern of
>|> > embarrasing incompetence and failure, is arrogance. This is just like
>|> > the bluster we heard about the Falcon. In fact, John Skrutch and Bill
>|> > Rehbock gave me *exactly* that line ("The Falcon could/will be the machine
>|> > that 'turns things around' for Atari") in July. Deja vu!
>|>
>|> You mean failure like how NEC is doing in the electronic games
>|> business relative to their size? Or maybe arrogance of how Apple
>|> ditched their Apple II and III and Lisa market for the Mac and how
>|> the Mac market will be screwed by the Power PC? Maybe you mean
>|> incompetence on the scale of IBM as demonstrated by their recent
>|> losses. I won't bother to go on about NeXT.
>|>
>|> I guess you just mean Atari is just like the original Amiga and
>|> Epyx companies that now lie in oblivion?? Many of their principals
>|> are now at 3DO I understand. Now *THAT* is deja vu all over again.
>|>
>|>
>|>
>
>You logic is a bit convoluted. First off, just because NEC is a huge
>conglomerate does not mean that they can be successful in the video game
>market. In fact, being that large is probably a strike against them.
>Secondly, the Lisa was the forerunner of the MAC and the II and III had
>basically become obsolete. There is no evidence that the power PC will
>have a detrimental effect on the Macintosh market. It may offer a pathway
>to a future for current Mac owners. Finally, THE principal of 3Do is
>Trip Hawkins, the man that built Electronic Arts fromthe ground up and
>has so far been successful in getting some of the largest companies in the
>world to support the 3Do. Where is Atari? They have an "unofficial" machine
>that no one has seen except for a few developers. that no one has seen except for a few
developers.
>
>--
>T C
>
>e-mail: tony_clark@mentorg.com

--
---- --- /| /| |\
/-- /| / o / _ / |/ | |_\ Software
/ / |/ / /__/ / | | \

---------------------------------->

3993. Re: PovRay on atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 15:41:00 UTC
From: Achim_Wilhelm@m4.maus.de
Message-ID: <A25147@M4.maus.de>
Source record: 208730

c>I'm not sure, because I haven't actually done it. I really wish I could
c>but I suffer from the 'lack of HD and more RAM' problem.

I compiled my POVRay with Pure C on a old 260 ST and onmy FALCON. I still have
one adapted file for Pure C. All done with a normal PRJ-File.

bye, Jimmy

3994. Re: 680x0 computer comparisions

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 16:07:35 UTC
From: nico@cs.ruu.nl
Message-ID: <1993Mar12.160735.29079@cs.ruu.nl>
Source record: 208731

In several articles, darrenk@gpu.utcc.utoronto.ca (darren king), and hutch@bellman.lanl.gov (John "HUTCH" Hutchinson) write about the difference between Macintosh systems.
This makes me wonder if anyone could post a list of systems, comparing processor type, clock frequency, data path width, cache size and coprocessor installed/optional/impossible.
Preferably of Macintosh systems, but since this is comp.sys.ATARI.st, it would be nice if the Atari ST/TT/Mega/Falcon, and the (yuck!) Amiga systems would be included.
It would make things a lot clearer for me, as well as some others, I suppose.

3995. Cheap 19in monitor for TT

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 16:24:03 UTC
From: apalmer@pyrps5.eng.pyramid.com
Message-ID: <185725@pyramid.pyramid.com>
Source record: 208732

I purchased my TT when they first came out. I have 4meg ST and 4meg TT ram. I purchased it with the Atari PTC1426. I have wanted the large screen mono, but the price has been too high. This week I was in B&C Computervisions and they are selling 19in Momiterm monitors with a cable for the TT for $495. I purchased one and I'm very happy with it. I'm using it right now. I'll use 1426 on the Falcon I'm buying next month. :']

I have been shopping at B&C for about 10 years. They are located at 2730 Scott Boulevard, Santa Clara, CA 95050. Their phone number is 408-986-9960.

When I purchased my TT, a 40mhz 386dx with the same drives and memory cost the same price. At the time, I thought about buying the 386. I'm glad I choose the TT. Most of my old software worked on the TT and now I'm careful to test software before I buy. There is far more software available for the TT that I would like to own than I can afford. Unless I hit the lotto.

The best news is my TT is worth more than two times the value of the used 386 now.

al palmer
apalmer@pyramid.com

3996. Re: 680x0 computer comparisions

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 16:43:46 UTC
From: wbdst+@pitt.edu
Message-ID: <5772@blue.cis.pitt.edu>
Source record: 208733

This is a good idea, but you might want to include benchmarks, just
for laughs, and possible some of those 680x0-based workstations.

3997. Re: Is Genie confusing, or am I just dense?!

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 17:07:28 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <77331@cup.portal.com>
Source record: 208735

GEnie can be confusing. If you are using STAladdin v1.5 what you need to do is first configure RTs. Once you have picked that menu you click on add at the bottom and then click on the area which says page number. This will give you a 'product list' of Areas on GEnie. The simplest thing to do is just type M 1000;1 at a main GEnie prompt which will take you to the STAladdin RoundTable area. Its part of GEnie *Basic services and won't acrue any hourly charges. That's the place for help. Also put the GEnieus RT (GEnie User RT) on your list. It has lots of help for beginners.

Don't get discouraged, we were all beginners in the beginning. Send me E-mail by just typing SEND at any main prompt at the address D.FLORY if you're still having trouble. I'll see that you get the help you need. Once you get over the first hump, Aladdin will be your best friend.

(-: Happy Bytes :-)

Dave Flory, ALERTsys*Cop
on GEnie - D.FLORY

Here it's - Dave Ninjajr Flory @ cup.portal.com

3998. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 18:36:10 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1nql6qlNNdn7@life.ai.mit.edu>
Source record: 208736
Cross-posted to: comp.sys.atari.st,rec.games.video

In article <1993Mar12.095939.23775@dmu.ac.uk> rh@dmu.ac.uk writes:
>Also I haven't seen a projected release date for 3DO but I have for
>the Jaguar.

Really, now, this is ATARI we're talking about. They promised they'd
be shipping 30,000 Falcons a month starting August 1992. (Doh!)

The 3DO consortium is already sending developers their goodies.

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

3999. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 19:14:33 UTC
From: tclark@hptc.mentorg.com
Message-ID: <1993Mar12.191433.6694@news.mentorg.com>
Source record: 208861
Cross-posted to: comp.sys.atari.st,rec.games.video

In article <C3qto5.Eqs@tsegw.tse.com>, mhembruc@tsegw.tse.com (Mattias Hembruch) writes:
|> tpp@cbnews.cb.att.com (thomas.p.pschar) writes:
|>
|> >In article <1nj17eINNj69@life.ai.mit.edu> dmb@ai.mit.edu writes:
|> >>The same applies to music. You can store a lot of CD-quality music on
|> >>a CD. You can't on a cartridge. So you could load the song for the
|> >>*current* screen off the CD, and then play it from RAM. You could have
|> >>dozens of full-length songs on the disk, though.
|> >>
|>
|> >Unlikely. And probably not possible (with CD-quality music). More likely,
|> >it would play the music directly off the CD. There is certainly not enough
|> >space for "dozens of full-length songs", even if there wasn't a game on the
|> >CD as well. Please, be realistic.
|>
|> >Tom
|>
|> Ever heard of Data Compression?? I don't know too much about JPEG compression,
|> but I seem to remember it being based on the FREQUENCIES of the light involved..Well,
why can't that be used on MUSIC?? Songs are also just collections of
|> frequencies, exhibited in a different method.. I'm sure someone could adapt jpeg
compression to songs.. You wouldn't get 100% CD quality sound, but probably 95% or better..
|>
|> Mattias
|> --
|> Mattias Hembruch
|> >> My views do not necessarily reflect those of the TSE. <<
|> E-mail: mhembruc@tse.com

Entirely possible, but the question remains, WHY? Why not just have switchable
circuitry that could read the CD for program data and then switch over and
redirect the "audio" data out to a D-to-A converter and amplifier for the
sound?

TC

--
T C

e-mail: tony_clark@mentorg.com

4000. Re: Two player/computer games via RS232

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 19:19:04 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1993Mar12.131905.144@janus.arc.ab.ca>
Source record: 208742

In article <C39I3M.EAp@dscomsa.desy.de>, morgado@vxdesy.desy.de () writes:
>Hi,
>
>Does anyone have a list or know of any PD, shareware or
>freeware games that can be played by two people on two
>different computers? I've found a couple, but these use
>the MIDI ports rather than the serial port. I'd be grateful
>to receive any information (email or posted).
>

Falcon
OxyD

Bob

4001. Re: 2.06 partition size & scsi tape backup questions

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 19:21:30 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C3sJ3v.D5@hpbbrd.bbn.hp.com>
Source record: 208868

Steven Selick (selick@csa.bu.edu) wrote:
> 1) What is the largest partition size that TOS 2.06 allows? 16M, 32M, or
> higher?

The limit is 32768 logical sectors. With 512 bytes/sector, you get 16 MB.
BGM partitions (bigger logical sectors) have a size limit of 256 MB.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

4002. SpeedoGDOS and GhostScript Questions:

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 19:34:13 UTC
From: Pandemonium <dhbutler@magnus.acs.ohio-state.edu>
Message-ID: <9303121934.AA01291@photon.magnus.acs.ohio-state.edu>
Source record: 208738

I've recently downloaded Ghostscript, and find that it works fine, but I have a problem. Ghostscript expects to be on drive F. For a program as good as this one seems to be you would think they would write it to check *which drive* it executes from and use that, but nooooo! Anyway, drive F is not at all a good place for me to have this, and I want to know how to permanently set it to another drive, so if anyone knows Pleeeeeaaaaseee help!

I use monitor with above normal ST resolution, and I can't find any sort of GDOS product that will geive more more than a little 640*400 corner, which screws everything up. I even tried the brand *new* FontGDOS direct from Atari, and *surprise* it does not work either (what a shock). If anyone knows of anything I can do please let me know!

Oh, I rarely have time to read this newsgroup anymore, so if you could e-mail back to me in addition to posting it would be nice.

Thanks!
-->
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

||| // "This is not a novel to be tossed away lightly;
/ | \ \// it should be thrown with great force." -Dorothy Parker

4003. Re: ATARI.....

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 19:45:46 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.5O0YpNwAcGg@semprini.tdkcs.waterloo.on.ca>
Source record: 208737

In <1993Mar9.023016.27418@netcom.com>, Ed Krimen writes:
> In article <10264.405.uupcb@the-matrix.com> scott.thatcher@the-matrix.com (Scott Thatcher) writes:
> >How is it out here in the no support Jungle?
> >
>
> There's support; you just gotta know where to find it.
>
> Hint: It's spelled G-E-N-I-E.

Ah, but there's no support there from _Atari_... the users are definitely
a great resource though.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

4004. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 20:08:14 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Mar12.200814.16646@apgea.army.mil>
Source record: 208739
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

In article <H.ea.brdqyFLDGdw@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <1993Mar8.230341.21952@actrix.gen.nz>, James.Hamilton@bbs.actrix.gen.nz writes:
>
>[Quite funny anti-Dave Baggett rant deleted...]
>
>> If you are familiar with recent history you know that the execs
>> (Jack Tramiel et al) at Atari were the founders and execs at
>> Commodore. The Tramiels battered Atari's superior 800 computer
>> with their C64 and took Commodore to over a billion dollars in
>> sales in the early-mid 80s. What have *you* done?
>
>And since then, what has Atari done? Lessee... Jack gave the company
>to his incompetant sons to play with, and they've done practically
>everything in their power to run Atari into the ground.
>
>Now they've got a half-decent (though painfully underpowered) new
>computer, but they can't seem to bring it to market. One delay after
>another, while the rest of the computer industry continues to scream
>past them.
>
>> They were also instrumental in defeating the MSX "armada"
>> formed by Microsoft and many large Japanese companies with
>> their C64 and later with their ST systems. So for the record,
>> Atari has been infinitely more beneficial to millions of users
>> than you have in all your net pontifications. Maybe one day
>> you will take the risks and responsibilites and demonstrate
>> your competence in a cutthroat consumer electronics market.
>
>Yup, Atari sure has trashed Micro$oft...
>
>> You mean failure like how NEC is doing in the electronic games
>> business relative to their size? Or maybe arrogance of how Apple
>> ditched their Apple II and III and Lisa market for the Mac and how
>> the Mac market will be screwed by the Power PC? Maybe you mean
>> incompetence on the scale of IBM as demonstrated by their recent
>> losses. I won't bother to go on about NeXT.
>
>Hmm, considering that the NES and SNES hold most of the console games
>market now...
>
>Considering that Apple sells the most computers of any company...
>

>Considering that the Mac System will run on the PowerPC when it's
>released...
>
>Considering that IBM can _afford_ to lose more $$$ than Atari's ever
>seen, and still not shudder...
>
>Considering that NeXT sold their hardware division to Canon (who will
>continue to build NeXT computers) to concentrate on software
>development, and that they still manage to release things in a more
>reasonable amount of time than Atari...
>
>--
>-------------------==-------------------
>Chris Herborth
>cherborth@semprini.tdkcs.waterloo.on.ca

Ahhh.. one correction: the Nintendo's market share has been dropping hard for while. The Sega Genesis is praticatly unstopable. Nintendo had the SNES developed and done in 1988 and now their suffering for sitting on it so long.

But hopefully Atari will come out with a system where they could be a good second.

Rob Merritt

4005. Re: RAM upgrades

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 20:54:33 UTC
From: Jeffrey_Kreth@fcircus.sat.tx.us
Message-ID: <Jeffrey_Kreth.11d3@fcircus.sat.tx.us>
Source record: 208854

In <0330ZB2w165w@cyberden.sf.ca.us>, kronos@cyberden.sf.ca.us writes:
> I just tried to upgrade my STm with a Deluxe ST board and
> 4 1-meg SIMM boards. The system wouldn't recognize the the
> extra RAM and refused to boot up when the internal 512K was
> jumpered off. A techie type tells me that the Deluxe board
> shouldn't be used with a STm motherboard and etc.
> So, what's the easiest way to go, and how can SIMMs be wired
> directly, or must I use a board. Any info appreciated.
>
> Kronos@cyberden.sf.ca.us
>
> Todd Reed :: kronos@cyberden.sf.ca.us
> San Rafael :: cyberden!kronos@moon.nbn.com
> Califoria :: 415 454-5942
> *s
I have a friend who says he used SIMMS directly on a STf mother board.
He had to do a little jumping, due to pin configurations, but he swears
it worked.

(((("I ALWAYS have
o-o a nice day"
.
- --==JAK==--

Damn! Broke the Prime Directive AGAIN!--
Jeffrey_Kreth@fcircus.sat.tx.us

4006. Magic Sac For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 21:14:09 UTC
From: glens@natinst.com
Message-ID: <1nquf1$st6@falcon.natinst.com>
Source record: 208740

I am entertaining offers on a complete Magic Sac Macintosh emulator
for the Atari ST. It is in very good shape, works fine and includes the
Apple ROMs, an EpStart utility with the Mac System, the Magic Sac Atari
utilities ver 5.9, the Mac software for moving floppies between a Mac and
the ST via a serial cable, the serial cable itself, and all documentation.

Thanks.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@falcon.natinst.com

4007. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 21:25:03 UTC
From: Stephen Jonke <jonke@kong.gsfc.nasa.gov>
Message-ID: <1nqv3f$138@kong.gsfc.nasa.gov>
Source record: 208745
Cross-posted to: comp.sys.atari.st,rec.games.video

In article <1993Mar12.200814.16646@apgea.army.mil> Robert C. Merritt, rcmerrit@apgea.army.mil writes:
>But hopefully Atari will come out with a system where they could be a good
>second.

This particular thread seems to be the last straggler. Ok everybody, post responses to this article so it will no longer appear in alt.games.lynx (which I have removed from the list of groups for this response) as the thread has absolutely nothing to do with the Atari Lynx.

Thanks,

Steve

4008. Re: Is Genie confusing, or am I just dense?!

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 21:31:14 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Mar12.213114.7014@newshost.lanl.gov>
Source record: 208864

In article 1np266INN8mt@ub.d.umn.edu, awest@ub.d.umn.edu (The Piano Man) writes:
>I have recently subscribed to GEnie, and have Aladdin software, but I still
>find it a very confusing place. I am interested in a listing of files that I
>can browse, is there a way I can get them with out spending 30 min to 3 days
>downloading them one by one from each library...I would appreciate someone
>who is experienced on the service to help me along. I don't even know where
>to ask for help on GEnie...

No, you are not dense at all, Andrew. Info Services like GEnie and CIS are
always confusing at first (although GEnie is _much_ less so than CIS, IMHO).

Since you are using the Aladdin software (smart move) I believe you can use
it to automatically obtain a listing of new files. I don't have it in
front of me but it's an option in the right-most drop down menu, I believe.

Otherwise, you can just log on to GEnie and move to the Atari ST RoundTable
Library area with the command m475;3 (that's short for move to page 475,
section 3). Once there you will see a menu of options. Number 8, I believe,
is "Set Library." Choosing it allows you to move to the files library of
interest... games, utilities, graphics, etc. The default library is ALL.
So select the library category of interest (or just stay where you are)
and choose the menu option "Directory of Files." It will ask you a
couple of questions like "beginning from what file #" and "how far back"
but just press RETURN and it will then spit out a listing of all the files
in that library in reverse numerical (GEnie file number) order. If you
want to capture this info to a disk file, then select the "Start File
Capture" option from Aladdin's rightmost drop down menu _before_ you tell
GENie to give you the directory listing. Once the listing is finished,
then go back to Aladdin and tell it to "Stop File Capture."

If you want a detailed description of the files, then you have to choose
GEnie's "Browse Files" menu option which describes each file in the
library one at a time, pausing between each one to let you read the
description and decide to download it or skip to the next one or quit.

You can download the GEnie User's Manual right from page 1, I believe, as
a free download. Having the manual will make things much easier for you.
You can also purchase the printed manual by calling them. There is a
menu option in each major area for sending mail to a GEnie Sysop for help.
GEnie has a user support voice line which you can call during business
hours if you get _really_ stuck. But that takes all the fun out of it! :)

If you have other questions, contact me by email and we'll go from there.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4009. Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 22:28:26 UTC
From: neurom@aziraphale.u.washington.edu
Message-ID: <1nr2qaINNa3b@shelley.u.washington.edu>
Source record: 208741
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

Okay, people. I known this is going to come to a shock to almost everyone who reads this, but I believe it is time (finally) for Atari and Amiga users to call a truce. For the past 5+ years, we've been yelling and screaming at each other about whose machine was better. Now, if you totaled every Atari _and_ Amiga computer on the market, it would barely scratch the surface of say (gasp!) the Mac market. We've been fighting the wrong enemy. It's time for us to say, "Hey, we've got some great computers here. Sure, they're different, and each one is better than the other in some respects. But, nobody else thinks are computers are worth shit. Let's show _them_ that _they're_ the ones who've been missing out."

We've lost too much ground, people. I've heard too many Mac owners laugh at Atari _and_ Amiga owners alike. They don't even consider them worth mentioning! It's time to realize that Atari and Commodore are in the same boat. They both have a niche in the professional arena (Music/Graphics respectively), but in the home market they aren't taken seriously. Both Atari and CBM's stock is plummeting, while Intel and Apple's stocks are soaring. Let's get it together, and realize who the real "enemy" is.

--Neuromancer

[The above, is of course, IMHO. Flames at me will be ignored. Flames with me will be appreciated.]

4010. Re: Stacker for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 22:48:07 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Mar12.224807.20395@newshost.lanl.gov>
Source record: 208865

In article 4185@his.UUCP, sp1henhj@sun4 (Henrik Balthazar Hjort) writes:
>Does anyone know if ther exists a program for the ST which works
>simmilary to the PC program 'stacker'. It should compress and
>uncompress automatic when loading and terminating programs.

Doesn't Data Diet do this? It was commercial software from DublClick but
someone else was supposed to pick up distribution for it.

I've never seen Data Diet but I must admit, Stacker is very impressive!
I installed it on my pc's 340Mb drive and bingo... 600Mb available and I
cannot notice _any_ slowdown in how fast programs load from the HD. The
best thing is that it is totally transparent to the user. The Atari
community definitely needs something like this for the Falcon!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4011. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 23:27:22 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Mar12.232722.21221@rchland.ibm.com>
Source record: 208856
Cross-posted to: comp.sys.atari.st,rec.games.video

In article <1993Mar12.095939.23775@dmu.ac.uk>, rh@dmu.ac.uk (Richard Hackett) writes:
|> > Jaguar must offer similar capabilities (or siginificantly beat the
|> > price of the 3DO, and *soon*) or they will lose to the 3DO.
|>
|> I thought one of the points was that the projected price for Jaguar *WAS*
|> cheaper than the 3DO. Also I haven't seen a projected release date for 3DO
|> but I have for the Jaguar.
|>
|> Anyway, does it matter??
|>
|> R.Hackett

What's the Jaguar projected date? 3DO is Jan '94 I think I read somewhere.

Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **

4012. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-12 23:29:28 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Mar12.232928.9765@rchland.ibm.com>
Source record: 208855
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

In article <1993Mar12.200814.16646@apgea.army.mil>, rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
|> In article <H.ea.brdqyFLDGdw@semprini.tdkcs.waterloo.on.ca> cherborth@semprini.tdkcs.waterloo.on.ca writes:
|> >In <1993Mar8.230341.21952@actrix.gen.nz>, James.Hamilton@bbs.actrix.gen.nz writes:
|> >
[stuff deleted]
|> Ahhh.. one correction: the Nintendo's market share has been dropping hard
|> for while. The Sega Genesis is praticatly unstopable. Nintendo had the SNES
|> developed and done in 1988 and now their suffering for sitting on it so long.
|>
|> But hopefully Atari will come out with a system where they could be a good
|> second.
|>
|> Rob Merritt

From where you got this information? Last time I checked out,
Nintendo increased their market share (Sega had before 80% of the 16-bit
market, last time I checked out, and from a Sega representative article
no less- they had 60%).

Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **

4013. Apple //e emulator?

Newsgroup: comp.sys.atari.st
Date: 1993-03-13 00:40:30 UTC
From: scraft@trident.usacs.rutgers.edu
Message-ID: <Mar.12.19.40.30.1993.18537@trident.usacs.rutgers.edu>
Source record: 208743

Hi. I am looking for an Apple //e (but any // will do) emulator
for the Amiga. If anyone can help me, thanks. Please reply in
email, as I don't subscribe to this group. Thanks again.

KRS-1: You were put here to protect us, but who protects us from YOU?!
scraft@gum.rutgers.edu/SCraft1014@aol.com/User#9 SJAUGBBS 609-424-1382

4014. Apple // Emul

Newsgroup: comp.sys.atari.st
Date: 1993-03-13 00:47:17 UTC
From: scraft@trident.usacs.rutgers.edu
Message-ID: <Mar.12.19.47.17.1993.18595@trident.usacs.rutgers.edu>
Source record: 208744

Oops, I sent the ST message to an Amiga group, and vice versa. Sorry.

Can someone send me info on where I can get an Apple // emulator
for your computer? Please respond in mail because I am not on
this group.

KRS-1: You were put here to protect us, but who protects us from YOU?!
scraft@gum.rutgers.edu/SCraft1014@aol.com/User#9 SJAUGBBS 609-424-1382

4015. Re: Is Genie confusing, or am I just dense?!

Newsgroup: comp.sys.atari.st
Date: 1993-03-13 01:19:26 UTC
From: lunatic@netcom.com
Message-ID: <1993Mar13.011926.10294@netcom.com>
Source record: 208749
Cross-posted to: alt.online-service,comp.sys.atari.st

In article <1np266INN8mt@ub.d.umn.edu> awest@ub.d.umn.edu (The Piano Man) writes:
>I have recently subscribed to GEnie, and have Aladdin software, but I still
>find it a very confusing place. I am interested in a listing of files that I
>can browse, is there a way I can get them with out spending 30 min to 3 days
>downloading them one by one from each library...I would appreciate someone
>who is experienced on the service to help me along. I don't even know where
>to ask for help on GEnie...

]-[ow do you EXPECT to get a listing of files, unless you capture
it yourself or download the compressed version? Do you want it sent
to you in the mail on paper or something? To ask for help, just send
e-mail to FEEDBACK or to the sysop(s) of the RoundTabl you need help
in.

--

```
_____________________________________________________
/ -= Lunatic Johnathan Bruce E'Sex (: /
/ lunatic@netcom.com GEnie: LUNATIC CI$: 76170,672 /
/_____________________________________________________/
```

4016. WANTED: Atari monitor(SM124) or color RGB or CGA monitor

Newsgroup: comp.sys.atari.st
Date: 1993-03-13 01:28:39 UTC
From: ee154fbk@sdcc15.ucsd.edu
Message-ID: <46448@sdcc12.ucsd.edu>
Source record: 208748
Cross-posted to: misc.forsale.wanted,misc.forsale,misc.wanted,misc.forsale.computers.other,comp.sys.atari.st,comp.sys.cbm,ca.wanted,sdnet.wanted,sdnet.forsale,ucsd.buy+sell

```
Looking for either:

Atari Mono or color hi-res monitor
CBM RGB
CGA compatible
or any other RGB color monitor

ee154fbk@sdcc15.ucsd.edu
```

4017. Re: jpg 2 GIF

Newsgroup: comp.sys.atari.st
Date: 1993-03-13 02:19:06 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.&nMqsBq5gZ6@semprini.tdkcs.waterloo.on.ca>
Source record: 208746

In <C3r5nu.29L@swi.psy.uva.nl>, Herry Hubert writes:
> Does anybody know where I can get a JPEG to GIF convertor. I use DJPEG mostly
> but it still has a lot of disadvantages. For example it only translates JFIF
> pictures properly. As there are several different JPEG formats, I don't know
> what program to use.

DJPEG is the best... What program are your JPEG files being created by?
Several of the ones that create other-than-JFIF files are brain-damaged
due to improperly implementing the spec, others are brain-damaged to
bring in more $$$ for the company (ie, "You can only load our JPEG files
into our editor! HA!")...

GEM-View can also load JPEG files; it's available on
atari.archive.umich.edu... I have no idea of how forgiving it is on mutant
JPEG files.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

4018. Re: Mega STe / ICD Problems

Newsgroup: comp.sys.atari.st
Date: 1993-03-13 02:21:24 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.y2HOkQilmlE@semprini.tdkcs.waterloo.on.ca>
Source record: 208747

In <1993Mar9.032309.8044@ultb.isc.rit.edu>, mrz5149@ritvax.isc.rit.edu writes:
> Recently, sombody posted about Mega STe / ICD Host problems.
[...]
> That is generally the only thing that Mega STes have a problem with when
> it comes to ICD hard drive controllers. I should know, I am using an ICD
> controller right now and have no problems. ALTHOUGH I am using
> AHDI 5.0 (Atari's controller software) because I feel it is more compatible
> and more "safe". Not to knock ICD (I can see the flames now!) but it's
> just a personal gut feeling.

Ah, but Atari's hardware/hardware doesn't support enough of the SCSI
command set to put a CD-ROM on the ACSI port (via the host adapter)....
So, unless you have a TT or Falcon, and want to use a CD-ROM, you have
to use ICD's host.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

4019. Re: 680x0 computer comparisions

Newsgroup: comp.sys.atari.st
Date: 1993-03-13 02:26:11 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <1993Mar13.022611.25786@freenet.carleton.ca>
Source record: 208867

In a previous article, nico@cs.ruu.nl (Nico Verwer) says:

<Asks for list of computer comparisons of ATARI hardware and MAC, AMIGA>

If you want info on Atari computers read the FAQ in this section.

--

!! Computer Engineering at The Carleton Country Club!!
----------ac382@freenet.carleton.ca----------

4020. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-13 02:48:04 UTC
From: wbdst+@pitt.edu
Message-ID: <5815@blue.cis.pitt.edu>
Source record: 208851
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

Neuromancer: I agree completely. You may find this hard to believe, but once I bought my IBM clone, and went looking for a second system, I chose the Atari STe over a Mac in part because I'm sick of living in a world of one color: blue. IBM is the only game in town, with Apple a distant second. This is sad- I can remember when there were 4 major platforms to choose from. I'd still like to get a mac, but I still have ethical problems with the way they do business. Long live difference!

4021. clarification of STx?

Newsgroup: comp.sys.atari.st
Date: 1993-03-13 03:17:26 UTC
From: kgg@mv.mv.com
Message-ID: <1993Mar13.031726.7807@mv.mv.com>
Source record: 208852

In various messages, I've seen references to "STe", "STf",
and once (tonight) even "STm".
Would someone explain these terms for me?
Thanks,
-- Kenn Goutal
kenn@mv.mv.com

4022. need to replace A: drive

Newsgroup: comp.sys.atari.st
Date: 1993-03-13 03:31:21 UTC
From: kgg@mv.mv.com
Message-ID: <1993Mar13.033121.8118@mv.mv.com>
Source record: 208853

When I first got my 1040 ST several years ago, my built-in floppy drive,
drive A:, worked just fine.

Over time, it got picky about what I fed it, and started making a dry
little shrieking noise when reading or writing unless it was using a
Sony diskette. (Functionally okay, just annoying.)

In the past couple of months, it has gotten so that it now makes this
sound even with Sony diskettes. Still functionally okay -- i.e. reads
and writes accurately -- but I'm beginning to get worried.

Does this problem sound familiar to anyone?
Is the drive indeed headed for real failure?
How hard would it be to replace the drive?
(I'm mechanically adroit, just ignorant.)
How expensive would it be to replace the drive?
Would it be possible to upgrade to a 1.44Mb drive,
without having to change ROMs or software?
Would it be possible to upgrade to a 1.44Mb drive,
if I *do* change ROMs or software?
It would be nice to be able to actually store 1.44Mb;
however, it would be an improvement just to be able to put a 1.44Mb
diskette in the drive and only use half of it,
just so long as the OS doesn't complain about it.

Thanks,
-- Kenn Goutal
kenn@mv.mv.com

4023. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-03-13 05:08:02 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1nrq7i$2q6@terminator.rs.itd.umich.edu>
Source record: 208858

```
drwxrwxr-x weiner 8192 Mar 8 07:50 ./8bit/Zmag
-rw-rw-rw- lenn 12253 Mar 8 07:50 ./8bit/Zmag/zmag045.arc
-rw-rw-rw- lenn 11400 Mar 8 07:50 ./8bit/Zmag/zmag046.arc
-rw-rw-rw- lenn 12307 Mar 8 07:50 ./8bit/Zmag/zmag047.arc
-rw-rw-rw- lenn 10681 Mar 8 07:50 ./8bit/Zmag/zmag048.arc
drwxrwxr-x root 8192 Mar 8 14:51 ./Graphics
drwxrwxr-x weiner 2048 Mar 9 17:06 ./8bit/Graphics
-rw-r--r-- lenn 8148 Mar 9 17:06 ./8bit/Graphics/CVSQUASH.ARC
drwxrwxr-x weiner 2048 Mar 9 17:06 ./8bit/Telecomm
-rw-r--r-- lenn 10200 Mar 9 17:06 ./8bit/Telecomm/DLDOCTOR.ARC
drwxrwxr-x root 10240 Mar 10 15:03 ./Games
-rw-r----- dpz 98688 Mar 6 10:44 ./Games/clubdemo.lzh
-rw-rw-r-- weiner 12476 Mar 10 15:04 ./Games/0index
drwxrwxr-x weiner 2048 Mar 10 14:51 ./Sound/Players
-rw-r----- dpz 15238 Mar 8 06:54 ./Sound/Players/ptplay12.zoo
-rw-r--r-- weiner 3015 Mar 10 14:54 ./Sound/0index
drwxrwxr-x weiner 2048 Mar 10 14:40 ./Falcon
-rw-r--r-- dpz 90335 Mar 2 04:23 ./Falcon/fortune_1_0.lzh
-rw-r--r-- dpz 31568 Mar 2 04:25 ./Falcon/winrec_1_0.lzh
-rw-rw-r-- weiner 791 Mar 10 14:40 ./Falcon/0index
drwxr-xr-x dpz 2048 Mar 10 14:40 ./Falcon/Fortunes
-rw-r----- dpz 1427328 Mar 2 04:48 ./Falcon/Fortunes/div_sound_fortunes.lzh
-rw-r----- dpz 1172416 Mar 2 04:35 ./Falcon/Fortunes/sf1_sound_fortunes.lzh
-rw-r----- dpz 1021344 Mar 2 04:40 ./Falcon/Fortunes/sf2_sound_fortunes.lzh
-rw-r----- dpz 433152 Mar 2 04:28 ./Falcon/Fortunes/startrek_sound_fortunes.lzh
drwxrwxr-x weiner 2048 Mar 10 14:44 ./Magazines/Aeo
-rw-r----- dpz 83584 Mar 9 22:40 ./Magazines/Aeo/aeo_0205.lzh
drwxr-xr-x dpz 2048 Mar 10 14:24 ./Magazines/Str
-rw-r----- dpz 51200 Feb 17 11:17 ./Magazines/Str/str907.lzh
-rw-r----- dpz 45056 Feb 28 11:29 ./Magazines/Str/str909.lzh
-rw-r----- dpz 60416 Mar 9 22:41 ./Magazines/Str/str910.lzh
drwxr-xr-x dpz 2048 Mar 10 14:25 ./Magazines/Znet
-rw-r----- dpz 48768 Mar 9 22:41 ./Magazines/Znet/znet9309.lzh
drwxrwxr-x weiner 2048 Mar 11 15:10 ./Tt
-rw-rw-r-- entropy 1021 Mar 11 15:10 ./Tt/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

4024. Ok so this is the final question... honest

Newsgroup: comp.sys.atari.st
Date: 1993-03-13 05:25:08 UTC
From: sgj-a@minster.york.ac.uk
Message-ID: <732000308.14986@minster.york.ac.uk>
Source record: 208857
Cross-posted to: comp.human-factors,comp.windows.x,comp.windows.ms,comp.windows.x.motif,comp.windows.open-look,comp.sys.mac,comp.sys.acorn,comp.sys.atari.st

Ok a quickie for all you people out there in windows land...

Which is the best type of menu ? Pull down or Pop up ?

Answers on a Postcard or better yet email

sgj-a-menus@minster.york.ac.uk

Thanks again...

Steve Jones

PS. To anyone else who wants a copy of survey/report feel free to ask me
the address for that is :

sgj-a-req@minster.york.ac.uk

****
The conculsion of my research so far is that the earth would be alot easier
if everyone was the same, but it would be a hell of alot less interesting.
--Steve Jones
****

4025. Ok so this is the final question... honest(Reply to me)

Newsgroup: comp.sys.atari.st
Date: 1993-03-13 05:28:07 UTC
From: sgj-a@minster.york.ac.uk
Message-ID: <732000487.15111@minster.york.ac.uk>
Source record: 208859
Cross-posted to: comp.human-factors,comp.windows.x,comp.windows.ms,comp.windows.x.motif,comp.windows.open-look,comp.sys.mac,comp.sys.acorn,comp.sys.atari.st

This is a repost reply to this one...
I'm having to use a vt220 bear with me please...

Ok a quickie for all you people out there in windows land...

Which is the best type of menu ? Pull down or Pop up ?

Answers on a Postcard or better yet email

sgj-a-menus@minster.york.ac.uk

Thanks again...

Steve Jones

PS. To anyone else who wants a copy of survey/report feel free to ask me
the address for that is :

sgj-a-req@minster.york.ac.uk

****
The conculsion of my research so far is that the earth would be alot easier
if everyone was the same, but it would be a hell of alot less interesting.
--Steve Jones
****

4026. Re: Bad Threads

Newsgroup: comp.sys.atari.st
Date: 1993-03-13 06:32:03 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <77383@cup.portal.com>
Source record: 208862

I guess everyone talking about the Atari Falcon better shut up
too, eh..?

Since it's not a comp.sys.atari.st, it doesn't belong here..

And, since there isn't a falcon newsgroup yet, I guess all those nasty
Falcon posters better take it to comp.sys.misc for now.

Just so us ST owners don't have to wade though all that unrelated stuff.

BobR

(Pretty silly, eh..?)

4027. Re: Bad Threads

Newsgroup: comp.sys.atari.st
Date: 1993-03-13 06:33:08 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <77384@cup.portal.com>
Source record: 208863

>So let's get back to some ST talk? Hmmm...

OK... you start..

BobR

4028. Re: SH204 formatting problems

Newsgroup: comp.sys.atari.st
Date: 1993-03-13 09:21:40 UTC
From: jesa@s0jxb.exnet.co.uk
Message-ID: <H.lg5yuSm7BAI@s0jxb.exnet.co.uk>
Source record: 208866
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <C3Mqzo.B5L@ccsun.strath.ac.uk>, "David McNicol", 3rd Year LPO writes:
>
>I've been trying to format/partition my hard drive (an atari SH204).
>
>It's second hand, and the original formatting utilities (dated 1986) are
>corrupted. I got a hold of the latest distribution of AHDI, but when I try
>and format, I get a DRIVE NOT RECOGNISED error message.
>
>I tried swapping the data file that came from the OLD distribution with the
>NEW one, to see if the NEW utility would recognise the HD then.
>
>NOPE.
>
>I tried to partition the HD without formatting first, but I got the error:
>
>DRIVE FORMATTED WITH OLD VERSION OF HDX, REFORMAT BEFORE PARTITIONING
>
>Blimmin' great !!
>
>Can anyone send me a copy of the 1986 distribution of HDX that WORKS ??
>
>Can anyone (ie at ATARI) tell me how I can make an ATARI HARD DRIVE compatible
>with an ATARI ST ?? (the program told me to contact ATARI !!)

I had exactly this problem with my STE and it turned out to be a fault in the
computer! BTW if you want the old utilities mail me.
--
==========
From: John Budden Email: s0jxb@exnet.co.uk

4029. music-editor for falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-03-13 11:54:37 UTC
From: b_kirsch@mara.saar.de
Message-ID: <1993Mar13.115437.1164@mara.saar.de>
Source record: 208888

hello!
does somebody knows something about a (soundtracker-like) musik-editor
for the falcon ? (using 16bit-sound?)
do you think it is possible to make the mod-"standard" able to use
16-bit-samples and maybe more than 4 tracks?
thank you
bi-o-frood

4030. Re: Multi-user on TT ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-13 12:34:36 UTC
From: berger@duterl.et.tudelft.nl
Message-ID: <1993Mar13.123436.21023@donau.et.tudelft.nl>
Source record: 208869

In article <1714@titan.hts.hsa.nl> e8839@titan.hts.hsa.nl (H.A. Lambregts) writes:

>We want to use one TT to create a multi-user environment, so several
>users can practice assembly programming. The users are connected with
>a terminal to a serial-output of the TT, so all the in- and output
>must be redirected to the correct user (terminal).
>Maybe this is possible using MiNT, because we only use text-oriented
>programs.
>Is there anyone who has an idea to establish this ?

I've tried to do this also, but could not find a proper way.
Finaly I wrote a little program which dups stdin and stdout to the
seriel port, and executes a shell. It is a simple solution, but it
works for me.

I don't know whether programs maybe posted in _this_ newsgroup so I
won't do it. If your interested in this program, please let me know
and I mail it to you.

If you happen to find out more about a multi-user environment outside
this newsgroup, can you please write it?

Hartelijke groeten,

Jeroen.

4031. Re: Stacker for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-13 19:25:16 UTC
From: ekrimen@netcom.com
Message-ID: <1993Mar13.192516.22432@netcom.com>
Source record: 208870

In article <1993Mar12.224807.20395@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 4185@his.UUCP, sp1henhj@sun4 (Henrik Balthazar Hjort) writes:
>>Does anyone know if ther exists a program for the ST which works
>>simmilary to the PC program 'stacker'. It should compress and
>>uncompress automatic when loading and terminating programs.
>
>Doesn't Data Diet do this? It was commercial software from DublClick but
>someone else was supposed to pick up distribution for it.

I think Data Diet 2 should be out soon if it's not out already. I'm a beta-tester. Keith Gerdes of Trace Technologies has picked it up; he was the original programmer of it. Just from what I've heard about Stacker installation, removal, speed, and ease of use, Data Diet is so much better.

Moreover, Keith has a program called Data Rescue, which enables you to very easily recover deleted files. You can have Data Rescue move deleted files to a folder or have it store critical file info in a data file. You can configure these options separately for each partition.

-- Ed Krimen
(gotta get a new .sig)

4032. Re: Commodore vs. Atari (was Re: Jaguar vs. the 3DO)

Newsgroup: comp.sys.atari.st
Date: 1993-03-13 19:29:17 UTC
From: ekrimen@netcom.com
Message-ID: <1993Mar13.192917.22573@netcom.com>
Source record: 208871

In article <1993Mar12.192521.4448@nic.csu.net> rkim@mars.uucp (Richard H.S. Kim) writes:
>
>I read a brief interview with Chris Crawford (ex-Atari programmer) and
>he gave a very interesting antedote. Apparently, in the beginning, both
^^^^^^^^

Hmmm, antedote? Were you ill from some disease?

Oh, you mean anecdote!

:^)

4033. Mouse & joystick sharing a port

Newsgroup: comp.sys.atari.st
Date: 1993-03-13 19:49:07 UTC
From: wbdst+@pitt.edu
Message-ID: <5841@blue.cis.pitt.edu>
Source record: 208872

A friend of mine has a cable which plugs into the mouse port of his ST, and splits into two recepticles which you can plus a joystick and a mouse into. Sadly, he is not aware of any current source for this cable, and I was wondering if anyone here knew of a possible source?

4034. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-13 20:03:41 UTC
From: U59985@uicvm.uic.edu
Message-ID: <93072.140341U59985@uicvm.uic.edu>
Source record: 208873
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

I haven't checked into this group for a while. And when I do check back I see t
ons of posts about Jaguar vs. 3DO. I will admit now that I have NEVER seen a Ja
guar and, to be honest, I don't think I'll ever seen one. I haven't even seen a
Falcon yet. But I have seen a 3DO machine from Panasonic, so I do know that th
at can do.

I think a lot of people are putting too much emphasis on the 3DO as a game mach
ine. 3DO and others did not really emphasize gaming as the main thrust of this
machine. They see it as a combination video player, educational tool and entert
ainment machine. True, games will probably make up most of the initial software
. At least until other functions can be thought up or made popular. What I was
really interested in was that the 3DO machine had a video input. The demo set u
p was one in which a live feed from a video camera was processed and displayed
on screen in real time. I don't know if Jaguar has this kind of power and, from
what I've read, I don't think it does. The camera was pointed at the audience
watching the demo. The resulting shot was first wrapped onto a sphere. Then the
video image was put in a little window on the screen and bounced around with t
he 3DO symbols. Another demo was the image was twisted and inverted back and fo
rth repeatedly. Finally, the image was made duplicated 3 times and mapped to th
e 3 visible sides of a floating cube. Finally and most impressive of all, was t
hat all four of these effects were done simultaneously by splitting the TV scre
en into 4 sections. Also, they didn't digitize a picture of the audience and do
these effects. They actually panned the camera while these effects were being
displayed and the picture in these effects reflected the camera panning. There
was no flickering or slowdown. That was impressive. If the 3DO machine came wit
h video-outs, then this will be one cheap home video processor. I mean, add a S
CSI port and you have a cheap digitizer for most machines. One that can digitiz
e full screen motion in real time.

As further demo of the machines ability, they played a short clip from BackDra
ft. It may be possible to put out music video disks this way for about $20. The
disks come with CD quality sound of course.

Finally, the 3DO consortium has many, many powerful (and rich!) partners. I don
't think Atari will be able to overcome this. Matsushita, AT&T-These two alone
(actually Matsushita alone) could probably use their 3DO machine and crush the
Jaguar. The market place has shown again and again that you don't need to have
the superior product to win, you just need to have the marketing clout and enou
gh money to back it up. VHS vs. Beta-VHS won because it had more backers and th
ey were richer. Sega vs. Nintendo-Sega is only staying ahead because they keep
coming out with new products. Yet Nintendo is bigger and sells more because the
y have more marketing muscle and money. Anybody vs. Atari-I like my Lynx, but I
have to wonder about Atari's future here in the States. Game Boy and even Game
Gear are outselling Atari in terms of hardware and software. I think you get

my point.

Thomas

4035. Zelda III hints wanted

Newsgroup: comp.sys.atari.st
Date: 1993-03-13 20:33:37 UTC
From: zeh1@ellis.uchicago.edu
Message-ID: <1993Mar13.203337.20593@midway.uchicago.edu>
Source record: 208879
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

Anybody want to trade me a cart for Zelda III?
thanks SZ

--
----------$----------#---------@---
Samuel Christian Zehr zeh1@midway.uchicago.edu
Bio Computing Labs Whitman 108
915 E. 57th St. Chicago, IL 60637

4036. Ghostscript

Newsgroup: comp.sys.atari.st
Date: 1993-03-13 20:34:28 UTC
From: bcf@sactoh0.sac.ca.us
Message-ID: <1993Mar13.203428.22000@sactoh0.sac.ca.us>
Source record: 208884

What is Ghostscript? Can someone tell me what it does?

--
	--	
	** Censorship is un-American! **	
	Bruce Fairbanks	
	_____________________bcf@sactoh0.sac.ca.us_____________	

4037. SNES games for sale/trade

Newsgroup: comp.sys.atari.st
Date: 1993-03-13 20:35:23 UTC
From: zeh1@ellis.uchicago.edu
Message-ID: <1993Mar13.203523.20664@midway.uchicago.edu>
Source record: 208880
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

Will consider any offers, but I am looking for F-Zero, Pilotwings, Pebble Beach golf or Irem Skins Game, JM '93.

Oh, If anyone wants to trade for Starfox, let me know (right!)
SZ

--
----------$----------#---------@---
Samuel Christian Zehr zeh1@midway.uchicago.edu
Bio Computing Labs Whitman 108
915 E. 57th St. Chicago, IL 60637

4038. Re: SNES games for sale/trade

Newsgroup: comp.sys.atari.st
Date: 1993-03-13 20:40:57 UTC
From: zeh1@ellis.uchicago.edu
Message-ID: <1993Mar13.204057.20922@midway.uchicago.edu>
Source record: 208881
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

In article <1993Mar13.203523.20664@midway.uchicago.edu> zeh1@midway.uchicago.edu writes:
>Will consider any offers, but I am looking for F-Zero, Pilotwings, Pebble Beach golf or Irem Skins Game, JM '93.
>
>Oh, If anyone wants to trade for Starfox, let me know (right!)
>SZ

Fuck! My mailer cut off the top 10 lines! (Or else I just don't know how to use it.)
Anyway, the games are

Final Fantasy II (w/ no box, but instructions)
Zelda III
John Madden Football '92

This had better work.

--
----------$----------#---------@---
Samuel Christian Zehr zeh1@midway.uchicago.edu
Bio Computing Labs Whitman 108
915 E. 57th St. Chicago, IL 60637

4039. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-13 20:52:55 UTC
From: dmcdulin@cs.uct.ac.za
Message-ID: <C3uI08.Ks8@cs.uct.ac.za>
Source record: 208874
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In <1nr2qaINNa3b@shelley.u.washington.edu> neurom@aziraphale.u.washington.edu (Neuromancer) writes:

[Stuff deleted...]

>We've lost too much ground, people. I've heard too many Mac owners laugh
>at Atari _and_ Amiga owners alike. They don't even consider them worth
>mentioning! It's time to realize that Atari and Commodore are in the same
>boat. They both have a niche in the professional arena (Music/Graphics
>respectively), but in the home market they aren't taken seriously. Both
>Atari and CBM's stock is plummeting, while Intel and Apple's stocks are
>soaring. Let's get it together, and realize who the real "enemy" is.

> --Neuromancer

>[The above, is of course, IMHO. Flames at me will be ignored. Flames
> with me will be appreciated.]

Yaaay! At last! Someone who has a good idea on what to do to those 'smug' guys who waste a large furtune on something which should only be called a pregnant calculator! Hee hee hee!

Flame ON against the Mac! Down with the Mac. (And of course PC's as well...)

Okay, time for my medication again... :-)

```
/-----------------------------------------------------------------------------\
| "Work" is a four letter word. (as is "wash","swot", etc... |
| And "DOS" *SHOULD* be a four-letter word! |
| Email and other ramblings to: dmcdulin@cs.uct.ac.za |
\-----------------------------------------------------------------------------/
```

4040. need help building toswin

Newsgroup: comp.sys.atari.st
Date: 1993-03-13 23:07:52 UTC
From: michaelk@titan.ucs.umass.edu
Message-ID: <1ntpg8INN2ao@titan.ucs.umass.edu>
Source record: 208876
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
I've been trying to compile the toswin sources on atari.archive,
and while I can get it to work as a .prg, when I rename it to an .acc,
I get a bus error trying to load it, and I have to reboot.
I'm using gcc 2.3.1, gnumake 3.58, gemlib 23, include and library 85,
compiling under tcsh in mint 0.94. When I look at the output from the
make, I get two warnings:

```
In file included from toswin.c:22:
twproto.h:88: warning: type mismatch with previous external decl
g:\\gnu\\include\\minimal.h:66: warning: previous external decl of `main'
```

and

```
event.c: In function `evnt_loop':
event.c:177: warning: type mismatch in implicit declaration for built-in function `strlen'
```

I've removed all of the CFLAGS except -mshort (used to be -mshort
-G -O2 -Wall -fomit-frame-pointer, which would just give me more warnings).
Anybody run into problems with this before? Recommendations?

Thanks for any info,

Michael Kieras
michael@cs.umass.edu

4041. ST Sale Update!

Newsgroup: comp.sys.atari.st
Date: 1993-03-13 23:19:02 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1ntq56INN185@usenet.INS.CWRU.Edu>
Source record: 208875

```
##############################################################################
Hardware
##############################################################################

Fortis DM1310 9-pin dot matrix printer. Works well, but I think it
might need a new print head. Uses Epson ribbons, new ribbon
included.....................................................25

Corvus Hard Disk case & power supply. Setup for one 5.25" drive,
either full or half-height, but there's enough room in it
that you can probably adapt it to fit two half heights or
several 3.5" drives.........................................40

##############################################################################
Software
##############################################################################

TDI Modula/2-ST (old version).....................................15
Flight Simulator II Scenery Disks 7 and 11 (w/all docs) both for.....15
Base Two (Antic Software).........................................10
Tempus 1.0........................................................7
InterLink 1.85....................................................7
I*S Talk (Integral Solutions).....................................7
Quick ST 2.0......................................................7
GFA Vector (Michtron).............................................7
Breach (Omnitrend Software).......................................5
Gamestar Baseball.................................................5
Renegade (disk only)..............................................5
Infocom's Infidel (disk only).....................................5
Strip Poker (old, disk only).....................................5
Chessmaster 2000 (disks only).....................................5
Time Bandit (disk only)............................................5
Skyfox (disk only)................................................5
Starglider (disk only)............................................5
Lords of Conquest (disk only).....................................5

##############################################################################
Magazines
##############################################################################

STart Magazine
--------------
All of 1986 and 1987 (8 issues)
Special Issues 2 and 3
Spring 1988, Summer 1988
October through December 1988
```

January through December 1989 (missing July)
January through November 1990 (missing July, September)
Feb/March 1991
April/May 1991
STart disks from various issues (not sure which, but MANY)
Only a few original disks remain -- most have been converted to
high density disks and zipped with ST ZIP 2.0 (36 issues total)
Also includes STart mouse pad AND lots of disks.....65

##

Prices do not include shipping.

If you're interested in any of these items, please send me Email.
Thanks!

--
"""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
""

4042. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-13 23:38:07 UTC
From: barrett@iastate.edu
Message-ID: <C3upnK.1C7@news.iastate.edu>
Source record: 208877
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <C3uI08.Ks8@cs.uct.ac.za> dmcdulin@cs.uct.ac.za (Barry McDuling) writes:
>In <1nr2qaINNa3b@shelley.u.washington.edu> neurom@aziraphale.u.washington.edu
(Neuromancer) writes:
>
>[Stuff deleted...]
>
>>We've lost too much ground, people. I've heard too many Mac owners laugh
>>at Atari _and_ Amiga owners alike. They don't even consider them worth
>>mentioning! It's time to realize that Atari and Commodore are in the same
>>boat. They both have a niche in the professional arena (Music/Graphics
>>respectively), but in the home market they aren't taken seriously. Both
>>Atari and CBM's stock is plummeting, while Intel and Apple's stocks are
>>soaring. Let's get it together, and realize who the real "enemy" is.
>
>> --Neuromancer
>
>>[The above, is of course, IMHO. Flames at me will be ignored. Flames
>> with me will be appreciated.]
>
>Yaaay! At last! Someone who has a good idea on what to do to those 'smug'
>guys who waste a large furtune on something which should only be called a
>pregnant calculator! Hee hee hee!

If a Macintosh is a "pregnant calaculator", then an Amiga is an abacus.
Face it, Commodore has not produced any decent hardware since the A3000.
Hardware wise, the A4000 sucks. For the same price as an A4000, a Macintosh
Centris gives you three times the non-interlaced resolution (1182x852 vs.
724x482), EtherNet, better RAM expandability, a CPU that is just as fast if
not faster (The A4000 memory system is VERY ineffecient), a SCSI interface,
more flexibility in being able to use inexpensive SVGA monitors, CD-ROM
support, and so on.

You think the A4000/030 is going to do anything? For $300 less than an
A4000/030, you can get a Macintosh LCIII with a faster CPU (full 68030 CPU
with a 32-bit bus, and not the crippled EC030 that the A4000/030 uses), better
non-interlaced resolution (850x650 vs 724x482 for the A4000/030), better RAM
expandability, and a SCSI interface.

Face it, hardware-wise, Amigas **SUCK**.

Marc Barrett -MB- | email: barrett@iastate.edu

4043. (none)

Newsgroup: comp.sys.atari.st
Date: 1993-03-14 00:53:00 UTC
From: only_bbs!JOHN_LOCKARD@under.mind.ORG
Message-ID: <2515433@under.mind.ORG>
Source record: 208878

> John "HUTCH" Hutchinson : C'mon people... get a life!

Interesting tag line. =^)
Anyway, the number of colors the human eye can see is important.
Medical X-rays are sent as 12 bit grey scale images and a small
company called Silicon Graphics determined that for a monitor to
deispaly colors to the human eye properly, you'd need a 36 bit
RGB signal. That doesn't invalidate the fact that the human eye
sees 8 million to 10 million colors, I just means that you need
a 24 bit to 36 bit conversion table for the ADCs.

--
via Fortress Gateway at uumind.mind.ORG

4044. Re: the drop of the ste

Newsgroup: comp.sys.atari.st
Date: 1993-03-14 01:07:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A11424@K.maus.de>
Source record: 208903

C>This is ridiculous. There is NO Falcon software on the shelves. There are NO

THIS is ridiculous. Why not run the masses of ST software on the Falcon?

4045. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-14 02:14:52 UTC
From: traynor@fnalo.fnal.gov
Message-ID: <1993Mar13.201452.1@fnalo.fnal.gov>
Source record: 208882
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <C3upnK.1C7@news.iastate.edu>, barrett@iastate.edu (Marc N. Barrett) writes:
> In article <C3uI08.Ks8@cs.uct.ac.za> dmcdulin@cs.uct.ac.za (Barry McDuling) writes:
>>In <1nr2qaINNa3b@shelley.u.washington.edu> neurom@aziraphale.u.washington.edu
(Neuromancer) writes:
>>
>>[Stuff deleted...]
>>
>>>We've lost too much ground, people. I've heard too many Mac owners laugh
>>>at Atari _and_ Amiga owners alike. They don't even consider them worth
>>>mentioning! It's time to realize that Atari and Commodore are in the same
>>>boat. They both have a niche in the professional arena (Music/Graphics
>>>respectively), but in the home market they aren't taken seriously. Both
>>>Atari and CBM's stock is plummeting, while Intel and Apple's stocks are
>>>soaring. Let's get it together, and realize who the real "enemy" is.
>>
>>> --Neuromancer
>>
>>>[The above, is of course, IMHO. Flames at me will be ignored. Flames
>>> with me will be appreciated.]
>>
>>Yaaay! At last! Someone who has a good idea on what to do to those 'smug'
>>guys who waste a large furtune on something which should only be called a
>>pregnant calculator! Hee hee hee!
>
> If a Macintosh is a "pregnant calaculator", then an Amiga is an abacus.
> Face it, Commodore has not produced any decent hardware since the A3000.
> Hardware wise, the A4000 sucks. For the same price as an A4000, a Macintosh
> Centris gives you three times the non-interlaced resolution (1182x852 vs.
> 724x482), EtherNet, better RAM expandability, a CPU that is just as fast if
> not faster (The A4000 memory system is VERY ineffecient), a SCSI interface,
> more flexibility in being able to use inexpensive SVGA monitors, CD-ROM
> support, and so on.
>
> You think the A4000/030 is going to do anything? For $300 less than an
> A4000/030, you can get a Macintosh LCIII with a faster CPU (full 68030 CPU
> with a 32-bit bus, and not the crippled EC030 that the A4000/030 uses), better
> non-interlaced resolution (850x650 vs 724x482 for the A4000/030), better RAM
> expandability, and a SCSI interface.
>
> Face it, hardware-wise, Amigas **SUCK**.
>
> -----
> Marc Barrett -MB- | email: barrett@iastate.edu

> --
Marc--

How much will you sell your Amiga 3000 for? I may be in the market, and you can use the money to get a Mac.

-Mike Traynor

(Disclaimer: How could I speak for Fermilab???)

NNN NN DDDD Mike Traynor (ND '86)(Rice '94?) ||| Amiga 500 owner ///
N N N DR D Fermilab PO Box 500 MS 221 E683 ||| w/MMR 13 Meg RAM ///
N NN D RD Batavia IL, 60510 USA //|\\ 190 Meg HD \\\///
NN NN DDDD (708) 879-6095 [ans. mach.] /// \\\ 14.4Kbps modem\XX/

4046. atari.archive.umich

Newsgroup: comp.sys.atari.st
Date: 1993-03-14 03:16:47 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Mar14.031647.191569@zeus.calpoly.edu>
Source record: 208883

Hey, does anyone know why I get the message 'access denied' when I try to
ftp a file for mthe 'New' directory at the atari.archive.umich.edu?
If you do know, how can I get permission to get the programs?

*steve miller
*dept. of electronics engineering
*cal poly slo

4047. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-14 04:35:42 UTC
From: rb10006@phx.cam.ac.uk
Message-ID: <1993Mar14.043542.18050@infodev.cam.ac.uk>
Source record: 208891
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1nr2qaINNa3b@shelley.u.washington.edu>, neurom@aziraphale.u.washington.edu (Neuromancer) writes:

[stuff about Atari and Amiga owner co-operation deleted]

|> We've lost too much ground, people. I've heard too many Mac owners laugh
|> at Atari _and_ Amiga owners alike. They don't even consider them worth
|> mentioning! It's time to realize that Atari and Commodore are in the same
|> boat. They both have a niche in the professional arena (Music/Graphics
|> respectively), but in the home market they aren't taken seriously. Both
|> Atari and CBM's stock is plummeting, while Intel and Apple's stocks are
|> soaring. Let's get it together, and realize who the real "enemy" is.
|>
|> --Neuromancer
|>

This is probably true in the U.S., but here in the UK, the Amiga has a very large slice of the home computer market. The Atari ST/Falcon is not anywhere to be seen (yet...). It IS however beginning to lose out, at one end to the consoles (yuk!) and at the other to the cheap PCs. It is perhaps to early to tell whether the 1200 has gone any way towards sorting out this problem. (And if -MB- reads this, remember: the A1200 may not be suited to what you want, what you think the US wants or what the US ACTUALLY wants, but IMHO it IS what is needed to keep the Amiga alive in the UK).

Robert Brown.

4048. Data Diet info

Newsgroup: comp.sys.atari.st
Date: 1993-03-14 05:53:46 UTC
From: ekrimen@netcom.com
Message-ID: <1993Mar14.055346.16302@netcom.com>
Source record: 208892

Since a lot of people are asking me about how to contact Keith Gerdes of Trace Technologies about his Data Diet 2.0 product, I thought I'd better post some information here.

He's almost got an Internet connection, but for the time being, you can reach him at:

Trace Technologies
P.O. Box 711403
Houston, TX 77271-1403
(713) 771-8332 [weekdays 1pm-5pm CT]

Actually, to correct a comment I made earlier, I'm pretty sure Data Diet 2.0 has been out for a while. I have Serial #00003 and the postmark on the envelope is December 29, 1992. :^)
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

4049. Re: Ok so this is the final question... honest

Newsgroup: comp.sys.atari.st
Date: 1993-03-14 07:08:12 UTC
From: azhao@cs.arizona.edu
Message-ID: <34502@optima.cs.arizona.edu>
Source record: 208893
Cross-posted to: comp.human-factors,comp.windows.x,comp.windows.ms,comp.windows.x.motif,comp.windows.open-look,comp.sys.mac.misc,comp.sys.acorn,comp.sys.atari.st

```
In article <732000308.14986@minster.york.ac.uk>, sgj-a@minster.york.ac.uk writes:
|> Answers on a Postcard or better yet email
^^^^^^^^

Sounds like some sweepstakes entry ;o) ...

--
= Qiang Alex Zhao ~{UTG?~} ___ . ______
Computer Science Dept / ) /| ) __// )
University of Arizona / / /_| / _ // /_ _. ._
azhao@cs.arizona.edu (__)(_o / (_(_(-'_)( ((____/ (_(_(_(_)
```

4050. Re: RayTracers for FALCON/030?

Newsgroup: comp.sys.atari.st
Date: 1993-03-14 09:21:00 UTC
From: Achim_Wilhelm@m4.maus.de
Message-ID: <A25235@M4.maus.de>
Source record: 208885

```
g>I am trying to get some information on Ray-Tracers for the
g>Falcon/030. Is there anything currently available? and is
g>there anything currently under production. If anyone has
g>any details the name of any software and where I can get
g>some information on it would be great.

I think, POVRay is one of the best raytracers available for computers. Mostly
you get a packed file with C-Spurces for IBM, ATARI, MAC and Amiga. You can
compile it with Pure C. It runs very well. Although on a FALCON (i render pics
since i bought my FALCON in Dec 92) and although with MiNT.

regards, Jimmy

+------------------+-----------------------------------------+
| ||| | Name : Achim 'Jimmy' Wilhelm |
| ||| | German BTX : 089316294900-0001 |
| ||| | FidoNet : Achim Wilhelm on 2:246/13.42 |
| ||| | eMail : Achim_Wilhelm@m4.maus.de |
| / | \ | MausNet : Achim Wilhelm @ M4 |
| / | \ | Telephone : +49 89 3162949 |
| / | \ | Please send me no UU coded files and no |
| ATARI | mail larger than 16 kBytes |
+------------------+-----------------------------------------+
```

4051. rz, sz, xyz problems.... Sparc to ST transfer flaky...

Newsgroup: comp.sys.atari.st
Date: 1993-03-14 09:46:26 UTC
From: remyh@cco.caltech.edu
Message-ID: <1nuutiINNjoi@gap.caltech.edu>
Source record: 208895

Here's my setup... I'm running Kaos Tos 1.4 with Serial Fix 2.0 to take care of the RTS/CTS bug, on a 2.5meg 1040st. I'm using Uniterm, and attempting every zmodem program I can find. Oh yeah, I'm using an Intel 14.4k Ext. at 14.4k.

Here's my problem: When I run sz from the unix end, I can receive an ASCII transfer just fine. When I try to send a binary file, all I get are 'zmodem subpacket too big' errors. I've tried the -e flag to remove control chars, and have everything set to RTS/CTS, but it's still not working.
Any clues?

As for Xyz, every version that I've tried to use either crashes immediately, or gives a 'File function error: Cannot open file'.
I've tried 2.02B, gemxyz, xyzshell, and one other.

Any clues as to what's going on here??

Tired of 45% throughput with Kermit,

Remy

--
\ Remy A. Hathaway | This (You are sleeping. \
/ Rancher/Farmer at Large I is a) You do not want to believe. \
\ remyh@cco.caltech.edu | Sausage Fest. (You are sleeping. \
/ 3cpu!remy@percy.rain.com I) You do not want to believe. \

4052. Problems installing MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-03-14 09:51:36 UTC
From: remyh@cco.caltech.edu
Message-ID: <1nuv78INNjon@gap.caltech.edu>
Source record: 208894

I'm trying to install MiNT on my F drive. It's a 32 meg, BGM partition, I'm running KAOS Tos 1.4 on a 2.5 meg 1040ST.

First, a question, if I set up the drive as Minix, rather than Tos, how difficult will it be to transfer files between the two?

I've been using the 0.95 distribution, the one that comes on 9 disks. I un'zooed each file to a floppy (am I also supposed to manually unzoo the programs on the disks themselves (not disk?.zoo, but what's inside)). I run setup several times, as the docs say, and it crashes right after it finishes writing one of the 'mint.cnf' files or one of those, to the c drive. The program locks up, displays all the menus, and I have to reboot. Is this normal behavior for setup? If not, any suggestions on how to circumvent it? Any help is greatly appreciated.

Remy

--
\ Remy A. Hathaway | This (You are sleeping. \
/ Rancher/Farmer at Large I is a) You do not want to believe. \
\ remyh@cco.caltech.edu | Sausage Fest. (You are sleeping. \
/ 3cpu!remy@percy.rain.com I) You do not want to believe. \

4053. Re: Ghostscript

Newsgroup: comp.sys.atari.st
Date: 1993-03-14 09:53:17 UTC
From: remyh@cco.caltech.edu
Message-ID: <1nuvadINNjoq@gap.caltech.edu>
Source record: 208896

bcf@sactoh0.sac.ca.us (Bruce C. Fairbanks) writes:

> What is Ghostscript? Can someone tell me what it does?

Ghostscript is a program (generally on *NIX machines, though available for many platforms) that allows one to preview a Postscript (.ps) file to the screen, rather than print it out.

Remy

--
\ Remy A. Hathaway | This (You are sleeping. \
/ Rancher/Farmer at Large I is a) You do not want to believe. \
\ remyh@cco.caltech.edu | Sausage Fest. (You are sleeping. \
/ 3cpu!remy@percy.rain.com I) You do not want to believe. \

4054. Re: Stacker for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-14 10:34:00 UTC
From: Ulf_Dunkel@clp.maus.de
Message-ID: <A417@CLP.maus.de>
Source record: 208886

>Does anyone know if ther exists a program for the ST which works
>simmilary to the PC program 'stacker'. It should compress and
>uncompress automatic when loading and terminating programs.

As far as I know such a tool comes along with LHARC.
It is called PFX_PAK.PRG and works like you want it to do.

So long, Ulf

4055. Re: Multi-user on TT ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-14 10:37:00 UTC
From: Ulf_Dunkel@clp.maus.de
Message-ID: <A418@CLP.maus.de>
Source record: 208887

>Is there anyone who has an idea to establish this ?
Did you already check MIDI-COM.ACC? It's a lowcost network-software working on MIDI-IN/OUT. The actual version should be able to connect up to 7 (or even 32?) ST/TTs in a ring-net. Each terminal has read-/write-access to the drives of the other ST/TTs, if you configure MIDI-COM that way.

So long, Ulf

4056. Re: RayTracers for FALCON/030?

Newsgroup: comp.sys.atari.st
Date: 1993-03-14 10:51:00 UTC
From: Christian_Schorpp@tbb.maus.de
Message-ID: <A1115@TBB.maus.de>
Source record: 208889

Hi !!!

g>I am trying to get some information on Ray-Tracers for the
g>Falcon/030. Is there anything currently available? and is
g>there anything currently under production. If anyone has
g>any details the name of any software and where I can get
g>some information on it would be great.

Yes, there is a raytracer. It's a package of 3 or 4 programs. It's from the
american firm Lexicor-Software. The name of that package is PHASE 4. You can
also animate your rendered stuff. I saw it last your at the CEBIT. Looked great
and now it supports the Falcon.
Sorry, I don't know the adress of Lexicor, but some american users can help.

CIAO
Chris :-))

4057. Re: Wanted: Falcon prices.....

Newsgroup: comp.sys.atari.st
Date: 1993-03-14 11:14:42 UTC
From: jonord@solace.hsh.se
Message-ID: <1993Mar14.111442.3383@solace.hsh.se>
Source record: 208897

In <1993Mar11.230238.11594@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:

>Has Atari posted the latest prices on the Falcon. It better not be $1299 for
>the hardisk version. I don't think Atari is that crazy to ask for that much
>money. You cant even upgrade the processor. If so, the Centris 610 looks
>good...

Well, in Sweden they have posted the price. Grotesque! $2260 for the version
with 4Mb, 65Mb Hd! $1400 for the "clean" version without HD and 1 Mb memory!
Noone will never, ever buy a Falcon in Sweden. Falcon =Kalkon! (Kalkon=turkey)

/Jocke

4058. Re: Ok so this is the final question... honest

Newsgroup: comp.sys.atari.st
Date: 1993-03-14 12:13:39 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.732111219@groucho.phil.ruu.nl>
Source record: 208898
Cross-posted to: comp.human-factors,comp.windows.x,comp.windows.ms,comp.windows.x.motif,comp.windows.open-look,comp.sys.mac,comp.sys.acorn,comp.sys.atari.st

sgj-a@minster.york.ac.uk writes:

>Which is the best type of menu ? Pull down or Pop up ?

How about drop-down...

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * I'm feeling like a kid again,
Dept. of Philosophy * I'm feeling like I just walked
University of Utrecht * in the door
The Netherlands * -Peter Hammill-

4059. Multi-processing on a standard 68000 ST(e)

Newsgroup: comp.sys.atari.st
Date: 1993-03-14 13:09:47 UTC
From: esuoc@csv.warwick.ac.uk
Message-ID: <1nvaqrlNN1k7@violet.csv.warwick.ac.uk>
Source record: 208899

Hi there,
I've been working on a new window operating system for the ST computers
for 2 years now (not man years!) ... because it needs a better one

Well anyway I've managed to build a complete set of widgets, over-laying
windows, a virtual desktop, etc .... and it's wicked!

I've already written programs with this system (a multi-function disk-analyser,
a natural language preprocessor, etc) .... BUT what I really want to do is
multi-process programs in my windows ...

I've tried using the MFP chip, but no luck; I tried time slicing each process
and it just crashed after switching once for some weird reason; I had saved
the PC and SR.

This is really giving a BIG headache .... can anyone help???

I could send some demos of the work I've done so far if anyone is interested.

Thor (Ajay Soni)
of The Illusion Masters

4060. Re: Ghostscript

Newsgroup: comp.sys.atari.st
Date: 1993-03-14 13:35:07 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Mar14.133507.11680@csi.uottawa.ca>
Source record: 208900

In article <1nuvadINNjoq@gap.caltech.edu> remyh@cco.caltech.edu (Remy Adam Hathaway) writes:
>bcf@sactoh0.sac.ca.us (Bruce C. Fairbanks) writes:
>
>> What is Ghostscript? Can someone tell me what it does?
>
> Ghostscript is a program (generally on *NIX machines, though available for
>many platforms) that allows one to preview a Postscript (.ps) file to the
>screen, rather than print it out.

You're thinking of GhostView, which is a PostScript preViewer.

GhostScript, on the other hand, is an interpreter of the PostScript language that allows output to a variety of devices (including screen, and many different printers), and which is distinct from the Adobe version in that it is available freely in source form under the GNU Copyleft.

I've printed documents out from my Atari to my DeskJet using GhostScript. It's available from atari.archive.umich.edu in /atari/Gnustuff/Tos/Ghostscript.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

4061. Re: atari.archive.umich

Newsgroup: comp.sys.atari.st
Date: 1993-03-14 13:50:15 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Mar14.095015.12043@ac.dal.ca>
Source record: 208901

In article <1993Mar14.031647.191569@zeus.calpoly.edu>, smiller@farad.elee.calpoly.edu (Thrashman Steve) writes:
> Hey, does anyone know why I get the message 'access denied' when I try to
> ftp a file for mthe 'New' directory at the atari.archive.umich.edu?
> If you do know, how can I get permission to get the programs?
>
> *steve miller
> *dept. of electronics engineering
> *cal poly slo

You have to wait for stuff to be moved into the Newitems directory by the managers of the archive.

John

4062. Re: Ghostscript

Newsgroup: comp.sys.atari.st
Date: 1993-03-14 13:52:29 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Mar14.095229.12044@ac.dal.ca>
Source record: 208902

In article <1nuvadINNjoq@gap.caltech.edu>, remyh@cco.caltech.edu (Remy Adam Hathaway) writes:
> bcf@sactoh0.sac.ca.us (Bruce C. Fairbanks) writes:
>
>> What is Ghostscript? Can someone tell me what it does?
>
> Ghostscript is a program (generally on *NIX machines, though available for
> many platforms) that allows one to preview a Postscript (.ps) file to the
> screen, rather than print it out.
>
> Remy
>
> --
> \ Remy A. Hathaway | This (You are sleeping. \
> / Rancher/Farmer at Large I is a) You do not want to believe. \
> \ remyh@cco.caltech.edu | Sausage Fest. (You are sleeping. \
> / 3cpu!remy@percy.rain.com I) You do not want to believe. \

It's also intended for *printing* the .ps file; there is support for a variety of printers, though (sigh) I still have trouble printing more than one page to the SLM.

John

4063. Re: the drop of the ste

Newsgroup: comp.sys.atari.st
Date: 1993-03-14 14:13:55 UTC
From: mlake@irscscm.UUCP
Message-ID: <1993Mar14.141355.14890@irscscm.UUCP>
Source record: 208890

In a previous article, wells_s@kosmos.wcc.govt.nz (Steve Wells) says:

>] I thought I heard somewhere that Dungeon Master worked, for example. And
>] that Neil Forsyth(sp?) got Game Workbench to work on a Falcon (except fo
>] the video address change problem). I assume GW attempts to use the sound
>] chip? Can someone with a Falcon enlighten?
>
>It depends on the version of the motherboard. The current models are
>revision 4 motherboards, which have had a substantial redesign, the
>net result of being, the Yamaha Soundchip is now accessed in basically
>the same way. Virtually all the current machines are revision 3 motherboards
>which don't like accessing the chip in the same way the ST etc. does!

I have a rev 4 machine and I'm having problems outputing an STReplay
sample in the same manner I did on an ST/STe/TT machine. I don't know
specifically what the problem is at the moment. It doesn't appear to
be anything I cannot overcome however one can't run our program right
out of the box as is currently on an F030.

--
Marshall Lake
mlake%irscscm%media@uunet.uu.net
...!uunet!{media,mimsy!bogart}!irscscm!mlake
mlake@irscscm.UUCP

4064. Falcon030 -vs- 1200 -vs- Performa 400 (Not a flame, Please don't flame)

Newsgroup: comp.sys.atari.st
Date: 1993-03-14 18:15:55 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <C3w5EK.BJy@ucunix.san.uc.edu>
Source record: 208907

I just got this file from GEnie. I take no responsibilities for any error.
This is strictly for your information and enjoyment. This is not ment for
flames. This is not to be read by the mentally immature. This is a complete
comparison of three fine machines.

Enjoy:

Here is a technical comparison between Atari's new Falcon 030, Commodore's

new Amiga 1200 and Apple's new Performa 400. All of these machines are aimed at

the home computer user in price and power. They each feature their own
Multitasking Graphic User Interface (GUI) operating system, which is not
compatible with MS-DOS. Each of these computers has their own software library.
They are all based on Motorola brand CPU's. You won't find "Intel inside" any of
these machines, unless it's in the form of an emulator board! ;^>

Atari Falcon CBM Amiga 1200 Apple Performa 400
CPU 68030 68EC020 68030
speed(Mhz) 16 14.32 16
MIPS 3.84 2.5 3.84
data path(bit) 32(16used w/COMBEL) 32 32(16 used)

address space(bit) 24 24 24
instruction cache 256 bytes 256 bytes 256 bytes
data cache 256 bytes no 256 bytes

FPU optional optional optional
socket on board yes no no
type 68881/68882 68881/68882 68881/68882

DSP yes no no
type 56001 N/A N/A
speed(Mhz) 32 N/A N/A
MIPS 16 N/A N/A

MEMORY & EXPANSION
ram(base model) 4MB(32bit) 2MB(32bit CHIP) 4MB(16bit)
max ram 14 MB 10 MB(>w/3rd party) 10MB
type proprietary proprietary/PCMCIA SIMM
rom 512K 512K to 2MB 512K

DISK DRIVES
floppy 3.5" 1.44HD 3.5" 880K 3.5" 1.44HD
format Atari\MS-DOS(SAME) Amiga w\MS-DOS Mac w\MS-DOS
hard internal internal internal

type 2.5" IDE 2.5" IDE 3.5" SCSI
size 65MB 40MB 80MB

I/O PORTS
mouse/joystick 2reg 2analog 2 reg 1 mouse/ADB
serial RS-232C RS-232 2 RS-422
parallel BI-directional Centronics no
video-out analog RGB\VGA analog\RGB\VGA analog RGB\VGA
composite\RF composite\RF
audio-in stereo 1/8"mini no mono RCA
-out stereo 1/8"mini stereo RCA mono RCA
external floppy no yes no
internal IDE yes yes no
external SCSI yes (SCSI II w/DMA) no yes
midi in, out/thru no no
DSP yes (1 MHZ trans) no no
network Localtalk LAN no Appletalk LAN

EXPANSION internal bus exp cpu expansion slot Processor
128K cartridge PCMCIA 2(16bit) Direct Slot
DSP port
SOUND
resolution 16bit\50Khz 8bit\50Khz 8bit\22Khz
channels 8 4 1
input yes\stereo no yes\mono
output stereo stereo mono
internal speaker yes no yes

VIDEO
resolution
-minimum 320x200 320x200 640x480
-maximum 640x480 1280x400\640x960(i) 640x480
palette(colors) 262,144 16.8 million 16.8 million
maximum displayed 65,536(640x400) 256,000(all res) 256(to 32K)
overscan yes yes no

MISC
clock yes no yes
keyboard type attached full attached full detached full

OPERATING SYSTEM
type multitasking gui multitasking gui multitasking gui
location rom\disk rom\disk rom\disk

PRICE
retail $1299.00 $1099.00 $1450.00
street N/A $850.00 $1100.00

SOFTWARE(included)
Atari Falcon 030: MultiTOS 4.0-operating system
SpeedoGDOS-scalable font extension w/14 Bitstream fonts
Falcon D2D-audio direct to disk recording & editing

Atari Works-integrated word processor,database,spreadsheet
Audio Fun Machine-DSP digital audio FX
System Audio Manager-record & assign sounds to system event
Various Accessory programs:calculator,calendar,Talking Clock
games, etc.

CBM Amiga 1200 AmigaDOS 3.0-operating system
CrossDOS-allows reading & writing MS-DOS format disks
*Deluxe Paint IV AGA-full featured 2D paint & animation
*Final Copy-full featured word processor
Various Utility Programs:Calculator,screenblanker etc.
(*indicates a limited time offer)

Apple Performa 400 System 7.1-operating system
Symantec Greatworks-integrated word processor,database,
spreadsheet,charting,paint & telecomm program
At Ease-program launcher
Teleware M.Y.O.B.-checkbook & cardfile program
T/Maker Clip Art-business graphics
Various Accessory programs:calculator,alarm clock,games etc.
* (This software package may vary depending on place of purchase)

FINAL NOTES: The Atari & Commodore machines are housed in a single case. They do NOT have detached keyboards. The Atari Falcon is in the same case as it's predecessor the 1040STE, and the Amiga 1200 is in a restyled case similar to the Amiga 500. Also, each of these computers is available without a hard drive for less money. However, models with hard drives were used for comparison purposes.

These configuraions are those as supplied by the manufacturer. Individual dealers may offer other configuration options. The Apple Performa 400 has a separate keyboard, it is in the same case as the MAC LCII(In fact, that's exactly what it is!).
The Atari & Commodore machines can operate at many different screen resolutions and would require a multisync monitor for optimum flexibility. Also, the Commodore Amiga 1200's maximum resolutions are interlaced(i). It's maximum non-interlaced resolution is 640x480. Both the Atari Falcon & Commodore Amiga 1200 will also overscan, giving them more resolution in that mode and making them suitable for Desk Top Video (DTV). The Apple Performa would require an analog VGA type monitor. With additional Video Ram, the Performa can display up

to 32,000 colors maximum.
The data path on the Atari Falcon is listed as 32bits wide with 16 bits used with COMBEL. The COMBEL chip sits between the CPU and the memory chips. The bus from the CPU to the COMBEL chip is 16 bits, however, since there are no

waitstates on this bus, it operates at rates comparable to 32 bits. The bus from the COMBEL to the memory is 32 bits. The data path on the Performa is 32 bits wide, although only 16 are used and the RAM accessed is 16 bits.
The Atari Falcon is the only computer here with a DSP (digital signal processor) chip.

revivsion 1.3
Information compiled by Ken Baum 1992/93
E-mail on GEnie or Delphi:<KEBAUM>
Sources: Amiga World, Amiga Format, AtariUser, ST Format, MACWorld
GEnie & Delphi.

That is what was written. Please (for the mentally immature), DON'T START RIPPING EACH OTHER'S MACHINES APART. This is a nice comparison of 3 fine machines.....Take it in stride and let those of us who appreciate the strengths and weaknesses of each machine enjoy...

Thanks...

+-------------------------------------+_
*> Kevin Klasmeier	
*> NET: klasmkej@ucunix.san.uc.edu	
*> GEnie: K.KLASMEIER	
[Cincinnati, Ohio in the US of A]	
+-------------------------------------+ |
'-------------------------------------'

4065. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-14 18:58:58 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <1993Mar14.185858.21023@freenet.carleton.ca>
Source record: 208908

In a previous article, dmcdulin@cs.uct.ac.za (Barry McDuling) says:

>In <1nr2qaINNa3b@shelley.u.washington.edu> neurom@aziraphale.u.washington.edu
(Neuromancer) writes:
>
>[Stuff deleted...]
>
>>We've lost too much ground, people. I've heard too many Mac owners laugh
>>at Atari _and_ Amiga owners alike. They don't even consider them worth
>>mentioning! It's time to realize that Atari and Commodore are in the same
>>boat. They both have a niche in the professional arena (Music/Graphics
>>respectively), but in the home market they aren't taken seriously. Both
>>Atari and CBM's stock is plummeting, while Intel and Apple's stocks are
>>soaring. Let's get it together, and realize who the real "enemy" is.
>
>> --Neuromancer
>
>>[The above, is of course, IMHO. Flames at me will be ignored. Flames
>> with me will be appreciated.]
>
>Yaaay! At last! Someone who has a good idea on what to do to those 'smug'
>guys who waste a large furtune on something which should only be called a
>pregnant calculator! Hee hee hee!
>
>Flame ON against the Mac! Down with the Mac. (And of course PC's as well...)
>
>Okay, time for my medication again... :-)
>
>
>/--\
>| "Work" is a four letter word. (as is "wash","swot", etc... |
>| And "DOS" *SHOULD* be a four-letter word! |
>| Email and other ramblings to: dmcdulin@cs.uct.ac.za |
>\--/
>
I agree completely!! Even though I don't really like the Amiga, I still
think it would be a better alternative for me than a MAC/PC.

AMIGAns and ATARIans UNITE !!!!

<all together now:Down with the MAC(and PC)!!!Down withe the MAC....!!!>

--

!! Computer Engineering at The Carleton Country Club!!

----------ac382@freenet.carleton.ca----------

4066. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-14 19:11:56 UTC
From: rkim@mars.uucp
Message-ID: <1993Mar14.111157.4460@nic.csu.net>
Source record: 208914
Cross-posted to: comp.sys.atari.st,rec.games.video

In article <93072.140341U59985@uicvm.uic.edu> Thomas writes:

| I think a lot of people are putting too much emphasis on the 3DO as a game
| machine. 3DO and others did not really emphasize gaming as the main thrust
| of this machine. They see it as a combination video player, educational tool
| and entertainment machine.
| True, games will probably make up most of the initial software ...

<stuff deleted...>

From what I've heard, 3DO was meant to be more than a $700 games box. A
high-performance video processor for consumers, something that can work
with various consumer video and audio technologies, mixing different sources
to create effects usually found in commercial organizations.

| Finally, the 3DO consortium has many, many powerful (and rich!) partners.

Very true. The members of the consortium would much rather stake a claim
into a new field rather than slug it out in an already existing, entrenched
one like home computer games. (Sega, Nintendo).

Rich K.
email> rkim@opus.calstatela.edu

4067. Re: Two player/computer games via RS232

Newsgroup: comp.sys.atari.st
Date: 1993-03-14 22:06:11 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Mar14.220611.12087@newshost.lanl.gov>
Source record: 208906

In article 144@janus.arc.ab.ca, erkamp@JANUS.ARC.AB.CA (Bob Erkamp) writes:
>In article <C39I3M.EAp@dscomsa.desy.de>, morgado@vxdesy.desy.de () writes:
>>Hi,
>>
>>Does anyone have a list or know of any PD, shareware or
>>freeware games that can be played by two people on two
>>different computers? I've found a couple, but these use
>>the MIDI ports rather than the serial port. I'd be grateful
>>to receive any information (email or posted).
>>
>
>Falcon
>OxyD

Hey... don't forget 'Cyberdrome-The Hoverjet Simulator.' Although the full version is commercial software, the demo is PD and is fully playable in the two player/two computer mode but you only get part of one mission level to explore. Send an email request for more info on this unique simulation.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4068. Fix for the Modem2 port on TT & Mega STE

Newsgroup: comp.sys.atari.st
Date: 1993-03-14 22:15:07 UTC
From: stigj@dhhalden.no
Message-ID: <stigj.34.732147307@dhhalden.no>
Source record: 208905

Anybody know of a fix for the Modem2 port on TT & Mega STE so that I can use highspeed modems without getting all these transmission errors with Zmodem?

Stig

_/_/ _/_/ A _/_/ _/_/ | E-mail: stigj@dhhalden.no
_/ _/ _/ _/ S _/ _/ _/ _/ | Snail-mail: Stig Jrgensen
_/ _/ _/ T _/ _/ _/ I | Hovslagerveien 7C
_/ _/ E _/ _/ N | N-1712 Grlum
_/ _/ R _/ _/ D | Norway

4069. Re: atari.archive.umich

Newsgroup: comp.sys.atari.st
Date: 1993-03-14 22:28:07 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993Mar14.222807.5404@ultb.isc.rit.edu>
Source record: 208910

The umich archive has read protection on the files in the NEW directory.
You can look at what files are in there but you can't get them. The
reason for this is, I assume, is that they want to test the programs
for integrity and viruses before they put them out for the general public
to mess around with.

However, you CAN use the Newitems directory. That's where approved files
from New end up in about a week (for the most part).

+---+-----------------------------+
Michael "Zoooks!" Zucca	Spam, spam, spam, spam, spam
Internet: mrz5149@ritvax.isc.rit.edu	Spam, spam, spam, spam, spam
Printing And Applied Computer Science	Lovely spam, woderful spam!
RIT - Rochester Institute Of Technology	Shut up. Shut up! Shut Up!
+---+-----------------------------+

4070. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-14 22:29:21 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12405@uqcspe.cs.uq.oz.au>
Source record: 208904
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

> Hey, but then why ATARI didn't put this cool 64-bit graphics chip into
>the Falcon?

You must remember that you can't just "put" graphics chips of that kind
into a computer. They have to be designed in. For example, could the
Falcon's RAM feed the chip fast enough? Would it allow all the standard
ST modes? VGA? Overscan? Linedoubling? Interlace?

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

4071. Re: Help: Configuring 1.2 Gb Fujitsu HD

Newsgroup: comp.sys.atari.st
Date: 1993-03-14 22:33:44 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993Mar14.223344.5483@ultb.isc.rit.edu>
Source record: 208911
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ahh ha! I rember what the problem here is. If I remember correctly the
major problem with Supra controllers (one of the reasons they really
don't exist anymore) was that they only have the capablitlity of controlling
one SCSI device!

Unless my memory is failing me I belive that's what the problem is.
I also don't think that the Supra can handle a drive as large as 1.2 Gig.

Hope that helps!

+---+-----------------------------+
Michael "Zoooks!" Zucca	Spam, spam, spam, spam, spam
Internet: mrz5149@ritvax.isc.rit.edu	Spam, spam, spam, spam, spam
Printing And Applied Computer Science	Lovely spam, woderful spam!
RIT - Rochester Institute Of Technology	Shut up. Shut up! Shut Up!
+---+-----------------------------+

4072. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-14 22:51:35 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12406@uqcspe.cs.uq.oz.au>
Source record: 208909
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

gerrymon@eng.umd.edu (Gerry Mon) writes:

>This is a little off-topic, but am I the only one who doesn't like
>realistic TV-quality graphics for computer games? I actually prefer
>hand drawn graphics to realistic digitized graphics.

Agreed. Street Fighter II is FAR more visually pleasing than Mortal Kombat.
What'll they do next, dress someone up in a gorilla suit for a Video Quality
version of Rampage?

(I don't play either of them, so I'm not biased by how playable one is
over the other)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

4073. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-14 23:26:24 UTC
From: mlelstv@speckled.mpifr-bonn.mpg.de
Message-ID: <1993Mar14.232624.4014@mpifr-bonn.mpg.de>
Source record: 208912
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In <C3upnK.1C7@news.iastate.edu> barrett@iastate.edu (Marc N. Barrett) writes:
> You think the A4000/030 is going to do anything? For $300 less than an
>A4000/030, you can get a Macintosh LCIII with a faster CPU (full 68030 CPU
>with a 32-bit bus, and not the crippled EC030 that the A4000/030 uses),

$300 less than what price ? As you might have the chance to know, the
A4000/030 isn't yet sold in US. You also do not have a chance to know
wether the LCIII is faster or not. Besides, what has the 32bit bus of
a full 030 to do with performance compared to a EC030 ?

I believe if you swallow an apple you have more brain tissue in your stomach
than in your head.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

4074. Re: rz, sz, xyz problems.... Sparc to ST transfer flaky...

Newsgroup: comp.sys.atari.st
Date: 1993-03-14 23:35:44 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993Mar14.233544.6632@ultb.isc.rit.edu>
Source record: 208913

You might try limiting the z-modem window size to 1024 or 512 on the sender system. You could also try limiting the length of the blocks to 1024 or 512. I have similar problems on my system and it isn't my modem (I have a 2400 and have gotten files by z-modem before from other places

Hope that helps!

+---+------------------------------+
Michael "Zoooks!" Zucca	Spam, spam, spam, spam, spam
Internet: mrz5149@ritvax.isc.rit.edu	Spam, spam, spam, spam, spam
Printing And Applied Computer Science	Lovely spam, woderful spam!
RIT - Rochester Institute Of Technology	Shut up. Shut up! Shut Up!
+---+------------------------------+

4075. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 01:45:15 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1o0n3bINNsh8@uwm.edu>
Source record: 208915
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <C3upnK.1C7@news.iastate.edu>, Marc N. Barrett (barrett@iastate.edu) wrote:

Now that I know for sure, you're in for it.

: If a Macintosh is a "pregnant calaculator", then an Amiga is an abacus.
: Face it, Commodore has not produced any decent hardware since the A3000.

Crock.

: Hardware wise, the A4000 sucks. For the same price as an A4000, a Macintosh
: Centris gives you three times the non-interlaced resolution (1182x852 vs.
: 724x482), EtherNet, better RAM expandability, a CPU that is just as fast if
: not faster (The A4000 memory system is VERY ineffecient), a SCSI interface,
^^
: more flexibility in being able to use inexpensive SVGA monitors, CD-ROM
: support, and so on.

Alright. You're the idiot who started this whole lie, so allow me to
finish it.

There is _NOTHING_ wrong with the A4000's memory system. Using 60ns
page-mode, you get 3-2-2-2 access on page hits, and 6-2-2-2 on page
misses. Faster than on the A3000. The two memory systems are extremely
similar.

As DH told me, and I guessed, the lack of burst support on the A4000's
040 card was a cost issue. It has NOTHING to do with the 4000's memory
architecture. Alright? Are you clear now? Feel like telling the truth
next time? Feel like FINDING OUT the truth next time????

Restricting scan rates to 31.5KHz is a restriction, not a show of
increased flexibility. The Amiga's flaw here exists in the OS's
inability to "turn off" specific modes. That will change.

CD-ROM support? No, you mean CDTV support. CD-ROM support exists. Get
your shit straight.

The Amiga does lack in non-interlaced resolution, but not nearly to the
degree you insist. 1) Options exist that are OS-compatible, wedging
themselves into the display list because functions do not yet exist to
ADD yourself, and 2) there's always the A2024 Hedley. Now, don't give me
the shit about panelled displays, they exist in other systems too. They
ARE a solution, even if they're not YOUR solution. It's time you learned
the difference. Increased resolution exists, but it's not what you
want. However, the fact that it's not what you want does NOT invalidate
its existence.

: Face it, hardware-wise, Amigas **SUCK**.

Check your facts. Until you know what you're talking about, which may be
a while, your opinion means nothing, as it usually does.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "Frankly, we doubt he could sell his body to science." :)
(: -Dan Barrett, and/or Fluffykins :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

4076. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 02:24:45 UTC
From: ghelect@unssun.scs.unr.edu
Message-ID: <1993Mar15.022445.15937@physics.unr.edu>
Source record: 208916
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy
Body handling: HTML body converted to readable text

In article barrett@iastate.edu (Marc N. Barrett) writes:
>In article dmcdulin@cs.uct.ac.za (Barry McDuling) writes:
>>In <1nr2qaINNa3b@shelley.u.washington.edu> neurom@aziraphale.u.washington.edu
(Neuromancer) writes:
>>
>>[Stuff deleted...]
>>
>>>We've lost too much ground, people. I've heard too many Mac owners laugh
>>>at Atari _and_ Amiga owners alike. They don't even consider them worth
>>>mentioning! It's time to realize that Atari and Commodore are in the same
>>>boat. They both have a niche in the professional arena (Music/Graphics
> You think the A4000/030 is going to do anything? For $300 less than an
>A4000/030, you can get a Macintosh LCIII with a faster CPU (full 68030 CPU
>with a 32-bit bus, and not the crippled EC030 that the A4000/030 uses), better
>non-interlaced resolution (850x650 vs 724x482 for the A4000/030), better RAM
>expandability, and a SCSI interface.
>
> Face it, hardware-wise, Amigas **SUCK**.
>
>-----
>Marc Barrett -MB- | email: barrett@iastate.edu
>---

Marc, I'm new to this entire UseNet thing... so can you do me
a favour??? Can you tell me how to stick your name
in my kill file????

And if Marc won't do this, can anyone else tell me how to?

4077. $'s vs. Pounds

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 02:57:53 UTC
From: alx@ceti.csustan.edu
Message-ID: <1993Mar15.025753.23464@koko.csustan.edu>
Source record: 208918

I noticed that over in the UK there are an abundance
of atari dealers. So my question is if an item is priced for
say 200 pounds, how much do I have to send in US dollars.

how much is 2.99 pounds?

--
Thanks. L L L L
8-()-8 L L L L
L L L____L L
Please send responses to: alx@ceti.csustan.edu

4078. US dollars / UK pounds

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 03:00:25 UTC
From: alx@ceti.csustan.edu
Message-ID: <1993Mar15.030025.23565@koko.csustan.edu>
Source record: 208919

```
--
Thanks. L L L L
8-()-8 L L L L
L L L____L L
Please send responses to: alx@ceti.csustan.edu
```

4079. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 03:01:03 UTC
From: barrett@iastate.edu
Message-ID: <C3wtps.B0K@news.iastate.edu>
Source record: 208917
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1o0n3bINNsh8@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <C3upnK.1C7@news.iastate.edu>, Marc N. Barrett (barrett@iastate.edu) wrote:
>There is _NOTHING_ wrong with the A4000's memory system. Using 60ns
>page-mode, you get 3-2-2-2 access on page hits, and 6-2-2-2 on page
>misses. Faster than on the A3000. The two memory systems are extremely
>similar.

It should be faster than an A3000, but it is not as fast as most third-
party '040 cards for the A3000. About half as fast, in fact.

>As DH told me, and I guessed, the lack of burst support on the A4000's
>040 card was a cost issue. It has NOTHING to do with the 4000's memory
>architecture. Alright? Are you clear now? Feel like telling the truth
>next time? Feel like FINDING OUT the truth next time????

Everything is a cost issue. The A4000 lacks many, many features --
SCSI, Ethernet, an effecient memory system, support for burst mode, a high-
resolution non-interlaced display, and so on -- and STILL costs more than
an equivelent Macintosh Centris!! All this would be fine if an A4000/040
was, like, 1/3 the cost of a Mac Centris 650, but it costs MORE!! What ever
happened to Commodore's vaunted price competitiveness? Gone to hell, I guess.

>Restricting scan rates to 31.5KHz is a restriction, not a show of
>increased flexibility. The Amiga's flaw here exists in the OS's
>inability to "turn off" specific modes. That will change.

Sure, it will change. Like we will get SCSI II RSN. SCSI should have
been there in standard hardware, and those vaporware SCSI II cards were
supposed to be available TWO MONTHS AGO.

>CD-ROM support? No, you mean CDTV support. CD-ROM support exists. Get
>your shit straight.

Get yours straight. CD-ROM drives are available from third-parties ONLY,
BUT THERE IS NO SUPPORT FOR THEM!

>The Amiga does lack in non-interlaced resolution, but not nearly to the
>degree you insist. 1) Options exist that are OS-compatible
^^^^^^^

That's the magical word, isn't it? So much is 'optional'. SCSI is
optional. Decent 60Hz non-interlaced resolution is optional. RAM
expandability beyond 18M is optional. Optional, optioinal, optional.
How's about delivering more in standard hardware, for a change? Or cut the
price tag to about 1/3 of what it is now.

>2) there's always the A2024 Hedley.

The standard hardware of a Macintosh Centris gives you greater
non-interlaced resolution with 256 colors out of 16 million than an A2024
gives you with 4 gray scales out of 16.

> Now, don't give me
>the shit about panelled displays, they exist in other systems too. They
>ARE a solution, even if they're not YOUR solution.

Is the A2024 a solution to make an A4000 equivelent with a Mac Centris?
No.

Marc Barrett -MB- | email: barrett@iastate.edu

4080. Re: the drop of the ste

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 03:17:22 UTC
From: ritz@ritz.mordor.com
Message-ID: <9303141530@ritz.mordor.com>
Source record: 208920

Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
:] I thought I heard somewhere that Dungeon Master worked, for example. And
:] that Neil Forsyth(sp?) got Game Workbench to work on a Falcon (except fo
:] the video address change problem). I assume GW attempts to use the sound
:] chip? Can someone with a Falcon enlighten?

: It depends on the version of the motherboard. The current models are
: revision 4 motherboards, which have had a substantial redesign, the
: net result of being, the Yamaha Soundchip is now accessed in basically
: the same way. Virtually all the current machines are revision 3 motherboards
: which don't like accessing the chip in the same way the ST etc. does!

Not this song and dance again....Anyone remember when Atari was "upgrading"
their motherboard designs for the 520/1040st's so often that there was
virtually no way for hardware/software developers to have any idea what
kind of bugs they'd run into? Hard/software that would work on one machine
would mysteriously crash another. Or how about that time when STe's would
spuriously destroy data on your hard disk and it was eventually traced
to a faulty component in many early STe's? The more things change, the
more they stay the same it would seem....

Chris

--
Christopher Mauritz | Knowledge is a deadly friend
ritz@ritz.mordor.com | When no one sets the rules.
{backbone}!rutgers!ritz!ritz | The fate of all mankind I see
King Crimson ----------------> | Is in the hands of fools.

4081. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 03:28:31 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Mar15.032831.25703@rchland.ibm.com>
Source record: 208921
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

In article <93072.140341U59985@uicvm.uic.edu>, <U59985@uicvm.uic.edu> writes:
|> I haven't checked into this group for a while. And when I do check back I see t
|> ons of posts about Jaguar vs. 3DO. I will admit now that I have NEVER seen a Ja
|> guar and, to be honest, I don't think I'll ever seen one. I haven't even seen a
|> Falcon yet. But I have seen a 3DO machine from Panasonic, so I do know that th
|> at can do.
|>
|>
|> I think a lot of people are putting too much emphasis on the 3DO as a game mach
|> ine. 3DO and others did not really emphasize gaming as the main thrust of this
|> machine. They see it as a combination video player, educational tool and entert
|> ainment machine. True, games will probably make up most of the initial software
|> .. At least until other functions can be thought up or made popular. What I was
|> really interested in was that the 3DO machine had a video input. The demo set u
|> p was one in which a live feed from a video camera was processed and displayed
|> on screen in real time. I don't know if Jaguar has this kind of power and, from
|> what I've read, I don't think it does. The camera was pointed at the audience
|> watching the demo. The resulting shot was first wrapped onto a sphere. Then the
|> video image was put in a little window on the screen and bounced around with t
|> he 3DO symbols. Another demo was the image was twisted and inverted back and fo
|> rth repeatedly. Finally, the image was made duplicated 3 times and mapped to th
|> e 3 visible sides of a floating cube. Finally and most impressive of all, was t
|> hat all four of these effects were done simultaneously by splitting the TV scre
|> en into 4 sections. Also, they didn't digitize a picture of the audience and do
|> these effects. They actually panned the camera while these effects were being
|> displayed and the picture in these effects reflected the camera panning. There
|> was no flickering or slowdown. That was impressive. If the 3DO machine came wit
|> h video-outs, then this will be one cheap home video processor. I mean, add a S
|> CSI port and you have a cheap digitizer for most machines. One that can digitiz
|> e full screen motion in real time.
|>
[stuff deleted]
|>
|> Thomas

Mega-huffta! This is even more than I expected! Surely, this will crush
the Jaguar (unless the Jaguar's price is right). No need to market-hype here,
3Do is really awesome.... watch out Atari... and Watch out C=..
This could become even a 'home video toaster!'

Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **

4082. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 03:34:25 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Mar15.033425.15023@rchland.ibm.com>
Source record: 208922
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <C3upnK.1C7@news.iastate.edu>, barrett@iastate.edu (Marc N. Barrett) writes:
|> In article <C3uI08.Ks8@cs.uct.ac.za> dmcdulin@cs.uct.ac.za (Barry McDuling) writes:
|> >In <1nr2qaINNa3b@shelley.u.washington.edu> neurom@aziraphale.u.washington.edu
(Neuromancer) writes:
|> >
|> >[Stuff deleted...]
|> >
|> >>We've lost too much ground, people. I've heard too many Mac owners laugh
|> >>at Atari _and_ Amiga owners alike. They don't even consider them worth
|> >>mentioning! It's time to realize that Atari and Commodore are in the same
|> >>boat. They both have a niche in the professional arena (Music/Graphics
|> >>respectively), but in the home market they aren't taken seriously. Both
|> >>Atari and CBM's stock is plummeting, while Intel and Apple's stocks are
|> >>soaring. Let's get it together, and realize who the real "enemy" is.
|> >
|> >> --Neuromancer
|> >
|> >>[The above, is of course, IMHO. Flames at me will be ignored. Flames
|> >> with me will be appreciated.]
|> >
|> >Yaaay! At last! Someone who has a good idea on what to do to those 'smug'
|> >guys who waste a large furtune on something which should only be called a
|> >pregnant calculator! Hee hee hee!
|>
|> If a Macintosh is a "pregnant calaculator", then an Amiga is an abacus.

And you Marc, an asshole.

|> Face it, Commodore has not produced any decent hardware since the A3000.

So you are at least admiting the A3000 is a nice machine... have you
changed your lies? Sorry! Your mind?

|> Hardware wise, the A4000 sucks. For the same price as an A4000, a Macintosh
|> Centris gives you three times the non-interlaced resolution (1182x852 vs.
You are forgetting the $$$expensive$$$ monitor that you need.

|> 724x482), EtherNet, better RAM expandability, a CPU that is just as fast if
^^^^^^^^^^^^^^^^^^^^^^^^^^^^
False! Their CPU has no FPU
dickweed.

|> not faster (The A4000 memory system is VERY ineffecient), a SCSI interface,
|> more flexibility in being able to use inexpensive SVGA monitors, CD-ROM
|> support, and so on.

```
|>
|> You think the A4000/030 is going to do anything? For $300 less than an
|> A4000/030, you can get a Macintosh LCIII with a faster CPU (full 68030 CPU
|> with a 32-bit bus, and not the crippled EC030 that the A4000/030 uses), better
|> non-interlaced resolution (850x650 vs 724x482 for the A4000/030), better RAM
^^^^^^^^^^
/ False.
|> expandability, and a SCSI interface.
|>
|> Face it, hardware-wise, Amigas **SUCK**.
|>
|> -----
|> Marc Barrett -MB- | email: barrett@iastate.edu
|> ------------------------------------------------
```

Marc, you just keep proving the real liar that you are, you got any clue what is the Max Memory for the LCIII? NO, right? And then: The A4000/030 has Zorro slots... how many does the LCIII has? And BTW, from

<<<<<<<<<<<<<<<WHERE>>>>>>>>>>>>>>> You got the lie that the 68EC030 doesn't have a full 32-bit bus? ASSHOLE?

Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **

4083. Re: Falcon030 -vs- 1200 -vs- Performa 400 (Not a flame, Please don't flame)

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 03:57:00 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Mar15.035700.23049@rchland.ibm.com>
Source record: 208929

In article <C3w5EK.BJy@ucunix.san.uc.edu>, klasmekj@ucunix.san.uc.edu (Kevin J. Klasmeier) writes:
|> I just got this file from GEnie. I take no responsibilities for any error.
|> This is strictly for your information and enjoyment. This is not ment for
|> flames. This is not to be read by the mentally immature. This is a complete
|> comparison of three fine machines.
|>
|>
|> Enjoy:

Kevin, I have no intent on just jumping in "'cause I like my Amiga", but
because there are some things here that have not been told. Additions
follows to the table (read the table below). My last concern is:
who compiled this information?

|>
|> --
|>
|>
|> Here is a technical comparison between Atari's new Falcon 030, Commodore's
|>
|> new Amiga 1200 and Apple's new Performa 400. All of these machines are aimed at
|>
|> the home computer user in price and power. They each feature their own
|> Multitasking Graphic User Interface (GUI) operating system, which is not
|> compatible with MS-DOS. Each of these computers has their own software library.
|> They are all based on Motorola brand CPU's. You won't find "Intel inside" any of
|> these machines, unless it's in the form of an emulator board! ;^>
|>
|> Atari Falcon CBM Amiga 1200 Apple Performa 400
|> CPU 68030 68EC020 68030
|> speed(Mhz) 16 14.32 16
|> MIPS 3.84 2.5 3.84
^^^^^ ^^^^ ^^^^
With what benchmarks? Or 'benchmarks?'

|> data path(bit) 32(16used w/COMBEL) 32 32(16 used)
|>
|> address space(bit) 24 24 24
|> instruction cache 256 bytes 256 bytes 256 bytes
|> data cache 256 bytes no 256 bytes
|>
|> FPU optional optional optional
|> socket on board yes no no
|> type 68881/68882 68881/68882 68881/68882

```
|>
|> DSP yes no no
|> type 56001 N/A N/A
|> speed(Mhz) 32 N/A N/A
|> MIPS 16 N/A N/A
|>
|> MEMORY & EXPANSION
|> ram(base model) 4MB(32bit) 2MB(32bit CHIP) 4MB(16bit)
|> max ram 14 MB 10 MB(>w/3rd party) 10MB
|> type proprietary proprietary/PCMCIA SIMM
|> rom 512K 512K to 2MB 512K
|>
|> DISK DRIVES
|> floppy 3.5" 1.44HD 3.5" 880K 3.5" 1.44HD
|> format Atari\MS-DOS(SAME) Amiga w\MS-DOS Mac w\MS-DOS
|> hard internal internal internal
|> type 2.5" IDE 2.5" IDE 3.5" SCSI
|> size 65MB 40MB 80MB
|>
|> I/O PORTS
|> mouse/joystick 2reg 2analog 2 reg 1 mouse/ADB
|> serial RS-232C RS-232 2 RS-422
|> parallel BI-directional Centronics no
|> video-out analog RGB\VGA analog\RGB\VGA analog RGB\VGA
|> composite\RF composite\RF
|> audio-in stereo 1/8"mini no mono RCA
|> -out stereo 1/8"mini stereo RCA mono RCA
|> external floppy no yes no
|> internal IDE yes yes no
|> external SCSI yes (SCSI II w/DMA) no yes
|> midi in, out/thru no no
|> DSP yes (1 MHZ trans) no no
|> network Localtalk LAN no Appletalk LAN
|>
|> EXPANSION internal bus exp cpu expansion slot Processor
|> 128K cartridge PCMCIA 2(16bit) Direct Slot
|> DSP port
|> SOUND
|> resolution 16bit\50Khz 8bit\50Khz 8bit\22Khz
|> channels 8 4 1
|> input yes\stereo no yes\mono
|> output stereo stereo mono
|> internal speaker yes no yes
|>
|> VIDEO
|> resolution
|> -minimum 320x200 320x200 640x480
|> -maximum 640x480 1280x400\640x960(i) 640x480
|> palette(colors) 262,144 16.8 million 16.8 million
|> maximum displayed 65,536(640x400) 256,000(all res) 256(to 32K)
```

```
|> overscan yes yes no
# of Sprites 0 8 0
Sprite size n/a 64 wide x height n/a
of screen
colors/sprite n/a 16 out of 24 bits n/a
dual-playfields no yes - 16 colors no
each out of 24-bit
Graphics coprocessor(s) yes yes no
BLiTTER Blitter, copper n/a

|>
|> MISC
|> clock yes no yes
|> keyboard type attached full attached full detached full
|>
|> OPERATING SYSTEM
|> type multitasking gui multitasking gui multitasking gui
|> location rom\disk rom\disk rom\disk
multitasking type ???? fully preemptive cooperative

|>
|> PRICE
|> retail $1299.00 $1099.00 $1450.00
|> street N/A $850.00 $1100.00
|>
|> SOFTWARE(included)
|> Atari Falcon 030: MultiTOS 4.0-operating system
|> SpeedoGDOS-scalable font extension w/14 Bitstream fonts
|> Falcon D2D-audio direct to disk recording & editing
|> Atari Works-integrated word processor,database,spreadsheet
|> Audio Fun Machine-DSP digital audio FX
|> System Audio Manager-record & assign sounds to system event
|> Various Accessory programs:calculator,calendar,Talking Clock
|> games, etc.
|>
|>
|> CBM Amiga 1200 AmigaDOS 3.0-operating system
- includes AREXX and CompuGraphic outline fonts support (includes 2)
|> CrossDOS-allows reading & writing MS-DOS format disks
|> *Deluxe Paint IV AGA-full featured 2D paint & animation
|> *Final Copy-full featured word processor
|> Various Utility Programs:Calculator,screenblanker etc.
|> (*indicates a limited time offer)
|>
|> Apple Performa 400 System 7.1-operating system
|> Symantec Greatworks-integrated word processor,database,
|> spreadsheet,charting,paint & telecomm program
|> At Ease-program launcher
|> Teleware M.Y.O.B.-checkbook & cardfile program
|> T/Maker Clip Art-business graphics
|> Various Accessory programs:calculator,alarm clock,games etc.
```

|> * (This software package may vary depending on place of purchase)
|>
|>
|> FINAL NOTES: The Atari & Commodore machines are housed in a single case. They do
|> NOT have detached keyboards. The Atari Falcon is in the same case as it's
|> predecessor the 1040STE, and the Amiga 1200 is in a restyled case similar to the
|> Amiga 500. Also, each of these computers is available without a hard drive for
|> less money. However, models with hard drives were used for comparison purposes.
|>
|> These configuraions are those as supplied by the manufacturer. Individual
|> dealers may offer other configuration options. The Apple Performa 400 has a
|> separate keyboard, it is in the same case as the MAC LCII(In fact, that's
|> exactly what it is!).
|> The Atari & Commodore machines can operate at many different screen
|> resolutions and would require a multisync monitor for optimum flexibility. Also,
|> the Commodore Amiga 1200's maximum resolutions are interlaced(i). It's maximum
|> non-interlaced resolution is 640x480. Both the Atari Falcon & Commodore Amiga
|> 1200 will also overscan, giving them more resolution in that mode and making
|> them suitable for Desk Top Video (DTV). The Apple Performa would require an
|> analog VGA type monitor. With additional Video Ram, the Performa can display up
|>
|> to 32,000 colors maximum.
|> The data path on the Atari Falcon is listed as 32bits wide with 16 bits
|> used with COMBEL. The COMBEL chip sits between the CPU and the memory chips.
|> The bus from the CPU to the COMBEL chip is 16 bits, however, since there are no
|>
|> waitstates on this bus, it operates at rates comparable to 32 bits. The bus from
|> the COMBEL to the memory is 32 bits. The data path on the Performa is 32 bits
|> wide, although only 16 are used and the RAM accessed is 16 bits.
|> The Atari Falcon is the only computer here with a DSP (digital signal
|> processor) chip.
|>
|> revivsion 1.3
|> Information compiled by Ken Baum 1992/93
|> E-mail on GEnie or Delphi:<KEBAUM>
|> Sources: Amiga World, Amiga Format, AtariUser, ST Format, MACWorld
|> GEnie & Delphi.
|>
|> --
|>
|> That is what was written. Please (for the mentally immature), DON'T START
|> RIPPING EACH OTHER'S MACHINES APART. This is a nice comparison of 3 fine
|> machines.....Take it in stride and let those of us who appreciate the strengths
|> and weaknesses of each machine enjoy...

I tried by best not to imply I did, nor do I think I did.

|>
|>
|> Thanks...
|>

```
|>
|>
|> +-------------------------------------+_
|> | *> Kevin Klasmeier | |
|> | *> NET: klasmkej@ucunix.san.uc.edu | |
|> | *> GEnie: K.KLASMEIER | |
|> | [Cincinnati, Ohio in the US of A] | |
|> +-------------------------------------+ |
|> '-------------------------------------'
|>
|>
|>
```

```
--
--------------------------------------
Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **
```

4084. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 03:58:37 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Mar15.035837.17733@rchland.ibm.com>
Source record: 208928

```
In article <12405@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
|> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|>
|> > Hey, but then why ATARI didn't put this cool 64-bit graphics chip into
|> >the Falcon?
|>
|>
|> You must remember that you can't just "put" graphics chips of that kind
|> into a computer. They have to be designed in. For example, could the
|> Falcon's RAM feed the chip fast enough? Would it allow all the standard
|> ST modes? VGA? Overscan? Linedoubling? Interlace?
|>
|>
|> --
|> Warwick
|> _-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
|> / * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
|> \_.-._/ University of Queensland, _// || \\_ Both are GNUish = Free |
|> _____ v ____ Brisbane, Australia. ______ |_/ || \_| _________________________|

I know, what I meant is that if they 'have the chip' they should
have included it on the Falcon... my guess is that the Jaguar's chip
are not ready... looks logical, since there is no 'roaring' around :-)
-------------------------------------
Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **
```

4085. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 05:18:08 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1o13igINNbn@uwm.edu>
Source record: 208923
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <C3wtps.B0K@news.iastate.edu>, Marc N. Barrett (barrett@iastate.edu) wrote:
: In article <1o0n3bINNsh8@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
: >In article <C3upnK.1C7@news.iastate.edu>, Marc N. Barrett (barrett@iastate.edu) wrote:
: >There is _NOTHING_ wrong with the A4000's memory system. Using 60ns
: >page-mode, you get 3-2-2-2 access on page hits, and 6-2-2-2 on page
: >misses. Faster than on the A3000. The two memory systems are extremely
: >similar.

: It should be faster than an A3000, but it is not as fast as most third-
: party '040 cards for the A3000. About half as fast, in fact.

Eh? The 4000's memory system is FASTER than the 3000's. Period. The
difference MAY come in that when you get a page miss in page ram, it's
6-2-2-2, rather than the SCRAM's steady 4-2-2-2 under the same
environment. REGARDLESS, the 4000's memory system is faster.

Note: The 040 card itself is a TOTALLY SEPARATE ISSUE HERE. The 040
card doesn't support the burst mode. HOWEVER, you could easily put in a
card that did and get full burst mode out of it, with no problems. The
flaws exist ONLY in the (A3040???) card.

: Everything is a cost issue. The A4000 lacks many, many features --
: SCSI, Ethernet, an effecient memory system, support for burst mode, a high-

IDIOT. The memory system is perfectly efficient. Read carefully what I
wrote, and you'll see that. What ISN'T perfectly efficient is the
A4000's 040 card. That's IT. Because other systems could come out that
don't have this fault but would still be considered A4000 systems.

: resolution non-interlaced display, and so on -- and STILL costs more than
: an equivelent Macintosh Centris!! All this would be fine if an A4000/040
: was, like, 1/3 the cost of a Mac Centris 650, but it costs MORE!! What ever
: happened to Commodore's vaunted price competitiveness? Gone to hell, I guess.

I'm not here to discuss your opinions on price competitiveness, or which
is better. I'm here to dispute that many of the things you say are
misworded, misrepresented truths, or flat out lies.

: >Restricting scan rates to 31.5KHz is a restriction, not a show of
: >increased flexibility. The Amiga's flaw here exists in the OS's
: >inability to "turn off" specific modes. That will change.

: Sure, it will change. Like we will get SCSI II RSN. SCSI should have
: been there in standard hardware, and those vaporware SCSI II cards were
: supposed to be available TWO MONTHS AGO.

I'm not here to discuss TIME FRAMES either. The fact is, it WILL change. I didn't say "it has", or "it will within 3 months". Fact is, it may change as soon as they release a 3.x rom upgrade.

: >CD-ROM support? No, you mean CDTV support. CD-ROM support exists. Get
: >your shit straight.

: Get yours straight. CD-ROM drives are available from third-parties ONLY,
: *BUT THERE IS NO SUPPORT FOR THEM!*

Yes there is. Drop in filesystems are perfectly supported by the OS. CDFS is lovely.

: >The Amiga does lack in non-interlaced resolution, but not nearly to the
: >degree you insist. 1) Options exist that are OS-compatible
: ^^^^^^^
: That's the magical word, isn't it? So much is 'optional'. SCSI is
: optional. Decent 60Hz non-interlaced resolution is optional. RAM
: expandability beyond 18M is optional. Optional, optioinal, optional.
: How's about delivering more in standard hardware, for a change? Or cut the
: price tag to about 1/3 of what it is now.

Yes, SCSI is optional, just as it was BEFORE the 3000. Because SCSI isn't a system-wide standard on the Amiga as it is on the Mac, which should have been obvious BEFORE the introduction of the A4000. That says nothing about whether FUTURE systems will have SCSI on the motherboard--they very well may. Again, that has nothing to do with a "standardization" of SCSI on the Amiga.

Decent resolution IS optional, yes. Just as high-resolution boards on IBM systems are. As a philosophical statement, the AGA chipset is meant to hit the average joe in the belt. The average joe isn't going to have the money for a monitor that'll do a decent 1024x1024 display. That's high-end, and it's left to high-end products.

RAM beyond 18M is optional in the sense that you can't put it onto the motherboard. What happens with the Mac? Is it "limitless"? No, not nearly. However, when you DO need ram, you can add it.

: >2) there's always the A2024 Hedley.

: The standard hardware of a Macintosh Centris gives you greater
: non-interlaced resolution with 256 colors out of 16 million than an A2024
: gives you with 4 gray scales out of 16.

I didn't ask for a comparison. Your statement about the nonexistence of high resolutions is at dispute. You are wrong. HOWEVER, once again, you didn't mean what you said, you meant "high-resolution, high-color displays". So, like I said, get your shit straight.

And yes, there are high-end boards that can do exactly as you ask, completely competing with the Centris, and are available. They wedge into the display list.

: Is the A2024 a solution to make an A4000 equivelent with a Mac Centris?
: No.

THERE IS NO SOLUTION TO MAKE AN A4000 EQUIVALENT WITH A MAC CENTRIS.
Why? Because one is an Amiga, and one is a Mac, and that's life. The
A2024 answers your claim that there are no high-resolution solutions. I
wasn't making a comparison, I was telling you that many of the things you
want EXIST. Obviously, the things you SAY you want and the things you
ACTUALLY want are two different things.

You'll make a great marketer.

Your statements are in dispute, and often, as shown here, either
misworded, misrepresented, or lies. Get with it.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "Frankly, we doubt he could sell his body to science." :)
(: -Dan Barrett, and/or Fluffykins :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

4086. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 05:22:58 UTC
From: cs64wag@sdcc8.ucsd.edu
Message-ID: <1o13riINNb4@network.ucsd.edu>
Source record: 208924
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <C3wtps.B0K@news.iastate.edu> barrett@iastate.edu (Marc N. Barrett) writes:
> That's the magical word, isn't it? So much is 'optional'. SCSI is
>optional. Decent 60Hz non-interlaced resolution is optional. RAM
>expandability beyond 18M is optional. Optional, optioinal, optional.
>How's about delivering more in standard hardware, for a change? Or cut the
>price tag to about 1/3 of what it is now.

Um, marc, just how much expanded memory can you put on the
motherboard of the Centris? Just wondering...

Oh yeah, and the other thing, how many Amiga users need more
than 18 megs? One advantage the Amiga tends to have over
the Mac is that its programs are smaller and more memory
efficient, with .libraries et al...

> The standard hardware of a Macintosh Centris gives you greater
>non-interlaced resolution with 256 colors out of 16 million than an A2024
>gives you with 4 gray scales out of 16.

How's the Mac's animation?

>> Now, don't give me
>>the shit about panelled displays, they exist in other systems too. They
>>ARE a solution, even if they're not YOUR solution.
>
> Is the A2024 a solution to make an A4000 equivelent with a Mac Centris?
>No.

Certainly not (unless you get Emplant of course ;-))! If you
want multiple screens at once on the Mac, you need multiple
monitors. Whoops, more $$ going bye-bye...

>Marc Barrett -MB- | email: barrett@iastate.edu

Jeremy

--
|~~~//~~~~~~|
|3k// "This is the spawning of the Cage and aquarium!" -TMBG |
\\// "I never got to 'Just Say No.' No one even asked me!" -Ky Ho |
|\/____|

4087. Modem speeds....

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 05:31:49 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1o14c5INNaco@golem.wcc.govt.nz>
Source record: 208926

Sick of slow modems!? Here's something to make you even sicker.
If you have other baud rates I've forgotten, please feel free to
inform me in Email!

Time taken to down/upload 1000k (1,024,000 bytes/1Megabyte)

BPS Time Taken

300 - 9 hours 28 mins 53 secs
1200 - 2 hours 22 mins 01 secs
1275 - 2 hours 13 mins 52 secs
2400 - 1 hour 11 mins 07 secs
4800 - 35 mins 33 secs
7200 - 23 mins 42 secs
9600 - 17 mins 47 secs
12000 - 14 mins 13 secs
14400 - 11 mins 51 secs
16800 - 10 mins 09 secs
19200 - 08 mins 53 secs
38400 - 04 mins 27 secs
57600 - 02 mins 57 secs
67200 - 02 mins 32 secs
76800 - 02 mins 13 secs

If it's possible, the new Supra 57.6K modems, with 100% 4:1 data compression
efficiency, would be capable of 230400bps! (The phones lines would probably
tell the data to go away at that speed!). At this speed, 1000K would take:/

44 seconds!

Of course, 100% data compression at a level of 4:1 (1024bytes to 256bytes,
aka 25%) would be pretty rare at that speed, unless the file was a very
large pure text file.

All times assume 100% transfer efficiency.
e.g. Most 2400bps modems will only usually get around 232 cps, but
this is calculated using the 100% efficiency, which is 240cps!

4088. Re: the drop of the ste

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 05:38:50 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1o14paINNacf@golem.wcc.govt.nz>
Source record: 208925

In article <9303141530@ritz.mordor.com>, ritz@ritz.mordor.com (Christopher Mauritz) writes:>
>Not this song and dance again....Anyone remember when Atari was "upgrading"
>their motherboard designs for the 520/1040st's so often that there was
>virtually no way for hardware/software developers to have any idea what
>kind of bugs they'd run into? Hard/software that would work on one machine
>would mysteriously crash another. Or how about that time when STe's would
>spuriously destroy data on your hard disk and it was eventually traced
>to a faulty component in many early STe's? The more things change, the
>more they stay the same it would seem....
>
>Chris
>
>--

Chris there were no faulty parts in the STE, the DMA chip that they used did not like the PCB layout of the STE, so they had to come up with a better chip that did not pick up the logic noise, like buffering etc, Atari tries to do things on the cheap and we all now that does not work...

As the Forbes article stated, ' Cheap did not work..'

Roger.............. sheppard_r@kosmos.wcc.govt.nz

4089. ST-Report

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 06:26:55 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1o17jfINNalb@golem.wcc.govt.nz>
Source record: 208927

*** ST-REPORT MAGAZINE ***

Some nice chap/woman has been posting ST-Reports to A.A.
can that person let me know why str905/7/8 are missing,
if not, then could that person could post them up to A.A.
or better still e-mail them to me, as it seems to take weeks
for the New files on A.A. to get into there real directories...

Yes I'am still waiting for 'cker5a.zoo' to be in the Telecomm
directory...

Thanks....

Roger.............. sheppard_r@kosmos.wcc.govt.nz

4090. Re: Ghostscript

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 06:30:20 UTC
From: marc@targon.UUCP
Message-ID: <3019@targon.UUCP>
Source record: 208931

In article <1nuvadINNjoq@gap.caltech.edu> remyh@cco.caltech.edu (Remy Adam Hathaway) writes:
|bcf@sactoh0.sac.ca.us (Bruce C. Fairbanks) writes:
|
|> What is Ghostscript? Can someone tell me what it does?
|
| Ghostscript is a program (generally on *NIX machines, though available for
|many platforms) that allows one to preview a Postscript (.ps) file to the
|screen, rather than print it out.
|
|Remy
|
And that's not all; you CAN print it out too.
The most used devices are supported.

Marc

4091. Re: SpeedoGDOS and GhostScript Questions:

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 06:40:47 UTC
From: marc@targon.UUCP
Message-ID: <3020@targon.UUCP>
Source record: 208930

In article <9303121934.AA01291@photon.magnus.acs.ohio-state.edu>
dhbutler@magnus.acs.ohio-state.edu (Pandemonium) writes:
|I've recently downloaded Ghostscript, and find that it works fine, but I have a
|problem. Ghostscript expects to be on drive F. For a program as good as this
|one seems to be you would think they would write it to check *which drive* it
|executes from and use that, but nooooo! Anyway, drive F is not at all a good
|place for me to have this, and I want to know how to permanently set it to
|another drive, so if anyone knows Pleeeeeaaaaseee help!

Not that I have the latest version but I haven't even an F partition
and still it runs...
I think you have to set some shell variable which indicates where your ps
library is located (whith the init.ps, fonts and the like). I don't remember
its name however.

|
|I use monitor with above normal ST resolution, and I can't find any sort of
|GDOS product that will geive more more than a little 640*400 corner, which
|screws everything up. I even tried the brand *new* FontGDOS direct from Atari,
|and *surprise* it does not work either (what a shock). If anyone knows of
|anything I can do please let me know!

It doesn't use GDOS does it? You need special fonts for ghostscript (*.pfa
or *.psf). You can almost certainly get them from the site where you got
your copy of ghostscript from.

Have you RTFM?

|
|Oh, I rarely have time to read this newsgroup anymore, so if you could e-mail
|back to me in addition to posting it would be nice.
|
|Thanks!

Marc

4092. Re: Australian ST Sites

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 08:12:44 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <XR5F1B10w165w@dogbox.acme.gen.nz>
Source record: 208932

karlm@mel.dbce.csiro.au (Karl Meyland) writes:

> O.K. I'm sick of having to go overseas for info, sources, soft, and I want to
> know this: Are there any FTP sites for the lil ol' ST or Atari Range of
> commputers in AUSTRALIA, or even New Zealand? I have a few B.B.S. numbers, b
> until I get a decent 9600 modem, I'll stick with the FTP's. Does anyone know
> of any? I'd even contemplate setting up one ....

There are files available for ftp from ftp.actrix.gen.nz, though
I wouldn't recommend accessing them from Australia - the ftp request
goes via the path Australia->USA->New Zealand, so you're better off
accessing a.a

However NZ'rs might like to take a look there.

4093. Re: SpeedoGDOS and GhostScript Questions:

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 09:34:28 UTC
From: djs@jet.uk
Message-ID: <1993Mar15.093428.2272@jet.uk>
Source record: 208942

In <9303121934.AA01291@photon.magnus.acs.ohio-state.edu>
dhbutler@magnus.acs.ohio-state.edu (Pandemonium) writes:

>I've recently downloaded Ghostscript, and find that it works fine, but I have a
>problem. Ghostscript expects to be on drive F. For a program as good as this
>one seems to be you would think they would write it to check *which drive* it
>executes from and use that, but nooooo! Anyway, drive F is not at all a good
>place for me to have this, and I want to know how to permanently set it to
>another drive, so if anyone knows Pleeeeeaaaaseee help!

The version of Ghostscript I have (2.4.1 I think) *defaults* to expecting
its files in a tree starting at f:\gs (ie f:\gs\fonts etc). To change this,
set up an environment variable, eg
GS_LIB=e:\gs,e:\gs\ps,e:\gs\fonts

It's all in the readme.st file...

--
+---+
| David Stevenson djs@jet.uk Tel: +44 235 465028 |
+---+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4094. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 09:45:26 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Mar15.094526.12925@email.tuwien.ac.at>
Source record: 208933
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

WILL YOU GUYS PLEAE STOP THIS STUPID THREAD OR TAKE IT TO
COMP.SYS.AMIGA.ADVOCACY WHERE IT BELONGS???

-MY

4095. Window system - Multproc article - Info

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 09:54:05 UTC
From: esuoc@csv.warwick.ac.uk
Message-ID: <1o1jntINN6am@violet.csv.warwick.ac.uk>
Source record: 208934

Hello,
I've been asked about my window system...well I've posted a couple
of GFA BASIC 3 mock up programs to comp.binaries.atari.st.

I've used GFA BASIC to do all my mock ups, ideas on how to implement
such a system...I've written another version of the same system in
C/Assembly and it's even faster!!

There are two .GFA TEST programs ...
o Diskanal.gfa - is a half completed disk analyser
I'll probably finish it off when I've finished
the new window system ; which shouldn't be
long! The Bootsector, Directory editors do work
and some other little stuff......
Play around with it! But be careful!!!
(If you mess up your disks, don't blame me!!)
o Virtual.gfa - demonstrates a large virtual dektop
it doesn't use extra memeory for it's 9 screens!
NOTE: to get to another window just move the
mouse pointer to the edge of the screen.
Very similar to Xwindow's vtwm.

Well these programs are very very old (6 months old) ... The new version
is much better graphically and much faster!; it now has a on-line
hypertext system, icons, sound etc....and it's less that 60k long so
far!!

Ajay Soni (Alias Thor)
of The Illusion Masters

4096. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 10:09:28 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.732190168@rw8.urc.tue.nl>
Source record: 208935
Cross-posted to: comp.sys.atari.st,rec.games.video

dmb@case.ai.mit.edu (David Baggett) writes:

>Really, now, this is ATARI we're talking about. They promised they'd
>be shipping 30,000 Falcons a month starting August 1992. (Doh!)

Hmm, let me help you with your weak memory. 30,000 Falcons a month was
scheduled for Januari/Februari this year. Oktober 1992 was the date
that small amounts would be available.

Erlend.

4097. Re: clarification of STx?

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 10:17:20 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.732190640@rw8.urc.tue.nl>
Source record: 208936

hutch@bellman.lanl.gov (John Hutchinson) writes:

>To the best of my knowledge, there was no model produced which carried
>the nomenclature "STf" or "STm" but there _were_ "STfm" models. The "m"
>meant the machine was equipped with an rf-modulator to allow connection
>to television sets and the "f" meant it had an internal floppy drive.
>All but the earliest 520ST models have since come with builtin floppies.
>---
I have an STf. So I also have an external Modulator to connect it to a
TV (I don't have a color monitor since all I use color for is games :)

Erlend.

4098. To all Norwegian/Swedish Atari users

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 11:13:09 UTC
From: rogeraw@dhhalden.no
Message-ID: <rogeraw.47.732193989@dhhalden.no>
Source record: 208937

A company in Norway can now supply Falcon030 4meg/65 machines. Deliverytime is maximum 2 weeks.

Price is NKR. 9950,- ex. vat and delivery, and on waiting-list.
if you want a machine fast, pay NKR. 9650,- ex. vat in advance and get a machine atonce. The company can only get a limited number of machines at a time, because of advance payment.

Contact for further info:

DigiCorp Norway
Sandvn. 5
1719 Greaker
Norway

4099. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 11:17:05 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.80.732194225@dhhalden.no>
Source record: 208938
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar14.043542.18050@infodev.cam.ac.uk> rb10006@phx.cam.ac.uk (R. Brown) writes:
>From: rb10006@phx.cam.ac.uk (R. Brown)
>Subject: Re: Atari and Amiga wars. Time for a truce.
>Keywords: Atari, Amiga,
>Date: 14 Mar 93 04:35:42 GMT
>In article <1nr2qaINNa3b@shelley.u.washington.edu>, neurom@aziraphale.u.washington.edu (Neuromancer) writes:
>
>[stuff about Atari and Amiga owner co-operation deleted]
>
>|> We've lost too much ground, people. I've heard too many Mac owners laugh
>|> at Atari _and_ Amiga owners alike. They don't even consider them worth
>|> mentioning! It's time to realize that Atari and Commodore are in the same
>|> boat. They both have a niche in the professional arena (Music/Graphics
>|> respectively), but in the home market they aren't taken seriously. Both
>|> Atari and CBM's stock is plummeting, while Intel and Apple's stocks are
>|> soaring. Let's get it together, and realize who the real "enemy" is.
>|>
>|> --Neuromancer
>|>
>
>This is probably true in the U.S., but here in the UK, the Amiga has a very
>large slice of the home computer market. The Atari ST/Falcon is not anywhere
>to be seen (yet...). It IS however beginning to lose out, at one end to the
>consoles (yuk!) and at the other to the cheap PCs. It is perhaps to early to
>tell whether the 1200 has gone any way towards sorting out this problem.
>(And if -MB- reads this, remember: the A1200 may not be suited to what you
>want, what you think the US wants or what the US ACTUALLY wants, but IMHO it
>IS what is needed to keep the Amiga alive in the UK).
>
>Robert Brown.

Ok, the amiga and ST has sold quite a lot of machines in england, but the number is only piss in the atlantic compared to the IBM clones. I agree with Neuromancer completely. Let's start finding the positive things about "the other platform" rather than harrasing it. That doesn't help either machine. So I'll start off first....

The amiga1200 graphics are astonishing, I saw the VIDI 12 for it it's almost like 24 bit for the IBM and at just 99.99. The same pic. quality on the IBM costs 249 plus the machine is more expencive.

Greetings

Rune Hyldmo, anti sig.file activist

4100. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 11:32:28 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.81.732195148@dhhalden.no>
Source record: 208939
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <C3upnK.1C7@news.iastate.edu> barrett@iastate.edu (Marc N. Barrett) writes:
>From: barrett@iastate.edu (Marc N. Barrett)
>Subject: Re: Atari and Amiga wars. Time for a truce.
>Keywords: Atari, Amiga,
>Date: Sat, 13 Mar 1993 23:38:07 GMT
>In article <C3uI08.Ks8@cs.uct.ac.za> dmcdulin@cs.uct.ac.za (Barry McDuling) writes:
>>In <1nr2qaINNa3b@shelley.u.washington.edu> neurom@aziraphale.u.washington.edu
(Neuromancer) writes:
>>
>>[Stuff deleted...]
>>
>>>We've lost too much ground, people. I've heard too many Mac owners laugh
>>>at Atari _and_ Amiga owners alike. They don't even consider them worth
>>>mentioning! It's time to realize that Atari and Commodore are in the same
>>>boat. They both have a niche in the professional arena (Music/Graphics
>>>respectively), but in the home market they aren't taken seriously. Both
>>>Atari and CBM's stock is plummeting, while Intel and Apple's stocks are
>>>soaring. Let's get it together, and realize who the real "enemy" is.
>>
>>> --Neuromancer
>>
>>>[The above, is of course, IMHO. Flames at me will be ignored. Flames
>>> with me will be appreciated.]
>>
>>Yaaay! At last! Someone who has a good idea on what to do to those 'smug'
>>guys who waste a large furtune on something which should only be called a
>>pregnant calculator! Hee hee hee!
>
> If a Macintosh is a "pregnant calaculator", then an Amiga is an abacus.
>Face it, Commodore has not produced any decent hardware since the A3000.
>Hardware wise, the A4000 sucks. For the same price as an A4000, a Macintosh
>Centris gives you three times the non-interlaced resolution (1182x852 vs.
>724x482), EtherNet, better RAM expandability, a CPU that is just as fast if
>not faster (The A4000 memory system is VERY ineffecient), a SCSI interface,
>more flexibility in being able to use inexpensive SVGA monitors, CD-ROM
>support, and so on.
>
> You think the A4000/030 is going to do anything? For $300 less than an
>A4000/030, you can get a Macintosh LCIII with a faster CPU (full 68030 CPU
>with a 32-bit bus, and not the crippled EC030 that the A4000/030 uses), better
>non-interlaced resolution (850x650 vs 724x482 for the A4000/030), better RAM
>expandability, and a SCSI interface.
>

> Face it, hardware-wise, Amigas **SUCK**.
>
>-----
>Marc Barrett -MB- | email: barrett@iastate.edu
>---

Yeah, the all mighty Mac LCIII. The machine who is supposed to
be far superior to the Amiga and the Falcon.

I went to the mac dealer here in my town and tested it out.

Graphics speed must be a forign word for apple. Ok, I tested the machine in
640x480 in 256 color. Nothing else on the desktop than the adobe photoshop
and a directory window. The refresh rate was about as fast as a GIF viewer
on my old ST running at 8 Mhz. Ok the LC III has a lot of real good software
and a good support service, but the hardware compared to the price is not
as good. As for the other machines I can't say much cos I haven't tested it
out yet, but if they have the same graphics arcitecture I don't want it nor
can I afford it. And form what I know system 7.0.1 doesn't use
hardware memory protection so what do you need the MMU for?? (I might be
mistaking here though).

Greets

Rune Hyldmo anti sig.file activist

4101. Re: Where Not To Use (UK)

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 11:37:23 UTC
From: stuart@csc.liv.ac.uk
Message-ID: <C3xHMB.3r7@compsci.liverpool.ac.uk>
Source record: 208945

malcolm@minster.york.ac.uk wrote:
> Just three days ago I bought Ladbroke's RAM expansion kit and fitted
> it. I have *no* previous experience of soldering whatsoever, and
> borrowed the soldering equipment from a friend. I followed the written
> instructions incorrectly and had to phone their service department
> yesterday to find out what I'd done wrong. They were extremely helpful
> and clear in their directions over the phone, enabling me to complete
> the work immediately. It could have been easier, but not by much.

Don't want to flame, it depends which type of ST you have. The instructions
give a list of aout 10 resistors to solder wires to, given by their numbers
on the PCB.

Several of the resistors they listed didn't exist on my machine, not their
fault, it's not them who kept changing the layout of the STs circuit-board :)
and the only guidance the instructions give if this is the case is to send
the machine to them.

> Now obviously my experience says nothing about how good (or otherwise)
> the company's service is when they do the fitting themselves. But I
> can say that their kits are good, cheap, and easy to fit. Also, that
> their technical know-how is excellent, and they are good at
> communicating that technical expertise too.

> -malc. (a satisfied customer)

I will agree that when you get service out of them it is generally quite
good, the problem I (and from the followups and email this thread has
generated, several others have had) in getting them to do something in many
cases. If my machine hadn't been kept for orders of magnitude more than they
said it would twice, and in both cases the machine being returned only when
I prodded them sufficiently. The case they fitted was one from their own
machines, since they couldn't get a new one, and they did return my machine,
(after 2 weeks not 2 days) and it does work. Well it did, but it's been
crashing all weekend, still I'll check my software before giving them a ring,
and I'm NOT sending it back to them,

Stuart (who feels that Fate wants him to buy a PC)

4102. RE: Wanted: Trip-a-Tron

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 12:11:03 UTC
From: Alan Edwards <EDWR@UNB.CA>
Message-ID: <15MAR93.08838950.0047@UNBVM1.CSD.UNB.CA>
Source record: 208941

In article <sourada.731890375@vincent1.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:
>I want Trip-a-Tron, a 'light synth' from Llamasoft. Problem is, I can't find
>a store in the US that carries is. Does anyone:
>1) Have a copy they want to sell me (with original disks and manuals, of
> course)

I have it, but would not part with it. It is great !

>2) Know where I can get a copy in the US

I ordered my copy directly from Llamasoft

>3) Know if Llamasoft is still around and offering Trip-a-Tron for the price
> of "20 quid" as advertised in the Colourspace README.
>
My friend just ordered a copy, and recieved it about two weeks ago,
so my guess is that they are still around.

I amd still waiting for word on the newest version (and a Falcon to
run it on, of course...)

>
>
> Any help appreciated,
> Steven Ourada
>
Hope this helps
Alan
>.
>.

4103. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 12:29:05 UTC
From: dmcdulin@cs.uct.ac.za
Message-ID: <C3xK0I.MrM@cs.uct.ac.za>
Source record: 208940
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In <C3upnK.1C7@news.iastate.edu> barrett@iastate.edu (Marc N. Barrett) writes:

>In article <C3uI08.Ks8@cs.uct.ac.za> dmcdulin@cs.uct.ac.za (Barry McDuling) writes:
>>In <1nr2qaINNa3b@shelley.u.washington.edu> neurom@aziraphale.u.washington.edu
(Neuromancer) writes:
>>
>>[Stuff deleted...]

[More stuff deleted...]

> If a Macintosh is a "pregnant calaculator", then an Amiga is an abacus.
>Face it, Commodore has not produced any decent hardware since the A3000.
>Hardware wise, the A4000 sucks. For the same price as an A4000, a Macintosh
>Centris gives you three times the non-interlaced resolution (1182x852 vs.
>724x482), EtherNet, better RAM expandability, a CPU that is just as fast if
>not faster (The A4000 memory system is VERY ineffecient), a SCSI interface,
>more flexibility in being able to use inexpensive SVGA monitors, CD-ROM
>support, and so on.

> You think the A4000/030 is going to do anything? For $300 less than an
>A4000/030, you can get a Macintosh LCIII with a faster CPU (full 68030 CPU
>with a 32-bit bus, and not the crippled EC030 that the A4000/030 uses), better
>non-interlaced resolution (850x650 vs 724x482 for the A4000/030), better RAM
>expandability, and a SCSI interface.

> Face it, hardware-wise, Amigas **SUCK**.

Okay, thats also true, now what gave anybody the idea I owned an Amoeba???
Echhh! Gimme my 4 meg St anyday, thank you!

>-----
>Marc Barrett -MB- | email: barrett@iastate.edu
>---

/---\
| "Work" is a four letter word. (as is "wash","swot", etc... |
| And "DOS" *SHOULD* be a four-letter word! |
| Email and other ramblings to: dmcdulin@cs.uct.ac.za |
\---/

4104. HELP WITH AT-SPEED C16

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 13:03:32 UTC
From: craig@hadrian.uk.sun.com
Message-ID: <1o1ur5INN9ah@uk-news.uk.sun.com>
Source record: 208946

I have just purchased a COMPO Software AT Speed C16 co-processor board. This consists of an 802C86 and FP socket, but I didn't get a manual. Has anyone installed one of these, and if so did they encounter any problems installing it onto a hard drive.

Craig

4105. Re: Modem speeds....

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 13:30:07 UTC
From: piet@cs.ruu.nl
Message-ID: <1993Mar15.133007.25476@cs.ruu.nl>
Source record: 208943

>>>>> wells_s@kosmos.wcc.govt.nz (Steve Wells) (SW) writes:

SW> If it's possible, the new Supra 57.6K modems, with 100% 4:1 data compression
SW> efficiency, would be capable of 230400bps! (The phones lines would probably
SW> tell the data to go away at that speed!). At this speed, 1000K would take:/

There are no 57.6K modems, neither will these ever be possible on a normal
telephone line. The 57.6 is probably meant as a 14.4 Kbps modem with 4:1
data compression.

Also note that 4:1 compression is probably the MAXIMUM you can achieve, but
how much you really get depends on the data.
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

4106. Re: Ok so this is the final question... honest

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 13:35:17 UTC
From: rjb12@unix.brighton.ac.uk
Message-ID: <1993Mar15.133517.21364@unix.brighton.ac.uk>
Source record: 208944
Cross-posted to: comp.human-factors,comp.windows.x,comp.windows.ms,comp.windows.x.motif,comp.windows.open-look,comp.sys.mac,comp.sys.acorn,comp.sys.atari.st

Definitely pop-up (consistency: those with 3-button meeses attached to
an Acorn Archimedes always know that when they press the middle button, the
main menu for whatever application the pointer is over, appears)

-R.

--
-=-
Rich Browning (rjb12@bton.unix) * ASTRO SCOOP! ASTRONUT TO LAND ON SUN!
Department of Computer Science * "I've got it all worked out," says Jim
University of Brighton * Biggles, "I'm landing at night!".
=-=

4107. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 14:24:19 UTC
From: stsec@westminster.ac.uk
Message-ID: <1993Mar15.142419.21572@westminster.ac.uk>
Source record: 208811

In article <12406@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>gerrymon@eng.umd.edu (Gerry Mon) writes:
>
>>This is a little off-topic, but am I the only one who doesn't like
>>realistic TV-quality graphics for computer games? I actually prefer
>>hand drawn graphics to realistic digitized graphics.
>
>Agreed. Street Fighter II is FAR more visually pleasing than Mortal Kombat.
>What'll they do next, dress someone up in a gorilla suit for a Video Quality
>version of Rampage?

N O W A Y I definately have to disagree here! Mortal Kombat absolutely
wipes the floor with street fighter II and all its variations. Not just
graphically but also for playability. Just compare the difference in controls.

Also as an aside has anybody noticed how real some of tehcniques look. For
instance have a look at the character Raiden who's tehcniques look very much as
though they come from the Hung Gar system of kung fu (or if not definately
southern China).

Eds

Edwin Boatswain
stsec@uk.ac.westminster

4108. Gemulator, does it still exist?

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 14:40:34 UTC
From: rscha@ctp.com
Message-ID: <1993Mar15.144034.5194@ctp.com>
Source record: 208948

Hi,

some time ago there was some talk about a program called GEMulator.
It was a program that emulated a ST on a PC-compatible (Yes, I will
wash my mouth later :)). I think it was written by the same person
that wrote Quick-ST (or some program like that).

Has anyone heard of this program? Is it software only or a combination
of software and hardware. Also, how can I get it?

Thanks,

Richard

--
/\/\ "I'm not paranoid, it's just that everyone wants to make me
/ /_ \ believe I am."
\ / /
\/\/ CTP INC rscha@ctp.com

4109. Re: Wanted: Falcon prices.....

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 14:44:14 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Mar15.144414.25831@unix.brighton.ac.uk>
Source record: 208949

Inn england the prices in pounds sterling are:

4 meg with 65 meg h/d - 899.99
1 meg w/out h.d - 499.99

But the poor pound exchange rate has mean't that these prices have risen
by 100.00!!!!!

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix |
+---+

4110. Re: rz, sz, xyz problems.... Sparc to ST transfer flaky...

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 14:47:59 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Mar15.144759.26039@unix.brighton.ac.uk>
Source record: 208950

I am not usre if this is of any help, but I use Kermit here at the Uni and
it moans about binaries alot so I uuencode the files. I have a uudecoder
at home on my ST so I just transfer them uuencoded so Kermit does not complain
and then uudecode them at home.

I works fine. By the way, I transfer between a Unix system and a PC vis
kermit then read the disks on my STE.

May this be of some help to you.

Pads

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix |
+---+

4111. Re: 'Stacker' program for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 15:05:10 UTC
From: Marco_Verhoeven@p11.f607.n285.z2.fidonet
Message-ID: <2ba49bb5@p11.f607.n285.z2.fidonet>
Source record: 208830

```
In a message of <Fri 12 Mar 93 19:39>, John Richardson (2:281/202.0)
writes:
JR> In Europe try Data-Light (don't know the company...but commercial
JR> I believe);
JR> in North America try Data-Diet (again I forgot by who...but again
JR> I believe commercial). I believe both are 'equivalent' to the
JR> stacker-type programs for
JR> the IBM comtemptibles.

I have used both programs and Data Diet is the better of the two.

Datadiet has a much better rate of compressing and is also a bit faster.
It's DC Data Diet (from DC) but they're now Codehead I believe...

.\\arco

Marco_Verhoeven@nextjk.wlink.nl

--- MARSmail v1.20
* Origin: You gotta know when to code 'em, know when to modem. (2:285/607.11)
```

4112. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 15:08:20 UTC
From: Marco_Verhoeven@p11.f607.n285.z2.fidonet
Message-ID: <2ba49c34@p11.f607.n285.z2.fidonet>
Source record: 208831

In a message of <Sat 13 Mar 93 00:29>, Ricardo Hernandez Muchado
(2:281/202.0) writes:

RH> From where you got this information? Last time I checked out,
RH> Nintendo increased their market share (Sega had before 80% of the
RH> 16-bit market, last time I checked out, and from a Sega
RH> representative article no less- they had 60%).

Sega doesn't stand a chance against the SNES, its games are almost of
arcade quality (especially with the new 3d and accelerator chips).

Atari's Jaguar wouldn't even stand a chance against Sega let alone against
SNES.

.\\arco

Marco_Verhoeven@nextjk.wlink.nl

--- MARSmail v1.20
* Origin: I t#ld yo#, "Never#touch #he flop#y disk s#rface!" (2:285/607.11)

4113. Re: Eagle030 ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 15:09:46 UTC
From: Marco_Verhoeven@p11.f607.n285.z2.fidonet
Message-ID: <2ba49ca9@p11.f607.n285.z2.fidonet>
Source record: 208832

In a message of <Fri 12 Mar 93 12:33>, Claus Brod (2:281/202.0) writes:

CB> It's real, but the machine is called Falcon030. It's available
CB> now in Europe.

Yep, that's correct but it costs $1400 over here and that's a bit too
expensive compared to the PC's you can buy for less than $1000 (486
including a lot of goodies).

.\\arco

Marco_Verhoeven@nextjk.wlink.nl

--- MARSmail v1.20
* Origin: My life is like a beer commercial. (2:285/607.11)

4114. Re: Bad Threads

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 15:12:08 UTC
From: Marco_Verhoeven@p11.f607.n285.z2.fidonet
Message-ID: <2ba49d58@p11.f607.n285.z2.fidonet>
Source record: 208833

In a message of <Sat 13 Mar 93 07:32>, Bob BobR Retelle (2:281/202.0)
writes:

BB> I guess everyone talking about the Atari Falcon better shut up
BB> too, eh..?

Why?

BB> Since it's not a comp.sys.atari.st, it doesn't belong here..

But it's ST compatible so why shouldn't we discuss the Falcon here?

BB> Just so us ST owners don't have to wade though all that unrelated
BB> stuff.
BB> BobR

How can you claim that it's unrelated stuff when we're talking about the
next generation of ST computers? I think it surely is related, when the
Falcon doesn't sell Atari will stop supporting their whole ST range and
there won't even be an comp.atari.st.sys !

.\\arco

Marco_Verhoeven@nextjk.wlink.nl

--- MARSmail v1.20
* Origin: Humans smile with so little provocation. (2:285/607.11)

4115. the cartridge slot

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 15:17:56 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <1993Mar15.151756.27257@magnus.acs.ohio-state.edu>
Source record: 208947

This is a list of things that people told me through my adress what
can be found for the ST cartridge slot:

1. RTC (real time clock)
2. Diagnostic Cartridge (from Atari)
3. Some Larger programs use it for Copy-Locking
4. Spectre, the Mac emulator.
5. Deskcart- contained several desk accessories and utilities.
6. Ultra Disk(Polydisk?) -RAM disk up to 4 megs in size.
7. Discovery cartridge- copies diskettes
8. Image Digitizer (both printer and hand scanners)
9. Sound Digitizer
10. VT100 cartridge
11. Hacker Interfaces

thanks to:
Jan Anders Janson, David P. Forrai, RICHARDSON,
Mark Spacek, George Seto

/\
/_\nd now a question.

Is there anyone out there sell any of this stuff and how much?
I am interested in finding some of this stuff:

VT100 cartridge, deskcart or something like it, sound digitizer,
and a ramdisk.

I can't buy this stuff now, but I would just like to know where to find it
how much it will set me back...

Michael Steve Jr
Columbus Ohio

4116. Re: Falcon030 -vs- 1200 -vs- Performa 400 (Not a flame, Please don't flame)

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 15:25:26 UTC
From: eas3714@ultb.isc.rit.edu
Message-ID: <1993Mar15.152526.15377@ultb.isc.rit.edu>
Source record: 208802

In article <C3w5EK.BJy@ucunix.san.uc.edu> klasmekj@ucunix.san.uc.edu (Kevin J. Klasmeier) writes:
>I just got this file from GEnie. I take no responsibilities for any error.
>This is strictly for your information and enjoyment. This is not ment for
>flames. This is not to be read by the mentally immature. This is a complete
>comparison of three fine machines.

And pretty good too! Tho, with a couple of things in error, or left
out.

>
> Here is a technical comparison between Atari's new Falcon 030, Commodore's
>new Amiga 1200 and Apple's new Performa 400. All of these machines are aimed at
>the home computer user in price and power. They each feature their own
>Multitasking Graphic User Interface (GUI) operating system, which is not
>compatible with MS-DOS. Each of these computers has their own software library.
>They are all based on Motorola brand CPU's. You won't find "Intel inside" any of
>these machines, unless it's in the form of an emulator board! ;^>
>
> Atari Falcon CBM Amiga 1200 Apple Performa 400
>CPU 68030 68EC020 68030
>speed(Mhz) 16 14.32 16
>MIPS 3.84 2.5 3.84

As measured by? Altho the numbers look accurate enuff.

>data path(bit) 32(16used w/COMBEL) 32 32(16 used)
>
>address space(bit) 24 24 24
>instruction cache 256 bytes 256 bytes 256 bytes
>data cache 256 bytes no 256 bytes
>
>FPU optional optional optional
>socket on board yes no no
>type 68881/68882 68881/68882 68881/68882
>
>DSP yes no no
>type 56001 N/A N/A
>speed(Mhz) 32 N/A N/A
>MIPS 16 N/A N/A
>
>MEMORY & EXPANSION
>ram(base model) 4MB(32bit) 2MB(32bit CHIP) 4MB(16bit)
>max ram 14 MB 10 MB(>w/3rd party) 10MB
>type proprietary proprietary/PCMCIA SIMM

```
>rom 512K 512K to 2MB 512K
^^^
I wasn't aware the AGA machines had a 2MB possible ROM space. AMigaDOS
3.0 currently is a 512k ROM.

>
>DISK DRIVES
>floppy 3.5" 1.44HD 3.5" 880K 3.5" 1.44HD
>format Atari\MS-DOS(SAME) Amiga w\MS-DOS Mac w\MS-DOS
>hard internal internal internal
>type 2.5" IDE 2.5" IDE 3.5" SCSI
>size 65MB 40MB 80MB
>
>I/O PORTS
>mouse/joystick 2reg 2analog 2 reg 1 mouse/ADB
^^^
The Amiga's ports can either be digital or analog. So I guess its "2
reg/analog".

>serial RS-232C RS-232 2 RS-422
>parallel BI-directional Centronics no

The Amiga's parallel port is also bidirectional.

>video-out analog RGB\VGA analog\RGB\VGA analog RGB\VGA
> composite\RF composite\RF
>audio-in stereo 1/8"mini no mono RCA
> -out stereo 1/8"mini stereo RCA mono RCA
>external floppy no yes no
>internal IDE yes yes no
>external SCSI yes (SCSI II w/DMA) no yes
>midi in, out/thru no no
>DSP yes (1 MHZ trans) no no
>network Localtalk LAN no Appletalk LAN
>
>EXPANSION internal bus exp cpu expansion slot Processor
> 128K cartridge PCMCIA 2(16bit) Direct Slot
> DSP port
>SOUND
>resolution 16bit\50Khz 8bit\50Khz 8bit\22Khz
>channels 8 4 1
>input yes\stereo no yes\mono
>output stereo stereo mono
>internal speaker yes no yes
>
>VIDEO
>resolution
>-minimum 320x200 320x200 640x480
>-maximum 640x480 1280x400\640x960(i) 640x480
>palette(colors) 262,144 16.8 million 16.8 million
>maximum displayed 65,536(640x400) 256,000(all res) 256(to 32K)
```

>overscan yes yes no

Coprocessors? Sprites?

>
>MISC
>clock yes no yes
>keyboard type attached full attached full detached full
>
>OPERATING SYSTEM
>type multitasking gui multitasking gui multitasking gui
>location rom\disk rom\disk rom\disk
>
>PRICE
>retail $1299.00 $1099.00 $1450.00
>street N/A $850.00 $1100.00
>
>SOFTWARE(included)
>Atari Falcon 030: MultiTOS 4.0-operating system
> SpeedoGDOS-scalable font extension w/14 Bitstream fonts
> Falcon D2D-audio direct to disk recording & editing
> Atari Works-integrated word processor,database,spreadsheet
> Audio Fun Machine-DSP digital audio FX
> System Audio Manager-record & assign sounds to system event
> Various Accessory programs:calculator,calendar,Talking Clock
> games, etc.
>
>
>CBM Amiga 1200 AmigaDOS 3.0-operating system
> CrossDOS-allows reading & writing MS-DOS format disks
> *Deluxe Paint IV AGA-full featured 2D paint & animation
> *Final Copy-full featured word processor
> Various Utility Programs:Calculator,screenblanker etc.
> (*indicates a limited time offer)
>
>Apple Performa 400 System 7.1-operating system
> Symantec Greatworks-integrated word processor,database,
> spreadsheet,charting,paint & telecomm program
> At Ease-program launcher
> Teleware M.Y.O.B.-checkbook & cardfile program
> T/Maker Clip Art-business graphics
> Various Accessory programs:calculator,alarm clock,games etc.
> * (This software package may vary depending on place of purchase)
>
>
>FINAL NOTES: The Atari & Commodore machines are housed in a single case. They do
>NOT have detached keyboards. The Atari Falcon is in the same case as it's
>predecessor the 1040STE, and the Amiga 1200 is in a restyled case similar to the
>Amiga 500. Also, each of these computers is available without a hard drive for
>less money. However, models with hard drives were used for comparison purposes.
>

>These configuraions are those as supplied by the manufacturer. Individual
>dealers may offer other configuration options. The Apple Performa 400 has a
>separate keyboard, it is in the same case as the MAC LCII(In fact, that's
>exactly what it is!).
> The Atari & Commodore machines can operate at many different screen
>resolutions and would require a multisync monitor for optimum flexibility. Also,
>the Commodore Amiga 1200's maximum resolutions are interlaced(i). It's maximum
>non-interlaced resolution is 640x480. Both the Atari Falcon & Commodore Amiga
>1200 will also overscan, giving them more resolution in that mode and making
>them suitable for Desk Top Video (DTV). The Apple Performa would require an
>analog VGA type monitor. With additional Video Ram, the Performa can display up
>
>to 32,000 colors maximum.
> The data path on the Atari Falcon is listed as 32bits wide with 16 bits
>used with COMBEL. The COMBEL chip sits between the CPU and the memory chips.
>The bus from the CPU to the COMBEL chip is 16 bits, however, since there are no
>
>waitstates on this bus, it operates at rates comparable to 32 bits. The bus from
>the COMBEL to the memory is 32 bits. The data path on the Performa is 32 bits
>wide, although only 16 are used and the RAM accessed is 16 bits.
> The Atari Falcon is the only computer here with a DSP (digital signal
>processor) chip.
>
>revivsion 1.3
>Information compiled by Ken Baum 1992/93
>E-mail on GEnie or Delphi:<KEBAUM>
>Sources: Amiga World, Amiga Format, AtariUser, ST Format, MACWorld
> GEnie & Delphi.
>
>--
>
>That is what was written. Please (for the mentally immature), DON'T START
>RIPPING EACH OTHER'S MACHINES APART. This is a nice comparison of 3 fine
>machines.....Take it in stride and let those of us who appreciate the strengths
>and weaknesses of each machine enjoy...
>

All in all, a well done comparison.. thanks for posting it.

--
"THAT is a DRY turtle. That turtle is NOT moist!"
Ezra Story, a student at RIT, and
eas3714@ultb.isc.rit.edu, his trusty(?) mailing address.

4117. Re: $'s vs. Pounds

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 15:41:29 UTC
From: dhunt@infocom.co.uk
Message-ID: <909@infocom.co.uk>
Source record: 208806

RaSTa has imparted this wisdom to us mere mortals:-
> how much is 2.99 pounds?

299 pence. :-))

At todays rate it is around $4.50

--
Public Access USENET & MAIL, USENET GROUPS (of your choice) & MAIL on
your own DOS/ATARI/AMIGA/MAC/UNIX MACHINE at HOME
mail info@infocom.co.uk with ALL on the subject line, replies automatically.
Start DEPRIVING B.T. of your VALUABLE CASH, use OFFLINE uucp today

4118. Best Budget ST Sequencer?

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 15:42:37 UTC
From: evilandi@vnet.IBM.COM
Message-ID: <19930315.080354.887@almaden.ibm.com>
Source record: 208801
Cross-posted to: comp.sys.atari.st,comp.music

I am looking to get myself a Yamaha SY35 synth, and already have a 1Mb Atari ST with DS drive and mono monitor. I know very little about MIDI, sequencers or synths, but have a good practical musical knoweldge.

What is the best sequencer for under 100 UK pounds? I am particularly after something which allows me to set up drum rhythms easily, and with which I can create a few phrases of music and then copy and arrange them to fill out a whole song (eg. just play a bass line once, then transpose & copy it for the rest of the piece).

Suggestions, particularly from those who already use a certain package, welcome here or to my mailbox. Thanks.

Andrew Oakley <evilandi@vnet.ibm.com> (or IBM VNET: <9oakley@asicvm1>)
IBM Warwick, UK (I speak FROM IBM, not FOR IBM) UK Tel. 0926 464830

Which is the most improbable; Goths in the charts or a Journalist with an open mind? Rosetta Stone- On The Side Of Angels compilation out now

4119. Re: clarification of STx?

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 16:13:56 UTC
From: healy@nosc.mil
Message-ID: <1993Mar15.161356.2121@nosc.mil>
Source record: 208805

In article <1993Mar14.221520.13540@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>To the best of my knowledge, there was no model produced which carried
>the nomenclature "STf" or "STm" but there _were_ "STfm" models. The "m"

My computer says 1040STf on the top of it.

Mike Healy

healy@nosc.mil

4120. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 16:36:02 UTC
From: barrett@iastate.edu
Message-ID: <C3xvG8.81u@news.iastate.edu>
Source record: 208803
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1o13riINNb4@network.ucsd.edu> cs64wag@sdcc8.ucsd.edu (Jeremy Friesner) writes:
>In article <C3wtps.B0K@news.iastate.edu> barrett@iastate.edu (Marc N. Barrett) writes:
>> That's the magical word, isn't it? So much is 'optional'. SCSI is
>>optional. Decent 60Hz non-interlaced resolution is optional. RAM
>>expandability beyond 18M is optional. Optional, optioinal, optional.
>>How's about delivering more in standard hardware, for a change? Or cut the
>>price tag to about 1/3 of what it is now.
>
>Um, marc, just how much expanded memory can you put on the
>motherboard of the Centris? Just wondering...

68M on the motherboard of a Macintosh Centris 610, and 132M on the
motherboard of a Macintosh Centris 650. To do the same on an A4000 would
require an expensive, optional memory expansion board.

>Oh yeah, and the other thing, how many Amiga users need more
>than 18 megs? One advantage the Amiga tends to have over
>the Mac is that its programs are smaller and more memory
>efficient, with .libraries et al...

Stupid statement. The fact remains that a Mac Centris icludes much greater
RAM expandability as standard hardware than an A4000 does.

>
>
>
>> The standard hardware of a Macintosh Centris gives you greater
>>non-interlaced resolution with 256 colors out of 16 million than an A2024
>>gives you with 4 gray scales out of 16.
>
>How's the Mac's animation?

How's usable is the Amiga 724x482 256-color non-interlaced mode? How
quick are the screen updates?

Marc Barrett -MB- | email: barrett@iastate.edu

4121. Re: Falcon030 -vs- 1200 -vs- Performa 400 (Not a flame, Please don't flame)

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 17:07:51 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1993Mar15.170751.4283@unix.brighton.ac.uk>
Source record: 208840

ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> In article <C3w5EK.BJy@ucunix.san.uc.edu>, klasmekj@ucunix.san.uc.edu (Kevin J. Klasmeier) writes:
> |> I just got this file from GEnie. I take no responsibilities for any error.
> |> This is strictly for your information and enjoyment. This is not ment for
> |> flames. This is not to be read by the mentally immature. This is a complete
> |> comparison of three fine machines.
> |>
> |>
> |> Enjoy:
>
> Kevin, I have no intent on just jumping in "'cause I like my Amiga", but
> because there are some things here that have not been told. Additions
> follows to the table (read the table below). My last concern is:
> who compiled this information?
>[HEAPS DELETED
> |> type multitasking gui multitasking gui multitasking gui
> |> location rom\disk rom\disk rom\disk
> multitasking type ???? fully preemptive cooperative
>[MORE STUFF DELETED]

The Faclcon OS is also fully preemptive.

I would also mention that the hi colour modes on the Amiga are HAM modes.
Also, does the price quoted for the MAC include a monitor?

I would say that with the additions that have been made the comparisson is
quite accurate.

----------Tom.

4122. Re: Multi-user on TT ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 17:50:12 UTC
From: erlingh@storlind.idt.unit.no
Message-ID: <ERLINGH.93Mar15175012@storlind.idt.unit.no>
Source record: 208804

In article <1993Mar13.123436.21023@donau.et.tudelft.nl> berger@duterl.et.tudelft.nl (Jeroen Berger) writes:

Newsgroups: comp.sys.atari.st
Path: ugle.unit.no!aun.uninett.no!sunic!mcsun!sun4nl!dutrun!donau!duterl.et.tudelft.nl!berger
From: berger@duterl.et.tudelft.nl (Jeroen Berger)
Keywords: TT
Sender: news@donau.et.tudelft.nl (UseNet News System)
Nntp-Posting-Host: duterl.et.tudelft.nl
Organization: Delft University of Technology, Dept. of Electrical Engineering
References: <1714@titan.hts.hsa.nl>
Date: Sat, 13 Mar 1993 12:34:36 GMT
Lines: 26

In article <1714@titan.hts.hsa.nl> e8839@titan.hts.hsa.nl (H.A. Lambregts) writes:

>We want to use one TT to create a multi-user environment, so several
>users can practice assembly programming. The users are connected with
>a terminal to a serial-output of the TT, so all the in- and output
>must be redirected to the correct user (terminal).
>Maybe this is possible using MiNT, because we only use text-oriented
>programs.
>Is there anyone who has an idea to establish this ?

I've tried to do this also, but could not find a proper way.
Finaly I wrote a little program which dups stdin and stdout to the
seriel port, and executes a shell. It is a simple solution, but it
works for me.

I don't know whether programs maybe posted in _this_ newsgroup so I
won't do it. If your interested in this program, please let me know
and I mail it to you.

If you happen to find out more about a multi-user environment outside
this newsgroup, can you please write it?

Hartelijke groeten,

Jeroen.

There allready is such a package available on atari.archive in the
Mint-directory. It is a complete multi-user package with login, passwd
etc. I have been running it successfully on my TT.
If I remember correctly, the name of the package is init.zoo or some
such. If you can't find it, contact me and I'll see if I can locate it.

Erling
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

4123. Re: To all Norwegian/Swedish Atari users

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 18:23:04 UTC
From: jorngh@dhhalden.no
Message-ID: <jorngh.1113.732219784@dhhalden.no>
Source record: 208807

>A company in Norway can now supply Falcon030 4meg/65 machines. Deliverytime
>is maximum 2 weeks.
####################

Yeah right.

>Price is NKR. 9950,- ex. vat and delivery, and on waiting-list.
>if you want a machine fast, pay NKR. 9650,- ex. vat in advance and get a
>machine atonce. The company can only get a limited number of machines at a
>time, because of advance payment.

HA HA HA HA HA !!! You call that a competitive price ?????

Where's the CHEAP AMIGA 1200 CRUSHER ??? HA HA HA !!!

>Contact for further info:

No need. You get an A4000/030 for the same price as the
Falcon machines you sell.

4124. Re: Ok so this is the final question... honest

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 18:23:51 UTC
From: jeffreyw@csqx.cs.rhbnc.ac.uk
Message-ID: <1993Mar15.182351.396@csqx.cs.rhbnc.ac.uk>
Source record: 208812
Cross-posted to: comp.human-factors,comp.windows.x,comp.windows.ms,comp.windows.x.motif,comp.windows.open-look,comp.sys.mac,comp.sys.acorn,comp.sys.atari.st

To pop-up or to pull-down - that is the question.
Well, I agree that for Archimedes users (I'm one in my spare time myself), pop-up menus are more intuitive to use. But X wasn't designed with the Archimedes in mind.
I would generally choose to use a pull-down menu, for the simple reason that it's existence is plain to the user. Computer users (especially those who label themselves professionals) are very bad at reading manuals and other documentation, and consequently will run programs without the foreknowledge that window X has a pop-up menu with options A, B and C. On the other hand, a pull-down menu has a button to advertise itself to the world.
That's MHO, anyway.
- Jeffrey Wood
--
(jeffreyw@dcs.rhbnc.ac.uk)

4125. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 18:29:30 UTC
From: jorngh@dhhalden.no
Message-ID: <jorngh.1114.732220170@dhhalden.no>
Source record: 208808

RUNE HYLDMO writes:
>can I afford it. And form what I know system 7.0.1 doesn't use
>hardware memory protection so what do you need the MMU for?? (I might be
>mistaking here though).

Like MP is the only thing you can use a MMU for ? Ever
heard of Virtual Memory ? Many debugging tools utilizes
the MMU too.

4126. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 18:33:26 UTC
From: jorngh@dhhalden.no
Message-ID: <jorngh.1115.732220406@dhhalden.no>
Source record: 208810
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

Marc N. Barrett writes:
> Sure, it will change. Like we will get SCSI II RSN. SCSI should have
>been there in standard hardware, and those vaporware SCSI II cards were
>supposed to be available TWO MONTHS AGO.

Commodore Norway is taking orders on their new SCSI II card.
It's real cheap too, approx. USD$180.

4127. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 18:43:25 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Mar15.184325.31157@rchland.ibm.com>
Source record: 208813
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <C3xvG8.81u@news.iastate.edu>, barrett@iastate.edu (Marc N. Barrett) writes:
|> In article <1o13riINNb4@network.ucsd.edu> cs64wag@sdcc8.ucsd.edu (Jeremy Friesner) writes:
|> >In article <C3wtps.B0K@news.iastate.edu> barrett@iastate.edu (Marc N. Barrett) writes:
|> >> That's the magical word, isn't it? So much is 'optional'. SCSI is
|> >>optional. Decent 60Hz non-interlaced resolution is optional. RAM
|> >>expandability beyond 18M is optional. Optional, optioinal, optional.
|> >>How's about delivering more in standard hardware, for a change? Or cut the
|> >>price tag to about 1/3 of what it is now.
|> >
|> >Um, marc, just how much expanded memory can you put on the
|> >motherboard of the Centris? Just wondering...
|>
|> 68M on the motherboard of a Macintosh Centris 610, and 132M on the
|> motherboard of a Macintosh Centris 650. To do the same on an A4000 would
|> require an expensive, optional memory expansion board.
^^^^^^^^^^^^^^^^^^^^
| False, it's not expensive. And watch out, 'cause the Mac LCIII
requires a $$$proprietary$$$ Mac expansion.

|>
|> >Oh yeah, and the other thing, how many Amiga users need more
|> >than 18 megs? One advantage the Amiga tends to have over
|> >the Mac is that its programs are smaller and more memory
|> >efficient, with .libraries et al...
|>
|> Stupid statement. The fact remains that a Mac Centris icludes much greater
|> RAM expandability as standard hardware than an A4000 does.
|>
|> >
|> >
|> >
|> >> The standard hardware of a Macintosh Centris gives you greater
|> >>non-interlaced resolution with 256 colors out of 16 million than an A2024
|> >>gives you with 4 gray scales out of 16.
|> >
|> >How's the Mac's animation?
|>
|> How's usable is the Amiga 724x482 256-color non-interlaced mode? How
|> quick are the screen updates?

Not good, but then the Amiga can animate faster than the Mac.

But no... you have to be all against Amiga stuff, asshole.

```
|>
|> -----
|> Marc Barrett -MB- | email: barrett@iastate.edu
|> ----------------------------------------------

--
--------------------------------------
Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **
```

4128. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 18:46:18 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Mar15.184618.9726@rchland.ibm.com>
Source record: 208814
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy
Body handling: HTML body converted to readable text

In article <1993Mar15.155635.176008@zeus.calpoly.edu>, smiller@farad.elee.calpoly.edu (Thrashman Steve) writes:
|> ghelect@unssun.scs.unr.edu (Carl Cowley/Glenn Hare Occ. Cntr--Electronics)
|> trys to make sense in saying:
|> >
|> >Marc, I'm new to this entire UseNet thing... so can you do me
|> >a favour??? Can you tell me how to stick your name
|> >in my kill file????
|> >
|> >And if Marc won't do this, can anyone else tell me how to?
|> >
|> > > Comp.sys.amiga.TRAITOR..
|> >
|> NO, _ASSHOLE_ this is comp.sys.atari.st, not either of the two above
|> groups, so why don't you keep your pitiful flaming out of here? If I
|> wanted to read that crap I would subscribe to an Amiga group, but since I
|> don't _own_ an Amiga, why should I? Do you own an ATARI? Yah, that's what I
|> thought, so why do you subscribe to this group? Do you do it to make us
|> miserable and to take up HD space? Probably.
|>
|> *steve (wishing people wouldn't become so idiotic when they are talking
|> about their computers)

Dude, problem is that *SOMEONE CROSSPOSTED THE AMIGA/ATARI TRUCE SHIT IN THE FIRST PLACE* Don't blame him, he's new.

Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **

4129. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 18:48:58 UTC
From: marks@castle.ed.ac.uk
Message-ID: <32989@castle.ed.ac.uk>
Source record: 208809
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

smiller@farad.elee.calpoly.edu (Thrashman Steve) writes:

>NO, _ASSHOLE_ this is comp.sys.atari.st, not either of the two above
>groups, so why don't you keep your pitiful flaming out of here? If I
>wanted to read that crap I would subscribe to an Amiga group, but since I
>don't _own_ an Amiga, why should I? Do you own an ATARI? Yah, that's what I
>thought, so why do you subscribe to this group? Do you do it to make us
>miserable and to take up HD space? Probably.

Look before you flame in future. This thread is crossposted to both
atari.st and amiga.advocacy. Please check to see in which groups the
article you are following on to appears and confine your replies to the
relevent groups.

>*steve (wishing people wouldn't become so idiotic when they are talking
>about their computers)

Raw Shark (wishing people would be more careful before they flame)
--
! Raw Shark of the Net.Trenchcoat.Brigade !
!"This is a work of fiction. Any resemblence to any real people (living,!
! dead or stolen by fairies) or to any real animals, gods, witches, !
! countries and events (magical or otherwise) is just blind luck, or so !
! we hope." Disclaimer courtesy of The Books of Magic !

4130. Re: rz, sz, xyz problems.... Sparc to ST transfer flaky...

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 19:28:52 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1o2ldkINN638@life.ai.mit.edu>
Source record: 208815

In article <1nuutiINNjoi@gap.caltech.edu> remyh@cco.caltech.edu (Remy Adam Hathaway) writes:
>Here's my problem: When I run sz from the unix end, I can receive an ASCII
>transfer just fine. When I try to send a binary file, all I get are
>'zmodem subpacket too big' errors. I've tried the -e flag to remove control
>chars, and have everything set to RTS/CTS, but it's still not working.
>Any clues?

This a common (and very annoying) problem.

You probably don't have an 8-bit clean connection to your Unix host.
If you are dialing up to an annex of some kind, you'll have to find the
option to tell it to use binary mode. (Sometimes the "rlogin" option
will assume 8 bits, sometimes you have to say "rlogin -b" or "telnet
-b", "set binary" etc.) You need to ask a local wizard about this.

The other potential problem is that your tty is not set to be 8-bit
clean. Fix this by typing "stty <option>" where option varies from
machine to machine. Typically, <option> is "cs8" or "pass8". On a
Sparc, use "stty cs8."

Problems that occur in only one direction (e.g., only on sends and not
on receives) are often symptomatic of a disparity between your modem's
handhsking settings and your term program's handshaking settings. Make
sure both think it's "hardware RTS/CTS".

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

4131. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 19:52:10 UTC
From: neurom@aziraphale.u.washington.edu
Message-ID: <1o2mpaINNrha@shelley.u.washington.edu>
Source record: 208818
Body handling: HTML body converted to readable text

In article <1993Mar15.155635.176008@zeus.calpoly.edu>
smiller@farad.elee.calpoly.edu (Thrashman Steve) writes:
> ghelect@unssun.scs.unr.edu (Carl Cowley/Glenn Hare Occ.
Cntr--Electronics)
> > > Comp.sys.amiga.TRAITOR..
> >
> NO, _ASSHOLE_ this is comp.sys.atari.st, not either of the two above
> groups, so why don't you keep your pitiful flaming out of here? If I
> wanted to read that crap I would subscribe to an Amiga group, but since

Okay, for those of you who _keep_ missing it, check out the cross post. I intentionally posted this to _BOTH_ comp.sys.atari.st *AND* comp.sys.amiga.advocacy. I REALLY wish everybody who doesn't see this would please look from now on.

Also, this:

> Okay, thats also true, now what gave anybody the idea I owned an
> Amoeba??? Echhh! Gimme my 4 meg St anyday, thank you!

defeats the purpose of my entire post. There is _no_more_Amoeba_! We can't fight about this, and the slang is just what's going to cause that. The entire idea of that post was to get the point accross that neither computer, or company, would survive in the home (or, perhaps, any other) market if they keep attacking each other. The Falcon and 1200 can _both_ perform extremely well, espically against the new Macs, but nobody gives them a chance. Our voices are both so small, that we have to work together to get this accross.

Industry "experts" have given Apple four to six years life, before PC sales eclipse Mac sales. As it is, 85% of working processers in existance are 80x86. If this keeps up, and all we do is try and get one up on each other in the Atari-Amiga battles, then we'll never get anywhere in the "big picture."

Oh, just a few more points I'd like to share.
1) I own a 520ST, s/n A1 xxx. I've had it since before the 1040 existed, and I still love it. What ever happened to, "it does everything I need it to do."?
2) My store (which shall remain nameless), has sold nemerous Amiga 2000 and 3000 machines to, guess who, Microsoft. He he.
3) ST:TNG is moving Away from Mac's for special effects, and using Amiga's w/ toasters almost exclusively.
4) When members of a local group (who shall also remain nameless ;)) were asked what computer they used for MIDI work, it was an ST.

The above is true. All the information is available for those who wish to call and ask. However, in assurance that I keep my current employment, PLEASE don't go calling Microsoft to ask about Amigas, I think they may just deny it. I'm not sure, however, they may admit it. (Think we might see /NT for Amiga (?!?!?!?))

--Neuromancer

4132. HERMES ADD ONS

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 20:16:21 UTC
From: dhunt@infocom.co.uk
Message-ID: <912@infocom.co.uk>
Source record: 208819

Hi There,

1. Can anyone recommend a "threaded netnews reader", which will be able to operate in conjunction with HERMES (Atari UUCP)

2. Can anyone recommend a good "frontend" for HERMES rmail

If you can recommend something, can you point out "ftp" sites and the location of the files.

Answers via email to save on bandwidth, I will summarize if there is any responses

Thanks

Dave
--
Accessing USENET & EMAIL, from the comfort of your own HOME doesn't cost much
Internet Sites: info@infocom.co.uk | Send an empty email to one of the
For Janet Sites: info@uk.ac.infocom | addresses on the left, with "ALL"
For UUCP Sites: infocom!information | in the subject. Daemon will reply.

4133. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 20:57:04 UTC
From: fihsu@athena.mit.edu
Message-ID: <1o2qj0INNfet@senator-bedfellow.MIT.EDU>
Source record: 208816
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <C3xvA2.7vE@news.iastate.edu> barrett@iastate.edu (Marc N. Barrett) writes:
>In article <1o13igINNbn@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>>In article <C3wtps.B0K@news.iastate.edu>, Marc N. Barrett (barrett@iastate.edu) wrote:
>>CDFS is lovely.
>
> Get this through your thin little head:
>
> THERE IS NO CD-ROM SOFTWARE FOR THE A4000, EXCEPT FOR CDTV SOFTWARE!

What about Fred Fish? Is that nitpicking or correcting a lie?

> CDTV software is written for a system with a 7Mhz 16-bit CPU, 4096-color
>palette, 1M of total RAM, and a very-low-resolution display. For this reason,
>CDTV titles are totally unacceptable. What is need is *AMIGA* (not CDTV)
>CD-ROM software specifically written for the AGA chipset. No such software is

What is needed is a revamped marketing strategy. CD-ROM software isn't going
to boost Amiga sales. How are people going to buy an Amiga if they don't
even know that anything past the A1000 exists? Guess what my first Amiga
ever was? An A3000 because someone on the net told me about their existence
and I checked one out and liked it better than the Macs and PCs. The last I
had heard of the Amiga before that was when I read an article in A+ magazine
comparing the PC, Amiga, Apple IIgs, Mac, and Atari ST.

When I walk into
software stores I see software on disks, not CD-ROM. Sure, in mail order
catalogs I can find CD-ROM, but I like to be able to walk into a store and
ask questions about the software before I buy. CD-ROM is a secondary
generator of sales, not a primary one. And a primary one is what is needed.
Stuff like marketing and applications in general.

>>Yes, SCSI is optional, just as it was BEFORE the 3000.
>
> It should not have been optional so long, but that's naother story. The
>fact that it is optional again is a major travesty.

Not nearly as major as C='s marketing. C= should not have released their
high-end machine with IDE without having that SCSI II card available as an
option. At the very least, they should have marketed their regular SCSI
card as an option. Not just have it available, but have dealers offer a
configuration with the regular SCSI card plus perhaps a slightly smaller
SCSI hard drive for $100 or so more.

>
>>RAM beyond 18M is optional in the sense that you can't put it onto the

>>motherboard. What happens with the Mac? Is it "limitless"? No, not
>>nearly. However, when you DO need ram, you can add it.
>
> Yes, very nice. Again, a feature that is standard hardware on a Centris
>and optional on an A4000.

Dude, now you are the one that's nitpicking. 18M RAM on the motherboard is
damn well sufficient.

> You shoudl have realized what I meant. I am doing a direct comparison
>here between A4000s and Centris's. It should be obvious that an A2024
>would not be sufficient to bring an A4000 up to the level of a less-expensive
>Centris.
>
>>And yes, there are high-end boards that can do exactly as you ask,
>>completely competing with the Centris, and are available. They wedge
>>into the display list.
>
> And are optional. Read: extra cost. Read: expensive. Also read: still
>not supported by Commodore. Also read: not standard hardware.

Here is where I'll agree. C= has some big problems in the high-end. Even
pricing the A4000 slightly more competitively than the Mac Centris isn't
enough. The difference between the price of the A4000 and the Mac Centris
needs to be on the same level as the difference between the A3000 and the
Mac IIci at the time the A3000 first came out. If that is not possible,
they need the A4000/030 and a cheaper 040 (EC040 or whatever) model out
ASAP. The A4000T ain't gonna be enough.

>> I
>>wasn't making a comparison, I was telling you that many of the things you
>>want EXIST. Obviously, the things you SAY you want and the things you
>>ACTUALLY want are two different things.
>>
>>You'll make a great marketer.
>>
>>Your statements are in dispute, and often, as shown here, either
>>misworded, misrepresented, or lies. Get with it.
>
> Your messages are filled with half-truths, backtracks, tangents, attempts
>to change the subject entirely, and so on. You do everything except directly
>answer my statements.

You are guilty of the same, along with poor suggestions. Sure, it would be
nice to have CD-ROM software, floptical standard, SCSI II high-end standard,
1280x1024 @ 72Hz, standard 16-bit sound, standard 24-bit color. But people
aren't going to buy an Amiga until they test drive one (unless they've owned
a previous Amiga) and to test drive one they have to hear about it first.
And to hear about it, it needs to be publicized. I know I'm going off on
a tangent from what you and Greg are arguing about, but your statement of
the A4000 needing CD-ROM support at this point is stupid. Look at the Atari
Falcon. Same problems.. one of the cheapest, if not the cheapest machines

you can get with a DSP standard. CD-ROM software for the Falcon ain't gonna sell it. Atari needs to get the machine some exposure, just like C= needs to do the same. It's a real shame that C= didn't take the chance they had with Babylon 5. The fact that they didn't is an indicator that C='s marketing hasn't changed as much as some have hoped.

>-----
>Marc Barrett -MB- | email: barrett@iastate.edu
>---

Francis

4134. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 21:10:07 UTC
From: fihsu@athena.mit.edu
Message-ID: <1o2rbfINNg2r@senator-bedfellow.MIT.EDU>
Source record: 208817
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

[No readable article body recovered]

4135. Cheap hard drive sought

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 22:10:54 UTC
From: thaanuj@prism.CS.ORST.EDU
Message-ID: <1o2utelNNbsg@flop.ENGR.ORST.EDU>
Source record: 208820

Well, I've owned my TT for a while, and really like it. However, there are a few things that just won't run on it. I still have my old 520ST sitting there on my desk, with its single floppy. I'm looking for a cheap HD, it doesn't have to be big at all, maybe 20 or 30 meg, to hold stuff for easy access on my old machine.

Prefer something with ACSI connector or assembled with a good host adapter, 'cause I don't feel like messing around with putting one together.

Price and shipping negotiable.

Thanks,

--
********** John Thaanum thaanuj@prism.cs.orst.edu **********
Devoted fan of American musclecars, Atari computers, large caliber weapons, and similarly unfashionable persuits.

4136. Include file needed

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 22:16:08 UTC
From: thaanuj@prism.CS.ORST.EDU
Message-ID: <1o2v78INNcbk@flop.ENGR.ORST.EDU>
Source record: 208821

Some time ago, I installed Sozobon 1.33i, the "heat-n-serve" version.
It has worked well, but the other day, I did something dumb. I accidentally
trashed the include file "types.h". Since atari.archive and wuarchive have
been getting a lot of traffic lately, I thought it'd make sense to ask if
somebody out there would mail me this file, rather than ftp the whole thing
all over again.

Thank you,

--
********** John Thaanum thaanuj@prism.cs.orst.edu **********
Devoted fan of American musclecars, Atari computers, large caliber
weapons, and similarly unfashionable persuits.

4137. Improving TT compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 22:41:05 UTC
From: thaanuj@prism.CS.ORST.EDU
Message-ID: <1o30m1INNdm9@flop.ENGR.ORST.EDU>
Source record: 208822

I haven't had very many compatibility problems, but it sure would be convenient if my TT were a little more compatible with older software.

Turning off the cache and running in ST resolutions will get most things to work that don't ordinarily. It has been suggested to me that I get one of the PD programs that fools the MMU into only using 24 address bits instead of 32. The only one I have found is PMMU.PRG at atari.archive. It gives me four bombs instantly. This is probably because I have 8 meg of TT-RAM installed, as it says right in the docs that this will cause problems.

Does there exist another program besides PMMU.PRG that can do this? Or can I flip a dip switch or something to temporarily disable TT-RAM? I ftp'd a dip switch setting .cpx from atari.archive, but it's in German, which I don't speak.

Any suggestions appreciated.

Thanks,

--
********** John Thaanum thaanuj@prism.cs.orst.edu **********
Devoted fan of American musclecars, Atari computers, large caliber weapons, and similarly unfashionable persuits.

4138. Re: the drop of the ste

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 23:02:32 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12422@uqcspe.cs.uq.oz.au>
Source record: 208823

Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>I own a Falcon myself, but am astonished that Atari would even consider discontinuing
>the only computer which they can supply consistently...

That's crazy. I think they should just DUMP the STe and get on to building Falcons.
Of course they're hard to come by at the moment (actually, the seem to be a thunder
rolling in from quite close now), but when they are available in number, STe
manufacture will be pointless. Of course, that doesn't mean the STe has no support,
since developers will often want to make their software work on the full range of
computers.

>This is ridiculous. There is NO Falcon software on the shelves. There are NO Falcons
>in the shops. With the STE out of production, this will mean NO ATARI in the shops.
>The name will fade......

The name would fade if the STe was on the shelf. What would you pay for the STe
sitting next to the Falcon in the store? $200? $150?

>Luckily, the 680x0 version of Linux is due soon, so I'm adding a faster processor &
>fast ram board & going UNIX as soon as I can.

This is fine - you'll still be able to run all the REAL APPLICATIONS that are available
under GEM. Not those ugly Gooey attempts under X-windows (or worse, TTY unix!).
Unix is great for s/w development, but for applications? Give me GEM any day.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

4139. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 23:15:38 UTC
From: barrett@iastate.edu
Message-ID: <C3yDy5.M74@news.iastate.edu>
Source record: 208824
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar15.184325.31157@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> Not good, but then the Amiga can animate faster than the Mac.

A very subjective statement. Macintoshes do animation in a way that is intrinically slow. I presume that if Macintoshes used the very-simplistic method of doing animation that Amigas used, they could do it just as fast. Maybe faster, since Macs have faster screen updates in the high-resolution non-interlaced 8-plane modes than Amigas do.

> But no... you have to be all against Amiga stuff, asshole.

Look, asshole, I am not against the Amiga because it is the Amiga. I am against the Amiga because of what it has turned into. Amigas now represent backward-thinking and technical MEDIOCRITY. If the A4000 had been design with 1024x768 non-interlaced resolution with 8 bitplanes, SCSI, better RAM expandability on the motherboard, ethernet as a very inexpensive option, the ability to use an inexpensive SVGA monitor with no problems, faster screen updates in the high-res non-interlaced 8-plane mode, and a faster memory system, then I would support it.

The Macintosh Centris gives you all of this, for a price that is LESS than the A4000 that we are stuck with now. This should not be. Amigas used to have better hardware than equivelently prices Macintoshes, but this is no longer the case. Amigas now cost more than similar Macintosh systems, and have inferior hardware features.

Marc Barrett -MB- | email: barrett@iastate.edu

4140. Re: the drop of the ste

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 23:23:40 UTC
From: renfro@crchh610.NoSubdomain.NoDomain
Message-ID: <C3yEBG.I9E@news.rich.bnr.ca>
Source record: 208827

In article <1o14paINNacf@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
|>
|> Chris there were no faulty parts in the STE, the DMA chip that they used
|> did not like the PCB layout of the STE, so they had to come up with a better
|> chip that did not pick up the logic noise, like buffering etc, Atari tries to
|> do things on the cheap and we all now that does not work...
|>
|> As the Forbes article stated, ' Cheap did not work..'
|>
|>
|> Roger.............. sheppard_r@kosmos.wcc.govt.nz
|>
|>
This is not intended as a personal flame, but I keep hearing conflicting
viewpoints on Atari's cheapness. In one case they get blasted for doing
things on the cheap so they can offer 'power without the price' and of
course this did not sell, sooo now they are getting blasted for pricing
the Falcon too high. One may argue that they are still building hardware
on the cheap, but over pricing it - I don't know. Just seems you can't
please everyone so they are doing what they can to find their nitch.
Let's face it, Atari will never be anywhere near as big as the clone world
or the Mac world - I just hope they stay in business so I can continue to
use (and occasionally get new) Atari hardware/software.

Randy

4141. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 23:44:20 UTC
From: barrett@iastate.edu
Message-ID: <C3yF9x.8v@news.iastate.edu>
Source record: 208829
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1o2qj0INNfet@senator-bedfellow.MIT.EDU> fihsu@athena.mit.edu (Hsu I-wei) writes:
>In article <C3xvA2.7vE@news.iastate.edu> barrett@iastate.edu (Marc N. Barrett) writes:
>>In article <1o13igINNbn@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>>>In article <C3wtps.B0K@news.iastate.edu>, Marc N. Barrett (barrett@iastate.edu) wrote:
>>>CDFS is lovely.
>>
>> Get this through your thin little head:
>>
>> THERE IS NO CD-ROM SOFTWARE FOR THE A4000, EXCEPT FOR CDTV SOFTWARE!
>
>What about Fred Fish? Is that nitpicking or correcting a lie?

That can only marginally be considered "CD-ROM software". It is really
just a collection of files stuffed on CD-ROM and sold. It does not take
advantage of the unique capabilities of a CD-ROM system. An example of a
package that would is something like an interactive adventure with animation
loaded from the CD-ROM disc synchronized with CD sound played from the CD.

>> CDTV software is written for a system with a 7Mhz 16-bit CPU, 4096-color
>>palette, 1M of total RAM, and a very-low-resolution display. For this reason,
>>CDTV titles are totally unacceptable. What is need is *AMIGA* (not CDTV)
>>CD-ROM software specifically written for the AGA chipset. No such software is
>
>What is needed is a revamped marketing strategy. CD-ROM software isn't going
>to boost Amiga sales.

How can you say that? Has it ever been tried? Have any CDTV-style
software ever been written specifically for the Amiga, instead of the CDTV?
The CDTV is a subset of an Amiga, and so CDTV titles don't do well as Amiga
CD-ROM software.

> How are people going to buy an Amiga if they don't
>even know that anything past the A1000 exists?

True, but then I would be counting on C- marketing getting behind the
Amiga CD-ROM software and actively promoting it.

> Guess what my first Amiga
>ever was? An A3000 because someone on the net told me about their existence
>and I checked one out and liked it better than the Macs and PCs. The last I
>had heard of the Amiga before that was when I read an article in A+ magazine
>comparing the PC, Amiga, Apple IIgs, Mac, and Atari ST.
>
>When I walk into

>software stores I see software on disks, not CD-ROM. Sure, in mail order
>catalogs I can find CD-ROM, but I like to be able to walk into a store and
>ask questions about the software before I buy. CD-ROM is a secondary
>generator of sales, not a primary one. And a primary one is what is needed.
>Stuff like marketing and applications in general.
>
>>>Yes, SCSI is optional, just as it was BEFORE the 3000.
>>
>> It should not have been optional so long, but that's naother story. The
>>fact that it is optional again is a major travesty.
>
>Not nearly as major as C='s marketing. C= should not have released their
>high-end machine with IDE without having that SCSI II card available as an
>option. At the very least, they should have marketed their regular SCSI
>card as an option. Not just have it available, but have dealers offer a
>configuration with the regular SCSI card plus perhaps a slightly smaller
>SCSI hard drive for $100 or so more.
>
>>
>>>RAM beyond 18M is optional in the sense that you can't put it onto the
>>>motherboard. What happens with the Mac? Is it "limitless"? No, not
>>>nearly. However, when you DO need ram, you can add it.
>>
>> Yes, very nice. Again, a feature that is standard hardware on a Centris
>>and optional on an A4000.
>
>Dude, now you are the one that's nitpicking. 18M RAM on the motherboard is
>damn well sufficient.
>
>> You shoudl have realized what I meant. I am doing a direct comparison
>>here between A4000s and Centris's. It should be obvious that an A2024
>>would not be sufficient to bring an A4000 up to the level of a less-expensive
>>Centris.
>>
>>>And yes, there are high-end boards that can do exactly as you ask,
>>>completely competing with the Centris, and are available. They wedge
>>>into the display list.
>>
>> And are optional. Read: extra cost. Read: expensive. Also read: still
>>not supported by Commodore. Also read: not standard hardware.
>
>Here is where I'll agree. C= has some big problems in the high-end. Even
>pricing the A4000 slightly more competitively than the Mac Centris isn't
>enough. The difference between the price of the A4000 and the Mac Centris
>needs to be on the same level as the difference between the A3000 and the
>Mac IIci at the time the A3000 first came out. If that is not possible,
>they need the A4000/030 and a cheaper 040 (EC040 or whatever) model out
>ASAP. The A4000T ain't gonna be enough.
>
>>> I

>>>wasn't making a comparison, I was telling you that many of the things you
>>>want EXIST. Obviously, the things you SAY you want and the things you
>>>ACTUALLY want are two different things.
>>>
>>>You'll make a great marketer.
>>>
>>>Your statements are in dispute, and often, as shown here, either
>>>misworded, misrepresented, or lies. Get with it.
>>
>> Your messages are filled with half-truths, backtracks, tangents, attempts
>>to change the subject entirely, and so on. You do everything except directly
>>answer my statements.
>
>You are guilty of the same, along with poor suggestions. Sure, it would be
>nice to have CD-ROM software, floptical standard, SCSI II high-end standard,
>1280x1024 @ 72Hz, standard 16-bit sound, standard 24-bit color. But people
>aren't going to buy an Amiga until they test drive one (unless they've owned
>a previous Amiga) and to test drive one they have to hear about it first.
>And to hear about it, it needs to be publicized. I know I'm going off on
>a tangent from what you and Greg are arguing about, but your statement of
>the A4000 needing CD-ROM support at this point is stupid. Look at the Atari
>Falcon. Same problems.. one of the cheapest, if not the cheapest machines
>you can get with a DSP standard. CD-ROM software for the Falcon ain't gonna
>sell it. Atari needs to get the machine some exposure, just like C= needs
>to do the same. It's a real shame that C= didn't take the chance they
>had with Babylon 5. The fact that they didn't is an indicator that C='s
>marketing hasn't changed as much as some have hoped.

CD-ROM may be a poor suggestion in the light of bad marketing, but I
had assumed it would be accompanied with better marketing. The Amiga's
HAM8 modes are really well-suited for use with CD-ROM, because the frames
don't require as much space as a true-18-bit image. Actively promoted
and supported by CD-ROM software written for the AGA chipset, I think an
Amiga could do well.

Marc Barrett -MB- | email: barrett@iastate.edu

4142. Problem with Star NX-1000 and WordPerfect

Newsgroup: comp.sys.atari.st
Date: 1993-03-15 23:46:40 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2ba5088a@Kralizec.fido.zeta.org.au>
Source record: 208825

I'm sure I've read something to do with a problem with a certain revision of the NX-1000's software that may be the cause here, but any information would of great interest!

The problem :

Bolded text printed on the same line as underlined text is noicably blurred
(actually displaced a substantial amount)

Observations :

WP does not use the printer's inbuilt bolding capacity, but rather sends the line of text, then a carriage return and then the text to be bolded...

The fault is reperoducible on the small number of NX-1000's available (4 or
5) for testing, all approximately 3 years of age...

The Question :

Has anyone else encountered this problem, and solved it?

Related Questions :

Am I correct in remembering the PROM problem with the NX-1000? Which prom revision(s) suffered? What is the latest release of the software?

Thanks for any input...

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

4143. Re: MB and Amiga wars. Time for a bazooka.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 00:02:53 UTC
From: don@chopin.udel.edu
Message-ID: <C3yG4u.C3I@news.udel.edu>
Source record: 208826
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

>In <C3xvA2.7vE@news.iastate.edu> barrett@iastate.edu (Marc N. Barrett) writes:
>>In <1o13igINNbn@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>
> I am comparing the memory systems provided on third-party 68040 cards
>to the memory system of the A4000.
>
>>Note: The 040 card itself is a TOTALLY SEPARATE ISSUE HERE.
>
> No it isn't.
>
>> Yes it is.
>
> Is too.
>
>> Is not.
>
> Is too.

.....
>
>> The 040
>>card doesn't support the burst mode. HOWEVER, you could easily put in a
>>card that did and get full burst mode out of it, with no problems. The
>>flaws exist ONLY in the (A3040???) card.
>
> For how much of an added cost? The A4000's CPU card is as much a part of
>the system as the motherboard is. The fact that it can be replaced is totally
>irrelevant. The fact is that Commodore is shipping A4000 systems that
>benchmark at about half the speed of third-party 25Mhz 68040 cards for A3000
>systems.

However, those third party cards until recently (due to competition from
the 4000) were all in the $1000+ range. Besides, so what if 3rd parties
make '040 cards faster than the 4000's? Third parties make processor and
video upgrades for the Mac that speed those machines up beyond their native
capabilities. By your logic, that means that (to use your own eloquent
phrasing re:Amiga) THE MAC HARDWARE SUCKS! (lots more !'s deleted).
Gee, you know, I begin to think you may have a point there, Marc :).

> It's all the part of an integrated whole. Whatever the real, underlying
>problem, the problem is still there. Again, the fact is that Commodore is
>shipping A4000 systems that benchmark at about half the speed of third-party
>25Mhz 68040 cards for A3000 systems. PERIOD.

Again... so? There are indications that the 4000 is not intended as the
high end of the AGA line. I wouldn't be surprised to see a more powerful unit
shipping by year's end.

>>I'm not here to discuss your opinions on price competitiveness, or which
>>is better. I'm here to dispute that many of the things you say are
>>misworded, misrepresented truths, or flat out lies.
>
> I am discussing competitivness. You are picking nits.

Physician, pick thyself.

>
>>Yes there is. Drop in filesystems are perfectly supported by the OS.
>>CDFS is lovely.
>
> Get this through your thin little head:
>
> THERE IS NO CD-ROM SOFTWARE FOR THE A4000, EXCEPT FOR CDTV SOFTWARE!
>
> CDTV software is written for a system with a 7Mhz 16-bit CPU, 4096-color
>palette, 1M of total RAM, and a very-low-resolution display. For this reason,
>CDTV titles are totally unacceptable. What is need is *AMIGA* (not CDTV)
>CD-ROM software specifically written for the AGA chipset. No such software is
>available. **NONE** Therefore, CD-ROM on an A4000 has *NO* support.

There is no Mac CD-ROM software optimized for the '040 and written to
poke directly into the Quadra video hardware. Therefore, CD-ROM on the
Quadra has *NO* support.
Not long ago, the amount of commercial software optimized to run on
386 and 486 machines was almost nil. Therefore, the 386 and 486 chips
had *NO* support.
Do these examples sound a bit absurd? Of course they do; they're written
according to your own logic as expressed above.

> It is typical that you would bring up a FILESYSTEM as an example of
>"CD-ROM" support. A filesystem is what allows support to be available, but it
>is not support in its own right.

Let me get this straught... software ad utilities written _specifically_
for use with CD-ROM equipment are not CD-ROM support?
Marc, with that file system and a CD-ROM drive, it's possible to run
much of the software for CDTV, use the data from a wide variety of
collections of clip art, and get the entire Fish collection on a single disk.
Hey, the Fish disks contain AGA compatible programs, so I guess the 4000 does,
after all, directly support CD-ROM, even by your logic!

>>Yes, SCSI is optional, just as it was BEFORE the 3000.
>
> It should not have been optional so long, but that's naother story. The
>fact that it is optional again is a major travesty.

Brought about by Bill Sydnes, who is now history. Unfortunately the
4000 was already too far along when he left to make the change to SCSI.

> Why is it "high-end"? It certainly isn't on any other system. Mac
>Centrises with 1182x852 60Hz non-interlaced resolutions cost $2000 street
>prices, and one can easily purchase 486 PC clone systems with resolutions
>of at least 1024x768 non-interlaced for much less still. The fact that these
>resolutions are "high-end" on the Amiga are a demonstration of the Amiga's
>hardware inferiority.

No, they're a demonstration of the trade-offs that have to be made to
give the Amiga more flexibility in other areas.

>>RAM beyond 18M is optional in the sense that you can't put it onto the
>>motherboard. What happens with the Mac? Is it "limitless"? No, not
>>nearly. However, when you DO need ram, you can add it.
>
> Yes, very nice. Again, a feature that is standard hardware on a Centris
>and optional on an A4000.

How about those optional Zorro III expansion slots on the Centris?
If I need more than 18 megs on my 3000, I can plop in a 64 meg card and still
have 3 free slots....

>
[2024 stuff deleted]
>
> Yes you did.
>
>> No I didn't.
>
> Yes you did.
>
>> Did not.
>
> Did too.

> You shoudl have realized what I meant. I am doing a direct comparison
>here between A4000s and Centris's. It should be obvious that an A2024
>would not be sufficient to bring an A4000 up to the level of a less-expensive
>Centris.

As it should be obvious that the Mac OS would not be sufficient to bring
a MAc to the level of an A4000 (IMHO).

>>And yes, there are high-end boards that can do exactly as you ask,
>>completely competing with the Centris, and are available. They wedge
>>into the display list.
>
> And are optional. Read: extra cost. Read: expensive. Also read: still
>not supported by Commodore. Also read: not standard hardware.

In that case, we'll have to discard as non-standard hardware any device
that plugs into a Mac.

Not supported by Commodore? Granted we still don't have RTG, but what
do you think the display databases in 2.0+ are there for?

>>A2024 answers your claim that there are no high-resolution solutions.
>
> No it doesn't.
>
>> Yes it does.
>
> Does not.
>
>> Does too.
>
>
> Does not!

> Your messages are filled with half-truths, backtracks, tangents, attempts
>to change the subject entirely, and so on. You do everything except directly
>answer my statements.

Physician, ...

--
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BIX: DRL | (302)368-1067 (USR HST) | (302)368-4673)

4144. Re: ATARI.....

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 00:03:26 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <C3yG5r.Cty@ucunix.san.uc.edu>
Source record: 208835

In article <H.ea.5O0YpNwAcGg@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
> <1993Mar9.023016.27418@netcom.com>
>Reply-To: cherborth@semprini.tdkcs.waterloo.on.ca
>X-Software: HERMES GUS 1.04 Rev. Sep 5 1992
>Date: Fri, 12 Mar 1993 14:45:46 EST
>Lines: 16
>
>In <1993Mar9.023016.27418@netcom.com>, Ed Krimen writes:
>> In article <10264.405.uupcb@the-matrix.com> scott.thatcher@the-matrix.com (Scott
Thatcher) writes:
>> >How is it out here in the no support Jungle?
>> >
>>
>> There's support; you just gotta know where to find it.
>>
>> Hint: It's spelled G-E-N-I-E.
>
>Ah, but there's no support there from _Atari_... the users are definitely
>a great resource though.
>

If you have an Atari related question, its call "Bob Brodie"

I have no trouble getting Atari support. He is always around and he had
biweekly roundtable discussions every other friday. or has-^^^

Atari users are also top-notch too if you every have a question. You are
virtually guarantied several replies when you have any kind of question.

+-------------------------------------+_
*> Kevin Klasmeier	
*> NET: klasmekj@ucunix.san.uc.edu	
*> GEnie: K.Klasmeier	
{Cincinnati, Ohio in the US of A}	
+-------------------------------------+ |
'-------------------------------------'

4145. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 00:06:48 UTC
From: don@chopin.udel.edu
Message-ID: <C3yGBC.C5G@news.udel.edu>
Source record: 208828
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In <C3yDy5.M74@news.iastate.edu> barrett@iastate.edu (Marc N. Barrett) writes:
>
> Look, asshole, I am not against the Amiga because it is the Amiga. I
>am against the Amiga because of what it has turned into. Amigas now
>represent backward-thinking and technical MEDIOCRITY. If the A4000 had been
>design with 1024x768 non-interlaced resolution with 8 bitplanes, SCSI,
>better RAM expandability on the motherboard, ethernet as a very inexpensive
>option, the ability to use an inexpensive SVGA monitor with no problems,
>faster screen updates in the high-res non-interlaced 8-plane mode, and
>a faster memory system, then I would support it.
>
Marc, you'd still find something to complain about even if CBM built
such a machine and sold it for $19.99 with a 50 year on-site service
warranty.

--
Don Lloyd | Publications Editor, AmigaNetwork |AmigaNetwork Voice Mail
don@chopin.udel.edu | AmigaNetwork BBS (The Original!) | Info by voice or FAX
GeNIE: D.LLOYD7 | (302)368-3942 (v.32bis) | (GVP PhonePak)
BIX: DRL | (302)368-1067 (USR HST) | (302)368-4673)

4146. Re: the drop of the ste

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 00:17:03 UTC
From: wbdst+@pitt.edu
Message-ID: <5938@blue.cis.pitt.edu>
Source record: 208834

Atari has, through its "Power without the Price" approach, made clear
that is is seeking what is known is business as the "price leader"
position in the market. This strategy, due to a variety of factors,
has failed, as evidenced by Atari's poor financial performance. Whether
Atari is "cheap" or not really is irrelevant- it needs to abandon the
price leadership objective, as there is little chance that they will be
able to beat out the horde of clone makers in terms of price. Atari ought
to be playing on its strengths- a useable GUI, for one thing. By moving
into the 68030 realm (even at 16MHz) they are setting up things for the
future. As it won't be long before a 68030 is considered entry-level,
they will have a platform to move up from. I'd recommend losing the
STe soon, even though I own one, as it has become seriously outclassed
by technology on other platforms at a comparable price.

4147. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 01:04:39 UTC
From: skip@cs.olemiss.edu
Message-ID: <1993Mar16.010439.2121@cs.olemiss.edu>
Source record: 208837
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <C3xvA2.7vE@news.iastate.edu> barrett@iastate.edu (Marc N. Barrett) writes:
>In article <1o13igINNbn@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>>In article <C3wtps.B0K@news.iastate.edu>, Marc N. Barrett (barrett@iastate.edu) wrote:
>>: In article <1o0n3bINNsh8@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>>: >In article <C3upnK.1C7@news.iastate.edu>, Marc N. Barrett (barrett@iastate.edu)
wrote:
>>: >There is _NOTHING_ wrong with the A4000's memory system. Using 60ns
>>: >page-mode, you get 3-2-2-2 access on page hits, and 6-2-2-2 on page
>>: >misses. Faster than on the A3000. The two memory systems are extremely
>>: >similar.
>>
>>: It should be faster than an A3000, but it is not as fast as most third-
>>: party '040 cards for the A3000. About half as fast, in fact.
>>
>>Eh? The 4000's memory system is FASTER than the 3000's. Period. The
>>difference MAY come in that when you get a page miss in page ram, it's
>>6-2-2-2, rather than the SCRAM's steady 4-2-2-2 under the same
>>environment. REGARDLESS, the 4000's memory system is faster.
>
> I am comparing the memory systems provided on third-party 68040 cards
>to the memory system of the A4000.

Why in the world do you concern yourself with how fast or slow the A4000's
memory system is? Have you not said time and time again that the software
for the Amiga sucks? Do you not realize that no amount of hardware is going
to solve what your personal problems? If you don't like Amiga software, why
in the world are you worried about a system that will only run this software
faster?

>>Note: The 040 card itself is a TOTALLY SEPARATE ISSUE HERE.
>
> No it isn't.

Yes it is.

>> The 040
>>card doesn't support the burst mode. HOWEVER, you could easily put in a
>>card that did and get full burst mode out of it, with no problems. The
>>flaws exist ONLY in the (A3040???) card.
>
> For how much of an added cost? The A4000's CPU card is as much a part of
>the system as the motherboard is. The fact that it can be replaced is totally
>irrelevant. The fact is that Commodore is shipping A4000 systems that
>benchmark at about half the speed of third-party 25Mhz 68040 cards for A3000

>systems.

The fact that it can be replaced is in fact highly relevant. It is entirely possible and probable that an A4000-based machine using the A4000 motherboard with 040/DSP/Burst-mode CPU daughterboard, SCSI-II Z3 board, etc. could be introduced in the future. Apple has repackaged their Macs at various times, but maybe you think that they have some sort of patent on doing such things.

As for the A4000 being 1/2 the speed of an 040 board in an A3000, you are quite mistaken. Compared to a PP&S 28MHz board in an A3000, the A4000 comes in at .90x the speed. Simple math shows that this can be attributed to the difference in the clockspeed, but then again I guess such things are beyond your meager intellect.

>>: Everything is a cost issue. The A4000 lacks many, many features --
>>: SCSI, Ethernet, an effecient memory system, support for burst mode, a high-
>>
>>IDIOT. The memory system is perfectly efficient. Read carefully what I
>>wrote, and you'll see that. What ISN'T perfectly efficient is the
>>A4000's 040 card. That's IT. Because other systems could come out that
>>don't have this fault but would still be considered A4000 systems.
>
> It's all the part of an integrated whole. Whatever the real, underlying
>problem, the problem is still there. Again, the fact is that Commodore is
>shipping A4000 systems that benchmark at about half the speed of third-party
>25Mhz 68040 cards for A3000 systems. PERIOD.

Again, the fact that you have nothing to substantiate your claims other than what you may have heard proves that you are an ignorant asshole.

>>: resolution non-interlaced display, and so on -- and STILL costs more than
>>: an equivelent Macintosh Centris!! All this would be fine if an A4000/040
>>: was, like, 1/3 the cost of a Mac Centris 650, but it costs MORE!! What ever
>>: happened to Commodore's vaunted price competitiveness? Gone to hell, I guess.
>>
>>I'm not here to discuss your opinions on price competitiveness, or which
>>is better. I'm here to dispute that many of the things you say are
>>misworded, misrepresented truths, or flat out lies.
>
> I am discussing competitivness. You are picking nits.

Marc, C= claims to be selling the AGA machines as fast as they can produce them. If they are producing at their limit, I'd say that they are doing pretty well and that the machines are a success. It is unfortunate that you still cannot see that C= is not Apple, C= has never been Apple, C= will never be Apple, etc. Why don't you take everyone's advice and get yourself a Macintosh and be done with it? Sheesh, are you such an idiot that you'll keep making yourself miserable by using something that you don't like? Do you continue to eat foods that give you the shits and complain about them all the time?

>>: >Restricting scan rates to 31.5KHz is a restriction, not a show of
>>: >increased flexibility. The Amiga's flaw here exists in the OS's
>>: >inability to "turn off" specific modes. That will change.
>>
>>: Sure, it will change. Like we will get SCSI II RSN. SCSI should have
>>: been there in standard hardware, and those vaporware SCSI II cards were
>>: supposed to be available TWO MONTHS AGO.
>>
>>I'm not here to discuss TIME FRAMES either. The fact is, it WILL
>>change. I didn't say "it has", or "it will within 3 months". Fact is,
>>it may change as soon as they release a 3.x rom upgrade.
>
> Sure.

Your track record with regard to C= is pretty bad lately Marc. In fact,
if such things are avaialble within 3 months, will you promise to go away
for good?

>>: >CD-ROM support? No, you mean CDTV support. CD-ROM support exists. Get
>>: >your shit straight.
>>
>>: Get yours straight. CD-ROM drives are available from third-parties ONLY,
>>: *BUT THERE IS NO SUPPORT FOR THEM!*
>>
>>Yes there is. Drop in filesystems are perfectly supported by the OS.
>>CDFS is lovely.
>
> Get this through your thin little head:
>
> THERE IS NO CD-ROM SOFTWARE FOR THE A4000, EXCEPT FOR CDTV SOFTWARE!
>
> CDTV software is written for a system with a 7Mhz 16-bit CPU, 4096-color
>palette, 1M of total RAM, and a very-low-resolution display. For this reason,
>CDTV titles are totally unacceptable. What is need is *AMIGA* (not CDTV)
>CD-ROM software specifically written for the AGA chipset. No such software is
>available. **NONE** Therefore, CD-ROM on an A4000 has *NO* support.

Hmm, it's funny that there are Amiga drivers on the "Majestic Places" series
of CDROMs which don't require a CDTV. The very fact that at leat *ONE* piece
of software provides such support proves that you are once again wrong.

> It is typical that you would bring up a FILESYSTEM as an example of
>"CD-ROM" support. A filesystem is what allows support to be available, but it
>is not support in its own right.

What in the world do you think a CDROM is? It's just another form of
digital storage media, can't you get that through your head? How else
can you explain the fact that CDROMs can be read on a variety of different
systems? Do you think it is some sort of magical new technology that
requires some special wizardry to make it work?

>>: >The Amiga does lack in non-interlaced resolution, but not nearly to the
>>: >degree you insist. 1) Options exist that are OS-compatible

>>: ^^^^^^^
>>: That's the magical word, isn't it? So much is 'optional'. SCSI is
>>: optional. Decent 60Hz non-interlaced resolution is optional. RAM
>>: expandability beyond 18M is optional. Optional, optioinal, optional.
>>: How's about delivering more in standard hardware, for a change? Or cut the
>>: price tag to about 1/3 of what it is now.
>>
>>Yes, SCSI is optional, just as it was BEFORE the 3000.
>
> It should not have been optional so long, but that's naother story. The
>fact that it is optional again is a major travesty.

For you. I just added another hard drive to my A4000, and I got an IDE
drive which is very fast. In fact, the pissant Seagate 233M drive in my
A4000 is as fast as a Quantum 240M in an A3000. The IDE takes up as much
as 50% of the CPU for some operations, but that still leaves it with more
CPU avaiable than the A3000 at rest!

>> Because SCSI
>>isn't a system-wide standard on the Amiga as it is on the Mac, which
>>should have been obvious BEFORE the introduction of the A4000.
>
> It definately should be. Having SCSI as a system-wide standard has solved
>many problems for Apple, most notably in the area of CD-ROM.

What'cha gonna do when the SCSI-II board appears and blows away the Mac
SCSI implementations? Me, I'm gonna buy one, use it, be happy with it,
and sneer in your fucking face...

>> That says
>>nothing about whether FUTURE systems will have SCSI on the
>>motherboard--they very well may. Again, that has nothing to do with a
>>"standardization" of SCSI on the Amiga.
>
> Which is another tangent. The fact remains that an A4000 lacks SCSI, and
>a Mac Centris includes SCSI.

The fact also remains that the Centris lacks a video slot for an OpalVision
board, an IDE adapter for IDE drives, a keylock for protection, a modular
CPU board for easy upgrades, a two button mouse, a true multitasking OS,
a video coprocessor, and 2M video memory. The Centris includes none of
these, and while some are avaialble as options, others cannot be had unless
an Amiga is purchased. I can add Ethernet (already have), SCSI (soon will),
support for more memory (18M is more than I can use at the present), a high
res non-interlaced video board (I may get one), and even a Mac emulator (I
had one, but gave the piece of shit away, I hate those damn things).

>>Decent resolution IS optional, yes. Just as high-resolution boards on
>>IBM systems are. As a philosophical statement, the AGA chipset is meant
>>to hit the average joe in the belt. The average joe isn't going to have
>>the money for a monitor that'll do a decent 1024x1024 display. That's
>>high-end, and it's left to high-end products.

>
> Why is it "high-end"? It certainly isn't on any other system. Mac
>Centrises with 1182x852 60Hz non-interlaced resolutions cost $2000 street
>prices, and one can easily purchase 486 PC clone systems with resolutions
>of at least 1024x768 non-interlaced for much less still. The fact that these
>resolutions are "high-end" on the Amiga are a demonstration of the Amiga's
>hardware inferiority.

Funny, but none of these Macs or Clones seem to be able to output an NTSC
or PAL compatible signal with a horizontal resolution of greater than 1280
and in >256k colors. The fact that these machines cannot generate such
modes without resorting to expensive hardware is a demonstrations of the
Amiga's hardware superiority.

>>RAM beyond 18M is optional in the sense that you can't put it onto the
>>motherboard. What happens with the Mac? Is it "limitless"? No, not
>>nearly. However, when you DO need ram, you can add it.
>
> Yes, very nice. Again, a feature that is standard hardware on a Centris
>and optional on an A4000.

So get yourself a Centris and add the RAM.

>>: >2) there's always the A2024 Hedley.
>>
>>: The standard hardware of a Macintosh Centris gives you greater
>>: non-interlaced resolution with 256 colors out of 16 million than an A2024
>>: gives you with 4 gray scales out of 16.
>
> Yes you did.

What in the world are you replying to?

>>I didn't ask for a comparison. Your statement about the nonexistence of
>>high resolutions is at dispute. You are wrong. HOWEVER, once again, you
>>didn't mean what you said, you meant "high-resolution, high-color
>>displays". So, like I said, get your shit straight.
>
> You shoudl have realized what I meant. I am doing a direct comparison
>here between A4000s and Centris's. It should be obvious that an A2024
>would not be sufficient to bring an A4000 up to the level of a less-expensive
>Centris.

You should also realize that there are several areas in which the Centris
is still lackign in comparison to the A4000. Most folks will buy the
machine which offers what they want for the best prices. The Centris is
just flat-out not suitable for certain tasks at which the A4000 excels,
and there are also persons such as myself who just flat-out hate every
fucking Macintosh, no matter what the configuration.

>>And yes, there are high-end boards that can do exactly as you ask,
>>completely competing with the Centris, and are available. They wedge
>>into the display list.

>
> And are optional. Read: extra cost. Read: expensive. Also read: still
>not supported by Commodore. Also read: not standard hardware.

Read: you are still an asshole who keeps making the same points over and
over and over and over again...

>>: Is the A2024 a solution to make an A4000 equivelent with a Mac Centris?
>>: No.
>>
>>THERE IS NO SOLUTION TO MAKE AN A4000 EQUIVALENT WITH A MAC CENTRIS.
>>Why? Because one is an Amiga, and one is a Mac, and that's life. The
>>A2024 answers your claim that there are no high-resolution solutions.
>
> No it doesn't.

You said high-res and nothing more...

>> I
>>wasn't making a comparison, I was telling you that many of the things you
>>want EXIST. Obviously, the things you SAY you want and the things you
>>ACTUALLY want are two different things.
>>
>>You'll make a great marketer.
>>
>>Your statements are in dispute, and often, as shown here, either
>>misworded, misrepresented, or lies. Get with it.
>
> Your messages are filled with half-truths, backtracks, tangents, attempts
>to change the subject entirely, and so on. You do everything except directly
>answer my statements.

Pardon the expression, but you are like the pot calling the kettle black.

>Marc Barrett -MB- | email: barrett@iastate.edu
>---

Skip Sauls, Amiga Advocate who can't stand this MB/Cyclone bozo...
skip@tacky.cs.olemiss.edu

4148. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 01:23:13 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1o3a61INNci4@uwm.edu>
Source record: 208836
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar15.155635.176008@zeus.calpoly.edu>, Thrashman Steve (smiller@farad.elee.calpoly.edu) wrote:
: NO, _ASSHOLE_ this is comp.sys.atari.st, not either of the two above
: groups, so why don't you keep your pitiful flaming out of here? If I

If you're going to flame, make an attempt to be correct. It, thanks to marks nonexistent wisdom, exists in both comp.sys.atari.st, and comp.sys.amiga.advocacy. If tin had warned me, it would have done something about it.

Now that it's here, please set the Followup-To: lines properly. ST/Falcon threads to comp.sys.atari.st, and Amiga threads to c.s.a.a.

And Marc to /dev/null.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "Frankly, we doubt he could sell his body to science." :)
(: -Dan Barrett, and/or Fluffykins :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

4149. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 01:54:33 UTC
From: bmccnnll@unix1.tcd.ie
Message-ID: <bmccnnll.732246873@unix1.tcd.ie>
Source record: 208839
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In <C3xvA2.7vE@news.iastate.edu> barrett@iastate.edu (Marc N. Barrett) writes:

[Lots deleted]

Er, has anyone else noticed that Marc is getting more forceful in his postings, and that - to a casual observer - he could appear to be doing pretty well in this argument? Maybe it's just me being tired, and at 2 in the morning on a 2400 baud modem I'm not interested in actually thinking about what he's saying, but the general language and expression is pretty good.

Barry.
(On a 72Hz non-interlaced 680*400 screen since my usual PAL 50Hz is hard on my tired eyes. Can the Mac change screen refresh frequencies on the fly? :)

4150. Re: Improving TT compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 02:29:10 UTC
From: ekrimen@netcom.com
Message-ID: <1993Mar16.022910.12515@netcom.com>
Source record: 208838

What kind of compatibility problems are you having? With what programs?

For 24-bit compatibility, I use 24BIT.PRG (very rarely, I might add. :^)

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

4151. Re: Help: Configuring 1.2 Gb Fujitsu HD

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 02:53:19 UTC
From: dunham@src.honeywell.com
Message-ID: <1993Mar16.025319.3937@src.honeywell.com>
Source record: 208841
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Mar14.223344.5483@ultb.isc.rit.edu> mrz5149@ritvax.isc.rit.edu writes:
>Ahh ha! I rember what the problem here is. If I remember correctly the
>major problem with Supra controllers (one of the reasons they really
>don't exist anymore) was that they only have the capablitlity of controlling
>one SCSI device!
>
>Unless my memory is failing me I belive that's what the problem is.
>I also don't think that the Supra can handle a drive as large as 1.2 Gig.
>
>Hope that helps!
>
> Michael "Zoooks!" Zucca

Yes! I can confirm this now - the *@#$ Supra cannot handle the 1.2 Gb Fujitsu!
I can get it to work only for a while, then it just dies. I'm not too
concerned though, as I will be hooking it up via SCSI-2 to the Falcon. Thanks,
"Zoooks"!

-Scott

--
Scott Dunham| Honeywell | Internet:
| Sensors & Systems Development Ctr.|
| 10701 Lyndale Ave South |
| Bloomington, MN 55420 |dunham@homer.src.honeywell.com

4152. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 03:11:45 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Mar16.031145.13727@rchland.ibm.com>
Source record: 208674
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <C3yDy5.M74@news.iastate.edu>, barrett@iastate.edu (Marc N. Barrett) writes:
|> In article <1993Mar15.184325.31157@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
|> > Not good, but then the Amiga can animate faster than the Mac.
|>
|> A very subjective statement. Macintoshes do animation in a way that
|> is intrinically slow. I presume that if Macintoshes used the very-simplistic
|
No, you *always* ass-sume.

|> method of doing animation that Amigas used, they could do it just as fast.
|> Maybe faster, since Macs have faster screen updates in the high-resolution
|> non-interlaced 8-plane modes than Amigas do.

Little kid, show me a Mac doing 256,000 color animations even in an
amiga-like format. Show me asshole! They can't. As I said, Mac have
some advantages, but AGA also has it's advantages.

|>
|> > But no... you have to be all against Amiga stuff, asshole.
|>
|> Look, asshole, I am not against the Amiga because it is the Amiga. I
|> am against the Amiga because of what it has turned into. Amigas now
|> represent backward-thinking and technical MEDIOCRITY. If the A4000 had been
|> design with 1024x768 non-interlaced resolution with 8 bitplanes, SCSI,
|> better RAM expandability on the motherboard, ethernet as a very inexpensive
|> option, the ability to use an inexpensive SVGA monitor with no problems,
|> faster screen updates in the high-res non-interlaced 8-plane mode, and
|> a faster memory system, then I would support it.

Nope, you will still bitch about it. YOU HAVE NEVER SAID *ANYTHING*
(from the date I started reading this newsgroup), BUT *ANYTHING* POSITIVE
THAT C= HAS DONE. HOW ABOUT ADMITTING THAT OS 3.0 DATATYPES IS AN
AWESOME IDEA? BUT NO, YOU HAVE TO BITCH/MOAN BITCH/MOAN.

AND AGA HAS A *LOT* OF USES. IF DOES USES DO NOT GO ALONG WITH YOU,
THEN BUY A FUCKING MACINTOSH.. WHY DON'T YOU BUY ONE? *ASSHOLE*

|> The Macintosh Centris gives you all of this, for a price that is LESS than
|> the A4000 that we are stuck with now. This should not be. Amigas used to
|
So you like the Amiga or what's the story?

|> have better hardware than equivelently prices Macintoshes, but this is no
|> longer the case. Amigas now cost more than similar Macintosh systems, and

|> have inferior hardware features.

For some things yes and for some things not. It depends. Mac multitasking sucks, Mac animation sucks, Mac sounds are not on a par with those of the Amiga, Mac multimedia programs suck compared to those of the Amiga unless you resort to spend $$$tons$$$ of money.

But I understand, you are such an *asshole*.

|>
|> -----
|> Marc Barrett -MB- | email: barrett@iastate.edu
|> --

--

Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **

4153. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 03:44:58 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1o3ifqINNi7u@life.ai.mit.edu>
Source record: 208844

In article <wmtwen.732190168@rw8.urc.tue.nl> wmtwen@urc.tue.nl writes:
>Hmm, let me help you with your weak memory. 30,000 Falcons a month was
>scheduled for Januari/Februari this year. Oktober 1992 was the date
>that small amounts would be available.

No "weak memory" involved at all. Bill Rehbock et al made this claim
to me personally in July 1992. I.e., it came straight for their own
mouths. I was in the room.

Do I have to spell out every single statement in tedious detail to
prevent you from leaping to erorneous conclusions and then insulting
me? This is getting really pitiful...

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

4154. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 03:54:12 UTC
From: rb10006@cl.cam.ac.uk
Message-ID: <1993Mar16.035412.6492@infodev.cam.ac.uk>
Source record: 208842
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <runehy.80.732194225@dhhalden.no>, runehy@dhhalden.no (RUNE HYLDMO) writes:
|> In article <1993Mar14.043542.18050@infodev.cam.ac.uk> rb10006@phx.cam.ac.uk (R. Brown) writes:

[my own stuff about UK Amiga market deleted]

|> >
|> >Robert Brown.
|>
|>
|> Ok, the amiga and ST has sold quite a lot of machines in england, but the
|> number is only piss in the atlantic compared to the IBM clones. I agree with
|> Neuromancer completely. Let's start finding the positive things about "the
|> other platform" rather than harrasing it. That doesn't help either machine.
|> So I'll start off first....
|>
|> The amiga1200 graphics are astonishing, I saw the VIDI 12 for it it's almost
|> like 24 bit for the IBM and at just 99.99. The same pic. quality on the
|> IBM costs 249 plus the machine is more expencive.
|>
|> Greetings
|>
|> Rune Hyldmo, anti sig.file activist

Sorry, Didn't mean to imply I thought it was a bad idea. I quite agree. I'd much rather there was COMPETITION in the computer market. Companies would then be forced to upgrade their machines radically or get left behind my their competitors, unlike the situation which has persisted for the last few years, in which companies have merely tried to make Lotus/Excel/... run a tiny bit faster. (Everyone remember the early 80's? There were a good few flops, but a lot of nice machines appeared, AND WERE IMPROVED... ZX80,ZX81,Spectrum VIC20/C64/C128/..... (can't remember all the other variants)).

The Falcon030 has it's good points and it's bad points, as does the Amiga 1200. Competition between these two, and maybe the Mac (boo! hiss!) would be much nicer than the current mess! Who knows, we might actually see some ORIGINAL IDEAS implemented and maybe some new computers might actually come along!

OOPS! Forgot the Acorn Archimedes. Stick that in to all the above. (US people probably haven't heard of it, but it's sold quite a few over here, and is a reasonably nice machine...)

Robert Brown.

4155. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 04:03:54 UTC
From: rb10006@cl.cam.ac.uk
Message-ID: <1993Mar16.040354.6718@infodev.cam.ac.uk>
Source record: 208843
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy
Body handling: HTML body converted to readable text

In article <1993Mar15.155635.176008@zeus.calpoly.edu>, smiller@farad.elee.calpoly.edu (Thrashman Steve) writes:
|> ghelect@unssun.scs.unr.edu (Carl Cowley/Glenn Hare Occ. Cntr--Electronics)
|> trys to make sense in saying:
|> >
|> >Marc, I'm new to this entire UseNet thing... so can you do me
|> >a favour??? Can you tell me how to stick your name
|> >in my kill file????
|> >
|> >And if Marc won't do this, can anyone else tell me how to?
|> >
|> > > Comp.sys.amiga.TRAITOR..
|> >
|> NO, _ASSHOLE_ this is comp.sys.atari.st, not either of the two above
|> groups, so why don't you keep your pitiful flaming out of here? If I
|> wanted to read that crap I would subscribe to an Amiga group, but since I
|> don't _own_ an Amiga, why should I? Do you own an ATARI? Yah, that's what I
|> thought, so why do you subscribe to this group? Do you do it to make us
|> miserable and to take up HD space? Probably.
|>
|> *steve (wishing people wouldn't become so idiotic when they are talking
|> about their computers)

The problem appears to be that Marc Barrett (A constant annoyance to all of us over in comp.sys.amiga.advocacy) seems to have started one of his stupid debates in a thread that was supposed to be of joint interest to ST and Amiga owners. Maybe someone ought to teach him to use his news-reader properly, so that he can change the subject title and cross-posting newsgroups appropriately.

Robert Brown.

4156. Re: the cartridge slot

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 04:13:55 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <1993Mar16.041355.1917@freenet.carleton.ca>
Source record: 208845

In a previous article, msteve@magnus.acs.ohio-state.edu (Michael Steve) says:

>
> This is a list of things that people told me through my adress what
>can be found for the ST cartridge slot:
>
>1. RTC (real time clock)
>2. Diagnostic Cartridge (from Atari)
>3. Some Larger programs use it for Copy-Locking
>4. Spectre, the Mac emulator.
>5. Deskcart- contained several desk accessories and utilities.
>6. Ultra Disk(Polydisk?) -RAM disk up to 4 megs in size.
>7. Discovery cartridge- copies diskettes
>8. Image Digitizer (both printer and hand scanners)
>9. Sound Digitizer
>10. VT100 cartridge
>11. Hacker Interfaces
>

You can also add the ROMBO VIDI st video digitizer to that!!

>
>thanks to:
> Jan Anders Janson, David P. Forrai, RICHARDSON,
> Mark Spacek, George Seto
>
> /\
>/_\nd now a question.
>
>Is there anyone out there sell any of this stuff and how much?
>I am interested in finding some of this stuff:
>
> VT100 cartridge, deskcart or something like it, sound digitizer,
> and a ramdisk.

The Polydisk Is awesome; Just plug it in before boot up and away you go!
Mine has a built in clock. You can do stuff like boot accesories from the
ram disk. You can unplug it and the battery kiks in so that you can
quickly copy stuff from 1 ST to another (if you have a hard disk)

>
>I can't buy this stuff now, but I would just like to know where to find it
>how much it will set me back...
>
>
> Michael Steve Jr

> Columbus Ohio
>

--

!! Computer Engineering at The Carleton Country Club!!
-----------------------ac382@freenet.carleton.ca-------------------

4157. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 05:30:22 UTC
From: gfarrell@cs.sfu.ca
Message-ID: <1993Mar16.053022.20933@cs.sfu.ca>
Source record: 208847
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <C3upnK.1C7@news.iastate.edu> barrett@iastate.edu (Marc N. Barrett) writes:
>In article <C3uI08.Ks8@cs.uct.ac.za> dmcdulin@cs.uct.ac.za (Barry McDuling) writes:
>>In <1nr2qaINNa3b@shelley.u.washington.edu> neurom@aziraphale.u.washington.edu
(Neuromancer) writes:
>>
>>[Stuff deleted...]
>>
>>>We've lost too much ground, people. I've heard too many Mac owners laugh
>>>at Atari _and_ Amiga owners alike. They don't even consider them worth
>>>mentioning! It's time to realize that Atari and Commodore are in the same
>>>boat. They both have a niche in the professional arena (Music/Graphics
>>>respectively), but in the home market they aren't taken seriously. Both
>>>Atari and CBM's stock is plummeting, while Intel and Apple's stocks are
>>>soaring. Let's get it together, and realize who the real "enemy" is.
>>
>>> --Neuromancer
>>
>>>[The above, is of course, IMHO. Flames at me will be ignored. Flames
>>> with me will be appreciated.]
>>
>>Yaaay! At last! Someone who has a good idea on what to do to those 'smug'
>>guys who waste a large furtune on something which should only be called a
>>pregnant calculator! Hee hee hee!
>
> If a Macintosh is a "pregnant calaculator", then an Amiga is an abacus.

{flame, flame, flame}

>
>-----
>Marc Barrett -MB- | email: barrett@iastate.edu
>---

My, that didn't last long, did it? :-) And it was such a refreshing idea,
too. Oh, well...
--

Gordon Farrell
gfarrell@cs.sfu.ca
farrellc@sfu.ca

4158. Re: Eagle030 ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 05:42:25 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1o3pc1INNjls@golem.wcc.govt.nz>
Source record: 208846

] Yep, that's correct but it costs $1400 over here and that's a bit too
] expensive compared to the PC's you can buy for less than $1000 (486
] including a lot of goodies).

Remember to add the price of a DSP board and the very latest
Sound-Blaster.

the $1400 modem is the 14meg/65megHD version isn't it!? Which comes
with Speedo-GDOS, Multi-TOS (Windows equiv'), Atari-Works, (MS-Works
equiv'). And all sorts of other goodies. So, it's not to be sneezed
at 8-)

4159. Re: clarification of STx?

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 06:25:15 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1256@usdtsg.DaytonOH.NCR.COM>
Source record: 208788

In article <1993Mar14.221520.13540@newshost.lanl.gov> hutch@bellman.lanl.gov (John Hutchinson) writes:
[stuff deleted]
>
>To the best of my knowledge, there was no model produced which carried
>the nomenclature "STf" or "STm" but there _were_ "STfm" models.
[more stuff deleted :-]

I can't say about only "m" models, but I *did* used to have a 1040STF - it had the built-in floppy, bit NO RF-modulator (i.e. it was the SC1224 for me or nothing :-). I bought it used in 1987 (or 1988), and the previous owner had had it for around 2 years, so it may have been one of the earlier ones. Nice system, but I'm happy I traded up to my MSTE (and got a built-in RF-modulator and everything! :-)

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"surely you must be kidding..."

4160. Re: Fix for the Modem2 port on TT & Mega STE

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 06:31:17 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1257@usdtsg.DaytonOH.NCR.COM>
Source record: 208787

In article <stigj.34.732147307@dhhalden.no> stigj@dhhalden.no (STIG JORGENSEN) writes:
>Anybody know of a fix for the Modem2 port on TT & Mega STE so that I can use
>highspeed modems without getting all these transmission errors with Zmodem?

I have Serial Fix 2.0 installed in my Auto folder (and the accompanying
CPX) and haven't had any problems doing high-speed transfers on my MegaSTe.
To note, I've used a Qblazer 38400 baud modem (at 19200) on modem 2 and serial
2 and doing a null-modem transfer to my PC have gotten around 3000cps.
I use the Connect 1.92 term program for this (since it seems the friendliest
in terms of handling the extra ports, etc)...

Anyways, summary: Serial Fix 2.0...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"insomniacs anonymouzzzzzzzzzzzzzzz..."

4161. atari australia stuffs it royally yet again...

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 07:47:54 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2ba57894@Kralizec.fido.zeta.org.au>
Source record: 208848

Well, just when we thought that atari Oz might actually have learnd
something...

the list price for the b are falcon will be AUD$1295 they now say, not the
AUD$999 they were initially quoting. That's the same as the 2M/40M A1200.

The 4M/65M falcon will, they say, be about $1995.

Shit.

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

4162. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 08:49:13 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <1993Mar16.084913.1872@freenet.carleton.ca>
Source record: 208849

In a previous article, runehy@dhhalden.no (RUNE HYLDMO) says:

>In article <jorngh.1114.732220170@dhhalden.no> jorngh@dhhalden.no (JORN GUNNAR HALONEN)
writes:
>>From: jorngh@dhhalden.no (JORN GUNNAR HALONEN)
>>Subject: Re: Atari and Amiga wars. Time for a truce.
>>Keywords: Atari, Amiga,
>>Date: Mon, 15 Mar 1993 18:29:30 GMT
>>RUNE HYLDMO writes:
>>>can I afford it. And form what I know system 7.0.1 doesn't use
>>>hardware memory protection so what do you need the MMU for?? (I might be
>>>mistaking here though).
>>
>>Like MP is the only thing you can use a MMU for ? Ever
>>heard of Virtual Memory ? Many debugging tools utilizes
>>the MMU too.
>>
>
>
>My are you stupid....
>
>
>First you complain about the price of a falcon with a DSP, SCSI II port, and
>a 68 030 with the MMU and say get a A4000/ec030 instead. Then you start
>telling everybody how useful the MMU is. Getting some personality problems
>like Scizofrenic tendenses...
>
>You are hacking on me even though I am trying to back up the amiga versus
>the MAC, be sure to remind me not to do that again.
>
>Stick your sorry-ass into alt.flame where you obviously belong
>
>
>It's time for a truce isn't it, but I guess there are a lot of "warmongers"
>out there yet...
>
>
>Rune H.
>
GIVE IT UP PEOPLE!!!

RELAX!!!!!!!!!!!!!!!!

--

!! Computer Engineering at The Carleton Country Club!!
------------------------ac382@freenet.carleton.ca-------------------

4163. Re: clarification of STx?

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 09:22:44 UTC
From: craig@hadrian.uk.sun.com
Message-ID: <1o4694INNjsj@uk-news.uk.sun.com>
Source record: 208850

In article 2121@nosc.mil, healy@nosc.mil (Mike Healy) writes:
>In article <1993Mar14.221520.13540@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>>To the best of my knowledge, there was no model produced which carried
>>the nomenclature "STf" or "STm" but there _were_ "STfm" models. The "m"

My Computer also says 1040STf on it's case, but that bears no resemblence to what's inside it now.

Craig

4164. 520ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 09:49:23 UTC
From: ringworm@sys6626.bison.mb.ca
Message-ID: <151H1B1w165w@sys6626.bison.mb.ca>
Source record: 208751

Hello,

I'm interested in getting an ST for MIDI sequencing. My nextdoor neighbor has an old 520ST, with single sided drive, and 1 meg. I was wondering if it's worth the effort to upgrade this machine to current specs. or wait and get a Falcon? I'd probably be able to get it for around $150 with the SC1224 monitor. How much more would I have to spend to get the latest TOS, etc. Would this system be capable of handling MIDI work, or would I need more RAM? Any info. would really be appreciated. Thanks!

4165. Atari in Canada?

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 09:56:07 UTC
From: ringworm@sys6626.bison.mb.ca
Message-ID: <9F2H1B2w165w@sys6626.bison.mb.ca>
Source record: 208752

Hello,

Is there any places in Canada that sell Atari hardware and/or
software? If you've got an address or phone number, could you send it my
way please? Also, I'd appreciate some phone numbers of Atari BBS's...
preferably v.32bis. Thanks!

4166. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 10:40:31 UTC
From: rqtec@westminster.ac.uk
Message-ID: <1993Mar16.104031.871@westminster.ac.uk>
Source record: 208771
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <C3yGBC.C5G@news.udel.edu> don@chopin.udel.edu (Donald R Lloyd) writes:
>In <C3yDy5.M74@news.iastate.edu> barrett@iastate.edu (Marc N. Barrett) writes:
>>
>> Look, asshole, I am not against the Amiga because it is the Amiga. I
>>am against the Amiga because of what it has turned into. Amigas now
>>represent backward-thinking and technical MEDIOCRITY. If the A4000 had been
>>design with 1024x768 non-interlaced resolution with 8 bitplanes, SCSI,
>>better RAM expandability on the motherboard, ethernet as a very inexpensive
>>option, the ability to use an inexpensive SVGA monitor with no problems,
>>faster screen updates in the high-res non-interlaced 8-plane mode, and
>>a faster memory system, then I would support it.
>>
> Marc, you'd still find something to complain about even if CBM built
>such a machine and sold it for $19.99 with a 50 year on-site service
>warranty.
>
Does this Marc Barrett own an amiga?? If he does and he don't like them
I know someone who'll take it off his hands so that Marc can buy a really good
computer that he cant slag off.
Anyway whats wrong with the way the amiga has turned out? We have a
cheap machine that can have a hard disk and can run existing amiga software
that challanges the consoles....the one and only A600. We have a machine in
which you can shovel in loads of hardware the 2000. We have a machine that has
got a really fast processor and a really big box to put in really flashy bits
of hardware and its called the A4000. Finaly, we have a nice cheap home
computer that is a natural successor to the old A500 which we shall name the
1200.Dunnno about you, Marc, but the amiga has matured quite well from the days
when it was a A1000.

One other thing, Marc, if there was a new amiga out which had all what
you wanted would you really buy it and be content? Or would you buy it and then
slag it off form being , in your opinion, a load of crap???

4167. Re: Stacker for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 11:13:47 UTC
From: y0000028@rzab1.rz.tu-bs.de
Message-ID: <1993Mar16.111347.22771@ibr.cs.tu-bs.de>
Source record: 208753

In article <1993Mar12.224807.20395@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
|> In article 4185@his.UUCP, sp1henhj@sun4 (Henrik Balthazar Hjort) writes:
|> >Does anyone know if ther exists a program for the ST which works
|> >simmilary to the PC program 'stacker'. It should compress and
|> >uncompress automatic when loading and terminating programs.
|>
|> Doesn't Data Diet do this? It was commercial software from DublClick but
|> someone else was supposed to pick up distribution for it.
|>

I don't know Data Diet, but i had an AUTO-Folder prg which
compressed any partition i selected and it had an control-acc
to change compression rate and exclude some prgs which don't
like compression.
I threw it away because it messed up many thing like PATH (or
maybe other environment strings as well)

There are two SHAREWARE programms AFX (Auto File Extractor) and
SFX. They come with the LHARC-package.

You simply comress the datafiles with lharc (-c I guess it was), put
AFX into the AUTO-Folder and the data will be decompressed while
reading.
It is said to work with almost every program (eg Signum!)

SFX packs binaries, well the packing is done by lharc but SFX makes
them selfextracting.

I prefer this way because i am able to select what to compress
and what to leave long (zoo and lzh).
And i believe it is a little more secure, because one damged file
means one file less, not one partition less (just IMHO)

This might be faster on a slow HD, it IS faster on FD!

Mail T. Quester for more information (or get LHARC)

Axel Kielhorn

4168. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 11:21:38 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1993Mar16.112138.28887@olymp.informatik.uni-bonn.de>
Source record: 208776
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar15.033425.15023@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> And you [are] an asshole.
[...]

>... have you
>changed your lies? Sorry! Your mind?

> [...] you just keep proving the real liar that you are

> [...] ASSHOLE?

>New happy A1200 owner
>256k colors, 1280x400 ** I LOVE IT **

It figured.

Now could you please keep your kindergarten wars out of comp.sys.atari.st?
I've had it up to here. To think that you work for IBM makes me shudder.

Thank you. Followups set to alt.flame.

-- Volker
--
Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
Internet: volker@sfb256.iam.uni-bonn.de Angewandte Mathematik
Phone: +49 228 73 3427 (Bonn, Germany)

4169. Akai S612 Sample Editing Software

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 11:37:08 UTC
From: cs89bsm@brunel.ac.uk
Message-ID: <C3zC9x.Mt@brunel.ac.uk>
Source record: 208755

```
Akai S612 Sample editing software

For SALE

Soundfiler ST
Visual sample Editor
DRUMWARE
editing and signal processing
Requires 520/1040 colour/mono

For Akai S612 Sampler.

Only 15 pounds UK + Shipping

-----------------------------------------------------------------
| Brendan McEnroe (Brond) | Pure SINE wave in my head |
| Applied Computer Systems Yr4 | |
| Brunel University | /\ /\ /\ /\ |
| Middlesex |/ \ / \ / \ / \ |
| England | \ / \ / \ / \ /|
| cs89bsm@brunel.ac.uk | \/ \/ \/ \/ |
-----------------------------------------------------------------


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-----------------------------------------------------------------
| Brendan McEnroe (Brond) | Pure SINE wave in my head |
| Applied Computer Systems Yr4 | |
| Brunel University | /\ /\ /\ /\ |
| Middlesex |/ \ / \ / \ / \ |
| England | \ / \ / \ / \ /|
```

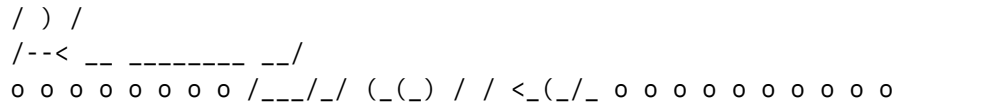
4170. Balance of Power

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 11:38:00 UTC
From: cs89bsm@brunel.ac.uk
Message-ID: <C3zCBC.nn@brunel.ac.uk>
Source record: 208756

BALANCE OF POWER 1990 Edition
ST/MEGA Dual Sided Drive
Requires 1 meg
Features Mulitpola Level

12 pounds (UK) + Shipping


```
-----------------------------------------------------------------
| Brendan McEnroe (Brond) | Pure SINE wave in my head |
| Applied Computer Systems Yr4 | |
| Brunel University | /\ /\ /\ /\ |
| Middlesex |/ \ / \ / \ / \ |
| England | \ / \ / \ / \ /|
| cs89bsm@brunel.ac.uk | \/ \/ \/ \/ |
-----------------------------------------------------------------
```

--


```
-----------------------------------------------------------------
| Brendan McEnroe (Brond) | Pure SINE wave in my head |
| Applied Computer Systems Yr4 | |
| Brunel University | /\ /\ /\ /\ |
| Middlesex |/ \ / \ / \ / \ |
| England | \ / \ / \ / \ /|
```

4171. Re: Multi-processing on a standard 68000 ST(e)

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 11:38:10 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.732281890@rw8.urc.tue.nl>
Source record: 208754

The problem probably is that you are not using Mint or another OS replacement that makes the OS routines use separate memory blocks for each function call.

Erlend.

4172. Re: ATARI.....

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 11:43:05 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Mar16.114305.6168@unix.brighton.ac.uk>
Source record: 208757

Thought for the day...

Maybe if Atari had provided more support the user support would be very
much less...

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix |
+---+

4173. a.a.u.e numeric address ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 12:08:58 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1993Mar16.120858.7340@unix.brighton.ac.uk>
Source record: 208758

Anyone got a numeric address for the atari.archive.umich.edu ?

From our new internet host we don't seem to be able to access .edu
sites by name .....

replies by mail, I'll summerise if requested to.
Thanks,
Dom De Vitto

4174. Games & printer

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 12:29:05 UTC
From: scst174@csc.liv.ac.uk
Message-ID: <C3zEoH.F39@compsci.liverpool.ac.uk>
Source record: 208768

I have the following items to sell:

1) Daisy wheel printer (not serial!) all leads acoustic hood and spare ribbons.
2) several games- Atari ST
i) MidwinterII
ii) Supremacy
iii) Rugby - The World Cup
iv) Meglomania/first samurai
v) Storm Master
also have a Logic 3 free steering wheel - never used!
The above games have been used very little or not at all and are in perfect condition. Please ring me and make an offer (I will pay all postage on games and I will arrange a courier service for the printer if need be).
I am willing to trade for other games and atari hardware (monitor etc I might even accept another printer - anything goes!).

Mr M A Humphreys
278 Anfield Road
Anfield
LiverpoolL4 OTJ

Tel: 051-261-0947

Or you could E-mail me as long as it is before the 19th of march

Thanks. Mike

4175. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 13:03:19 UTC
From: wbdst+@pitt.edu
Message-ID: <5965@blue.cis.pitt.edu>
Source record: 208759
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

Marc Barrett: I hope I don't sound out of line here, but here goes anyway. I realize that comparison between the Atari ST line and other platforms is appropriate here. And, I feel you have a right to defend your platform (Amiga, in this case) from unfair attack, but you have given us a whole marketing plan for the Amiga. I was just wondering if you wouldn't mind moving this discussion to an Amiga area. Now, if you don't agree: don't throw rocks, kindly ignore this message and enjoy using the network they way you see fit- this is just a request.

4176. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 13:09:02 UTC
From: wbdst+@pitt.edu
Message-ID: <5966@blue.cis.pitt.edu>
Source record: 208760
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

Gordon Farrell: No, it didn't last long, and the problem isn't that
ST owners should like other platforms (and vice versa), but that they
should all get off of their high horses and quit bashing each other.
I happen to think that the Mac is a decent platform (no, I don't own one,
nor do I own Apple stock!), but I'd rather support the ST at this time
because I think the world has gotten alot more boring now that only
2 platforms (IBM, Mac) have become the standard. I don't even like Amigas,
but that's not the point: there is no sense is me blasting Amiga
owners for owning a machine which they presumably like. By the
way, Gordon, this is not directed at you, but you made a good point
about how briefly this 'truce' lasted.

4177. Games in demos

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 13:17:52 UTC
From: doucet@ripolin.laas.fr
Message-ID: <9163@laas.laas.fr>
Source record: 208763

Hello happy c.s.a.st'ers,

sorry to disturb you from the very interesting discussions about Falcons,
A4000's, Mac's and other marvelous hardware...

I'm looking for demos inside which are games; a very good example is the Syntax Terror
demo by Delta Force with Match It and Sokoban included.
(I mean demos for Atari ST/STE, as those from a.a.u.e.).

I remember another demo with the game Ishido (the Way of Stones) and several stones sets
all very nice. I just forgot this demo's name... Someone has it ?

Thank you for demos refs in this group, 'cause I very rarely open my mailbox ;^)

Ciao.

+-------------------------+-------------------------+
| Jean-Etienne DOUCET | LAAS - CNRS |
| doucet@laas.laas.fr | Toulouse FRANCE |
+-------------------------+-------------------------+

4178. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 13:23:42 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Mar16.132342@cs.bham.ac.uk>
Source record: 208762
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

Hi!

The vote on creation of comp.sys.atari.advocacy is just 15 days away from completion and if after that time I manage to get it created one of its charter rules was that threads should NOT be cross posted. Anyway I get this funny feeling that this particular one has ended up being more than slightly Amiga orientated anyway.

I've thought of a solution. Whould someone like to start a vote on something like

comp.sys.68000.advocacy or comp.sys.amiga_st.advocacy ????

I think that'd be a very sensible suggestion... more sensible than the separate amiga and atari advocacies I think!!!!

Any ideas?

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | proposer of comp.sys.atari.advocacy || || /_
Stoke On Trent | _/|| ||_/ |
ST7 8QQ England.| |_/ |_| _|/

4179. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 13:26:55 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Mar16.132655.11388@mpifr-bonn.mpg.de>
Source record: 208764
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In <C3xvA2.7vE@news.iastate.edu> barrett@iastate.edu (Marc N. Barrett) writes:
> [...] You do everything except directly
>answer my statements.

You simply lack the brain to understand anything other than a direct
confirmation of your opinion or a repetition of advertising buzz-words
as an answer.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

4180. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 13:30:33 UTC
From: mlelstv@specklec.mpifr-bonn.mpg.de
Message-ID: <1993Mar16.133033.11581@mpifr-bonn.mpg.de>
Source record: 208765
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In <C3xvG8.81u@news.iastate.edu> barrett@iastate.edu (Marc N. Barrett) writes:
> 68M on the motherboard of a Macintosh Centris 610, and 132M on the
>motherboard of a Macintosh Centris 650. To do the same on an A4000 would
>require an expensive, optional memory expansion board.

To do this on a Centris requires a real expensive 16MB SIMM and you need to
junk/sell your old smaller SIMMs. I don't think that the Centris has an
advantage there (besides, at least one of the forthcoming SCSI-II controllers
have place for 64MB RAM which reduces any 'board' cost to zero).

> Stupid statement. The fact remains that a Mac Centris icludes much greater
>RAM expandability as standard hardware than an A4000 does.

Incorrect. It supports much greated RAM expandability on the motherboard. But
you may know that RAM expansion is perfectly supported on the _expansion bus_.

> How's usable is the Amiga 724x482 256-color non-interlaced mode? How
>quick are the screen updates?

You seem to have no brain to answer direct questions.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

4181. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 13:34:17 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Mar16.133417.23758@apgea.army.mil>
Source record: 208766
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

In article <1993Mar12.232928.9765@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>In article <1993Mar12.200814.16646@apgea.army.mil>, rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>|> In article <H.ea.brdqyFLDGdw@semprini.tdkcs.waterloo.on.ca> cherborth@semprini.tdkcs.waterloo.on.ca writes:
>|> >In <1993Mar8.230341.21952@actrix.gen.nz>, James.Hamilton@bbs.actrix.gen.nz writes:
>|> >
>[stuff deleted]
>|> Ahhh.. one correction: the Nintendo's market share has been dropping hard
>|> for while. The Sega Genesis is praticatly unstopable. Nintendo had the SNES
>|> developed and done in 1988 and now their suffering for sitting on it so long.
>|>
>|> But hopefully Atari will come out with a system where they could be a good
>|> second.
>|>
>|> Rob Merritt
>
> From where you got this information? Last time I checked out,
>Nintendo increased their market share (Sega had before 80% of the 16-bit
>market, last time I checked out, and from a Sega representative article
>no less- they had 60%).
>--------------------------------------
>Raist
>New happy A1200 owner
>256k colors, 1280x400 ** I LOVE IT **
>

Well, I got it from a the guy who decides what games to buy for the rental chain "All star video". (don't know what his title is)
Rob Merritt

4182. Re: clarification of STx?

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 13:42:50 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1993Mar16.134250.19735@aston.ac.uk>
Source record: 208799

My original computer was a 530 (sorry, no backspace key)
520 STM. It had an external single sided drive, no internal drive.
I bought it way back in... oh, early 87. I've still got it; if
people really don't believe in STM's I suppose I could e-mail them
a gif of it or something... ;)

--
Tim Wright. \ Being Human just isn't
wrighttj@uhura.aston.ac.uk \ enough fun.

4183. Wanted : info on math./scientific software

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 14:29:59 UTC
From: A421FLUE@HASARA11.BITNET
Message-ID: <93075.142959A421FLUE@HASARA11.BITNET>
Source record: 208761

Hi,

I'm interested in any mathematical and scientific software available for the ATARI ST/STE/TT. If you have any info on this topic (options, prices, where to get, ...), please e-mail me. It would be very much appreciated.

Thanks in advance! Pim Coenradie

Pim Coenradie
Department of Chemical Engineering
University of Amsterdam
E-mail : PIM@SARA.NL

4184. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 14:32:53 UTC
From: Dale_Adams@gateway.qm.apple.com
Message-ID: <1993Mar16.143253.3125@pcnntp.apple.com>
Source record: 208773
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar16.010439.2121@cs.olemiss.edu> skip@cs.olemiss.edu (Skip Sauls) writes:
> Funny, but none of these Macs or Clones seem to be able to output an NTSC
> or PAL compatible signal with a horizontal resolution of greater than 1280
> and in >256k colors. The fact that these machines cannot generate such
> modes without resorting to expensive hardware is a demonstrations of the
> Amiga's hardware superiority.

Funny, but none of these Amigas seem to be able to output a high resolution (i.e., 1024 x 768 or greater) video signal noninterlaced at a 72 Hz or greater vertical refresh rate regardless of the number of colors. The fact that these machines cannot generate such modes without resorting to expensive hardware is a demonstration of the Macintosh's hardware superiority.

- Dale Adams

4185. Re: Modem speeds....

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 14:36:31 UTC
From: thuerman@ibr.cs.tu-bs.de
Message-ID: <1993Mar16.143631.28545@ibr.cs.tu-bs.de>
Source record: 208767

>> If it's possible, the new Supra 57.6K modems, with 100% 4:1 data compression
>> efficiency, would be capable of 230400bps! (The phones lines would probably
>> tell the data to go away at that speed!). At this speed, 1000K would take:/

>There are no 57.6K modems, neither will these ever be possible on a normal
>telephone line. The 57.6 is probably meant as a 14.4 Kbps modem with 4:1
>data compression.

>Also note that 4:1 compression is probably the MAXIMUM you can achieve, but
>how much you really get depends on the data.
>--

yep, no 57.6 kbit/s modems. High speed modems transfer 14.4 kbit/s at 2400
baud using several carriers. That is the physical transfer rate on the
telephone line. By compressing data before being set and decompressing at
the other side, you get get a transfer rate 2 or 3 times higher than
that (I don't believe advertisers saying 4:1). Therefore data transfer
between your computer and modem should be higher than 14.4 kbit/s.
So 57.6 kbit/s is probably the speed on your RS232 cable, not the tel line.

Urs Thuermann (thuerman@ibr.cs.tu-bs.de)

4186. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 14:39:16 UTC
From: Dale_Adams@gateway.qm.apple.com
Message-ID: <1993Mar16.143916.3208@pcnntp.apple.com>
Source record: 208774
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <bmccnnll.732246873@unix1.tcd.ie> bmccnnll@unix1.tcd.ie (Barry McConnell) writes:
> Barry.
> (On a 72Hz non-interlaced 680*400 screen since my usual PAL 50Hz is hard on
> my tired eyes. Can the Mac change screen refresh frequencies on the fly? :)

Depends on what you mean by "on the fly". Can I click on a button in dialog box and have the screen change resolution and video timing - sure, it's no problem on a Centris or Quadra machine. Using a multifrequency display I can switch on the fly to a variety of resolutions from 640 x 480 VGA up through 1152 x 870 75 Hz noninterlaced.

- Dale Adams

4187. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 14:48:56 UTC
From: Dale_Adams@gateway.qm.apple.com
Message-ID: <1993Mar16.144856.3322@pcnntp.apple.com>
Source record: 208777
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar16.031145.13727@rchland.ibm.com>
ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> Little kid, show me a Mac doing 256,000 color animations even in an
> amiga-like format. Show me asshole! They can't. As I said, Mac have
> some advantages, but AGA also has it's advantages.

Well, I'm not a little kid, and I can't show you 256K color animations,
but I'd be happy to show you 32K or 16 million color animations that run
just fine on my Mac, thank you. Tell me what animation resolution you're
using, what practical frame rates you can acheive, and what the average
frame delta is and I'll be happy to match or exceed it. We're talking
about real numbers now, no theoretical maximums. What numbers can you
actually acheive on your machine? (All the postings I've seen in
comp.sys.amiga.graphics indicate performance of less than 10 frames/sec.)

- Dale Adams

4188. ICD program SCSI.PRG site?

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 15:00:10 UTC
From: dick@ahwau.ahold.nl
Message-ID: <C3zLoC.65E@ahwau.ahold.nl>
Source record: 208683

I'm looking for a site (preferrable ftp-site) in Europe who has got the
SCSI.PRG from ICD.

I have tried to get it from the ICD BBS in the US but when i'm connecting
to the BBS i get an V22bis connection. I have myself a V32 modem,
so 9600 baud is preferrable!
The time i get (30 minutes) is not enough (for me) to get the SCSI.PRG (60k).
Has the ICD the possibility to get an faster (V32) connection?
(I phoned +1 815-968-2229)
Is there a European BBS? (I tried Germany +49-(0)610467582 but 'no answer') ?

Anyone ?

Thanks in advance.

--
Dick Bruijn Albert Heijn bv
Afd. Winkelautomatisering Email: dick@ahwau.ahold.nl
Ebbehout 31 kamer B407 Phone: +31 (0)75 593918
1507 EA ZAANDAM Fax : +31 (0)75 351240

4189. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 15:07:29 UTC
From: barrett@iastate.edu
Message-ID: <C3zM0J.K4H@news.iastate.edu>
Source record: 208770
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar15.231149.11281@klaava.Helsinki.FI> lindblad@klaava.Helsinki.FI (Jarkko Lindblad) writes:
>But Master, what about the operating system? Has the multifinder still
>co-operative multitasking (for 1/3 of thew price of Amiga OS and it's
>pre-emptive multitasking) or is tehre something I have missed. O Grand
>Master B, please enlighten me!

I was comparing hardware features here. The superiority of the Amiga in multitasking is offset by its VERY tiny software base, and the fact that the AmigaOS is not superior overall. The AmigaOS lacks many important features of the Mac OS, especially DIG/RTG, object-oriented drawing tools, and support for font substitution.
>> That's the magical word, isn't it? So much is 'optional'. SCSI is
>> optional. Decent 60Hz non-interlaced resolution is optional. RAM
>
>But Master, isn't that optional on _all_ other computer systems too?
>Or what is _decent_ in this case, GM B? Give me a clue Master!

Well, a Centris can give you 1182x852 non-interlaced with 16 colors with no enhancements whatsoever. Expand it to 1M of VRAM and you get the same resolution with 256 colors.

>But GM, can your average clone (or average Taiwanese Special) have
>hundreds of megabytes of RAM? GM B, where is the limit of usefullness
>and uselessness? Is it 19M or 200 MB?

Most clones nowadays usually have SIMM slots for about 64M of RAM. 32M is usually the minimum you see on most clone motherboards these days. It should not be unreasonable for C- to keep up with the rest of the industry in this regard.

>> How's about delivering more in standard hardware, for a change? Or cut the
>> price tag to about 1/3 of what it is now.
>
>But GM, the 68040 chip itself costs $400 for Commodore. We don't want
>them to go to bankcrupcy or do we, o Master?

Then why does the EC030 version of the A4000 cost so much?

Marc Barrett -MB- | email: barrett@iastate.edu

4190. software for emulators

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 15:15:23 UTC
From: aesd1pak@dct.ac.uk
Message-ID: <1993Mar16.151523.4589@dct.ac.uk>
Source record: 208769

Over the last year i have been trying to get 8 bit machine emulators
(spectrum,zx81,bbc,c64).
I haveattempted to find software which will work for these emulators but i
cant find any sites with any software which will run on these emulators.I am
stuck as i dont have any of these machines so uploading is a problem.
Is there any sites which have software for these emulators or can you tell me
to were i can get some.

thanks

philip konczak

4191. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 15:47:18 UTC
From: elric@nx17.mik.uky.edu
Message-ID: <C3znuv.9Bz@ms.uky.edu>
Source record: 208772
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar16.132342@cs.bham.ac.uk> dxo@cs.bham.ac.uk (David Oakley) writes:
>comp.sys.68000.advocacy or comp.sys.amiga_st.advocacy ????

Yes, let's please throw ANOTHER newsgroup at it.

At times, I feel I will soon log on and find a quadzillion different
newsgroups, each with one message:

alt.from.elric.to.dxo.on.316.at.1043

(snicker)

Well, I'll be the first to admit that that's a bit extreme, and I don't
mean to flame unnecessarily. I do, however, think that alt.flame should
suffice for all of those people who do not enjoy DISCUSSING material.

--
Elric _____________
Chris Dotson - elric@mik.uky.edu |NeXTmail Welcome|
|----------------|
"If it ain't broke - mess with it until it is. Then fix it." -Me

4192. Please read this, Mark Barret.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 15:54:13 UTC
From: nyberg@ctron.com
Message-ID: <7269@balrog.ctron.com>
Source record: 208775
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

Marc Barrett -MB- | email: barrett@iastate.edu writes:
[Your messages are filled with half-truths, backtracks, tangents, attempts
[to change the subject entirely, and so on. You do everything except directly
[answer my statements.

Please directly answer these questions:

Why, if a Centris is so great, do you (or your mother) own an A3000, which
you say you use to run Mac software on? Why don't you sell your A3000 (or
use your arguments on your mother in an effort to get her to sell hers)
and use the money to buy a Centris?

What do YOU do with your SCSI that can't be done with IDE?

What resoloution/depth do YOU routinely use? (With or without AMAX)

How do YOU use your system's sound capabilities?

What kind of software do YOU write/use?

Which type of CPU is running in your system?

It would only take 1 minute to answer all of these questions, and we know
you have the time. Please don't ignore this opportunity to give readers a
look at your side of the story.
--
Jason Nyberg (nyberg@ctron.com) Amiga... The Eagle Talon of Computers
"Work is the curse of the drinking class" W. C. Feilds
Disclaimer: My opinions are just that... You don't agree? Take a course!

4193. Re: Please read this, Mark Barret.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 16:25:52 UTC
From: don@chopin.udel.edu
Message-ID: <C3zpn4.Fso@news.udel.edu>
Source record: 208778

In article <7269@balrog.ctron.com> nyberg@ctron.com (Jason W. Nyberg) writes:
>
>How do YOU use your system's sound capabilities?

When he boots his machine it yells out, "Amigas suck! Booting AMax..."

>
>What kind of software do YOU write/use?
>
He doesn't. He prints labels and plays with tax software.

--
Don Lloyd | Publications Editor, AmigaNetwork |AmigaNetwork Voice Mail
don@chopin.udel.edu | AmigaNetwork BBS (The Original!) | Info by voice or FAX
GeNIE: D.LLOYD7 | (302)368-3942 (v.32bis) | (GVP PhonePak)
BIX: DRL | (302)368-1067 (USR HST) | (302)368-4673)

4194. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 16:46:34 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1993Mar16.164634.15069@news.uit.no>
Source record: 208779
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <C3zM0J.K4H@news.iastate.edu> barrett@iastate.edu (Marc N. Barrett) writes:
> Then why does the EC030 version of the A4000 cost so much?

You are one funny asshole. How can something cost much when it isn't for
sale?

In case you would have acknowledged the possibility of buying mail-order
the price would have been $1450 from my local dealer. I would expect US
mail-order to be $100 less.

>Marc Barrett -MB- | email: barrett@iastate.edu
--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northernmost university	Life is worth living. |
#Disclaimer: This university does not speak for me.

4195. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 17:24:34 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Mar16.172434.29076@rchland.ibm.com>
Source record: 208785
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar16.143253.3125@pcnntp.apple.com>, Dale_Adams@gateway.qm.apple.com (Dale Adams) writes:
|> In article <1993Mar16.010439.2121@cs.olemiss.edu> skip@cs.olemiss.edu
|> (Skip Sauls) writes:
|> > Funny, but none of these Macs or Clones seem to be able to output an NTSC
|> > or PAL compatible signal with a horizontal resolution of greater than 1280
|> > and in >256k colors. The fact that these machines cannot generate such
|> > modes without resorting to expensive hardware is a demonstrations of the
|> > Amiga's hardware superiority.
|>
|> Funny, but none of these Amigas seem to be able to output a high
|> resolution (i.e., 1024 x 768 or greater) video signal noninterlaced at a
|> 72 Hz or greater vertical refresh rate regardless of the number of colors.
|> The fact that these machines cannot generate such modes without resorting
|> to expensive hardware is a demonstration of the Macintosh's hardware
|> superiority.
|>
|> - Dale Adams

Both have their pros and cons, but the Amiga graphics architecture
is in overall superiour. The Mac doesn't have sprites/dualplayfields
and no 256k color modes that can be animated in real time.

To have higher resolutions on the Amiga, C= has to work on increasing
bandwidth, to allow Macs to have sprites, copperlist, etc., Apple would
have to drastically change the way the Macintosh does displays.

Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **

4196. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 17:27:11 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993Mar16.172711.3410@ugle.unit.no>
Source record: 208781
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar16.144856.3322@pcnntp.apple.com>, Dale_Adams@gateway.qm.apple.com (Dale Adams) writes:
> In article <1993Mar16.031145.13727@rchland.ibm.com>
> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> > Little kid, show me a Mac doing 256,000 color animations even in an
> > amiga-like format. Show me asshole! They can't. As I said, Mac have
> > some advantages, but AGA also has it's advantages.
>
> Well, I'm not a little kid, and I can't show you 256K color animations,
> but I'd be happy to show you 32K or 16 million color animations that run
> just fine on my Mac, thank you. Tell me what animation resolution you're
> using, what practical frame rates you can acheive, and what the average
> frame delta is and I'll be happy to match or exceed it. We're talking
> about real numbers now, no theoretical maximums. What numbers can you
> actually acheive on your machine? (All the postings I've seen in
> comp.sys.amiga.graphics indicate performance of less than 10 frames/sec.)

Oh? I've seen 16 frames/sec on my 1200... Only 1/4 screen, but on the other hand we're talking real-time texture mapping... Show me a $(current price of A1200) Mac that can do that... Hell, if we're talking anim speed the Amiga can page flip without CPU load... (read: clever Copperlists). 50 fps (PAL)...

> - Dale Adams

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

4197. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 17:31:57 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Mar16.173157.29159@rchland.ibm.com>
Source record: 208786
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <C3zM0J.K4H@news.iastate.edu>, barrett@iastate.edu (Marc N. Barrett) writes:
|> In article <1993Mar15.231149.11281@klaava.Helsinki.FI> lindblad@klaava.Helsinki.FI
(Jarkko Lindblad) writes:
|> >But Master, what about the operating system? Has the multifinder still
|> >co-operative multitasking (for 1/3 of thew price of Amiga OS and it's
|> >pre-emptive multitasking) or is tehre something I have missed. O Grand
|> >Master B, please enlighten me!
|>
|> I was comparing hardware features here. The superiority of the Amiga in
|> multitasking is offset by its VERY tiny software base, and the fact that the
^^^^^^^^^^^^^^^^^^^^^^^^
/ Maybe for what you do *ASSHOLE*,
so buy a Mac. I do multimedia and desktop
video, so the Amiga is better here, shut up!

|> AmigaOS is not superior overall. The AmigaOS lacks many important features
|> of the Mac OS, especially DIG/RTG, object-oriented drawing tools, and support
|> for font substitution.

It lacks the RTG, but the Mac OS lacks FAR MORE features than Amiga OS.
Read magazines, READ BYTE, ASSHOLE, instead of making up things.

|> >> That's the magical word, isn't it? So much is 'optional'. SCSI is
|> >> optional. Decent 60Hz non-interlaced resolution is optional. RAM
|> >
|> >But Master, isn't that optional on _all_ other computer systems too?
|> >Or what is _decent_ in this case, GM B? Give me a clue Master!
|>
|> Well, a Centris can give you 1182x852 non-interlaced with 16 colors with
|> no enhancements whatsoever. Expand it to 1M of VRAM and you get the same
|> resolution with 256 colors.

So the RAM is an option. YOU HAVE TO BUY IT. But listen kid,
the *CENTRIS HAS NO FPU AND THIS IS DAMN IMPORTANT CONSIDERING THE A4000
COMES WITH ONE* WHY YOU DON'T BITCH ABOUT THAT? HAVE YOU CHECKED APPLES
BROCHURE FINALLY?

|>
|> >But GM, can your average clone (or average Taiwanese Special) have
|> >hundreds of megabytes of RAM? GM B, where is the limit of usefullness
|> >and uselessness? Is it 19M or 200 MB?
|>
|> Most clones nowadays usually have SIMM slots for about 64M of RAM. 32M is
|> usually the minimum you see on most clone motherboards these days. It should
|> not be unreasonable for C- to keep up with the rest of the industry in this

|> regard.

BS, if you can upgrade easilly, and then the AMIGA supports FAR MORE
MAXIMUM MEMORY THAN THOSE CLONES, GOT THAT?

|>
|> >> How's about delivering more in standard hardware, for a change? Or cut the
|> >> price tag to about 1/3 of what it is now.
|> >
|> >But GM, the 68040 chip itself costs $400 for Commodore. We don't want
|> >them to go to bankcrupcy or do we, o Master?
|>
|> Then why does the EC030 version of the A4000 cost so much?

1/3 of the price, well , you don't know about anything anyway.

I agree that the A4000 should be lowered in price, as well as the upcoming
A4000/EC030. And yes, they should lower those prices.

But the difference is...

*** YOU ALWAYS BITCH/MOAN AT WHATEVER C= DOES/HAS NO MATTER IF IT IS
GOOD OR BAD AND EVEN WORST ---> YOU USE LIES TO BACK UP YOUR
STATEMENTS ***

|>
|> -----
|> Marc Barrett -MB- | email: barrett@iastate.edu
|> --

I really doubt you are pursuing a CS major... you lack the mind for that.

Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **

4198. Re: Multi-processing on a standard 68000 S

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 17:32:14 UTC
From: esuoc@csv.warwick.ac.uk
Message-ID: <1o52uuINNbcs@violet.csv.warwick.ac.uk>
Source record: 208780

Hi,
I've heard MiNT does what I want to do ... but what if I wish to sell my
program commercially??

Can I use MiNT's author's method of process switching and memory protection??

PS. The program I sent to atari.binaries is written in GFA BASIC because
it was easier to work out how a widget and window system works.
The new version is written in Assembly and C for speed...which is much
better than the BASIC version.

Thanks replies! 8*)
Ajay 8*)

4199. Re: Multi-user on TT ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 17:54:11 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <1993Mar16.175411.20789@magnus.acs.ohio-state.edu>
Source record: 208782

Bekemyer makes a Multiuser C shell that we have used at out establishment.
As soon as MultiTOS is released they are going to update it. We have used it
as networking software as well.

Dan

4200. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 18:03:28 UTC
From: abs0@coos.dartmouth.edu
Message-ID: <C3zu5t.Lu1@dartvax.dartmouth.edu>
Source record: 208690
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

Dale_Adams@gateway.qm.apple.com (Dale Adams) writes:

>Well, I'm not a little kid, and I can't show you 256K color animations,
>but I'd be happy to show you 32K or 16 million color animations that run
>just fine on my Mac, thank you. Tell me what animation resolution you're

Stock Macintosh? full screen? I know you work for Apple, so your chance
of using one of those nifty and expensive 24bit graphics accelerators
are very high. We are talking about stock machines here.

>using, what practical frame rates you can acheive, and what the average
>frame delta is and I'll be happy to match or exceed it. We're talking
>about real numbers now, no theoretical maximums. What numbers can you
>actually acheive on your machine? (All the postings I've seen in
>comp.sys.amiga.graphics indicate performance of less than 10 frames/sec.)

Seriously, you can do 320x200xHAM8 (256k color) animations at ~30fps
(with a big delta) no sweat on a stock Amiga 4000. You said "less than
10 frames per sec," were you talking about ANIM7 animations or MPEG?

I would love to see how many fps can a Centris 650 pulls off from a
MPEG animation file without nifty MPEG card.

>- Dale Adams

Yours Sincerely,
Kelvin
e-mail: abs0@coos.dartmouth.edu

4201. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 18:04:21 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <1993Mar16.180421.21158@magnus.acs.ohio-state.edu>
Source record: 208783
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

I think the oringinal author may have been considering at the recent CES there were announcements by several major houses that they were no loger supporting the 286 or the AMIGA. While you may feel secure now, just wait Microsoft will come to Europe soon...

Dan

4202. Re: clarification of STx?

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 18:12:00 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <1993Mar16.181200.21411@magnus.acs.ohio-state.edu>
Source record: 208784

Yes there were STf and STm's. I have one of both. They are just
respectively 'f' for floppy mainly early 1040's and 'm' for modulator this was
one of the early 520's.

Hope that helps,

Dan

4203. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 18:38:36 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Mar16.183836.27845@rchland.ibm.com>
Source record: 208791

In article <1993Mar16.112138.28887@olymp.informatik.uni-bonn.de>,
volker@sfb256.iam.uni-bonn.de (Volker A. Brandt) writes:
|> In article <1993Mar15.033425.15023@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
|> > And you [are] an asshole.
|> [...]
|>
|> >... have you
|> >changed your lies? Sorry! Your mind?
|>
|> > [...] you just keep proving the real liar that you are
|>
|> > [...] ASSHOLE?
|>
|> >New happy A1200 owner
|> >256k colors, 1280x400 ** I LOVE IT **
|>
|> It figured.

Sorry for that one sir, but some people started the CROSS POSTING, and
unfortunately, Marc Barret got in. If you had a guy like him here, you'll
see some of these from this newsgroup too, that's for sure.

|>
|> Now could you please keep your kindergarten wars out of comp.sys.atari.st?
|> I've had it up to here. To think that you work for IBM makes me shudder.
|
My opinons are mine only.

|>
|> Thank you. Followups set to alt.flame.
|>
|> -- Volker
|> --
|> --
|> Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
|> Internet: volker@sfb256.iam.uni-bonn.de Angewandte Mathematik
|> Phone: +49 228 73 3427 (Bonn, Germany)

--

Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **

4204. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 18:39:16 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <1o56skINNo4p@uwm.edu>
Source record: 208789

>In article <1993Mar12.015549.180594@zeus.calpoly.edu>,
>smiller@farad.elee.calpoly.edu (Thrashman Steve) wrote:
>>
>> One question:
>>
>> I have the opportunity to buy a used Spectre, however, it does not have
>> current OS disks. Is it just a simple matter of getting the Mac 6.0
>> whatever operating sytem so that the Spectre will be able to run more
>> recent software or what?

Apple has an FTP site where you can get the 6.x versions of the OS. They
come in a funky disk compaction format used only by Mac's (as far as I know),
so you will also need the program to extract them. Talk to the folks on one
of the Mac newsgroups and they'll be able to tell you exactly where to go.
They've been very helpful to me in the past.
--
= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

4205. Neodesk 3.03 problems

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 18:42:29 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <1o572lINNo50@uwm.edu>
Source record: 208790

I can not get the latest version of Neodesk (3.03) to run off of the hard disk of my computer system. It will run off of the floppy disk. I had no problems with version 3.02. I get the same results using the 3.03 disks I created with the Neodesk patch file, and with the Neodesk 3.03 files I had shipped from Gribnif (for $7).

Here is the error I get when I try to execute Neodesk from my hard disk, followed by the register dump from pressing 'R'.

A Bus error has occurred (2 bombs).

d0:000000FF a0:00059A44
d1:00059290 a1:00000E90
d2:00000000 a2:00059AB8
d3:00000002 a3:00000E02
d4:00000000 a4:00000F94
d5:00000006 a5:00059D4A
d6:0005ACC4 a6:001A73C6
d7:00000000 a7:00004DAA

ssp:00004DAA
usp:00059A38
instr:0038
sr:0308 = (t:0 s:0 interrupt:011 x:0 n:1 z:0 v:0 c:0)
pc:0005B35E

I am using:
BMS 100 Hard Disk Interface
Adaptec ACB-4000 SCSI Hard Disk Controller
Wren I MFM Hard Disk
Supra Hard Disk Self Boot 2.62

I plan on faxing this information to Gribnif to see what they say, but I thought perhaps someone on here could shed some light also.
--
= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

4206. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 19:02:49 UTC
From: skip@cs.olemiss.edu
Message-ID: <1993Mar16.190249.7302@cs.olemiss.edu>
Source record: 208793
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar16.144856.3322@pcnntp.apple.com> Dale_Adams@gateway.qm.apple.com (Dale Adams) writes:
>In article <1993Mar16.031145.13727@rchland.ibm.com>
>ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>> Little kid, show me a Mac doing 256,000 color animations even in an
>> amiga-like format. Show me asshole! They can't. As I said, Mac have
>> some advantages, but AGA also has it's advantages.
>
>Well, I'm not a little kid, and I can't show you 256K color animations,
>but I'd be happy to show you 32K or 16 million color animations that run
>just fine on my Mac, thank you. Tell me what animation resolution you're
>using, what practical frame rates you can acheive, and what the average
>frame delta is and I'll be happy to match or exceed it. We're talking
>about real numbers now, no theoretical maximums. What numbers can you
>actually acheive on your machine? (All the postings I've seen in
>comp.sys.amiga.graphics indicate performance of less than 10 frames/sec.)

Here are a few that I tried :

320x200x8, HAM8, 30 frames, plays 8 times in 5 seconds, 48fps
192x288x6, HAM6, 79 frames, plays 5 times in 5 seconds, 79fps
640x400x3, 8 color, 152 frames, plays 2 times in 5 seconds, 60fps
352x240x5, 32 color, 91 frames, plays 4 times in 5 seconds, 72fps
352x440x6, HAM6, 72 frames, plays 4 times in 5 seconds, 56fps
320x200x6, HAM6, 75 frames, plays 8 times in 5 seconds, 120fps
320x200x8, HAM8, 58 frames, plays 4 times in 5 seconds, 46fps
352x220x6, HAM6, 42 frames, plays 10 times in 5 seconds, 84fps
320x200x4, 16 color, 94 frames, plays 6 times in 5 seconds, 112fps

All were displayed on a Super72 SuperHires Laced screen, which sucks as
much bandwidth as possible.

>- Dale Adams

Skip Sauls, Amiga Advocate
skip@tacky.cs.olemiss.edu

4207. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 19:12:46 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Mar16.191246.13638@rchland.ibm.com>
Source record: 208794
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar16.144856.3322@pcnntp.apple.com>, Dale_Adams@gateway.qm.apple.com (Dale Adams) writes:
|> In article <1993Mar16.031145.13727@rchland.ibm.com>
|> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|> > Little kid, show me a Mac doing 256,000 color animations even in an
|> > amiga-like format. Show me asshole! They can't. As I said, Mac have
|> > some advantages, but AGA also has it's advantages.

First, I want to state that the above was in reply to Marc Barret and
no one else. That's why the style.

|>
|> Well, I'm not a little kid, and I can't show you 256K color animations,
|> but I'd be happy to show you 32K or 16 million color animations that run
|> just fine on my Mac, thank you. Tell me what animation resolution you're
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
| Unless you buy $$$extra hardware$$$$ this is not true. I was
at the last summer CES were Apple themselves were showing Quicktime
using a QUADRA on 160x120 and just resizing it a bit was slow.
This is just 256 colors.

I have seen 256 color 320x120 (or about 120) *from the IDE hardisk*
in 20 fps+. This is one of C='s demos.

|> using, what practical frame rates you can acheive, and what the average
|> frame delta is and I'll be happy to match or exceed it. We're talking
|> about real numbers now, no theoretical maximums. What numbers can you

What a coincidence, me too.

|> actually acheive on your machine? (All the postings I've seen in
|> comp.sys.amiga.graphics indicate performance of less than 10 frames/sec.)

Then you haven't been reading properly...

|>
|> - Dale Adams

--

Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **

4208. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 19:23:33 UTC
From: nyberg@ctron.com
Message-ID: <7278@balrog.ctron.com>
Source record: 208792
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

barrett@iastate.edu (Marc N. Barrett) spews:
[I am against the Amiga because of what it has turned into. Amigas now
[represent backward-thinking and technical MEDIOCRITY. If the A4000 had been
[design with 1024x768 non-interlaced resolution with 8 bitplanes, SCSI,
[better RAM expandability on the motherboard, ethernet as a very inexpensive
[option, the ability to use an inexpensive SVGA monitor with no problems,
[faster screen updates in the high-res non-interlaced 8-plane mode, and
[a faster memory system, then I would support it.

The A4000 has a faster memory system than the A3000. Let's say that
040 card "X" placed in an A3000 runs at twice the speed of a stock A4000.
Take card X and place it in an A4000. (The CPU slots are identical.)

This A4000 with card X will now run faster than the A3000 with card X.

DO YOU GET IT NOW? The problem is with the CPU card, not the memory system.
F*ckhead.

Better RAM on the motherboard... what a dipsh*t. The A4000 uses standard
SIMMs. To upgrade a Centris you have to buy proprietary Mac SIMMs. Who's
are going to be more expensive? Who the frig needs more than 18 meg on
the motherboard? Why is it such a hassle to get a RAM expansion card?
Can the Centris pop out its CPU and replace it with another, later version?
Can it preemtively multitask? Can it animate? Can it display >256 colors?
Does it support multiple filesystems types? How much does the Centris 650
cost? Does the model that is less expensive than the A4000 have an FPU?
Can you pipe data through several processes, each running simultaneously?
Will you ever listen to criticism? Will you ever change?

I hope you have been a hoax over all these years. I would hate to imagine
someone so ignorant and pig-headed exists.

[The Macintosh Centris gives you all of this, for a price that is LESS than
[the A4000 that we are stuck with now.

Will you ever realize that "we" are not "stuck" with anything. "We" weigh
options and buy whatever "we" want.

--
Jason Nyberg (nyberg@ctron.com) Amiga... The Eagle Talon of Computers
"Work is the curse of the drinking class" W. C. Feilds
Disclaimer: My opinions are just that... You don't agree? Take a course!

4209. Re: To all Norwegian/Swedish Atari users Don't do drugs!

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 19:44:04 UTC
From: jorngh@dhhalden.no
Message-ID: <jorngh.1116.732311044@dhhalden.no>
Source record: 208795

RUNE HYLDMO Writes:
>
>Give this guy a couple of braincells to copensate for the loss he gets
>everytime he takes a shot of heroin. Don't blame him for taking drugs, It's
>not his fault his dad told him it was an IQ enhancer.
>

Hey, I was pointing out the tasteless advertising the guy
made in this newsgroup. *He* has *personal* interests in
the firm that sells the Falcons. It's against net.etiquette
for commercial companies to advertise in newsgroups such as
this (dedicated ones exist). He was exploiting Usenet for
commercial purposes (ie free advertising)

So there.

PS! Don't whine like a sick puppy, stick to facts.

4210. Re: Ghostscript

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 19:53:26 UTC
From: pmakital@lk-hp-7.hut.fi
Message-ID: <pmakital.732311606@snakemail.hut.fi>
Source record: 208796

In <1993Mar14.133507.11680@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:

>I've printed documents out from my Atari to my DeskJet using
>GhostScript. It's available from atari.archive.umich.edu in
>/atari/Gnustuff/Tos/Ghostscript.

BTW, which version is the newest one. I use v. 2.52.

//
//// pmakital@snakemail //// Helsinki University of Technology /////
//// pmakital@vipunen //
//

4211. Re: Gemulator, does it still exist?

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 20:04:21 UTC
From: darekm@microsoft.com
Message-ID: <1993Mar16.200421.7824@microsoft.com>
Source record: 208658

In article <1993Mar15.144034.5194@ctp.com> rscha@ctp.com (Richard Schaaf) writes:
>some time ago there was some talk about a program called GEMulator.
>It was a program that emulated a ST on a PC-compatible (Yes, I will
>wash my mouth later :)). I think it was written by the same person
>that wrote Quick-ST (or some program like that).

Richard, yes, Gemulator has been shipping now for over 6 months. Check
ads in the latest issues of ST Informer, Current Notes, or other American
Atari ST magazines for ordering information. German, French, and U.K.
specific versions of Gemulator are also on sale in Europe. Check ST Nieuws
or other German ST magazines for ordering information in Europe.

The current version gives you full speed Atari ST emulation on a 25 Mhz
486 machine with 4 meg of RAM. Twice to three times the speed of an ST
on 50Mhz and 66 Mhz 486 machines, 2/3 the speed of an ST on a 33 Mhz 386.
A PC with 8 meg of RAM will emulate a 5 megabyte ST, and if you have 11 meg
of RAM or more, you get a full 8 meg of ST RAM, double that of a real Mega ST.

Gemulator was just demoed this past weekend at the Sacramento Atari show.
I think Z-NET or Atari Explorer Online will be doing a write up of it in
this week's issue. We were demoing a soon to be released update which now
supports 800x600 and 1024x768 Super VGA graphics modes. This allows you to
run programs like Calamus, Pagestream, Word Writer, etc. in screen resolutions
much higher than that of a standard ST or even the Falcon. The currently
shipping version of Gemulator already supports the PC's 640x480 16 color mode.

Current Notes magazine will be publishing a full review of it in their April
issue which hits the stands within about 3 or 4 weeks.

Current prices are about $229 for the complete package including TOS 2.06,
or $179 for just the board without any ROMs. Some dealers may sell for less.
I don't sell it retail, so don't place an order with me directly.

- Darek

--
/--\
| Darek Mihocka, BraSoft, 14150 NE 20th St., Unit 302, Bellevue, WA 98007. |
| Creator of Gemulator, Quick ST, and Xformer. Views expressed are my own. |
\--/

4212. SIMM memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 20:22:34 UTC
From: beureej@newton.ccs.tuns.ca
Message-ID: <1993Mar16.202234.6870@newton.ccs.tuns.ca>
Source record: 208798

I am thinking of upgrading my 1040stfm to 4 megs using 1 meg SIMMs.
I have the DIY memory upgrade procedure from a.a, which describes
the upgrade using SIPs. I am going to try and substitute the SIMMs
instead. My question is should I do this? I can't think of any
reasons myself as to why this wouldn't work, but I thought I'd see
if anyone else has tried this, and possibly found a problem with
it.

Jerry
beureej@tuns.ca

4213. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 20:28:38 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <Mar16.202838.63880@yuma.ACNS.ColoState.EDU>
Source record: 208797

In article <1o56skINNo4p@uwm.edu> ultron@csd4.csd.uwm.edu (Andrew H Krieg) writes:
>>In article <1993Mar12.015549.180594@zeus.calpoly.edu>,
>>smiller@farad.elee.calpoly.edu (Thrashman Steve) wrote:
>>>
>>> One question:
>>> recent software or what?
>
>Apple has an FTP site where you can get the 6.x versions of the OS. They
>come in a funky disk compaction format used only by Mac's (as far as I know),
>so you will also need the program to extract them. Talk to the folks on one
>of the Mac newsgroups and they'll be able to tell you exactly where to go.
>They've been very helpful to me in the past.
>--
>= Andrew Krieg | =
>= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =

Those files are in the so called image format which is the binary image of
the physical disk. One can either use DiskCopy (also availible on the same
ftp sites under /dts/mac/tools) to recreate the diskettes, or use another
utilities called MountImage to mount the image as disks on the desktop. (this
of course requires you have hard drive to hold those files and you have a
running system).
The MountImage should be avalible in most Mac FTP sites, and it's a control
panel device. Boot with it in the control panel then you can select it from the
control panel. It would show about 8 icon with question mark. To mount an image
simply click on one of the icon, then the file selector would come up for you
to pick the image file. As soon as the image is mounted, a new disk icon will
shows up on the desktop. From that point on you can simply click on the disk
icon and it will behave just as if it's a real disk. So you can mount all the
distribution disk this way and run the installer. (No question would be asked
during the installation! Because all the diskettes are present and the
installition will run much faster this way). Also you don't need to have the
superdrive, the 1.44MB floppy image works just as well. (Just need to be able
to download the image files to the hard drive from your remote host).

Tang
sytang@lamar.colostate.edu

4214. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 20:31:37 UTC
From: iank@microsoft.com
Message-ID: <1993Mar16.203137.10849@microsoft.com>
Source record: 208659
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy
Body handling: HTML body converted to readable text

In article <1993Mar15.155635.176008@zeus.calpoly.edu> smiller@farad.elee.calpoly.edu (Thrashman Steve) writes:
>>> Comp.sys.amiga.TRAITOR..
>>
>NO, _ASSHOLE_ this is comp.sys.atari.st, not either of the two above
>groups, so why don't you keep your pitiful flaming out of here?

Actually it's both comp.sys.atari.st and comp.sys.amiga.advocacy.
If you knew what you were doing on The Net you would know this. This
message thread is running in both newsgroups becuase the guy
who posted the initial message sent it to both groups and as a result
relpies goto both groups.

Pretty simple eh?

And if you really want to stop this you could take the inflamitory
spaz-fest to e-mail.

Ian.
--

MAIL : IANK@MICROSOFT.COM
A1200/85MBHD OS3.0 Yeah!

4215. Re: Help: Configuring 1.2 Gb Fujitsu HD

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 21:13:47 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1o5fubINN28u@elroy.jpl.nasa.gov>
Source record: 208800
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Mar14.223344.5483@ultb.isc.rit.edu> mrz5149@ritvax.isc.rit.edu writes:
>Ahh ha! I rember what the problem here is. If I remember correctly the
>major problem with Supra controllers (one of the reasons they really
>don't exist anymore) was that they only have the capablitlity of controlling
>one SCSI device!
>
>Unless my memory is failing me I belive that's what the problem is.
>I also don't think that the Supra can handle a drive as large as 1.2 Gig.

I'm sure you're misremembering, it was the Atari SH2xx host adapters that had this problem. I've used multiple SCSI devices off a Supra host adapter before without any trouble. It sounds more like the two drives mentioned in the prior posting are both trying to supply 5 volts to the TERMPWR line, and one or the other is burning out the other's power bus. This will invite total failure in a very short time, SCSI-2 or no. The trick is to simply notch out that line on the cable (it is either pin 25 or 26, I've forgotten which. I think it must be 25, since all the even lines are grounds.)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

4216. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 21:24:35 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1o5gijlNNpjd@uwm.edu>
Source record: 208651
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar16.143253.3125@pcnntp.apple.com>, Dale Adams
(Dale_Adams@gateway.qm.apple.com) wrote:
: Funny, but none of these Amigas seem to be able to output a high
: resolution (i.e., 1024 x 768 or greater) video signal noninterlaced at a
: 72 Hz or greater vertical refresh rate regardless of the number of colors.
: The fact that these machines cannot generate such modes without resorting
: to expensive hardware is a demonstration of the Macintosh's hardware
: superiority.

It's a demonstration of the Mac's capability to do that. Whether that
can be considered superior, well, that's up in the air. It can be done
for circa 500 bucks on the Amiga.

I'd say it's a tribute to the Mac's bigger market for such a thing, and a
tribute to a VRAM system, but I'd stop there. There's nothing "special"
about a VRAM framebuffer in CPU space. Nothing more special than you can
get with a PC with a LocalBus VGA card, that is. Such a thing on the
Amiga isn't nearly as necessary--we don't have an ISA bus that cripples
the system, and we don't have the NuBus bottleneck syndrome. It's one of
the advantages of designing a bus from scratch rather than pulling it
from the world of mainframes.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "Frankly, we doubt he could sell his body to science." :)
(: -Dan Barrett, and/or Fluffykins :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

4217. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 21:26:01 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1o5gl9lNNpjd@uwm.edu>
Source record: 208652
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar16.144856.3322@pcnntp.apple.com>, Dale Adams
(Dale_Adams@gateway.qm.apple.com) wrote:
: actually acheive on your machine? (All the postings I've seen in
: comp.sys.amiga.graphics indicate performance of less than 10 frames/sec.)

That's greatly due to the inefficiency of the ANIM-5 format on AGA/32-bit
machines.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "Frankly, we doubt he could sell his body to science." :)
(: -Dan Barrett, and/or Fluffykins :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

4218. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 21:31:56 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1o5h0clNNpjd@uwm.edu>
Source record: 208653
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar16.190249.7302@cs.olemiss.edu>, Skip Sauls (skip@cs.olemiss.edu) wrote:
: Here are a few that I tried :

: 320x200x8, HAM8, 30 frames, plays 8 times in 5 seconds, 48fps
: 192x288x6, HAM6, 79 frames, plays 5 times in 5 seconds, 79fps
: 640x400x3, 8 color, 152 frames, plays 2 times in 5 seconds, 60fps
: 352x240x5, 32 color, 91 frames, plays 4 times in 5 seconds, 72fps
: 352x440x6, HAM6, 72 frames, plays 4 times in 5 seconds, 56fps
: 320x200x6, HAM6, 75 frames, plays 8 times in 5 seconds, 120fps
: 320x200x8, HAM8, 58 frames, plays 4 times in 5 seconds, 46fps
: 352x220x6, HAM6, 42 frames, plays 10 times in 5 seconds, 84fps
: 320x200x4, 16 color, 94 frames, plays 6 times in 5 seconds, 112fps

: All were displayed on a Super72 SuperHires Laced screen, which sucks as
: much bandwidth as possible.

To be honest, I HOPE these weren't done with the ANIM opt 5 format. On
an AGA system, you want at LEAST 8, possibly 7. Word and longword
compression is important. :)

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "Frankly, we doubt he could sell his body to science." :)
(: -Dan Barrett, and/or Fluffykins :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

4219. Re: Atari in Canada?

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 21:36:21 UTC
From: bhawker@oneb.almanac.bc.ca
Message-ID: <aVXi1B1w164w@oneb.almanac.bc.ca>
Source record: 208656

ringworm@sys6626.bison.mb.ca (Count Ringworm) writes:

> Hello,
>
> Is there any places in Canada that sell Atari hardware and/or
> software? If you've got an address or phone number, could you send it my
> way please? Also, I'd appreciate some phone numbers of Atari BBS's...
> preferably v.32bis. Thanks!
>

Hi!

I have the good fortune of living within 2 blocks of the only all-
Atari dealership on Vancouver Island! It is hard to even find an Atari
dealership in the city of Vancouver... but the Atari dealer here has
hardware and software in abundance.

If you would like to contact them, speak to Randy (the owner) at:
Micro-Vision Computers
#6-2220 Bowen Rd.
Nanaimo, BC
(sorry don't know postal code :-( )
phone 604-756-1933

Good luck.... Hope you find what you need!

bhawker@oneb.almanac.bc.ca (Bruce Hawker)
The Old Frog's Almanac (Home of The Almanac UNIX Users Group)
(604) 245-3205 (v32) <Public Access UseNet> (604) 245-4366 (2400x4)
Vancouver Island, British Columbia Waffle XENIX 1.64

4220. Re: Best Budget ST Sequencer?

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 21:45:37 UTC
From: mfallero@batman.bmd.trw.com
Message-ID: <1993Mar16.144537.754@batman.bmd.trw.com>
Source record: 208655
Cross-posted to: comp.sys.atari.st,comp.music

In article <19930315.080354.887@almaden.ibm.com>, evilandi@vnet.IBM.COM (Andrew Oakley) writes:
> I am looking to get myself a Yamaha SY35 synth, and already have a 1Mb
> Atari ST with DS drive and mono monitor. I know very little about MIDI,
> sequencers or synths, but have a good practical musical knoweldge.
>
> What is the best sequencer for under 100 UK pounds? I am particularly
> after something which allows me to set up drum rhythms easily, and with which
> I can create a few phrases of music and then copy and arrange them to fill
> out a whole song (eg. just play a bass line once, then transpose & copy it
> for the rest of the piece).
>
> Suggestions, particularly from those who already use a certain package,
> welcome here or to my mailbox. Thanks.
>
> Andrew Oakley <evilandi@vnet.ibm.com> (or IBM VNET: <9oakley@asicvm1>)
> IBM Warwick, UK (I speak FROM IBM, not FOR IBM) UK Tel. 0926 464830
> ---
> Which is the most improbable; Goths in the charts or a Journalist with
> an open mind? Rosetta Stone- On The Side Of Angels compilation out now

I currently use Band-In-A-Box to do what you are suggesting. I also have Tiger Cub but Band-In-A-Box is an excellent program for recording a few measures, then filling in the rest of the song. It also comes with many different rhythm patterns built in. I think most any issue of Keyboard magazine has an advertisement for the product.

I'm in no way affiliated with them, just a satisfied customer.

Mark Falleroni

4221. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 21:53:30 UTC
From: abs0@coos.dartmouth.edu
Message-ID: <C404t7.DtG@dartvax.dartmouth.edu>
Source record: 208666

nyberg@ctron.com (Jason W. Nyberg) writes:

>Better RAM on the motherboard... what a dipsh*t. The A4000 uses standard
>SIMMs. To upgrade a Centris you have to buy proprietary Mac SIMMs. Who's
>are going to be more expensive? Who the frig needs more than 18 meg on

actually, (correct me if I am wrong) the new Macs are using the same
type of simms found everywhere...

To -MB-: get a Mac and get out of here. Thanks.

>--
>Jason Nyberg (nyberg@ctron.com) Amiga... The Eagle Talon of Computers
>"Work is the curse of the drinking class" W. C. Feilds
>Disclaimer: My opinions are just that... You don't agree? Take a course!

Yours Sincerely,
Kelvin
e-mail:abs0@coos.dartmouth.edu

4222. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 22:02:04 UTC
From: Dale_Adams@gateway.qm.apple.com
Message-ID: <1993Mar16.220204.4810@pcnntp.apple.com>
Source record: 208665
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar16.190249.7302@cs.olemiss.edu> skip@cs.olemiss.edu (Skip Sauls) writes:
> Here are a few that I tried :
>
> 320x200x8, HAM8, 30 frames, plays 8 times in 5 seconds, 48fps
> 192x288x6, HAM6, 79 frames, plays 5 times in 5 seconds, 79fps
> 640x400x3, 8 color, 152 frames, plays 2 times in 5 seconds, 60fps
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> 352x440x6, HAM6, 72 frames, plays 4 times in 5 seconds, 56fps
> 320x200x6, HAM6, 75 frames, plays 8 times in 5 seconds, 120fps
> 320x200x8, HAM8, 58 frames, plays 4 times in 5 seconds, 46fps
> 352x220x6, HAM6, 42 frames, plays 10 times in 5 seconds, 84fps
> 320x200x4, 16 color, 94 frames, plays 6 times in 5 seconds, 112fps
>
> All were displayed on a Super72 SuperHires Laced screen, which sucks as
> much bandwidth as possible.

That's a lot better than what I had read in other postings. Some of those sub-10 fps numbers sounded a bit too low. Do you have any results for 640 x 480 HAM8 animations? On a Centris 650, with reasonable frame-to-frame deltas (80 - 100 KB), I get about 80 - 90 fps for an 8-bit 640 x 480 animation.

- Dale Adams

4223. Re: What happened to alt.games.lynx???

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 22:12:35 UTC
From: skelly@amiganet.chi.il.us
Message-ID: <skelly.11j8@amiganet.chi.il.us>
Source record: 208654
Cross-posted to: comp.sys.atari.st,rec.games.video,alt.games.lynx

bbishop@crusader.torolab.ibm.com () writes:

>What happened to alt.games.lynx??? I use to be able to read actual Lynx
>information here. Now all I read is babble about 3DO and Atari's Jag.
>I have a Lynx at home, I do not have a 3DO or Jaguar.
>
>Brad
>
>
>

I don't know Brad, but the group I read your post in is called
"rec.games.video". There was a split-up of the group in case you didn't catch
all the posts about it. However, many sites are not getting
alt.genesis/snes/etc... All the stuff about the Jaguar VS 3DO is probably in
the group it belongs in despite the fact that it is getting VERY OLD AND BORING
after a couple hundred posts in the thread...

%^%
% Sean Kelly - Sysop Amizon BBS (312)594-1146 %
% Always looking for classic video games for the following systems: %
% %
% Atari 2600-Atari 5200-ColecoVision-Atari 5200-Intellivision-Vectrex %
%^%

4224. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 22:14:03 UTC
From: Dale_Adams@gateway.qm.apple.com
Message-ID: <1993Mar16.221403.5011@pcnntp.apple.com>
Source record: 208671
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar16.191246.13638@rchland.ibm.com>
ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> In article <1993Mar16.144856.3322@pcnntp.apple.com>,
Dale_Adams@gateway.qm.apple.com (Dale Adams) writes:
> |> In article <1993Mar16.031145.13727@rchland.ibm.com>
> |> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> |> > Little kid, show me a Mac doing 256,000 color animations even in an
> |> > amiga-like format. Show me asshole! They can't. As I said, Mac have
> |> > some advantages, but AGA also has it's advantages.
>
>
> First, I want to state that the above was in reply to Marc Barret and
> no one else. That's why the style.

Acknowledged. I just don't like to see misinformation posted, hence my
reply.

> |>
> |> Well, I'm not a little kid, and I can't show you 256K color animations,
> |> but I'd be happy to show you 32K or 16 million color animations that run
> |> just fine on my Mac, thank you. Tell me what animation resolution you're
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> | Unless you buy $$$extra hardware$$$$ this is not true. I was
> at the last summer CES were Apple themselves were showing Quicktime
> using a QUADRA on 160x120 and just resizing it a bit was slow.
> This is just 256 colors.

Yes, it is true. There's no extra hardware required above what comes on
the motherboard (and maybe some extra memory). I never said I was running
QuickTime animations. (Although I can run 320 x 240 QuickTime movies at
16 bits/pixel at 30 fps with no problem. What you saw at CES must have
been the old version of QuickTime - the new compact video codec does much
better than that.) Using off the shelf animation programs I can run
animations at 640 x 480 with 8-bit resolution at 120 fps on a Quadra 800,
90 fps on a Centris 650. I'll have to double check what a Centris 610
will do, but it's probably on the order of 75 fps or so.

- Dale Adams

4225. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 22:22:20 UTC
From: Dale_Adams@gateway.qm.apple.com
Message-ID: <1993Mar16.222220.5136@pcnntp.apple.com>
Source record: 208672
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <C3zu5t.Lu1@dartvax.dartmouth.edu> abs0@coos.dartmouth.edu (Kelvin Leung) writes:

> Dale_Adams@gateway.qm.apple.com (Dale Adams) writes:
>
> >Well, I'm not a little kid, and I can't show you 256K color animations,
> >but I'd be happy to show you 32K or 16 million color animations that run
> >just fine on my Mac, thank you. Tell me what animation resolution you're
>
> Stock Macintosh? full screen? I know you work for Apple, so your chance
> of using one of those nifty and expensive 24bit graphics accelerators
> are very high. We are talking about stock machines here.

Stock Macintosh. Full screen. No graphics accelerators. Actually, you can achieve better animation rates using the onboard video since you don't have to go through the synchronization delays inherent in the NuBus interface.

> >using, what practical frame rates you can acheive, and what the average
> >frame delta is and I'll be happy to match or exceed it. We're talking
> >about real numbers now, no theoretical maximums. What numbers can you
> >actually acheive on your machine? (All the postings I've seen in
> >comp.sys.amiga.graphics indicate performance of less than 10 frames/sec.)
>
> Seriously, you can do 320x200xHAM8 (256k color) animations at ~30fps
> (with a big delta) no sweat on a stock Amiga 4000. You said "less than
> 10 frames per sec," were you talking about ANIM7 animations or MPEG?

Could be my misunderstanding. I'm not up to speed on all the Amiga animation formats/modes. I can do 320 x 240 QuickTime animations with 16-bit video at 30 fps no problem (although I wouldn't consider 320 x 240 to be full screen - more like a quarter screen). If I don't use QuickTime, I can get much higher frame rates.

- Dale Adams

4226. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 23:08:56 UTC
From: skip@cs.olemiss.edu
Message-ID: <1993Mar16.230856.8908@cs.olemiss.edu>
Source record: 208657
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1o5h0cINNpjd@uwm.edu> gblock@csd4.csd.uwm.edu (Gregory R Block) writes:
>In article <1993Mar16.190249.7302@cs.olemiss.edu>, Skip Sauls (skip@cs.olemiss.edu)
wrote:
>: Here are a few that I tried :
>
>: 320x200x8, HAM8, 30 frames, plays 8 times in 5 seconds, 48fps
>: 192x288x6, HAM6, 79 frames, plays 5 times in 5 seconds, 79fps
>: 640x400x3, 8 color, 152 frames, plays 2 times in 5 seconds, 60fps
>: 352x240x5, 32 color, 91 frames, plays 4 times in 5 seconds, 72fps
>: 352x440x6, HAM6, 72 frames, plays 4 times in 5 seconds, 56fps
>: 320x200x6, HAM6, 75 frames, plays 8 times in 5 seconds, 120fps
>: 320x200x8, HAM8, 58 frames, plays 4 times in 5 seconds, 46fps
>: 352x220x6, HAM6, 42 frames, plays 10 times in 5 seconds, 84fps
>: 320x200x4, 16 color, 94 frames, plays 6 times in 5 seconds, 112fps
>
>: All were displayed on a Super72 SuperHires Laced screen, which sucks as
>: much bandwidth as possible.
>
>To be honest, I HOPE these weren't done with the ANIM opt 5 format. On
>an AGA system, you want at LEAST 8, possibly 7. Word and longword
>compression is important. :)

Anim7 format was used, I've not been able to test Anim8 yet. I've heard
that Scala's Anim32 format is even faster, but I'm not going to buy any
package that requires a freaking dongle, no matter how great.

If anyone would like to know, the anims listed above are listed below
in the same order :

-----rwed 93-03-13 13:32:45 3685 1886240 Clown2Baby.anim7
-----rwed 93-03-12 13:50:35 5182 2652976 bladerunner.anim7
-----rwed 93-03-12 14:01:30 817 418292 GraphicsMeanPower7
-----rwed 93-03-12 13:48:52 4151 2125234 ENT-Photon.ANIM7
-----rwed 93-03-12 13:48:03 3237 1656898 BulbBash.anim7
-----rwed 93-03-12 23:17:49 995 509344 DontDrinkAndMorph.anim7
-----rwed 93-03-16 10:06:05 7030 3598996 Horror.anim7
-----rwed 93-03-12 23:20:28 1130 578526 Machine.anim7
-----rwed 93-03-16 10:40:00 320 163516 LampDemo.anim7

All of them except for Clown2Baby.anim7 and Horror.anim7 were pulled off
of the networks from various sites. I will upload both of them if anyone
would like to try out the HAM8 animations, but I must warn you that they
are pretty disgusting to look at, due to both the subject material and
the fact that my artistic abilities are sorely lacking. :-)

Clown2Baby morphs the old "Lauren" baby picture into the Clown picture that seems to be on nearly every Clone with VGA.

Horror is a morph of the same baby picture into a mutated version of the picture with a Cyclopian eye, bulging forehead, gaping mouth, pointed ears, etc.

>Greg
>
>--
>(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
>(: "Frankly, we doubt he could sell his body to science." :)
>(: -Dan Barrett, and/or Fluffykins :)
>(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

Skip Sauls, Amiga Advocate
skip@tacky.cs.olemiss.edu

4227. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 23:12:53 UTC
From: mike@struad.cts.com
Message-ID: <mike.04t3@struad.cts.com>
Source record: 208695
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <bmccnnll.732246873@unix1.tcd.ie> bmccnnll@unix1.tcd.ie (Barry McConnell) writes:
>
>Er, has anyone else noticed that Marc is getting more forceful in his
>postings, and that - to a casual observer - he could appear to be doing
>pretty well in this argument? Maybe it's just me being tired, and at 2 in
>the morning on a 2400 baud modem I'm not interested in actually thinking
>about what he's saying, but the general language and expression is pretty
>good.
>
>Barry.
>(On a 72Hz non-interlaced 680*400 screen since my usual PAL 50Hz is hard on
>my tired eyes. Can the Mac change screen refresh frequencies on the fly? :)

Don't be misled by Marc Barrett's bullshit! He just states words that he's picked up over the years on the net. MARC BARRETT DOESN'T KNOW ANYTHING TECHNICAL ABOUT COMPUTERS! He dropped out of computer science a year back and is taking economics instead. In his posts he doesn't state anything technical, EVER. He justs gives some technical words here and there and to the casual observer it could appear he knows what he's saying, BUT HE DOES NOT. He's in my kill file, and has been for the last year, however I still do read some of his shit when someone replies to a message of his and quotes his BS. So a week doesn't go by that I haven't read a posting by Marc 'the computer illiterate' Barrett.

4228. where to mail order an ste?

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 23:19:03 UTC
From: jacob@max.cc.brandeis.edu
Message-ID: <1993Mar16.231903.11625@news.cs.brandeis.edu>
Source record: 208668

a while back i've inquired about a memory upgrade for my
old st. since then several well meaning persons have convinced
me that it would be better to get an ste.

so here i go again...

any good advice out there as to what good mail order places
for an ste (and atari products in general are) could be?
(i'd bought my st from 47th st photo but they've stopped selling
atari...)

any help very much appreciated.

jacob

ps: if at all possible, please reply in email.

4229. Re: Please read this, Mark Barret.

Newsgroup: comp.sys.atari.st
Date: 1993-03-16 23:41:27 UTC
From: danaf@bray1a.its.rpi.edu
Message-ID: <c7244q_@rpi.edu>
Source record: 208681

In article <7269@balrog.ctron.com>, nyberg@ctron.com (Jason W. Nyberg) writes:
|> Marc Barrett -MB- | email: barrett@iastate.edu writes:
|> [Your messages are filled with half-truths, backtracks, tangents, attempts
|> [to change the subject entirely, and so on. You do everything except directly
|> [answer my statements.

[Questions deleted...]

Could you spell his name right next time? My kill file does a pretty good job
of searching out all occurrences of MB mania, but it can't catch the posting
unless you spell it right!

(Of course, then, I would never have gotten to read your wonderful post...)

8)

|> --
|> Jason Nyberg (nyberg@ctron.com) Amiga... The Eagle Talon of Computers
|> "Work is the curse of the drinking class" W. C. Feilds
|> Disclaimer: My opinions are just that... You don't agree? Take a course!

--
//////////////////////////[[[[[[[[[]]]]]]]]]\\\\\\\\\\\\\\\\\\\\\\\\\\
(718) (212) (516) (518)
=======Amiuser============Frank R. Dana, Jr.============Doc Ami=======
--------My opinions rarely reflect those of any sane person,----------
living, dead, or undead... that's gonna CHANGE.

4230. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 00:02:55 UTC
From: cs64wag@sdcc8.ucsd.edu
Message-ID: <1o5prfINNoke@network.ucsd.edu>
Source record: 208660
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar16.215702.4697@pcnntp.apple.com> Dale_Adams@gateway.qm.apple.com (Dale Adams) writes:
>> Can it animate? Can it display >256 colors?
>
>I don't have any problem doing animations on a 640 x 480 8-bit screen at
>~90 frames/sec. The onboard video supports 32K colors on displays up to
>832 x 624, 75 Hz noninterlaced.

Well, somebody's gonna have to ask, so it might as well be me :-)
Does your monitor scan at 90Hz? If it doesn't, how can you get
90 different frames per second?

The most I've heard of a monitor scanning up to is 72Hz,
am I ignorant?

Jeremy

>- Dale Adams

--
|~~~//~~~~~~|
|3k// "This is the spawning of the Cage and aquarium!" -TMBG |
\\// "I never got to 'Just Say No.' No one even asked me!" -Ky Ho |
|\/____|

4231. MSTE Serial Speeds?

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 00:03:35 UTC
From: u2e32@keele.ac.uk
Message-ID: <1o5psn$er3@gabriel.keele.ac.uk>
Source record: 208661

Greets to all and thank you for your time.

I was looking thru Atari Doc Support II the other day on info
about the Mega Ste's extra serial ports.
There was none. There was a little on the TT, which was followed by
a line saying this will be different on other machines with extra serial
ports.
So my questions are.

1 What is the Max baud rate of the MSTE's ports,
is it still 19200, or can I get more?

2 Does TOS 2.06 still need the fix for true RTS/CTS?

3 What are the BCON numbers for the ports?

4 Is the RS432 (lan) shared with another port (ie TT)

5 Has anyone seen any software which uses the lan port?

Thanks very much.

+==+
Graham "Roll The Dice" Harrison.	u2e32@keele.ac.uk
University Of Keele	
Stoke On Trent	Even Death Fears Undertakers
England	
+==+

4232. TCP/IP help needed.

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 00:11:16 UTC
From: u2e32@keele.ac.uk
Message-ID: <1o5qb4$er3@gabriel.keele.ac.uk>
Source record: 208662

Greetings most excellent keeper of knowledge.
I thank thee for thy time.

At present I have a 520STfm (Tos 1.00 2Mb mem) connected to my TNC.
(TNC terminal Node controller. Ham packet radio modem thingy. . Runs ax25
protocol. ka9q was writen to give TCP/IP using them)

This is a net.tos ax25 link.

I also have a Mega STE, which soon will have a ICD host hard disc attached.
What I want to do is install a slip connection between the 2.
Not too much of a problem, except I have no docs or source code to obtain help on.

The question. I want to set routing up, so that when I ftp or telnet, it auto
route to the STFM and then to the world via the FM's ax25 link.
So what's the problem? Well what I want to know is, when I tell route to add default STFM
slip, will the STFM know to change the protocol to ax25 before using the TNC. Or will, as I
fear, the STFM have no control to do this.

Any help will be greatfully rx'ed.

+==+
Graham "Roll The Dice" Harrison.	u2e32@keele.ac.uk
Computer Sci / Electronic Eng.	G7JWI@GB7SAM.#11.GBR.EU
Stoke On Trent	Even Death Fears Undertakers
England	
+==+

4233. Gateway Hunting.

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 00:13:25 UTC
From: u2e32@keele.ac.uk
Message-ID: <1o5qf5$er3@gabriel.keele.ac.uk>
Source record: 208663

Thank you for your time.

This is a sort of related question, I've tried the other groups and no relpy
so. . .

I'm looking for any sort of gateway between the HaM packet radio net,
(amprnet?) to internet.
ANYTHING at all.

CHeers again.

+===+
Graham "Roll The Dice" Harrison.	u2e32@keele.ac.uk
University Of Keele	
Stoke On Trent	Even Death Fears Undertakers
England	
+===+

4234. Re: Wanted: Falcon prices.....

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 00:49:00 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.774@cix.compulink.co.uk>
Source record: 208670

In article <1993Mar14.111442.3383@solace.hsh.se>, jonord@solace.hsh.se (Joakim Nordlander) writes:
> Well, in Sweden they have posted the price. Grotesque! $2260 for the version
>with 4Mb, 65Mb Hd! $1400 for the "clean" version without HD and 1 Mb memory!
>Noone will never, ever buy a Falcon in Sweden. Falcon =Kalkon! (Kalkon=turkey)

Not as expensive as the beer ;-))

4235. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 00:55:39 UTC
From: ghelect@unssun.scs.unr.edu
Message-ID: <1993Mar17.005539.21234@physics.unr.edu>
Source record: 208676
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar16.143916.3208@pcnntp.apple.com> Dale_Adams@gateway.qm.apple.com (Dale Adams) writes:
>In article <bmccnnll.732246873@unix1.tcd.ie> bmccnnll@unix1.tcd.ie (Barry
>McConnell) writes:
>> Barry.
>> (On a 72Hz non-interlaced 680*400 screen since my usual PAL 50Hz is hard on
>> my tired eyes. Can the Mac change screen refresh frequencies on the fly? :)
>
>Depends on what you mean by "on the fly". Can I click on a button in
>dialog box and have the screen change resolution and video timing - sure,
>it's no problem on a Centris or Quadra machine. Using a multifrequency
>display I can switch on the fly to a variety of resolutions from 640 x 480
>VGA up through 1152 x 870 75 Hz noninterlaced.
>
>- Dale Adams

Okay, so on 5 models of machines, you can do this, GREAT...
Mac 512.. Mac +, MacSE, MacSE/30, MacII, Macfx, MacCi, MacSi, MacLC
MacLCII, Mac LCIII, Mac Classic, Mac Classic II, Mac Color Classic,
MacVi, MacVX, Mac Portable, Powerbook 100, Powerbook 140, Powerbook 165,
Powerbook 180, Mac Duo, damn it, I know I am forgeting a few models...
But the point is, how much of your installed user base can do the same
as your 040 machines?

<humph>
Ariel
:-)

4236. 110+ Atari Magazines For Sale!

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 01:12:29 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <93075.201229JJL101@psuvm.psu.edu>
Source record: 208664

Over 110 Atari Magazines for sale. Here's a rundown.

Will take best offer + shipping.
Current Notes: 10/92, 11/92, 12/92, 2/93, 3-93

ST Informer: 7/91, all 12 '92 issue

Aim: 6/91, 7/91, 8/91, 10/91, 11/91, 2/92, 3/92, 4/92, 5/92, 6/92, 7/92, fall92

Atari Advantage: 4/92, 5/92, 6/92, 10/92, 11/92

Compute's ST: 10/86, 6/87, 8/87,10/87, 12/87, 2/88, 4/88, 6/88

Compute: 7/86, 8/86, 9/86, 10/86

ST Log: 6/86, 7/86, 11/86, 12/86, 1/87, 2/87, 3/87, 4/87, 4/88, 8/88

Antic: 6/86, 7/86, 1/87, 5/87

Analog: 12/86

Start: Special Issue 1 & 2, Summer 86, Summer 88, Spring 88, Winter 87, Spring 87, Fall 87, Business Issue, Games Issue, Fall 86, 10/88, 12/88, 1/89, 2/89, 3/89, 4/89, 5/89, 6/89, 9/89, 10/89, 12/89, 7/89, 1/90, 4/90

Atari User: 6/91, 8/91, 9/91, 10/91, 11/91, 12/91, 6/92

ST Applications: 5/86, 6/86, 8/86, 9/86, 10/86, 11/86, 12/86, 1/87, 2/87, 3/87 4/87

ST User: 8/87, 9/87, 12/88

Atari Explorer: 1/92

STExpress: 3/88, 6/89, 8/89

STAction: 12/88

STWorld: 8/87

Atari Journal: 11/92

4237. SLM804 Laser for $300!

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 01:27:46 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <93075.202746JJL101@psuvm.psu.edu>
Source record: 208677

SLM804 price reduced... good condition. Practically new toner cart,

$300 including cables and control box and disks.

J.J. Lehett :

- Work: JJL101@psuvm.psu.edu Penn State CAC
- Genie: J.LEHETT2
- Delphi: JLEHETT@delphi.com

4238. SPEED OF LIGHT version 2.1 on a.a.umuch

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 01:57:26 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1o60i6INNpir@shelley.u.washington.edu>
Source record: 208675

Finally version 2.1 of Speed of Light GIF viewer (spoflite21.lzh) is in the Graphics folder of atari.archive.umich.edu. This version works on all ataris including ST/STE/TT/FALCON. It has been tested on all of these computers without any problem. Do not run it from TT ram, however. Speed of Light includes several new features including the ability to load ANY size GIF into memory even if you have only a little free. This is acomplished by cutting the lines of the picture out as it loads in. You can also just view a section of the GIF if you want. You can still scroll around the huge picture, reduce them, or average them. RGB values can be altered and the color and flickering contrast can be adjusted to optimize picture display depending on your resolution/number of colors. It increases the palette by swapping screens very quickly so your eye sees more than twice the normal colors. This gives STs the palette of an STE plus, and Falcons get 16 million colors. The program works only in 16 and 256 color graphics modes in any resolution. The program does not use VDI to draw the pictures to the screen (that's why it's fast), so it probably won't work to well with custom resolutions unless it uses the system screen memory. It does, however get its resolution and color info from VDI, so it may work.

THIS PROGRAM IS SHAREWARE, so I would very much appreciate your support.

Thanks for everyone's patience in waiting for this version. Sorry for the problems with version 2.0 on older STs.

ENJOY!

Stuart Denman
stusoft@u.washington.edu

4239. Mega STE and a HD

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 02:07:26 UTC
From: psurge@cs.utexas.edu
Message-ID: <lqd1uuINNa1@levelland.cs.utexas.edu>
Source record: 208667

Ok, my Mega STE finally came in. However, when I tried to hook up my hard disk to the ACSI port, nothing happened. I recently tried the HD on my friends MEGA ST and it worked fine, but the HD busy light does not even light up, nor does the ICD driver recognize the host adaptor (booted from floppy of course).

I remember some talk about this happening. I know there are many of you Mega STE owners out there with Hard Drives. The biggest change I noticed about this is that the port is now labeled "ASCI" instead of "DMA".

I have TOS 2.5 (2.05) if that tells you anything.

Please help because I need to get this hard drive working with this system.

Thanks,

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"M-U-S-I-C we see was never ment to be M-I-C-K-E-Y-M-O-U-S-E" --P.I.D

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

4240. Re: _BOB BRODIE March GEnie Co

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 02:07:42 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1o615eINNh3o@elroy.jpl.nasa.gov>
Source record: 208673

In article <A10932@K.maus.de> Peter_Missel@k.maus.de (Peter Missel) writes:
>h>composite sync rates (or ST mono sync, if you then plug in a SM124, etc.).
>h>To
>h>get TV resolutions on a multisync monitor, you'll need the ST adaptor and
>h>an ST to multisync adaptor, or you'll need to modify your VGA adaptor. I
>
>No! One can flip to TV resolutions with a standard VGA adaptor attached,
>yesterday I saw a graphics demo do so.
>
Yes, you're right. If you write code to explicitly set the video modes and allocate screen memory, you can display any mode you want on a multisync monitor. I was only thinking of the default power-up case when I wrote the above; also, as I mentioned before, you can switch monitors on the fly, and again, if you reset the video modes appropriately, you'll have no troubles.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

4241. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 02:08:09 UTC
From: jorngh@dhhalden.no
Message-ID: <jorngh.1117.732334089@dhhalden.no>
Source record: 208680
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.adovcacy

RUNE HYLDMO writes:
>>>can I afford it. And form what I know system 7.0.1 doesn't use
>>>hardware memory protection so what do you need the MMU for??
##
>>Like MP is the only thing you can use a MMU for ? Ever
>>heard of Virtual Memory ? Many debugging tools utilizes
>>the MMU too.
>
>My are you stupid....
>First you complain about the price of a falcon with a DSP, SCSI II port, and
>a 68 030 with the MMU and say get a A4000/ec030 instead. Then you start
>telling everybody how useful the MMU is.

My are *you* stupid, read what I wrote before you start drooling.
I simply stated what other uses the MMU have. You seemed to think
that MP was the only thing.

NOWHERE did I write about the Amiga vs. Falcon.

YOU are the one bringing up the Amiga/Falcon flaming, I simply
corrected you in spreading mis-information about the MMU.

>You are hacking on me even though I am trying to back up the amiga versus
>the MAC, be sure to remind me not to do that again.

I'm sure Marc Barrett will love you for that. <SLURP>

>Stick your sorry-ass into alt.flame where you obviously belong

Are we touchy today ? Remember where you are.

4242. Mega STE Dip switches

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 02:10:21 UTC
From: psurge@cs.utexas.edu
Message-ID: <lqd24dINNk5@levelland.cs.utexas.edu>
Source record: 208669

I got no documentation with my Mega STE (it was a used one). I do not know
much about TOS 2.05, except that it is radically different than TOS 1.0 which
I have been using for about 6 years now.

Most specifficaly, what are each of the DIP switch settings for?

Thanks,

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"M-U-S-I-C we see was never ment to be M-I-C-K-E-Y-M-O-U-S-E" --P.I.D

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

4243. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 02:20:44 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Mar17.022044.113848@zeus.calpoly.edu>
Source record: 208684

gblock@csd4.csd.uwm.edu (Gregory R Block) types:
>In article <1993Mar15.155635.176008@zeus.calpoly.edu>, Thrashman Steve
(smiller@farad.elee.calpoly.edu) wrote:
>: NO, _ASSHOLE_ this is comp.sys.atari.st, not either of the two above
>: groups, so why don't you keep your pitiful flaming out of here? If I
>
>If you're going to flame, make an attempt to be correct. It, thanks to
>marks nonexistent wisdom, exists in both comp.sys.atari.st, and
>comp.sys.amiga.advocacy. If tin had warned me, it would have done
>something about it.
>
>Greg
Yes, I am flaming... Greg, I am sorry that you mind, however, the reason I
posted the above thing in the first place is why are you people
crossposting nonsense about amigas here to comp.sys.atari.st in the first
place? Or why are you people posting comparisons of the a4000 and the mac
centris here anyway too? WHY WHY WHY?

I have gotten a great deal of good replies to my questions in this forum
(thank you everyone that has emailed me :)), but everyday there is a
continuous stream of nonsense being spewed about whose systems are
better... I have an ATARI because I like ATARI (sort of :/ I wish they had
more support for my TT). If you _idiots_ want to argue why don't you set
up another group to do it in??????? Or at least stop crossposting.
Do you get the idea now?
Or perhaps I should just start up a script that sends utter nonsense to
comp.sys.amiga.*..... like you people are doing here...
Get off the jaguar vs. 3DO or whatever crap too. These topics have no
relevance whatsoever to the ST/TT/Falcon (err falcons in Europe that is
:)) line of computers. I am sure you people have better things to do than
argue about how many frames your stupid computer can animate in a minute...

*steve miller
*electronics engineering dept.
*cal poly slo
'If they offered a degree in superficial knowledege, I would have a doctorate'
-a quote of my own

4244. Re: Modem speeds....

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 02:24:13 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1o624dINNi0g@elroy.jpl.nasa.gov>
Source record: 208678

In article <1993Mar16.143631.28545@ibr.cs.tu-bs.de> thuerman@ibr.cs.tu-bs.de (Urs Thuermann) writes:
>>There are no 57.6K modems, neither will these ever be possible on a normal
>>telephone line. The 57.6 is probably meant as a 14.4 Kbps modem with 4:1
>>data compression.

>>Also note that 4:1 compression is probably the MAXIMUM you can achieve, but
>>how much you really get depends on the data.

>yep, no 57.6 kbit/s modems. High speed modems transfer 14.4 kbit/s at 2400
>baud using several carriers. That is the physical transfer rate on the
>telephone line. By compressing data before being set and decompressing at
>the other side, you get get a transfer rate 2 or 3 times higher than
>that (I don't believe advertisers saying 4:1). Therefore data transfer
>between your computer and modem should be higher than 14.4 kbit/s.
>So 57.6 kbit/s is probably the speed on your RS232 cable, not the tel line.

Yep. Although the standard V.32bis uses 14.4kbps, there is a proprietary signaling scheme that can get 16kbps. I think this is from US Robotics, but haven't heard much else about it.

Also, by using synchronous framing techniques instead of async modes, you can get slightly greater byte rates. (Async, 8 bits, no parity, still has 1 start and 1 stop bit overhead per character. Using a sync frame, you have sync bits to start a frame, 8 bits per data byte within the frame, and sync bits to end, allowing you to approach a data rate of 1 byte/8 bits as opposed to 1 byte/10 bits. This amounts to a difference between 240cps and 300cps at 2400bps, or 1920 vs 2400 at 19200bps...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

4245. Re: Stacker for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 02:41:44 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1o6358INNspt@golem.wcc.govt.nz>
Source record: 208682

] >Does anyone know if ther exists a program for the ST which works
] >simmilary to the PC program 'stacker'. It should compress and
] >uncompress automatic when loading and terminating programs.
]
] As far as I know such a tool comes along with LHARC.
] It is called PFX_PAK.PRG and works like you want it to do.

If you want one that handles Executable, and Data files, then AFX
(Automatic File eXtractor). Isn't bad. But the author has gone IBM,
and doesn't support it anymore. (No more LHarc upgrades either....)

4246. RF modulator resolutions

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 02:49:36 UTC
From: psurge@cs.utexas.edu
Message-ID: <lqd4e0INNrs@levelland.cs.utexas.edu>
Source record: 208679

Forgive my ignorance, but my original ST never had an RF modulator for TV display.

Tell me, please, which resolutions are available through the RF modulator? Is Med res displayable on a TV, or is only Low Res? It's a long shot, but what about High Rez?

Thanks,

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"M-U-S-I-C we see was never ment to be M-I-C-K-E-Y-M-O-U-S-E" --P.I.D

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

4247. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 04:25:09 UTC
From: torrie@cs.stanford.edu
Message-ID: <torrie.732342309@Xenon.Stanford.EDU>
Source record: 208685
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

>|> Well, I'm not a little kid, and I can't show you 256K color animations,
>|> but I'd be happy to show you 32K or 16 million color animations that run
>|> just fine on my Mac, thank you. Tell me what animation resolution you're
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> | Unless you buy $$$extra hardware$$$$ this is not true. I was
> at the last summer CES were Apple themselves were showing Quicktime
> using a QUADRA on 160x120 and just resizing it a bit was slow.

Last summer, QuickTime 1.5 wasn't around.

> I have seen 256 color 320x120 (or about 120) *from the IDE hardisk*
>in 20 fps+. This is one of C='s demos.

Here are playback rates using QuickTime 1.5, at a frame size of
320 x 240, for the Quadra 950.
Note that QuickTime is very general (this is being drawn into
a clipped, possibly resized window, running from the hard disk, and
not using page-flipping).

Mac model Display depth Processor Playback rate
Q950 16 bits 33MHz 68040 42.0 +/- 3.0
Q950 8 bits 33MHz 68040 55.0 +/- 5.0

--

Evan Torrie. Stanford University, Class of 199? torrie@cs.stanford.edu
Civilisation is the progress toward a society of privacy.

4248. Re: clarification of STx?

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 06:12:36 UTC
From: kgg@mv.mv.com
Message-ID: <1993Mar17.061236.26413@mv.mv.com>
Source record: 208686

Many thanks to all of you who responded to this inquiry either by email
or by posting here. It was for the most part very enlightening.

I do, however, still have some confusion.
The consensus is that the STmf does exist and indicates the presence of
both an RF-modulator and an internal floppy drive.
On the top of my machine's case, it has a nice shiny escutcheon (?)
that says "1040STF", where the "F" is a sort of superscript.
Underneath, however, there is one of those foil labels giving the model
number and serial number, giving the model as "1040STmf".
On the third hand, however, this machine does *not* have an RF modulator
in the place where the manual says it ought to be --
there's just a solid chunk of case there,
distinguishable only by a slight seam on either side.

Can anyone offer any explanation of this?

Thanks again,
-- Kenn Goutal
kenn@mv.mv.com

4249. Mint port of uw

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 06:40:57 UTC
From: tevans%sunset.cs.utah.edu@cs.utah.edu
Message-ID: <1993Mar16.234057.13467@hellgate.utah.edu>
Source record: 208687

A couple of months ago I found the mint port of uw in a file with some other utilities on a.a.u.e. However when I looked today I couldn't find it anywhere. If somebody has the source code for the mint version of uw could they please tell me how, or where, to get it from.

I have the non-mint version that I could port but I'd rather not re-invent the wheel since I know that it has already been done.

tevans@cs.utah.edu

4250. c source code

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 07:09:36 UTC
From: Jamieson Edward Schulte <jscw+@andrew.cmu.edu>
Message-ID: <Ufdguki00UhWQAEDpp@andrew.cmu.edu>
Source record: 208688

I'm looking for some C code for detecting mouse positions and button status. Could someone either point me in the direction of an FTP site with c source or send me a helpful program fragment? Thanks in advance.

4251. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 07:57:05 UTC
From: ghelect@unssun.scs.unr.edu
Message-ID: <1993Mar17.075705.28187@physics.unr.edu>
Source record: 208689
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar16.215702.4697@pcnntp.apple.com> Dale_Adams@gateway.qm.apple.com (Dale Adams) writes:
>
>I don't have any problem doing animations on a 640 x 480 8-bit screen at
>~90 frames/sec. The onboard video supports 32K colors on displays up to
>832 x 624, 75 Hz noninterlaced.
>
>- Dale Adams

Sure, no problems at all.. now, lets see that on a 19" monitor?
Whats that??? Oh.. oops, did I forget that you needed a special
card for that?? Oops, silly me.

4252. Re: RF modulator resolutions

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 10:27:07 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1o6udrE2t8@uni-erlangen.de>
Source record: 208692

psurge@cs.utexas.edu (Troy Carpenter) writes:

>Tell me, please, which resolutions are available through the RF modulator?
>Is Med res displayable on a TV, or is only Low Res? It's a long shot, but
>what about High Rez?

Low and Med Res can be displayed on the TV via RF or RGB. High Res can not be
used there as it is not interlaced on the ST.

With the Falcon this is totally different :-)
--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

4253. Re: Eagle030 ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 10:48:13 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <77646@cup.portal.com>
Source record: 208693

Steve Wells writes:

>Remember to add the price of a DSP board and the very latest
>Sound-Blaster.

Ah.. but add the price of a DSP board ONLY if you're going to use it.

>the $1400 modem is the 14meg/65megHD version isn't it!? Which comes
>with Speedo-GDOS, Multi-TOS (Windows equiv'), Atari-Works, (MS-Works
>equiv'). And all sorts of other goodies. So, it's not to be sneezed
>at 8-)

Er, no... the latest story from Atari is that they're going to SELL
those goodies separately. AtariWorks will be $129, and MultiTOS will be
about the same.
John Townsend says Atari would "appreciate" a few bucks for their
hard work

BobR

4254. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 11:41:01 UTC
From: mnlcst@cs.umu.se
Message-ID: <C4174E.Cv4@cs.umu.se>
Source record: 208694
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1nr2qaINNa3b@shelley.u.washington.edu> neurom@aziraphale.u.washington.edu (Neuromancer) writes:
>
>Okay, people. I known this is going to come to a shock to almost everyone
>who reads this, but I believe it is time (finally) for Atari and Amiga
>users to call a truce. For the past 5+ years, we've been yelling and
>screaming at each other about whose machine was better. Now, if you
>totaled every Atari _and_ Amiga computer on the market, it would barely
>scratch the surface of say (gasp!) the Mac market. We've been fighting
>the wrong enemy. It's time for us to say, "Hey, we've got some great
>computers here. Sure, they're different, and each one is better than the
>other in some respects. But, nobody else thinks are computers are worth
>shit. Let's show _them_ that _they're_ the ones who've been missing out."
>
>We've lost too much ground, people. I've heard too many Mac owners laugh
>at Atari _and_ Amiga owners alike. They don't even consider them worth
>mentioning! It's time to realize that Atari and Commodore are in the same
>boat. They both have a niche in the professional arena (Music/Graphics
>respectively), but in the home market they aren't taken seriously. Both
>Atari and CBM's stock is plummeting, while Intel and Apple's stocks are
>soaring. Let's get it together, and realize who the real "enemy" is.
>
> --Neuromancer
>
>[The above, is of course, IMHO. Flames at me will be ignored. Flames
> with me will be appreciated.]

This war, haven't it been stopped a VEEERYYY long time ago?
I've been working together with many Atari guys,
for example Cugel in Omega, Guide of ACA, and most other guys who
codes on atarisar that has been in the Blue House.
If you're interested, Cugel was a member of Silents for a while,
when Silents had an Atari division...
If someone remembers the demo 'Tropical Sunset' which Fuzzac of silents
(when he was in Silents) coded, He and Cugel converted it 100%
(Except for the copper-toning) to Atari.
Cugel has done some of my Ideas on Atari, and they look really good.
(I've taken from him too, but that's not my problem)
For the last three years, I haven't noticed any 'wars' between Amiga
hackers and Atari hackers. Maybe they live in small groups on Atari,
and groups that are so small on Amiga that I've never heard of them,
But nothing has reached me.....

/Asterix - Movement
(Working on a demo with Omega on Atari, that is currently put on Ice...)
Email:mnlcst@cs.umu.se

4255. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 11:48:38 UTC
From: mike@struad.cts.com
Message-ID: <mike.04t9@struad.cts.com>
Source record: 208620
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar16.172711.3410@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
>In article <1993Mar16.144856.3322@pcnntp.apple.com>, Dale_Adams@gateway.qm.apple.com (Dale Adams) writes:
> > In article <1993Mar16.031145.13727@rchland.ibm.com>
> > ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> > > Little kid, show me a Mac doing 256,000 color animations even in an
> > > amiga-like format. Show me asshole! They can't. As I said, Mac have
> > > some advantages, but AGA also has it's advantages.
> >
> > Well, I'm not a little kid, and I can't show you 256K color animations,
> > but I'd be happy to show you 32K or 16 million color animations that run
> > just fine on my Mac, thank you. Tell me what animation resolution you're
> > using, what practical frame rates you can acheive, and what the average
> > frame delta is and I'll be happy to match or exceed it. We're talking
> > about real numbers now, no theoretical maximums. What numbers can you
> > actually acheive on your machine? (All the postings I've seen in
> > comp.sys.amiga.graphics indicate performance of less than 10 frames/sec.)
>
>Oh? I've seen 16 frames/sec on my 1200... Only 1/4 screen, but on the other hand
>we're talking real-time texture mapping... Show me a $(current price of A1200)
>Mac that can do that... Hell, if we're talking anim speed the Amiga can page flip
>without CPU load... (read: clever Copperlists). 50 fps (PAL)...
>
> > - Dale Adams
>
>--
> //| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.

Under kickstart 3.0 using operating system friendly routines, one can attain 2,000 (two thousand) frames per second. And note, this is not banging the hardware, but is using multitasking, standard, OS calls.

4256. Re: Where Not To Use (UK)

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 11:50:52 UTC
From: pjj@cs.man.ac.uk
Message-ID: <7897@m1.cs.man.ac.uk>
Source record: 208643

kevinb@syma.sussex.ac.uk (Kevin Busby) writes:
>Stuart Mac Glashan (stuart@csc.liv.ac.uk) wrote:
>>So if you do use Ladbroke, make sure you have the patience of a saint and
>>that someone else is paying the phone-bill.
>For the time being I'll just say that I agree with your comments!

I don't work for Ladbroke, or have any other connection with them, except for being a VERY satisfied customer.

The people I talked to had an excellent technical knowledge, made the effort to get equipment that everyone else I contacted just said wasn't available, and warned me away from stuff they had in stock but didn't work perfectly. Once stuff came in (my fault for being so picky) it arrived the next day, and a late item was sent free of delivery charges. They did not charge me until they delivered, so no complaints there either. Inevitably, it took some time on the phone to complete, but that was a fraction of a percent of the total bill. Best of all, they were one of the cheaper places I contacted, so I saved many times the phone bill anyway.

This is not, of course, to say that something didn't go wrong for Kevin & Stuart, but just to give another side to the story.

4257. Re: MSTE Serial Speeds?

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 11:56:44 UTC
From: wwc@dxhra2.cern.ch
Message-ID: <C417uL.7u5@dscomsa.desy.de>
Source record: 208691

In article <1o5psn$er3@gabriel.keele.ac.uk> u2e32@keele.ac.uk (GR Harrison) writes:

> 1 What is the Max baud rate of the MSTE's ports,
> is it still 19200, or can I get more?

You have to use special comms software to reach more than 19200 baud.
Try the terminal software CoNnect which allows you to use 38400,
57600 up to 153600 baud on a Mega STE. (Ports Modem2 and Serial2)

> 2 Does TOS 2.06 still need the fix for true RTS/CTS?

Not really. There are still some bugs in it but most software is able
to compensate these.

> 3 What are the BCON numbers for the ports?

Not quite sure ... 6: Modem1, 7 Modem2, 8 Serial2 (the last 2 may be
vv)

> 4 Is the RS432 (lan) shared with another port (ie TT)

It is shared with Serial2

Wolfgang

4258. Help VT320 emulator

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 12:38:17 UTC
From: jrcloutier@sgi_res.atft.hydro.qc.ca
Message-ID: <jrcloutier-170393073618@macjrcloutier.atft.hydro.qc.ca>
Source record: 208696

I am new here. I have been asked to find a vt320 emulator for an atari computor. Is there such a thing ? If so where and how can I get hold of it. Second best a vt100 emulator could be used. Thanks.

Roger Cloutier

4259. Re: c source code

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 12:48:46 UTC
From: mh1@irz202.inf.tu-dresden.de
Message-ID: <1o76ne$763@irz401.inf.tu-dresden.de>
Source record: 208614

In article <Ufdguki00UhWQAEDpp@andrew.cmu.edu>, Jamieson Edward Schulte
<jscw+@andrew.cmu.edu> writes:

> I'm looking for some C code for detecting mouse positions and button
> status. Could someone either point me in the direction of an FTP site
> with c source or send me a helpful program fragment? Thanks in advance.

In a GEM program, the AES call graf_mouse() will do what you want.

If you want to learn about GEM, there's a pretty good manual around:
"Professional GEM" by Tim Oren, which also includes a number of exapmle
programs in C. Look for it at your favourite ftp place.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

4260. Re: 'Stacker' program for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 12:58:00 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1993Mar17.125800.18595@olymp.informatik.uni-bonn.de>
Source record: 208625

In article <2ba49bb5@p11.f607.n285.z2.fidonet>
p11.f607.n285.z2.fidonet!Marco_Verhoeven@nextjk.wlink.nl writes:
>In a message of <Fri 12 Mar 93 19:39>, John Richardson (2:281/202.0)
>writes:
> JR> In Europe try Data-Light (don't know the company...but commercial
> JR> I believe);
> JR> in North America try Data-Diet (again I forgot by who...but again
> JR> I believe commercial). I believe both are 'equivalent' to the

>I have used both programs and Data Diet is the better of the two.
>
>Datadiet has a much better rate of compressing and is also a bit faster.
>It's DC Data Diet (from DC) but they're now Codehead I believe...

Note that both programs use totally different strategies to perform compression
-- Data Diet packs on a file basis, while DataLight works on a file _system_
[i.e. partition] basis. Both programs save on I/O time to compensate for the
added decompression delay, and both programs pack different files with
different compression ratio, depending on the file type.

IMHO it is not justified to claim that DD is overall better. You have to take
into account that DL has an overhead when first compressing a partition. If you
do a first comparison and then give up on DL, you are hasty. Let's see a
real benchmark before jumping to conclusions.

I don't have DataDiet so I can't really compare the two.

-- Volker
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
Internet: volker@sfb256.iam.uni-bonn.de Angewandte Mathematik
Phone: +49 228 73 3427 (Bonn, Germany)

4261. Re: 2.06 partition size & scsi tape backup questions

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 13:03:24 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.UIMk9MfIoWE@semprini.tdkcs.waterloo.on.ca>
Source record: 208606

In <C3sJ3v.D5@hpbbrd.bbn.hp.com>, Claus Brod writes:
> Steven Selick (selick@csa.bu.edu) wrote:
> > 1) What is the largest partition size that TOS 2.06 allows? 16M, 32M, or
> > higher?
>
> The limit is 32768 logical sectors. With 512 bytes/sector, you get 16 MB.
> BGM partitions (bigger logical sectors) have a size limit of 256 MB.

Didn't Atari clue into that with TOS 1.4 and up, and use an unsigned int
instead of an int? That makes the number of logical sectors 65536, or
32 MB (at least, that's what the limit for GEM partitions is with the
ICD host adapters and TOS 1.4 or greater).

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

4262. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 13:07:58 UTC
From: don@chopin.udel.edu
Message-ID: <C41B5B.KME@news.udel.edu>
Source record: 208697
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

skip@cs.olemiss.edu (Skip Sauls) writes:
>
>Anim7 format was used, I've not been able to test Anim8 yet. I've heard
>that Scala's Anim32 format is even faster, but I'm not going to buy any
>package that requires a freaking dongle, no matter how great.
>

What player were you using? Does it take advantage of the double-
buffering routines in 3.0?

--
Don Lloyd | Publications Editor, AmigaNetwork |AmigaNetwork Voice Mail
don@chopin.udel.edu | AmigaNetwork BBS (The Original!) | Info by voice or FAX
GeNIE: D.LLOYD7 | (302)368-3942 (v.32bis) | (GVP PhonePak)
BIX: DRL | (302)368-1067 (USR HST) | (302)368-4673)

4263. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 13:46:46 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Mar17.134646.18502@rchland.ibm.com>
Source record: 208699
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar16.215702.4697@pcnntp.apple.com>, Dale_Adams@gateway.qm.apple.com (Dale Adams) writes:
|> In article <7278@balrog.ctron.com> nyberg@ctron.com (Jason W. Nyberg)
|> writes:
|> > Better RAM on the motherboard... what a dipsh*t. The A4000 uses standard
|> > SIMMs. To upgrade a Centris you have to buy proprietary Mac SIMMs. Who's
|> > are going to be more expensive?
|>
|> No, the Centris machines use standard 72-pin SIMMs. Isn't this what the
|> A4000 uses? Sounds to me like they're both about the same as far as
|> memory expansion costs goes. (How many SIMM sockets does the A4000 have?
|> The C610 has 2, while the C650 has 4, each of
|> which can accept up to 32 MB SIMMs.)
|>
|> > Who the frig needs more than 18 meg on
|> > the motherboard?
|>
|> Anyone who uses Photoshop on a regular basis to do professional image
|> editting. Some of those people even complain about 'only' having
|> 256 MB on a Quadra 950. :-)

I agree with Dale Adams on this one. Even with ray tracing having
more than 18 megs is nice-> try doing high quality altitude mappring
with super bit maps that are 24 bits or even ham8 in some cases.

|>
|> [... some questions deleted ...]
|>
|> > Can it animate? Can it display >256 colors?
|>
|> I don't have any problem doing animations on a 640 x 480 8-bit screen at
^^
|> ~90 frames/sec. The onboard video supports 32K colors on displays up to
^^^^^^^^^^^^^^^^

In a stock Mac? Really? With what product?

|> 832 x 624, 75 Hz noninterlaced.

|>
|> - Dale Adams

--

Raist

New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **

4264. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 13:50:43 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Mar17.135043.31625@rchland.ibm.com>
Source record: 208698
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1o5prfINNoke@network.ucsd.edu>, cs64wag@sdcc8.ucsd.edu (Jeremy Friesner) writes:
|> In article <1993Mar16.215702.4697@pcnntp.apple.com> Dale_Adams@gateway.qm.apple.com (Dale Adams) writes:
|> >> Can it animate? Can it display >256 colors?
|> >
|> >I don't have any problem doing animations on a 640 x 480 8-bit screen at
|> >~90 frames/sec. The onboard video supports 32K colors on displays up to
|> >832 x 624, 75 Hz noninterlaced.
|>
|> Well, somebody's gonna have to ask, so it might as well be me :-)
|> Does your monitor scan at 90Hz? If it doesn't, how can you get
|> 90 different frames per second?
|>
|> The most I've heard of a monitor scanning up to is 72Hz,
|> am I ignorant?

I think that someone here is misunderstanding something. How can Dale achieve 90 frames/sec in 640x480 on a stock Mac? I really want to know. All Mac animations that I have seen so far suck big time.

|>
|> Jeremy
|>
|> >- Dale Adams
|>
|>
|> --
|> |~~~//~~~

4265. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 13:53:02 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Mar17.135302.9226@rchland.ibm.com>
Source record: 208700
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

```
In article <1993Mar16.220204.4810@pcnntp.apple.com>, Dale_Adams@gateway.qm.apple.com (Dale
Adams) writes:
|> In article <1993Mar16.190249.7302@cs.olemiss.edu> skip@cs.olemiss.edu
|> (Skip Sauls) writes:
|> > Here are a few that I tried :
|> >
|> > 320x200x8, HAM8, 30 frames, plays 8 times in 5 seconds, 48fps
|> > 192x288x6, HAM6, 79 frames, plays 5 times in 5 seconds, 79fps
|> > 640x400x3, 8 color, 152 frames, plays 2 times in 5 seconds, 60fps
|> > 352x240x5, 32 color, 91 frames, plays 4 times in 5 seconds, 72fps
|> > 352x440x6, HAM6, 72 frames, plays 4 times in 5 seconds, 56fps
|> > 320x200x6, HAM6, 75 frames, plays 8 times in 5 seconds, 120fps
|> > 320x200x8, HAM8, 58 frames, plays 4 times in 5 seconds, 46fps
|> > 352x220x6, HAM6, 42 frames, plays 10 times in 5 seconds, 84fps
|> > 320x200x4, 16 color, 94 frames, plays 6 times in 5 seconds, 112fps
|> >
|> > All were displayed on a Super72 SuperHires Laced screen, which sucks as
|> > much bandwidth as possible.
|>
|> That's a lot better than what I had read in other postings. Some of those
|> sub-10 fps numbers sounded a bit too low. Do you have any results for 640
|> x 480 HAM8 animations? On a Centris 650, with reasonable frame-to-frame
|> deltas (80 - 100 KB), I get about 80 - 90 fps for an 8-bit 640 x 480
|> animation.
|>
|> - Dale Adams

With what product?

--------------------------------------
Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **
```

4266. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 13:57:39 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Mar17.135739.27485@rchland.ibm.com>
Source record: 208602
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar16.221403.5011@pcnntp.apple.com>, Dale_Adams@gateway.qm.apple.com (Dale Adams) writes:
|> In article <1993Mar16.191246.13638@rchland.ibm.com>
|> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|> > In article <1993Mar16.144856.3322@pcnntp.apple.com>,
|> Dale_Adams@gateway.qm.apple.com (Dale Adams) writes:
|> > |> In article <1993Mar16.031145.13727@rchland.ibm.com>
|> > |> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|> > |> > Little kid, show me a Mac doing 256,000 color animations even in an
|> > |> > amiga-like format. Show me asshole! They can't. As I said, Mac have
|> > |> > some advantages, but AGA also has it's advantages.
|> >
|> >
|> > First, I want to state that the above was in reply to Marc Barret and
|> > no one else. That's why the style.
|>
|> Acknowledged. I just don't like to see misinformation posted, hence my
|> reply.

Well, it is not misinformation what i posted, I said 256,000 colors
animation. Can you do that on the stock Mac? No.

|>
|> > |>
|> > |> Well, I'm not a little kid, and I can't show you 256K color animations,
|> > |> but I'd be happy to show you 32K or 16 million color animations that run
|> > |> just fine on my Mac, thank you. Tell me what animation resolution you're
|> > ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
|> > | Unless you buy $$$extra hardware$$$$ this is not true. I was
|> > at the last summer CES were Apple themselves were showing Quicktime
|> > using a QUADRA on 160x120 and just resizing it a bit was slow.
|> > This is just 256 colors.
|>
|> Yes, it is true. There's no extra hardware required above what comes on
|> the motherboard (and maybe some extra memory). I never said I was running
|> QuickTime animations. (Although I can run 320 x 240 QuickTime movies at
|> 16 bits/pixel at 30 fps with no problem. What you saw at CES must have
|> been the old version of QuickTime - the new compact video codec does much
|> better than that.) Using off the shelf animation programs I can run
|> animations at 640 x 480 with 8-bit resolution at 120 fps on a Quadra 800,
|> 90 fps on a Centris 650. I'll have to double check what a Centris 610
|> will do, but it's probably on the order of 75 fps or so.
|>
|> - Dale Adams

Defintively, this is a must see, I would like to see the Mac doing it,
and I am specially interested if the animation jerks or jitters since
from what I have seen, normally they don't use double buffering.

I would like to see this... what programs are you using?

Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **

4267. Re: Stacker for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 14:04:15 UTC
From: yves@cc.mcgill.ca
Message-ID: <1993Mar17.140415.20368@sifon.cc.mcgill.ca>
Source record: 208601

I had a stacker equivalent on my st, it's called datadiet. It was
really good and it was reliable too. Unfortunately, it seemed that the 68000
processor of my 1040st wasn't fast enough to handle compression/decompression
on the fly, as the loading time of some programs would be up to three times
longer. Pagestream was a good example of such loading times...

But anyway, it worked and I never had problems with it... And it provides
a good kit of utilities and options too. Neat soft...

I've gone IBM since then...

Bye
Yves Lepage
yves@cc.mcgill.ca

--

Yves Lepage
yves@cc.mcgill.ca

4268. simms in STe computers

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 14:06:16 UTC
From: selbyr@meena.cc.uregina.ca
Message-ID: <17MAR93.14061686@meena.cc.uregina.ca>
Source record: 208622

Is it possible to just plug in 1MB simms into a 520 STe or is a special board needed? Do you have to use 256 or 512K simms? Can it be done yourself without soldering?

Thanks

4269. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 14:07:18 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Mar17.140718.31435@rchland.ibm.com>
Source record: 208603
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <torrie.732342309@Xenon.Stanford.EDU>, torrie@cs.stanford.edu (Evan Torrie)
writes:
|> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
|>
|> >|> Well, I'm not a little kid, and I can't show you 256K color animations,
|> >|> but I'd be happy to show you 32K or 16 million color animations that run
|> >|> just fine on my Mac, thank you. Tell me what animation resolution you're
|> > ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
|> > | Unless you buy $$$extra hardware$$$$ this is not true. I was
|> > at the last summer CES were Apple themselves were showing Quicktime
|> > using a QUADRA on 160x120 and just resizing it a bit was slow.
|>
|> Last summer, QuickTime 1.5 wasn't around.
|>
|> > I have seen 256 color 320x120 (or about 120) *from the IDE hardisk*
|> >in 20 fps+. This is one of C='s demos.
|>
|> Here are playback rates using QuickTime 1.5, at a frame size of
|> 320 x 240, for the Quadra 950.
|> Note that QuickTime is very general (this is being drawn into
|> a clipped, possibly resized window, running from the hard disk, and
|> not using page-flipping).
|>
|> Mac model Display depth Processor Playback rate
|> Q950 16 bits 33MHz 68040 42.0 +/- 3.0
|> Q950 8 bits 33MHz 68040 55.0 +/- 5.0
|>
|> --
|> --
|> Evan Torrie. Stanford University, Class of 199? torrie@cs.stanford.edu
|> Civilisation is the progress toward a society of privacy.

Definitively a must see. Seems like quicktime got a very nice update.
Well, but sitll, you can't do 256,000+ color animation on the Mac. And
just in case, the above demo animation from C= could have been done
under Ham8 in 256,000+ at the same speed from the hardisk.

BTW, you are also using a 68040 @ 33Mhz, which is 8 Mhz more than the
one in the A4000 (and the Quadra 950 is more expensive too).

Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **

4270. Re: c source code

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 14:16:00 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.732377760@groucho.phil.ruu.nl>
Source record: 208604

Jamieson Edward Schulte <jscw+@andrew.cmu.edu> writes:

>I'm looking for some C code for detecting mouse positions and button
>status. Could someone either point me in the direction of an FTP site
>with c source or send me a helpful program fragment? Thanks in advance.

Don't we have an AES-call for that...? graf_mkstate()...

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * I'm feeling like a kid again,
Dept. of Philosophy * I'm feeling like I just walked
University of Utrecht * in the door
The Netherlands * -Peter Hammill-

4271. Final word on Falcon resolutions

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 14:16:07 UTC
From: selbyr@meena.cc.uregina.ca
Message-ID: <17MAR93.14160704@meena.cc.uregina.ca>
Source record: 208623

Is there any kind of consensus on the maximum resolutions you can get out of a falcon without hardware upgrades? Has a falcon owner been able to get anything above 640x480 with some sort of fancy coding?

4272. Where to get source for POVRay for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 15:09:43 UTC
From: bnell@scr.siemens.com
Message-ID: <bnell.732380983@siemens.com>
Source record: 208608

I've been reading alot of messages about POVRay on the ST and I have just one question. Where can I ftp the source from?

Thanks
Bill

--
bnell@scr.siemens.com | Quote of the Day:
Siemens Corporate Research | Those who are wise to the words are wise
755 College Road East | to those for whom words are sufficient.
Princeton, NJ 08540 | - Scott Surowiec

4273. Re: Trouble with CPX's & XCONTROL.ACC

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 15:15:19 UTC
From: sms@sys.uea.ac.uk
Message-ID: <sms-170393151308@flr-02-21.sys.uea.ac.uk>
Source record: 208605

In article <3_800_842_fidonet2b99d4e2@Kralizec.fido.zeta.org.au>,
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) wrote:
>
> Original to: avgroeni@cs.ruu.nl
> In a message of <02 Mar 1993 14:35:>, avgroeni@cs.ruu.nl (3:713/602)
> writes:
>
> >> This reminds me of a problem that I have, and I wonder if anyone else
> >> has had this problem.
> >>
> >> Whenever I load the clipboard.cpx and MiNT, the system will be hosed
> >> if I try to launch any applications (I forget the error - I believe it
> is
> >> a memory allocation error). Does anyone have a fixed clipboard.cpx, or
> am
> >> I the only one with this problem?
>
> Works fine for me (TT, TOS 3.05UK, MiNT 0.95/0.99)
>
> a> Does anyone actually UNDERSTAND clipboard.cpx? I can't get it to show
> a> any clipboard at all. BTW, I use Gemini 1.2.
>
> Yeah, just read the docs, it works great!
>
> \`miff` /|\
> --- ScanMail 0.68 X0501
> * Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

I too had the same problem with MiNT conflicting with CLIPBRD.CPX.
I removed all AUTO progs but MiNT,all ACC's but XCONTROL and all CPX's but
CLIPBRD. It still caused all sorts of problems. This was the same for
3 different MiNT's : 0.95 (binary from a.a), 0.96 (Lattice C5 compiled),
0.99 (Lattice C5 compiled, memory prot stuff stripped
and set up for TT i.e. 68030+68882)
My machine: 8MB TT030 with TOS 3.05UK.

Couldn't be bothered to trace the problem, just threw CLIPBRD.CPX away :-(

-Steve

4274. Re: Wanted: Falcon prices.....

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 15:58:11 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Mar17.155811.265@prime.mdata.fi>
Source record: 208607

In article <1993Mar14.111442.3383@solace.hsh.se> jonord@solace.hsh.se (Joakim Nordlander) writes:

> Well, in Sweden they have posted the price. Grotesque! $2260 for the version
>with 4Mb, 65Mb Hd! $1400 for the "clean" version without HD and 1 Mb memory!
>Noone will never, ever buy a Falcon in Sweden. Falcon =Kalkon! (Kalkon=turkey)

Well, I'm sure that the prices will come down. But with this as a
starting price, they will have to come down very much. Here in Finland
I heard some rumours about the prices, and they were about the same as
you just told us :I.

> /Jocke
>

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

4275. Re: Please read this, Mark Barret.

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 16:13:29 UTC
From: barrett@iastate.edu
Message-ID: <C41Jqo.Jqz@news.iastate.edu>
Source record: 208610

In article <7269@balrog.ctron.com> nyberg@ctron.com (Jason W. Nyberg) writes:
>Marc Barrett -MB- | email: barrett@iastate.edu writes:
>[Your messages are filled with half-truths, backtracks, tangents, attempts
>[to change the subject entirely, and so on. You do everything except directly
>[answer my statements.
>
>Please directly answer these questions:
>
>Why, if a Centris is so great, do you (or your mother) own an A3000, which
>you say you use to run Mac software on? Why don't you sell your A3000 (or
>use your arguments on your mother in an effort to get her to sell hers)
>and use the money to buy a Centris?

Not my decision. I'd like to, but my mom would rather not go through the
hassle of selling the system and buying another one.

>What do YOU do with your SCSI that can't be done with IDE?

Use two hard drives. I have an internal 50M 3.5" in the A3000, and an
external 80M 5.25" drive. The 80M drive used to be connected to an A500. To
use it with the A3000, I just hooked it up, and all Amiga and Macintosh
partitions on it were accessed fine. You could *NOT* do this with IDE, under
ANY conditions.

Further, I'd like to use a CD-ROM drive, if Amiga CD-ROM software existed.

>What resoloution/depth do YOU routinely use? (With or without AMAX)

1280x1024 with 256 colors, on the DECstations at school. I have the
A3000 set to maximum overscan handled by the Workbench: 724x482. I'd like to
have higher.

>How do YOU use your system's sound capabilities?

I listen to occasional mods. But I haven't mentioned sound capabilities
in my comparisons, so that is totally irrelevant.

>What kind of software do YOU write/use?

MS Word 4.0 and WordPerfect 2.1 under A-Max. I have collected a large
number of TrueType and PS Type 1 fonts, which I have cataloged and use with
various PD software under A-Max.

>Which type of CPU is running in your system?

16.77Mhz 68030.

Marc Barrett -MB- | email: barrett@iastate.edu

4276. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 16:29:00 UTC
From: mlelstv@spckls.mpifr-bonn.mpg.de
Message-ID: <1993Mar17.162900.24128@mpifr-bonn.mpg.de>
Source record: 208609
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In <1993Mar15.231149.11281@klaava.Helsinki.FI> lindblad@klaava.Helsinki.FI (Jarkko Lindblad) writes:
>But Master, even as the memory system of A4000 is not as fast as it
>could be, should we care as the copy back cache should prevent us from
>doing too many memory accesses.

How foolish. This may affect productivity software but nothing as important
as your latest benchmark number.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

4277. Re: Eagle030 ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 17:06:05 UTC
From: cmedley@wam.umd.edu
Message-ID: <1993Mar17.170605.12121@wam.umd.edu>
Source record: 208611
Body handling: HTML body converted to readable text

In article <77646@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Er, no... the latest story from Atari is that they're going to SELL
>those goodies separately. AtariWorks will be $129, and MultiTOS will be
>about the same.
>John Townsend says Atari would "appreciate" a few bucks for their
>hard work
>
>BobR

I thought Atari had stated that AtariWorks and MultiTOS will be packaged
with Falcons sold with HDs in the USA. They also said they will have to
pay a licensing fee for the use of the modified AES in MultiTOS, so the will
have to charge for MultiTOS if sold seperately.

The impression I got was that US machines would get this bundle. When was
it stated otherwise?

--
---- --- /| /| |\
/-- /| / o / _ / |/ | |_\ Software
/ / |/ / /__/ / | | \
-------------------------------->

4278. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 18:00:46 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Mar17.180046.139931@zeus.calpoly.edu>
Source record: 208612
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) trys to make sense
in saying:
> I really doubt you are pursuing a CS major... you lack the mind for that.
>
>-------------------------------------
>Raist
>New happy A1200 owner
>256k colors, 1280x400 ** I LOVE IT **

Mr. Raist, you have managed to say some intelligent things here on the
net, but when you go so far as to put down people like you do above it
sorta blows a big hole in your arguments... Do you really have to flame
people's majors in order to argue about a stupid computer? Obviously you
get a thrill out of it otherwise you would flame him privately. Most of us
do not want to see your postings of the MAC vs. AMIGA vs. ATARI get it
through your _thick_ skull....

*steve miller
*dept. of electronics engineering
*cal poly san luis obipso

4279. Fujitsu or Conner HD, anyone?

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 18:58:44 UTC
From: hessdorf@ph-cip.uni-koeln.de
Message-ID: <HESSDORF.93Mar17185844@sun.ph-cip.uni-koeln.de>
Source record: 208613

Has anyone yet connected a Fujitsu or Conner HD w/ 500+ Meg on the TT-SCSI?
If so - which results did you get?
I mean, did it work properly?

Thanx for any response, Joe

Joerg.Hessdoerfer@europa.rs.kp.dlr.de

4280. Re: Ok so this is the final question... honest

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 19:13:41 UTC
From: lee@sq.sq.com
Message-ID: <1993Mar17.191341.28579@sq.sq.com>
Source record: 208615
Cross-posted to: comp.human-factors,comp.windows.x,comp.windows.ms,comp.windows.x.motif,comp.windows.open-look,comp.sys.mac,comp.sys.acorn,comp.sys.atari.st

sgj-a-menus.york.ac.uk writes:
> Ok a quickie for all you people out there in windows land...
> Which is the best type of menu ? Pull down or Pop up ?

There's a lot of literature on UI design, and you'll get a lot further by
reading it than by asking random people on the street, although it must be
said that the Clapham Omnibus is now equipped with X terminals. :-)

Some of the issues:
* how is it made apparent that there are menus?
For example,
are the pull-down menus simply words that appear somewhere?
if so, is the location special (as in the Mac)?
Or are the words sometimes marked and sometimes not (as in OSF/Motif)?
Or is there an obvious button to press?
Or is there always a pop-up menu everywhere?

* is the method of accessing the menus obvious and consistent?
For example,
is it always the same mouse button (if there's more than one)?
If so, is the button marked "MENU", as on a Sun SPARCStation?
If there's a key to press, is it always the same one?
And if so, is that key otherwise unused?

* does the user have control over the kind of menu used?
For example,
you can often turn an OPEN LOOK UI pop-up menu into a `floating menu bar'
as some of the other UIs call it, by `pinning' it.

* is there a verb-noun (or other usage) distinction?
For example,
some systems use a pop-up menu to access the properties of a selected
object (attributes), and pull-down menus to perform an opperation
(actions).

* how large is the screen?
On a large screen, having to move to the top of the screen to do anything
can be very tedious. The Mac UI was originally designed for a small screen;
most X11 user interfaces, MS/Windows and the OPEN LOOK UI, were all
designed with a somewhat larger screen in mind.

There are scattered notes on this in the OPEN LOOK GUI Function Specification
and Application Style Guide, which you have presumably read if you're
writing a paper on the subject :-)

Lee

--
lee@sq.com (Liam Quin) the barefoot programmer; SoftQuad Inc +1 416 239 4801
OPEN LOOK UI FAQ; Metafont list; HexSweeper NeWS game; lq-text text retrieval
`Take care of Widows, to mingle them, as Violets,
amongst Virgins and Martyrs.' Nicolas Caussin, ~1624 (trans. ~1663)

4281. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 19:44:58 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2ba77376@Kralizec.fido.zeta.org.au>
Source record: 208616

Original to: neurom@aziraphale.u.washington.e
In a message of <12 Mar 1993 22:28:>, neurom@aziraphale.u.washington.e (3:713/602) writes:

n> We've lost too much ground, people. I've heard too many Mac owners laugh
n> at Atari _and_ Amiga owners alike. They don't even consider them worth
n> mentioning! It's time to realize that Atari and Commodore are in the same
n> boat. They both have a niche in the professional arena (Music/Graphics
n> respectively), but in the home market they aren't taken seriously. Both
n> Atari and CBM's stock is plummeting, while Intel and Apple's stocks are
n> soaring. Let's get it together, and realize who the real "enemy" is.

Some time ago I tentatively asked about the API to Intuition, not to mention AmigaDOS, with the intention of seeing how much the systems differ/have in common. At the time, it was more of an intellectual exercise, although I received no replies 8(

Now I ask again : is there someone out there who has hacked extensively on both platforms? Is there a possibility of producing a common-denominator interface layer that would make it possible (or just easier) to port applications in both directions?

As a software author, I'm a great bootmaker, however I've had quite a lot of success porting things from one environment to another, and there are a huge number of far better programmers on the net who have earned their notoriety doing just that... Are there great shareware applications for the amiga that could be ported to the ST? Vice versa? Not to mention the potential benefits for both markets if this trend extended to commercial software...

n> --Neuromancer
n>
n> [The above, is of course, IMHO. Flames at me will be ignored. Flames
n> with me will be appreciated.]

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

4282. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 20:03:54 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2ba776c5@Kralizec.fido.zeta.org.au>
Source record: 208617

Original to: barrett@iastate.edu
In a message of <13 Mar 93 21:18:16>, barrett@iastate.edu (3:713/602)
writes:

>>> [The above, is of course, IMHO. Flames at me will be ignored. Flames
>>> with me will be appreciated.]
>>
>> Yaaay! At last! Someone who has a good idea on what to do to those
>> 'smug' guys who waste a large furtune on something which should only be
>> called a pregnant calculator! Hee hee hee!
b>
b> If a Macintosh is a "pregnant calaculator", then an Amiga is an abacus.

[...excessive dribble deleted...]

b> Face it, hardware-wise, Amigas **SUCK**.

Face it - you don't have a _clue_.

This is not a flamage thread - it's an attempt to get something useful done.
It's idiots like you picking at your haemorrhoids all day that spoil all the
good things in life.

I bet you work for the Tax Department.

b> Marc Barrett -MB- | email: barrett@iastate.edu

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

4283. Re: Ok so this is the final question... honest

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 20:09:01 UTC
From: grossjoh@schroeder.ls6.informatik.uni-dortmund.de
Message-ID: <GROSSJOH.93Mar17200901@schroeder.ls6.informatik.uni-dortmund.de>
Source record: 208618
Cross-posted to: comp.human-factors,comp.windows.x,comp.windows.ms,comp.windows.x.motif,comp.windows.open-look,comp.sys.acorn,comp.sys.atari.st

>>>>> On Mon, 15 Mar 1993 18:23:51 GMT,
>>>>> jeffreyw@csqx.cs.rhbnc.ac.uk (Jeffrey Wood) said:

Jeffrey> I would generally choose to use a pull-down menu, for the
Jeffrey> simple reason that it's existence is plain to the user.

You're right! However: pop-up menus are faster to get at. So I propose that
every application has both pop-up and pull-down menus. Use the pop-up ones as
shortcuts, and use keystroke combinations as short-short-cuts...

/kai

--
Hi. I'm Kai Grossjohann (grossjoh@ls6.informatik.uni-dortmund.de),
pleased to meet you.

4284. Re: Multi-user on TT ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 20:15:01 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1993Mar17.201501.18302@eeyore.earth.ox.ac.uk>
Source record: 208619

In article <1714@titan.hts.hsa.nl> e8839@titan.hts.hsa.nl (H.A. Lambregts) writes:
>We want to use one TT to create a multi-user environment, so several
>users can practice assembly programming. The users are connected with
>a terminal to a serial-output of the TT, so all the in- and output
>must be redirected to the correct user (terminal).
>Maybe this is possible using MiNT, because we only use text-oriented
>programs.
>Is there anyone who has an idea to establish this ?

It's very simple, just get my init package from atari.archive, get the MiNT
aware Unix-like utilities and shells (Bourne Shell clone and tcsh) and you'd
hardly even know that the TT wasn't running Unix!

Steve

--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

4285. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 21:23:43 UTC
From: lindblad@klaava.Helsinki.FI
Message-ID: <1993Mar17.212343.9822@klaava.Helsinki.FI>
Source record: 208621
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

Marc N. Barrett (barrett@iastate.edu) wrote:
> In article <1993Mar15.231149.11281@klaava.Helsinki.FI> lindblad@klaava.Helsinki.FI
(Jarkko Lindblad) writes:

> >But GM, can your average clone (or average Taiwanese Special) have
> >hundreds of megabytes of RAM? GM B, where is the limit of usefullness
> >and uselessness? Is it 19M or 200 MB?
>
> Most clones nowadays usually have SIMM slots for about 64M of RAM. 32M is
> usually the minimum you see on most clone motherboards these days. It should
> not be unreasonable for C- to keep up with the rest of the industry in this
> regard.

But Master, what is the point in having the ability to add 64 MB (mega
bytes, not Master Barretts!) on the motherboard when only _very_ tiny
number of Amiga 3/4000 ever need more than a few megabytes of memory
and when there is a option of adding ram with a high speed
Zorro-III-card? Enlighten me, Grand Master B!

> >> How's about delivering more in standard hardware, for a change? Or cut the
> >> price tag to about 1/3 of what it is now.
> >
> >But GM, the 68040 chip itself costs $400 for Commodore. We don't want
> >them to go to bankcrupcy or do we, o Master?
>
> Then why does the EC030 version of the A4000 cost so much?

O Master, you ask me questions only you have _the_ aswer! I, your
humble follower, don't have any clues on the pricing of A4000/EC030
and therefor can not give you anykind of decent answer. Master, please
answer to your question yourself and fill me with correct information!

--
Jarkko Lindblad | Kirves sanoo junts, kun sill{ ly|d{{n
lindblad@cc.helsinki.fi| t{n{{n meill{ kunnon pihvit sy|d{{n
----------------------| Huuda vaan se kiihottaa, ei kukaan kuule kuitenkaan
- Pime{ tie - | Kirves sanoo junts, kun sill{ ly|d{{n

4286. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 21:34:30 UTC
From: healy@nosc.mil
Message-ID: <1993Mar17.213430.15583@nosc.mil>
Source record: 208626

What is the point of posting a comparison of an amiga and a mac in an atari newsgroup? The signal-to-noise ratio has been bad enough the past few months as it is. This isn't even the periodic amiga flame-fest which is immature enough to cause some entertainment.

I've avoided kill files, but I'm starting to wonder if it's time. Even a Bob Retelle or Chris Mauritz post is at least relevent to the newsgroup, which is more than I can say for a lot of tbe posts I've been reading lately.

Mike Healy

healy@nosc.mil

4287. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 21:54:29 UTC
From: cs64wag@sdcc8.ucsd.edu
Message-ID: <1o86mlINNack@network.ucsd.edu>
Source record: 208624
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <mike.04t9@struad.cts.com> mike@struad.cts.com (Michael Cianflone) writes:
> Under kickstart 3.0 using operating system friendly routines, one can attain
>2,000 (two thousand) frames per second. And note, this is not banging the
>hardware, but is using multitasking, standard, OS calls.

Of course, I suppose this assumes a one- or no- pixel change
per frame or something...

Jeremy

--
|~~~//~~~~~~|
|3k// " " -???? |
\\// "I never got to 'Just Say No.' No one even asked me!" -Ky Ho |
|\/____|

4288. Re: Commodore vs. Atari (was Re: Jaguar vs. the 3DO)

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 22:33:18 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.72ieXDYlRrI@semprini.tdkcs.waterloo.on.ca>
Source record: 208559

In <1993Mar12.192521.4448@nic.csu.net>, Richard H.S. Kim writes:
> I read a brief interview with Chris Crawford (ex-Atari programmer) and
> he gave a very interesting antedote. Apparently, in the beginning, both
> Atari and Commodore were "even" in terms of market position. What made
> Commodore and doomed Atari in the 8-bit arena was Atari itself.

Many people have long thought that Atari is its own worst enemy...

> Atari was moving production of its 8-bit stuff over to the Far East
> factories after closing down the US ones. Unfortunately, they had
> production problems over in the Far East, and with US production facilities
> shut down too soon, left them desperately short during the Christmas
> shopping season. What consumers saw on the retail shelves were plenty
> of C64's. Commodore made a killing, and Atari never recovered in the
> 8-bit world.

Hmm, sounds like the MegaSTe, TT, Falcon, MegaST, STe, etc, etc etc...
Will Atari EVER release something in time for the rush buying season?
(Will they every release something?)
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

4289. Re: Ghostscript

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 22:36:56 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.iDdB&3lHPbk@semprini.tdkcs.waterloo.on.ca>
Source record: 208560

In <1993Mar13.203428.22000@sactoh0.sac.ca.us>, Bruce C. Fairbanks writes:
> What is Ghostscript? Can someone tell me what it does?

GhostScript is a PostScript (you know, like the printers) interpreter.
It will allow you to print a PostScript file to a non-PostScript printer
(such as any old 9-pin, or my DeskJet, or whatever) or view it on
screen.

Tim Gallivan has been keeping it running on the ST/TT platform... much
to the surprise of anyone who's seen the GhostScript source code! :-)

--
-------------------==-------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

4290. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 22:40:46 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.KMV&MlUp47k@semprini.tdkcs.waterloo.on.ca>
Source record: 208561

In <12405@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>
> > Hey, but then why ATARI didn't put this cool 64-bit graphics chip into
> >the Falcon?
>
>
> You must remember that you can't just "put" graphics chips of that kind
> into a computer. They have to be designed in. For example, could the
> Falcon's RAM feed the chip fast enough? Would it allow all the standard
> ST modes? VGA? Overscan? Linedoubling? Interlace?

Presuming that this graphics chip exists... Dropping it into the Falcon
would've forced Atari to provide VRAM, improving the overall performance
of the machine, especially at "big" graphics modes (I'd really like
800x600x256 or so myself).

I guess I could knock myself on the head and dream of an '040 Falcon our
RSN with separate VRAM and better screen modes... ;-\

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

4291. Re: the cartridge slot

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 22:43:08 UTC
From: ken@isgtec.com
Message-ID: <4388@isgtec.isgtec.com>
Source record: 208645

In article <1993Mar16.041355.1917@freenet.carleton.ca> ac382@Freenet.carleton.ca (Jack Kitowicz) writes:
> The Polydisk Is awesome; Just plug it in before boot up and away you go!
> Mine has a built in clock. You can do stuff like boot accesories from the
> ram disk. You can unplug it and the battery kiks in so that you can
> quickly copy stuff from 1 ST to another (if you have a hard disk)

Gasp. You don't actually pull the thing out with the power on? Don't
try this at home, kids. 8^}

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

4292. Re: Stacker for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 22:50:50 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.FQDhfQRpQY_@semprini.tdkcs.waterloo.on.ca>
Source record: 208562

In <1993Mar12.224807.20395@newshost.lanl.gov>, John Hutchinson writes:
> I've never seen Data Diet but I must admit, Stacker is very impressive!
> I installed it on my pc's 340Mb drive and bingo... 600Mb available and I
> cannot notice _any_ slowdown in how fast programs load from the HD. The
> best thing is that it is totally transparent to the user. The Atari
> community definitely needs something like this for the Falcon!

I hope you don't love your data too much Hutch! If your machine craches
while DOS is writing your FATs, you lose everything! Stacker takes over
the entire drive, and sets it aside for its own evil purposes...

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

4293. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 23:20:26 UTC
From: barrett@iastate.edu
Message-ID: <C423I4.CyB@news.iastate.edu>
Source record: 208628
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <mike.04t9@struad.cts.com> mike@struad.cts.com (Michael Cianflone) writes:
> Under kickstart 3.0 using operating system friendly routines, one can attain
>2,000 (two thousand) frames per second. And note, this is not banging the
>hardware, but is using multitasking, standard, OS calls.

And cows jump over the moon.

Marc Barrett -MB- | email: barrett@iastate.edu

Moo!!!

4294. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-17 23:37:45 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Mar17.233745.19646@rchland.ibm.com>
Source record: 208629
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar17.180046.139931@zeus.calpoly.edu>, smiller@farad.elee.calpoly.edu (Thrashman Steve) writes:
|> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) trys to make sense
|> in saying:
|> > I really doubt you are pursuing a CS major... you lack the mind for that.
|> >
|> >-------------------------------------
|> >Raist
|> >New happy A1200 owner
|> >256k colors, 1280x400 ** I LOVE IT **
|>
|> Mr. Raist, you have managed to say some intelligent things here on the
|> net, but when you go so far as to put down people like you do above it
|> sorta blows a big hole in your arguments... Do you really have to flame
|> people's majors in order to argue about a stupid computer? Obviously you
|> get a thrill out of it otherwise you would flame him privately. Most of us
|> do not want to see your postings of the MAC vs. AMIGA vs. ATARI get it
|> through your _thick_ skull....
|>
|> *steve miller
|> *dept. of electronics engineering
|> *cal poly san luis obipso

I can't send e-mail privately, I wish I could but since you are the
second person that has stopped by saying something about this
I'll do the following:

<<<<<<<<<<<<<< I APOLOGIZE >>>>>>>>>>>>>>>>>>>

To those that I have offended with my language, okay, I apologize.
I will not mention that this is something that hasn't been done before
(no way, right? Everyone here speaks with such an amazing grace),
but since I'll be more careful in the future, I will also like to hear
from you to tell -MB- that if most of the people do not want to see
my postings of the MAC vs. AMIGA vs. ATARI, practically 99.99999999%
of amiga users here don't want to listen to the lies and excessive
complains of a guy called Marc Barrett.

Now, will you say something to him too? If you note, I have
never resorted to saying such things before... it's just that I got
tired of Marc Barret complaining about things of the Amiga that are
simply either 1. Not true 2. Extra-exagerated 3. Simply his opinion,
not a fact as he puts it or 4. Something (usually a lie) about what
the competition has that definitively without it will take the Amiga

to its doom.

Okay, if I abused the English language, I apologize, I'll be more
careful...

Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **

4295. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 00:06:13 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Mar18.000613.159569@zeus.calpoly.edu>
Source record: 208631
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st
Body handling: HTML body converted to readable text

iank@microsoft.com (Ian Kennedy) trys to make sense in saying:
>>In article <1993Mar15.155635.176008@zeus.calpoly.edu> smiller@farad.elee.calpoly.edu
(Thrashman Steve) writes:
>>>>>>> Comp.sys.amiga.TRAITOR..
>>>>
>>>NO, _ASSHOLE_ this is comp.sys.atari.st, not either of the two above
>>>groups, so why don't you keep your pitiful flaming out of here?
>>
>>Actually it's both comp.sys.atari.st and comp.sys.amiga.advocacy.
>>If you knew what you were doing on The Net you would know this. This
>>message thread is running in both newsgroups becuase the guy
>>who posted the initial message sent it to both groups and as a result
>>relpies goto both groups.
>>
>>Pretty simple eh?
>>
>>And if you really want to stop this you could take the inflamitory
>>spaz-fest to e-mail.
>>
>>Ian.
>>--
>>-------------------------
>>MAIL : IANK@MICROSOFT.COM
>>A1200/85MBHD OS3.0 Yeah!
>>-------------------------

Yes, I know that the article was crossposted, however, it is just a simple
task of deleting the comp.sys.atari.st part out of the newsgroups line so
that it would no longer _be_ crossposted. My problem is with you amiga
IDIOTS who think it is necessary to blast us atari users with a bunch of
nonsense that has nothing to do with our computers...
BTW I will stop being inflammatory when you learn how to spell it.. :P

*steve miller
*dept of electronics engineering , cal poly san luis obispo
'Cocaine has a dielectric constant of 4'
- a piece from my extensive superficial knowledge

4296. Bickering and Computer debates ...

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 00:07:04 UTC
From: karlm@mel.dbce.csiro.au
Message-ID: <674@highett.mel.dbce.csiro.au>
Source record: 208633

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au Tel: +61 3 252 6222 Fax: +61 3 252 6244 |
|_____|

4297. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 00:29:55 UTC
From: gblock@csd4.csd.uwm.edu
Message-ID: <1o8fq3INNd37@uwm.edu>
Source record: 208627
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1o86mlINNack@network.ucsd.edu>, Jeremy Friesner (cs64wag@sdcc8.ucsd.edu) wrote:
: Of course, I suppose this assumes a one- or no- pixel change
: per frame or something...

That's a measurement of the page-flipping, and nothing more. If you take a screen, you can "page flip" through OS routines that fast. That's not including drawing time, of course.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: "Frankly, we doubt he could sell his body to science." :)
(: -Dan Barrett, and/or Fluffykins :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

4298. Will I buy a Falcon? revisited.

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 00:47:43 UTC
From: smiller@bcarh837.bnr.ca
Message-ID: <1993Mar18.004743.3111@zoonews.bnr.ca>
Source record: 208644

Some of you may recall when John Hutchinson asked this last year, and I was among those who answered yes. Well, here we are, five or six months later, still no Falcons in Canada, and things have changed.

Timing is everything. Before the new Macs and Amigas were introduced, the Falcon looked to be a little expensive. Now it looks to be a lot expensive. It used to look a little underpowered, and now it looks a lot underpowered. Yes, I know, they don't have DSPs. But a DSP is not a magic bullet.

What has always bugged me is that the Falcon looks like it was designed prinicipally to make it easy to sell the next model. It's stupid.
Why save a few bucks on the case when you have to turn around and blow that and more on a custom memory board, and a 2.5" hd? (They're still less common and cost more/Meg than 3.5") Is there anyone who prefers a console to a detached keyboard? This approach can only be cost-effective for the basic version (1-Meg, no HD), so other versions must have been in the works all along.

My feeling is that they had planned to have the Falcon030 in the stores long before now, so they could introduce something like the 'Mega Falcon030' and 'Mega Falcon040' this spring. What would be typical of Atari would be to hold onto the other machines for much too long, even if they were ready for production, in order to sell some Falcon030s at a premium price.

But somebody screwed up. Their cash flow right now must be terrifying.

I think the only hope for Atari in the computer market is if they:
1) (Re)introduce the Falcon030 at a (significantly) lower price.
2) Start selling the more powerful machines ASAP, at prices not much higher than were first planned for the Falcon030.

The way it's looking, I may still get a Falcon. But it will be after Atari finally throws in the towel and gives up on computers forever. There will be a short clearance sale, and I will get one as a cheap upgrade to my 520ST.

I'm planning to wait. We'll see what happens at Cebit.

--
****
Scott Miller, in the bowels of Bell-Northern Research Voice:(613) 763-2992
.signature USES DISCLAIMER Ottawa, Ontario, Canada
smiller@bnr.ca (also aa438@freenet.carleton.ca)
****

4299. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 00:53:38 UTC
From: cpb1001@phx.cam.ac.uk
Message-ID: <1993Mar18.005338.18709@infodev.cam.ac.uk>
Source record: 208634
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1o86mlINNack@network.ucsd.edu>, cs64wag@sdcc8.ucsd.edu (Jeremy Friesner) writes:
|> In article <mike.04t9@struad.cts.com> mike@struad.cts.com (Michael Cianflone) writes:
|> > Under kickstart 3.0 using operating system friendly routines, one can attain
|> >2,000 (two thousand) frames per second. And note, this is not banging the
|> >hardware, but is using multitasking, standard, OS calls.
|>
|> Of course, I suppose this assumes a one- or no- pixel change
|> per frame or something...

I believe this is the rate at which AGA can swap screens, and therefore each frame can be completely different from the last. (Even resoloution, palette etc.)

Chris Brown

4300. Re: TCP/IP help needed.

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 01:05:04 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1o8hs0INN2hm@elroy.jpl.nasa.gov>
Source record: 208630

In article <1o5qb4$er3@gabriel.keele.ac.uk> u2e32@keele.ac.uk (GR Harrison) writes:
>At present I have a 520STfm (Tos 1.00 2Mb mem) connected to my TNC.
>(TNC terminal Node controller. Ham packet radio modem thingy. . Runs ax25
> protocol. ka9q was writen to give TCP/IP using them)

Sounds nice. Though I'd consider upgrading your TOS version...
>
>This is a net.tos ax25 link.
>
>I also have a Mega STE, which soon will have a ICD host hard disc attached.
>What I want to do is install a slip connection between the 2.
>Not too much of a problem, except I have no docs or source code to obtain help on.

You got no docs at all with your copy of net? Where did you get it from?
>
>The question. I want to set routing up, so that when I ftp or telnet, it auto
>route to the STFM and then to the world via the FM's ax25 link.
>So what's the problem? Well what I want to know is, when I tell route to add default STFM
slip, will the STFM know to change the protocol to ax25 before using the TNC. Or will, as I
fear, the STFM have no control to do this.

The TNC is connected to the STfm thru the RS232 port, right? You will have to
use the MIDI port to connect to the Mega STe, or you could use the centronics
port. (Centronics support depends on which version of NET you're running...)
Assuming the MIDI port, you simply put an attach line like the following in
your net.rc file:
attach asy MIDI: 0 slip sl1 5120 256 38400

Then for routing you add this line on the Mega STe:
route add default sl1

and this line on the STfm:
route add megaste sl1

(Replace "megaste" with the name or IP address you assigned to the Mega STe.)

The attach line says to add an asynchronous serial interface, use the MIDI
port, don't echo incoming data to the outgoing port, use the SLIP protocol,
give the interface a name "sl1", allocate a buffer of 5120 bytes to the
interface, use a maximum transmission unit of 256 bytes, and set the port
speed to 38400bps. You can use any name you want for the interface, as long
as it's unique. The buffer size should be a multiple of the MTU size. The MTU
can be any reasonable size, I generally use 1024 instead of 256. The baud
rate is bogus, but the ST version of NET should recognize both 38400 and 31250
for the MIDI port. (The only other available speed on the MIDI port is 7815,
which is the same speed used by the keyboard interface. "9600" will also select

that speed on the MIDI port, but there's no good reason to use that speed...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

4301. Re: rz, sz, xyz problems.... Sparc to ST transfer flaky...

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 01:12:18 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1o8i9iINN30i@elroy.jpl.nasa.gov>
Source record: 208632

In article <1o2ldkINN638@life.ai.mit.edu> dmb@ai.mit.edu writes:
>In article <1nuutiINNjoi@gap.caltech.edu> remyh@cco.caltech.edu (Remy Adam Hathaway)
writes:
>>Here's my problem: When I run sz from the unix end, I can receive an ASCII
>>transfer just fine. When I try to send a binary file, all I get are
>>'zmodem subpacket too big' errors. I've tried the -e flag to remove control
>>chars, and have everything set to RTS/CTS, but it's still not working.
>>Any clues?
>
>This a common (and very annoying) problem.
>
>You probably don't have an 8-bit clean connection to your Unix host.
>If you are dialing up to an annex of some kind, you'll have to find the
>option to tell it to use binary mode. (Sometimes the "rlogin" option
>will assume 8 bits, sometimes you have to say "rlogin -b" or "telnet
>-b", "set binary" etc.) You need to ask a local wizard about this.

This is a pretty likely problem, although usually the initial negotiation
will fail completely when the connection isn't 8-bit clean. The other
possibility is that RTS/CTS flow control is not being used on the Unix end,
or is not being recognized by whatever intermediate device is present.
>
>The other potential problem is that your tty is not set to be 8-bit
>clean. Fix this by typing "stty <option>" where option varies from
>machine to machine. Typically, <option> is "cs8" or "pass8". On a
>Sparc, use "stty cs8."

The Unix version of Zmodem usually sets the tty options for you.
>
>Problems that occur in only one direction (e.g., only on sends and not
>on receives) are often symptomatic of a disparity between your modem's
>handhsking settings and your term program's handshaking settings. Make
>sure both think it's "hardware RTS/CTS".
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

4302. Re: Falcon030 -vs- 1200 -vs- Performa 400 (Not a flame, Please don't flame)

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 01:49:05 UTC
From: rb10006@cl.cam.ac.uk
Message-ID: <1993Mar18.014905.20149@infodev.cam.ac.uk>
Source record: 208635

In article <C41Bvr.LwK@cck.coventry.ac.uk>, csg019@cch.coventry.ac.uk (-~=Zaphod=~-) writes:
|> In article <C3w5EK.BJy@ucunix.san.uc.edu>, klasmekj@ucunix.san.uc.edu (Kevin J. Klasmeier) writes:
|> > _____
|> >
|> >
|> > Here is a technical comparison between Atari's new Falcon 030, Commodore's
|> >
|> > new Amiga 1200 and Apple's new Performa 400. All of these machines are aimed at
|> >

[stuff deleted]

|> > DSP yes no no
|> > type 56001 N/A N/A
|> > speed(Mhz) 32 N/A N/A
|> > MIPS 16 N/A N/A
|>
|> This seems slightly unfair, just choosing the only significant piece of
|> hardware that the atari has that the others don't, how about adding:
|>
|> Blitter Yes Yes no
|> Bandwidth 16 bits 64 bits N/A
|> Blitter ops <256 256 N/A
|>
|> Copper NO Yes no
|> Parrallax scroll NO Yes (Dualpf) no
|> (in hardware)
|>
|> This is not a flame!! Just redressing the balance a bit.
|>
|> BTW, does anyone have any information on programming the Falcon sound
|> chips, i know is 16 bit, 8 channels, but does the DSP do all the work,
|> does it have FM etc.
|>
|> -Steve.
|> --
|> **********Steven Haggerty**csg019@uk.ac.cov.cck ok?**********
|> * There is the law of GRAVITY, there is the law of CONSERVATION, there is the *
|> * law of DREDD. You can break the first two, but the last one plays for keeps!*
|> **********- 2000AD on Judge Dredd.*******

Is it just me, or does it seem that the Mac is a bit left out here? :-)

Robert Brown (Amiga 500+ owner).

4303. Re: Please read this, Mark Barret.

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 01:54:06 UTC
From: rb10006@cl.cam.ac.uk
Message-ID: <1993Mar18.015406.20318@infodev.cam.ac.uk>
Source record: 208637

In article <C41Jqo.Jqz@news.iastate.edu>, barrett@iastate.edu (Marc N. Barrett) writes:

[stuff deleted]

|>
|> -----
|> Marc Barrett -MB- | email: barrett@iastate.edu
|> --

ABANDON HOPE ALL ST OWNERS! MARC BARRETT HAS STARTED POSTING TO YOUR GROUP!
(He usually spends his time stirring things up in comp.sys.amiga.advocacy. It
appears that he has now turned his attention to the ST as well! Perhaps if
we all team up, we can FINALLY persuade him to get a Mac!)

Robert Brown.

4304. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 02:00:44 UTC
From: mlelstv@speckled.mpifr-bonn.mpg.de
Message-ID: <1993Mar18.020044.286@mpifr-bonn.mpg.de>
Source record: 208636
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In <C3yDy5.M74@news.iastate.edu> barrett@iastate.edu (Marc N. Barrett) writes:
>Maybe faster, since Macs have faster screen updates in the high-resolution
>non-interlaced 8-plane modes than Amigas do.

Of course high-resolution non-interlaced modes are inherently slow (because
of the larger amount of data) and unusuable for recording animations.
Non-full-screen animations are also just usuable to show off. That's why
it is perfectly valid to compare low resolution and interlaced animation
capabilities.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

4305. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 02:14:45 UTC
From: mlelstv@speckled.mpifr-bonn.mpg.de
Message-ID: <1993Mar18.021445.611@mpifr-bonn.mpg.de>
Source record: 208639
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In <1993Mar16.144856.3322@pcnntp.apple.com> Dale_Adams@gateway.qm.apple.com (Dale Adams) writes:
>actually acheive on your machine? (All the postings I've seen in
>comp.sys.amiga.graphics indicate performance of less than 10 frames/sec.)

Standard playback rate is 30fps (25fps in PAL land) on faster machines.
Lowend machines are CPU limited and usually get 12-15fps.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

4306. Re: Best Budget ST Sequencer?

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 02:16:10 UTC
From: mode@csd4.csd.uwm.edu
Message-ID: <1o8m1aINNe1q@uwm.edu>
Source record: 208638
Cross-posted to: comp.sys.atari.st,comp.music

>> What is the best sequencer for under 100 UK pounds? I am particularly

try looking around for used software. i found a relatively recent version of C-Lab's Creator in a local keyboard shop for US$80.

dan

4307. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 02:16:59 UTC
From: mlelstv@speckled.mpifr-bonn.mpg.de
Message-ID: <1993Mar18.021659.677@mpifr-bonn.mpg.de>
Source record: 208640
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In <C3zM0J.K4H@news.iastate.edu> barrett@iastate.edu (Marc N. Barrett) writes:
> Then why does the EC030 version of the A4000 cost so much?

The A4000/EC030 does not exist for you so how can it cost anything ?

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

4308. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 02:25:22 UTC
From: mlelstv@speckled.mpifr-bonn.mpg.de
Message-ID: <1993Mar18.022522.794@mpifr-bonn.mpg.de>
Source record: 208642
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In <1993Mar16.215702.4697@pcnntp.apple.com> Dale_Adams@gateway.qm.apple.com (Dale Adams) writes:
>I don't have any problem doing animations on a 640 x 480 8-bit screen at
>~90 frames/sec.

Ah, come on. A poststamp sized animation at 90Hz on an 640x480 8bit screen (screen ? what a concept) is no problem. Even a Mac can do that.

Regards,
--
Michael van Elst
UUCP: universe!local-cluster!milky-way!sol!earth!uunet!unido!mpirbn!p554mve
Internet: p554mve@mpirbn.mpifr-bonn.mpg.de
"A potential Snark may lurk in every tree."

4309. Re: Help VT320 emulator

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 02:30:35 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1262@usdtsg.DaytonOH.NCR.COM>
Source record: 208641

In article <jrcloutier-170393073618@macjrcloutier.atft.hydro.qc.ca>
jrcloutier@sgi_res.atft.hydro.qc.ca (J Roger Cloutier) writes:
>I am new here. I have been asked to find a vt320 emulator for an atari
>computor. Is there such a thing ? If so where and how can I get hold of it.
>Second best a vt100 emulator could be used. Thanks.

Connect 1.92 supports vt100, vt102, vt220, and a couple other emulations.
This is one of the better terminal programs out there. Uniterm 2.0e
also is a good choice. Both are shareware (Connect is currently supported
by the author, Uniterm isn't), and available at atari.archive.umich.edu...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

...there are other terminal emulators there as well...

4310. REXX for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 02:34:10 UTC
From: Dconroy@outb.wimsey.bc.ca
Message-ID: <Dconroy.0bfk@outb.wimsey.bc.ca>
Source record: 208553

Is there a REXX programming Language for the ATARI ST? Th7et��ì�
�/BI�vre seem s to be ones for every other platform..

4311. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 03:38:44 UTC
From: Dale_Adams@gateway.qm.apple.com
Message-ID: <1993Mar18.033844.8769@pcnntp.apple.com>
Source record: 208646
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar17.005539.21234@physics.unr.edu>
ghelect@unssun.scs.unr.edu (Carl Cowley/Glenn Hare Occ. Cntr--Electronics)
writes:
> Okay, so on 5 models of machines, you can do this, GREAT...
> Mac 512.. Mac +, MacSE, MacSE/30, MacII, Macfx, MacCi, MacSi, MacLC
> MacLCII, Mac LCIII, Mac Classic, Mac Classic II, Mac Color Classic,
> MacVi, MacVX, Mac Portable, Powerbook 100, Powerbook 140, Powerbook 165,
> Powerbook 180, Mac Duo, damn it, I know I am forgeting a few models...
> But the point is, how much of your installed user base can do the same
> as your 040 machines?

Well, some of the models you mention are the compact Macs which have a built in single frequency display - obviously they don't/can't do this, but then it could be argued that they don't need to. The Mac II, IIx, IIcx, and IIfx all need a video card (since there's no video hardware on the motherboard) so having this capability really depends on what card you plug in (and there are a number of 3rd party cards which do this). It's probably possible on the IIci, IIsi, LC III and the PowerBooks with video output capability but I've never heard of anyone doing it.

But you're certainly correct that the majority of the Mac user base doesn't have this capability. The '040 machines (there's actually 6 of them, not 5) have a very programmable and flexible video controller which allows this. This is lacking on most other Macs, although it could be added via a video card (but then it's certainly not a standard feature).

- Dale Adams

4312. Re: clarification of STx?

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 05:09:15 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Mar18.050915.4560@alw.nih.gov>
Source record: 208647

```
In article <1993Mar15.161356.2121@nosc.mil> healy@nosc.mil (Mike Healy) writes:
>In article <1993Mar14.221520.13540@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>>To the best of my knowledge, there was no model produced which carried
>>the nomenclature "STf" or "STm" but there _were_ "STfm" models. The "m"
>
>My computer says 1040STf on the top of it.
>
>Mike Healy
>
>healy@nosc.mil
>
>

Yeah, so does mine, but the 'f' is really small, not much taller than the
crossbar on top of the 'T', more like a superscript

______ __________
| ____| |___ ___| f
| |___ | |
|____ | | |
| | | |
___| | | |
|_____| |__|
```

4313. Re: clarification of STx?

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 05:50:37 UTC
From: s19184@seb.se
Message-ID: <1993Mar18.065037.1@seb.se>
Source record: 208649

In article <1993Mar17.061236.26413@mv.mv.com>, kgg@mv.mv.com (Kenn Goutal) writes:
> On the top of my machine's case, it has a nice shiny escutcheon (?)
> that says "1040STF", where the "F" is a sort of superscript.

> Underneath, however, there is one of those foil labels giving the model
> number and serial number, giving the model as "1040STmf".

> On the third hand, however, this machine does *not* have an RF modulator
> in the place where the manual says it ought to be --
> there's just a solid chunk of case there,
> distinguishable only by a slight seam on either side.

You (and I) have an STF, built-in floppy, no RF modulator. That Atari
uses other abbreviations in their internal model and serial numbers is
only a ploy to confuse the enemy ;-)

STM, STF and STFMs all exist. With the advent of the STE(xtended), RF
modulators and built-in floppies became standard issue, s the need
for the F and M model indicators disappeared.

/Mike
--
Michael Evans Skandinaviska Enskilda Banken (S-E-Banken)
SEB Data R Telephone: +46-8-639 33 70
S-106 40 Stockholm Fax: +46-8-639 37 62
Sweden Internet: mike@seb.se

4314. Atari ST software for sale

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 06:45:33 UTC
From: despair@netcom.com
Message-ID: <1993Mar18.064533.21778@netcom.com>
Source record: 208648
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I have the following, original docs and disks:

Hybrid Arts DX-Android (dx7 series librarian/editor with advanced features) $15
Adventure Game - Rogue (very nice) $5
4op yamaha FM editor/librarian $15

--
Scott Hanson This has been a recording.
despair@netcom.com

4315. Re: Falcon030 -vs- 1200 -vs- Performa 400 (Not a flame, Please don't flame)

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 06:58:37 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <C42opp.2uM@ucunix.san.uc.edu>
Source record: 208575

In article <C41Bvr.LwK@cck.coventry.ac.uk> csg019@cch.coventry.ac.uk (-~=Zaphod=~-)
writes:
>In article <C3w5EK.BJy@ucunix.san.uc.edu>, klasmekj@ucunix.san.uc.edu (Kevin J.
Klasmeier) writes:
>> Atari Falcon CBM Amiga 1200 Apple Performa 400
>> CPU 68030 68EC020 68030
>> speed(Mhz) 16 14.32 16
>> MIPS 3.84 2.5 3.84
>> data path(bit) 32(16used w/COMBEL) 32 32(16 used)
>>
>> address space(bit) 24 24 24
>> instruction cache 256 bytes 256 bytes 256 bytes
>> data cache 256 bytes no 256 bytes
>>
>> FPU optional optional optional
>> socket on board yes no no
>> type 68881/68882 68881/68882 68881/68882
>>
>
>> DSP yes no no
>> type 56001 N/A N/A
>> speed(Mhz) 32 N/A N/A
>> MIPS 16 N/A N/A
>
>This seems slightly unfair, just choosing the only significant piece of
>hardware that the atari has that the others don't, how about adding:
>
> Blitter Yes Yes no
> Bandwidth 16 bits 64 bits N/A
> Blitter ops <256 256 N/A
>
> Copper NO Yes no
> Parrallax scroll NO Yes (Dualpf) no
> (in hardware)
>
> This is not a flame!! Just redressing the balance a bit.

I would like to restate something, These spec's are right from the
factory. If anything is left out (with the exception of the Blitter chip
and I apologise for that, it should have been caught....though it is
rather understood by everyone now.) then the factory must not have
thought it was a key selling point of their hardware (ie copper).
I have not brought this here to be biased (this is not the media!), just
to see where our beloved computer stands in the real world.

Talk to you later...

+-------------------------------------+_
*> Kevin Klasmeier	
*> NET: klasmkej@ucunix.san.uc.edu	
*> GEnie: K.KLASMEIER	
[Cincinnati, Ohio in the US of A]	
+-------------------------------------+ |
'-------------------------------------'

4316. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 07:33:28 UTC
From: spiff@r-node.hub.org
Message-ID: <1993Mar18.073328.8508@r-node.hub.org>
Source record: 208593
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

Y'know, for weeks I suffered through the A1200/A4000 vs. Falcon030 War..
Now I have to suffer through the Mac Centris/LCIII vs. A4000/040/030
War..

For the sake of us human decency and peace could someone please stop
cross-posting this to comp.sys.atari.st ? Stop the pestering of
thousands of innocent Atarians.. We are the ones who really pay the
price of the foolishness of Wars, us and the children.

Spaceman Spiff aka Colin Toal
Spiff Sets his blaster on Deep Fat Fry...

4317. Re: clarification of STx?

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 08:06:53 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Mar18.080653.167667@zeus.calpoly.edu>
Source record: 208551

kgg@mv.mv.com (Kenn Goutal) says:
>Many thanks to all of you who responded to this inquiry either by email
>or by posting here. It was for the most part very enlightening.
>
>I do, however, still have some confusion.
>The consensus is that the STmf does exist and indicates the presence of
>both an RF-modulator and an internal floppy drive.

I have a 520STfm... it has a floppy and a RF modulator.....

>On the top of my machine's case, it has a nice shiny escutcheon (?)
>that says "1040STF", where the "F" is a sort of superscript.
>Underneath, however, there is one of those foil labels giving the model
>number and serial number, giving the model as "1040STmf".
>On the third hand, however, this machine does *not* have an RF modulator
>in the place where the manual says it ought to be --
>there's just a solid chunk of case there,

When I got my 520STfm upgraded to a 1040STfm they gave me a new shiney
sticker(although it was hard plastic) and I pulled the 520 lable off and
put the 1040 label on. With this in mind, maybe someone at the plant just
screwed up what stickers they put on your machine...
If someone was to look at my machine today they would see the 1040ST
sticker, but it would have a RF modulator, so that would cause some obvious
confusion.
ATARI has made error before ::snicker:: so they just probably made an
error with your machine too.

>distinguishable only by a slight seam on either
side. >
>Can anyone offer any explanation of this?
>
>Thanks again,
>-- Kenn Goutal
>kenn@mv.mv.com

*steve miller
*dept of electronics engineering, cal poly san luis obispo
'cocaine has a dielectric constant of 4'
- a small tidbit from my superficial knowledge

4318. Atatching an IBM monitor to a 1040

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 08:12:26 UTC
From: samuel@cs.ubc.ca
Message-ID: <1o9atalNNi55@cheech.cs.ubc.ca>
Source record: 208650

My girlfriend has an old 1040 with no monitor (apparently the original
owner managed to fry it). I also came across an old PC monochrome monitor.
My question, right now is: is there any way that I can hook up the PC
monitor to the Atari?
--
--
Stephen Samuel (604)822-9248 samuel@cs.ubc.ca
The first prerequisite to winning is playing the game.

4319. Re: Final word on Falcon resolutions

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 09:06:01 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1o9e1pE5pj@uni-erlangen.de>
Source record: 208552

selbyr@meena.cc.uregina.ca writes:

>Is there any kind of consensus on the maximum resolutions you can get
>out of a falcon without hardware upgrades? Has a falcon owner been able
>to get anything above 640x480 with some sort of fancy coding?

Yes. About 860x740 is running at 55Hz here Germany. No hardware is required.
I talked to the gyus who did it.

--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

4320. Re: Amiga sucks!

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 11:10:23 UTC
From: Ace@auilcs0.UUCP
Message-ID: <Ace.055g@auilcs0.UUCP>
Source record: 208554

In article <1o52s7$crn@nz12.rz.uni-karlsruhe.de> s_samso@irav1.ira.uka.de writes:
> hi fellow netters
> Let me enlighten you:
> A M I G A S U C K S
> go buy a falcon and stop whining about which system is best.
>
> ST Rulez

You people really need to kill off closed minded fools like this...

--

__
///
__ /// James Knowlton - President & CEO - Alternate Reality Video Graphics
\\\/// Usenet: uunet!csusac.ecs.csus.edu!sacbbx!auilcs0!Ace
\XX/ Internet: auilcs0!Ace@sacbbx.sac.ca.us

4321. Calling UNIT 17! Come in UNIT 17!

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 11:23:44 UTC
From: mcsdc1ph@dct.ac.uk
Message-ID: <1993Mar18.112344.4642@dct.ac.uk>
Source record: 208555

This message is primarily directed at th Group Unit 17, but if anyone else can help, by all means do!!!

I put out a query a while ago about not being able to get the MIDI function in Unit 17's ace STE music demo - Dynamite- to work.

I got reply from one of the group's members telling me how to get it working, he also told me about an ACCessory they were going to release which allowed 8 channel Samples to played from STE via a MIDI keyboard. He asked me to mail him for more info, which I did. Twice. Now apparently our mailer here was a bit unwell at the time, so I have no idea if it reached him or not, which is why I've mailed here.

Is there any more news about the accessory?

I still can't get DYNAMITE to play samples via me keyboard, I did as told and tryed typing SHOWMEALL<CR> (whatever <CR> means!) but I still couldn't get it to work. Have I got an old version of the demo? I ftped it from atari.archive.umich.edu.

Any help would be highly appreciated!!!

Cheers,

Feekzoid

4322. Protracker

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 11:59:47 UTC
From: pf21@unix.brighton.ac.uk
Message-ID: <1993Mar18.115947.17707@unix.brighton.ac.uk>
Source record: 208556

Is there a newer version than 1.2 of protracker st available ?
I desperatly need the help option enabled.

--

_______ __ __
(____)__ __ ____| | | | JANET: pf21@bton.unix
P| |_ __| \ | | __\ |_| | INTERNET: pf21@unix.bton.ac.uk
A| __) | \| | | | _ |
U| | | | | | |_|_ | | | "Its all about having the most,the best
L|__| |__|__|___|_____/_| |__| and things that no one else can get"
University Of Brighton, UK.

4323. Stzip

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 12:06:23 UTC
From: pf21@unix.brighton.ac.uk
Message-ID: <1993Mar18.120623.17875@unix.brighton.ac.uk>
Source record: 208510

Whats happened to the display ascii file option in stzip 2.2 ?
That was one of the best 'click on' features.
So much for progress.

--

_______ __ __
(____)__ __ ____| | | | JANET: pf21@bton.unix
P| |_ __| \ | | __\ |_| | INTERNET: pf21@unix.bton.ac.uk
A| __) | \| | | | _ |
U| | | | | | |_|_ | | | "Its all about having the most,the best
L|__| |__|__|___|_____/_| |__| and things that no one else can get"
University Of Brighton, UK.

4324. Re: Ok so this is the final question... honest

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 12:43:19 UTC
From: rjc@cogsci.ed.ac.uk
Message-ID: <RJC.93Mar18124319@daiches.cogsci.ed.ac.uk>
Source record: 208582
Cross-posted to:
comp.human-factors,comp.windows.x,comp.windows.x.motif,comp.windows.open-look,comp.sys.acorn,comp.sys.atari.st

In article <1993Mar15.182351.396@csqx.cs.rhbnc.ac.uk>, Jeffrey Wood (jw) writes:

jw> I would generally choose to use a pull-down menu, for the simple
jw> reason that it's existence is plain to the user.

In a consistant system it's obvious that a pop-up menu exists, since
it always does (i.e. every window should pop up somethign when the
relevant button is pressed).

The big problem with pull downs is that they take up room on the
screen. Not so much of a problem on a Sun, but on a little PeeCee or
Mac screen you want as little clutter as possible if you expect to get
any work done.

The correct answer to all of this is let the user decide. That way
even if you and some other developer disagree as to which is best, the
poor guy at the sharp end can still have a consistant view of the
world.

--
rjc@cogsci.ed.ac.uk _O_
|<

4325. Re: 2.06 partition size & scsi tape backup questions

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 12:55:19 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C43588.9sG@hpbbrd.bbn.hp.com>
Source record: 208557

Chris Herborth (cherborth@semprini.tdkcs.waterloo.on.ca) wrote:
> > The limit is 32768 logical sectors. With 512 bytes/sector, you get 16 MB.
> > BGM partitions (bigger logical sectors) have a size limit of 256 MB.
>
> Didn't Atari clue into that with TOS 1.4 and up, and use an unsigned int
> instead of an int?

They removed some of the bugs, but not all of them. Even TOS 2.06
still has them.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

4326. Re: Multi-user on TT ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 14:09:15 UTC
From: INCB@ibm.rz.tu-clausthal.de
Message-ID: <16B95D528.INCB@ibm.rz.tu-clausthal.de>
Source record: 208565

In article <ERLINGH.93Mar15175012@storlind.idt.unit.no>
erlingh@storlind.idt.unit.no (Erling Henanger) writes:

>In article <1993Mar13.123436.21023@donau.et.tudelft.nl> berger@duterl.et.tudelft.nl
(Jeroen Berger) writes:
>
> Newsgroups: comp.sys.atari.st
> Path:
ugle.unit.no!aun.uninett.no!sunic!mcsun!sun4nl!dutrun!donau!duterl.et.tudelft.nl!berger
> From: berger@duterl.et.tudelft.nl (Jeroen Berger)
> Keywords: TT
> Sender: news@donau.et.tudelft.nl (UseNet News System)
> Nntp-Posting-Host: duterl.et.tudelft.nl
> Organization: Delft University of Technology, Dept. of Electrical Engineering
> References: <1714@titan.hts.hsa.nl>
> Date: Sat, 13 Mar 1993 12:34:36 GMT
> Lines: 26
>
> In article <1714@titan.hts.hsa.nl> e8839@titan.hts.hsa.nl (H.A. Lambregts) writes:
>
> >We want to use one TT to create a multi-user environment, so several
> >users can practice assembly programming. The users are connected with
> >a terminal to a serial-output of the TT, so all the in- and output
> >must be redirected to the correct user (terminal).
> >Maybe this is possible using MiNT, because we only use text-oriented
> >programs.
> >Is there anyone who has an idea to establish this ?
>
> I've tried to do this also, but could not find a proper way.
> Finaly I wrote a little program which dups stdin and stdout to the
> seriel port, and executes a shell. It is a simple solution, but it
> works for me.
>
> I don't know whether programs maybe posted in _this_ newsgroup so I
> won't do it. If your interested in this program, please let me know
> and I mail it to you.
>
> If you happen to find out more about a multi-user environment outside
> this newsgroup, can you please write it?
>
> Hartelijke groeten,
>
> Jeroen.
>

>There allready is such a package available on atari.archive in the
>Mint-directory. It is a complete multi-user package with login, passwd
>etc. I have been running it successfully on my TT.
>If I remember correctly, the name of the package is init.zoo or some
>such. If you can't find it, contact me and I'll see if I can locate it.
>
>Erling
>--
> _______ _____ o ____ Erling Henanger
> /___ /____/ / / /| / / Norwegian Institute
> / /\ / / / | / | ___ of Technology. (NTH)
> ------ / \ /____ / / |/ ____| o Si nei til Intel.

Hi there,
try the mint-distribution-kit, available on ftp.tu-clausthal.de,
it contains the init-package!
Bye
Claas

4327. ZX Spectrum emulator for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 14:20:55 UTC
From: jens@kssun3.rus.uni-stuttgart.de
Message-ID: <1oa0g7$iju@news.uni-stuttgart.de>
Source record: 208558

Since I can copy ZX Spectrum programs from cassette tape
to Atari/MSDOS diskettes I am wondering wheter there's
an emulator for Spectrum programs for the ST or PC,
either handmade or commercial. (So I wouldn't have to
program one myself =;>)

Any information on where, what, how much, ...
is greatly appreciated. Good old Sinclair times are gone, (sob!).
Bye, Jens

--
jens@kssun3.rus.uni-stuttgart.de (Jens Schweikhardt)
Communications Dept. - University Of Stuttgart, Germany

For a nice talk call 1-800-dev-null

4328. Re: REXX for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 14:41:06 UTC
From: aa454@Freenet.carleton.ca
Message-ID: <1993Mar18.144106.21409@freenet.carleton.ca>
Source record: 208563

In a previous article, Dconroy@outb.wimsey.bc.ca (Dave Conroy) says:

>Is there a REXX programming Language for the ATARI ST? There seems to be
>ones for every other platform..

There doesn't appear to be one.

This may be partially related to the fact that there is very GOOD support on the ST for REXX's nearest competitor, Perl.

Perl does most of the same things that REXX can, and possibly has somewhat better parsing features than does REXX. Perl does process control, with all of the "wonderfulness" of The UNIX Way (TM).

The two languages seem to be particularly distinct as follows:

a) REXX tends to be a somewhat proprietary system. IBM invented it (I've got one of their manuals kicking around somewhere - my only "real" IBM product in umpteen years of doing computer stuff!) and anybody that develops interpreters tends to charge money for it.

Perl on the other hand was created under the GNU GPL, and people don't develop their own versions in order to charge for it.

b) Perl makes fairly extensive use of prefix characters to determine the "type" of any particular variable. $var is a value; @arr is an array containing various value; &myroutine is used to refer to/call "myroutine," a subroutine.

REXX makes relatively little use of such "special characters."

c) Perl does pattern matching using regular expressions.

REXX doesn't have that level of generality.

If you have some application for which an interpretive language that deals kindly with strings and numbers, and which knows something about process control, either REXX or Perl should be able to do the job. I don't think we're likely to see an ST port of REXX any time soon; this leaves Perl as "the tool for the job." If you've got code in REXX that you want to use, then maybe you'll have to develop a REXX-->Perl translator. Many people would be pleased to see such a product, I'm sure.

--
Christopher Browne | The Personal Computer: Colt .45
aa454@freenet.carleton.ca | of the Information Frontier
cbbrowne@csi.uottawa.ca (Preferred) |

4329. WANTED: Atari SC1224 monitor or CGA color monitor

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 15:11:21 UTC
From: mcarlsso@sdcc13.ucsd.edu
Message-ID: <46595@sdcc12.ucsd.edu>
Source record: 208564
Cross-posted to: misc.forsale,misc.forsale.wanted,comp.sys.atari.st,misc.forsale.computers,misc.forsale.computers.pc-clone,misc.forsale.computers.other

```
Need either of the above in good condition, please email asking
price including shipping.

mars@ucsd.edu

--

------------------------------------------------------------------

mars@ucsd.edu
```

4330. How is Falcon doing in Germany?

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 15:43:57 UTC
From: komives@lamar.ColoState.EDU
Message-ID: <Mar18.154357.53132@yuma.ACNS.ColoState.EDU>
Source record: 208566

Since we are having all this discussion in the abstract in most of the world perhaps it would help to know what's happing in Germany.

1. How available is the Falcon? In what kind of stores?
2. What is the competetion?
3. How is the Falcon doing agains the Competition?
4. Is the market for the Falcon in anyway different from that for the ST?
5. What if anything is the press saying?
6. Etcetera

l

4331. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 16:17:18 UTC
From: cl239935@ulkyvx.louisville.edu
Message-ID: <1993Mar18.121718.1@ulkyvx.louisville.edu>
Source record: 208567
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1o9d7dINNp80@elroy.jpl.nasa.gov>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>
> Just thought some folks would be interested in seeing this little bit of news.
> It's especially amusing, given how long Mac emulators have been available on
> the ST, and later on the Amiga.
>
> --------------- Forwarded Article ---------------
>
> Description: Mac Clone Released by NuTek
> Header: Online Today
> Trailer: CIS:OLT-148
>
> MAC CLONE RELEASED BY NUTEK
>
> "NuTek also is building its own computer, the Duet, that will be the first
> to run software designed for both the IBM and Mac systems," AP says. "It will
> have a suggested retail price of $2,996."

So much for the Amiga with it's Amax's, Emplants, Bridgeboards, and Golden Gates, Huh? And I what about a Mac with Soft PC? Geezus Christ!

> Nonetheless, an Apple spokesman told AP late last week Apple does not
> believe anyone can build a computer that runs Macintosh software without
> infringing on Apple's patented technology.

Again, there goes Amax, Spectre, and Emplant.......... Gee, I guess us Amiga and ST owners were really fooled when we thought we were running Mac software... ;)

MikeB (D1Nonly)

4332. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 16:44:29 UTC
From: cl239935@ulkyvx.louisville.edu
Message-ID: <1993Mar18.124429.1@ulkyvx.louisville.edu>
Source record: 208568
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar18.073328.8508@r-node.hub.org>, spiff@r-node.hub.org (Colin Toal) writes:
> Y'know, for weeks I suffered through the A1200/A4000 vs. Falcon030 War..
> Now I have to suffer through the Mac Centris/LCIII vs. A4000/040/030
> War..
>
> For the sake of us human decency and peace could someone please stop
> cross-posting this to comp.sys.atari.st ? Stop the pestering of
> thousands of innocent Atarians.. We are the ones who really pay the
> price of the foolishness of Wars, us and the children.
>
> Spaceman Spiff aka Colin Toal
> Spiff Sets his blaster on Deep Fat Fry...
>

Isn't that how all wars are? The bystanders and the innocent are the ones that suffer.....

Either way, at least you guys have gotten a taste of what we Amiga users go through. It's almost a holy war! (Here comes the Inquisition!)

MikeB (D1Nonly)

4333. Re: Follow up to llamatron?

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 17:09:57 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1993Mar18.110958.160@janus.arc.ab.ca>
Source record: 208572

In article <1nm923INN6ue@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>] There is supposed to be another game by the maker of "LLAMATRON", what i
>] the name of this game? Is it available on atari.archive?
>
>Hard Core is probably what you are thinking of.
>Jeff Minter.
>
>Works on/supports the Falcon etc. It's not on a.a as it's not released
>in the PD (yet!?)

Actually what I think you're looking for is called "REVENGE" and is on atari.archive.

Bob

4334. Re: Where Not To Use (UK)

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 17:14:27 UTC
From: malcolm@minster.york.ac.uk
Message-ID: <732474866.16412@minster.york.ac.uk>
Source record: 208502

I wrote:

>> Just three days ago I bought Ladbroke's RAM expansion kit and fitted
>> it. I have *no* previous experience of soldering whatsoever, and
>> borrowed the soldering equipment from a friend. I followed the written
>> instructions incorrectly and had to phone their service department
>> yesterday to find out what I'd done wrong. They were extremely helpful
>> and clear in their directions over the phone, enabling me to complete
>> the work immediately. It could have been easier, but not by much.

Stuart Mac Glashan writes:

> Don't want to flame, it depends which type of ST you have. The instructions
> give a list of aout 10 resistors to solder wires to, given by their numbers
> on the PCB.
>
> Several of the resistors they listed didn't exist on my machine, not their
> fault, it's not them who kept changing the layout of the STs circuit-board :)
> and the only guidance the instructions give if this is the case is to send
> the machine to them.

Could be. Three of them didn't exist on my board either, but the list
stated which pin on the MMU went with each resistor, so it was pretty
straightforward to solder in some new ones. I did have some doubt about
which pin was which, but the phone call cleared that up no problem.

-malc.

4335. a.a.u.e numeric address

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 17:37:35 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1993Mar18.173735.3292@unix.brighton.ac.uk>
Source record: 208511

I had six or so numbers, but I recon that our network is only partially set up this end, so I can't get through to US sites.

Thanks to all who mailed me anyhow,

Dom

4336. Re: Stacker for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 18:14:12 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Mar18.181412.196953@zeus.calpoly.edu>
Source record: 208569

yves@cc.mcgill.ca (Yves LePage) says:
>I had a stacker equivalent on my st, it's called datadiet. It was
>really good and it was reliable too. Unfortunately, it seemed that the 68000
>processor of my 1040st wasn't fast enough to handle compression/decompression
>on the fly, as the loading time of some programs would be up to three times
>longer. Pagestream was a good example of such loading times...
>
>But anyway, it worked and I never had problems with it... And it provides
>a good kit of utilities and options too. Neat soft...
>
>
>I've gone IBM since then...
>
>Bye
>Yves Lepage
>yves@cc.mcgill.ca

I have data-diet also, I compacted all of the data files (this is what
data diet does, they have another utility called Squishem or something
that compacts executables) and then I went to use my system.... to get to
the poni, my system totally got screwed up because of the compaction and I
had to reformat the HD. I have heard from many people including the
Codeheads that this has happened frequently.... but I have also heard that
alot of people like it...
I tossed the program out of my HD, if anyone wants to buy it I will sell
for $20...
Instead of using the program i bought another HD, Toad computers has a
good deal for drives for the TT, I bought a 130 meg for 399 dollars! It is
much better than a disk compaction program...

*steve miller
*dept of electronics engineering, cal poly san luis obispo
'didja know cocaine has a dielectric constant of 4?'

4337. Re: Eagle030 ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 18:44:35 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1oafujINNduc@golem.wcc.govt.nz>
Source record: 208578

In article <77646@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Er, no... the latest story from Atari is that they're going to SELL
>those goodies separately. AtariWorks will be $129, and MultiTOS will be
>about the same.
>John Townsend says Atari would "appreciate" a few bucks for their
>hard work
>
>BobR

Once again Bob spreading false rumors....

Atari-Works (Including Speedo-GDOS), and Multi-TOS, as well as the other
goodies, are being packaged with the 4meg+65HD, and 14/65HD units.
(Or, any machine with 4-meg of RAM or higher, and a Hard-drive...)

The packages are being sold seperately also, so owners of TT's, ST's etc.
can get their hands on them if they want! The prices will be around
the $120 mark somewhere as stated, (which really is too expensive, getting
into macintosh prices... :)

4338. Re: Commodore vs. Atari (was Re: Jaguar vs. the 3DO)

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 18:44:46 UTC
From: rb10006@cl.cam.ac.uk
Message-ID: <1993Mar18.184446.5203@infodev.cam.ac.uk>
Source record: 208570

In article <H.ea.72ieXDYlRrI@semprini.tdkcs.waterloo.on.ca>,
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
|> In <1993Mar12.192521.4448@nic.csu.net>, Richard H.S. Kim writes:
|> > I read a brief interview with Chris Crawford (ex-Atari programmer) and
|> > he gave a very interesting antedote. Apparently, in the beginning, both
|> > Atari and Commodore were "even" in terms of market position. What made
|> > Commodore and doomed Atari in the 8-bit arena was Atari itself.
|>
|> Many people have long thought that Atari is its own worst enemy...
|>
|> > Atari was moving production of its 8-bit stuff over to the Far East
|> > factories after closing down the US ones. Unfortunately, they had
|> > production problems over in the Far East, and with US production facilities
|> > shut down too soon, left them desperately short during the Christmas
|> > shopping season. What consumers saw on the retail shelves were plenty
|> > of C64's. Commodore made a killing, and Atari never recovered in the
|> > 8-bit world.
|>
|> Hmm, sounds like the MegaSTe, TT, Falcon, MegaST, STe, etc, etc etc...
|> Will Atari EVER release something in time for the rush buying season?
|> (Will they every release something?)
|> --
|> ------------------==------------------
|> Chris Herborth
|> cherborth@semprini.tdkcs.waterloo.on.ca

Hey guys! How about a flame war? OUR marketing division's MUCH WORSE than yours...
:-) :-) :-)

Seriously, Commodore have made some serious cock-ups marketing the Amiga - like
not doing it, for a start.....

Robert Brown (A500 owner).

4339. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 18:50:04 UTC
From: lindblad@klaava.Helsinki.FI
Message-ID: <1993Mar18.185004.10419@klaava.Helsinki.FI>
Source record: 208574
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

Marc N. Barrett (barrett@iastate.edu) wrote:
> In article <mike.04t9@struad.cts.com> mike@struad.cts.com (Michael Cianflone) writes:
> > Under kickstart 3.0 using operating system friendly routines, one can attain
> >2,000 (two thousand) frames per second. And note, this is not banging the
> >hardware, but is using multitasking, standard, OS calls.
>
> And cows jump over the moon.

Enlighten me Grand Master B! I have no idea on how cows do jump over
the moon, how do they do that Master?

--
Jarkko Lindblad | Kirves sanoo junts, kun sill{ ly|d{{n
lindblad@cc.helsinki.fi| t{n{{n meill{ kunnon pihvit sy|d{{n
-----------------------| Huuda vaan se kiihottaa, ei kukaan kuule kuitenkaan
- Pime{ tie - | Kirves sanoo junts, kun sill{ ly|d{{n

4340. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 18:54:06 UTC
From: ken@isgtec.com
Message-ID: <4397@isgtec.isgtec.com>
Source record: 208535

In article <Mar16.202838.63880@yuma.ACNS.ColoState.EDU> sytang@lamar.ColoState.EDU (Shoou-yu tang) writes:
> >Apple has an FTP site where you can get the 6.x versions of the OS. They
> >come in a funky disk compaction format used only by Mac's (as far as I know),
> >so you will also need the program to extract them. Talk to the folks on one
>
> Those files are in the so called image format which is the binary image of
> the physical disk. One can either use DiskCopy (also availible on the same
> ftp sites under /dts/mac/tools) to recreate the diskettes, or use another
> utilities called MountImage to mount the image as disks on the desktop. (this
> of course requires you have hard drive to hold those files and you have a
> running system).
> [lots of nice instructions...]

Well, the problem is the original poster doesn't have a running system!
I had this same problem. Forget ftp-ing files, running all these utilities
on a Mac which you don't have yet.. The easiest way is to go to any good
Mac full-service dealer, they will usually sell you any System 6 version
for just a service charge. (It's four disks, so bring four blank dsdd disks).
They're bootable Mac disks, you just shove in the system disk when Spectre
asks for it. From there you're all set!

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

4341. 17 inch monitors

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 19:40:14 UTC
From: se15@claudius.nextlab.cs.qub.ac.uk
Message-ID: <1993Mar18.194014.20043@ousrvr.oulu.fi>
Source record: 208571
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can anyone advise me on a decent 17 inch mointor for the falcon. I want one that can cope with overscan, and hopefully custom modes..

Thanks

Algo

4342. Re: Eagle030 ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 20:56:49 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1oanmhINNhv0@phakt.usc.edu>
Source record: 208573

In article <77646@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Steve Wells writes:

>>the $1400 modem is the 14meg/65megHD version isn't it!? Which comes
>>with Speedo-GDOS, Multi-TOS (Windows equiv'), Atari-Works, (MS-Works
>>equiv'). And all sorts of other goodies. So, it's not to be sneezed
>>at 8-)

>Er, no... the latest story from Atari is that they're going to SELL
>those goodies separately. AtariWorks will be $129, and MultiTOS will be
>about the same.

Ya know, the two are not mutually exclusive. As I understand what
B.Brodie said on the last Rountable, it will be included with new Falcons, but
it will be made available for a price to current atari owners (I believe the
question was originally about SpeedoGDOS but since it is being distributed
with Atari Works ...). The $129 is the price to buy it without buying the
Falcon first (a new one that is - too bad they can't retro-offer it to current
Falcon owners...).

>John Townsend says Atari would "appreciate" a few bucks for their
>hard work

If it is half as good as they say it is, they deserve the $$. It would
be worth half that just for the SpeedoGDOS.

>BobR

-MikeB

4343. The _best_ HD cache?

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 21:39:19 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Mar18.213919.26005@prime.mdata.fi>
Source record: 208576

I'd like to know what is the best, most magnificent, state-of-the-art, non-crashable, in other words the ultimate HD cache program :)? And where to get it from of course.

Is there any disadvantages in using disk caches? I heard something that they can sometimes ruin your FAT if the electricity suddenly "stops", I don't know the exact word for it.

Thanks!

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

4344. NuTek Mac Clone

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 21:55:40 UTC
From: tmc@spartan.ac.BrockU.CA
Message-ID: <1993Mar18.215540.12535@spartan.ac.BrockU.CA>
Source record: 208577
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar18.121718.1@ulkyvx.louisville.edu> cl239935@ulkyvx.louisville.edu writes:

>Again, there goes Amax, Spectre, and Emplant.......... Gee, I guess us Amiga
>and ST owners were really fooled when we thought we were running Mac
>software... ;)

What would prevent existing emulation products from incorporating NuTek technology?

4345. Re: NuTek Mac Clone

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 22:01:04 UTC
From: cl239935@ulkyvx.louisville.edu
Message-ID: <1993Mar18.180104.1@ulkyvx.louisville.edu>
Source record: 208580
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar18.215540.12535@spartan.ac.BrockU.CA>, tmc@spartan.ac.BrockU.CA (Tim Ciceran) writes:
> In article <1993Mar18.121718.1@ulkyvx.louisville.edu> cl239935@ulkyvx.louisville.edu writes:
>
>>Again, there goes Amax, Spectre, and Emplant.......... Gee, I guess us Amiga
>>and ST owners were really fooled when we thought we were running Mac
>>software... ;)
>
> What would prevent existing emulation products from incorporating NuTek
> technology?
>

Nothing. The point I was making was that NuTek claims to be the first company to make a machine that can run Mac and PC software. That's rubbish. A Mac can run PC software, and an Amiga can also run PC and Mac software!

Also, Apple claimed that "Nobody" could make a machine that ran Mac software and not infinge on their patents. Why haven't they sued the companies that make Emplant and Amax for the Amiga, or Spectre for the ST? The same reason that they didn't sue Commodore when they sued Microsoft and Hewlett-Packard: publicity. After all, most people haven't even heard of an Amiga (or ST, for that matter) and they'd just as soon keep it that way.

MikeB (D1Nonly)

4346. Re: NuTek Mac Clone

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 22:26:12 UTC
From: wbdst+@pitt.edu
Message-ID: <6222@blue.cis.pitt.edu>
Source record: 208579
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

Whatever happened to NuTek? Are there machines out, with their
ROMs installed?

4347. Games, Games, Games ???

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 23:08:49 UTC
From: jdahl@rchland.vnet.ibm.com
Message-ID: <1993Mar18.230849.28190@rchland.ibm.com>
Source record: 208581

OK. Don't flame me to death. I have one small question
and then I will go back to lurking. I know this is ancient
history, but it's not in the FAQ and I need to know.

What platforms is Star Raiders available on?
What versions of the game are there?
Did Star Raiders II suck, or was it my imagination?
Was Star Raiders for the ST different than the 400/800
version?

Please post answers, as I don't have email here.
All replies appreciated greatly.
--
=-=-=-

4348. X-or, etc For Sale or Trade

Newsgroup: comp.sys.atari.st
Date: 1993-03-18 23:48:01 UTC
From: palefox@hardy.u.washington.edu
Message-ID: <1ob1nhINNkae@shelley.u.washington.edu>
Source record: 208583
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st,comp.sys.amiga.audio,rec.music.makers.synth

For Sale: Dr.T's X-or generic patch editor/librarian. Includes many profiles for Yamaha, Roland, SCI and others, plus more are available through Dr.T's.

Asking $125.00

Also for sale: Music Mouse - Play Internal Amiga sounds or MIDI instruments with your mouse. Offers?

Synthia - Create IFF sounds via 5 synthesis methods on the Amiga. Offers?

I'm looking for X-or for the ST, so just in case there's someone who wants to work out a trade, let me know.

Leave me mail at palefox@u.washington.edu

Thanks!

4349. Re: Falcon030 -vs- 1200 -vs- Performa 400 (Not a flame, Please don't flame)

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 00:23:41 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1ob3qdINN271@phakt.usc.edu>
Source record: 208584

In article <C42opp.2uM@ucunix.san.uc.edu> klasmekj@ucunix.san.uc.edu (Kevin J. Klasmeier) writes:

>thought it was a key selling point of their hardware (ie copper).
>I have not brought this here to be biased (this is not the media!), just
>to see where our beloved computer stands in the real world.

Sorry if this has already been discussed, but just what is the copper
for (sounds like something from a bad 20's-era movie).

Is it some sort of graphics coprocessor?

```
> +-------------------------------------+_
> | *> Kevin Klasmeier | |
> | *> NET: klasmkej@ucunix.san.uc.edu | |
> | *> GEnie: K.KLASMEIER | |
> | [Cincinnati, Ohio in the US of A] | |
> +-------------------------------------+ |
> '-------------------------------------'
```

-MikeB

4350. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 00:39:13 UTC
From: mike@struad.cts.com
Message-ID: <mike.04u0@struad.cts.com>
Source record: 208524
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1o86mlINNack@network.ucsd.edu> cs64wag@sdcc8.ucsd.edu (Jeremy Friesner) writes:
>In article <mike.04t9@struad.cts.com> mike@struad.cts.com (Michael Cianflone) writes:
>> Under kickstart 3.0 using operating system friendly routines, one can attain
>>2,000 (two thousand) frames per second. And note, this is not banging the
>>hardware, but is using multitasking, standard, OS calls.
>
>Of course, I suppose this assumes a one- or no- pixel change
>per frame or something...
>
>Jeremy
>
>--
>|~~~//~~~~~~|
>|3k// " " -???? |

No, not at all. I believe it was either Spencer Shanson or Chris Green that detailed it. Perhaps if either of them take enough time away from their work at Commodore to read Amiga advo, they can give us a bit more of the details.

4351. Re: NuTek Mac Clone

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 01:37:38 UTC
From: cs64wag@sdcc8.ucsd.edu
Message-ID: <1ob852INN1ck@network.ucsd.edu>
Source record: 208532
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar18.180104.1@ulkyvx.louisville.edu> cl239935@ulkyvx.louisville.edu writes:
>Nothing. The point I was making was that NuTek claims to be the first company
>to make a machine that can run Mac and PC software. That's rubbish. A Mac can
>run PC software, and an Amiga can also run PC and Mac software!

I thought NuTek's claim was to have made the "first Macintosh
clone". Which, I think, they have. An Amiga with Amax is an
Amiga running Amax, not a Mac clone as such.

>Also, Apple claimed that "Nobody" could make a machine that ran Mac software
>and not infinge on their patents. Why haven't they sued the companies that make
>Emplant and Amax for the Amiga, or Spectre for the ST? The same reason that
>they didn't sue Commodore when they sued Microsoft and Hewlett-Packard:
>publicity. After all, most people haven't even heard of an Amiga (or ST, for
>that matter) and they'd just as soon keep it that way.

Emplant, Amax, and Spectre do not come with Macintosh ROMs included.
Thus, they do not break any copyright laws.

Jeremy

--
```
|~~~//~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
|3k// " " -???? |
\\// "I never got to 'Just Say No.' No one even asked me!" -Ky Ho |
|\/_____________________________________________________________________|
```

4352. Re: Stacker for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 01:38:46 UTC
From: marshall@cs.uq.oz.au
Message-ID: <12479@uqcspe.cs.uq.oz.au>
Source record: 208586

In <1993Mar12.224807.20395@newshost.lanl.gov> hutch@bellman.lanl.gov (John Hutchinson) writes:

>In article 4185@his.UUCP, sp1henhj@sun4 (Henrik Balthazar Hjort) writes:
>>Does anyone know if ther exists a program for the ST which works
>>simmilary to the PC program 'stacker'. It should compress and
>>uncompress automatic when loading and terminating programs.

>Doesn't Data Diet do this? It was commercial software from DublClick but
>someone else was supposed to pick up distribution for it.

>I've never seen Data Diet but I must admit, Stacker is very impressive!

>_____ John "HUTCH" Hutchinson _____
>_____ Fair Dinkum Technologies Member - IAAD _____
>_____ "No worries, mate... it's from Fair Dinkum!" _____
>_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

DataDiet works fine on my Mega4Ste. In conjunction with DCSquish (supplied
with DDiet) it saves lots of space, without excessive loss of time.
I can find out the new supplier/maintainer - I'm at work, and the address is
at home!

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

4353. Re: Data Diet info

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 01:41:56 UTC
From: marshall@cs.uq.oz.au
Message-ID: <12480@uqcspe.cs.uq.oz.au>
Source record: 208585

In <1993Mar14.055346.16302@netcom.com> ekrimen@netcom.com (Ed Krimen) writes:

>Actually, to correct a comment I made earlier, I'm pretty sure Data Diet 2.0
>has been out for a while. I have Serial #00003 and the postmark on the
>envelope is December 29, 1992. :^)
>--
> Ed Krimen
> ekrimen@netcom.com
> AEO.5 (GEnie)
> FoReMNet Node 761
Yes: I have #72 (I think - it's at home!).

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

4354. Re: Stacker for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 01:51:25 UTC
From: umcordes@ccu.umanitoba.ca
Message-ID: <C4455p.M52@ccu.umanitoba.ca>
Source record: 208587

In <1993Mar18.181412.196953@zeus.calpoly.edu> smiller@farad.elee.calpoly.edu (Thrashman Steve) writes:

>I have data-diet also, I compacted all of the data files (this is what
>data diet does, they have another utility called Squishem or something
>that compacts executables) and then I went to use my system.... to get to
>the poni, my system totally got screwed up because of the compaction and I
>had to reformat the HD. I have heard from many people including the
>Codeheads that this has happened frequently.... but I have also heard that
>alot of people like it...

I have DataDiet version 2. I've been using it from the very first version on my TT and I've never experienced any major problems with it. It should _NEVER_ cause you to have to reformat your hard drive! It only uses standard DOS file copying routines and is just as safe as any other ST/TT program out there that reads/writes to disk.

If you want to play on the safe side, just make sure all your boot programs and files (and their related resource and data files) are NOT compressed (simply add them to the excluded filenames in DD).

>I tossed the program out of my HD, if anyone wants to buy it I will sell
>for $20...

At that price, I'm sure you already have a buyer!

>Instead of using the program i bought another HD, Toad computers has a
>good deal for drives for the TT, I bought a 130 meg for 399 dollars! It is
>much better than a disk compaction program...

I have a 135meg HD in my TT and an 88meg Syquest and I still wouldn't want to live without DD!

To anyone considering DataDiet, if you're smart and safe, you'll love it! (especially if you have a speedy TT or MSTe)!

4355. Re: NuTek Mac Clone

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 02:44:36 UTC
From: Carl B Jabido <cj00+@andrew.cmu.edu>
Message-ID: <sfeHCI_00iV089pM5=@andrew.cmu.edu>
Source record: 208588
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

Here, this is reposted without permission:

From: newsbytes@clarinet.com
Subject: ****Macintosh "Workalike" Runs Mac, PC Software 03/16/93
Date: 16 Mar 93 20:51:25 GMT

CUPERTINO, CALIFORNIA, U.S.A., 1993 MAR 16 (NB) -- Nutek promised over two years ago, in February of 1991, it would deliver a Macintosh-compatible computer to market, and the company has now made good on that promise. However, Nutek has gone a step further and says its motherboard and system software will also run software designed for the IBM and compatible personal computer (PC) platform as well.

The company says its new motherboard and system software incorporate both Intel 80486 and Motorola 68030 microprocessors in a single stand-alone desktop system. The system software is based on the graphical Open Software Foundation's (OSF) Motif interface.

Other companies have offered products for running Macintosh software on PCs, such as Newport Beach, California based Hydra Systems with its Andor Card for PCs, but Nutek is the first to develop its own read-only memory (ROM) that is Macintosh compatible. Hydra Systems produced its Mac compatible product by cannibalizing old Macintosh computers for the ROM and installing it on the Andor Card to allow PCs to run Macintosh applications.

Nutek says it has checked through the legal aspects and doesn't expect Apple can stop it from producing the Duet. So far, Apple Computer has made no formal attempts to stop the production or distribution of the Duet although Nutek is certain Apple is aware of the product, according to company president and founder Benjamin Chou.

The Nutek Duet is not compatible with every software package on the market for Macintoshes and PCs, but the company says it has a list of hardware and software with which the Duet is compatible. Chou calls the Duet a "workalike" and says of the top thirteen software titles for the Macintosh, the Duet will run all but Microsoft Excel and Microsoft Works. The company lists over seventy software and hardware titles that work with the Duet, including network cards by Farallon and Asante, software from Adobe, Lotus, Microsoft, Aldus, Wordperfect, and hardware from PLI, US Robotics, Hewlett-Packard, and Apple

Computer. Other popular software titles not working now are under testing, Nutek said.

The company says it has orders from Europe and plans to sign up US dealers this month. The system will be sold through authorized dealers and will be available in volume within 90 days after receipt of orders, Nutek said. The list price to dealers and resellers of $899 undercuts Apple Computer's prices, but is higher than PC prices once components such as hard and floppy drives, a monitor, and a case are added. The Duet will support color however, in resolutions from 640 x 480 to 1024 x 768, Chou added.

NuTek will exhibit the Duet at the German Cebit trade show in Hannover scheduled for March 24-31. The company's booth D9 (stand E36/F35), will be located on the first floor of Hall 8 in the USA Graphics, Imaging, and Multimedia Pavilion.

(Linda Rohrbough/19930316/Press Contact: Amelie Gardella, Copithorne & Bellows for Nutek, tel 617-252-0606; Benjamin Chou, Nutek, tel 408-973-8799, fax 408-973-8557)

4356. atari for sale

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 03:26:42 UTC
From: sie_0026@bigdog.engr.arizona.edu
Message-ID: <1993Mar19.032642.20002@organpipe.uug.arizona.edu>
Source record: 208546

For sale...an atari 520 st upgraded to 1 meg with ds disk drive and an
installed Pc ditto II board and tos 1.0....will throw in some software and
a working sm124 monitor (needs repair). Will also trade for working
amiga equipment or hard drives....$175 obo...
email
sie_0026 @ bigdog.engr.arizona.edu

4357. Re: Games, Games, Games ???

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 04:30:11 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Mar19.043011.17826@csi.uottawa.ca>
Source record: 208589

In article <1993Mar18.230849.28190@rchland.ibm.com> jdahl@rchland.vnet.ibm.com (Jared Dahl) writes:
>OK. Don't flame me to death. I have one small question
>and then I will go back to lurking. I know this is ancient
>history, but it's not in the FAQ and I need to know.

There is only one "true" edition of Star Raiders. That being said, there were a number of games that were CALLED Star Raiders. But they weren't the Real Thing.

>What platforms is Star Raiders available on?
- Atari 8 bit (the "true" version, and Star Raiders II)
- Atari 2600 (almost "true" - there just wasn't enough power to it to do it quite right. They tried.)
- Atari ST

>What versions of the game are there?
The 4 versions mentioned above.

>Did Star Raiders II suck, or was it my imagination?

It wasn't TERRIBLE - it just wasn't nearly as good as the original, so that in comparison it sucked.

In the bad old piracy days, I had a copy. Only played it once. And went back to the original cart.

>Was Star Raiders for the ST different than the 400/800
> version?

Yes. It had "flashier" graphics; they went for a hexagonal map, multicoloured aliens, and a much more complicated looking photon torpedo shot.

Flashy, but they wasted half the screen on "flash," and didn't soup up anything that was useful to game play.

The "true" version had no ostentatious flashiness; everything went towards the game. I really wasn't happy with the game design on the ST version. It was not improved from the original, despite the potential of the more powerful hardware.

I would have been much happier if they had made as perfect a clone as possible, and merely used the improved speed/sound/colour set to make the game somewhat "finer." Unfortunately, they didn't have a game that was as good as the original.

I still fire up the 800XL now and again to run Star Raiders...

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

4358. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 04:34:44 UTC
From: nverenin@sdcc13.ucsd.edu
Message-ID: <46642@sdcc12.ucsd.edu>
Source record: 208533
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

n article <mike.04t9@struad.cts.com> mike@struad.cts.com (Michael
Cianflone) wr

ites:
> Under kickstart 3.0 using operating system friendly routines, one
can attain
>2,000 (two thousand) frames per second. And note, this is not
banging the
>hardware, but is using multitasking, standard, OS calls.

Woops, sorry about the sloppy formatting there...
Um, just as a question, would 2,000 frames per second seem any
"smoother" than 60fps. I wouldn't think so, but that would mean
anyone could make extravagant claims about the hardware. I guess
there must be a way to test this..
On a kinda related note, I finally got to see some nice AGA
HAM-8 animations using the new Anim-8 format (included in the latest
release of ADPro) very recently. One of them was an Imagine rendered
spaceship flyby, which was *very* smooth (nicenicenice), and there
were also a few other things, such as a Scenery Animator anim flyby
and a few other nice things. I would encourage anyone doubtful of
the Amiga's abilities to take a look at these; it sure demonstrates
the machine's graphics power.
Also, has anyone taken a look at the latest distribution of
ViewTek (by Thomas Krehbiel)? There is a Anim8 competitor in there
called Anim7. The author claims it is better than Anim8 and that
people should consider Anim7 as a standard. Has anyone else heard of
this?

...nverenin@sdcc13.ucsd.edu
.

4359. Re: Games, Games, Games ???

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 04:44:57 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Mar19.044457.27857@alw.nih.gov>
Source record: 208590

In article <1993Mar18.230849.28190@rchland.ibm.com> jdahl@rchland.vnet.ibm.com (Jared Dahl) writes:
>OK. Don't flame me to death. I have one small question
>and then I will go back to lurking. I know this is ancient
>history, but it's not in the FAQ and I need to know.

You can put down that asbestos shield now.

>What platforms is Star Raiders available on?

I'm not aware of any non-Atari platforms, unless perhaps the ST version runs on that GEMulator thing (ST emulation on a DOS machine; hardware).

>What versions of the game are there?

Atari released versions for their 8-bit 400/800 series (which includes 130XE) and for the ST line. [Anyone know if it runs on the TT or Falcon?]

>Did Star Raiders II suck, or was it my imagination?

Must have been your imagination; I liked the variety of combat scenarios, and the fact you could finish it without adolescent reflexes. True, it takes longer to finish a game, and the destroyers and flagships are hard to hit cleanly in open space, but don't let them into low planetary orbit...

>Was Star Raiders for the ST different than the 400/800
> version?

A little, but mostly much better graphics, and a small window below the main viewscreen for: map, scan, aft view, etc. All in all, a faithful port.

>Please post answers, as I don't have email here.
>All replies appreciated greatly.
>--
>=-=-=-

4360. Re: Will I buy a Falcon? revisited.

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 05:04:06 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1obk86INNl80@usenet.INS.CWRU.Edu>
Source record: 208591

In a previous article, smiller@bcarh837.bnr.ca (Scott Miller) says:

>Some of you may recall when John Hutchinson asked this last year, and I was
>among those who answered yes. Well, here we are, five or six months later,
>still no Falcons in Canada, and things have changed.
>
>Timing is everything. Before the new Macs and Amigas were introduced, the
>Falcon looked to be a little expensive. Now it looks to be a lot expensive.
>It used to look a little underpowered, and now it looks a lot underpowered.
>Yes, I know, they don't have DSPs. But a DSP is not a magic bullet.
>

There are still problems at Atari. The more I read Bob Brodie's
conferences, the more I am assured of it.

If you would ask me what improvements need to be made at Atari, I would
say that the Tramiels have to hire more competent people.

Bill Rehbock has his hands full already and he is being given more and
more stuff to do. The Tramiels obviously think that he does good work,
but if they keep piling stuff into his arms, he's eventually going to drop
everything.

They need to hire more people like Bill.

Bob Brodie said the Falcon030's were late another month because of
supplier's of certain components. Let's think about this for a second.

The Falcon030 was delayed until March because of manufacturing plant
problems. Is he going to tell me that someone didn't check with suppliers
during this time period to make sure they had what they needed?

If Atari had a Bill Rehbock that made sure this stuff was taken care of,
there would be no delay.

Now, I'll probably get Bob Brodie really pissed off for saying this,
but I think he writes too much. It was just a few weeks ago that he was
talking about how "he" would like to see Multi-TOS distributed on GEnie
and then free everywhere else a few weeks later. Now, he is saying that
it may cost loyal Atari users under $100 to purchase it?

Commodore Amiga owners have had their Multi-TOS for 8 years and now
Atari is considering selling their Multi-TOS for somewhere under $100?
That is a nice way to repay those that "kept the faith."

If he said, under $40, I'd think about it. Under $20, and I'd say Atari
does care about those that remained. Under $100, I think I'm being
screwed.

If he would just stop talking about Atari's future plans, I think that he would do an excellent job.

>What has always bugged me is that the Falcon looks like it was designed
>prinicipally to make it easy to sell the next model. It's stupid.
>Why save a few bucks on the case when you have to turn around and blow that
>and more on a custom memory board, and a 2.5" hd? (They're still less common
>and cost more/Meg than 3.5") Is there anyone who prefers a console to a
>detached keyboard? This approach can only be cost-effective for the basic
>version (1-Meg, no HD), so other versions must have been in the works all
>along.

No, I disagree with you there. I think Atari needed a low-priced model to sell in numbers.

The retail price for 4 megs and 65 Meg HD is $1299. I'll bet by next year at this time, it is retailing for $999.

Besides, I wouldn't want a PC style computer case at the speed of 16 MHz. My friends would laugh.

The speed has to be at 32 MHz.

>
>My feeling is that they had planned to have the Falcon030 in the stores long
>before now, so they could introduce something like the 'Mega Falcon030' and
>'Mega Falcon040' this spring. What would be typical of Atari would be to
>hold onto the other machines for much too long, even if they were ready for
>production, in order to sell some Falcon030s at a premium price.
>
>But somebody screwed up. Their cash flow right now must be terrifying.

Yes, someone screwed up. And what is more terrifying than Atari's cash flow is that these people remain with the company.

Again, Atari needs competent people to help make sure that EVERYTHING is going to plan.

If you don't have competent people, you as might as well forget about competing.

I believe there are competent people working at Atari, but I don't believe that there are nearly enough to get the job done.

>
>I think the only hope for Atari in the computer market is if they:
>1) (Re)introduce the Falcon030 at a (significantly) lower price.
>2) Start selling the more powerful machines ASAP, at prices not much
> higher than were first planned for the Falcon030.

Are you kidding? There is NO hope for Atari in the computer market.

Not yet.

Atari needs to get 2 million Jaguar systems manufactured and sold this year. The Jaguar can get Atari to the billion dollar mark.

From there, Atari can release the Mega Falcon030, Falcon040, and Falcon060.

Atari will have enough funds to promote it then.

And perhaps even sell the Falcon030 as they did the 800 XL and how Jack sold the C64.

If the Tramiels are smart, they are using the Falcon030 to keep them in the computer industry until the Jaguar brings them funds to really market their computers.

>
>The way it's looking, I may still get a Falcon. But it will be after Atari
>finally throws in the towel and gives up on computers forever. There will
>be a short clearance sale, and I will get one as a cheap upgrade to my 520ST.
>
>I'm planning to wait. We'll see what happens at Cebit.

Me too.

>
>--
>

--

4361. Re: Stacker for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 05:04:49 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1obk9hINNh6s@golem.wcc.govt.nz>
Source record: 208592

```
] > I've never seen Data Diet but I must admit, Stacker is very impressive
] > I installed it on my pc's 340Mb drive and bingo... 600Mb available and
] > cannot notice _any_ slowdown in how fast programs load from the HD. T
] > best thing is that it is totally transparent to the user. The Atari
] > community definitely needs something like this for the Falcon!
]
] I hope you don't love your data too much Hutch! If your machine craches
] while DOS is writing your FATs, you lose everything! Stacker takes over
] the entire drive, and sets it aside for its own evil purposes...

This is true, several people locally used to swear by Stacker, until
one by one, every one of them had a hard-drive crash caused by it!

(It is especially dodgy when using it to run a BBS on!)
```

4362. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 05:54:35 UTC
From: nverenin@sdcc13.ucsd.edu
Message-ID: <46643@sdcc12.ucsd.edu>
Source record: 208534

Oops, just noticed that I inadvertently crossposted that
last message to comp.sys.atari.st...sorry about that...I gotta check
the farging headers :)

...nverenin@sdcc13.ucsd.edu

4363. Re: Stacker for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 07:16:37 UTC
From: spacek@cactus.org
Message-ID: <1993Mar19.071637.23427@cactus.org>
Source record: 208596

In article <C4455p.M52@ccu.umanitoba.ca> umcordes@ccu.umanitoba.ca (Trevor Eaton Cordes) writes:
>In <1993Mar18.181412.196953@zeus.calpoly.edu> smiller@farad.elee.calpoly.edu (Thrashman Steve) writes:
>
>>I have data-diet also, I compacted all of the data files (this is what
>>data diet does, they have another utility called Squishem or something
>>that compacts executables) and then I went to use my system.... to get to
>>the poni, my system totally got screwed up because of the compaction and I
>>had to reformat the HD. I have heard from many people including the
>>Codeheads that this has happened frequently.... but I have also heard that
>>alot of people like it...
>
>I have DataDiet version 2. I've been using it from the very first version on
>my TT and I've never experienced any major problems with it. It should
>_NEVER_ cause you to have to reformat your hard drive! It only uses
>standard DOS file copying routines and is just as safe as any other ST/TT
>program out there that reads/writes to disk.

I don't have version 2, but have been using version 1 since it came out and I never had to reformat my hard drive. I did have a hard drive crash, but that was caused by the physical death of the drive and had nothing to do with Data Diet. Its not perfect. It can slow things down. You likely have to tinker with the configuration to get best results. You can tell it what to compress and what not to. And what degree of compression to use. It didn't take me all that long to get it set up and rarely caused problems after that. Most problems I had with it were my fault. If I ran really low on hard disk space, it might blow up. I'd have to clean up a bit, but no permanent damage, no need to reformat. I'm not suprised that the Codeheads would say that such things happened frequently. I mean, there was never any love lost between them and Double Click from what I read. Mark...

>>I tossed the program out of my HD, if anyone wants to buy it I will sell
>>for $20...
>
>At that price, I'm sure you already have a buyer!

Probably.

Mark.....

--
Mark Spacek
Internet spacek@cactus.org
Fidonet Enterprise 1:382/81 (512)453-5079 rollover (512)453-5819 v.32/v.42bis

4364. Re: 17 inch monitors

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 07:23:40 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Mar19.072340.127680@zeus.calpoly.edu>
Source record: 208594
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

se15@claudius.nextlab.cs.qub.ac.uk (Algorhythm) trys to make sense in saying:
>Can anyone advise me on a decent 17 inch mointor for the falcon. I want
>one that can cope with overscan, and hopefully custom modes..
>
>Thanks
>
>Algo

There are quite a few good monitors out there... here are some I have
heard of...

TVM Mediascan 6A digital $1108 expensive but a very _very_ good monitor
NEC 5fg $1350 but it is one of the best monitors made Period.
Amdek am/817 $1041 good at resolutions below 800x600 and is cheaper than most
Sony CDP-1604s $1159 uses color stripes which make round pixels. trinitron

the NEC will cope with pretty much every mode you can throw at it... the
others I don't really know.

*steve miller
*dept of electronics engineering, cal poly san luis obispo
I have a Final in Analysis and Design of Digital Integrated Circuits tom.
so I don't really know why I am on the net at this hour... :P

4365. Re: Eagle030 ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 07:33:10 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <77792@cup.portal.com>
Source record: 208597

Yes, I should have made it more clear.. it's for machines other
than the Falcons with 4 Megs or more that Multi-TOS will be
sold separately.

I'll check again with John Townsend about AtariWorks if I can catch
him before he leaves.. as of earlier this week, he's resigned from Atari.

My impression from what he'd said was that AtariWorks was going to be a
separate product.

BobR

4366. Re: Falcon030 -vs- 1200 -vs- Performa 400 (Not a flame, Please

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 07:45:27 UTC
From: CozNFX@cup.portal.com
Message-ID: <77794@cup.portal.com>
Source record: 208598

I'd just like to say thanx for the even-tempered discussion here.
I've had to listen to Atari vs Amiga flaming now for almost *EIGHT* years.
It's tiresome and pointless. I almost bought both the ST and the Amiga in '85
but ended up with the Amiga cause I kept spending money on it. 8-)
Coz

4367. Re: Stacker for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 07:51:20 UTC
From: tevans%sunset.cs.utah.edu@cs.utah.edu
Message-ID: <1993Mar19.005121.14000@hellgate.utah.edu>
Source record: 208595

Henrik Balthazar Hjort (sp1henhj@sun4) wrote:
: Does anyone know if ther exists a program for the ST which works
: simmilary to the PC program 'stacker'. It should compress and
: uncompress automatic when loading and terminating programs.

: Does anyone know where to get it and if it's PD or shareware.

: Thanks !!!

: Henrik "Henrik Hjort" Hjort

I don't know if this has been mentioned but GNU has a new program
called gzip. One of the files in the distribution, gzexe spelling??,
lets you create a self extracting file that is executable. I tried
it on a unix machine tonight and it compressed a 330k file into one
of only 150k. I haven't tried it yet on my Atari so I don't know
how long it would take to uncompress the file on the fly on my
machine. I did notice that there was a makefile for the atari computer
in the distribution.

tevans@cs.utah.edu

4368. Re: Eagle030 ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 08:02:57 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.732528177@rw8.urc.tue.nl>
Source record: 208599

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>Once again Bob spreading false rumors....
Ha you noticed it too. But then many people may take his word for yours
(not bloody likely looking at Bob's reputation here...)

>Atari-Works (Including Speedo-GDOS), and Multi-TOS, as well as the other
>can get their hands on them if they want! The prices will be around
>the $120 mark somewhere as stated, (which really is too expensive, getting
>into macintosh prices... :)
I think this is quite cheap. Even at this price (translated in dutch
guilder, and I am not going to pay more than f240,-!) I am buying Atari
Works. Certainly now I know a bit more about which import/export
abilities will be included (wait for Cebit for more info.)
Considering that MS Works e.g. is priced at over f400,- officially, the
price is low. Especially when 14 Bitstream fonts are included with
SpeedoGDOS. I don't think I will buy Multi-TOS, but I like what
Multi-TOS does to programs. It will make sure that programs are
programmed cleanly, for otherwise they would certainly cause memory
violations and the stuff and would not multitask correctly.

Erlend.

4369. Re: The _best_ HD cache?

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 08:09:14 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.732528554@rw8.urc.tue.nl>
Source record: 208600

paetau@mits.mdata.fi (Rasmus Paetau) writes:

>Is there any disadvantages in using disk caches? I heard something
>that they can sometimes ruin your FAT if the electricity suddenly
>"stops", I don't know the exact word for it.
This only happens if the cache "waits" for writing sectors to the disk.
Caches that are "write-through" do not cause FAT damages.
The standard cache-program, that I use is cachexx.prg where xx is the
number of cached clusters one wants. It can even be configured for
different amounts of data and directory information. You will need TOS
1.4 or higher to use this program efficiently . This program is
reliable but I don't know for other caches, since I do not switch
programs if a program works for me (it would only cause trouble).
However I have heard the TCache is the very best cache program in terms
of performance and flexibility.
Both should be available from any good ftp-site that carries
atari-stuff. E.g. atari.archive.umich.edu and its mirrors like
src.doc.ac.ic.uk and e.g. ftp.tu-clausthal.de.
The cachexx.prg is sometimes part of a suite of TOS 1.4 patches.

Happy hunting.

Erlend.

4370. What's the full FTP address of atari.archives?

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 08:47:37 UTC
From: kragan@sol.UVic.CA
Message-ID: <kragan.732530857@sol.UVic.CA>
Source record: 208501

That's all--jsut need the addy. Respond by mail, please. Thanks!

<-----The /\/\etal]-[ead===--->

4371. What is the best...

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 09:11:48 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <7709@tuegate.tue.nl>
Source record: 208503

So what is the best software set-up for beginners?
and what for experienced users?
I am sure there must be some concensus on what is best.

A complete software set-up should at least include:
a word processor
a data base
a spread sheet
a drawing program
a comms program
and a harddisk maintenance/backup program if applicable.

So what would a shareware setup look like and what would it cost?
Fastbase? Opus? Mydraw? Dterm?
Let me hear your opinions on this.

And a commercial set-up? Using only american programs?
Atari-Works? Diamond Edge/Back II? Stalker?

And what would be a typical German solution?

Again prices would be appreciated.
And what programs are missing from the list?

The reason for this poll?
Well, I have a friend who would like to have some advice on buying a computer and has asked me what a good Atari set-up would look like. I can advice him on hardware, but on software I could use some help from you.
And of course this will lead to enormous amounts of flames. What is better and what is total crap and such...
I would much rather read flame wars on this topic than about Amigas PCs and MACs or Nuteks and the like.

Erlend.

4372. Re: Will I buy a Falcon? revisited.

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 09:12:32 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1oc2q0Ebu@uni-erlangen.de>
Source record: 208504

aa399@cleveland.Freenet.Edu (Len Stys) writes:

>In a previous article, smiller@bcarh837.bnr.ca (Scott Miller) says:

>>Timing is everything. Before the new Macs and Amigas were introduced, the
>>Falcon looked to be a little expensive. Now it looks to be a lot expensive.

Really? Just sum up all the part only the Falcon has...
- 16 bit Sound - no other computer you mentioned has that at all.
- true Color: show me a Mac for the price having 32000 colors
- SCSI 2: Not sure the Amiga has it for long
- LAN: No Amiga has it
- Midi: Non, but ATARI at all
- DSP: Non, but ATARI
- Video and RF: Important for many things: No MAC has it

>Commodore Amiga owners have had their Multi-TOS for 8 years and now
>Atari is considering selling their Multi-TOS for somewhere under $100?
>That is a nice way to repay those that "kept the faith."

What does Windows cost? It's the question if everybody is BUYING it...

>>Is there anyone who prefers a console to a
>>detached keyboard? This approach can only be cost-effective for the basic
>>version (1-Meg, no HD), so other versions must have been in the works all
>>along.

Many mucicians need a transportable computer, for example. And I definitely
know other people that like this case, too. I don't.

>>But somebody screwed up. Their cash flow right now must be terrifying.

But at least they are selling every single Falcon at a good price for them.
They make money with it.

>Yes, someone screwed up. And what is more terrifying than Atari's cash flow
>is that these people remain with the company.

>Again, Atari needs competent people to help make sure that EVERYTHING
>is going to plan.

>If you don't have competent people, you as might as well forget about
>competing.

>I believe there are competent people working at Atari, but I don't believe
>that there are nearly enough to get the job done.

>>
>>I think the only hope for Atari in the computer market is if they:

>>1) (Re)introduce the Falcon030 at a (significantly) lower price.
>>2) Start selling the more powerful machines ASAP, at prices not much
>> higher than were first planned for the Falcon030.

>Are you kidding? There is NO hope for Atari in the computer market.

Do not only think of the american market. ATARI as a very international company.

>>I'm planning to wait. We'll see what happens at Cebit.

I have my Falcon already. But I'm looking forward to see the newest software at the CeBit, too.

--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

4373. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 09:31:42 UTC
From: nudd@zikzak.apana.org.au
Message-ID: <1oc3tuINN4rj@werple.apana.org.au>
Source record: 208505
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

rb10006@cl.cam.ac.uk (R. Brown) writes:

>In article <runehy.80.732194225@dhhalden.no>, runehy@dhhalden.no (RUNE HYLDMO) writes:
>|> In article <1993Mar14.043542.18050@infodev.cam.ac.uk> rb10006@phx.cam.ac.uk (R. Brown) writes:

>[my own stuff about UK Amiga market deleted]

>|> >
>|> >Robert Brown.
>|>
>|>
>|> Ok, the amiga and ST has sold quite a lot of machines in england, but the
>|> number is only piss in the atlantic compared to the IBM clones. I agree with
>|> Neuromancer completely. Let's start finding the positive things about "the
>|> other platform" rather than harrasing it. That doesn't help either machine.
>|> So I'll start off first....
>|>
>|> The amiga1200 graphics are astonishing, I saw the VIDI 12 for it it's almost
>|> like 24 bit for the IBM and at just 99.99. The same pic. quality on the
>|> IBM costs 249 plus the machine is more expencive.
>|>
>|> Greetings
>|>
>|> Rune Hyldmo, anti sig.file activist

>Sorry, Didn't mean to imply I thought it was a bad idea. I quite agree. I'd
>much rather there was COMPETITION in the computer market. Companies would then be
>forced to upgrade their machines radically or get left behind my their
>competitors, unlike the situation which has persisted for the last few years,
>in which companies have merely tried to make Lotus/Excel/... run a tiny bit
>faster. (Everyone remember the early 80's? There were a good few flops, but
>a lot of nice machines appeared, AND WERE IMPROVED... ZX80,ZX81,Spectrum
>VIC20/C64/C128/..... (can't remember all the other variants)).

>The Falcon030 has it's good points and it's bad points, as does the Amiga 1200.
>Competition between these two, and maybe the Mac (boo! hiss!) would be much
>nicer than the current mess! Who knows, we might actually see some ORIGINAL
>IDEAS implemented and maybe some new computers might actually come along!

>OOPS! Forgot the Acorn Archimedes. Stick that in to all the above. (US people
>probably haven't heard of it, but it's sold quite a few over here, and is a
>reasonably nice machine...)

Reasonably "nice"? It was probably the best machine of its generation,
and to the best of my knowledge, the only PC with a RISC chip in it.
Compared to the machines of its time, it was a damn workstation!

NY

>Robert Brown.
--
+---+
| nudd@yoyo.cc.monash.edu.au | "Surrender? That's not defeat for a woman" |
| nudd@zikzak.apana.org.au | - Diana Rigg, "The Assassination Bureau" |
+---+

4374. Re: The _best_ HD cache?

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 09:51:48 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Mar19.095148@cs.bham.ac.uk>
Source record: 208507

In article <1993Mar18.213919.26005@prime.mdata.fi>, paetau@mits.mdata.fi (Rasmus Paetau) writes:

```
|>
|> I'd like to know what is the best, most magnificent, state-of-the-art,
|> non-crashable, in other words the ultimate HD cache program :)? And
|> where to get it from of course.
|>
|> Is there any disadvantages in using disk caches? I heard something
|> that they can sometimes ruin your FAT if the electricity suddenly
|> "stops", I don't know the exact word for it.
|>
|> ------------------------------------------------------------------------
|> | Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |
|> ------------------------------------------------------------------------
```

My favourite (ie. the one I use on my harddisk) is ColdHardCache, available on atari.archive. It has resizable cache blocks and number, you can select which drives to run it on, it won't write data to the harddisk if it knows it won't change anything, and it has an ACC to display what the current statistics are.

It doesn't however have a write cache. One or two do and I wouldn't like to trust PD software to do write caching on my drive! If you have and ICD of course then you use the ICD driver.

OK?

David.

```
.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | proposer of comp.sys.atari.advocacy || || /\_
Stoke On Trent | _/|| ||\_/ |
ST7 8QQ England.| |_/ |_| \_|/
```

4375. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 09:55:40 UTC
From: nudd@zikzak.apana.org.au
Message-ID: <1oc5atINN4t8@werple.apana.org.au>
Source record: 208506
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

rqtec@westminster.ac.uk (Hannan Khan) writes:

>In article <C3yGBC.C5G@news.udel.edu> don@chopin.udel.edu (Donald R Lloyd) writes:
>>In <C3yDy5.M74@news.iastate.edu> barrett@iastate.edu (Marc N. Barrett) writes:
>>>
>>> Look, asshole, I am not against the Amiga because it is the Amiga. I
>>>am against the Amiga because of what it has turned into. Amigas now
>>>represent backward-thinking and technical MEDIOCRITY. If the A4000 had been
>>>design with 1024x768 non-interlaced resolution with 8 bitplanes, SCSI,
>>>better RAM expandability on the motherboard, ethernet as a very inexpensive
>>>option, the ability to use an inexpensive SVGA monitor with no problems,
>>>faster screen updates in the high-res non-interlaced 8-plane mode, and
>>>a faster memory system, then I would support it.
>>>
>> Marc, you'd still find something to complain about even if CBM built
>>such a machine and sold it for $19.99 with a 50 year on-site service
>>warranty.
>>
> Does this Marc Barrett own an amiga?? If he does and he don't like them
>I know someone who'll take it off his hands so that Marc can buy a really good
>computer that he cant slag off.
> Anyway whats wrong with the way the amiga has turned out? We have a
>cheap machine that can have a hard disk and can run existing amiga software
>that challanges the consoles....the one and only A600. We have a machine in
>which you can shovel in loads of hardware the 2000. We have a machine that has
>got a really fast processor and a really big box to put in really flashy bits
>of hardware and its called the A4000. Finaly, we have a nice cheap home
>computer that is a natural successor to the old A500 which we shall name the
>1200.Dunnno about you, Marc, but the amiga has matured quite well from the days
>when it was a A1000.

> One other thing, Marc, if there was a new amiga out which had all what
>you wanted would you really buy it and be content? Or would you buy it and then
>slag it off form being , in your opinion, a load of crap???

If this Amiga came up with the following:

040/060/RISC with full burst mode enabled
1024 X 1024 X 200k(colours) non-interlaced resolution in HAM8
SCSI-II card as standard
DSP as standard
16 bit sound
Built in Ethernet
2.88 meg HD with redesigned Paula running the drive at full speed

500 meg SCSI-II Hard Drive (presumably able to transfer data at 10Mb/sec, right?)

He still wouldn't be happy. You know what he'd do? He'd use it to emulate a mac because he'd then say that it can emulate a mac better than a mac can do it. He'd then bitch about the Amiga not having CD-ROM software, that Amiga doesn't allow the monitor to display the 16 million colours at the same time (what kind of resolution would that require, I wonder?) and he'd bitch that HAM8 was not good enough cos you can still get fringing and he wants a real way of displaying 200+k colours. And oh, he'll also complain about our OS and the lack of applications to run the program in.

Mr M Barret will never be a happy man.

NY
--
+---+
| nudd@yoyo.cc.monash.edu.au | "Surrender? That's not defeat for a woman" |
| nudd@zikzak.apana.org.au | - Diana Rigg, "The Assassination Bureau" |
+---+

4376. Video Shifters

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 10:02:16 UTC
From: stuart@csc.liv.ac.uk
Message-ID: <C44rvs.FnE@compsci.liverpool.ac.uk>
Source record: 208512

Hello,
for various reasons beyond my control, I think my video shifter chip
is very flaky, every so often without warning the bit-planes go out of line,
and (I usually use medium-rez) the green, red, black etc all separate. It
looks terrible, but the machine still works fine, if you can read anything :)

So my suspision is that it's something specific like the video shifter,
how much is one, even roughly 50 pounds, 100 ? and even better where in the
UK (not Ladbroke, they probably caused it, but that's another thread) can I
get one,

thank-you,

Stuart

4377. Re: Fix for the Modem2 port on TT & Mega STE

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 10:06:43 UTC
From: stigj@dhhalden.no
Message-ID: <stigj.35.732535603@dhhalden.no>
Source record: 208508

> I have Serial Fix 2.0 installed in my Auto folder (and the accompanying
>CPX) and haven't had any problems doing high-speed transfers on my MegaSTe.
>To note, I've used a Qblazer 38400 baud modem (at 19200) on modem 2 and serial
>2 and doing a null-modem transfer to my PC have gotten around 3000cps.
>I use the Connect 1.92 term program for this (since it seems the friendliest
>in terms of handling the extra ports, etc)...
>
> Anyways, summary: Serial Fix 2.0...

I have tried it, and I still get "Bad table" and "CRC error" when I
uncompress archives. I don't know if I can send something without getting
errors, I've only tried receiving. When I read in the docs supplied with
Serial Fix 2.0, it said that it only fixed the errors on the St compatible
modem port. So I am really stuck now.

I use Gem Zmodem from Michael Ziegler, Connect 1.95 and a ZyXEL 1496E 5.04
modem, in case you should know of some troubles with that combination.

> Robert Anisko
> anisko@usdtsg.daytonoh.ncr.com

Stig

_/_/ _/_/ A _/_/ _/_/ | E-mail: stigj@dhhalden.no
_/ _/ _/ _/ S _/ _/ _/ _/ | Snail-mail: Stig J�rgensen
_/ _/ _/ T _/ _/ _/ I | Hovslagerveien 7C
_/ _/ E _/ _/ N | N-1712 Gr�lum
_/ _/ R _/ _/ D | Norway

4378. Re: The _best_ HD cache?

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 10:08:22 UTC
From: schulz@ls12r.informatik.uni-dortmund.de
Message-ID: <1oc62mINNiil@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 208509

In article <1993Mar18.213919.26005@prime.mdata.fi>, paetau@mits.mdata.fi (Rasmus Paetau) writes:
|>
|> I'd like to know what is the best, most magnificent, state-of-the-art,
|> non-crashable, in other words the ultimate HD cache program :)? And
|> where to get it from of course.

Try TCache 5.9 (very flexibla cache and more).
You will find it at the ftp-server ftp.tu-clausthal.de (139.174.2.10)
(SUBDIR: /pub/atari/disktools/cache)

Greetings

Ingo

____
UniDo / Ingo-Volker Schulz D-4600 Dortmund 1, F.R. Germany
___/ / Gutenbergstr. 41-45
\ \ / Phone +49 (231) 55 47 50
__\/
schulz@ls12.informatik.uni-dortmund.de

Wozu heiraten? - Leasing ist so einfach!

4379. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 10:20:23 UTC
From: g93h7334@giraffe.ru.ac.za
Message-ID: <g93h7334.17.732536423@giraffe.ru.ac.za>
Source record: 208515
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <C429Lw.1ou@news.rich.bnr.ca> grier@bnr.ca (Brian Grier) writes:
>From: grier@bnr.ca (Brian Grier)
>Subject: Re: Atari and Amiga wars. Time for a truce.
>Date: Thu, 18 Mar 1993 01:32:20 GMT
>Oh I just can't help but drop my $0.02 in...
>
>Seems to me the Atari and Amiga owners ARE NO LONGER FIGHTING!!
>The truce is called, lets fight the REAL BATTLE, acceptance as
>valid computers!
^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^
>
>First: All you how KNOW how useless this battle will be please
> sit smugly with your KNOWLEDGE and watch the rest of us
> waste or time.
>
>Second: To the rest of us bravely go forth unto the realms that
> believe that only clones are PCs (Personal Computers) and
> just let them know about your special utility that does not
> run on clones.
>
>(This is my favorite)
>Third: Post a few wave or bmps to a clone group and make sure you
> use the RIFX (motorola byte ordering) format. Of course those
> wave files should not be of the MicroSoft approved sampling
> rates. Then get a few of your friends to rave about them
> in the appropriate news groups. Wait for the messages about
> problems with the files and respond that the problem is in their
> utility. (On CompuServe a sysop has told me to knock off sending
> non-standard files)
>
>I know this is a little childish but sometimes I just can not resist.
>
>Brian, WS1S (ST/TT user/developer)
>Bell Northern Research
>Research Triangle Park, NC

Hear! Hear!

Lets fight for recognition, not against each other.

A proud Amiga 1200 owner.
g93h7334@hippo.ru.ac.za
My opinions etc.

4380. groff 1.07 available

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 11:46:00 UTC
From: boender@dutiws.twi.tudelft.nl
Message-ID: <C44wop.1B6@dutiws.twi.tudelft.nl>
Source record: 208521

Hi all,

groff 1.07 has been ported to the Atari ST and MiNT.
I have uploaded it to atari.archive and sol.cs.ruu.nl last week,
but it hasn't been put in Newitems yet.
So, if you need it, it's available at the ftp site
irz301.inf.tu-dresden.de (in Germany, Europe).
The directory to find it in is: /pub/atari/Gnu/Groff

Thanks to Michael Hohmuth for his support on the ftp site!

And please, please read the 'readme' first to see whether your
system can support groff...

Any questions, comments etc to:
Hildo Biersma
boender@dutiws.twi.tudelft.nl
--
##
Hildo - toggles those bits other hackers just can't reach
##

4381. Help with Phantasie I

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 12:01:46 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <7713@tuegate.tue.nl>
Source record: 208520

Hi,

recently I purchased a copy of Phantasie I. This one is really old but
still fun to play. Just until now. I am really stuck and would like to
finish the game. I have got almost everything. Every rune, water, earth,
fire and air and even the god rune. I also have six of the nine rings
and the wand of nikademus. Now I need to get into the Temple of the evil
Dosnebian priests. I have got some hints, but when I arrive at the
temple I cannot apply these hints. I just am not allowed inside.
Help! Help! Who knows what to do next.

Erlend.

4382. Re: Will I buy a Falcon? revisited.

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 12:05:05 UTC
From: wbdst+@pitt.edu
Message-ID: <6278@blue.cis.pitt.edu>
Source record: 208513

What Atari really needs are a couple of good MBAs.

4383. ST editors for Kawai K4

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 12:46:27 UTC
From: danny@nessie.mcc.ac.uk
Message-ID: <1993Mar19.124627.11528@nessie.mcc.ac.uk>
Source record: 208518

Hello all,

I'm in desperate need of a librarian/editor for the Kawai K4.
Preferably it would be pd, since it is quite likely that I will
be selling my ST soon and hence would rather not have the financial
outlay.

Thanks,

Danny

4384. Need help with some EPROMS

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 12:50:04 UTC
From: ga@mrih.no
Message-ID: <1993Mar19.125004.403@ugle.unit.no>
Source record: 208516
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have a M4STE. In it was two D27C010's which made out the 256 kB of TOS 2.05.
I then got a set of AM27C010's to burn TOS 2.06 on. Well, 27C010 should be
27C010, I guess, but alas... no... When I inserted the newly burnt EPROMs,
I got the normal startup, with the exception that instead of the Atari logo,
I get the correctly size box, but a lot of crap in it... takes a while, and
I then get three bombs before it resets and starts all over again.
After having resetted 34 times, it manages to load the bootsector, on which I
have put a TOS loader, which uses BIOS to load the file, as GEMDOS does not
work... Now, if we divide the ROM in four 64 kB blocks, A, B, C and D, instead
of having them in the sequence ABCD, I discover I have ABBB.
Moving two of the straps gave me the combination ABAB, but C and D still is
not to be found. Clues, anyone?

Please answer by email, as I'm not on this group often enough to keep up with
everything... Especially now...

_____
/ o o \ <== I don't have my head where my feet are...
===OO=====OO===
= Gard Eggesboe Abrahamsen PO Box 5061, Larsgaarden =
= Gard.Abrahamsen@mrih.no 6021 Aalesund, Norway =
===
I don't have my feet where my head is... ==> _/ _

4385. Re: HARD DRIVE

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 12:50:12 UTC
From: jam@uni-paderborn.de
Message-ID: <1ocfi4$mqd@news.uni-paderborn.de>
Source record: 208514

In article <6379.723.uupcb@almac.co.uk>, craig.dunn@almac.co.uk (Craig Dunn) writes:
|> Hi again.
|>
Hi 4 the 1rst time,

|> I've got an STE and have just bought a cheap 400Meg IBM SCSI hard drive.
|> Unfortunately the Hard drive doesn't seem to work. ANy Ideas why? The
|> drive is completely encased apart from the back. At the back is the
|> power points and the Hard Drive cabling. There is a set of 10 pins at
|> the back for jumpers to be set on. Any Ideas to what jumpers need to be
|> set???
I've never seen this IBM-Drive before, but one probable solution is, to
dig out (of the owner/user-manual) how to set up the logical- and unit
number. I heard of a problem concerning this. For the reason of
AHDI-compatibility the logical-drive number has to be set to zero.

|>
|> cheers
|> Craig
|> <craig.dunn@almca.co.uk>
|>
So short, yours, Jan Wegner

joanis@cadlab.cadlab.de
jam@uni-paderborn.de

4386. Re: STe memory question

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 13:06:07 UTC
From: jam@uni-paderborn.de
Message-ID: <1ocgfv$mqd@news.uni-paderborn.de>
Source record: 208517

In article <loqgshINNk6m@levelland.cs.utexas.edu>, psurge@cs.utexas.edu (Troy Carpenter) writes:
|> Do the STe's (Mega STe, 1040STe) have slots to plug in SIMMs? I already have
|> 4 1meg SIMMS, so can I just by a 1meg 1040STe, or a Mega 1 STe and plug in the
|> SIMMs? It would much cheaper for me to go that way than to buy a 4 meg
|> machine stock.
|>
|> Thanks,
|> Troy
|>
|> Troy Carpenter
|> Department of Computer Sciences
|> THE University of Texas, Austin
|> psurge@cs.utexas.edu
|>
|> "M-U-S-I-C we see was never ment to be M-I-C-K-E-Y-M-O-U-S-E" --P.I.D
|>
|> *>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<*
|>

--
Hi,

I own a STFm which shouldn't be so far away from the architecture of
a STE. In my machine there are no slots for SIMMs.
So you will have to do some soldering if you want to add them to
your (machines) memory.

** Mitglied im FBR Mathe Info an der e-mail: jam@uni-paderborn.de (home)
** Uni/Gesamthochschule Paderborn jan_wegner@pb.maus.de (privat)
**
** Stud. Beschaeftigter im joanis@cadlab.de (office)
** Cadlab
** phone: +49 5251 74118 (priv.)
**

4387. re: STe memory question

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 13:57:00 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <19MAR93.08570075@cc4.crl.aecl.ca>
Source record: 208519

Yes, STe's have SIMM slots. 1x8 SIMMs will do. I just buy and install 1x9 70ns SIMMs because they are the most common and the cheapest (harder to find slower SIMMs). I retail them for $CDN 39 (about $US 30). To install in a 1040STe, remove the 7 screws from the bottom case and pop off the cover, remove the small sheet metal plate in the rear, left side of the RF shielding, pop out the 256K SIMMs (little plastic tab holds them in place), pop in the 1 meg babies and close upt the system. Whole operation takes about 5 minutes. Next, run your system. No configuration required; the extra mem is recognized automatically (an PC users reading this - take note!, no CMOS set up required!!!!!)

4388. Re: Stacker for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 14:48:39 UTC
From: grw@ukc.ac.uk
Message-ID: <7012@falcon.ukc.ac.uk>
Source record: 208522

Okay, we've heard a lot of plus points for Data Diet, and a lot of minus points (well, one or two!) and what I'd like to know is exactly how it works.....

Does it use the exact same method as Stacker, as in use a normal partition which has all the necessary boot up stuff, including the Data Diet driver. And each subsequent partition that you want compressed has one BIG file one it that is a compressed version of what the user thinks is on the drive. I assume that the Stacker driver then intercepts any READ or WRITE requests and uncompresses the necessary parts from the large compressed file.

I have quite a bit of experience with Stacker, and can say that it hasn't caused any problems on the four machines that I've used (the four people I share a house with, all have Stacker - and yeah I know, house full of 486s with me with my little STe)

Anyway, anybody got any ideas?

Also, is Data Diet available in England, from an English supplier preferably.

Does anybody in the UK have it?

Hope someone can help, cheers.....

--
"Given that God is infinite, and given that the Universe is also infinite ... Would you like a toasted tea cake" - Talkie Toaster

Gazza. University of Kent at Canterbury

4389. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 15:02:21 UTC
From: sinrd@alf.uib.no
Message-ID: <1993Mar19.150221.8217@alf.uib.no>
Source record: 208523
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

Truce?????

Wake up, this is 1993. Atari is D*E*A*D. Yeah, they got the Falcon. So what? The Archimedes is better than all of the opposition (Amiga incl) in the same price range. They still sell in veeery moderate numbers. So will the Falcon. Its user base (old ST fans) won't shift to the Falcon bcoz of huge compatibility problems. So not for the Amiga, the Amiga evolves without major comptability probs. So, the enemy is no longer Atari. It is as pointed out the PC things and Mackintosh things. These are firmly placed in their fields. But time is running out for such old system. It's really up to C= strategyst now (oh lord, noooooo.....). When PCs and Macs die of old age, a firmly placed machine must be there to take their place. This must be C= goal!

-Roy

4390. Re: STe memory question

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 15:52:13 UTC
From: wbdst+@pitt.edu
Message-ID: <6295@blue.cis.pitt.edu>
Source record: 208528

The Atari 1040STe DOES have SIMM slots. I own one, and have checked.

4391. Re: the cartridge slot

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 16:03:38 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <1993Mar19.160338.17571@freenet.carleton.ca>
Source record: 208525

In a previous article, ken@isgtec.com (Ken Newman) says:

>In article <1993Mar16.041355.1917@freenet.carleton.ca> ac382@Freenet.carleton.ca (Jack Kitowicz) writes:
>> The Polydisk Is awesome; Just plug it in before boot up and away you go!
>> Mine has a built in clock. You can do stuff like boot accesories from the
>> ram disk. You can unplug it and the battery kiks in so that you can
>> quickly copy stuff from 1 ST to another (if you have a hard disk)
>
>Gasp. You don't actually pull the thing out with the power on? Don't
>try this at home, kids. 8^}

GET REAL BUDDY!!!
(I took it for granted that everyone who has ever owned a computer knows
not disconnects anything except joysticks etc.)
I have one ST(2.5 MB) with a hard disk upstairs and one without downstairs
(1 MB). If I want to do something on the one downstairs (ie use
modem,play empire, or try out one of my new programs (assembly) on a TOS 1.0
machine) I'll copy whatever I need onto my polydisk along with whatever
utilities/accesories I might need and simply take the
polydisk downstairs and boot it FAST!!!! without a floppy (Note: it is
better to have a disk in the drive as one of the first things the comp
does is check the boot sector...)
. Much easier than lugging a bunch of
floppies; ussually you dont have everything you are going to use on one
floppy.
And OF COURSE you never unplug anything without the computer on!!
(GRRRRRRRRR :))
>ken@isgtec.com
[...!uunet.ca!isgtec!ken] Ken Newman >

--

!! Computer Engineering at The Carleton Country Club!!
----------ac382@freenet.carleton.ca----------

4392. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 16:11:12 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <1993Mar19.161112.19797@freenet.carleton.ca>
Source record: 208526

In a previous article, hyc@hanauma.jpl.nasa.gov (Howard Chu) says:

>
>Just thought some folks would be interested in seeing this little bit of news.
>It's especially amusing, given how long Mac emulators have been available on
>the ST, and later on the Amiga.
>
>--------------- Forwarded Article ---------------
>
>Description: Mac Clone Released by NuTek
>Header: Online Today
>Trailer: CIS:OLT-148
>
>MAC CLONE RELEASED BY NUTEK
>
> (March 16)
> Four-year-old Cupertino, Calif., firm NuTek USA Corp. has released a clone
>of Apple Computer Inc.'s famous Macintosh, setting the stage for what analysts
>expect will be a patent infringement suit from Apple.
> Business writer John Enders of The Associated Press observes, "Computer
>makers for years have built personal computers compatible with (IBM's)
>computers. The resulting competition has led to lower prices for IBM clones
>and a raging price war among clones and IBM machines themselves. But... nobody
>has ever successfully cloned the Macintosh."
> NuTek President/Founder Benjamin Chou says his company developed a computer
>motherboard that will run most Macintosh applications, adding NuTek plans to
>license the technology to independent computer makers at a price of $899 each,
>and it has already gotten some orders from Europe.
> "NuTek also is building its own computer, the Duet, that will be the first
>to run software designed for both the IBM and Mac systems," AP says. "It will
>have a suggested retail price of $2,996."
> Headquartered in Apple's own hometown, NuTek employed 15 to 20 engineers and
>spent some $10 million to develop the clone and, says AP, financial backers
>include Tom Yuen, president of IBM clone maker AST Research Inc., and other
>American and Taiwanese investors.
> Chou told the wire service, "We have done this from scratch. This is
>absolutely original." He said his engineers thoroughly documented their work
>and consulted throughout the process with an attorney.
<<<<<<<stuff deleted>>>>>>>
ARE THESE PEOPLE FOR REAL??????????? HAHAHAHAHA!!!!
This must be a joke right!!!???!!!
(I think there are just a few too many FIRST's they claim in the article)

Very happy (and amused) owner of Spectre GCR!

> Reports from The Associated Press are accessible through the Executive News
>Service (GO ENS) and in AP Online (GO APO).
> --Charles Bowen
>
>
>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
>
> "You take the good with the bad" ? Nah, the good *comes with*
> the bad, but even an amoeba will choose which to accept.
>

--

!! Computer Engineering at The Carleton Country Club!!
------------------------ac382@freenet.carleton.ca-------------------

4393. Re: groff 1.07 available

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 16:20:36 UTC
From: atari@cs.ruu.nl
Message-ID: <1993Mar19.162036.21251@cs.ruu.nl>
Source record: 208527

Hildo Biersma writes:

>groff 1.07 has been ported to the Atari ST and MiNT.
>I have uploaded it to atari.archive and sol.cs.ruu.nl last week,
^^^ we prefer ftp.cs.ruu.nl

It is now available at ftp.cs.ruu.nl !!

We, Computer Science department, Utrecht University, are running an
anonymous FTP server on one of our systems. In addition to the FTP
service we're also running a mail server, for those of you without
direct Internet access.

--> How to get 'GROFF' via anonymous FTP:

Site: ftp.cs.ruu.nl [131.211.80.17]
Login: "anonymous" or "ftp"
Password: your own email address (you@your_domain)
file: /pub/ATARI-ST/gnu/groffbin.zoo
/pub/ATARI-ST/gnu/groffvar.zoo

--> How to get 'GROFF' via e-mail from our mail-server:

NOTE: In the following I have assumed that your mail address is
"fred_flintstone@stone.age.edu"; of course you must substitute
your own address for this.

| Please use a VALID DOMAIN ADDRESS.
| Use 'hip!hop!user' if you must.
| Never use an address which has both '!' and '@' in it.
| Bitnetters use user@host.bitnet

Send the following message to
mail-server@cs.ruu.nl
or the old-fashioned path alternative
uunet!mcsun!sun4nl!ruuinf!mail-server

begin
path fred_flintstone@stone.age.edu (SUBSTITUTE _YOUR_ ADDRESS)
send ATARI-ST/gnu/groffbin.zoo
send ATARI-ST/gnu/groffvar.zoo
end

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:

send HELP

A complete "ls-lR" listing of the archive is kept in the top-level
directory, it will be updated every night. To get it, issue the command:

send ls-lR.Z

That's all for now. If you encounter problems using the FTP service
and/or the mail-server, feel free to drop me a line (by e-mail, please).

- Ate -

--
Ate Brink, Systems Administrator
Moderator of the Atari archive at the Utrecht University (ftp.cs.ruu.nl)
Email: ate@cs.ruu.nl
atari@cs.ruu.nl Use this if you want to upload a program to the archive
--
Ate Brink, Systems Administrator
Moderator of the Atari archive at the Utrecht University (ftp.cs.ruu.nl)
Email: ate@cs.ruu.nl
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4394. Tools for Sampling Sound Output?

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 16:22:15 UTC
From: vogt@cipserv1.physik.uni-ulm.de
Message-ID: <vogt.6@cipserv1.physik.uni-ulm.de>
Source record: 208529

Hi, there!

I've just got one question, and _for sure_ out there is one of you able & willing to answer it, yes?

I do my programming mostly with GfA-Basic V 3.0, and I'd really _love_ to introduce some sampled sounds into my programs (copied from games or muzac programs). Yet the question is, how to play these samples?
Of course there are numerous Accessories to use, but I've found none, which I could call from my running Basic-program. So I ask whether there are any tools available that can play sampled sounds and being called from my programs? (If they do it in interrupt- the better!)
Or is there any C- or machine-code-freak that has written a simple routine he'd give me a copy of...? (GfA is able to include compiled C-codes as well as machine-code-programs.)
And, please: I'm not too experienced with the ST sound chip, so keep your explanations on a low level, okay? Thanks.

P.S.: I know that there is some BIOS-routine which is able to play whole songs in interrupt, but as I can recall, this routine is unable to deal with sampled sounds- or is there a trick?

Thank you in advance,

Ciao, Elmar

4395. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 16:36:13 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Mar19.163613.27370@rchland.ibm.com>
Source record: 208531
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <g93h7334.17.732536423@giraffe.ru.ac.za>, g93h7334@giraffe.ru.ac.za (MR RE
HEASMAN) writes:
|> In article <C429Lw.1ou@news.rich.bnr.ca> grier@bnr.ca (Brian Grier) writes:
|> >From: grier@bnr.ca (Brian Grier)
|> >Subject: Re: Atari and Amiga wars. Time for a truce.
|> >Date: Thu, 18 Mar 1993 01:32:20 GMT
|> >Oh I just can't help but drop my $0.02 in...
|> >
|> >Seems to me the Atari and Amiga owners ARE NO LONGER FIGHTING!!
|> >The truce is called, lets fight the REAL BATTLE, acceptance as
|> >valid computers!
|> ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^
|> >
|> >First: All you how KNOW how useless this battle will be please
|> > sit smugly with your KNOWLEDGE and watch the rest of us
|> > waste or time.
|> >
|> >Second: To the rest of us bravely go forth unto the realms that
|> > believe that only clones are PCs (Personal Computers) and
|> > just let them know about your special utility that does not
|> > run on clones.
|> >
|> >(This is my favorite)
|> >Third: Post a few wave or bmps to a clone group and make sure you
|> > use the RIFX (motorola byte ordering) format. Of course those
|> > wave files should not be of the MicroSoft approved sampling
|> > rates. Then get a few of your friends to rave about them
|> > in the appropriate news groups. Wait for the messages about
|> > problems with the files and respond that the problem is in their
|> > utility. (On CompuServe a sysop has told me to knock off sending
|> > non-standard files)
|> >
|> >I know this is a little childish but sometimes I just can not resist.
|> >
|> >Brian, WS1S (ST/TT user/developer)
|> >Bell Northern Research
|> >Research Triangle Park, NC
|>
|> Hear! Hear!
|>
|> Lets fight for recognition, not against each other.
|>
|> A proud Amiga 1200 owner.

|> g93h7334@hippo.ru.ac.za
|> My opinions etc.

While there might always been some rough stuff between Amigas and
Ataris, I admit the Falcon is very nice for a lot of stuff. So yes,
I think both machines deserve to be recognized.

I might add that the Amiga in some degrees already is (video market),
but definitvely needs much more.

Raist
New happy A1200 owner
256k colors, 1280x400 ** I LOVE IT **

4396. Re: NuTek Mac Clone

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 16:48:11 UTC
From: kls30@cd.amdahl.com
Message-ID: <56f402r=3bww01@JUTS.ccc.amdahl.com>
Source record: 208530
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar18.180104.1@ulkyvx.louisville.edu>,
cl239935@ulkyvx.louisville.edu writes:
>In article <1993Mar18.215540.12535@spartan.ac.BrockU.CA>,
>tmc@spartan.ac.BrockU.CA (Tim Ciceran) writes:
>> In article <1993Mar18.121718.1@ulkyvx.louisville.edu>
>cl239935@ulkyvx.louisville.edu writes:
>>
>>>Again, there goes Amax, Spectre, and Emplant..... Gee, I guess
>us Amiga
>>>and ST owners were really fooled when we thought we were running Mac
>>>software... ;)
>>
>> What would prevent existing emulation products from incorporating
>NuTek
>> technology?
>>
>
>Nothing. The point I was making was that NuTek claims to be the first
>company
>to make a machine that can run Mac and PC software. That's rubbish. A
>Mac can
>run PC software, and an Amiga can also run PC and Mac software!

They are the first company to design a machine from the ground up that has
support for MS-DOS and Mac applications. Add on hardware doesn't count.
If it did my NeXT would also be on the list with SoftPC and Executor. Not
to mention X11 and of course NeXTSTEP.

The point is that once of NuTek's products has both an Intel and Moto
processor on the motherboard. They are the first to marry the architectures
on a system level w/out an add in card.

>
>Also, Apple claimed that "Nobody" could make a machine that ran Mac software
>and not infinge on their patents. Why haven't they sued the companies
>that make
>Emplant and Amax for the Amiga, or Spectre for the ST? The same reason
>that
>they didn't sue Commodore when they sued Microsoft and
>Hewlett-Packard:
>publicity. After all, most people haven't even heard of an Amiga (or
>ST, for
>that matter) and they'd just as soon keep it that way.

I think they know who they can try to sue and who they can't. There is
nothing
that you can do about someone using legal roms in an Amiga, Atari, etc.
You
can write software (ROMS) then restrict what a person can run the
software on.
It's like IBM saying that you can't run OS/2 on anything but their
hardware.
This doesn't have an ice cube's chance in hell of holding up in court.

Also they haven't sued the developers of Executor for the NeXT since they used
a clean room approach like NuTek.

>
>MikeB (D1Nonly)

--
/* What me, speak for Amdahl? Get real. These opinions and statements */
/* belong to me and me only. If something I said offends you, it's */
/* either you got a thin skin or that I'm just offensive. Who cares. */
/* */
/* "I'm not going to sit at your table and watch you eat, with nothing */
/* on my plate, and call myself a diner. Sitting at the table doesn't */
/* make you a diner. Being here in America doesn't make you an */
/* American." */
/* --Malcolm X */
/* */
/* Work - kls30@cd.amdahl.com - Don't send NeXTmail!! */
/* Play - kent@infoserv.com - NeXTmail welcome */

4397. Re: The _best_ HD cache?

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 17:31:36 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1263@usdtsg.DaytonOH.NCR.COM>
Source record: 208457

In article <1993Mar18.213919.26005@prime.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:
[stuff deleted]
>Is there any disadvantages in using disk caches? I heard something
>that they can sometimes ruin your FAT if the electricity suddenly
>"stops", I don't know the exact word for it.

In terms of safety, I would say that READ-ONLY caches are probably SAFE (since it's just taking the place of READING from the hard drive, i.e. no disk modifications are going on).

However, I would personally (and I do) avoid WRITE caches - if there is information in the write cache (i.e. a disk modification should take place) and the power goes out, then that modification is lost, and what modifications should have been done to the disk (FAT entry, etc) has not happened...

It may be a little conservative of me to avoid write caches because of this, but a little safety to me outweighs the problems that could be caused...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

...besides, if I'm using something that does alot of writes (like using a compression program, etc) then I'd just do it on a RAM disk - the speed increase would be there, and if power was lost, my physical media (hard disk) would not have the possibility of being correupted...

4398. music on TT ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 18:00:26 UTC
From: robillia@lifl.fr
Message-ID: <1od1nqINNplg@netserver.univ-lille1.fr>
Source record: 208536

Can someone advise me about a software/hardware for creating music on Atari TT ?
I would need the following possibilities:

- recording sounds from non-midi sources
- playing rythm (battery,...)
- mixing
- output to standard tape recorder

I have heard about Music Master and HMS soundtracker, but I'm not sure about the real capacities of these programs (and do they run on a TT ?).

Any advice is wellcome...

DR.

4399. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 19:05:29 UTC
From: rb10006@phx.cam.ac.uk
Message-ID: <1993Mar19.190529.29140@infodev.cam.ac.uk>
Source record: 208538
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1oc3tuINN4rj@werple.apana.org.au>, nudd@zikzak.apana.org.au (Nai Ying Kwok) writes:
|> rb10006@cl.cam.ac.uk (R. Brown) writes:

|> >OOPS! Forgot the Acorn Archimedes. Stick that in to all the above. (US people
|> >probably haven't heard of it, but it's sold quite a few over here, and is a
|> >reasonably nice machine...)
|>
|> Reasonably "nice"? It was probably the best machine of its generation,
|> and to the best of my knowledge, the only PC with a RISC chip in it.
|> Compared to the machines of its time, it was a damn workstation!
|>
|> NY
|>
|> >Robert Brown.
|> --
|> +---+
|> | nudd@yoyo.cc.monash.edu.au | "Surrender? That's not defeat for a woman" |
|> | nudd@zikzak.apana.org.au | - Diana Rigg, "The Assassination Bureau" |
|> +---+

Yes, it IS a nice machine, but, like everything it seems, it has one or two nasty flaws (Don't blame me for these. They come from an A5000 (This is an Archimedes in all but name. Note the similarity to the Amiga naming system...) owner...).
16 Mb maximum memory limit (under RISCOS)
256 colour mode derives all colours from ONLY 16 REGISTERS
Screen memory limited to 512k (This is equiv. to Amiga CHIP RAM)
No pre-emptive multitasking
Some nasty features left over from the BBC micro.

Don't take this to mean I don't like it. I think it's probably the only current real competitor to the Amiga in terms of ease of use/design elegance in a home-computer situation (The Falcon may prove to be in the future, but at the moment it doesn't count for much...).

Robert Brown.

(Sorry for keeping this in the ST group, but I think it's still (JUST) of general interest. Anyone following up, check the subject-matter, and change the newsgroups accordingly... (Maybe to comp.sys.acorn?))

4400. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 19:12:32 UTC
From: cpb1001@phx.cam.ac.uk
Message-ID: <1993Mar19.191232.29379@infodev.cam.ac.uk>
Source record: 208537
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar19.150221.8217@alf.uib.no>, sinrd@alf.uib.no (Roy Dybing) writes:
|> Truce?????
|>
|> Wake up, this is 1993. Atari is D*E*A*D. Yeah, they got the Falcon. So what?
|> The Archimedes is better than all of the opposition (Amiga incl) in the same
^^
|> price range. They still sell in veeery moderate numbers. So will the Falcon.
^^^^^^^^^^^^

Hmmm, wouldn't say that. The Arc is quite a nice machine, but it does have some serious shortcommings. How would you like a large amount of your OS based around a BASIC interpreter in ROM? It also has serious difficulty running UNIX, due to the way it's MMU works I believe. They have only co-operative multitasking (I think most would agree that pre-emptive is the better way to implement a multitasking OS)

As for speed, can't speak for the ST, but my '020 based 1200 seems to be slightly faster in general use than an ARM2 based Archimedes, and an A4000 is certainly faster than an ARM3 Arc.

|> Its user base (old ST fans) won't shift to the Falcon bcoz of huge
|> compatibility problems. So not for the Amiga, the Amiga evolves without
|> major comptability probs. So, the enemy is no longer Atari. It is as pointed out
|> the PC things and Mackintosh things. These are firmly placed in their fields.
|> But time is running out for such old system. It's really up to C= strategyst
|> now (oh lord, noooooo.....). When PCs and Macs die of old age, a firmly
|> placed machine must be there to take their place. This must be C= goal!
|>
|> -Roy

Have to agree on this point. Time may be starting to run out for the PC. I have heard that Intel is having serious difficulty mass producing the Pentium (this may not be true, just what I have heard), and with IBM and Apple teaming up on PowerPC, hopefully the days of 80x86 boxes are numbered. We could end up with a highly fragmented market in a few years, just like in the early 80's and this IMHO would be good for the computer industry as a whole, because it would encourage competition and innovation.

Chris Brown

4401. Re: Follow up to llamatron?

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 20:07:38 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1od96aINNmmv@golem.wcc.govt.nz>
Source record: 208548

```
] >Hard Core is probably what you are thinking of.
] >Jeff Minter.
] >
] >Works on/supports the Falcon etc. It's not on a.a as it's not released
] >in the PD (yet!?)
]
] Actually what I think you're looking for is called "REVENGE" and is on
] atari.archive.
```

Yes, okay, Jeff Minter also wrote Revene of the Mutant Camels. Which is available on atari.archive.umich.edu in the atari/Games/ directory.

Hard-core is Jeff's latest game which hasn't hit society yet to my knowledge!

4402. Re: Amiga sucks!

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 20:12:13 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1od9etlNNmmv@golem.wcc.govt.nz>
Source record: 208549

] > ST Rulez
]
] You people really need to kill off closed minded fools like this...

Such as all the Amiga owners saying effectively 'ST/Falcon etc. sucks, buy
an Amiga'!

If you don't have anything *useful* or interesting to say, don't post
it if it doesn't help the Atari-folks.

My kill file has added 'Amiga' and '1200' to the subject-ignore, kills
half the new messages now! As well as the 2 or 3 people's 'From:' lines
I'm ignoring....

4403. Re: STe memory question

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 20:16:22 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1od9mmINNmmv@golem.wcc.govt.nz>
Source record: 208550

] I own a STFm which shouldn't be so far away from the architecture of
] a STE. In my machine there are no slots for SIMMs.
] So you will have to do some soldering if you want to add them to
] your (machines) memory.

STfm has chip-'slots'. Not SIMM slots unfortunately! So, only STE'ws
upwards had SIMM slots. ST with an f, m or both after it (such as STfm)
needs RAM-Chips, rather than SIMM-boards!

STE is pretty much just plug & go!

4404. Re: NuTek Mac Clone

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 20:26:09 UTC
From: jthomas@kolanut.mitre.org
Message-ID: <1993Mar19.202609.19529@linus.mitre.org>
Source record: 208541

In article <sfeHCI_00iV089pM5=@andrew.cmu.edu> writes:
> Here, this is reposted without permission:

[Ooh, bad idea, but I think this quote should fall under "fair use" :^)]

> From: newsbytes@clarinet.com
> Subject: ****Macintosh "Workalike" Runs Mac, PC Software 03/16/93
> Date: 16 Mar 93 20:51:25 GMT
. .
> Other companies have offered products for running Macintosh
> software on PCs, such as Newport Beach, California based Hydra
> Systems with its Andor Card for PCs, but Nutek is the first to
> develop its own read-only memory (ROM) that is Macintosh
> compatible. Hydra Systems produced its Mac compatible product by
> cannibalizing old Macintosh computers for the ROM and installing
> it on the Andor Card to allow PCs to run Macintosh applications.

Not the first to clone the ROMs, no. In fact, I'm running Executor on the
NeXT on my desk right now. No Mac ROMs involved
. .
>
> The Nutek Duet is not compatible with every software package on
> the market for Macintoshes and PCs, but the company says it has
> a list of hardware and software with which the Duet is
> compatible. Chou calls the Duet a "workalike" and says of the
> top thirteen software titles for the Macintosh, the Duet will
> run all but Microsoft Excel and Microsoft Works. . .

Interesting. Executor (by ARDI, built on top of their 60,000 C line ROMlib
package) runs Excel just fine. It is still a bit unstable, without color or
System 7, or... Still, it's quite an impressive achievement.

Joe

4405. Re: Falcon030 -vs- 1200 -vs- Performa 400 (Not a flame, Please don't flame)

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 20:28:16 UTC
From: eas3714@ultb.isc.rit.edu
Message-ID: <1993Mar19.202816.28709@ultb.isc.rit.edu>
Source record: 208544

In article <1ob3qdINN271@phakt.usc.edu> baffoni@phakt.usc.edu (Juxtaposer) writes:
> Sorry if this has already been discussed, but just what is the copper
>for (sounds like something from a bad 20's-era movie).
> Is it some sort of graphics coprocessor?

Basically. Its a display list processor that runs small programs which
define and manage the display. THe Copper can access any of the custom
chip registers (including the ones controlling itself) on the Amiga. A
copper "program" basically consists of a list of MOVE,WAIT or SKIP
instructions. MOVE just moves a value into a custom chip register. WAIT
waits for a certain scanline and horizontal position, and I forget the
exact mechanics of SKIP. But I'm sure someone will enlighten me before I
have a chance to go home and look at the hardware manual. :-)

The copper "program" is restarted every VBlank. A typical "copper list"
for an Amiga display would do something like the following:
(THis is in a very generalized form.. the actual list would be several
MOVE's for each type of operation)

```
MOVE display type, reg
MOVE dimensions, reg
MOVE colors, reg
MOVE address, reg
WAIT forever
```

of course, by putting something like this before the "WAIT forever"

```
WAIT scanline 100
MOVE display type,reg
MOVE colors, reg
MOVE address,reg
```

you can have two sections of differing resolution and colors on the
same screen. The copper can also control other custom regs such as the
blitter..etc. The copper can also cause interrupts. So basically its
a very easy way of syncronizing to the display. Keep in mind that the
Copper runs concurrently to everything else in the system as well (hence
the ability to cause interrupts).

--
"THAT is a DRY turtle. That turtle is NOT moist!"
Ezra Story, a student at RIT, and
eas3714@ultb.isc.rit.edu, his trusty(?) mailing address.

4406. CeBIT - Ok, who's coming then?

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 20:37:46 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.172.732573466@dhhalden.no>
Source record: 208539

We discussed meeting up at the CeBIT fair next week earlier this month, so I'
m looking forward to hearing from all you netters out there who's coming.

Could we decide upon a time and date for meeting? The Norwegian "delegation"
is coming down on Thursday 25th, somewhere around 1pm I guess. Any
suggestions?

Jon

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

4407. Resource files: How are they build up?

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 20:44:21 UTC
From: berger@duterl.et.tudelft.nl
Message-ID: <1993Mar19.204421.11399@donau.et.tudelft.nl>
Source record: 208543

Hi,

Isn't the subject line enough?

I'm interested in the structure of a .rsc file of my Atari computer.
This I need to know cause I want to work on the contents of these files
without using GEM calls.

Is there anybody out there, who can give some information about this?

Thanx in advance.

Greetings,

Jeroen Berger.

4408. Atari Stuff for Sale

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 21:10:07 UTC
From: caude@comtch.spk.wa.us
Message-ID: <kNgo1B3w165w@comtch.spk.wa.us>
Source record: 208545

I have an Atari St computer system for sale. I will sell it either in
pieces or as one big package. Here is what I have:

Hardware
========
Atari Mega ST4 Computer (w/ TOS 1.4, Mega STe keyboard,
and GoldenImage mouse) $475
Mitsubshi MultiSync Monitor (w/ Atari ST interface mouse) $375
Amplified Stereo Adaptor $30
2 TAC30 Joysticks $25

Software
========
Calamus 1.09 $90
WordPerfect 4.1 $80
GFA Draft Plus $15
IBM DOS 3.3 (for IBM emulators) $15
Ultima IV $25
Planetarium $25
GFA Basic 2.0 and 3.0 w/ ref manual $70
UltraScript $70
BBS Express! ST 1.79 $70
==
Total $1365

Entire Package (-10%) $1230

These prices do not include shipping. If you are interested, I (Chuck)
can be reached at:

509-235-8746 (voice),
Chuck Aude at 1:346/18.0 (FidoNet),
or caude@comtch.spk.wa.us (InterNet).

--
caude@comtch.spk.wa.us (Chuck Aude)
IEAx for lack of a better name... (509) 624-0744

4409. Re: ZX Spectrum emulator for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 21:13:02 UTC
From: pcxkrm@unicorn.nott.ac.uk
Message-ID: <1993Mar19.211302.2865@cs.nott.ac.uk>
Source record: 208542

In article <1oa0g7$iju@news.uni-stuttgart.de> jens@kssun3.rus.uni-stuttgart.de (Jens Schweikhardt 07151690270) writes:
>Since I can copy ZX Spectrum programs from cassette tape
>to Atari/MSDOS diskettes I am wondering wheter there's
>an emulator for Spectrum programs for the ST or PC,
>either handmade or commercial. (So I wouldn't have to
>program one myself =;>)
>
>Any information on where, what, how much, ...
>is greatly appreciated. Good old Sinclair times are gone, (sob!).
>Bye, Jens
>

I'm pretty sure there's a PD spectrum emulator around for the Atari - try atari.archive. If you can transfer these programs there may be some interest from others who can't! - I remember the days of Manic Miner and Atic Atac.....

Keith.

4410. Re: Eagle030 ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 21:18:55 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1oddbvINNt0n@usenet.INS.CWRU.Edu>
Source record: 208540

In a previous article, Bob_BobR_Retelle@cup.portal.com () says:

>Yes, I should have made it more clear.. it's for machines other
>than the Falcons with 4 Megs or more that Multi-TOS will be
>sold separately.
>
>I'll check again with John Townsend about AtariWorks if I can catch
>him before he leaves.. as of earlier this week, he's resigned from Atari.
>

Are you kidding? Why did he resign????

>My impression from what he'd said was that AtariWorks was going to be a
>separate product.
>

From my impressions, AtariWorks is going to be on ALL hard drives that
Atari sells, including the ones in the Falcons.

The Atari Works will also sell in a separate package.

Len
>BobR
>

--

4411. Re: ZX Spectrum emulator for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 21:26:19 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <7340124@hpfcso.FC.HP.COM>
Source record: 208462

Yes there is one on the archiver. From the index:

Emulators:

zx81.lzh 99 Emulate a zx81. Fun fun fun.

Ted.

4412. Re: NuTek Mac Clone

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 21:28:58 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <7340125@hpfcso.FC.HP.COM>
Source record: 208463

A friend of mine worked for a company in Boulder CO called Outbound Systems that made Mac compatable notebook computers. Mac now makes them and the company is dead. They did this a few years ago.

Ted.

4413. Re: Need help with some EPROMS

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 21:32:07 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <7340126@hpfcso.FC.HP.COM>
Source record: 208464

Where did you get TOS2.06 data to burn into the EPROMs. This does not sound legal to me!

Ted.

4414. MacSue

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 21:33:38 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993Mar19.213338.29628@ultb.isc.rit.edu>
Source record: 208547

Dave can't get sued for Spectre for a very simple reason. The hardware
he designed is simply a place for the ST to read in information off of
a ROM and a GCR disk controller.

The same holds true for many of the AMIGA boards, etc.

The idea being that you could buy the Mac ROMs (the essence of Mac) and
slap them in the hardware "adapters". You can't be sued for making a
device that reads information off of ROMs.

The software that comes with these devices loads in the code and
monitors instructions being executed by the ROMs and other software
By doing this the software can make it seem that the chips inside
the current computer are like those in the computer you're emulating.

Same thing here, you can't be sued for making software that makes some
chips acts like others. That alone doesn't give you a Mac. The board
alone doesn't give you a Mac. So long as the person who makes the board
doesn't try to make the Mac Roms there's not a darned thing Apple can do.

Now the NeTek computer is a different story. The problem here is that
you have to ask:

"A new (but closely matching) product or a very ingenious way of
copying?"

Frankly, if NuTek consulted with lawyers and really did do a total
ground up "reverse engineer" (given a final outcome can you produce a
machine that produces that outcome. Rather than can you produce a machine
and with the hope that it produces some kind of outcome. Well...you get
the idea.) which would be extraordinaryly difficult, I don't see how
Apple can do much. If NuTek never looked at the Mac ROM code then there's
nothing that can be done.

But that's the main difference between the NuTek computer and emulators
like Spectre. Many people have asked about this in the past so I figured
I post on it.

+---+------------------------------+
Michael "Zoooks!" Zucca	Spam, spam, spam, spam, spam
Internet: mrz5149@ritvax.isc.rit.edu	Spam, spam, spam, spam, spam
Printing And Applied Computer Science	Lovely spam, woderful spam!
RIT - Rochester Institute Of Technology	Shut up. Shut up! Shut Up!
+---+------------------------------+

4415. Re: clarification of STx?

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 22:26:15 UTC
From: scruggs@zeus.franklin.edu
Message-ID: <1993Mar19.222615.12136@zeus.franklin.edu>
Source record: 208454

My first 520 was an STm...

Also, does anyone here know of anyone these days who markets tower cases for ST(e) motherboards or if there are any tower cases that can accomodate a 1040 size motherboard?...

--
||| ...Your future hasn't been written yet.
/ | \ No one's has. Your future is what
=Mysh+Krysa= you make it...
-Emmet L. Brown-

4416. My two cents worth.....

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 22:30:31 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Mar19.163031.11706@iscsvax.uni.edu>
Source record: 208453

By the time Atari Works is shrink wrapped, Claris well have moved on Wi
By the time Atari Works is shrink wrapped, Claris will have moved on with
Claris Works 2.0

Why is it that Atari plays catch up? I can't believe that Atari users are
bitching and moaning because they have to pay for the multi tos upgrade.

Now for the Jaguar. Atari must have ilusions if they think they are going to
sell the Jaguar in reasonable numbers without marketing it. Look at the Lynx.
I have one and should of been a better seller than the lame boy.

The reality is that Atari is on life support and is bleeding. I don't know if
I would spend $1300 on a Falcon. For the same price I can get A Mac LCIII
4/160 or a Centris 610. Hell you can get an Amiga 3000. An Amiga 1200 with
two megs and an 80 meger can be had for $850.00. The new Amiga 4000/030 will
be in the same price range as the Falcon and this machine has slots.
Oh yea...Sears catalog is selling the Mac Performa 400 with Claris Works for
about $900. Yet Apple has better support policies.

The Falcon comes with a 16 mhz 030 that can not be upgraded. Who wants to
invest in a product that does not have an upgraded processor.

Lets face it. You can flame me, i dont care. The mac with cdrom cant be beat
yet. The quality of the cdrom titles are awesome. Apple is moving ahead and
hardware prices are falling by the month. Hopefuly the new Amigas with CDROMS
will shake things up......

4417. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-19 23:28:08 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Mar19.232808.185667@zeus.calpoly.edu>
Source record: 208451
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

cpb1001@phx.cam.ac.uk (C.P. Brown) trys to make sense in saying:
>In article <1o86mlINNack@network.ucsd.edu>, cs64wag@sdcc8.ucsd.edu (Jeremy Friesner)
writes:
>|> In article <mike.04t9@struad.cts.com> mike@struad.cts.com (Michael Cianflone) writes:
>|> > Under kickstart 3.0 using operating system friendly routines, one can attain
>|> >2,000 (two thousand) frames per second. And note, this is not banging the
>|> >hardware, but is using multitasking, standard, OS calls.
>|>
>|> Of course, I suppose this assumes a one- or no- pixel change
>|> per frame or something...
>
>I believe this is the rate at which AGA can swap screens, and therefore each
>frame can be completely different from the last. (Even resoloution, palette etc.)
>
>Chris Brown

Let us make some assumptions:

* Your monitor has a refresh rate of 72 hz (that is 72 cycles per second for
those of you that don't know... not a flame just information)
* you are doing the _most complex_ animation possible... every pixel
changes with each screen flip.
* we are using Raist's screen size 1280x400
* we are using 4 bit color (16 total colors)
(I know it is not really animated, but the pixels are changing just like
Chris says above)

Now what we do know...

+ the screen has 512 000 pixels
+ if every pixel is a different color we could have a maximum amount of
information of 2 048 000 bits
+ if the screen was to change once per second the data rate would be
256 kilobytes per second
+ if the screen was to change 200 times per second the data rate would be
5.12 megabytes per second
+ If the screen was to change 2000 times per second the data rate would be
51.2 megabytes per second

now what I think....

- the monitor can't even keep up with 2000 frames per second because the
refresh is only 72 frames per second
- can the 68030 processor actually deal with 51.2 megabytes per second,
probably not...

- I think someone, somewhere has some numbers drastically wrong

now I may have my logic wrong and if I am wrong so be it, but until someone shows me how it should really be calculated then I will stand with the above numbers... which emans the amiga _cannot_ do animation at 2000 frames per second (why would you want to anyway?_

**note the numbers are extreme, but that would show what the system would be capable of at the top end...

*steve miller
*dept. of electronics engineering, cal poly san luis obispo
'didja know cocaine has a dielectric constant of 4?'

4418. Re: NuTek Mac Clone

Newsgroup: comp.sys.atari.st
Date: 1993-03-20 00:22:57 UTC
From: wbdst+@pitt.edu
Message-ID: <6357@blue.cis.pitt.edu>
Source record: 208452
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

Tim Tell it to Atari, who lost just such a case to Nintendo.

4419. Re: Will I buy a Falcon? revisited.

Newsgroup: comp.sys.atari.st
Date: 1993-03-20 01:30:36 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1ods3sINN5o4@tortoise.cis.ohio-state.edu>
Source record: 208455

In article <1oc2q0Ebu@uni-erlangen.de> mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>aa399@cleveland.Freenet.Edu (Len Stys) writes:

>Really? Just sum up all the part only the Falcon has...
>- 16 bit Sound - no other computer you mentioned has that at all.

This is the true strenth of the Falcon. But note, not everyone needs 16-bit sound (Though we all *like* to have it).

>- true Color: show me a Mac for the price having 32000 colors

The LC III is in the price range of a Falcon 4/65 (and try to use 32000 colors with less). The LC III VRAM can be expanded (for <$99, actually $59 (retail) I think.) to be able to display 16-bit color. And that's not buying a video card...just a simm for the video memory.

>- SCSI 2: Not sure the Amiga has it for long

The other good point of the Falcon.

>- LAN: No Amiga has it

(Just ignore the Mac which has had this standard for a loooong time.) There's also the painful problem of finding "industry" standard networking to go *out* of that port. There are existing Atari network products but I don't really see them as intergrated as Appletalk is on the Mac. Nor are there solutions to connect them to other types of networks.

>- Midi: Non, but ATARI at all

Again, not everyone wants midi. For those who do though, it's nice not to have to chunk down more for another dangling piece of equipment! (But these are usually the same people who want the 16-bit sound). The only person (even counting computer techies) who wasn't an 'atari' person who knew what a Falcon was, was also a muscian. Coincidence? I don't think so.

>- DSP: Non, but ATARI

And soon to be Mac/Amiga but for a *far* greater price. For the mac probably >$1000. But then those macs have lots more in them as well.

There was a certain American government agency which bought a fair number of black workstations becasue they had nice access to a Motorola DSP. Now that company no longer makes hardware...and I think the Falcon access to the DSP might actually be cleaner than the NeXT version (esp. if you compare pre-3.0). The Falcon certainly comes standard with more DSP memory than the NeXT (moment of silence) did.

>- Video and RF: Important for many things: No MAC has it

Ignore the Amiga who has had this for years. (Just to keep this even.)
I'm not quite sure on the Mac-world status on this. I think you have to
go with crappy cheap solutions or $expensive$ solutions that do more than
most people want.

The ability to *not* buy a monitor might be all people need to purchase
a Falcon/Amiga over Mac. (I just don't like using a computer off the
TV, the interlace kills me.)

I hope I have been objective. It's not my intent to start a flame war,
but to keep up the informative comparison of equally priced macs/amigas/
and ataris. Each has it's own merits, and everybody who buys a
computer is looking out for what *they* want, therefore only the buyer
knows what is *really* important.

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

4420. Star Raiders

Newsgroup: comp.sys.atari.st
Date: 1993-03-20 01:34:22 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <27761@galaxy.ucr.edu>
Source record: 208456

Does anyone know if Atarisoft came out with Star Raiders for the C64 or Apple II? I'm just currious.

Paul

4421. Re: Tools for Sampling Sound Output?

Newsgroup: comp.sys.atari.st
Date: 1993-03-20 02:13:58 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1odul6lNNo4b@golem.wcc.govt.nz>
Source record: 208458

```
] P.S.: I know that there is some BIOS-routine which is able to play
] whole songs in interrupt, but as I can recall, this routine
] is unable to deal with sampled sounds- or is there a trick?

I'm not sure about 3.0. But GFA-basic 3.5E has a command to play
samples through STE DMA. (DMAPLAY I think..... gets manual....)

DMASOUND [beginning of sample data],[end of sample data],[rate]

Rate is:/

0 = 6.25Khz
1 = 12.5Khz
2 = 25Khz
3 = 50Khz

there is also the DMACONTROL command which comtrols whether the sound
is 0 = stopped, 1 = played once, or 2 = played in loop!
```

4422. Re: atari australia stuffs it royally yet again...

Newsgroup: comp.sys.atari.st
Date: 1993-03-20 02:18:42 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1oduu2INNo4b@golem.wcc.govt.nz>
Source record: 208459

```
] Well, just when we thought that atari Oz might actually have learnd
] something...
]
] the list price for the b are falcon will be AUD$1295 they now say, not t
] AUD$999 they were initially quoting. That's the same as the 2M/40M A12
]
] The 4M/65M falcon will, they say, be about $1995.

Okay, the exchange rates in my diary are about 3 weeks old, but they
can't be that far off.....

1 australian dollar is 75 NZ cents
1 American dollar is 2 NZ dollars

So, the 4M/65M Falcon would be:/

2650 NZ
1350 US

US$1350 is roughly what the 4M/65M Falcon was anyway wasn't it!?
(Something like $1299) - anyone!?
```

4423. Re: Fix for the Modem2 port on TT & Mega STE

Newsgroup: comp.sys.atari.st
Date: 1993-03-20 05:01:18 UTC
From: erlingh@storlind.idt.unit.no
Message-ID: <ERLINGH.93Mar20050118@storlind.idt.unit.no>
Source record: 208460

Strange.

We had two TT's hooked together over the modem2 port at 38.4k baud and
didn't have trouble at all.

Both TT's were running TOS 3.06 and had no patches for the serial-port.
We got a thruput at about 3400 bytes/s.

Are you sure your cable has all the signals ? (RTS/CTS)

Erling

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

4424. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-03-20 05:07:05 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1oe8pp$q5i@terminator.rs.itd.umich.edu>
Source record: 208461

```
drwxr-xr-x root 4096 Mar 14 00:07 .
drwxrwxr-x root 4096 Mar 15 17:15 ./Mint
-rw-r----- hyc 303024 Mar 15 14:36 ./Mint/mint104s.zoo
drwxrwxr-x root 6144 Mar 15 11:50 ./Telecomm
-rw-r----- lenn 249137 Mar 15 11:50 ./Telecomm/cker5a.zoo
-rw-r--r-- weiner 4625 Mar 15 11:55 ./Telecomm/0index
-rw-rw-r-- weiner 4534 Mar 16 17:18 ./Applications/0index
drwxrwxr-x weiner 2048 Mar 16 17:18 ./Applications/Other
-rw-r----- dpz 35917 Mar 12 21:37 ./Applications/Other/grocry21.lzh
drwxrwxr-x root 4096 Mar 16 21:06 ./Archivers
-rw-r--r-- lenn 28402 Mar 16 21:06 ./Archivers/msa_ii.prg
-rw-rw-r-- entropy 2936 Mar 16 21:09 ./Archivers/0index
drwxrwxr-x root 8192 Mar 16 20:58 ./Graphics
-rw-r----- dpz 33056 Mar 16 06:20 ./Graphics/spoflt21.lzh
-rw-r--r-- entropy 10171 Mar 16 20:57 ./Graphics/0index
drwxr-xr-x root 4096 Mar 17 14:07 .
drwxrwxr-x root 4096 Mar 17 13:13 ./Archivers
-rw-r----- dpz 57472 Mar 16 13:30 ./Archivers/lha201.lzh
-rw-rw-r-- entropy 3031 Mar 17 13:15 ./Archivers/0index
drwxrwxr-x root 6144 Mar 17 13:25 ./Diskutils
-rw-r----- dpz 26449 Mar 12 21:37 ./Diskutils/flcat_12.lzh
-rw-rw-r-- entropy 6500 Mar 17 13:26 ./Diskutils/0index
drwxrwxr-x root 10240 Mar 17 13:20 ./Games
-rw-r----- dpz 128864 Mar 10 23:27 ./Games/insect.zip
-rw-r----- dpz 70792 Mar 11 04:01 ./Games/isola.zoo
-rw-r----- dpz 24151 Feb 9 12:23 ./Games/memory.lzh
-rw-rw-r-- weiner 12781 Mar 17 13:21 ./Games/0index
drwxrwxr-x weiner 2048 Mar 17 12:42 ./Games/Kids-games
-rw-r----- dpz 82594 Mar 17 07:40 ./Games/Kids-games/fiveyrs.zoo
-rw-r----- dpz 66170 Mar 17 07:39 ./Games/Kids-games/fouryrs.zoo
drwxrwxr-x root 2048 Mar 17 19:02 ./Gnustuff/Tos/Gcc
-rw-r--r-- hyc 475302 Mar 17 18:59 ./Gnustuff/Tos/Gcc/gcc233b.zoo
-rw-r--r-- hyc 5972464 Mar 17 19:02 ./Gnustuff/Tos/Gcc/gcc233s.zoo
-rw-r--r-- hyc 12135 Mar 17 19:55 ./Gnustuff/Tos/0index
drwxrwxr-x root 8192 Mar 17 13:10 ./Graphics
-rw-r----- dpz 64424 Mar 10 23:26 ./Graphics/fracland.zip
-rw-r----- dpz 164864 Mar 14 14:59 ./Graphics/tbxcad.lzh
-rw-r--r-- entropy 10304 Mar 17 13:11 ./Graphics/0index
-rw-rw-r-- entropy 5000 Mar 17 12:20 ./Mint/0index
drwxr-xr-x dpz 2048 Mar 17 13:57 ./Mint/Distrib_kit/Updates
-rw-r--r-- dpz 4856 Mar 17 13:58 ./Mint/Distrib_kit/Updates/0readme
drwxr-xr-x weiner 2048 Mar 17 13:54 ./Mint/Distrib_kit/Shareable
drwxr-xr-x entropy 2048 Mar 17 12:17 ./Mint/Utilities
-rw-r----- dpz 90911 Mar 1 06:55 ./Mint/Utilities/find-37.zoo
```

```
-rw-r----- dpz 69590 Mar 1 06:55 ./Mint/Utilities/tar-1111.zoo
drwxrwxr-x weiner 2048 Mar 17 12:19 ./Sound/Players
-rw-r----- dpz 15238 Mar 8 06:54 ./Sound/Players/ptplay12.zoo
drwxrwxr-x root 6144 Mar 17 13:42 ./Telecomm
-rw-r----- dpz 17517 Mar 14 14:42 ./Telecomm/datblaz2.arc
-rw-r----- dpz 62976 Feb 21 20:48 ./Telecomm/flashdoc.lzh
-rw-r--r-- weiner 4781 Mar 17 13:42 ./Telecomm/0index
drwxrwxr-x root 4096 Mar 17 13:46 ./Programming
-rw-r----- dpz 300998 Mar 14 14:30 ./Programming/crys043.zoo
-rw-r--r-- weiner 3123 Mar 17 13:45 ./Programming/0index
-rw-r--r-- dpz 74495 Mar 17 14:07 ./ls-lR.Z
-rw-r--r-- dpz 176561 Mar 17 14:02 ./0index
-rw-r--r-- dpz 82111 Mar 17 14:03 ./0compind.Z
drwxrwxr-x root 4096 Mar 19 11:50 ./Languages
-rw-r----- dpz 110329 Mar 1 18:32 ./Languages/j62atari.zoo
-rw-r--r-- weiner 4479 Mar 19 11:52 ./Languages/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

4425. Re: NuTek Mac Clone

Newsgroup: comp.sys.atari.st
Date: 1993-03-20 06:17:03 UTC
From: kodak@mentor.cc.purdue.edu
Message-ID: <C46C4F.82z@mentor.cc.purdue.edu>
Source record: 208474
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar18.215540.12535@spartan.ac.BrockU.CA> tmc@spartan.ac.BrockU.CA (Tim Ciceran) writes:
>
>What would prevent existing emulation products from incorporating NuTek
>technology?
>

Copyrights and patents.

--
Jason Balicki | kodak@mentor.cc.purdue.edu

4426. Re: Will I buy a Falcon? revisited.

Newsgroup: comp.sys.atari.st
Date: 1993-03-20 06:51:14 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1oeet2INNpg8@golem.wcc.govt.nz>
Source record: 208466

In article <1obk86INNl80@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>Bob Brodie said the Falcon030's were late another month because of
>supplier's of certain components. Let's think about this for a second.
>
>The Falcon030 was delayed until March because of manufacturing plant
>problems. Is he going to tell me that someone didn't check with suppliers
>during this time period to make sure they had what they needed?
>

Do you realy buy all this, this sounds like the drible that we were
fed for 3 years on the FSMGDOS program and CD roms...

They probably don't have the money to buy the parts for the Facon..:-).

For one thing the Falcon will never ever sell here..

They are selling here now Amiga A1200hd for $1500nz, the Falcon hd will be
over $3000nz, a 386DX can be brought for some $2000nz complete with monitor,
the other machines are not with monitor..

Also we have no Atari dealer chain left here...

Facts man just the facts...

Roger.................. sheppard_r@kosmos.wcc.govt.nz

4427. Z*NET Delays in alt.znet.pc

Newsgroup: comp.sys.atari.st
Date: 1993-03-20 07:02:10 UTC
From: jonc@status.gen.nz
Message-ID: <25330.78936704@status.gen.nz>
Source record: 208468

Hi info junkies ......

There has been a BIG delay in releasing last weeks Z*NET due to this site being upgraded.

I hope to have them all posted either tonight or in the morning.

Ah the problems when your software becomes redundent (sigh). We have installed a full blown unix site here this week and it has taken a bit longer than I thought (what is *nix, Mr Small says) so all the Z*NETs will start flowing when telnet is installed tonight.

reagrds

The Z*NET Pacific crew

4428. Re: Two player/computer games via RS232

Newsgroup: comp.sys.atari.st
Date: 1993-03-20 07:04:41 UTC
From: jonc@status.gen.nz
Message-ID: <25481.78936791@status.gen.nz>
Source record: 208472

erkamp@JANUS.ARC.AB.CA (Bob Erkamp) writes:
: In article <C39I3M.EAp@dscomsa.desy.de>, morgado@vxdesy.desy.de () writes:
: >Hi,
: >
: >Does anyone have a list or know of any PD, shareware or

there is always the GNU stuff like chess etc ...

: Falcon
: OxyD
:
: Bob

4429. Manual Mark Bad - Possible?

Newsgroup: comp.sys.atari.st
Date: 1993-03-20 07:05:50 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.5SNEyMqKfx_@elfhaven.ersys.edmonton.ab.ca>
Source record: 208465

Hi!

I have a question about marking bad sectors on my hard drive. There is a sector on the drive that is bad. This is, beyond a shadow of a doubt, a fact. Anything that happens to get written to that sector never gets read back again. It's like a black hole! Now, Markbad (in the Atari Hard Drive Utilities package) refuses to acknowledge that there is a problem. It says everything is fine.

So, is there any way I can manually mark the sector as bad? (Perhaps using a sector editor?)

This is not an URGENT problem, but since the sector is on my UUCP partition, it worries me. If something important gets muddled because of this problem, I would be less than pleased with my hard drive...:)

--
Regards,

<< +-+ >>
<< Michel Forget >>
<< ~~~~~~ >>
<< mforget@elfhaven.ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< My cat worships the Sacred Halogen Torchiere! >>
<< -- >>

4430. Re: atari australia stuffs it royally yet again...

Newsgroup: comp.sys.atari.st
Date: 1993-03-20 07:12:04 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1oeg44INNpg8@golem.wcc.govt.nz>
Source record: 208467

In article <1oduu2INNo4b@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>
>Okay, the exchange rates in my diary are about 3 weeks old, but they
>can't be that far off.....
>1 australian dollar is 75 NZ cents
>1 American dollar is 2 NZ dollars
>
>So, the 4M/65M Falcon would be:/
>
>2650 NZ
>1350 US
>
>US$1350 is roughly what the 4M/65M Falcon was anyway wasn't it!?
>(Something like $1299) - anyone!?

But Steven you forget the high retail markups here plus the shipping and handling from OZZ, you will find that it will be more like 3-4 * the UK Price, like the STE and other machines were, so that will be more like $2800 for the HD Falcon at least.

Note you can buy the Amiga A1200hd for some $1500 NOW, the basic A1200 is not being sold here...

Never mind its far cheaper here to buy a PC clone...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

4431. Re: Eagle030 ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-20 07:23:30 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <77851@cup.portal.com>
Source record: 208469

Well, Erland and Steve, I was going to keep this to private
E-Mail, but since you insist on another flamewar..

I invite you to quote me back any "false rumors" I've posted here
at any time in the past...

Not any "everyone knows" kind of thing, but specific examples..

If I've ever made an error, and that hasn't been very often, I've
posted a public correction and apology...

So.. let's hear some specific examples if you can.. or..
an apology from YOU, if you can't..

BobR

(You might not like what you hear, but that doesn't in of itself
make it a "false rumor"...)

4432. Re: Eagle030 ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-20 07:35:19 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <77852@cup.portal.com>
Source record: 208470

By the way, Erland.. .what exactly IS my "reputation" here..??

I post the truth.. something you might not want to hear, but
well, that's just too bad...

I refuse to jump on the "Jack Tramiel is GOD" bandwagon, and the
"Atari Corp can do no wrong" religion likewise holds no
particular attraction for me...

My Atari 520ST computer is in use every day, in fact, it's never
turned off... I use it in preference to the IBM systems I have
right next to it...

But I refuse to lie to anyone about the company that pretends to
support it, and which has completely thrown away any chance for
it to become a seriously recognized competitor in the world
computer marketplace like it *should* have been.

In this case, John Townsend indicated that AtariWorks would be
sold as a separate product. I've asked Dan MacNamee to clarify
the situation... if it turns out I was wrong, I'll post that
information (and an apology) publicly..

If I have a "reputation here", I'd hope it was one of telling the
truth about Atari, even if that truth isn't the "Politically
Correct" thing... so what's YOUR interpretation, Erland...?

BobR

4433. Re: Will I buy a Falcon? revisited.

Newsgroup: comp.sys.atari.st
Date: 1993-03-20 07:44:33 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <77855@cup.portal.com>
Source record: 208471

William B Dwinnell writes:

>What Atari really needs are a couple of good MBAs.

I've often thought that myself...

What all of us good Atari cheerleaders need to do is to take up a collection and send the Tramiel boys to night school.. maybe fill out one of those "matchbook covers" that tell you how "You too can get your Associates Degree in only three weeks..."

How about "Marketing 101"..?

I'd send in my 50 cents if it would help teach them how to market Atari computers...

BobR

4434. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-20 10:55:37 UTC
From: babo@engin.umich.edu
Message-ID: <1oet79INNnv0@srvr1.engin.umich.edu>
Source record: 208473
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

>...Have to agree on this point. Time may be starting to run out for the PC. I have

heard that Intel is having serious difficulty mass producing the Pentium (this

may not be true, just what I have heard), and with IBM and Apple teaming up on

PowerPC, hopefully the days of 80x86 boxes are numbered. We could end up with a

highly fragmented market in a few years, just like in the early 80's and this

IMHO would be good for the computer industry as a whole, because it would

encourage competition and innovation...<

Say What????? Time is runnign out for PCs? Where did that idea come from?
I mean the fragmented market and everything probably has some truth in
it, but PCs dying? *NOT*.

O.K. Intel just hosted a conference about its Pentium Chip
here at the University of Mihcigan Ann Arbor a few days ago.
They are going to introduce the Pentium by next week (May 25th).
They also explained about the technical details about the chip.
In short, if one of you had been to the talk, I think you
would reconsider posting such a ridiculous theory.
Here is the real scenario:

Pentium and Alpha chips are going to RULE the 90's.
Hard performance numbers/installed user base and
professional magazines will confirm this.
The Mac is going to be there with Totally different OS.
Unix is going to be more specialized machines.
I would be really surprized if AMIGAs were still
around, say 1996. (Well, I have to admit that this is also too
far fetched.)

Anyway, I have enough techincal details of both Pentium and
Alpha chips from reliable sources to support my theory.
(I have two friends takling a microprocessor design course
at the U. of M. They are mainly studying the Alphs AXP
architecture among others)

I realize that all AMIGA owners wish that the AMIGAs become
a major PC platform. But the idea of PCs dying is just a
wishfull thinking, IMHO.

****WAKE UP!!!!!!!!!****

I hope I did not actually bash AMIGAs themselves.
I got nothing against AMIGAs. Those of you
who saw my posting "Advise needed in setting up a AMIGA ..."
would know. I really like reading this news group.
So, if you want to argue with me, please provide supporting
evidence.

4435. Re: TCP/IP help needed.

Newsgroup: comp.sys.atari.st
Date: 1993-03-20 11:32:45 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <16B97B06F.BWWL@ibm.rz.tu-clausthal.de>
Source record: 208475

In article <1o5qb4$er3@gabriel.keele.ac.uk>
u2e32@keele.ac.uk (GR Harrison) writes:

[...]
>What I want to do is install a slip connection between the 2.
>Not too much of a problem, except I have no docs or source code to obtain help on.

You are able to obtain the sources and docs via FTP from "ftp.tu-clausthal.de"
(139.174.2.10) or via E-Mail from "mail-server@ftp.tu-clausthal.de"
Get /pub/atari/telecomm/tcpip/README and /pub/atari/telecomm/tcpip/Index

>The question. I want to set routing up, so that when I ftp or telnet, it auto
>route to the STFM and then to the world via the FM's ax25 link.
>So what's the problem? Well what I want to know is, when I tell route to add default STFM
slip, will the STFM know to change the protocol to ax25
>before using the TNC. Or will, as I fear, the STFM have no control to do this.
>

If you specify the AX25 interface within the "route add default" command (on
the FM) it *should* work.

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

4436. Re: NuTek Mac Clone

Newsgroup: comp.sys.atari.st
Date: 1993-03-20 14:01:02 UTC
From: wbdst+@pitt.edu
Message-ID: <6379@blue.cis.pitt.edu>
Source record: 208476
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

Would is be possible to just snap NuTek ROMs into, say , a Spectre GCR,
and run Mac stuff?

4437. WANTED: ATARI C PROGRAMMING PACKAGE

Newsgroup: comp.sys.atari.st
Date: 1993-03-20 15:05:00 UTC
From: jhurwitz@access.digex.com
Message-ID: <1ofbqsINN950@access.digex.com>
Source record: 208477

I'm looking for a Used C programming package for the Atari ST. I would prefer Lattace or Pure C, but would consider Turbo(English Version) if the price is right. Anyone with such that would like to sell please send me the details email. Thanx.

```
__/ / . + .
_/__/_/\
_/____/ \/ J. Hurwitz ,
. / / \/| . *
/ / /|/ The MIDI master . o
/_____/ / |
//____/\\/ / Roaming Cyberspace "Space is the place"
/ o \ ||/ .
| o o |// . -Sun Ra +
\o o// jhurwitz@access.digex.com
--^-- . *
+ ' +
```

4438. Sighkadelickz

Newsgroup: comp.sys.atari.st
Date: 1993-03-20 16:37:01 UTC
From: Dconroy@outb.wimsey.bc.ca
Message-ID: <Dconroy.0bll@outb.wimsey.bc.ca>
Source record: 208487

The sighkadelickz software/demo group are looking for members, if you are a skilled programmer/musician, or grapics artist, please get in contact with us, as ALL app's will be considered..

Reach me at:

Dave Conroy
27006 34 A Avenue
Aldergrove, BC
Canada
V0X1A0

ALL MAIL WILL GET REPLIES, and it would also help if you would send some of your work, as that would help us a bit in sending back letters asking for work disks.. =]

Or reach me at: Dconroy@outb.wimsey.bc.ca

4439. Re: ZX Spectrum emulator for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-20 17:48:58 UTC
From: rb10006@cl.cam.ac.uk
Message-ID: <1993Mar20.174858.12267@infodev.cam.ac.uk>
Source record: 208478

In article <1993Mar19.211302.2865@cs.nott.ac.uk>, pcxkrm@unicorn.nott.ac.uk (K.R.Marshall) writes:
|> In article <1oa0g7$iju@news.uni-stuttgart.de> jens@kssun3.rus.uni-stuttgart.de (Jens Schweikhardt 07151690270) writes:
|> >Since I can copy ZX Spectrum programs from cassette tape
|> >to Atari/MSDOS diskettes I am wondering wheter there's
|> >an emulator for Spectrum programs for the ST or PC,
|> >either handmade or commercial. (So I wouldn't have to
|> >program one myself =;>)
|> >
|> >Any information on where, what, how much, ...
|> >is greatly appreciated. Good old Sinclair times are gone, (sob!).
|> >Bye, Jens
|> >
|>
|> I'm pretty sure there's a PD spectrum emulator around for the Atari -
|> try atari.archive. If you can transfer these programs there may be
|> some interest from others who can't! - I remember the days of Manic
|> Miner and Atic Atac.....
|>
|> Keith.

Me too. It's just a pity that none of the emulators I've seen (Amiga/ST/PC) actually manage to get anything approaching spectrum speed. Sad, isn't it? Maybe somebody ought to do a Z80-on-a-card emulator... I'd definitely buy an Amiga version, and I know of several other people who would, too.

(And don't forget Knightlore and the Magic Knight games...)

Robert Brown.

4440. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-20 17:54:48 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993Mar20.175448.17230@ugle.unit.no>
Source record: 208479
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar19.232808.185667@zeus.calpoly.edu>, smiller@farad.elee.calpoly.edu (Thrashman Steve) writes:

[Kerr-CHUNK]

> now what I think....
>
> - the monitor can't even keep up with 2000 frames per second because the
> refresh is only 72 frames per second
> - can the 68030 processor actually deal with 51.2 megabytes per second,
> probably not...
> - I think someone, somewhere has some numbers drastically wrong
>
> now I may have my logic wrong and if I am wrong so be it, but until
> someone shows me how it should really be calculated then I will stand with
> the above numbers... which emans the amiga _cannot_ do animation at 2000
> frames per second (why would you want to anyway?_

Um, no, it means that the Amiga can't do animation at 2000 fps in full-screen superhires double-pal (the mode you described). On the other hand, how many 1280x512 MPEG movies have you seen? Anyway, the point is that you don't have to move any bytes around at all... All you need to do is tell the computer to read the screen display from a new address... This technique is known as page-flipping and can be done with virtually no loss of processor time (should run in the vertical blank, and just needs to move a longword somewhere...) The problem is, of course, that you have to have all the frames in memory (or a damn fast loader/decompression routine), but what it's saying is that if you had a monitor that had a frame rate of 200 fps, the Amiga would be able to animate at that speed.

> **note the numbers are extreme, but that would show what the system would
> be capable of at the top end...

> *steve miller
> *dept. of electronics engineering, cal poly san luis obispo
> 'didja know cocaine has a dielectric constant of 4?'

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

4441. Re: CeBIT - Ok, who's coming then?

Newsgroup: comp.sys.atari.st
Date: 1993-03-20 18:08:07 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1ofmi7Ef2t@uni-erlangen.de>
Source record: 208480

jonal@dhhalden.no (JON ARVID LOVSTAD) writes:

>Could we decide upon a time and date for meeting? The Norwegian "delegation"
>is coming down on Thursday 25th, somewhere around 1pm I guess. Any
>suggestions?

If I'm coming on Thursday (could be Wednesday, too) I'll be there at this
time. How do we recognize each other? It's quite crowded!
--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

4442. Re: My two cents worth.....

Newsgroup: comp.sys.atari.st
Date: 1993-03-20 18:57:58 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1265@usdtsg.DaytonOH.NCR.COM>
Source record: 208482

In article <1993Mar19.163031.11706@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:
[misc stuff deleted]
>The Falcon comes with a 16 mhz 030 that can not be upgraded. Who wants to
>invest in a product that does not have an upgraded processor.

3rd party support. While technically the ST/STe/TT series "can't" be
upgraded, it has been by 3rd party support. The SST030 by Gadgets by Small
and Jim allen's Tiny Turbo 030, T25, etc both push the series to things
such as a 25mhz 68000, and I think a 50mhz 030 (Turbo030 if I'm correct).

No doubt similar products will be available for the Falcon (which should
be a little easier for the 3rd parties, with the Processor Direct slot)...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

4443. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-20 19:08:30 UTC
From: g93h7334@giraffe.ru.ac.za
Message-ID: <g93h7334.22.732654510@giraffe.ru.ac.za>
Source record: 208481
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar19.232808.185667@zeus.calpoly.edu> smiller@farad.elee.calpoly.edu (Thrashman Steve) writes:
>From: smiller@farad.elee.calpoly.edu (Thrashman Steve)
>Subject: Re: Atari and Amiga wars. Time for a truce.
>Date: Fri, 19 Mar 1993 23:28:08 GMT
>cpb1001@phx.cam.ac.uk (C.P. Brown) trys to make sense in saying:
>>In article <1o86mlINNack@network.ucsd.edu>, cs64wag@sdcc8.ucsd.edu (Jeremy Friesner) writes:
>>|> In article <mike.04t9@struad.cts.com> mike@struad.cts.com (Michael Cianflone) writes:
>>|> > Under kickstart 3.0 using operating system friendly routines, one can attain
>>|> >2,000 (two thousand) frames per second. And note, this is not banging the
>>|> >hardware, but is using multitasking, standard, OS calls.
>>|>
>>|> Of course, I suppose this assumes a one- or no- pixel change
>>|> per frame or something...
>>
>>I believe this is the rate at which AGA can swap screens, and therefore each
>>frame can be completely different from the last. (Even resoloution, palette etc.)
>>
>>Chris Brown
>
>Let us make some assumptions:
>
>* Your monitor has a refresh rate of 72 hz (that is 72 cycles per second for
>those of you that don't know... not a flame just information)
>* you are doing the _most complex_ animation possible... every pixel
>changes with each screen flip.
>* we are using Raist's screen size 1280x400
>* we are using 4 bit color (16 total colors)
>(I know it is not really animated, but the pixels are changing just like
>Chris says above)
>
>Now what we do know...
>
>+ the screen has 512 000 pixels
>+ if every pixel is a different color we could have a maximum amount of
>information of 2 048 000 bits
>+ if the screen was to change once per second the data rate would be
>256 kilobytes per second
>+ if the screen was to change 200 times per second the data rate would be
>5.12 megabytes per second
>+ If the screen was to change 2000 times per second the data rate would be
>51.2 megabytes per second

>
>now what I think....
>
>- the monitor can't even keep up with 2000 frames per second because the
>refresh is only 72 frames per second
>- can the 68030 processor actually deal with 51.2 megabytes per second,
>probably not...
>- I think someone, somewhere has some numbers drastically wrong
>
>now I may have my logic wrong and if I am wrong so be it, but until
>someone shows me how it should really be calculated then I will stand with
>the above numbers... which emans the amiga _cannot_ do animation at 2000
>frames per second (why would you want to anyway?_
>
>**note the numbers are extreme, but that would show what the system would
>be capable of at the top end...
>
>*steve miller
>*dept. of electronics engineering, cal poly san luis obispo
>'didja know cocaine has a dielectric constant of 4?'
>
You have it wrong.... The amiga doesn't have to transfer ANY data to do an
animation, it just has to point the graphics chips towards a new ram area
in each frame.

If you think about it, vertically scrolling the screen down one pixel
corresponds to changing _every_ pixel on the screen, but all you do is
point the graphics chips to the next line of data from the top of the
screen the screen automagically moves.

Bye

Ray

g93h7334@giraffe.ru.ac.za
My opinions are MINE and you CANT HAVE THEM, so THERE! :)

4444. Re: atari australia stuffs it royally yet again...

Newsgroup: comp.sys.atari.st
Date: 1993-03-20 20:09:13 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1oftl9INNq3@golem.wcc.govt.nz>
Source record: 208483

```
] But Steven you forget the high retail markups here plus the shipping and
] handling from OZZ, you will find that it will be more like 3-4 * the
] UK Price, like the STE and other machines were, so that will be more lik
] $2800 for the HD Falcon at least.

I wasn't counting markups, just direct currency conversion!
```

4445. Mega ST..Memory problem?

Newsgroup: comp.sys.atari.st
Date: 1993-03-20 20:51:46 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Mar20.155146.16873@bsu-ucs>
Source record: 208485
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have a peculiar problem which seems to keep croppping up on my Mega ST4.

I've heard that the power-supplies on these have a tendency to go bad, am I hold it as the main suspect; however, my technical experience is _very_ klimited, so any advice would be appreciated.

The Problem/Sutuation

I (currently) have no Hard-drive. I regularly use a 1.7MB Ram Disk. The problem is that every so often, when booting, when the RamDisk tries to install itself, it fails and comes back with a "Sorry -- Not ERnough Memory" error.

This usually (but not always) manifestes itself after I've had the computer on for a while already and am re-booting. Turning the computer off for a while usually (but not always) seems to cure the problem.

Could i say, definately, that the weak power-supply is the problem?

-Matt

4446. Atari ST Closeout Update

Newsgroup: comp.sys.atari.st
Date: 1993-03-20 22:04:42 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1og4dqINNliv@usenet.INS.CWRU.Edu>
Source record: 208484

```
################################################################################
Hardware
################################################################################

Fortis DM1310 9-pin dot matrix printer. Works well, but I think it
might need a new print head. Uses Epson ribbons, new ribbon
included.....................................................25

Corvus Hard Disk case & power supply. Setup for one 5.25" drive,
either full or half-height, but there's enough room in it
that you can probably adapt it to fit two half heights or
several 3.5" drives.........................................40

Amdek amber monochrome monitor. Good for use with old computers like
the Apple II, or an Atari 8-bit with XEP80...................25

Panasonic KX-P1124 24-pin dot-matrix printer. Six built-in fonts,
three-way paper handling, 360x360 dpi. Epson LQ compatible...175

################################################################################
Software
################################################################################

TDI Modula/2-ST (old version).......................................15
Flight Simulator II Scenery Disks 7 and 11 (w/all docs) both for.....15
Base Two (Antic Software)...........................................10
Tempus 1.0..........................................................7
I*S Talk (Integral Solutions).......................................7
Quick ST 2.0........................................................7
GFA Vector (Michtron)...............................................7
Breach (Omnitrend Software).........................................5
Gamestar Baseball...................................................5
Renegade (disk only)................................................5
Infocom's Infidel (disk only).......................................5
Strip Poker (old, disk only)........................................5
Chessmaster 2000 (disks only).......................................5
Time Bandit (disk only)..............................................5
Skyfox (disk only)..................................................5
Starglider (disk only)..............................................5
Lords of Conquest (disk only).......................................5

################################################################################
Magazines
################################################################################

STart Magazine
--------------
```

All of 1986 and 1987 (8 issues)
Special Issues 2 and 3
Spring 1988, Summer 1988
October through December 1988
January through December 1989 (missing July)
January through November 1990 (missing July, September)
Feb/March 1991
April/May 1991
STart disks from various issues (not sure which, but MANY)
Only a few original disks remain -- most have been converted to
high density disks and zipped with ST ZIP 2.0 (36 issues total)
Also includes STart mouse pad AND lots of disks.....65

##

Prices do not include shipping.

If you're interested in any of these items, please send me Email.
Thanks!

--
""""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
"""

4447. Re: The _best_ HD cache?

Newsgroup: comp.sys.atari.st
Date: 1993-03-20 22:20:06 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC47KpI.Ayp@netcom.com>
Source record: 208490

In article <1993Mar19.095148@cs.bham.ac.uk> dxo@cs.bham.ac.uk (David Oakley) writes:
>It doesn't however have a write cache. One or two do and I wouldn't like to trust
>PD software to do write caching on my drive! If you have and ICD of course then
>you use the ICD driver.
>

With ICD's new SCSI Pro utilities, you don't need an ICD host adapter in your system.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

4448. Re: NuTek Mac Clone

Newsgroup: comp.sys.atari.st
Date: 1993-03-21 00:05:02 UTC
From: tmc@spartan.ac.BrockU.CA
Message-ID: <1993Mar21.000502.17070@spartan.ac.BrockU.CA>
Source record: 208486
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <C46C4F.82z@mentor.cc.purdue.edu> kodak@mentor.cc.purdue.edu (Jason 'KodaK' Balicki) writes:

>>What would prevent existing emulation products from incorporating NuTek
>>technology?

>Copyrights and patents.

The point is, if NuTek want to make the Mac clones prevalent, they could license the technology to provide hardware emulation on a card. Prospective Mac owners will have a difficult time buying a Mac clone in existing markets, but those opting for emulation would be quite content to pay for an item that fulfills its purpose. If it walks like a duck...

4449. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-21 04:03:42 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Mar21.040342.23677@rchland.ibm.com>
Source record: 208491
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar19.232808.185667@zeus.calpoly.edu>, smiller@farad.elee.calpoly.edu (Thrashman Steve) writes:
|> cpb1001@phx.cam.ac.uk (C.P. Brown) trys to make sense in saying:
|> >In article <1o86mlINNack@network.ucsd.edu>, cs64wag@sdcc8.ucsd.edu (Jeremy Friesner) writes:
|> >|> In article <mike.04t9@struad.cts.com> mike@struad.cts.com (Michael Cianflone) writes:
|> >|> > Under kickstart 3.0 using operating system friendly routines, one can attain
|> >|> >2,000 (two thousand) frames per second. And note, this is not banging the
|> >|> >hardware, but is using multitasking, standard, OS calls.
|> >|>
[stuff deleted]
|>
|> **note the numbers are extreme, but that would show what the system would
|> be capable of at the top end...
|>
|> *steve miller
|> *dept. of electronics engineering, cal poly san luis obispo
|> 'didja know cocaine has a dielectric constant of 4?'

Guys, I think the guy above was kidding! (2,000 fps.. hmm....).
Btw, I updated my signature to those that always wondered at my
1280x400 screen...

Raist
New happy A1200 owner New signature edited for those
256,000 colors, 1280x400 ** I LOVE IT ** that flame 1280x400 without
256,000 colors, 800x600 knowing. 1280x400 can be used
256,000 colors, 640x400 ** I LOVE IT ** for video titling and displaying
256,000 colors, 320x200 ** I LOVE IT *** awesome pictures with broadcast
quality. Clear enough now?
More with overscan, out of a 24-bit palette (16+ million colors)

4450. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-21 04:20:12 UTC
From: ScottM@cup.portal.com
Message-ID: <77907@cup.portal.com>
Source record: 208488
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

>> Not good, but then the Amiga can animate faster than the Mac.
>
> A very subjective statement. Macintoshes do animation in a way that
>is intrinically slow. I presume that if Macintoshes used the very-simplistic
>method of doing animation that Amigas used, they could do it just as fast.
>Maybe faster, since Macs have faster screen updates in the high-resolution
>non-interlaced 8-plane modes than Amigas do.
>
Then please tell me why I have yet to come across an Amiga program with
the option to turn off automatic screen updating (AKA Finale on the Mac)
due to lack of screen refresh speed?

FYI, I'm comparing my A2000 with my mom's Mac IIci (with cache card).
RasterOps 24si board 256 colors

/==\
|Scott Maxwell * Don't listen to me, |
|scottm@cup.portal.com * I never do. - The Doctor |
|Amiga 1000, 2000, // * ====================================|
| 1200 \X/ * I thought a DA was a hair style? - me |
\==/

4451. Re: Eagle030 ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-21 04:43:48 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <77909@cup.portal.com>
Source record: 208489

Incidentally, I'd like to apologize to Erlend for misspelling his name...

I guess that's one of the problems of having such an international community.. we're exposed to differences in all the "little things", like names and spellings that may be different from what we're used to..

BobR

4452. Re: Please read this, Mark Barret.

Newsgroup: comp.sys.atari.st
Date: 1993-03-21 08:01:33 UTC
From: lee@auriga.rose.brandeis.edu
Message-ID: <lee.732700893@auriga.rose.brandeis.edu>
Source record: 208493

barrett@iastate.edu (Marc N. Barrett) writes:

> 1280x1024 with 256 colors, on the DECstations at school. I have the
>A3000 set to maximum overscan handled by the Workbench: 724x482. I'd like to
>have higher.

Why don't you go buy a goddamn DECStation and stop bitching then?
Get what satisfies you and kindly fuck off.

o---o
| Charles Lee :_____/_M_I_G_/_____:= FocuS GraphicS =|
| ~~~~~~~~~~ : for the Creative Mind : ~~~~~~~~~~~~~~ |
| lee@auriga.rose.brandeis.edu :=-=-=-=-=-=-=-=-=-=-=-=-=: 2D/3D Graphics |
| Brandeis University :# # # # # # # # # # # # #: 2D/3D Animation |
| Structual Biology Lab : # # # # # # # # # # # # : Rates negotiable |
o---o

4453. Re: The _best_ HD cache?

Newsgroup: comp.sys.atari.st
Date: 1993-03-21 08:02:18 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.DrWFPYrwqu6@elfhaven.ersys.edmonton.ab.ca>
Source record: 208492

[> paetau@mits.mdata.fi (Rasmus Paetau) writes:

[what is the best cache program for the ST system?]

TCache is the best, without question.

It is public domain, and EVERY feature can be configured. One of the
things I do with my system is run Hermes UUCP, a very file-intensive
Internet news and mail system. With TCache, the cache 'hits' 92%
of the time. 92%! Not only that, if you enable the write-through
cache (which I do) you can save immense ammounts of time in certain
situations. For example, when I delete my old news messages there are
usually about 2000-2500 files to delete. Without TCache, it takes around
8-10 minutes. With Tcache, it takes about 30-45 SECONDS. (This is because
the FAT only gets written a few times instead of once after every file is
deleted.)

I've used a lot of Cache programs, but Tcache is the best one I have ever
seen. There are some drawbacks, though; it is in German, and some software
like Gemini does not work with it at all. Be *very* sure that everything is
running fine (and will stay that way) before you enable the write-through
cache. If the system bombs while writing, or immediately after writing,
BAD things can happen. Very bad.

--
Regards,

<< +-+ >>
<< Michel Forget >>
<< ~~~~~~ >>
<< mforget@elfhaven.ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< My cat worships the Sacred Halogen Torchiere! >>
<< --- >>

4454. Re: The _best_ HD cache?

Newsgroup: comp.sys.atari.st
Date: 1993-03-21 11:17:19 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Mar21.111719.16884@dcs.warwick.ac.uk>
Source record: 208494

In article <1263@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.UUCP () writes:
>In article <1993Mar18.213919.26005@prime.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:
>[stuff deleted]
>>Is there any disadvantages in using disk caches? I heard something
>>that they can sometimes ruin your FAT if the electricity suddenly
>>"stops", I don't know the exact word for it.
>
>
> In terms of safety, I would say that READ-ONLY caches are probably
>SAFE (since it's just taking the place of READING from the hard drive,
>i.e. no disk modifications are going on).
>
> However, I would personally (and I do) avoid WRITE caches - if there
>is information in the write cache (i.e. a disk modification should
>take place) and the power goes out, then that modification is lost,
>and what modifications should have been done to the disk (FAT entry, etc)
>has not happened...

IMHO this is silly. Take two situations where you are writing small blocks to your hard disk (eg deleting files, copying from floppy, compiling, in fact most of what you do with your hard disk).
a) Using ICD's disk cache. All the data is written to the cache and then 2 seconds later it is written to the disk. The total time taken (Processing + writes + 2 seconds to flush) is, say, 30 + 0 + 2. A power supply interruption within the first 30 seconds will result in the loss of data on the hard disk. An interruption in the last 2 seconds will also lose data, but also risks a head crash.
b) Without a cache. The total time taken (Processing + writes) is say, 30 + 15. A power supply interruption within this 45 seconds will result in the loss of data and quite possibly a head crash.

As you can see the chances of losing data with ICD's disk cache is in fact LESS than that without because the operation is over quicker. The chances of there being a head crash is far less using the disk cache (and if I was paranoid, this is what I would be worrying about).

In addition there is little reason for paranoia about power failures which occur on average once every two years and even then 90% of the time during high winds, electrical storms, or when the company had already told you it was going to be switched off for maintainance work, when you should have the common sense not to use the computer.
If you live in an area where the electricity fails often (like I used to), the chances of it failing when writing to hard disk are still very low (it never happened to me), and for the determinedly paranoid a small UPS can be

bought for 50 pounds.

I recommend you use ICD's caching HD driver software and use the time you save to make extra backups.

- Leo

4455. Re: Eagle030 ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-21 11:28:31 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Mar21.112831.16976@dcs.warwick.ac.uk>
Source record: 208495

In article <77852@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
...
>I refuse to jump on the "Jack Tramiel is GOD" bandwagon, and the
>"Atari Corp can do no wrong" religion likewise holds no
>particular attraction for me...

What "Jack Tramiel is GOD" bandwagon?
What "Atari Corp can do no wrong" religion?

I can't believe any well informed person could possibly hold these views.

>In this case, John Townsend indicated that AtariWorks would be
>sold as a separate product. I've asked Dan MacNamee to clarify
>the situation... if it turns out I was wrong, I'll post that
>information (and an apology) publicly..

I don't see why you should apologise. However, it is probably best when
reporting anything that an Atari representative has said in the form

<Atari representative said that> <"Fact">

rather then

<"Fact">

to avoid accusations of lying.

- Leo

4456. Re: Stacker for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-21 12:30:00 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bac52ef@Kralizec.fido.zeta.org.au>
Source record: 208496

Original to: smiller@farad.elee.calpoly.edu
In a message of <18 Mar 93 18:14:12>, smiller@farad.elee.calpoly.edu (3:713/602) writes:

>> I had a stacker equivalent on my st, it's called datadiet. It was
>> really good and it was reliable too. Unfortunately, it seemed that the
>> 68000 processor of my 1040st wasn't fast enough to handle
>> compression/decompression on the fly, as the loading time of some programs
>> would be up to three times longer. Pagestream was a good example of such
>> loading times...
>> But anyway, it worked and I never had problems with it... And it
>> provides a good kit of utilities and options too. Neat soft...

The problem with Data-Diet is that every time you open a dietized file, it decompresses the whole damned thing to disk, a real pain if, for example, it's the sort of file you _really_ want compressed, like the fidonet nodelist, which in compiled for is around 2.5M in length.

s> I have data-diet also, I compacted all of the data files (this is what
s> data diet does, they have another utility called Squishem or something
s> that compacts executables) and then I went to use my system.... to get
s> to the poni, my system totally got screwed up because of the compaction
s> and I had to reformat the HD. I have heard from many people including
s> the Codeheads that this has happened frequently.... but I have also heard
s> that alot of people like it...

What you probably did was set it to 'dietize everything', right?? A truly braindead feature that is, because it will dietize your harddisk driver. Not a difficult problem to fix, once you know how your system works, but a real challenge to the average Luser.

s> Instead of using the program i bought another HD, Toad computers has a
s> good deal for drives for the TT, I bought a 130 meg for 399 dollars! It
s> is much better than a disk compaction program...

Have to agree there. I wouldn't trust one of them as far as I could kick it -just wait and save and scrounge up all the disk you can find... 8)

s> *steve miller

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

4457. Re: Atari now stoops to False Advertising (and more lies!)

Newsgroup: comp.sys.atari.st
Date: 1993-03-21 13:05:20 UTC
From: jmccoull@bruny.cc.utas.edu.au
Message-ID: <jmccoull.732719120@bruny>
Source record: 208497
Cross-posted to: aus.computers.amiga,comp.sys.amiga.advocacy,comp.sys.atari.st

I must apologize to any offense caused to Atari in the previous posting.
It may be that Atari had nothing to do with the advertisement and that
Tandy Electronics Australia are fully at fault.

4458. Pricing of mac's in Canada?

Newsgroup: comp.sys.atari.st
Date: 1993-03-21 17:17:48 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <1993Mar21.171748.6274@freenet.carleton.ca>
Source record: 208498

To be more specific, here in Ottawa I saw a mac LCIII 4/80 going for a little below $2200 (Canadian funds). I recently saw a message claiming that the LCIII is in the falcon's price range. Well that certainly is not true here in Ottawa unless the price of the falcon suddenly sky-rockets to $2200. Mac's always have/are/will be WAYYYYY to expensive (for me at least:)

(Note: The falcon has not landed here yet so it is theoretically possible that the Falcon prices will rise...)

--

!! Computer Engineering at The Carleton Country Club!!
----------ac382@freenet.carleton.ca----------

4459. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-21 17:42:35 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <1993Mar21.174235.13458@freenet.carleton.ca>
Source record: 208499

In a previous article, babo@engin.umich.edu (Kyonghun Lee) says:

<<<<<<<<STUF DELETED>>>>>>>

>Say What????? Time is runnign out for PCs? Where did that idea come from?
>I mean the fragmented market and everything probably has some truth in
>it, but PCs dying? *NOT*.
>
>O.K. Intel just hosted a conference about its Pentium Chip
>here at the University of Mihcigan Ann Arbor a few days ago.
>They are going to introduce the Pentium by next week (May 25th).
>They also explained about the technical details about the chip.
>In short, if one of you had been to the talk, I think you
>would reconsider posting such a ridiculous theory.
>Here is the real scenario:
>
>Pentium and Alpha chips are going to RULE the 90's.
>Hard performance numbers/installed user base and
>professional magazines will confirm this.
>The Mac is going to be there with Totally different OS.
>Unix is going to be more specialized machines.
>I would be really surprized if AMIGAs were still
>around, say 1996. (Well, I have to admit that this is also too
>far fetched.)

Lets try to be reasonable here. The motorolla 68060 will very
likely be much better than the P5 therefore almost any machine will be
better than a P5 PC if it incorporates a M 68060. The point is the P5 will
have absolutely no effect on how much better/ worse it does in the next
couple of years since the competition is coming out with technology at at
least the same level as Intel PC's. The battle will be decided by by
marketing strategies of competing computer manufacturers.
THIS IS NOT A FLAME. I'm just trying to start an Interesting discussion

Oh yeah, I don't really like Amigas but I certainly think they will be
around in 1996 (As will ATARI)

>Anyway, I have enough techincal details of
both Pentium and >Alpha chips from reliable sources to support my theory.
>(I have two friends takling a microprocessor design course
>at the U. of M. They are mainly studying the Alphs AXP
>architecture among others)

****
Could you send me some Info/specs. I find this stuff extremely interesting
(processor design etc.) and would REALLLYYYYY appreciate it. I'm not

planning to FLAME anyone with this information, it's just sort of my 'HOBBY'
********** THANK YOU
>
>I realize that all AMIGA owners wish that the AMIGAs become
>a major PC platform. But the idea of PCs dying is just a
>wishfull thinking, IMHO.
>
>****WAKE UP!!!!!!!!!****
This I agree with this

--

!! Computer Engineering at The Carleton Country Club!!
------------------------ac382@freenet.carleton.ca--------------------

4460. Re: Help with Phantasie I

Newsgroup: comp.sys.atari.st
Date: 1993-03-21 17:58:16 UTC
From: jdahl@rchland.vnet.ibm.com
Message-ID: <1993Mar21.175816.6811@rchland.ibm.com>
Source record: 208354

In article <7713@tuegate.tue.nl>, wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
|> Hi,
|>
|> recently I purchased a copy of Phantasie I. This one is really old but
|> still fun to play. Just until now. I am really stuck and would like to
|> finish the game. I have got almost everything. Every rune, water, earth,
|> fire and air and even the god rune. I also have six of the nine rings
|> and the wand of nikademus. Now I need to get into the Temple of the evil
|> Dosnebian priests. I have got some hints, but when I arrive at the
|> temple I cannot apply these hints. I just am not allowed inside.
|> Help! Help! Who knows what to do next.
|>
|> Erlend.

SPOILERS SPOILERS SPOILERS

It's been years and I played the C64 version, but I think that you
need a minotaur in your group to enter that temple
--
=-=-=-

4461. False advertisements (was Re: Atari stoops to advertising)

Newsgroup: comp.sys.atari.st
Date: 1993-03-21 19:07:24 UTC
From: Robert.Mead@bbs.actrix.gen.nz
Message-ID: <1993Mar21.190724.933@actrix.gen.nz>
Source record: 208351
Cross-posted to: aus.computers.amiga,comp.sys.amiga.advocacy,comp.sys.atari.st,comp.sys.amiga.misc,bit.listserv.i-amiga

In article <jmccoull.732698075@bruny> jmccoull@bruny.cc.utas.edu.au (James McCoull) writes:
>
> Now here is a bit of blatant false advertising I found in my local paper
> this morning. It certainly gave my face a smile.
>
> [I'm not sure if this advert was an Australia wide campaign or just an advert
> local to Tasmania... but I'm sure Commodore-Australia might like to give
> Tandy a tinkle...]

You can bet a lot of ad copy was left on the cutting room floor!
What they 'forgot' to mention about the A1200 was this:--

Twitchy and skewed video displays with disappearing sprites,
dodgy floppy drives, crappy modulators, spastic A600 power
supplies instead of a proper A1200 model, squeaking mice
and a dyslexic keyboard that can't get it straight from
your fingers. And a HAM8 256,000 colours feature that
turns out to be a bunch of bollocks. It is more like
25,000 colours, if you're lucky with the picture. My
friends with PCs even pointed out that any standard VGA
card can be fitted with a cheap Edsun Labs CEG video DAC
to accomplish the same thing (3:1 picture compression with
'256,000' colours). Innovative HAM8 indeed!

Anyway after returning the third replacement, I got smart
and dumped the A1200 for good to save up for a better Acorn.
No wonder developers are leaving in droves and predicting
Amiga's demise in six months. You =cannot= fool the people
forever, Commodore.

RMead

4462. Re: Pricing of mac's in Canada?

Newsgroup: comp.sys.atari.st
Date: 1993-03-21 19:15:36 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1oiesoINN7ma@golem.wcc.govt.nz>
Source record: 208352

] To be more specific, here in Ottawa I saw a mac LCIII 4/80 going for
] a little below $2200 (Canadian funds). I recently saw a message claiming
] that the LCIII is in the falcon's price range. Well that certainly is no
] true here in Ottawa unless the price of the falcon suddenly sky-rockets
] $2200. Mac's always have/are/will be WAYYYYY to expensive (for me at lea

Well, I'll be going around to the 'local' Mac shop today, so I'll check
it out & report back on what AUstralasia is getting!

4463. Application error 000D.037 in winword

Newsgroup: comp.sys.atari.st
Date: 1993-03-21 19:39:55 UTC
From: ehk6889@elm.njit.edu
Message-ID: <1993Mar21.193955.8031@njitgw.njit.edu>
Source record: 208356
Cross-posted to: comp.human-factors,comp.windows.x,comp.windows.ms,comp.windows.x.motif,comp.windows.open-look,comp.sys.mac,comp.sys.acorn,comp.sys.atari.st

Expires:1/1/94
References: <732000308.14986@minster.york.ac.uk> <hjv.732111219@groucho.phil.ruu.nl>
Sender:
Followup-To:
Distribution:
Organization: New Jersey Institute of Technology, Newark, N.J.
Keywords:

In article <hjv.732111219@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>sgj-a@minster.york.ac.uk writes:
>
>>Which is the best type of menu ? Pull down or Pop up ?
>
>How about drop-down...
>
>
>--
>Hendrik Jan Veenstra hjv@phil.ruu.nl * I'm feeling like a kid again,
>Dept. of Philosophy * I'm feeling like I just walked
>University of Utrecht * in the door
>The Netherlands * -Peter Hammill-

4464. Re: Fix for the Modem2 port on TT & Mega STE

Newsgroup: comp.sys.atari.st
Date: 1993-03-21 20:03:26 UTC
From: nox@jelal.north.de
Message-ID: <3514.03.93@jelal.north.de>
Source record: 208500
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <stigj.35.732535603@dhhalden.no> stigj@dhhalden.no (STIG JORGENSEN) writes:

>> I have Serial Fix 2.0 installed in my Auto folder (and the accompanying
>>CPX) and haven't had any problems doing high-speed transfers on my MegaSTe.
>>To note, I've used a Qblazer 38400 baud modem (at 19200) on modem 2 and serial
>>2 and doing a null-modem transfer to my PC have gotten around 3000cps.
>>I use the Connect 1.92 term program for this (since it seems the friendliest
>>in terms of handling the extra ports, etc)...
>>
>> Anyways, summary: Serial Fix 2.0...

>I have tried it, and I still get "Bad table" and "CRC error" when I
>uncompress archives. I don't know if I can send something without getting
>errors, I've only tried receiving. When I read in the docs supplied with
>Serial Fix 2.0, it said that it only fixed the errors on the St compatible
>modem port. So I am really stuck now.

>I use Gem Zmodem from Michael Ziegler, Connect 1.95 and a ZyXEL 1496E 5.04
>modem, in case you should know of some troubles with that combination.

i hunted for that one for some time too (me: mega STe, uucp on modem2,
corrupted files and no protocol errors), and finally found out its a
hardware problem :-(seems whenever the SCC chip (controls modem2 and
serial2, $ffff8c8x) gets accessed during disk IO theres a chance that
this access trips over the disk DMA reading/writing memory and then you
get corrupted data sent either to/from the disk(!), or the port, or
both. and the chip is accessed in interrupt handlers whenever data goes
over the port or CTS changes...

i know of no real (hardware) fix for that (there is a patched GAL for
another bug concerning serial2, haven't tried that yet), the `solution'
i'm testing now ist to have the disk driver (actually cache program)
call a routine (cookie) that drops RTS and turns off SCC interrupts
before DMA and restart everything afterwards. that _seems_ to do it,
except the modem apparently ignores RTS until it has a connection
so uucico's dialer now sometimes misses modem messages and times out
when other processes use the disk...

hope it helps,
Juergen

PS: maybe it's not only mega STes... there was a report in one of the
maus. newsgroups about a falcon running a disk reorganize (chkdsk3)
that crashed horribly when the phone rang and the modem sent `RING'...
(falcons modem port is on SCC too.) poor guy had to clear out the disk

and reinstall everything...

PPS: crosspost and folloup-to .tech
--
J"urgen Lock / nox@jelal.north.de / UUCP: ..!uunet!unido!uniol!jelal!nox
...ohne Gewehr

4465. Re: The _best_ HD cache?

Newsgroup: comp.sys.atari.st
Date: 1993-03-21 20:10:54 UTC
From: nox@jelal.north.de
Message-ID: <3515.03.93@jelal.north.de>
Source record: 208353

In <1oc62mINNiil@fbi-news.Informatik.Uni-Dortmund.DE>
schulz@ls12r.informatik.uni-dortmund.de (Ingo-Volker Schulz) writes:

>In article <1993Mar18.213919.26005@prime.mdata.fi>, paetau@mits.mdata.fi (Rasmus Paetau)
writes:
>|>
>|> I'd like to know what is the best, most magnificent, state-of-the-art,
>|> non-crashable, in other words the ultimate HD cache program :)? And
>|> where to get it from of course.

>Try TCache 5.9 (very flexibla cache and more).
>You will find it at the ftp-server ftp.tu-clausthal.de (139.174.2.10)
>(SUBDIR: /pub/atari/disktools/cache)
>
well tcache 6.0 is on wowbagger.pc-labor.uni-bremen.de [134.102.228.9]
(ralf has ftp access now, but i think not yet news...)

cheers
Juergen
--
J"urgen Lock / nox@jelal.north.de / UUCP: ..!uunet!unido!uniol!jelal!nox
...ohne Gewehr

4466. Re: False advertisements (was Re: Atari stoops to advertising)

Newsgroup: comp.sys.atari.st
Date: 1993-03-21 21:47:05 UTC
From: jmccoull@bruny.cc.utas.edu.au
Message-ID: <jmccoull.732750425@bruny>
Source record: 208355
Cross-posted to: aus.computers.amiga,comp.sys.amiga.advocacy,comp.sys.atari.st,comp.sys.amiga.misc,bit.listserv.i-amiga

Robert.Mead@bbs.actrix.gen.nz writes:

>In article <jmccoull.732698075@bruny> jmccoull@bruny.cc.utas.edu.au (James McCoull)
writes:
>>
>> Now here is a bit of blatant false advertising I found in my local paper

>You can bet a lot of ad copy was left on the cutting room floor!
>What they 'forgot' to mention about the A1200 was this:--

[load of bollocks deleted...]

>Anyway after returning the third replacement, I got smart
>and dumped the A1200 for good to save up for a better Acorn.

Strange I had an acorn machine and just got rid of mine. If you are
so worried about the video I would advise against getting an acorn.
It only has 4 bit DACs for the video output and only 16 palette registers.
In general images in the 256 colour mode are dreadful on the acorn.
Sure the VIDC20 is better... but when will that make it into a machine?

4467. FOR SALE: Atari items!

Newsgroup: comp.sys.atari.st
Date: 1993-03-21 22:52:57 UTC
From: umcordes@ccu.umanitoba.ca
Message-ID: <C49Gw9.Dz4@ccu.umanitoba.ca>
Source record: 208357

```
================================================
>>>>> !!! ATARI computer items FOR SALE !!! <<<<<
================================================

NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

NOTE: NO FLAMES PLEASE! If you don't agree with my prices then don't
buy from me!

=====================================================================
COMPUTERS
=====================================================================
A01) 800 XL Computer, 1050 Disk Drive, Intra Amber Monitor, 15
Commercial Software prgs (From Games to Word Processing).
(Everything works, the monitor needs just a few $'s to get into
perfect gear)...$50...
A03) 520 STFM, DSDD int. drive C/W X-tra Ram Deluxe & 2.5 meg RAM,
upgradeable to 4 meg with Simms, TOS 1.4...$384.00...
A04) Atari SM124 monochrome monitor, flaky but works fine once it's
warmed up...$77.00...
A19) Atari ST2, 30 Meg Hard Drive, B&W Monitor, 3.5" Disk Drive,
Mouse, SLM 804 Laser Printer...$offers...
A20) Atari Mega STe2, 85 meg HD, TOS 2.06...$825.00...
A21) Atari 520 STFm,DSDD Floppy,TOS 1.4...$223.00...

=====================================================================
MODEMS
=====================================================================
A02) 2400 Baud external Zoom modem, only a few months old, 9600
send/4800 receive v.42bis Class 1 fax modem. IBM PC software for
faxing...$119.00...

=====================================================================
MONITORS
=====================================================================
A05) Zenith Amber screen, ST & 8-bit connectors...$50.00...
A06) Atari 14" monochrome, brand new...$215.00...
A07) Atari SC1224 Colour monitor, as new...$177.00...

=====================================================================
FLOPPY DRIVES
=====================================================================
A08) GTS-100 external 3.5" DSDD floppy drive with track
counter...$115.00...
A09) Atari external 5.25" floppy drive...$92.00...
```

```
======================================================================
HARD DRIVES
======================================================================
A10) Seagate ST 238R, 30 meg RLL, mechanism only...$92.00...
A23) Quantum 105 meg, steel under-monitor hard drive case, ICD Host
Adapter and power supply...$423.00...

======================================================================
EMULATORS
======================================================================
A11) Spectre GCR with 128K MAC Roms...$215.00...
A12) PC-Speed (IBM emulator)...$92.00...
A13) Supercharger (IBM em) 1 meg with power supply...$175.00...

======================================================================
PRINTERS
======================================================================
A14) Atari SLM804 Laser printer...$346.00...
A22) Star NX-10 9-pin...$115...

======================================================================
MISCELLANEOUS
======================================================================
A16) Internal Clock, Texas Instruments...$35.00...
A17) Omniswitch B/C drive selector, monitor selector also has
multisync connections...$50.00...
A18) BEST Electronics power supply...$70.00...

======================================================================
GAMES SOFTWARE
======================================================================
Vegas Gambler..................$ 15.00
King's Quest ..................$ 15.00
King's Quest II................$ 15.00
King's Quest IV................$ 19.00
King's Quest I, II, IV package.$ 30.00
Centrefold Squares.............$ 10.00
Eightball......................$ 10.00
Star Trek (the Rebel Universe).$ 10.00
Star Raiders...................(Free with Star Trek)
Silent Service.................$ 15.00
Hunt for Red October...........$ 15.00
Leader Board+Tournament Dsk#1..$ 15.00
Dragonflight...................$ 20.00
Chessmaster 2000...............$ 10.00
Arkaniod.......................$ 10.00
Falcon (Flight simulator)......$ 20.00
Blue Angels....................$ 20.00
Flight of the Intruder.........$ 30.00

======================================================================
PRODUCTIVITY SOFTWARE
======================================================================
```

Flash 1.62.....$ 10.00
Flash II.....$ 28.00
Fontverter.....$ 20.00
Warp 9.....$ 25.00
IMG Cat.....$ 20.00
Aegis Art Pac (ClipArt).....$ 10.00
ST-talk Professional.....$ 15.00
Diamond Back II.....$ 20.00
Bit-maker.....$ 25.00
Printmaster.....$ 15.00
Fonts & Borders.....$ 10.00
Artgallery I & Artgallery II...$ 15.00
All Printmaster items.....$ 30.00

~~~~~~

Once again, all prices are suggested, feel free to make an offer, though I will give first priority to those offering my asking prices. If you are interested in any of the items, please leave me E-Mail as soon as possible. Make sure you include the item name and/or reference number to the left of it (example: "A03") so I know which item you are talking about! Questions are welcome. All prices are in US funds, if you are in Canada, contact me for CDN prices. The prices DO NOT INCLUDE SHIPPING.

Trevor_Cordes@ccu.umanitoba.ca
~~~~~~

4468. Re: Stacker for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-21 23:14:15 UTC
From: umcordes@ccu.umanitoba.ca
Message-ID: <C49Hvs.E9t@ccu.umanitoba.ca>
Source record: 208358

In <7012@falcon.ukc.ac.uk> grw@ukc.ac.uk (G.R.Wagner) writes:

>Okay, we've heard a lot of plus points for Data Diet, and a lot of minus points
>(well, one or two!) and what I'd like to know is exactly how it works.....

>Does it use the exact same method as Stacker, as in use a normal partition

No. Data Diet has a couple of different methods (you can freely choose
between them) but they are both basically the same. I'll try to outline
as best I can.

When you read a file, the file is copied to the work directory (set by
you, can be a RAM disk for speed). If the file was compressed, it is
uncompressed before copied to this directory. The rest of the reads on
that file are directed to read from the uncompressed copy of the file in
this work directory. When the file program you are using is quit (or if
you select FLUSH & DELETE from DD's accessory) the files in the work
directory are compressed and stored in their original locations.

When you write a file, pretty much the same as above occurs, except no
file is read and when you first create the file, a 'dummy' of the file (of
size 0 bytes) is created of the file in it's directory (for reasons that
are hard to explain). This dummy file is replaced by the compressed copy
of the file (immediately if you have "real-time mode" selected, when you
quit the program if you have "Quit" or something like that mode selected).

The main difference between DD and Stacker is DD's files are stored as
perfectly normal files on your hard disk, just the way TOS does. They are
just compressed. You can easily have DD not compress a certain directory,
files or partition if you want. You could, for example, compress all your
files except for your games. You could then boot your computer without
DD, and you'd still be able to play those games. I don't believe this
degree of flexibility is available with Stacker.

If you don't have DD installed, you can still see the files on the disk in
the usual manor, and you can still access them. BUT, if the files are DD
compressed and you try to view them, you'll, logically, see the compressed
image of the file (which isn't too helpful).

It is by this way that DD avoids the crashes and problems which Stacker so
often runs into.

>Also, is Data Diet available in England, from an English supplier preferably.

I'm not sure.

>Hope someone can help, cheers.......

L8r.

4469. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-21 23:25:59 UTC
From: nudd@zikzak.apana.org.au
Message-ID: <1oiti7INN8vi@werple.apana.org.au>
Source record: 208359
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

smiller@farad.elee.calpoly.edu (Thrashman Steve) writes:

>Now what we do know...

>+ the screen has 512 000 pixels
>+ if every pixel is a different color we could have a maximum amount of
>information of 2 048 000 bits
>+ if the screen was to change once per second the data rate would be
>256 kilobytes per second
>+ if the screen was to change 200 times per second the data rate would be
>5.12 megabytes per second
>+ If the screen was to change 2000 times per second the data rate would be
>51.2 megabytes per second

>now what I think....

>- the monitor can't even keep up with 2000 frames per second because the
>refresh is only 72 frames per second
>- can the 68030 processor actually deal with 51.2 megabytes per second,
>probably not...
>- I think someone, somewhere has some numbers drastically wrong

>now I may have my logic wrong and if I am wrong so be it, but until
>someone shows me how it should really be calculated then I will stand with
>the above numbers... which emans the amiga _cannot_ do animation at 2000
>frames per second (why would you want to anyway?_

You're right, the screen change assumes the image is already in video
memory, so if the amiga had 51.2mb of Chip mem, it could do it (I think).

>**note the numbers are extreme, but that would show what the system would
>be capable of at the top end...

>*steve miller
>*dept. of electronics engineering, cal poly san luis obispo
>'didja know cocaine has a dielectric constant of 4?'
--
+---+
| nudd@yoyo.cc.monash.edu.au | "Surrender? That's not defeat for a woman" |
| nudd@zikzak.apana.org.au | - Diana Rigg, "The Assassination Bureau" |
+---+

4470. Re: The _best_ HD cache?

Newsgroup: comp.sys.atari.st
Date: 1993-03-21 23:29:33 UTC
From: umcordes@ccu.umanitoba.ca
Message-ID: <C49ILA.EHx@ccu.umanitoba.ca>
Source record: 208360

In <ekrimenC47KpI.Ayp@netcom.com> ekrimen@netcom.com (Ed Krimen) writes:

>With ICD's new SCSI Pro utilities, you don't need an ICD host adapter in your
>system.

Is the software PD or is it being sold commercially? I have 2 hard drives
on my TT (both SCSI, with no ICD host adaptor or link), and I would rather
switch to ICD (AHDI sucks!). Do you know the price and/or where I could
order it from?

Thanks!

4471. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-21 23:54:01 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12499@uqcspe.cs.uq.oz.au>
Source record: 208361

ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

>|> > why ATARI didn't put this cool 64-bit graphics chip into the Falcon?

warwick@cs.uq.oz.au (Warwick Allison) writes:

>|> You must remember that you can't just "put" graphics chips of that kind
>|> into a computer. They have to be designed in.

ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

> I know, what I meant is that if they 'have the chip' they should
>have included it on the Falcon... my guess is that the Jaguar's chip
>are not ready...

No, just WASN'T ready when they began designing the F030.

The F040 may have the chip, who knows how much F040 development
has already been done.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

4472. Re: Jaguar vs. the 3DO (was Re: Atari Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-03-21 23:59:03 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12500@uqcspe.cs.uq.oz.au>
Source record: 208362

dmb@case.ai.mit.edu (David Baggett) writes:
>wmtwen@urc.tue.nl writes:

>>Hmm, let me help you with your weak memory. 30,000 Falcons a month was
>>scheduled for Januari/Februari this year. Oktober 1992 was the date
>>that small amounts would be available.

>Bill Rehbock et al made this claim
>to me personally in July 1992.

>This is getting really pitiful...

YOU'RE getting pitiful. You said "they promised they'd ..." not
"they promised ME they'd ...". Big difference. I don't care WHAT
they promised YOU Dave, I've only had to wait from February, because
that's when they suggested to ME that I'd be able to get a Falcon.

Basically, you're antagonistic.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

4473. Re: Falcon030 -vs- 1200 -vs- Performa 400 (Not a flame, Please don't flame)

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 00:09:03 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12503@uqcspe.cs.uq.oz.au>
Source record: 208363

ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>klasmekj@ucunix.san.uc.edu (Kevin J. Klasmeier) writes:

>|> Atari Falcon CBM Amiga 1200 Apple Performa 400

>|> OPERATING SYSTEM
> ...
> multitasking type ???? fully preemptive cooperative
fully preemptive

memory protection yes no ????

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

4474. Hard drive help please!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 00:32:47 UTC
From: selbyr@meena.cc.uregina.ca
Message-ID: <22MAR93.00324768@meena.cc.uregina.ca>
Source record: 208369

I'm getting nothing but garbled crap for file and folder names on a partition of my hard drive, and can't run anything. All the other partitions are working fine. Can someone suggest a course of action for recovering files? Is there some recommended software that could help? What could the problem be, and what can be done to solve it? Ummm, there is no dealership within hundreds of miles of here so any software will have to be PD/shareware. Thanks for any help.

4475. Re: False advertisements (was Re: Atari stoops to advertising)

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 02:05:28 UTC
From: pasquali@aix00.csd.unsw.OZ.AU
Message-ID: <1993Mar22.020528.1905@usage.csd.unsw.OZ.AU>
Source record: 208364
Cross-posted to: aus.computers.amiga,comp.sys.amiga.advocacy,comp.sys.atari.st,comp.sys.amiga.misc,bit.listserv.i-amiga

In article <1993Mar21.190724.933@actrix.gen.nz> Robert.Mead@bbs.actrix.gen.nz writes:
>In article <jmccoull.732698075@bruny> jmccoull@bruny.cc.utas.edu.au (James McCoull)
writes:
>>
>> Now here is a bit of blatant false advertising I found in my local paper
>> this morning. It certainly gave my face a smile.
>>
>> [I'm not sure if this advert was an Australia wide campaign or just an advert
>> local to Tasmania... but I'm sure Commodore-Australia might like to give
>> Tandy a tinkle...]
>
>You can bet a lot of ad copy was left on the cutting room floor!
>What they 'forgot' to mention about the A1200 was this:--
>
>Twitchy and skewed video displays with disappearing sprites,
>dodgy floppy drives, crappy modulators, spastic A600 power
>supplies instead of a proper A1200 model, squeaking mice
>and a dyslexic keyboard that can't get it straight from
>your fingers. And a HAM8 256,000 colours feature that
>turns out to be a bunch of bollocks. It is more like
>25,000 colours, if you're lucky with the picture. My
>friends with PCs even pointed out that any standard VGA
>card can be fitted with a cheap Edsun Labs CEG video DAC
>to accomplish the same thing (3:1 picture compression with
>'256,000' colours). Innovative HAM8 indeed!
>
>Anyway after returning the third replacement, I got smart
>and dumped the A1200 for good to save up for a better Acorn.
>No wonder developers are leaving in droves and predicting
>Amiga's demise in six months. You =cannot= fool the people
>forever, Commodore.
>
>
>
> RMead

I've seen this add on the front of a Tandy store in Sydney. As
usual Atari has to resort to lies to sell thier machines! Ever since
the original debate between Amiga and ST started all I've ever heard
was blatent lies from people who try to sell the Atari.
All thats keeping Atari alive these days are the musicians
who want MIDI and QBASE and such.

Support for the Amiga is bad, but the support for the ST is worse,
support for the Acorn is NON EXISTANT!!

Have fun with your useless piece of hardware :-)

*** Pure noise is good for you *** pasquali@cumulus.csd.unsw.oz.au ***

4476. Mega STE Problems

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 03:56:16 UTC
From: psurge@cs.utexas.edu
Message-ID: <lqqe70INN2t9@levelland.cs.utexas.edu>
Source record: 208365

I have been having problems with my Mega STE lately. I have TOS 2.05, 4 Megs of 1X9 60ns Simms, no internal HD, no jumpered internal DMA (i.e, I cannot use my external drive right now). The machine is used, but I was assured by the seller (a dealer) that it was working fine.

The only thing I did to it was replace the 256K Simms with the current 1meg Simms.

Tuesday and Wednesday the machine worked fine. Hooked up to it was a printer and 2400 bps modem, as well as my color monitor. As the week progressed, the machine started crashing more and more. By Saturday night, I could not even get the machine to start up. All there were was red/black dots all over the screen, or sometimes a green field with red dots all over it. At first I suspected that the machine had trouble with no monitor hooked up (I was using a TV via the RF modulator). I hooked the monitor back up and still hadd the same problem. So I put the original memory back in, still the same problem. By some act of God, I have the machine running now and have been using it for the last 30 minutes with Uniterm. Other times, in any of the configurations (monitor, no monitor, 1 meg or 4 megs) if I got the computer to run it would eventually lock up. When I was using it before, it was without the printer and modem hooked up.

Like I said, this was a progressive thing: It worked fine, then started crashing. Then sometimes would not start up, but would eventually bomb if it did. It finally went to never starting up, back to starting and crashing.

In a late breaking development, I discovered that the 2400bps modem was leaking current. I found out when I was about to plug in the modem cable and got a big shock. I am currently using a different modem, and the faulty modem was used only once towards the beginning of this problem (but after the onset of symptoms).

I will be calling the dealer soon to ask about this, but if anyone has any ideas in the meantime, I would be glad to hear them.

Thanks,
Troy

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

4477. Hard Drive for Clone and Atari

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 04:02:16 UTC
From: cj195@cleveland.Freenet.Edu
Message-ID: <1ojdo9INNp9@usenet.INS.CWRU.Edu>
Source record: 208366

I want to buy a hard drive about 100 mg. for my Mega ST4 that I can also use on the 486 PC clone I plan to buy in about two months.

Can this be done? What is the best way to go about it?
--

------ All my opinions are tentative pending further data. ------
--------- John W. Redelfs, cj195@cleveland.freenet.edu ----------

4478. Re: Falcon030 -vs- 1200 -vs- Performa 400 (Not a flame, Please don't flame)

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 06:13:01 UTC
From: atario@cats.ucsc.edu
Message-ID: <1ojlddINNfao@darkstar.UCSC.EDU>
Source record: 208367

In <1993Mar19.202816.28709@ultb.isc.rit.edu> eas3714@ultb.isc.rit.edu (E.A. Story) writes:

>> Sorry if this has already been discussed, but just what is the copper
>>for (sounds like something from a bad 20's-era movie).
>> Is it some sort of graphics coprocessor?

>Basically. Its a display list processor that runs small programs which
>define and manage the display.

Completely analogous to the old ANTIC chip in the Atari 8-bit series.

--
__ | atario@cats.ucsc.edu | "Oh no! Toonces, look out! AIIIEEEE!" --SNL
(_ | Delphi: ATARIO | "This is only an exhibition. This is not a
__)teve | "Happy happy! | competition. So please . . . no wagering."
| Joy joy!" --R & S | --Late Night with David Letterman

4479. Re: False advertisements (was Re: Atari stoops to advertising)

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 06:27:08 UTC
From: umking21@ccu.umanitoba.ca
Message-ID: <C4A1x8.Izo@ccu.umanitoba.ca>
Source record: 208368
Cross-posted to: aus.computers.amiga,comp.sys.amiga.advocacy,comp.sys.atari.st,comp.sys.amiga.misc,bit.listserv.i-amiga

DAMN, that mouse IS squeeky.
And that keyboard IS braindead for us touch-typists. (not to mention some games)

--
Brian D. King	"Lassie Kills Chickens"	// Amiga 1200,245 Meg HD
Comp. Eng III	Amiga, a success despite	// 2 Meg CHIP, 4 Meg FAST
University of	Commodore's best efforts	\\ // 33MHz 68030/68882 GVP
Manitoba, Ca.		\X/ 20" RGB Monitor

4480. Re: Atari now stoops to False Advertising (and more lies!)

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 07:20:38 UTC
From: c9224109@wombat.newcastle.edu.au
Message-ID: <1993Mar22.172038.1@wombat.newcastle.edu.au>
Source record: 208370
Cross-posted to: aus.computers.amiga,comp.sys.amiga.advocacy,comp.sys.atari.st

In article <jmccoull.732698075@bruny>, jmccoull@bruny.cc.utas.edu.au (James McCoull) writes:
>
> Now here is a bit of blatant false advertising I found in my local paper
> this morning. It certainly gave my face a smile.
>
> [I'm not sure if this advert was an Australia wide campaign or just an advert
> local to Tasmania... but I'm sure Commodore-Australia might like to give
> Tandy a tinkle...]
>
> /////// Advert Begins //
>
> --
> WHY A $399 ATARI[r] PC FROM TANDY IS BETTER THAN A $1199 COMMODORE[r] PC.
>
> ATARI 1040 STE VS COMMODORE AMIGA 1200
> $399 $1199 (after trade)
>
> 1. 68000 Series Motorola (32 bit) 68000 Series Motorola (32 bit)
> 2. IBM Compatible Floppy Drive --
> 3. System disks PLUS System disks only
> 132 FREE programs & games
> 4. Musical Instr. Digital Inter. (MIDI) --
> 5. IBM Type Printer Port IBM Type Printer Port
> 6. Multi Resolution Colour Graphics Multi Resolution Colour Graphics
> 7. 5 channel stereo sound --
> 8. 8 bit D/A convertor 8 bit D/A convertor
> 9. Safe internal power supply External power
> 10. Programmable sound generator --
> 11. MS-DOS Format Disk Drive --
>
> Interfaces:
> 12. Parallel Parallel
> 13. Serial (RS232) Serial (RS232)
> 14. External Floppy Port External Floppy Port
> 15. Mouse Port Mouse Port
> 16. Joystick Joystick
> 17. Cartridge Port --
> 18. TV Output TV Output
> 19. Midi Port --
> 20. Stereo Sound Output Stereo Sound Output
>
> $399 (normally $899) $1199

>
> --
>
> Free programs and games include:
>
> Picswitch, Flicker, Art Gallery, Dot2Dot, Snapshot, Control, Kid Keys,
> Kid Block, Kid Grid, Kid Colour, Letter Bomb, Grafitti, Invaders, Othello,
> Breakout, Screensaver, Robotz, Dungeons, Blockade, Crissie, Nova, Starbattle,
> Hearts v2, Boulderdash, Blackjack, Roulette, Poker, Slot Machine, Cribbage,
> Tennis, Pentominoes, Yahtzee, Backgammon, Alphabet, ST Bnold, Wheel Fortune,
> Hangman, Two Game, Cannon, Gin Rummy, Video Poker, ST Tetris, Chameleon,
> Fviewing, Mgun, Private Eye, Matching, Flipped, Rockfall, Ammotrak, Landgen,
> Barnyard, DLX Piano, Kid Notes, Kid Sketch, Spacewar, Pente, Spook, Azarian,
> Blacker, Blaster, Juke Box, Shadow Box, Capital, Bublem, Puzzle, Zap, Word
> Puzzle, DC Lefty, Atari Trek, Battleships, Checkers, Larn, Speller, EB City,
> Skates, Super Simon, Word Pic, DC Flight, DC Invert, DC Lftarw, DC Clickme.
>
> ////// Advert Ends //
>
> Whats wrong with the add I hear you ask...
>
> Blantant Errors: [IMHO THESE ARE ILLEGAL...]
> ================
>
> All features in the amiga list marked as '--' are actually provided.
> (Possible exception the MIDI port on the Amiga is called a serial port
> and needs a special convertor cable).
>
> (2) o The amiga contains an IBM compatible floppy drive.
> (7) o Neither machine has 5 channel stereo sound. Both machines have
> two channel stereo sound (left & right). Furthermore the amiga has
> four dma-sources for audio, the atari has half that.
> (10)o Audio on the amiga may be called a 'Programmable Sound Generator', sure
> it doesnt have a 1970s 3 channel PSG, but one of the amigas dma sources
> may be utilized for this purpose.
> (11)o This point is the same as (2) and is wrong.
> (17)o The amiga 1200 has an 'Industry-Standard' cartridge port called PCMCIA
>
>
> !!!I THINK THESE POINTS BREACH ALL ADVERTISING STANDARDS AND LAWS!!!
>
> NOTE: If the Amiga 1200 is replaced with an Amiga 600 (at a substantial
> saving in cost) the points are still wrong!
>
> Blatant Omissions: [NOT ILLEGAL... BUT.....]
> ==================
>
> o The amiga1200 comes with a 40 megabyte HD the atari comes with no HD.
> o The amiga1200 comes with a 32 bit cpu and memory interface (68020)
> compared to the atari's 16 bit cpu and memory interface (68000).

> o The words 'upto 5x faster' on the amiga list.
> o The words 'public domain' from the list of software provided on the
> atari :-)
> o Strange how the 320x200x16 colour graphics of the atari are deemed
> equivalent to 1280x512x655360 colour graphics of the amiga.
> [overscan... say 1536x614x943104 colour graphics]
>
> Plus many more blatant admissions... I'm sure some of you other netters
> want to add them...
>
> Oh... and as far as I can tell the keyboard on the 1040STE is just as
> bad as the one on the A1200...
>
>
> OH WELL BEFORE I SAW THIS ADVERT I WAS GOING TO BUY A FALCON. BUT IF THIS
> IS THE QUALITY OF THE TRUTH FROM ATARI DEALERS/RE-SELLERS, I'M GETTING AN
> A1200 ON MONDAY :-)
>
> [
> IF ANYONE AT ATARI READS THIS -- DON'T EXPECT ME TO DEVELOP ANY SOFTWARE
> FOR THE FALCON NOW. TIME TO BURN THE PROGRAMMERS DOCS I THINK.
>
> IF LIES ARE THE ONLY WAYS OF SELLING YOUR MACHINE... THEN MAYBE YOU OUGHT
> TO GO BACK TO MAKING CALCULATORS. I THINK CONSUMERS DESERVE MORE THAN THIS
> OUTRIGHT BULLSHIT

Maybe you're right. But nevertheless I don't know what I would do
without my Roland sound chip - so there.

Just a sweeping statement here - but don't you think it's possible
Amiga uses similar tactics to persuade potential buyers from
purchasing IBM's and Macintoshes?

>]

4481. Re: Need help with some EPROMS

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 08:59:49 UTC
From: dba@jet.uk
Message-ID: <1993Mar22.085949.12832@jet.uk>
Source record: 208384
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <1993Mar19.125004.403@ugle.unit.no> ga@mrih.no (Gard Abrahamsen) writes:

>I have a M4STE. In it was two D27C010's which made out the 256 kB of TOS 2.05.
>I then got a set of AM27C010's to burn TOS 2.06 on. Well, 27C010 should be
>27C010, I guess, but alas... no... When I inserted the newly burnt EPROMs,
>I got the normal startup, with the exception that instead of the Atari logo,
>I get the correctly size box, but a lot of crap in it... takes a while, and
>I then get three bombs before it resets and starts all over again.
> After having resetted 34 times, it manages to load the bootsector, on which I
>have put a TOS loader, which uses BIOS to load the file, as GEMDOS does not
>work... Now, if we divide the ROM in four 64 kB blocks, A, B, C and D, instead
>of having them in the sequence ABCD, I discover I have ABBB.
> Moving two of the straps gave me the combination ABAB, but C and D still is
>not to be found. Clues, anyone?

>Please answer by email, as I'm not on this group often enough to keep up with
>everything... Especially now...

Perhaps we should add this to the FAQ list?

TOS ROMS

ATARI STE (Tos 1.6, 1.62, 2.06)
These have 32 pin I/C holders.

My 1.6 and 2.06 tos versions were both the same type (32 pin type 27C010A)
Here follows the jumper settings for other ROM/EPROM types:
From the STE Computer Field Service Manual (C302481-001 REV A Aug 91)

ROM Jumper settings:

ROM/EPROM Part type W102 W103 W104
27256 Don't care 1 and 2 N/C
27512 2 and 3 2 and 3 N/C
571001/27C1000/531000 2 and 3 2 and 3 2 and 3 (the default setting)
27010/571000/27C1001 1 and 2 2 and 3 1 and 2

The jumpers are located next to the HI eprom

W104 W103
1-2-3 1-2-3

----------------. W102
1 | 1-2-3
|
-
HI |

-
|
|

Hope this helps
I would also like to point out that all versions of the operating
system are copyright ATARI Corp.!!!

dennis

--
_. ._____. ._____
_| |___. .__. ._____. ._____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 464871
~-----~ +----+ +-+ dba@jet.uk

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4482. Re: Where Not To Use (UK)

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 09:23:53 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1993Mar22.092353.2805@cee.hw.ac.uk>
Source record: 208372

In article <7897@m1.cs.man.ac.uk> pjj@cs.man.ac.uk (Pete Jinks) writes:
>kevinb@syma.sussex.ac.uk (Kevin Busby) writes:
>>Stuart Mac Glashan (stuart@csc.liv.ac.uk) wrote:
>>>So if you do use Ladbroke, make sure you have the patience of a saint and
>>>that someone else is paying the phone-bill.
>>For the time being I'll just say that I agree with your comments!
>
>I don't work for Ladbroke, or have any other connection with them, except for
>being a VERY satisfied customer.

I bought a hard disk from them once. It didn't work properly so I sent it back. I got jerked around by a guy on the phone for over a week so I eventually asked to speak the the MD (Brian Davies I think) and he sorted out the problem instantly and I think he may have blasted the errant employee too. I think that some good companies can be let down by some of their less conciencious employees.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

4483. Re: False advertisements (was Re: Atari stoops to advertising)

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 09:36:44 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1ok1bcE2i3@uni-erlangen.de>
Source record: 208395
Cross-posted to: aus.computers.amiga,comp.sys.amiga.advocacy,comp.sys.atari.st,comp.sys.amiga.misc,bit.listserv.i-amiga

pasquali@aix00.csd.unsw.OZ.AU (Anthony Savva) writes:

>In article <1993Mar21.190724.933@actrix.gen.nz> Robert.Mead@bbs.actrix.gen.nz writes:

> I've seen this add on the front of a Tandy store in Sydney. As
>usual Atari has to resort to lies to sell thier machines! Ever since
>the original debate between Amiga and ST started all I've ever heard
>was blatent lies from people who try to sell the Atari.
> All thats keeping Atari alive these days are the musicians
>who want MIDI and QBASE and such.

> Support for the Amiga is bad, but the support for the ST is worse,
> support for the Acorn is NON EXISTANT!!

I really didn't want to get into this ATARI/Commodore war, but as these
Amiga gys keep posting to the ATARI group all the time, I would like to
at some points:

How about the A1000? The best machine of all Amigas was dropped a
short time after invention. Any support today? No. A friend of mine
had a lot of trouble in getting anything for that thing. Why? For example
Commodore mirrored one of the connetors...Typical.

How about the different types of A2000? If you are unlucky and got
one of the old A2000 you can just throw it away because nothing is the
same as with the second version... I know people with that problem.

If anybody calls this a better support than that of ATARI, I
really can't understand this. The only thing that is really better normally
is the marketing...

--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

4484. Supercharger problems

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 10:01:50 UTC
From: hack@cs.few.eur.nl
Message-ID: <1993Mar22.100150.23858@cs.few.eur.nl>
Source record: 208373

Hello,

I'm having some problems with my supercharger (version 1.4).
Some programs are running quite fine, but with others my atari hangs
after some time. Turbo pascal 3.0 is running fine but all the other
versions are instable. The same goes for Turbo-C, wordperfect 4.2,
ms-dos 4.0, etc...
Using the memory of the supercharger as a ramdisk under tos doesn't work
either. Compressing some files in the ramdisk gives (sometimes) a
corrupted archive.
Are there any persons having a supercharger who can run these programs
without crashing ?
Do I need a newer version of the software ?

Please email me some of your experiences,

Floris Hack
EMAIL : hack@cs.few.eur.nl

B.T.W.
what happened with the promised upgrades for the supercharger to
a 80286/80386SX/.. chip ?

4485. Re: The _best_ HD cache?

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 10:03:44 UTC
From: sanders@sci.kun.nl
Message-ID: <C4ABy9.qC@sci.kun.nl>
Source record: 208374

In <1993Mar19.095148@cs.bham.ac.uk> dxo@cs.bham.ac.uk (David Oakley) writes:

>In article <1993Mar18.213919.26005@prime.mdata.fi>, paetau@mits.mdata.fi (Rasmus Paetau)
writes:
>|>
>|> I'd like to know what is the best, most magnificent, state-of-the-art,
>|> non-crashable, in other words the ultimate HD cache program :)? And
>|> where to get it from of course.
>|>
>|> Is there any disadvantages in using disk caches? I heard something
>|> that they can sometimes ruin your FAT if the electricity suddenly
>|> "stops", I don't know the exact word for it.
>|>
>|> --
>|> | Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |
>|> --

>My favourite (ie. the one I use on my harddisk) is ColdHardCache, available on
>atari.archive. It has resizable cache blocks and number, you can select which
>drives to run it on, it won't write data to the harddisk if it knows it won't
>change anything, and it has an ACC to display what the current statistics are.

A bit of caution is due here; I had ColdHardCache v3.5 (I think) and
liked it a lot, until I decided my TeX installation required >16 M
partition. Since then I got strange dissapearing files and folders. At
first I thought it was the 40-folder limit, but it turned out to be
the cache. It's in the docs somewhere that it doesn't support >16 M
partitions. That's a shame, since it really was a nice cache. So, now
I'm using cachennn by Atari themselves; it's not as fancy but it does
the job.

On second thoughts, it could also have been my disk defractioner that
caused the problems. However, for one reason or another I don't use
the cache anymore. I probably had my reasons for it :-)

>It doesn't however have a write cache. One or two do and I wouldn't like to trust
>PD software to do write caching on my drive! If you have and ICD of course then
>you use the ICD driver.

>OK?

>David.
> .___ .
>David Oakley, ASTRAsoft shareware producers for the ST //_ //|
>6 Watlands Rd | || || |
>Bignall End | proposer of comp.sys.atari.advocacy || || /_

>Stoke On Trent | _/|| ||_/ |
>ST7 8QQ England.| |_/ |_| _|/

Sander STOks
sanders@sci.kun.nl

4486. How to reach David Small ??

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 10:22:40 UTC
From: andre@sluis.wilt.aha.nl
Message-ID: <1993Mar22.102240.1217@wilt.aha.nl>
Source record: 208392

Recently I have obtained a Spectre GCR (legaly ..). Having read the
manual, which stated to drop a note (e-mail) should there be any problems.
Well I have problems and wish to drop a note. Can somebody tell me how to
reach Daveid Small via e-mail ?

Thanks,

--
Andre v.d. Vlies
Algemene Hogeschool Amsterdam, The Netherlands
andre@maestro.htsa.aha.nl or
andre@sluis.wilt.aha.nl

4487. Re: CeBIT - Ok, who's coming then?

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 11:04:11 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1ok6fbE65k@uni-erlangen.de>
Source record: 208396

mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:

>jonal@dhhalden.no (JON ARVID LOVSTAD) writes:

>>Could we decide upon a time and date for meeting? The Norwegian "delegation"
>>is coming down on Thursday 25th, somewhere around 1pm I guess. Any
>>suggestions?

>If I'm coming on Thursday (could be Wednesday, too) I'll be there at this
>time. How do we recognize each other? It's quite crowded!

Some guys from Denmark will be here at this time, too.

We said we'll meet at the corner of ATARI's boost pointing to the
middle of the hall. That should work.
--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

4488. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 11:16:30 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.86.732798990@dhhalden.no>
Source record: 208376
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.adovcacy

In article <jorngh.1117.732334089@dhhalden.no> jorngh@dhhalden.no (JORN GUNNAR HALONEN) writes:
>From: jorngh@dhhalden.no (JORN GUNNAR HALONEN)
>Subject: Re: Atari and Amiga wars. Time for a truce.
>Keywords: Atari, Amiga,
>Date: Wed, 17 Mar 1993 02:08:09 GMT
>RUNE HYLDMO writes:
>>>>can I afford it. And form what I know system 7.0.1 doesn't use
>>>>hardware memory protection so what do you need the MMU for??
> ##
>>>Like MP is the only thing you can use a MMU for ? Ever
>>>heard of Virtual Memory ? Many debugging tools utilizes
>>>the MMU too.
>>
>>My are you stupid....
>>First you complain about the price of a falcon with a DSP, SCSI II port, and
>>a 68 030 with the MMU and say get a A4000/ec030 instead. Then you start
>>telling everybody how useful the MMU is.
>
>My are *you* stupid, read what I wrote before you start drooling.
>I simply stated what other uses the MMU have. You seemed to think
>that MP was the only thing.
>
>NOWHERE did I write about the Amiga vs. Falcon.
>
>YOU are the one bringing up the Amiga/Falcon flaming, I simply
>corrected you in spreading mis-information about the MMU.
>
>>You are hacking on me even though I am trying to back up the amiga versus
>>the MAC, be sure to remind me not to do that again.
>
>I'm sure Marc Barrett will love you for that. <SLURP>
>
>>Stick your sorry-ass into alt.flame where you obviously belong
>
>Are we touchy today ? Remember where you are.
^^^^^^^^^^^^^^^^^^^^^^

Is this a threat??? Well if it is I am veeeeery scared. I do remember where I am. I attend the same school that you do, but I still think you are a SORRY-ASS when you are hacking on people on every chance you get. I know you like flaming, but keep that in alt.flame. Ever thought about how much that sounds like alt.LAME

Rune H.

4489. Accelerator for the Falcon 030?

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 12:11:26 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.87.732802286@dhhalden.no>
Source record: 208377

This may be old news, but I'll post it anyway since I haven't read anything about it here on atari.st

The card speeds up the Falcon to be a 32 Mhz machine and has SIMM slots for up to 32 Meg low profile SIMMS. It also has a VME slot. The price is set to DM-1498,- I do not know how they make room for this. Maybe it is an external box or something, or maybe it all will fit inside. Let's see at CeBit .....

4490. Re: Mega STE Problems

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 12:15:21 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <1okakp$go9@info2.rus.uni-stuttgart.de>
Source record: 208378

In <lqqe70INN2t9@levelland.cs.utexas.edu> psurge@cs.utexas.edu writes:

>
> I have been having problems with my Mega STE lately. I have TOS 2.05, 4 Megs
> of 1X9 60ns Simms, no internal HD, no jumpered internal DMA (i.e, I cannot use
^ That's your problem.
Use 1x8 Simms.

Gerd

##
internet: CASTAN@cip.physik.uni-stuttgart.de
(Neuer Rechnername! Der alte bleibt aber noch einige Zeit gueltig.)
##
Real Name: # Einem Land, dessen Sprache das Wort "Kultur - Beutel"
Gerd Castan # hervorgebracht hat, ist nicht zu trauen.
Hoehbergstr. 16 # (Luisa Francia)
D-7000 Stuttgart 60 # obHack: Writing LIFE in Lotus 1-2-3
[D-70327 Stuttgart] #

4491. Re: Protracker

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 12:18:17 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.732802697@rw8.urc.tue.nl>
Source record: 208380

pf21@unix.brighton.ac.uk (Paul) writes:

>Is there a newer version than 1.2 of protracker st available ?
>I desperatly need the help option enabled.
Please tell us why. I use Protracker 1.2 and think it is the best
tracker program ever. Why? It runs on my monochrome PSG chip only
1040ST and recognizes when a file is not a protracker file. It is also
very simple, so I think it is ideal. Do you really need explanation on
the three buttons [load] [play] and [quit]???

Erlend.

4492. MIDI-COM.ACC - Where?

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 12:21:50 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C4AICE.BuI@newcastle.ac.uk>
Source record: 208381

In article <A418@CLP.maus.de>, Ulf_Dunkel@clp.maus.de (Ulf Dunkel) writes:
>>Is there anyone who has an idea to establish this ?
>Did you already check MIDI-COM.ACC? It's a lowcost network-software working on
>MIDI-IN/OUT. The actual version should be able to connect up to 7 (or even 32?)
>ST/TTs in a ring-net. Each terminal has read-/write-access to the drives of the
>other ST/TTs, if you configure MIDI-COM that way.
>
>So long, Ulf

Where can I get this ? And does it work under multiTOS ?

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

4493. Falcon030 vs Amiga 4000?

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 12:24:54 UTC
From: ga@mrih.no
Message-ID: <1993Mar22.122454.198@ugle.unit.no>
Source record: 208379

Now... don't flam ME for it, but a guy here thinks that comparing the F030 with
the A4000 is completely wrong, and that if we should compare CBM and Atari,
then try... F030 vs A4000 and he is not sure what the A1200 shoule be compared
to (something a little better than the MSTE?)
Anyone got enough info to put up a table of the technical data?

_____
/ o o \ <== I don't have my head where my feet are...
===OO=====OO===
= Gard Eggesboe Abrahamsen PO Box 5061, Larsgaarden =
= Gard.Abrahamsen@mrih.no 6021 Aalesund, Norway =
===
I don't have my feet where my head is... ==> _/ _

4494. Re: Eagle030 ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 12:40:40 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.732804040@rw8.urc.tue.nl>
Source record: 208383

Bob_BobR_Retelle@cup.portal.com writes:

>By the way, Erland.. .what exactly IS my "reputation" here..??
Your reputation is one of posting ONLY negative information on this net and thereby instigating annoying flame-wars. By the way it is written Erlend. I am stupid to post a follow-up and hope that people that agree with me do not follow-up, but reply to you. And that people that do not agree mail to both you and me. That would be a lot less annoying to everyone.
>I post the truth.. something you might not want to hear, but
>well, that's just too bad...
If it really is the truth there should be no reason for confirmation. I do not claim that you always post rumors. Sometimes the information you post is not just a rumor but has been confirmed. Of course I do not say that this is something bad that you do.
>I refuse to jump on the "Jack Tramiel is GOD" bandwagon, and the
So do I. I do not know Jack Tramiel and therefore have no opinion of him. Maybe you know him and therefore have an opinion of him, I disaprove if that is enough reason for you to post some biased information to the net.
>"Atari Corp can do no wrong" religion likewise holds no
>particular attraction for me...
Again I agree. By the way, I don't think there are more than a handful of people that are followers of this religion. Therefore there should be no need to bother all of us with trys to convert us.
[BobR uses Atari]
Sure so do I. I never said you didn't. So you should not include this in a post!!! to attack me.
>But I refuse to lie to anyone about the company that pretends to
>support it, and which has completely thrown away any chance for
Well I am quite happy with the amount of support I get here in the Netherlands. Of course if you are unhappy with the amount of support you receive from atari america, tell them so, but don't bother atari users from other countrys with for them useless information. I would be very happy if you for example restricted the area of your post to e.g. America.
>it to become a seriously recognized competitor in the world
>computer marketplace like it *should* have been.
No opinion on that. I can only guess the reasons why the IBM PC has become the standard and not the Atari St, but then again I like many others am not very interested in such historical debates. We now have an atari and will use that computer so thats it.
>In this case, John Townsend indicated that AtariWorks would be
>sold as a separate product. I've asked Dan MacNamee to clarify

Well I think he is right. It was never said that Atari Works would not be available separately.
>the situation... if it turns out I was wrong, I'll post that
>information (and an apology) publicly..
If you would use the same policy as Atari does. That is only give information when it is available for sure. You may say they didn't do this before (e.g. Falcon) and there you are right. But for e.g. Atari Works Atari in the Netherlands adheres to this policy and will only give the information after the Cebit when AW is really available.
>truth about Atari, even if that truth isn't the "Politically
>Correct" thing... so what's YOUR interpretation, Erland...?
I hope the writings above have shown what my interpretation is. Politics has hopefully nothing to do with this.

have a nice day,

Erlend.

4495. Re: music on TT ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 12:50:53 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Mar22.125053.1765@cs.ruu.nl>
Source record: 208382

In <1od1nqINNplg@netserver.univ-lille1.fr> robillia@lifl.fr (Robilliard_Denis) writes:

>Can someone advise me about a software/hardware for creating music on Atari TT ?
>I would need the following possibilities:
>
>- recording sounds from non-midi sources
>- playing rythm (battery,...)
>- mixing
>- output to standard tape recorder

Another question:

Does anybody know of a good (i.e. effective and easy to use) sequencer that
works on a TT? I know Cubase 3.0 does but that is not really within my
financial range. Or will I have to keep my STE for music? That would be a
bit ironic, the price of the new TT taken into consideration...

thanks,
--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

4496. Re: False advertisements (was Re: Atari stoops to advertising)

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 13:11:14 UTC
From: squigg@gssec.bt.co.uk
Message-ID: <1993Mar22.131114.11883@gssec.bt.co.uk>
Source record: 208385
Cross-posted to: aus.computers.amiga,comp.sys.amiga.advocacy,comp.sys.atari.st,comp.sys.amiga.misc,bit.listserv.i-amiga

I'm not sure if Falcon prices have been released elsewhere yet , but
already it has upset quite a lot of people in the UK.

I buy several music technology magazines , and the music dealer adds
have been shouting for ages for people to order Falcons at the price of #499
sterling for a basic machine with 2mb RAM ....

Well , the official prices are now out , and the price of the base
Falcon has been set at #599 , with a 4mb spec coming in at 799 , and one with a
meagre hard-drive for #999.

The A1200 is currently selling for #349 through the mail order houses ,
with an 80Mb hard-drive model being retailed at around #599 ...

People expect the Falcon to compete with the A1200 ??? There's a hell of
a reccession in the UK at the moment (in case you hadn't noticed :-) , and I
suspect that a lot of ST users will be either looking at alternative upgrade
paths , or abandonment of Atari till the prices become realistic..

Sure , the Falcon has a 24-bit wide DSP , it has a high density drive ,
etc.. but we're still talking #599 as the foot-in-the-door price , a full #250
quid increase over the A1200 .....

Incidently , my sister manages the DSP team in Motorola Scotland , and when I
asked her about the 56001 compared to the AT&T DSP proposed for the Amiga , she
reckoned the 56001 was a vastly superior device , and I expect straight answers
from my family members , so maybe Commodore could be barking up the wrong tree ??

--

Stephen Quigg
squigg@gssec.bt.co.uk
British Telecom , Group Software Engineering and Development
(Disclaimer : above has nothing to do with BT ,etc ....)

4497. Re: Accelerator for the Falcon 030?

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 13:35:32 UTC
From: VONGUNTENR@EZINFO.VMSMAIL.ETHZ.CH
Message-ID: <1993Mar22.133532.13413@bernina.ethz.ch>
Source record: 208386

In <runehy.87.732802286@dhhalden.no> runehy@dhhalden.no writes:

> This may be old news, but I'll post it anyway since I haven't read anything
> about it here on atari.st
>
> The card speeds up the Falcon to be a 32 Mhz machine and has SIMM slots for
> up to 32 Meg low profile SIMMS. It also has a VME slot. The price is set to
> DM-1498,- I do not know how they make room for this. Maybe it is an

This sounds quite stupid, as this is nearly the price of a Falcon!!!
You better wait for the Falcon040, because I think Atari must make it
to survive... And this will really be a powerful machine for professional
use like DTP or other multimedia stuff....

Other ideas around here, any comments from CeBit visitors??

|Ralf von Gunten | Ecole d'Ingenieurs du Canton de Neuchatel * EICN-ETS|
|Technical collaborator | Hotel-de-Ville 7, CH-2400 Le Locle, Switzerland |
|Vox:(039) 341212 * FAX:(039) 312607 * Email:VONGUNTENR@ezinfo.vmsmail.ethz.ch|
| Happiness is the only belonging which multiplys when you share it... |

4498. JPEGs and GIFs on FALCON

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 13:37:37 UTC
From: ee89zzt@brunel.ac.uk
Message-ID: <C4ALuq.H6r@brunel.ac.uk>
Source record: 208371

Any wisdom out there on viewing/manipulating GIFs and [especially] JPEGs on the FALCON. Is there any software existing or due for such a task - the ST's and STE's were not too hot at handling these picture formats [Ugh!].

Zed (ee89zzt@brunel.ac.uk)

4499. Re: MIDI-COM.ACC - Where?

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 13:45:56 UTC
From: alm02@rrz.uni-koeln.de
Message-ID: <1okfukINN33jo@rs1.rrz.Uni-Koeln.DE>
Source record: 208387

In <C4AICE.BuI@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>In article <A418@CLP.maus.de>, Ulf_Dunkel@clp.maus.de (Ulf Dunkel) writes:
>>>Is there anyone who has an idea to establish this ?
>>Did you already check MIDI-COM.ACC? It's a lowcost network-software working on
>>MIDI-IN/OUT. The actual version should be able to connect up to 7 (or even 32?)
>>ST/TTs in a ring-net. Each terminal has read-/write-access to the drives of the
>>other ST/TTs, if you configure MIDI-COM that way.
>>
>>So long, Ulf

>Where can I get this ? And does it work under multiTOS ?
^^^^^^^^
I think not yet

You can get this from
Richter Distributor
HAgener Str. 65
D 5820 Gevelsberg

The author of this program is:
Harald Blees, Raiffeisenstr. 8, D 6790 Landstuhl
e-mail: h_blees@jokl.zer.sub.org

Yours Bram

--
Bram Gaetjen
Musikw. Institut, Universitaet zu Koeln, 5000 Koeln 41
e-mail alm02@rs1.rrz.uni-koeln.de

4500. Re: Need help with some EPROMS

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 14:07:26 UTC
From: ga@mrih.no
Message-ID: <1993Mar22.140726.2292@ugle.unit.no>
Source record: 208388
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Dennis B Armstrong (dba@jet.uk) wrote:
> In <1993Mar19.125004.403@ugle.unit.no> ga@mrih.no (Gard Abrahamsen) writes:

[blah blah blah]

> Perhaps we should add this to the FAQ list?
> TOS ROMS
yea right...

> ATARI STE (Tos 1.6, 1.62, 2.06)
> These have 32 pin I/C holders.

> My 1.6 and 2.06 tos versions were both the same type (32 pin type 27C010A)
> Here follows the jumper settings for other ROM/EPROM types:
> From the STE Computer Field Service Manual (C302481-001 REV A Aug 91)

[list deleted]

> The jumpers are located next to the HI eprom

> W104 W103
> 1-2-3 1-2-3

> ----------------. W102
> 1 | 1-2-3
> |
> -
> HI |
> -
> |
> |
> ----------------

> Hope this helps

My motherboard looked like this:

W203 W201

```
-----------------
|
|
-
| LO
-
|
|
```

W202

and to get the "ABAB" combination as mentioned above, I had...

W203: pin 2&3
W201: pin 1&2
W202: pin 2&3

Try looking up under TOS 2.05 in the same book, as this was what I
originally had, and, according to HackBear, when he got his 2.06, he
got a new motherboard.

> I would also like to point out that all versions of the operating
> system are copyright ATARI Corp.!!!

Well, after someone (no, it wasn't me, but I'm protecting the individual
from public flaming, since he is a really nice guy) managed to bust my
old 2.05 chips, now I _HAVE_ to get the new chips working...

_____
/ o o \ <== I don't have my head where my feet are...
===OO=====OO==
= Gard Eggesboe Abrahamsen PO Box 5061, Larsgaarden =
= Gard.Abrahamsen@mrih.no 6021 Aalesund, Norway =
==
I don't have my feet where my head is... ==> _/ _

4501. Re: music on TT ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 14:11:43 UTC
From: ga@mrih.no
Message-ID: <1993Mar22.141143.2377@ugle.unit.no>
Source record: 208389

Robilliard_Denis (robillia@lifl.fr) wrote:

> Can someone advise me about a software/hardware for creating music on Atari TT ?
> I would need the following possibilities:

> - recording sounds from non-midi sources
> - playing rythm (battery,...)
> - mixing
> - output to standard tape recorder

> I have heard about Music Master and HMS soundtracker, but I'm not sure about the
> real capacities of these programs (and do they run on a TT ?).

> Any advice is wellcome...

> DR.

How about the Protracker ST(E) (or does he call it TT now, and will he call it
Protracker F030 when he gets his F030?)? Contact karl.oygard@mrih.no about
that one...

_____
/ o o \ <== I don't have my head where my feet are...
===OO=====OO===
= Gard Eggesboe Abrahamsen PO Box 5061, Larsgaarden =
= Gard.Abrahamsen@mrih.no 6021 Aalesund, Norway =
===
I don't have my feet where my head is... ==> _/ _

4502. Re: False advertisements (was Re: Atari stoops to advertising)

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 14:25:27 UTC
From: squigg@gssec.bt.co.uk
Message-ID: <1993Mar22.142527.12742@gssec.bt.co.uk>
Source record: 208390
Cross-posted to: aus.computers.amiga,comp.sys.amiga.advocacy,comp.sys.atari.st,comp.sys.amiga.misc,bit.listserv.i-amiga

I'm Posting this for Marco (sofimne%atlas%cesar@crbca1.SINet.SLB.COM

|> Incidently , my sister manages the DSP team in Motorola Scotland , and when I
|> asked her about the 56001 compared to the AT&T DSP proposed for the Amiga , she
|> reckoned the 56001 was a vastly superior device , and I expect straight answers
|> from my family members , so maybe Commodore could be barking up the wrong tree ??
|>
|> --

Marco write :

One of the books in our library here at Oce Graphics is the DSP56001
user's manual. I could look up some specs if you want. If someone has a list of
specs for the AT&T DSP we could compare and try and figure out why CBM picked
the AT&T model.
Marco.
--

DON'T reply to squigg@gssec.bt.co.uk please :-)

4503. Re: False advertisements (was Re: Atari stoops to advertising)

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 14:58:12 UTC
From: g93h7334@giraffe.ru.ac.za
Message-ID: <g93h7334.23.732812292@giraffe.ru.ac.za>
Source record: 208318
Cross-posted to: aus.computers.amiga,comp.sys.amiga.advocacy,comp.sys.atari.st,comp.sys.amiga.misc,bit.listserv.i-amiga

```
In article <1993Mar21.190724.933@actrix.gen.nz> Robert.Mead@bbs.actrix.gen.
nz writes:>From: Robert.Mead@bbs.actrix.gen.nz
>Subject: False advertisements (was Re: Atari stoops to advertising)
>Date: 21 Mar 93 19:07:24 GMT
>In article <jmccoull.732698075@bruny> jmccoull@bruny.cc.utas.edu.au (James McCoull)
writes:
>>
>> Now here is a bit of blatant false advertising I found in my local paper
>> this morning. It certainly gave my face a smile.
>>
>> [I'm not sure if this advert was an Australia wide campaign or just an advert
>> local to Tasmania... but I'm sure Commodore-Australia might like to give
>> Tandy a tinkle...]
>
>You can bet a lot of ad copy was left on the cutting room floor!
>What they 'forgot' to mention about the A1200 was this:--
>
>Twitchy and skewed video displays with disappearing sprites,
>dodgy floppy drives, crappy modulators, spastic A600 power
>supplies instead of a proper A1200 model, squeaking mice
>and a dyslexic keyboard that can't get it straight from
>your fingers. And a HAM8 256,000 colours feature that
>turns out to be a bunch of bollocks. It is more like
>25,000 colours, if you're lucky with the picture. My
>friends with PCs even pointed out that any standard VGA
>card can be fitted with a cheap Edsun Labs CEG video DAC
>to accomplish the same thing (3:1 picture compression with
>'256,000' colours). Innovative HAM8 indeed!
>
>Anyway after returning the third replacement, I got smart
>and dumped the A1200 for good to save up for a better Acorn.
>No wonder developers are leaving in droves and predicting
>Amiga's demise in six months. You =cannot= fool the people
>forever, Commodore.
>
>
>
> RMead
>
>
>
I think it is you who has been fooled.
```

I have not yet seen a 1200 with any of the symptoms you describe.

The powersupply doesnt matter, as the overall consumption of the the computer is a lot lower than the 500 series, as are 2.5 inch drives.

I am very impressed with the drive on my 1200 (quiet..fast..etc)

As for a bunch of bollocks, you are obviously colour blind. The HAM8 mode does give you 256000 colours easily. (You didnt look at any ham6 pics by mistake did you?). The edsun chip merely uses a technique similar to the copper palette switching that has been available in all amigas since 1985. Maybe you were using low-quality software with bad HAM conversion?

You have obviously been the dumping-ground for a bad batch of 1200s...

Also, dont fool yourself about the Acorn. It may have 256 colour screens, but using only 16 colour registers. The ARM chip may be RISC, but the Acorn is still slower than an a1200 with fast ram (It has some wierd OS limitations). Dont flame me about the Acorn, but I read a document not 2 weeks ago comparing it to a 1200. It lost. I am not a fool, and the reasons given were reasonable.

Cheers.

Ray

g93h7334@giraffe.ac.za
My opinions etc.

4504. Re: Atari now stoops to False Advertising (and more lies!)

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 15:18:49 UTC
From: dgs6@pandora.mit.csu.edu.au
Message-ID: <1993Mar22.151849.5561@csu.edu.au>
Source record: 208391
Cross-posted to: aus.computers.amiga,comp.sys.amiga.advocacy,comp.sys.atari.st

Are you kidding??? There **ARE** no adverts for Amigas :)...

well, not strictly true, but not many that I've seen!.

4505. Re: Stacker for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 15:59:18 UTC
From: Marco_Verhoeven@p11.f607.n285.z2.fidonet
Message-ID: <2bade3ed@p11.f607.n285.z2.fidonet>
Source record: 208375

In a message of <Fri 19 Mar 93 15:48>, G.R.Wagner (2:281/202.0) writes:

G> Does it use the exact same method as Stacker, as in use a normal
G> partition which
G> has all the necessary boot up stuff, including the Data Diet
G> driver. And each
G> subsequent partition that you want compressed has one BIG file one
G> it that is
G> a compressed version of what the user thinks is on the drive. I
G> assume that the Stacker driver then intercepts any READ or WRITE
G> requests and uncompresses
G> the necessary parts from the large compressed file.

No, Datadiet doesn't prepare a partition. It just packs the files you're working with or that you want to be packed. If you create a txt file in Wordplus it will be packed upon exiting Wordplus.

All files are packed that are not PRG, TTP or TOS files and files specified in a Datadiet.inf file will not be packed (large GIF or JPG files for example).

It's all very configurable what you want packed and what not. Whole partitions, subdirs etc.

I've been using Datadiet for 1 year now and I'm very satisfied with it, never had any problems like crashes.

G> Also, is Data Diet available in England, from an English supplier
G> preferably.

It should be, has been reviewed in a few english mags.

.\\arco

Marco_Verhoeven@nextjk.wlink.nl

--- MARSmail v1.21
* Origin: I couldn't possibly fail to disagree with you less. (2:285/607.11)

4506. Re: ZX Spectrum emulator for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 16:19:35 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <16B99F3B0.BWWL@ibm.rz.tu-clausthal.de>
Source record: 208400

In article <1oa0g7$iju@news.uni-stuttgart.de>
jens@kssun3.rus.uni-stuttgart.de (Jens Schweikhardt 07151690270) writes:

>Since I can copy ZX Spectrum programs from cassette tape
>to Atari/MSDOS diskettes I am wondering wheter there's
>an emulator for Spectrum programs for the ST or PC,
>either handmade or commercial. (So I wouldn't have to
>program one myself =;>)
>
>Any information on where, what, how much, ...
>is greatly appreciated. Good old Sinclair times are gone, (sob!).
>Bye, Jens

Hello!

Get thfile /pub/atari/emulators/Index via FTP from ftp.tu-clausthal.de
(139.174.2.10) or via E-Mail from "mail-server@ftp.tu-clausthal.de"

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

4507. Re: Video Shifters

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 16:25:21 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.732817521@rw8.urc.tue.nl>
Source record: 208393

stuart@csc.liv.ac.uk (Stuart Mac Glashan) writes:

> So my suspision is that it's something specific like the video shifter,
> how much is one, even roughly 50 pounds, 100 ? and even better where in the
I read something about a JRI shifter that provides 4096 colors to a
non STE atari. If such a thing really exists maybe that would be an
even nicer thing to replace you possibly faulty one with.

Erlend.

4508. Re: ZX Spectrum emulator for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 16:34:38 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.732818078@rw8.urc.tue.nl>
Source record: 208394

rb10006@cl.cam.ac.uk (R. Brown) writes:

>|> I'm pretty sure there's a PD spectrum emulator around for the Atari -
>|> try atari.archive. If you can transfer these programs there may be
>|> some interest from others who can't! - I remember the days of Manic
>|> Miner and Atic Atac.....
I am interested too, but what about the copyright on these games? By
the way the program is never archived as zx81.lzh that is the zx81
emulator. No the spectrum emulator is called spectrum.lzh or something.
I know for sure it is on ftp.tu-clausthal.de. The speed is quite good,
but since I have no use for a spectrum emulator I do not use it
anymore. Schol daze would be fun. Was there ever an ST conversion of
School Daze? Perhaps of Back to school?

Erlend.

4509. The Straight Poop on the Amiga and Falcon DSPs

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 16:41:46 UTC
From: SML108@psuvm.psu.edu
Message-ID: <93081.114146SML108@psuvm.psu.edu>
Source record: 208397
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

Grabbed directly from comp.dsp, the list of capabilities of the Motorola 560001 andf the AT&T DSP3210...

Motorola:
DSP56001: 20.5, 27, or 33 MHz 24-bit fixed point DSP. 24 bit data bus, 16 bit address bus, 56 bit accumulators (2), host interface port, serial ports (2), general purpose I/O pins, timer. Harvard architecture. 512 words program RAM, 32 words bootstrap ROM, 512 words data RAM, 512 words data ROM on chip. Available in PGA, CQFP or PQFP packaging.

AT&T:
DSP 32C/3210: DSP32C, $70(1000); DSP3210, $50(100k)
32-bit floating point with 40-bits accumulator and 16/24-bit fixed point. These DSP's uses a single 4M-word (3210: 4G-word) linear memory space instead of the separate program and data memory found on most DSP:s. The bus can be accessed four times and each internal memory two times per cycle. The 3210, along with the VCOS operating system is intended for use on the mother board of personal computers and workstations where it shares memory with the host. The 32C has three 512 x 32-bit RAM:s while the 3210 has two 1k x 32-bit RAMs and a 256 x 32-bit boot ROM. 32C: Serial and parallell I/O, 3210: Serial I/O, timer, DMA-controller. 3210 available at 50 and 66MHz.

The NeXT and the Falcon use the 56001, while the Amiga and the new line of macintoshes will use the DSP3210...

Commence La Guerre de la DSP...

4510. Re: The _best_ HD cache?

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 16:50:26 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1993Mar22.165026.17408@unix.brighton.ac.uk>
Source record: 208399

I use the Cold Cache 3.5 (PD) it's also give stats on cache hits and is only a read-cache.
I believe 'dcache' can cache writes too, but It only writes then when you tell it too (danger!!!).

Really I'd _love_ a read&write cache that simply makes sure that it writes out the write cache (in blocks if possible) when data in it is older than a second. If it put the floppy access light on too then I'd know when data was at risk......

It really irritates me when I see 'delete' takeing ages rewriting the same sectors over and over and over for each file.....

Dom De Vitto

4511. FOR SALE : ST STUFF

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 16:58:35 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <1993Mar22.165835.1455@lut.ac.uk>
Source record: 208304

I have the following ST peripherals and software for sale. Please
contact me via e-mail or phone (0532) 783346, evenings only.

1. AT-Speed : PC AT emulator for the ST UKP 70.00 ono

2. Power Computing 720KB external disk drive, UKP 35.00 ono
slimline, draws power through the joystick
port. Very quiet.

3. Prospero Pascal compiler. Very solid ISO UKP 35.00 ono
standard. Comes with full set of manuals
- more than 700 pages. Very good documentaion
on GEM AES & VDI. Version 2.xx.

4. HyperDraw drawing package, producing GEM UKP 10.00 ono.
metafiles.

P.S. Buyer pays the shipping.
Advanced apology if this sale notice propagates beyond UK.

- Rahin (rahin@scs.leeds.ac.uk)
(0532) 783346 (evenings only).

4512. Mega STE Problems Revisited

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 17:42:27 UTC
From: psurge@cs.utexas.edu
Message-ID: <lqruk3INN60u@latexo.cs.utexas.edu>
Source record: 208398

For those who are podering my Mega STE problems with the red pixels on the screen and sparse startup, here are some new considerations:

Dispite what some have said about the memory (1x9 instead of 1x8), I do not believe that is the problem. When the original Memory was put back in, the problem persisted. I do not count the memory to be the source of the problem

JUMPERS:
When I pop open the front part of the case, there are sets of jumpers, could someone please tell me what they do:

A set of three next to the OS chips. The 2nd and 3rd are jumpered, the first is left bare.

A set of 5 next to the Memory chips. The first & 2nd and the 4th and 5th are each jumpered together, the middle (3rd) left alone.

I also remember one set near the back on the left side, two pins jumpered together.

Ok, when I changed the jumper next to the OS, Nothing happened when I turned the machine back on. When turned on with the jumper removed, bombs on the screen.

OS: Tos 2.05

When I switched the socketing of the OS chips, the same red dots appeared and nothing happened (as usual). This was also the case when I REMOVED both OS chips and switched the machine on WITHOUT the OS installed.

This means one of two things, either the OS is bad, or something is crashing before the OS even initializes. Like I said, the machine bombs whenever I can get the OS to boot (eventually bombs, that is). I know TOS 2.05 will not run some of the older programs, but I never heard of an OS that cannot execute itself.

SO, in summary, Should I get a new OS, or is there something else that causes this kind of problem.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

4513. atari 1040 st forsale

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 17:51:53 UTC
From: bautista@rtsg.mot.com
Message-ID: <bautista.732822713@pearl7>
Source record: 208312

[No readable article body recovered]

4514. Re: Atari now stoops to False Advertising (and more lies!)

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 18:05:15 UTC
From: bevis@en.ecn.purdue.edu
Message-ID: <1993Mar22.180515.16695@en.ecn.purdue.edu>
Source record: 208303
Cross-posted to: aus.computers.amiga,comp.sys.amiga.advocacy,comp.sys.atari.st

>> WHY A $399 ATARI[r] PC FROM TANDY IS BETTER THAN A $1199 COMMODORE[r] PC.

Sounds like the title of a lecture to be given by the antichrist.

--

"My God man... We've become a tourist attraction!" - Babylon 5

Jeff Bevis bevis@ecn.purdue.edu

4515. Re: False advertisements (was Re: Atari stoops to advertising)

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 18:08:42 UTC
From: sutela@polaris.utu.fi
Message-ID: <C4AyEJ.Jwx@polaris.utu.fi>
Source record: 208301
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,comp.sys.amiga.misc,bit.listserv.i-amiga

```
Please, discussions like this is the reason why the newsgroup
comp.sys.amiga.advocacy was created. Please, please, please, restrict
your discussion to that group. Note the followp-to line.

--
Kari Sutela sutela@utu.fi
```

4516. Re: Hard Drive for Clone and Atari

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 18:44:31 UTC
From: wbdst+@pitt.edu
Message-ID: <6497@blue.cis.pitt.edu>
Source record: 208302

I have a SyQuest 88 with a CPU switch, hooked up to both an Atari STe, and an IBM clone (this requires a SCSI adapter on the IBM side, as well as a host adapter on the Atari side). I got it with the CPU switch installed, frmo from Carter Graphics, in Utah, but I wouldn't recommend tham them. Their service is poor, and the order-to-delivery lag can take months.

4517. Re: Gemulator, does it still exist?

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 19:22:22 UTC
From: ALSHEN@PHYSICS.watstar.uwaterloo.ca
Message-ID: <ALSHEN.1.732828142@PHYSICS.watstar.uwaterloo.ca>
Source record: 208305

In article <1993Mar15.144034.5194@ctp.com> rscha@ctp.com (Richard Schaaf) writes:
>Newsgroups: comp.sys.atari.st
>Path: watserv2.uwaterloo.ca!torn!spool.mu.edu!uunet!psinntp!ctp!rscha
>From: rscha@ctp.com (Richard Schaaf)
>Subject: Gemulator, does it still exist?
>Message-ID: <1993Mar15.144034.5194@ctp.com>
>Organization: CTP Inc.
>X-Newsreader: TIN [version 1.1 PL6]
>Date: Mon, 15 Mar 1993 14:40:34 GMT
>Lines: 19
>Hi,
>
>some time ago there was some talk about a program called GEMulator.
>It was a program that emulated a ST on a PC-compatible (Yes, I will
>wash my mouth later :)). I think it was written by the same person
>that wrote Quick-ST (or some program like that).
>
>Has anyone heard of this program? Is it software only or a combination
>of software and hardware. Also, how can I get it?

Yes, this still exists...and it is still being updated. The program is
written by Darek Mihocka - the guy who wrote Quick ST. Gemulator is a
combination hardware/software emulator that runs ST stuff full speed on
about a 486-25. You can do all sorts of neat things like install different
versions of TOS, run TT modes, etc. I believe it runs in MS Windows...

Regards,
Alan
U.Waterloo

4518. SLM Laser to PostScript(R)?

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 19:27:25 UTC
From: wayne@bragg.bio.purdue.edu
Message-ID: <C4B21s.83I@mentor.cc.purdue.edu>
Source record: 208306

> Hi all,
> Our group has two atari laser printers (slm605). We are switching over to
> MACs and PC clones and I want to know if there is ANY practical way of
> making these printers IBM or MAC compatable and where to find the materials
> (software & hardware) to perform this little miricle. Additionally, is there
> any PRACTICAL way to put an ST(tm) onto an apple talk network or even ethernet
?
> Mail me if you can since I'm not a regular on this group.
> Thanks a Meg (in advance)
> Wayne
> Wayne Twitchell
>
> wayne@bilbo.bio.purdue.edu | 22% and dont stop!
> Purdue Univeristy | -Qwark
> Department of |
> Biological Sciences |
>
> "Superman never made any money, saving the world from Solomn Grundy
> And sometimes I dispare the world will never see another man like him."
>
> Superman's Song
> Crash Test Dummies
> The Ghosts the Haunt Me
> Arista Records

4519. Re: Pricing of mac's in Canada?

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 19:47:56 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ol55cINNhr4@golem.wcc.govt.nz>
Source record: 208307

Right, over here the MAC-LCIII (Student Rates), is approx' US$1700.

This is with a monitor, Hard-Drive etc. 32-bit BUS. And all the usual
mac' stuff.

4520. + How to upgrade 520STFM (UK) - Should I ? +

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 20:03:10 UTC
From: gordonc@epcc.ed.ac.uk
Message-ID: <C4B3pA.67M@dcs.ed.ac.uk>
Source record: 208309

Hi,

I know this is ab it vague and wishy-washy, but :

I have an old 520STFM, still with only the standard 1/2 meg, and what's worse a single sided internal drive.

My question is, is it worthwhile me upgrading this to have some more memory (say, 2 or 4 megs) and a double sided drive, plus maybe a hard drive, or should I really just start from scratch again. I have a mono monitor also, which I'm quite happy with.....

As a bit of background, I'd like to use any machine I have basically for doing documents and prototyping C stuff, plus I'd like it to be nippy - also, I'd like the minimum of hassle (I use SGI and SUN w/stations at work), so maybe being able to get a UNIX clone would be good.

Anyway, I'm not sure whether I can upgrade my ST at reasonable cost to something a bit better, or whether just to get a 3 or 486 laptop, or maybe even a PoewerBook ? Any thoughts - I'm really just looking for any comments or feedback from people who have maybe found themself in the same situation...

If upgrading can be done cheaply, any ideas where to try - I know that getting parts for the STFM is a bit tougher/more expensive than for the STE....

Many thanks,
-G.

--
e|p Gordon Cameron | Phone:+44 31 650 5024(Rm. 2259)
c|c Edinburgh Parallel Computing Centre | Email: gordonc@epcc.ed.ac.uk
oOo The University of Edinburgh oOo | 'So far so good, so now so what'

4521. Re: Pricing of mac's in Canada?

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 20:20:52 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1ol734INN22c@tortoise.cis.ohio-state.edu>
Source record: 208308

In article <1ol55cINNhr4@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>Right, over here the MAC-LCIII (Student Rates), is approx' US$1700.
>
>This is with a monitor, Hard-Drive etc. 32-bit BUS. And all the usual
>mac' stuff.
>

Over here (Columbus, OH, USA) it's about the same price (edu). The prices at the local Computer store (commerical) aren't really all that much higher, I think the whole kit-n-kaboodle is still under $2000 (although I'm not really sure how much a Mac 14" monitor goes for commerically). I know that the CPU can be had for <$1300. (Also note, you don't have to buy a *Apple* monitor...and that can save some $$$ right there...)

Of course, part of the initial savings for a Falcon is that you don't *have* to buy a monitor, you could use the TV.

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

4522. Re: Falcon030 -vs- 1200 -vs- Performa 400 (Not a flame, Please don't flame)

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 20:48:42 UTC
From: eas3714@ultb.isc.rit.edu
Message-ID: <1993Mar22.204842.5668@ultb.isc.rit.edu>
Source record: 208315

In article <1ojlddINNfao@darkstar.UCSC.EDU> atario@cats.ucsc.edu (Stephen Wayne Miller) writes:
>
>In <1993Mar19.202816.28709@ultb.isc.rit.edu> eas3714@ultb.isc.rit.edu (E.A. Story) writes:
>
>Completely analogous to the old ANTIC chip in the Atari 8-bit series.

Yup!.. expecially since both the ANTIC and the COPPER where designed by
the same person.

--
"THAT is a DRY turtle. That turtle is NOT moist!"
Ezra Story, a student at RIT, and
eas3714@ultb.isc.rit.edu, his trusty(?) mailing address.

4523. TT's VGA monitor

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 21:20:00 UTC
From: sillas@isvax.lmsc.lockheed.com
Message-ID: <22MAR199314200484@isvax.lmsc.lockheed.com>
Source record: 208313

I noticed on the back of my color monitor for my TT that there is a switch. I believe is says (TT - VGA). I also have a 386SX-33. My question is what kind of board would I need to hook up my TT monitor to the 386? Is it just a plan VGA board? Does anyone make a "Monitor Master" that I could switch back and forth between the 386 & the TT?

Thanks,
Dave

4524. Re: False advertisements (or morals of advertising)!

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 21:54:38 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.sjUOImCPxaU@fredrik.atari.no>
Source record: 208310

OK, so someone wrote an advert without checking thoroghly the facts,
naughty boy (or girl)!

But then what about the advertising morals of CBM who have copied postings
from this very newsgroup (the discussion on F030 and 16 vs 32 bit) and used
it without any permission of the source, to promote the A1200. As far as I
can understand, this is not good moral, and shows they'r realy desperat for
arguments to use in their advertising!!

I'm no lawyer, nor have I thorougly read the 'copyright' restrictions of the
net, but is it REALY alowed to take ANY text from a newsgroup and duplicate it
outside of the net, without some agreement with the source or net-
adminstration, like CBM did???

(Just curious)

--
JFM (jornmoe@atari.no)
--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-----------------------------------------------------------
```

4525. Re: Ok so this is the final question... honest

Newsgroup: comp.sys.atari.st
Date: 1993-03-22 22:34:08 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12525@uqcspe.cs.uq.oz.au>
Source record: 208314
Cross-posted to: comp.human-factors,comp.windows.x,comp.windows.ms,comp.windows.x.motif,comp.windows.open-look,comp.sys.acorn,comp.sys.atari.st

grossjoh@schroeder.ls6.informatik.uni-dortmund.de (Kai Grossjohann) writes:
>>>>>> jeffreyw@csqx.cs.rhbnc.ac.uk (Jeffrey Wood) said:

> Jeffrey> I would generally choose to use a pull-down menu, for the
> Jeffrey> simple reason that it's existence is plain to the user.

>You're right! However: pop-up menus are faster to get at.

Pop-up menus are actually slower in many cases because a pop-up menu can only
hold the contents of ONE pulldown menu, unless you have pull-right submenus
in that menu, which makes it slower than a pulldown.

BTW, I find pop-down menus (Ataristyle) faster than pull-down menus (Macstyle),
but slightly less easy for newbies to use.

--
Warwick
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

4526. Re: False advertisements (was Re: Atari stoops to advertising)

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 01:23:12 UTC
From: dgs6@pandora.mit.csu.edu.au
Message-ID: <1993Mar23.012312.11122@csu.edu.au>
Source record: 208316
Cross-posted to: aus.computers.amiga,comp.sys.amiga.advocacy,comp.sys.atari.st,comp.sys.amiga.misc,bit.listserv.i-amiga

In article <1ok1bcE2i3@uni-erlangen.de> mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>pasquali@aix00.csd.unsw.OZ.AU (Anthony Savva) writes:
>
>I really didn't want to get into this ATARI/Commodore war, but as these
>Amiga gys keep posting to the ATARI group all the time, I would like to
>at some points:
>
>How about the A1000? The best machine of all Amigas was dropped a
>short time after invention. Any support today? No. A friend of mine
>had a lot of trouble in getting anything for that thing. Why? For example
>Commodore mirrored one of the connetors...Typical.
>

OK, it's understandable that an 8 year old machine doesn't have much
support now, although I suppose a while back it should have had more than
it did, but could you please explain one thing.... Why the

>How about the A1000? The best machine of all Amigas

I've had Amigas for over 6 years, and I can't believe ho many people have
said something similar, that the A1000 was the best Amiga, that any other
Amigas are mere "Amiga compatibles" that didn't work as well. I never
owned a 1000, I've had 2 500's, a 2000 and now the 1200... Anyone else kno
why the A1000 is regarded as the best of 'em all?? No sarcasm here,
seriously, I'm very curious...

> (mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

Dennis Sibera
dgs6@pandora.mit.csu.edu.au

4527. Re: Atari now stoops to False Advertising (and more lies!)

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 02:48:37 UTC
From: aduncan@rhea.trl.OZ.AU
Message-ID: <1993Mar23.024837.22176@trl.oz.au>
Source record: 208317
Cross-posted to: aus.computers.amiga,comp.sys.amiga.advocacy,comp.sys.atari.st

In article <jmccoull.732698075@bruny>, jmccoull@bruny.cc.utas.edu.au (James McCoull) writes:

> WHY A $399 ATARI[r] PC FROM TANDY IS BETTER THAN A $1199 COMMODORE[r] PC.
>
> ATARI 1040 STE VS COMMODORE AMIGA 1200
> $399 $1199 (after trade)
[...]
> $399 (normally $899) $1199
^^^^^^^^^^^^^^^^^

I haven't noticed this point being made during the discussion. It is a _big_ reduction - a throw-out price, in fact.

Allan Duncan ACSnet a.duncan@trl.oz
(+613) 253 6708 Internet a.duncan@trl.oz.au
Fax 253 6664 UUCP {uunet,hplabs,ukc}!munnari!trl.oz.au!a.duncan
Telecom Research Labs, PO Box 249, Clayton, Victoria, 3168, Australia.

4528. Re: The _best_ HD cache?

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 04:14:36 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC4BqGC.Hw3@netcom.com>
Source record: 208319

In article <C49ILA.EHx@ccu.umanitoba.ca> umcordes@ccu.umanitoba.ca (Trevor Eaton Cordes) writes:
>In <ekrimenC47KpI.Ayp@netcom.com> ekrimen@netcom.com (Ed Krimen) writes:
>
>>With ICD's new SCSI Pro utilities, you don't need an ICD host adapter in your
>>system.
>
>Is the software PD or is it being sold commercially? I have 2 hard drives
>on my TT (both SCSI, with no ICD host adaptor or link), and I would rather
>switch to ICD (AHDI sucks!). Do you know the price and/or where I could
>order it from?

It's commercial and sells for $50; Cleanup ships with it.

You can get from your friendly neighborhood atari dealer or ICD.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

4529. Re: False advertisements (was Re: Atari stoops to advertising)

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 04:33:11 UTC
From: chan@pyramid.unr.edu
Message-ID: <1993Mar23.043311.29248@physics.unr.edu>
Source record: 208320
Cross-posted to: aus.computers.amiga,comp.sys.amiga.advocacy,comp.sys.atari.st,comp.sys.amiga.misc,bit.listserv.i-amiga

In article <1993Mar21.190724.933@actrix.gen.nz> Robert.Mead@bbs.actrix.gen.nz writes:
>In article <jmccoull.732698075@bruny> jmccoull@bruny.cc.utas.edu.au (James McCoull)
writes:
>>
>> Now here is a bit of blatant false advertising I found in my local paper
>> this morning. It certainly gave my face a smile.
>>
>> [I'm not sure if this advert was an Australia wide campaign or just an advert
>> local to Tasmania... but I'm sure Commodore-Australia might like to give
>> Tandy a tinkle...]
>
>You can bet a lot of ad copy was left on the cutting room floor!
>What they 'forgot' to mention about the A1200 was this:--
>
>Twitchy and skewed video displays with disappearing sprites,
>dodgy floppy drives, crappy modulators, spastic A600 power
>supplies instead of a proper A1200 model, squeaking mice
>and a dyslexic keyboard that can't get it straight from
>your fingers. And a HAM8 256,000 colours feature that
>turns out to be a bunch of bollocks. It is more like
>25,000 colours, if you're lucky with the picture. My
>friends with PCs even pointed out that any standard VGA
>card can be fitted with a cheap Edsun Labs CEG video DAC
>to accomplish the same thing (3:1 picture compression with
>'256,000' colours). Innovative HAM8 indeed!
>
>Anyway after returning the third replacement, I got smart
>and dumped the A1200 for good to save up for a better Acorn.
>No wonder developers are leaving in droves and predicting
>Amiga's demise in six months. You =cannot= fool the people
>forever, Commodore.
>
>
>
> RMead
>
>
>
UGGGGhhhhh.....

Quit it, now!

Go to your respective corners and have fun with your own
computers!

It seems like we get very immature users onto the Internet!
How did ya get your accounts?

Get a life, Amigoids. Forget them Atarians. You're only
adding flame to the fire.

I THOUGHT THESE NEWSGROUPS ARE FOR EXCHANGING OF INFORMATON
BETWEEN like COMPUTERS...

CREATE A NEWSGROUP CALLED:

comp.sys.atari.vs.amiga.advocacy

AND/OR (for the benefit of amigoids):

comp.sys.amiga.vs.atari.advocacy

Good night.

Your anger should be directed towards your respective companies
(ATARI/commodore).... tell them to make better machines...
have better support... better advertisement....

Why waste your time with other peons?

Sure, they can affect some to buy... but the bottom line goes
to the responsiilities of companies....

With all of this bickering, maybe we should let Microsoft gobble
the rest of the market...

_____ _____
/ _____() Kaho Chan(man) / /
/ /_____ University of /* /
/ /_/_____() Nevada, Reno \ /
/_____ Internet: \ /
L_____() chan@cs.unr.edu \/^

4530. Re: False advertisements (was Re: Atari stoops to advertising)

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 06:21:29 UTC
From: mzd@newt.phys.unsw.edu.au
Message-ID: <1993Mar23.062129.12564@usage.csd.unsw.OZ.AU>
Source record: 208321
Cross-posted to: aus.computers.amiga,comp.sys.amiga.advocacy,comp.sys.atari.st,comp.sys.amiga.misc,bit.listserv.i-amiga

In article <1ok1bcE2i3@uni-erlangen.de> mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>
>I really didn't want to get into this ATARI/Commodore war, but as these
>Amiga gys keep posting to the ATARI group all the time, I would like to
>at some points:
>
>How about the A1000? The best machine of all Amigas was dropped a
>short time after invention. Any support today? No. A friend of mine
>had a lot of trouble in getting anything for that thing. Why? For example
>Commodore mirrored one of the connetors...Typical.

How about it, your refering to a 8 year old computer!! What do you expect, every model be supported for ever? C= did leave the A1000 guys out a a limb but at least they didn't drop them flat like Atari as with nearly anything they've ever made.

>How about the different types of A2000? If you are unlucky and got
>one of the old A2000 you can just throw it away because nothing is the
>same as with the second version... I know people with that problem.

Come on, the model of the A2000 that was substantially different to today's, (or should i say yesterday's), model exists in such small numbers that no one worries about it. It strange that all your friends own these rare machines.

++
+ Matt DeMaere mzd@newt.phys.edu.au +
++

4531. questions

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 06:59:22 UTC
From: kfason@lamar.ColoState.EDU
Message-ID: <Mar23.065922.10998@yuma.ACNS.ColoState.EDU>
Source record: 208322

Anyone know if there is an overscan that works on a Mega/STE w/ 2.06 TOS?

And is there a program that will convert IFF's to say GIF? I have some 640x400 IFFs I wanna convert to something so I can scale them to 320x200 PC1 for bootup... I tried Genshow, but it goes in the current resolution, so if in medium, it does 4, and if in low it does 16... Also want something to convert a .TIFF to something like GIF, I have a .TIFF of the falcon (looks good on a PC down the hall, but I wanna see it on MY machine...).

4532. Re: CeBIT - Ok, who's coming then?

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 07:17:29 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.173.732871049@dhhalden.no>
Source record: 208323

In article <1ofmi7Ef2t@uni-erlangen.de> mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>
>>Could we decide upon a time and date for meeting? The Norwegian "delegation"
>>is coming down on Thursday 25th, somewhere around 1pm I guess. Any
>>suggestions?
>
>If I'm coming on Thursday (could be Wednesday, too) I'll be there at this
>time. How do we recognize each other? It's quite crowded!

What about a "Just another c.s.a.s guy" button...?

> Harald Schoenfeld | I'm sorry

Jon

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

4533. Re: Manual Mark Bad - Possible?

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 08:13:35 UTC
From: stigj@dhhalden.no
Message-ID: <stigj.38.732874415@dhhalden.no>
Source record: 208324

In article <H.eg.5SNEyMqKfx_@elfhaven.ersys.edmonton.ab.ca>
mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:
>From: mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget)
>Subject: Manual Mark Bad - Possible?
>Keywords: ahdi,megafile-30,markbad
>Date: 20 Mar 93 07:05:50 GMT
>Hi!
>
>I have a question about marking bad sectors on my hard drive. There is a
>sector on the drive that is bad. This is, beyond a shadow of a doubt, a
>fact. Anything that happens to get written to that sector never gets
>read back again. It's like a black hole! Now, Markbad (in the Atari
>Hard Drive Utilities package) refuses to acknowledge that there is a
>problem. It says everything is fine.
>
>So, is there any way I can manually mark the sector as bad? (Perhaps
>using a sector editor?)

Yes, there is. You could use a sector editor to change the FAT entry for
this sector (that is, the cluster this sector belongs to). I don't remember
exactly what value you had to write, though...

>This is not an URGENT problem, but since the sector is on my UUCP
>partition, it worries me. If something important gets muddled because
>of this problem, I would be less than pleased with my hard drive...:)
>
>--
>Regards,
>
><< +-+ >>
><< Michel Forget >>
><< ~~~~~~ >>
><< mforget@elfhaven.ersys.edmonton.ab.ca >>
><< ~~~~~~ >>
><< My cat worships the Sacred Halogen Torchiere! >>
><< --- >>

Stig

_/_/ _/_/ A _/_/ _/_/ | E-mail: stigj@dhhalden.no
_/ _/ _/ _/ S _/ _/ _/ _/ | Snail-mail: Stig J&#65533;rgensen
_/ _/ _/ T _/ _/ _/ I | Hovslagerveien 7C
_/ _/ E _/ _/ N | N-1712 Gr&#65533;lum
_/ _/ R _/ _/ D | Norway

4534. Re: The _best_ HD cache?

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 09:05:16 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C4C3wt.K1y@hpbbrd.bbn.hp.com>
Source record: 208311

Leo Hendry (leo@dcs.warwick.ac.uk) wrote:
> IMHO this is silly. Take two situations where you are writing small blocks
> to your hard disk (eg deleting files, copying from floppy, compiling, in fact
> most of what you do with your hard disk).
> a) Using ICD's disk cache. All the data is written to the cache and
> then 2 seconds later it is written to the disk. The total time taken
> (Processing + writes + 2 seconds to flush) is, say, 30 + 0 + 2. A power
> supply interruption within the first 30 seconds will result in the loss of
> data on the hard disk. An interruption in the last 2 seconds will also lose
> data, but also risks a head crash.
> b) Without a cache. The total time taken (Processing + writes) is
> say, 30 + 15. A power supply interruption within this 45 seconds will result
> in the loss of data and quite possibly a head crash.

There are some things to say about that:

1. Writing small blocks is not the whole story.

2. Without a cache, the sequence of the events when deleting files is:
* process deletion request
- delete one file
* process next request
- delete next file
...
Whenever you come to a * step, FATs, directories and data area
are in a consistent state. That means that while processing you're
always safe. In your example above, this takes 30 seconds from
the total 45 seconds, leaving 15 seconds "unsafe".

With a write cache, you never really know when data will be written,
so you can't say you're in a safe state until 30 + 0 + 2 seconds
are over.

> In addition there is little reason for paranoia about power failures which
> occur on average once every two years and even then 90% of the time during
> high winds, electrical storms, or when the company had already told you it
> was going to be switched off for maintainance work, when you should have the
> common sense not to use the computer.

Power failure is not the only thing that can happen to you: Programs
may crash before the buffers have been flushed; you could forget to
wait the extra 2 seconds before switching off your computer after
a programming session; the monitor or power cable could be
plugged off accidentally, causing a reset or power-down.

There are other problems with write caches: For the caller,
writes to the buffer never fail; errors on the disk can only
be detected when the data is written, and it may be too late
then.

This leads me to the conclusion that without a good file system
check & repair program, I wouldn't want to use a write cache
for all partitions. I might be convinced to use it selectively
for partitions for which I make backup copies frequently.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

4535. Re: False advertisements (was Re: Atari stoops to advertising)

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 09:35:56 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1omllsE4v7@uni-erlangen.de>
Source record: 208325
Cross-posted to: aus.computers.amiga,comp.sys.amiga.advocacy,comp.sys.atari.st,comp.sys.amiga.misc,bit.listserv.i-amiga

dgs6@pandora.mit.csu.edu.au (dennis sibera) writes:

>>How about the A1000? The best machine of all Amigas

>I've had Amigas for over 6 years, and I can't believe ho many people have
>said something similar, that the A1000 was the best Amiga, that any other
>Amigas are mere "Amiga compatibles" that didn't work as well. I never
>owned a 1000, I've had 2 500's, a 2000 and now the 1200... Anyone else kno
>why the A1000 is regarded as the best of 'em all?? No sarcasm here,
>seriously, I'm very curious...

Well, the A1000 was followed by the A500. Would you say the A500 is better
than the A1000? Surely not.

A short while later the A1000 was cancelled and replaced by the A2000, with
it's huge, terrible case. An upgrade of the A1000 board would have been
enough, but the way Com. did it, the A1000 was given up completely (I'm
bot speaking of now, but some 3 or 4 years ago).

Certainly the A3000 is nicer than A1000 meanwhile - but that's a whole
class bigger and 2 generations later.

--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

4536. Re: Where Not To Use (UK)

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 11:24:47 UTC
From: kevinb@syma.sussex.ac.uk
Message-ID: <1993Mar23.112447.17542@syma.sussex.ac.uk>
Source record: 208331

Pete Jinks (pjj@cs.man.ac.uk) wrote:
> I don't work for Ladbroke, or have any other connection with them, except for
> being a VERY satisfied customer.
[...]
> This is not, of course, to say that something didn't go wrong for Kevin &
> Stuart, but just to give another side to the story.

Really it's a case of a number of things having gone wrong rather than Ladbroke being a bad company to deal with. In summary, I sent off my ST for PSU repair plus TOS upgrade on 12/1/93 and didn't get it back in working condition till 25/2/93; that's over six weeks (during which time the work I delegate to my ST piled up! :-( ). Delays included Ladbroke running out of stock of TOS 2.06, the ST being returned once in non-working order (they reckoned it must have been knocked in transit) and couriers not collecting on the arranged day. It seems to take just under a week for Ladbroke to service an ST (on each occasion) and a week to provide the initial quotation, so further delays gave rise to a long wait.

I wouldn't myself say that Ladbroke is a place for everyone "not to use" and I suppose I was basically unlucky; but I found the hassle and delay galling. The problems I experienced were not perhaps their "fault" but as a customer I do regard it as ultimately their responsibility. The Ladbroke staff were fairly sympathetic in their handling of the matter, but my opinion of Ladbroke would be higher had I received a word of apology or a note regretting the delay along with the receipt. Business sense and common courtesy surely dictate that you convince your customers that their custom is valued.

P.S. TOS 2.06 is a very good upgrade (apart from the grating disk drive referred to in other posts!) and I've every reason to believe that Ladbroke did a good job. Unfortunately I had to solder one of the wires to the battery compartment back as it had apparently been broken at some point during the repairs or reassembly (an easy and hard-to-spot accident, I suppose), so the "Warning! Removal of this seal voids all warranty claims" stickers covering the case's screws had to go in the bin... :-/

4537. Re: Atari now stoops to False Advertising (and more lies!)

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 11:27:18 UTC
From: snail@lsl.co.uk
Message-ID: <1993Mar23.112718.3229@lsl.co.uk>
Source record: 208347
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

In article <jmccoull.732698075@bruny>, jmccoull@bruny.cc.utas.edu.au (James McCoull) writes:
>
> Now here is a bit of blatant false advertising I found in my local paper
> this morning. It certainly gave my face a smile.
>
> [I'm not sure if this advert was an Australia wide campaign or just an advert
> local to Tasmania... but I'm sure Commodore-Australia might like to give
> Tandy a tinkle...]
>
> /////// Advert Begins //
>
> --
> WHY A $399 ATARI[r] PC FROM TANDY IS BETTER THAN A $1199 COMMODORE[r] PC.
>
> ATARI 1040 STE VS COMMODORE AMIGA 1200
> $399 $1199 (after trade)
>
> 1. 68000 Series Motorola (32 bit) 68000 Series Motorola (32 bit)
> 2. IBM Compatible Floppy Drive --
> 3. System disks PLUS System disks only
> 132 FREE programs & games
> 4. Musical Instr. Digital Inter. (MIDI) --
> 5. IBM Type Printer Port IBM Type Printer Port
> 6. Multi Resolution Colour Graphics Multi Resolution Colour Graphics
> 7. 5 channel stereo sound --
> 8. 8 bit D/A convertor 8 bit D/A convertor
> 9. Safe internal power supply External power
> 10. Programmable sound generator --
> 11. MS-DOS Format Disk Drive --
>
> Interfaces:
> 12. Parallel Parallel
> 13. Serial (RS232) Serial (RS232)
> 14. External Floppy Port External Floppy Port
> 15. Mouse Port Mouse Port
> 16. Joystick Joystick
> 17. Cartridge Port --
> 18. TV Output TV Output
> 19. Midi Port --
> 20. Stereo Sound Output Stereo Sound Output
>
> $399 (normally $899) $1199

>
> Blantant Errors: [IMHO THESE ARE ILLEGAL...]
> ================
>
> All features in the amiga list marked as '--' are actually provided.
> (Possible exception the MIDI port on the Amiga is called a serial port
> and needs a special convertor cable).

This fact (MIDI) is not true. The Amiga does not come with any MIDI ports.
Period. The Atari comes with two (should be three, but...). At least Atari did
get that bit correct.

The other bits I agree with.

> Blatant Omissions: [NOT ILLEGAL... BUT.....]
> ==================
>
> o The amiga1200 comes with a 40 megabyte HD the atari comes with no HD.
> o The amiga1200 comes with a 32 bit cpu and memory interface (68020)
> compared to the atari's 16 bit cpu and memory interface (68000).

This is wrong. A 68000 is 32 bit processor. It has a 16 bit databus. It is
still a 32 bit chip.

As for this... well it may not be illegal not to mention what's better in the
competition. The Tory party have hoodwinked the public in the UK this way for
years...

> OH WELL BEFORE I SAW THIS ADVERT I WAS GOING TO BUY A FALCON. BUT IF THIS
> IS THE QUALITY OF THE TRUTH FROM ATARI DEALERS/RE-SELLERS, I'M GETTING AN
> A1200 ON MONDAY :-)

If a Falcon is what you would've got, you should still get one. Otherwise
you're just falling for the marketing in the other direction. If you like the
Falcon hardware, buy it.

> [
> IF ANYONE AT ATARI READS THIS -- DON'T EXPECT ME TO DEVELOP ANY SOFTWARE
> FOR THE FALCON NOW. TIME TO BURN THE PROGRAMMERS DOCS I THINK.
>
> IF LIES ARE THE ONLY WAYS OF SELLING YOUR MACHINE... THEN MAYBE YOU OUGHT
> TO GO BACK TO MAKING CALCULATORS. I THINK CONSUMERS DESERVE MORE THAN THIS
> OUTRIGHT BULLSHIT

Hmmm, Commodore were the people who made calculators before getting into
computers, mind you, led by Jack Tramiel.
--
snail@lsl.co.uk

"Washing one's hands of the conflict between the powerful and the powerless
means to side with the powerful, not to be Neutral."
Quote by Freire.
Poster by OXFAM.

4538. Re: Video Shifters

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 12:07:42 UTC
From: sanders@sci.kun.nl
Message-ID: <C4CCCv.5CA@sci.kun.nl>
Source record: 208328

In <wmtwen.732817521@rw8.urc.tue.nl> wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:

>stuart@csc.liv.ac.uk (Stuart Mac Glashan) writes:

>> So my suspision is that it's something specific like the video shifter,
>> how much is one, even roughly 50 pounds, 100 ? and even better where in the

>I read something about a JRI shifter that provides 4096 colors to a
>non STE atari. If such a thing really exists maybe that would be an
>even nicer thing to replace you possibly faulty one with.

I think this is done by simply adding a second shifter to the one
already in your ST. This way even 32768 colors can be made. Check out
the docs at atari.archive; complete circuitry layout can be get from
the author. I have it all at home, just never got to actually making
it. I have two fried STs lying around, of which the shifters should be
OK. Maybe I'll try it once, after I bought my Falcon :-)

>Erlend.

Sander STOks
sanders@sci.kun.nl

4539. MEMORY Expansion for Sale

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 12:12:50 UTC
From: craig@becks.uk.sun.com
Message-ID: <1omus2INNddg@uk-news.uk.sun.com>
Source record: 208326

I have the following items for Sale...

0mb STF Memory expansion board. Just add SIMMS and stir....

20 UK pounds

90Mb disk drive and 1/4 tape drive combined (all Software included to drive this)
Requires and ICD "The Link" to use this.

250 UK pounds

Tel Craig on 061-865-5681

4540. Re: The _best_ HD cache?

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 12:48:08 UTC
From: piet@cs.ruu.nl
Message-ID: <1993Mar23.124808.25208@cs.ruu.nl>
Source record: 208329

>>>>> sanders@sci.kun.nl (Sander Stoks) (SS) writes:

SS> In <1993Mar19.095148@cs.bham.ac.uk> dxo@cs.bham.ac.uk (David Oakley) writes:

SS> I'm using cachennn by Atari themselves; it's not as fancy but it does
SS> the job.

I am also using cachennn but I have occasionally problems with swapping
floppies. I usually work from a CLI (e.g. gulam), and recently I destroyed
a floppy's contents apparently because the cache contained sectors from the
previous floppy and didn't flush the cache when I changed floppies. I think
what happened was that I cd'ed to, a subdirectory and then did a rm * but
apparently the cd had not don its job properly (I checked with pwd that I
was in the directory, but still it deleted the files from the main
directory).

I have also had occasions where a floppy was completely damaged.

Are there any caches that do this properly?
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

4541. Re: ZX Spectrum emulator for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 12:49:22 UTC
From: adp@csug.cs.reading.ac.uk
Message-ID: <C4CEAB.B2v@csug.cs.reading.ac.uk>
Source record: 208327

Ages ago I wrote one for my STfm (tos1.02, I think) and it worked (not perfectly, couldn't get a few things to run). I was going to post it, but when I got my STe, I found that it didn't work (hmmm... must be all the fiddling about with system variables and interrupts and stuff! :-) I haven't had time to sort it out again. I can send people what I did, if they're interested.

The offshoot from this is that at work I wrote a version for the Suns (in C and X-Windows) - this version was much more compatible (I tried to emulate everything in the Z80) - Although still couldn't get everything to run. Anyone interested in a copy?

Andrew.

Andrew Pollard, Dept. of	JANET adp@uk.ac.rdg.cs.csg
Comp. Science, Reading	INTERNET adp%csg.cs.rdg.uk.ac@nsfnet-relay.ac.uk
Univ., Reading, RG6 2AX,	
England. [0734 751822]	"You lie, & yo breath stank!"-Infectious Grooves

4542. Re: The _best_ HD cache?

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 13:11:59 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Mar23.131159.6840@cs.ruu.nl>
Source record: 208330

In <1993Mar21.111719.16884@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:

>In article <1263@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.UUCP () writes:
>>
>> However, I would personally (and I do) avoid WRITE caches - if there
>>is information in the write cache (i.e. a disk modification should
>>take place) and the power goes out, then that modification is lost,
>>and what modifications should have been done to the disk (FAT entry, etc)
>>has not happened...
>
>IMHO this is silly. Take two situations where you are writing small blocks
>to your hard disk (eg deleting files, copying from floppy, compiling, in fact
>most of what you do with your hard disk).

stunning (good) argument about the chance of damage occurring because of power
breakdown being LESS with the ICD driver

There is one thing:-- I had to learn to wait 1 second (I think the delay of
ICD is 1 rather than 2 seconds) before I hit the RESET button when an exception
has happened. I've made the mistake of hitting it too early some 20 times
before I got the hang of it. Twice or three times, I lost parts of files.
--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

4543. ST Xformer docs to hook up 8bit drive to serial port, where?

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 14:23:56 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Mar23.092356.16552@miavx1.acs.muohio.edu>
Source record: 208348

I remember awhile back of a cable you can build for the ST Xformer (the
8bit emulator) so you can hook up 8bit drives. I would like to know if
anyone can point me in the direction to be able to find the docs.

Thanks...

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You like Earth Jazz, she likes Klingon \rlcollins@miavx1.acs.muohio.edu
opera, so you compromise, and listen to \RC1DSANU@miamiu.acs.muohio.edu
Klingon opera." -Odo, Star Trek- Deep Space Nine \rcollins@apsvax.aps.muohio.edu
\ R.COLLINS1 on GEnie
----------=======}}}}}}}}(((((((((((}}}}}}}}=======----- 23-MAR-1993

4544. Re: False advertisements (was Re: Atari stoops to advertising)

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 14:24:14 UTC
From: jsg@ccs.northeastern.edu
Message-ID: <1993Mar23.142414.24481@random.ccs.northeastern.edu>
Source record: 208333
Cross-posted to: aus.computers.amiga,comp.sys.amiga.advocacy,comp.sys.atari.st,comp.sys.amiga.misc,bit.listserv.i-amiga

dgs6@pandora.mit.csu.edu.au (dennis sibera) writes:

>I've had Amigas for over 6 years, and I can't believe ho many people have
>said something similar, that the A1000 was the best Amiga, that any other
>Amigas are mere "Amiga compatibles" that didn't work as well. I never
>owned a 1000, I've had 2 500's, a 2000 and now the 1200... Anyone else kno
>why the A1000 is regarded as the best of 'em all?? No sarcasm here,
>seriously, I'm very curious...

I've owned two Amigas so far. An original A1000 without even the EHB
Denise Chip, and an Amiga 2000HD which I've upgraded considerably.

Back when I owned the A1000, I started with two floppy drives and
a 1080 monitor. It wasn't bad, except for the Hi res flicker. Also
Not so much stuff needed a hard drive in those days. 1.1 - 1.3
worked reasonably well with one floppy disk worth of Workbench.

Physical layout of the A1000: the detachable keyboard and floppy
disk in the front was great.

I upgraded to the A2000HD however, for two reasons the Hard Drive and
the possiblility of a flickerFixer. Since then I've replaced the original
hard drive & added a 2630 card 1 Meg Agnes & 2.0 / 2.1

4545. Re: False advertisements (was Re: Atari stoops to advertising)

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 14:33:23 UTC
From: darrenk@gpu.utcc.utoronto.ca
Message-ID: <C4CJ3o.5qw@gpu.utcc.utoronto.ca>
Source record: 208332
Cross-posted to: aus.computers.amiga,comp.sys.amiga.advocacy,comp.sys.atari.st,comp.sys.amiga.misc,bit.listserv.i-amiga

In article <1993Mar22.142527.12742@gssec.bt.co.uk> squigg@gssec.bt.co.uk (Stephen Quigg) writes:
>I'm Posting this for Marco (sofimne%atlas%cesar@crbca1.SINet.SLB.COM
>
>|> Incidently , my sister manages the DSP team in Motorola Scotland , and when I
>|> asked her about the 56001 compared to the AT&T DSP proposed for the Amiga , she
>|> reckoned the 56001 was a vastly superior device , and I expect straight answers
>|> from my family members , so maybe Commodore could be barking up the wrong tree ??
>|>
>|> --
>
>Marco write :
>
> One of the books in our library here at Oce Graphics is the DSP56001
>user's manual. I could look up some specs if you want. If someone has a list of
>specs for the AT&T DSP we could compare and try and figure out why CBM picked
>the AT&T model.
> Marco.
>--
>
>DON'T reply to squigg@gssec.bt.co.uk please :-)

From what I understand, the AT&T DSP does floating point math where the
Motorola chip only does integer math

Darren.

4546. Re: DidYouKnow...

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 15:32:37 UTC
From: fmlin@netcom.com
Message-ID: <fmlinC4CLuD.KI5@netcom.com>
Source record: 208335
Cross-posted to:
comp.sys.cdc,comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.apple2

>Sounds like you might have a point/case. However, this subject has
>been beaten to death in every corner of this nation sometime or other
>during last couple of decades. Nothing new, no big revelation, no
>need to discuss this in places meant for other types of discussion.

Keep in mind that the gentleman mentioned the latest being v031993, that's only
4 days ago. So you might pick some good information in it.

I've always thought business is business; if you have a buyer and a seller,
why not? Japan can buy anything if someone wants to sell to them. But I'll
be picking up a copy just to see what Japan might be trying to do.

--
frank m. lin
fmlin@netcom.com

4547. Re: Atari now stoops to False Advertising (and more lies!)

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 15:33:15 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Mar23.153315.19532@dcs.warwick.ac.uk>
Source record: 208334
Cross-posted to: aus.computers.amiga,comp.sys.amiga.advocacy,comp.sys.atari.st

In article <jmccoull.732698075@bruny> jmccoull@bruny.cc.utas.edu.au (James McCoull) writes:
>
>Now here is a bit of blatant false advertising I found in my local paper
>this morning. It certainly gave my face a smile.

[etc].

I don't know how things are arranged in Austrialia, but have you contacted the equivalent of the trading standards? I generally support Atari, but every single point made in that advertisement was either wrong or misleading.

Atari deserve to be fined by the authorities and the person responsible sacked.

- Leo

4548. Re: DidYouKnow...

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 16:01:30 UTC
From: irsman@iastate.edu
Message-ID: <C4Cn6K.C86@news.iastate.edu>
Source record: 208340
Cross-posted to:
comp.sys.cdc,comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.apple2

(I've always wanted to do this :)

Get this crap out of comp.sys.apple2 (I assume most of the other groups up
there won't like it either :)

--
Ian Schmidt - Two Meg Software: irsman@{iastate.edu | aol.com}
"I will choose a path that's | Author of AudioZap, MODZap, and more.
clear: I will choose free will" | Co-author of SoundConvert and DeskTracker.
- N. Peart, 1980 | Arranger of Freewill and Unbelievable for SS

4549. Re: Falcon030 -vs- 1200 -vs- Performa 400 (Not a flame, Please don't flame)

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 16:14:49 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1993Mar23.161449.6231@unix.brighton.ac.uk>
Source record: 208336

eas3714@ultb.isc.rit.edu (E.A. Story) writes:
> In article <1ojlddINNfao@darkstar.UCSC.EDU> atario@cats.ucsc.edu (Stephen Wayne Miller) writes:
> >
> >In <1993Mar19.202816.28709@ultb.isc.rit.edu> eas3714@ultb.isc.rit.edu (E.A. Story) writes:
> >
> >Completely analogous to the old ANTIC chip in the Atari 8-bit series.
>
> Yup!.. expecially since both the ANTIC and the COPPER where designed by
> the same person.

So why don't any other Atari machines (ST, STE, Falcon) have an ANTIC/Copper chip?

---------------------------------Tom.

4550. Re: a.a.u.e numeric address ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 16:15:00 UTC
From: rudi@informatik.uni-rostock.de
Message-ID: <C4Cnt1.MAA@informatik.uni-rostock.de>
Source record: 208339

Domenico De Vitto [Spider] (ddv@unix.brighton.ac.uk) wrote:
: Anyone got a numeric address for the atari.archive.umich.edu ?

The numeric address is: 141.211.164.8

R.I.
rudi@informatik.uni-rostock.de (139.30.5.40)

4551. Hard disk installation.

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 16:17:18 UTC
From: csg019@cch.coventry.ac.uk
Message-ID: <C4Cnx0.v4@cck.coventry.ac.uk>
Source record: 208346

Hi, here at the Uni, i've been doing my final year project on the 1040ST's we have. I've been using Devpac 2 to create linkable files, and linking them with linkST. Up to now this has been done on the floppy disk. Then i found that we have a hard disk (one of the really old ones made by Atari, its about the size of a shoe box). I've connected it up, but, being an amiga man myself, i dont know what else needs to be done in order to use it. Do i need to install a new drive icon? If so what letter does it need to be?

I would appretiate help as soon as possible, as the project deadline draws near!

Thanx in advance,

Steve.

--
**********Steven Haggerty**csg019@uk.ac.cov.cck ok?**********
* AKA Zaphod of INU
* There is the law of GRAVITY, there is the law of CONSERVATION, there is the *
* law of DREDD. You can break the first two, but the last one plays for keeps!*

4552. Re: Protracker

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 16:25:33 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1993Mar23.162533.6676@unix.brighton.ac.uk>
Source record: 208338

wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
> pf21@unix.brighton.ac.uk (Paul) writes:
>
> >Is there a newer version than 1.2 of protracker st available ?
> >I desperatly need the help option enabled.
> Please tell us why. I use Protracker 1.2 and think it is the best
> tracker program ever. Why? It runs on my monochrome PSG chip only
> 1040ST and recognizes when a file is not a protracker file. It is also
> very simple, so I think it is ideal. Do you really need explanation on
> the three buttons [load] [play] and [quit]???
>
> Erlend.

Have you never heard of EDITING or CREATING modules as apposed to just
playing them?

Protracker 1.2 probably is the best tracker program ever, that doesn't
mean it can't be better!

-------------------------------------Tom.

4553. Re: DidYouKnow...

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 16:42:26 UTC
From: jimlynch@netcom.com
Message-ID: <jimlynchC4Cp2q.17p@netcom.com>
Source record: 208337
Cross-posted to:
comp.sys.cdc,comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.apple2

buzy@midway.uchicago.edu has crossposted a message regarding Japanese bus. practices to many (mostly inappropriate) newsgroups. At the moment, he/she cannot recieve mail, but when he can, I provide the following hack to send to buzy@midway.uchicago.edu.

This program automatically counts the number of commas in your newsgroups: line, adds one and uses this number as the number of messages to send to you. Before you huff in anger, consider two things: 1) the number of messages sent to you is roughly* equal to the number of inappropriate crosspostings you have made, and 2) the files sent to you could easily have been several megs apiece. In the future, please determine whether the newsgroup you target is (much more than) remotely connected topic-wise. You might also read the news-group in question in order to rule out sending due to either a) having no connection whatsoever with the topic you want to discuss (I repeat: discuss) or b) having already run the topic into the ground. Note that it may take extensive searching to determine how long ago a topic has been run into the ground, and apparently eons for you to decide if that topic is connected. I strongly suggest you take this time, and more if necessary.

* algorithm for determining whether message has already been sent to you has not yet been implemented. (oops...)

4554. Re: Pricing of mac's in Canada?

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 17:23:28 UTC
From: ken@isgtec.com
Message-ID: <4428@isgtec.isgtec.com>
Source record: 208349

In article <1993Mar21.171748.6274@freenet.carleton.ca> ac382@Freenet.carleton.ca (Jack Kitowicz) writes:
> To be more specific, here in Ottawa I saw a mac LCIII 4/80 going for
> a little below $2200 (Canadian funds). I recently saw a message claiming
> that the LCIII is in the falcon's price range. Well that certainly is not
> true here in Ottawa unless the price of the falcon suddenly sky-rockets to
> $2200. Mac's always have/are/will be WAYYYYY to expensive (for me at least:)

That price includes the superb Apple 14" Trinitron monitor (at least it does in Toronto). The LCIII by itself is CDN$1689 (the 4/80). The Falcon 4/65 was projected to be US$1399 I think, which is around CDN$1750, with no monitor. So the Falcon will cost more than an LCIII, which is very bad. I won't go into the specs of the LCIII since this isn't a Mac group, but it will be a big blow to the Falcon.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

4555. Re: atari.archive.umich

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 17:31:42 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1993Mar23.113142.187@janus.arc.ab.ca>
Source record: 208401

In article <1993Mar14.031647.191569@zeus.calpoly.edu>, smiller@farad.elee.calpoly.edu (Thrashman Steve) writes:
>Hey, does anyone know why I get the message 'access denied' when I try to
>ftp a file for mthe 'New' directory at the atari.archive.umich.edu?
>If you do know, how can I get permission to get the programs?
>
>*steve miller

You cannot access the files in the 'New' directory. These are recent uploads an until the 'librarian' tests them and moves them to 'Newitems' you are out of luck.

Bob

4556. Re: Atari now stoops to False Advertising (and more lies!)

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 18:08:38 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1993Mar23.180838.5439@oz.plymouth.edu>
Source record: 208342
Cross-posted to: aus.computers.amiga,comp.sys.amiga.advocacy,comp.sys.atari.st

In article <1993Mar23.153315.19532@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>In article <jmccoull.732698075@bruny> jmccoull@bruny.cc.utas.edu.au (James McCoull) writes:
>>
>>Now here is a bit of blatant false advertising I found in my local paper
>>this morning. It certainly gave my face a smile.

>Atari deserve to be fined by the authorities and the person
>responsible sacked.

(Not to be an apologist for Atari but....)

That wasn't an Atari ad.... Some outfit called Tandy Computer placed
that advert from the looks of it (Though I didn't know Tandy was
second sourcing STe's... :-)... Don't go flaming Atari Corp. for an ad
placed by some computer dealer....

--
|E-mail --> un*x: oddjob@oz.plymouth.edu |vms: andys@psc.plymouth.edu |
|Disclaimer > Any "end-user" software that provides NO avenue for user |
|of the week> modification or programmability is NOT user friendly. |

4557. Re: Pricing of mac's in Canada?

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 18:29:59 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <1993Mar23.182959.16468@freenet.carleton.ca>
Source record: 208343

In a previous article, tbrown@cis.ohio-state.edu (ted croft brown) says:

>In article <1ol55cINNhr4@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>>Right, over here the MAC-LCIII (Student Rates), is approx' US$1700.
>>
>>This is with a monitor, Hard-Drive etc. 32-bit BUS. And all the usual
>>mac' stuff.
>>
>
>Over here (Columbus, OH, USA) it's about the same price (edu). The prices at the
>local Computer store (commerical) aren't really all that much higher, I think
>the whole kit-n-kaboodle is still under $2000 (although I'm not really
>sure how much a Mac 14" monitor goes for commerically). I know that the
>CPU can be had for <$1300. (Also note, you don't have to buy a *Apple*
>monitor...and that can save some $$$ right there...)
>
>Of course, part of the initial savings for a Falcon is that you don't *have*
>to buy a monitor, you could use the TV.
>
OR you can use the regular ATARI collor monitor !!
--

!! Computer Engineering at The Carleton Country Club!!
----------ac382@freenet.carleton.ca----------

4558. Re: False advertisements (was Re: Atari stoops to advertising)

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 18:33:25 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <1993Mar23.183325.17665@freenet.carleton.ca>
Source record: 208344

In a previous article, dgs6@pandora.mit.csu.edu.au (dennis sibera) says:

>OK, it's understandable that an 8 year old machine doesn't have much
>support now, although I suppose a while back it should have had more than
>it did, but could you please explain one thing.... Why the
>
>>How about the A1000? The best machine of all Amigas
>
>I've had Amigas for over 6 years, and I can't believe ho many people have
>said something similar, that the A1000 was the best Amiga, that any other
>Amigas are mere "Amiga compatibles" that didn't work as well. I never
>owned a 1000, I've had 2 500's, a 2000 and now the 1200... Anyone else kno
>why the A1000 is regarded as the best of 'em all?? No sarcasm here,
>seriously, I'm very curious...
>
>> (mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.
>
>Dennis Sibera
>dgs6@pandora.mit.csu.edu.au
>
>
WHY ARE YOU ASKING THIS QUESTION IN THE ATARI NEWSGROUP???????????

--

!! Computer Engineering at The Carleton Country Club!!
------------------------ac382@freenet.carleton.ca-------------------

4559. Re: ST vs. Mac

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 18:41:54 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <1993Mar23.184154.20433@freenet.carleton.ca>
Source record: 208345

In a previous article, mhembruc@tsegw.tse.com (Mattias Hembruch) says:

>re: Mac LC III
>>Graphics speed must be a forign word for apple. Ok, I tested the machine in
>>640x480 in 256 color. Nothing else on the desktop than the adobe photoshop
>>and a directory window. The refresh rate was about as fast as a GIF viewer
>>on my old ST running at 8 Mhz. Ok the LC III has a lot of real good software
>
>Hmm.. Let's do a little comparison here.. I don't know of any GIF viewers
>that do >512 colours for the ST, so I'll use that as a comparison. Stock
Photochrome does 4096 collors on an ST and 19000+ on an STe

--

!! Computer Engineering at The Carleton Country Club!!
----------ac382@freenet.carleton.ca----------

4560. Re: Atari now stoops to False Advertising (and more lies!)

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 18:45:34 UTC
From: NCAF000 <NCAF@musica.macarthur.uws.EDU.AU>
Message-ID: <23MAR93.14860389.0007@tscc.macarthur.uws.EDU.AU>
Source record: 208341
Cross-posted to: aus.computers.amiga,comp.sys.amiga.advocacy,comp.sys.atari.st

In article <1993Mar23.024837.22176@trl.oz.au> aduncan@rhea.trl.OZ.AU (Allan Duncan) writes:
> In article <jmccoull.732698075@bruny>, jmccoull@bruny.cc.utas.edu.au (James McCoull) writes:
>
>> WHY A $399 ATARI[r] PC FROM TANDY IS BETTER THAN A $1199 COMMODORE[r] PC.
>>
>> ATARI 1040 STE VS COMMODORE AMIGA 1200
>> $399 $1199 (after trade)
>[...]
>> $399 (normally $899) $1199
> ^^^^^^^^^^^^^^^^
>I haven't noticed this point being made during the discussion. It is a
>_big_ reduction - a throw-out price, in fact.
> ^^^^^^^^^
Yeah, well who'd want to keep one, in the face of what's coming
out now? (A1200, even Falcon, or (shock horror) cheap SVGA clone)

>Allan Duncan ACSnet a.duncan@trl.oz
>(+613) 253 6708 Internet a.duncan@trl.oz.au
>Fax 253 6664 UUCP {uunet,hplabs,ukc}!munnari!trl.oz.au!a.duncan
> Telecom Research Labs, PO Box 249, Clayton, Victoria, 3168, Australia.
>.
>.

Cheers from:
```
=====================================================================
| Ben Hardy Final yr Comp Sci | "There are 3 sorts of |
| NCAF@MUSICA.macarthur.uws.edu.au | lies: lies, damned lies, |
|----------------------------------| and statistics..." |
| Disclaimer bizzo: This stuff is all| |
| in my own opinion only, noone elses| Some famous chap... |
=====================================================================
```

4561. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 22:37:21 UTC
From: jorngh@dhhalden.no
Message-ID: <jorngh.1129.732926241@dhhalden.no>
Source record: 208350
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.adovcacy

RUNE 'FALCON' HYLDMO Writes:
>>Are we touchy today ? Remember where you are.
> ^^^^^^^^^^^^^^^^^^^^^^^
>Is this a threat??? Well if it is I am veeeeery scared. I do remember where
>I am. I attend the same school that you do, but I still think you are a
"""""""""""""""""""""""""

Huh?

You're in comp.sys.amiga.advocacy, twit. If you can't take
the heat, just go away. Haven't you noticed that you're
called a bozo after your stupid Falcon campaign earlier this
year ? (the price doesn't exactly live up to your predictions,
does it ?)

>SORRY-ASS when you are hacking on people on every chance you get.

I hack at those who deserve it.

>I know you like flaming, but keep that in alt.flame. Ever thought about
>how much that sounds like alt.LAME

Try posting that line *in* alt.flame and watch people
laugh at you. You could need some lessons from real
flamers.

4562. Re: The _best_ HD cache?

Newsgroup: comp.sys.atari.st
Date: 1993-03-23 23:04:26 UTC
From: umcordes@ccu.umanitoba.ca
Message-ID: <C4D6rF.70H@ccu.umanitoba.ca>
Source record: 208402

In <H.eg.DrWFPYrwqu6@elfhaven.ersys.edmonton.ab.ca> mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:

>TCache is the best, without question.

>I've used a lot of Cache programs, but Tcache is the best one I have ever
>seen. There are some drawbacks, though; it is in German, and some software
>like Gemini does not work with it at all. Be *very* sure that everything is
>running fine (and will stay that way) before you enable the write-through
>cache. If the system bombs while writing, or immediately after writing,
>BAD things can happen. Very bad.

Does it work with partitions larger than 16MB? (ie sector sizes greater
than 512 bytes)

4563. Re: Atari in Canada?

Newsgroup: comp.sys.atari.st
Date: 1993-03-24 00:41:28 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.dI2hwuQuzJk@semprini.tdkcs.waterloo.on.ca>
Source record: 208423

In <9F2H1B2w165w@sys6626.bison.mb.ca>, Count Ringworm writes:
> Hello,
>
> Is there any places in Canada that sell Atari hardware and/or
> software? If you've got an address or phone number, could you send it my
> way please? Also, I'd appreciate some phone numbers of Atari BBS's...
> preferably v.32bis. Thanks!

Well, Atari Canada was "rightsized" out of existance by Sunnyvale; since then, TTs and other Atari hardware has become _scarce_, IF you can get it.

There are about three stores in Toronto, Ont. that have Atari stuff in there; DMC Marketing (formerly ISD; ie, the importers of Calamus to North America).

Oh, rumour also has it that there's a store in London that keeps > 1,000 ST programs in stock...

Essentially, there is nothing within 100km of most people.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

4564. Re: Atari now stoops to False Advertising (and more lies!)

Newsgroup: comp.sys.atari.st
Date: 1993-03-24 00:58:10 UTC
From: cree@elec.canterbury.ac.nz
Message-ID: <C4DC0z.G13@cantua.canterbury.ac.nz>
Source record: 208403
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st

snail@lsl.co.uk wrote:

> This is wrong. A 68000 is 32 bit processor. It has a 16 bit databus. It is
> still a 32 bit chip.

Incorrect. Admittedly from a software perspective the 68000 _appears_ as a
32bit processor due to the 32bit instructions and registers. However if
one considers the internal workings this illusion is destroyed quickly.
It is internally a 16 bit processor, in particular the ALU is 16bit. Thus
to perform 32bit operations it must perform two 16bit operations.

The 68020 is indeed a fully 32 bit processor, comparable to the 80386. Even
the 68ec020 is a fully 32bit processor except for only 24 bits of address
space appearing on the outside. This only limits the addressing range to
16Mbytes, but does not impair speed of operation.

> As for this... well it may not be illegal not to mention what's better in the
> competition. The Tory party have hoodwinked the public in the UK this way for
> years...

Interesting... In New Zealand one could very easily be taken to court for such
advertising under the Fair Trading Act. In fact, it is one of the "pet
assignments" of one of the lecturers in the accounting department here at
Canterbury to get his students to seek out false advertising and then threaten
to take the party concerned to court. They have gained many a free stereo and
other goodies in out of court settlements!

I'm also thinking of having CBM, NZ up for it too. They advertise the a1200
and a4000 as having speech capability as standard, as which we know,
they don't (due to the dropping of the speech stuff from 3.0). Could be a lot
fun :-)

> snail@lsl.co.uk

Michael Cree Gold there is
cree@elec.canterbury.ac.nz and rubies in abundance;
But lips that speak knowledge
are a rare jewel. (Prov 20:15)

4565. Macintosh Performa 400 price reduced..

Newsgroup: comp.sys.atari.st
Date: 1993-03-24 01:40:54 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Mar23.194054.11779@iscsvax.uni.edu>
Source record: 208404

Well I guess Atari will have to lower the price on the vaporware Falcon. Sears is selling the Apple Performa 400 which comes with 4 megs, 80 meg HD, keyboard and claris works preinstalled for 975 including tax and shipping. Apple provides an 800 number support.

4566. Re: False advertisements (was Re: Atari stoops to advertising)

Newsgroup: comp.sys.atari.st
Date: 1993-03-24 02:38:09 UTC
From: rayhann@mundil.cs.mu.OZ.AU
Message-ID: <9308312.20722@mulga.cs.mu.OZ.AU>
Source record: 208405
Cross-posted to: aus.computers.amiga,comp.sys.amiga.advocacy,comp.sys.atari.st,comp.sys.amiga.misc,bit.listserv.i-amiga

In article <1993Mar23.043311.29248@physics.unr.edu> chan@pyramid.unr.edu (Kaho Chan) writes:
>
> Quit it, now!

What?!!! When we're having such a lot of fun??

>
> Go to your respective corners and have fun with your own
> computers!

We are! We are!

>
> It seems like we get very immature users onto the Internet!
> How did ya get your accounts?

From the local uni .... :)
>
> I THOUGHT THESE NEWSGROUPS ARE FOR EXCHANGING OF INFORMATON
> BETWEEN like COMPUTERS...

Yah it is... an exchange of information on the differences btw the marketing tatics of Atari and CBM as well as how well the A1200 can kick Atari's *** . :)

> With all of this bickering, maybe we should let Microsoft gobble
> the rest of the market...

Horrors!! Let Microsoft lead the way? Arrgghhh.. Amigans Unite! Let's kick MS back where it belongs!!!

Rayhann

4567. Re: False advertisements (was Re: Atari stoops to advertising)

Newsgroup: comp.sys.atari.st
Date: 1993-03-24 03:36:10 UTC
From: dconnors@gucis.cit.gu.edu.au
Message-ID: <C4DJCA.HnI@gucis.cit.gu.edu.au>
Source record: 208408
Cross-posted to: aus.computers.amiga,comp.sys.amiga.advocacy,comp.sys.atari.st,comp.sys.amiga.misc,bit.listserv.i-amiga

darrenk@gpu.utcc.utoronto.ca (Darren King) writes:

>In article <1993Mar22.142527.12742@gssec.bt.co.uk> squigg@gssec.bt.co.uk (Stephen Quigg) writes:
>>user's manual. I could look up some specs if you want. If someone has a list of
>>specs for the AT&T DSP we could compare and try and figure out why CBM picked
>>the AT&T model.
>> Marco.
>>--
>>
>>DON'T reply to squigg@gssec.bt.co.uk please :-)

>From what I understand, the AT&T DSP does floating point math where the
>Motorola chip only does integer math

The AT&T chip does quite a great deal of floating point as well! In the order
of 35 MFlops, or 35 times that of a 486, or 10 times that of an 040, depending
on how you want to look at it.

The AT&T chip as a complete suite of software development tools (compilers,
assemblers, debuggers etc) and runs its own operating system. Apparently
it can perform most operations asyncronously (freeing the CPU). More
to the point, with its own OS, very few concessions have to be made
in the operating system to incorporate it into a machine's architecture.

Dave Connors - D.Connors@sct.gu.edu.au Griffith University, Australia
- -- ---=-==-===-==--=--- -- -
Capt. Kremin: " Carla, hows your glass? "
Carla: " Empty. "
Capt. Kremin: " Wanna nother one? "
Carla: " What am I gunna do with two empty glasses? "
- Kremin of the Star Corps
- -- ---=-==-===-==--=--- -- -

4568. Re: The _best_ HD cache?

Newsgroup: comp.sys.atari.st
Date: 1993-03-24 03:45:02 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1oolfulNNad@golem.wcc.govt.nz>
Source record: 208406

Has anyone got a mail-server address where I can get this T-cache program from!?

(Preferably the latest version...)

4569. Re: False advertisements (was Re: Atari stoops to advertising)

Newsgroup: comp.sys.atari.st
Date: 1993-03-24 04:01:02 UTC
From: cemn@marlin.jcu.edu.au
Message-ID: <1993Mar24.040102.12075@marlin.jcu.edu.au>
Source record: 208407
Cross-posted to: aus.computers.amiga,comp.sys.amiga.advocacy,comp.sys.atari.st,comp.sys.amiga.misc,bit.listserv.i-amiga

```
This belongs in comp.sys.amiga.advocasy (or however you spell
it). This topic is becomming rather boring, and now enters my kill file

mike

--
------------------------------------------------------------------------
Michael Nielsen @ 1993

cemn@groper.jcu.edu.au Disclamer :- I'm Innocent
```

4570. Re: Falcon030 -vs- 1200 -vs- Performa 400 (Not a flame, Please don't flame)

Newsgroup: comp.sys.atari.st
Date: 1993-03-24 04:57:15 UTC
From: eas3714@ultb.isc.rit.edu
Message-ID: <1993Mar24.045715.29584@ultb.isc.rit.edu>
Source record: 208411

In article <1993Mar23.161449.6231@unix.brighton.ac.uk> teh@unix.brighton.ac.uk (Tom Haines) writes:
>eas3714@ultb.isc.rit.edu (E.A. Story) writes:
>> In article <1ojlddINNfao@darkstar.UCSC.EDU> atario@cats.ucsc.edu (Stephen Wayne Miller) writes:
>> >
>> >In <1993Mar19.202816.28709@ultb.isc.rit.edu> eas3714@ultb.isc.rit.edu (E.A. Story) writes:
>> >
>> >Completely analogous to the old ANTIC chip in the Atari 8-bit series.
>>
>> Yup!.. expecially since both the ANTIC and the COPPER where designed by
>> the same person.
>
>So why don't any other Atari machines (ST, STE, Falcon) have an ANTIC/Copper
>chip?

Because the people who designed the 8-bit atari's are not the ones who designed the 16-bit ones. The person responsible for the Atari 8-bitters ANTIC helped to design the Amiga for Amiga Inc. (which was eventually sold to C=).

--
"THAT is a DRY turtle. That turtle is NOT moist!"
Ezra Story, a student at RIT, and
eas3714@ultb.isc.rit.edu, his trusty(?) mailing address.

4571. TCache 5.9 Help - Please...!

Newsgroup: comp.sys.atari.st
Date: 1993-03-24 07:13:02 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.B3bMhXNSGsw@elfhaven.ersys.edmonton.ab.ca>
Source record: 208432

Hi.

I've been using TCache 5.2 for a long time now, and I just got the newest version.

There are a lot of new options, and since I do not speak German, I decided to come to the good folks of comp.sys.atari.st for help.

The two most important new options that I have seen are the etv_term option and the GemDos option. What do these do? From the little bit of the documentation I understood, they seem important.

Also, there are some on/off buttons in the 'Zubehoer' dialog that I do not understand. For example, what does the Virtual Drive do, and what do the Uhr, Drvbit-Check, and XBRA-Check do?

Any help would be greatly appreciated.

--
Regards,

<< +-+ >>
<< Michel Forget >>
<< ~~~~~~ >>
<< mforget@elfhaven.ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< My cat worships the Sacred Halogen Torchiere! >>
<< --- >>

4572. Re: The _best_ HD cache?

Newsgroup: comp.sys.atari.st
Date: 1993-03-24 09:45:16 UTC
From: hesche@cs.tu-berlin.de
Message-ID: <HESCHE.93Mar24104514@trankyky.cs.tu-berlin.de>
Source record: 208409

```
> Has anyone got a mail-server address where I can get this T-cache program
> from!?

Send mail to mail-server@cs.tu-berlin.de (ftp.cs.tu-berlin.de,
130.149.17.7), containing:

cwd pub/atari/utils
send tc60_bin.lzh
cwd pub/atari/utils/XControl
send tc60_cpx.lzh

Herwig
--
Herwig Schelauske, Charlottenburger Ufer 1, 1000 Berlin 10 | MAUS: @ B
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de
Please send flames to dev/null
```

4573. Re: Falcon030 -vs- 1200 -vs- Performa 400 (Not a flame, Please don't flame)

Newsgroup: comp.sys.atari.st
Date: 1993-03-24 09:57:55 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <d1dol.732967075@dtek.chalmers.se>
Source record: 208414

teh@unix.brighton.ac.uk (Tom Haines) writes:

>eas3714@ultb.isc.rit.edu (E.A. Story) writes:
>> In article <1ojlddINNfao@darkstar.UCSC.EDU> atario@cats.ucsc.edu (Stephen Wayne Miller) writes:
>> >
>> >In <1993Mar19.202816.28709@ultb.isc.rit.edu> eas3714@ultb.isc.rit.edu (E.A. Story) writes:
>> >
>> >Completely analogous to the old ANTIC chip in the Atari 8-bit series.
>>
>> Yup!.. expecially since both the ANTIC and the COPPER where designed by
>> the same person.

>So why don't any other Atari machines (ST, STE, Falcon) have an ANTIC/Copper
>chip?

>--------------------------------Tom.

Very simple, some of the guys who made tha Atari 8-bit range,
quitted, got sacked, whatever, started an indipendent company
made the Amiga computer, tried to sell it to atari, well atari fucked up,
so commodore bought the amiga instead..

enjoy...

Fredrik Lundholm DDD OO L
~~~~~~~~~~~~~~~~ D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL
Contact me about "Droppin Knowledge"/"Shut em Down" 12"!!!! DOL-EP-1

~~~~~~~~~~~~~~~~

4574. Captive

Newsgroup: comp.sys.atari.st
Date: 1993-03-24 10:09:51 UTC
From: rlangst@nyx.cs.du.edu
Message-ID: <1993Mar24.100951.2252@mnemosyne.cs.du.edu>
Source record: 208410

Does anyone know how to get past the bit in captive in the
2nd mission about the 3rd plantet where there are
the wrong kind of keys for the doors. I heard that the correct
codes where put in a magazine some time ago but have no idea
which one . Thanks in advance
Mail rlangst@nyx.cs.du.edu

4575. HD Woes (sorry...)

Newsgroup: comp.sys.atari.st
Date: 1993-03-24 10:58:00 UTC
From: csg019@cch.coventry.ac.uk
Message-ID: <C4E3st.6C@cck.coventry.ac.uk>
Source record: 208412

Thanks to all those that sent a reply about my quest to get the hard disk working. Its apears that the HD needs reformatting.

Its the general opinion that 2 programs are required:

AHDI.PRG (Or similar)
HINSTALL.PRG

Its seems that these are available via FTP.
One slight snag, we can't use FTP at the moment (At Coventry Uni), so i would be grateful if some top class man, could send me them via E-Mail.

Thanks again,

Steve.

--
**********Steven Haggerty**csg019@uk.ac.cov.cck ok?**********
* There is the law of GRAVITY, there is the law of CONSERVATION, there is the *
* law of DREDD. You can break the first two, but the last one plays for keeps!*
**********- 2000AD on Judge Dredd.*******

4576. Re: LaserJet Printers

Newsgroup: comp.sys.atari.st
Date: 1993-03-24 11:24:17 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <1993Mar24.112417.20520@cs.nott.ac.uk>
Source record: 208415

In article <1on9aeINNdea@xs24o03.acslab.umbc.edu> pauld@umbc.edu (Mr. Paul C. Danckaert) writes:
>Hi.. I just got a LaserJet II compatible printer (Panasonic..) and was
>wondering how I could take advantage of the softfonts. What programs/
>fonts can I download to the printer, then, how can I use them from
>other applications? I haven't really kept up with printers, since my
>last printer was from '82.. :)
>

This came up on c.s.a.st.tech t'other day - you need a utility to download fonts to the printer. I know of two programs that do it, though I'm sure theree must be more. One is IdeaList - a German PD printing utility (and very nice it is too - multiple columns, print to file, that sort of thing) that supports the Laserjet II. The other is Fontprint - Part of Fontkit, the commercial font manipulation package. This supports menus for selecting up to 5 (I think) soft fonts, and has its own print routines for ascii text or works with Gem applications such as First Word Plus, Redacteur etc (anyone tried it with Protext ?). Both come as accessory or stand-alone versions.

ANy 300dpi font should be OK - Deskjet, Atari Laser, that sort of thing. Fontkit would allow you to convert other fonts to the right rez too (what a sales pitch !).

Sam

4577. Looking for graphing programs

Newsgroup: comp.sys.atari.st
Date: 1993-03-24 11:38:02 UTC
From: kisaacso@nyx.cs.du.edu
Message-ID: <1993Mar24.113802.4027@mnemosyne.cs.du.edu>
Source record: 208413

Well, the subject says it all so I'll be brief. I'm looking for graphing programs for the ST, specifically a program that will generate a pie graph. My inital search of a.a.u.e turned up nothing unless one of the spreadsheet programs there has this capability. Any help is appreciated, if pd or shareware is not available tell me the name of the commercial package that will let me do this. My local Atari dealer is just down the street and Atari software is becoming increasingly inexpensive :(

--

```
_____________________________________________________________________
| Kevin "Zonker" Isaacson kisaacso@nyx.cs.du.edu |
| "No promises, no demands" |
---------------------------------------------------------------------
```

4578. Re: JPEGs and GIFs on FALCON

Newsgroup: comp.sys.atari.st
Date: 1993-03-24 12:36:09 UTC
From: VONGUNTENR@EZINFO.VMSMAIL.ETHZ.CH
Message-ID: <1993Mar24.123609.27431@bernina.ethz.ch>
Source record: 208417

In <C4ALuq.H6r@brunel.ac.uk> ee89zzt@brunel.ac.uk writes:

> Any wisdom out there on viewing/manipulating GIFs and [especially] JPEGs on
the FALCON.
> Is there any software existing or due for such a task - the ST's and STE's
> were not too hot at handling these picture formats [Ugh!].
^^^^^^^^^^^-false! look at the list below

Yep, you can FTP GVIEW213.LZH, which is shareware, at

puffin.doc.ic.ac.uk (146.169.1.3)
in /computing/systems/atari/umich/Graphics

This program (or accessory) runs on ST/TT (in any res) and maybe also on
FALCON and can handle following formats (extract of the accompanying doc):

"GEM-View images [*.GVW]" (internes Format)
"TIFF Format [*.TIF]"
"GIF Images 87/89 [*.GIF]"
"JPEG Images [*.JPG]"
"Sun Rasterfiles [*.SUN]"
"Imagelab Images [*.B&W]
"STAD Images [*.PAC]"
"IFF Imagefiles [*.IFF]"
"HAM Hold & Modify [*.IFF]"
"MS-Windows Bitmap (*.BMP, *.RLE)"
"OS/2 Bitmap (*.BMP)"
"GEM-(X)Image Files (*.IMG)"
"GEM-Metafiles (Vector) (*.GEM)"
"Neochrome Rasterfiles (*.NEO)"
"Art-Director Rasterfiles (*.ART)"
"Degas Images (*.P[IC][123])"
"Tiny-Compressed Images (*.TN[123Y])"
"Doodle Monochrome Rasters (*.DOO [640x...])"
"Spectrum 512 Images (*.SPU, *.SPC)"
"Portable Bit Map [*.P[BGP]M]"
"MacPaint Image [*.MAC]"
"PC Paintbrush (monochrom) (*.PCX)"
"X Bitmap-File [*.XBM]"
"1st Word Files [*.DOC]"
"Load as Text or Hexdump [*.*]"

Hope this helps.

|Ralf von Gunten | Ecole d'Ingenieurs du Canton de Neuchatel * EICN-ETS|
|Technical collaborator | Hotel-de-Ville 7, CH-2400 Le Locle, Switzerland |

|Vox:(039) 341212 * FAX:(039) 312607 * Email:VONGUNTENR@ezinfo.vmsmail.ethz.ch|
| Happiness is the only belonging which multiplys when you share it... |

4579. Re: ZX Spectrum emulator for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-24 12:38:39 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Mar24.123839.13981@cs.ruu.nl>
Source record: 208416

In <C4CEAB.B2v@csug.cs.reading.ac.uk> adp@csug.cs.reading.ac.uk (Andrew Pollard) writes:

>Ages ago I wrote one for my STfm (tos1.02, I think) and it worked (not
>perfectly, couldn't get a few things to run). I was going to post it, but when
>I got my STe, I found that it didn't work (hmmm... must be all the fiddling
>about with system variables and interrupts and stuff! :-) I haven't had time
>to sort it out again. I can send people what I did, if they're interested.
>
>The offshoot from this is that at work I wrote a version for the Suns (in C and
>X-Windows) - this version was much more compatible (I tried to emulate
>everything in the Z80) - Although still couldn't get everything to run.
>Anyone interested in a copy?
>
>Andrew.

Hmm. Maybe you should post it to comp.sources. Who knows some TT/Falcon
freak will actually manage to write an emulator in a window. That would
certainly be cool. Writing it on the 32MHz 68030 will certainly eliminate the
speed problems. BTW, I was impressed by the capabilities of the ZX81
emulator (including the speed), and doesn't the Z80 in the spectrum run at the
same speed as the one in the 81? Then I'd say the spectrum emulator shouldn't
be that much slower.

--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

4580. CeBit button

Newsgroup: comp.sys.atari.st
Date: 1993-03-24 13:35:26 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1993Mar24.133526.16378@daimi.aau.dk>
Source record: 208419

Here is a little suggestion for a CeBit button for those reading this group and having access to TeX and a printer. (A bit late you could say.)

Fill in you name at the obvious spots and format and print. It comes in 3 different sizes.

```
-------------------------------------------------------------------------------
Christian Lynbech | Hit the philistines three times over the
office: R0.32 phone: 5034 | head with the Elisp reference manual.
email: lynbech@daimi.aau.dk | - petonic@hal.com (Michael A. Petonic)
-------------------------------------------------------------------------------

---------------------------------8<-----------------------------------------
\documentstyle{article}

\begin{document}

\newcommand{\realname}{<your name>}
\newcommand{\email}{<your email address>}

{\hrule%
\begin{center}\bf%
Just another c.s.a.s guy\\%
\realname\\%
email: \email%
\end{center}%
\hrule}

\vspace*{5cm}\large

{\hrule%
\begin{center}\bf%
Just another c.s.a.s guy\\%
\realname\\%
email: \email%
\end{center}%
\hrule}

\vspace*{5cm}\Large

{\hrule%
\begin{center}\bf%
Just another c.s.a.s guy\\%
\realname\\%
email: \email%
\end{center}%
```

```
\hrule}

\end{document}
```

4581. Re: JPEGs and GIFs on FALCON

Newsgroup: comp.sys.atari.st
Date: 1993-03-24 14:19:30 UTC
From: hesche@cs.tu-berlin.de
Message-ID: <HESCHE.93Mar24141930@trankyky.cs.tu-berlin.de>
Source record: 208418

> Yep, you can FTP GVIEW213.LZH, which is shareware, at

At ftp.cs.tu-berlin.de (130.149.17.7, mail-server@cs.tu-berlin.de) you
can get the newest version 2.21: pub/atari/graphic/gview221.zip

Ciao
Herwig
--
Herwig Schelauske, Charlottenburger Ufer 1, 1000 Berlin 10 | MAUS: @ B
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de
Please send flames to dev/null

4582. Re: ZX Spectrum emulator for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-24 14:59:09 UTC
From: adp@csug.cs.reading.ac.uk
Message-ID: <C4EEyM.H7C@csug.cs.reading.ac.uk>
Source record: 208420

In article 13981@cs.ruu.nl, avgroeni@cs.ruu.nl (Annius Groenink) writes:
>
> Hmm. Maybe you should post it to comp.sources. Who knows some TT/Falcon
> freak will actually manage to write an emulator in a window. That would
> certainly be cool. Writing it on the 32MHz 68030 will certainly eliminate the
> speed problems. BTW, I was impressed by the capabilities of the ZX81
> emulator (including the speed), and doesn't the Z80 in the spectrum run at the
> same speed as the one in the 81? Then I'd say the spectrum emulator shouldn't
> be that much slower.
>
> --
> Annius V. Groenink -- phone (private): +31 5700 29396
> Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
> University of Utrecht --
> Netherland -- ZFC Computing, Deventer (same phone)

Well... as far as I can remember the ZX81 was a 2MHz Z80, the Spectrum was a
3.5Mhz Z80A(or B) - something like that. It was quite a bit faster anyway!
The main problem with emulation that I came across was the screen handling -
the ZX81 (with more than 3.5K) had a very simple screen layout, 768 characters,
none of this high rez graphics stuff, the Spectrum on the other hand had a
256 by 192 pixels display, with a 32 by 24 'colour attribute' map. Most of the
time on my ST emulator is converting a screen write to an equivalent ST screen
write - not a simple task (well, I didn't find it simple :-)

Andrew.

Andrew Pollard, Dept. of	JANET adp@uk.ac.rdg.cs.csg
Comp. Science, Reading	INTERNET adp%csg.cs.rdg.uk.ac@nsfnet-relay.ac.uk
Univ., Reading, RG6 2AX,	
England. [0734 751822]	"You lie,and yo breath stank!"-Infectious Grooves

4583. Re: ZX Spectrum emulator for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-24 15:06:38 UTC
From: sanders@sci.kun.nl
Message-ID: <C4EFB9.JLu@sci.kun.nl>
Source record: 208421

In <1993Mar24.123839.13981@cs.ruu.nl> avgroeni@cs.ruu.nl (Annius Groenink) writes:

>In <C4CEAB.B2v@csug.cs.reading.ac.uk> adp@csug.cs.reading.ac.uk (Andrew Pollard) writes:

>>Ages ago I wrote one for my STfm (tos1.02, I think) and it worked (not
>>perfectly, couldn't get a few things to run). I was going to post it, but when
>>I got my STe, I found that it didn't work (hmmm... must be all the fiddling
>>about with system variables and interrupts and stuff! :-) I haven't had time
>>to sort it out again. I can send people what I did, if they're interested.
>>
>>The offshoot from this is that at work I wrote a version for the Suns (in C and
>>X-Windows) - this version was much more compatible (I tried to emulate
>>everything in the Z80) - Although still couldn't get everything to run.
>>Anyone interested in a copy?
>>
>>Andrew.

>Hmm. Maybe you should post it to comp.sources. Who knows some TT/Falcon
>freak will actually manage to write an emulator in a window. That would
>certainly be cool. Writing it on the 32MHz 68030 will certainly eliminate the
>speed problems. BTW, I was impressed by the capabilities of the ZX81
>emulator (including the speed), and doesn't the Z80 in the spectrum run at the
>same speed as the one in the 81? Then I'd say the spectrum emulator shouldn't
>be that much slower.

I had both, the Z80A in the Spec runs at 3.48 MHz, but I'm not sure
about the one in the ZX81. The Spectrum was a lot faster, though,
because the ZX81 was heavily loaded by the video logic. (Hence the
FAST command, turning off the screen). Wow, this brings back some good
memories, not being able to print the whole screen full due to memory
problems...

Those were the days...

>--
>Annius V. Groenink -- phone (private): +31 5700 29396
>Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
>University of Utrecht --
>Netherland -- ZFC Computing, Deventer (same phone)

Sander STOks
sanders@sci.kun.nl

4584. Re: DidYouKnow...

Newsgroup: comp.sys.atari.st
Date: 1993-03-24 15:16:54 UTC
From: pjh@mccc.edu
Message-ID: <C4EFs8.604@mccc.edu>
Source record: 208444
Cross-posted to:
comp.sys.cdc,comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.apple2

In article <22MAR199323432587@zeus.tamu.edu> dln4300@zeus.tamu.edu (NORTHCLIFFE, DAVID LEE) writes:
=In article <1993Mar23.050803.7111@midway.uchicago.edu>, buzy@midway.uchicago.edu writes...
=>Today Japanese companies own the 7/11 store chain, Dunlop, Universal Pictures,
=
=Sounds like you might have a point/case. However, this subject has been beaten
=to death in every corner of this nation sometime or other during last couple of
=decades. Nothing new, no big revelation, no need to discuss this in places
=meant for other types of discussion.

Oh, you mean that we've found a way to stop them? What is it? Is
everyone complying?

4585. New Maibox-System !

Newsgroup: comp.sys.atari.st
Date: 1993-03-24 16:02:06 UTC
From: tsstoeck@cip.informatik.uni-erlangen.de
Message-ID: <1oq0luEb4d@uni-erlangen.de>
Source record: 208422

Hi there !

A new Mailbox-System is born! The SUPRIMA-System. It works on all ST/STE
TT/Falcon Computers. But the most interesting is: it runs without
blocking the Computer. Even the Up/Download can happen while the User
is working on the Computer.
The Box uses Roman Hodeks ZModem protocoll - the best I know. You can
set up the Bytes/Block from 32Bytes up to 8192Bytes/Block !!

For further information mail me.

Ciao
Atarico

4586. Re: Best Budget ST Sequencer?

Newsgroup: comp.sys.atari.st
Date: 1993-03-24 16:22:01 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1993Mar24.102203.195@janus.arc.ab.ca>
Source record: 208427
Cross-posted to: comp.sys.atari.st,comp.music

In article <19930315.080354.887@almaden.ibm.com>, evilandi@vnet.IBM.COM (Andrew Oakley) writes:
> I am looking to get myself a Yamaha SY35 synth, and already have a 1Mb
>Atari ST with DS drive and mono monitor. I know very little about MIDI,
>sequencers or synths, but have a good practical musical knoweldge.
>
> What is the best sequencer for under 100 UK pounds? I am particularly
>after something which allows me to set up drum rhythms easily, and with which
>I can create a few phrases of music and then copy and arrange them to fill
>out a whole song (eg. just play a bass line once, then transpose & copy it
>for the rest of the piece).
>
> Suggestions, particularly from those who already use a certain package,
>welcome here or to my mailbox. Thanks.
>

Well I'm not sure about 'the best' but Barefoot Software's Edit Track is a fine program and is available for less than $100. If you have specific questions feel free to send them my way.

Bob

erkamp@arc.ab.ca

4587. Re: Gemulator, does it still exist?

Newsgroup: comp.sys.atari.st
Date: 1993-03-24 16:30:22 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1993Mar24.103025.196@janus.arc.ab.ca>
Source record: 208428

In article <1993Mar15.144034.5194@ctp.com>, rscha@ctp.com (Richard Schaaf) writes:
>Hi,
>
>some time ago there was some talk about a program called GEMulator.
>It was a program that emulated a ST on a PC-compatible (Yes, I will
>wash my mouth later :)). I think it was written by the same person
>that wrote Quick-ST (or some program like that).
>
>Has anyone heard of this program? Is it software only or a combination
>of software and hardware. Also, how can I get it?
>

From Z*Net 93-08 (Feb. 21, 1993) w/o permission.

Bob

==========

GEMULATOR VERSION 2.1
Press Release/Update

Branch Always Software
14150 N.E. 20th Street Suite 302
Bellevue, WA 98007, U.S.A.

- NEW FEATURES AND IMPROVEMENTS
- SMALLER HARDWARE REQUIREMENTS
- INTERNATIONAL AVAILABILITY
- SEE IT AT THE SAC SHOW
- LOWER U.S. PRICES

Branch Always Software has just released version 2.1 of the Gemulator, the Atari ST emulator for DOS and Windows compatible PCs. Gemulator allows a 386 or 486 based PC to directly run most Atari ST software (except for games and music software) and supports all versions of TOS, four different screen resolutions, and can provide up to 8 megabytes of RAM to ST programs.

Gemulator 2.1 is now available from computer dealers in Europe and North America. In the U.S. and Canada, the list price is now only $229 U.S. which includes the Gemulator board, emulation software, and U.S. TOS 2.06 ROMs.

Gemulator 2.1 is now also available in the U.K., France, Holland, and Germany. The versions sold in each of those countries contain TOS 2.06 ROMs appropriate for each country, and all documentation and software

has been fully translated.

Gemulator 2.1 will be shown at the upcoming Sacramento Atari Expo on March 13th and 14th in Sacramento, California. Come by the Branch Always Software booth and see Gemulator for yourself!

Version 2.1 has the following new features and improvements:

- the separate 386 and 486 versions of Gemulator have been combined into one single convenient version which is just as fast (or even slightly faster on some machines) than Gemulator 2.0.

- the ability to create a virtual Atari hard disk partition on any size DOS partition means that you can now safely read and write Atari files anywhere on your PC's hard disk and even over the network, without having to reformat or repartition the hard disk as before.

- a 4 megabyte PC can now emulate a full megabyte of ST RAM (up from 512K before). Gemulator can emulate up to 8 megabytes of ST RAM, double the 4 megabyte limit of the real Atari ST.

- Pagestream and some other programs now print up to 10 times faster. The actual speedup will depend on the size and contents of the Pagestream document. A full page 8.5" x 11" 300 dpi Pagestream document prints out in about 3 minutes on an HP LaserJet printer.

- the real-time clock in the ST keyboard is now emulated. This allows TOS 2.06 to boot up with the current DOS time and date.

- the "missing keystrokes" bug from Gemulator 2.0 and other bugs are fixed.

Gemulator already has several features not found in the real Atari ST, and in many ways it is much better than a real ST:

- the ability to emulate up to 8 megabytes of ST RAM (described above) makes it ideal when using a lot of GDOS fonts, running the new MultiTOS, or editing very large Calamus and Pagestream documents.

- the ability to emulate TT medium resolution (640x480 16 colors) allows most GEM based Atari ST programs to run with more colors and with better graphics than is possible on the real ST.

- switching from color to monochrome (or vice versa) is as simple as pressing one key. Forget having to use two monitors and swapping cables all the time!

- each Gemulator board can hold up to 4 sets of TOS ROMs and you can easily switch from one version of TOS to another by just pressing a few keys. This allows you to use the supplied TOS 2.06 with most of your ST software, but switch back to TOS 1.0 or TOS 1.4 for running earlier software not compatible with TOS 2.06.

- due to the ever increasing speed of PCs and the availability of the 486 DX2 clock doubler chip, you can easily upgrade your 33 Mhz 486 PC

to a 66 Mhz PC and run Atari ST software up to 3 times faster than a real ST. That's faster than a Mega STE, faster than a 20 Mhz accelerator, and in many cases, as fast as the Falcon.

Gemulator now has smaller hardware requirements. Your PC need only have the following:

- a 386 or 486 CPU
- 4 megabytes of RAM
- a 720K 3.5" floppy disk drive
- a VGA card and monitor
- 1.7 megabytes of hard disk space
- a mouse is optional but recommended

Gemulator consists of a PC board which plugs into any 8-bit or 16-bit AT-style slot. The board is used to install TOS ROMs which are needed to run Atari ST software on a PC. The emulator itself is simply copied to the hard disk and run from the DOS prompt or a DOS window just like any other PC program.

The speed of Gemulator's emulation is affected by the speed of your PC's processor, hard disk, video card, and other factors, but it is usually proportional to the speed of the processor (the 386 or 486 chip). Below is a table of various processors and the APPROXIMATE speed of emulation compared to a standard ST (which of course has a relative speed of 1.0):

386/16 - 0.3
386/33 - 0.6
386/40 - 0.8
486/25 - 0.9
486/33 - 1.2
486/50 - 1.8
486/66 - 2.4

386 based computers running slower than 33 Mhz are not recommended for use with Gemulator due to the relatively slow speed of emulation. Gemulator emulates the 68000 chip entirely in software and so a fast 386 is required.

The Gemulator package comes with a set of TOS 2.06 ROMs, but if you wish to use your own ROMs, the board and emulator can now be purchased without any TOS ROMs for $179, a $50 savings. You must of course supply your own TOS 1.0, 1.2, 1.4, 1.6 or 2.06 ROMs before being able to use Gemulator.

In the U.S. and Canada, Gemulator is distributed by:

PMC (Purple Mountain Computers)
15600 N.E. 8th Street, Unit #A3-412
Bellevue, WA 98008, U.S.A.

For ordering information, call 1-206-399-8700.

In Europe (including the U.K. and Germany), Gemulator is distributed by:

ACN / Atari ST Nieuws
Postbus 5011
2000 CA Haarlem
The Netherlands

For ordering information, phone 011-31-23-351100, or fax
011-31-23-351444.

To upgrade from Gemulator 1.0 to Gemulator 2.1, send $49.95 is U.S.
funds and your Gemulator registration card directly to us:

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA 98007, U.S.A.

Users who last year upgraded to Gemulator 2.0 have already been sent a
free Gemulator 2.1 upgrade disk. If you upgraded to 2.0 but haven't
received the 2.1 disk, please contact us and make sure that we have your
latest mailing address in our records.

4588. NetHack 3.1.1

Newsgroup: comp.sys.atari.st
Date: 1993-03-24 17:15:52 UTC
From: christof@wowbagger.pc-labor.uni-bremen.de
Message-ID: <1993Mar24.171552.18074@informatik.uni-bremen.de>
Source record: 208424

NetHack 3.1.1 is now available from wowbagger.pc-labor.uni-bremen.de
(134.102.228.9, in pub/atari_st/games/nethack31)

This release includes:

- an ST binary that should run on any (> 1MB) machine
- a (jam-) packed version of this binary for floppy-drive-only support
- a (jam-) packed binary that runs on 1MB machines, which lacks
several of the full game's features, but retains most of the essential
3.1 additions
- a TT-only binary (68030 code - shorter, a little faster)

Also, this time the recover program will work on any machine, not
exclusively on TTs :-)

If you're not sure about which files to download, get the readme file
first, it should answer your questions.

I don't know whether the 1 meg binary will actually work through the
whole of the game (might be that NetHack will finally exhaust the
memory by mallocing too much when you're deep in the dungeons). I
tested it on an old 1040 without harddisk and played the first 6 or 7
levels with various characters successfully, so anyone should get that
far at least.

E-Mail me if there are problems, comments, flames, etc.

Christoph

Wizard, your life force is running out.

4589. Re: Looking for graphing programs

Newsgroup: comp.sys.atari.st
Date: 1993-03-24 17:42:08 UTC
From: buzz@oak.circa.ufl.edu
Message-ID: <1oq6hgINN7pi@snoopy.cis.ufl.edu>
Source record: 208425

In article <1993Mar24.113802.4027@mnemosyne.cs.du.edu>, kisaacso@nyx.cs.du.edu (Kevin "Zonker" Isaacson) writes:
>I'm looking for
>graphing programs for the ST, specifically a program that will
>generate a pie graph.

Kevin,
Although somwhat limited, Opus V2.2 does quite a good job at graphing, including pie graphs. I've used it on my TT with excellent results. It's also Shareware, which makes it even better. I know that it's not the best graphing program by far, but if all you need to do is produce a few pie graphs, Opus should be more than enough. You shouldn't have too hard of a time finding a copy of it, as it's a few years old. I know it's on all of the major boards like GEnie and Compu$erve. Hope that helps.
Later...
Buzz

4590. Questions concerning hard drives, coprocessors, and monitors for the MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1993-03-24 19:26:57 UTC
From: penningt@thorin.cis.udel.edu
Message-ID: <1993Mar24.192657.14417@udel.edu>
Source record: 208426

I have a MegaSTE4 w/ a (small) internal hard drive and I am hoping to "upgrade" it sometime this year. As I was listing the possibilities, a few (probably simple) questions came to mind:

1. Will the controller for the internal drive also support an external hard drive? If so, are there prepackaged kits available (case, power supply, drive mechanism, etc.) that come without a controller.

2. Are there many programs that would take advantage of a math coprocessor? (I'm especially interested in knowing if it will speed up Pagestream). I assume that most all CAD software would check for its existence.

3. Does the new 14" monochrome monitor (from Atari) support resolutions higher than 640x400 with one of the VME graphics cards available? Are there any VME graphics cards available for under $500?

4. Is overscan available for the MegaSTE?

5. Is low res usable on a multisync that doesn't sync down to 15Hz? (e.g., the newer NEC monitors)

Any information or suggestions would be most appreciated.

Thanks,
Chris Pennington | A.I. duPont Institute / Univ. of Delaware
penningt@asel.udel.edu | Division of Applied Science & Engineering
penningt@cis.udel.edu | P.O. Box 269
0<| | Wilmington, DE 19899

4591. Re: False advertisements (was Re: Atari stoops to advertising)

Newsgroup: comp.sys.atari.st
Date: 1993-03-24 21:10:33 UTC
From: farrell@dds4.uucp
Message-ID: <1993Mar24.211033.899@dds4.uucp>
Source record: 208431

Atari stoops to advertising, eh?...Wouldn't that be nice. :-)

_____
Gordon Farrell ^
farrell@dds4.wimsey.bc.ca /|\ The address up
gfarrell@cs.sfu.ca | there is wrong!
farrellc@sfu.ca

4592. Re: JPEGs and GIFs on FALCON

Newsgroup: comp.sys.atari.st
Date: 1993-03-24 21:27:19 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1267@usdtsg.DaytonOH.NCR.COM>
Source record: 208429

In article <C4ALuq.H6r@brunel.ac.uk> ee89zzt@brunel.ac.uk (Zeljko Tufekcic) writes:
>
>Any wisdom out there on viewing/manipulating GIFs and [especially] JPEGs on the FALCON.
>Is there any software existing or due for such a task - the ST's and STE's were not too
>hot at handling these picture formats [Ugh!].

Gemview (2.20 or whatever the newest versions are) should take advantage of
the Falcon's graphics abilities to display GIFs, JPGs, and other formats.

As for the ST/e, try out Photochrome 3 for GIF viewing...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

4593. Re: Mega STE Problems

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 00:35:38 UTC
From: ken@isgtec.com
Message-ID: <4434@isgtec.isgtec.com>
Source record: 208441

In article <1okakp$go9@info2.rus.uni-stuttgart.de> CASTAN@cip.physik.uni-stuttgart.de (Gerd Castan) writes:
> In <lqqe70INN2t9@levelland.cs.utexas.edu> psurge@cs.utexas.edu writes:
> > I have been having problems with my Mega STE lately. I have TOS 2.05, 4 Megs
> > of 1X9 60ns Simms, no internal HD, no jumpered internal DMA (i.e, I cannot use
> ^ That's your problem.
> Use 1x8 Simms.

Wrong. You can use either 1x8 or 1x9. I have 1x9 in my STe, works fine.
So his problem is something else.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

4594. Re: New Maibox-System !

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 01:21:25 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC4F7rp.CCH@netcom.com>
Source record: 208430

Sounds great. What's a mailbox system? Like a BBS?

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

4595. Gemenv

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 03:07:10 UTC
From: John_Collis@equinox.gen.nz
Message-ID: <John_Collis.burx@equinox.gen.nz>
Source record: 208435

Hi There,

Recently Ian Leprore was talking (in another context) about the program he wrote which sets an environment for the desktop from an AUTO folder. Could Ian or anyone else give some info on it's availability. I've looked in the index of a.a.u.e and couldn't see it.

Thanks

--
|John Collis |Email to: john@albemuth.equinox.gen.nz
|53 Springfield Rd |or: John_Collis@equinox.gen.nz
|Christchurch 8001 |
|New Zealand |Phone: +64-3-379-8921

4596. Re: Atari in Canada? YES :^)

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 03:09:51 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1993Mar24.230951.1@sscl.uwo.ca>
Source record: 208434

It's no rumour about the Atari store in London Ontario...The Digital Centre has an AMAZING selection of ST software for sale. Anything they don't have in stock they can get for you, I think from Toronto. Anyway, just to confirm that this store DOES exist...probably because it also caters to MAC's and IBM types...but these are most definitely secondary to the ST stuff (and will hopefully stay that way).

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-------------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+---------------------------------------+ +--------------------------------+

4597. Music Database?

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 04:02:13 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Mar24.230213.14689@umiami.ir.miami.edu>
Source record: 208433

Question:

I have a rather large collection of movie soundtracks and I am looking for a program to catalogue them. I have two that I have gotten from Friends, one of which if Music Database. While nice, it fails to allow me to have composers, movie titles, sequences, etc as data. I t only allows for title and artist. But the over all feel of the program doesn't feel right to me either. Does anyone have any suggestions?

Thanks
Mark Santora

I have no further communications.

/^^\
[Mark Santora]
[DLK0MS9S@umiami.ir.miami.edu]
[GEnie : M.SANTORA2 Look with more than your eyes...]
____/

4598. Who was that? (MultiTOS)

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 05:19:57 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC4FItA.726@netcom.com>
Source record: 208436

```
Someone recently sent me mail regarding MultiTOS. Could
you please e-mail me again. I accidently deleted it. :^(
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761
```

4599. ** Submissions: atari.archive, comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 07:05:40 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.zeY0J&tzyR6@elfhaven.ersys.edmonton.ab.ca>
Source record: 208437

Hi!

Could someone help me out with a problem I am having? I have just
finished the final touches on the first version of a text file viewer
that I would like to post to atari.archive and comp.binaries.atari.st as
soon as possible. I do not know the submission addresses, though, or the
proper format the archive should be in. Should I ZOO it, and the UUEncode
it in one piece? Multiple pieces?

Any help would be appreciated. BTW, the program will be released as
donation-ware. Everything works, but those who send in a donation will
get an optimized version. Does this sound like a good way to release
a program? (Thought I'd throw that in at the end to see what people think
of the idea.)

Any help would be greatly appreciated.

--
Regards,

<< +-+ >>
<< Michel Forget >>
<< ~~~~~~ >>
<< mforget@elfhaven.ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< My cat worships the Sacred Halogen Torchiere! >>
<< --- >>

4600. Re: atari.archive.umich

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 07:07:33 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <78194@cup.portal.com>
Source record: 208440

Speaking of the "New" directory at atari.archive, does anyone have a copy of the program "ST-LOGIN"..?

It's been in the New directory for nearly a month, and I've had several requests for it, but haven't been able to FTP it from atari.archive since it's still "new"..

Checking other Atari FTP sites hasn't turned it up anywhere else either.

(Apparently it lets you control an ST remotely...)

If anyone could point me to a different site that has it, or has a copy they could E-Mail me, you could make several Atari owners happy..!

Thanks...

BobR

4601. backup confusion

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 07:16:46 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.5abhBc_TZA2@harvee.billerica.ma.us>
Source record: 208202

I am very confused about backup options. I had made up my mind to get
a flopticaI drive for backups. when I called toad to order one, they
said that ther were not selling flopticals because the price was
bouncing around too much and tried to sell me a syquest drive. I then
called purple mountain. they have not returned my calls.

I decieded to reconsider my options. for backup, I can use:

flopticals
syquest
1/4" streamer
floppies
ICD tape

as I see it, the pros and cons of each are as follows:
flopticals
- can't get anyone to sell me one
- may be "fringe" media.
+ convient size
+ can buy supported drivers
+ drive and media can be used on other systems

syquest
- expensive media
- may be "fringe" media.
+ can buy supported drivers
+- can be used as hard drive (but how do you back it up!!)
+ drive and media can be used on other systems

1/4" streamer
- may be obsolete media
+- free driver (lack of support??)
+ possible to read on other systems
+ drive and media can be used on other systems

floppies
- takes forever
- unreliable
+ have drive, media, and backup sw.

ICD tape
- mystery tape
- propritary format
- pricey drive
+ supported (but for how long)

I would like a media/drive combination that has a chance of being useful for
at least 5 years and on multiple platforms (dos, mac, unix or, maybe
even another atari :-)

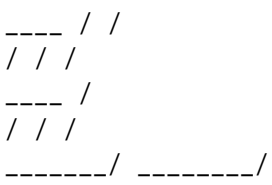
any ideas?!!!

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956

4602. Falcons in the USA?

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 07:19:17 UTC
From: brymastr@eng.umd.edu
Message-ID: <1ormdlINNb6d@mojo.eng.umd.edu>
Source record: 208438
Cross-posted to: comp.sys.atari.st,comp.music

So, ah, has anyone seen Falcons (ready to be sold) in the USA?
Anyone checked out this Toad place, wherever it is? I'm ready to
see one in action!



4603. stalker & Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 07:59:32 UTC
From: jmw@tasman.cc.utas.edu.au
Message-ID: <jmw.733046372@tasman>
Source record: 208439

A friend has just taken delivery of his Falcon (MultiTos not till next week) only to discover that stalker doesn't work. Not sure of the stalker version, but he's had it only a few months. Can anyone shed any light on the problem and solution?

Many thanks,
--
John M. Williams ------------> ^ _ Email: J.M.Williams@med.utas.edu.au
School of Health Sciences, / `---' \ Phone: +61 02 354751
University of Tasmania, \ / Fax: +61 02 354816
GPO Box 252C, Hobart \|^--^ Tasmania, AUSTRALIA 7001

4604. WANTED: Atari mouse recommendations

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 08:08:08 UTC
From: tribe@ted.cs.uidaho.edu
Message-ID: <C4FqLn.A8L@moscow.uidaho.edu>
Source record: 208209

I'm considering buying a mouse for my Atari 8-bit as a Trak-Ball replacement, and I've discovered that an ST-compatible mouse is what I want. There are several available besides the stock Atari model; my B&C Computervisions catalog lists an "Alfa" mouse, "Golden Image" mouse, and their own B&C model. There are probably others.

I have no experience with any of these. Do you have any recommendations? Is one more comfortable/reliable/accurate/stylish/??? than another?

Please reply via E-mail, unless you feel that your reply is of interest to your fellow ST users.

Many thanks,
Duane Tribe, tribe@ted.cs.uidaho.edu, Moscow ID, USA.

4605. Re: Fix for the Modem2 port on TT & Mega STE

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 10:09:30 UTC
From: stigj@dhhalden.no
Message-ID: <stigj.40.733054170@dhhalden.no>
Source record: 208442
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3514.03.93@jelal.north.de> nox@jelal.north.de (Juergen Lock) writes:
>From: nox@jelal.north.de (Juergen Lock)
>Subject: Re: Fix for the Modem2 port on TT & Mega STE
>Date: 21 Mar 93 20:03:26 GMT
>In <stigj.35.732535603@dhhalden.no> stigj@dhhalden.no (STIG JORGENSEN) writes:
>
>>> I have Serial Fix 2.0 installed in my Auto folder (and the accompanying
>>>CPX) and haven't had any problems doing high-speed transfers on my MegaSTe.
>>>To note, I've used a Qblazer 38400 baud modem (at 19200) on modem 2 and serial
>>>2 and doing a null-modem transfer to my PC have gotten around 3000cps.
>>>I use the Connect 1.92 term program for this (since it seems the friendliest
>>>in terms of handling the extra ports, etc)...
>>>
>>> Anyways, summary: Serial Fix 2.0...
>
>>I have tried it, and I still get "Bad table" and "CRC error" when I
>>uncompress archives. I don't know if I can send something without getting
>>errors, I've only tried receiving. When I read in the docs supplied with
>>Serial Fix 2.0, it said that it only fixed the errors on the St compatible
>>modem port. So I am really stuck now.
>
>>I use Gem Zmodem from Michael Ziegler, Connect 1.95 and a ZyXEL 1496E 5.04
>>modem, in case you should know of some troubles with that combination.
>
> i hunted for that one for some time too (me: mega STe, uucp on modem2,
>corrupted files and no protocol errors), and finally found out its a
>hardware problem :-(seems whenever the SCC chip (controls modem2 and
>serial2, $ffff8c8x) gets accessed during disk IO theres a chance that
>this access trips over the disk DMA reading/writing memory and then you
>get corrupted data sent either to/from the disk(!), or the port, or
>both. and the chip is accessed in interrupt handlers whenever data goes
>over the port or CTS changes...
>
> i know of no real (hardware) fix for that (there is a patched GAL for
>another bug concerning serial2, haven't tried that yet), the `solution'
>i'm testing now ist to have the disk driver (actually cache program)
>call a routine (cookie) that drops RTS and turns off SCC interrupts
>before DMA and restart everything afterwards. that _seems_ to do it,
>except the modem apparently ignores RTS until it has a connection
>so uucico's dialer now sometimes misses modem messages and times out
>when other processes use the disk...

I've got it to work now (at least, I think). I uses XYZ202B instead of
GemZmodem and everything has worked OK since then...

> hope it helps,
> Juergen

Stig

_/_/ _/_/ A _/_/ _/_/ | E-mail: stigj@dhhalden.no
_/ _/ _/ _/ S _/ _/ _/ _/ | Snail-mail: Stig J�rgensen
_/ _/ _/ T _/ _/ _/ I | Hovslagerveien 7C
_/ _/ E _/ _/ N | N-1712 Gr�lum
_/ _/ R _/ _/ D | Norway

4606. How to copy ZX tapes to ST disks

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 10:12:15 UTC
From: jens@kssun3.rus.uni-stuttgart.de
Message-ID: <1os0hv$n30@info2.rus.uni-stuttgart.de>
Source record: 208208

On my request for a ZX SPectrum Emulator for Atari ST
I received a great many responses, most of them wanted
to know how I actually copy from tape to disk. So here's
what to do:

(Bad news - I have some hardware that does the trick :-(

I have the Beta Disk Interface (by Technology Research, UK)
for the Spectrum and a 3.5" 2DD Disk Drive.
The disk format is a bit odd
(16 Sectors with 256 bytes on a track) but the Atari can
read it with XBIOS(8) with some tricks.
The BD IF also has a MAGIC BUTTON that saves the whole
48K RAM including processor registers so that I can
copy virtually any program as soon as I have it in RAM,
no matter if it was headerless on tape.

I know about a second way, if you have a MIDI IF for the Spectrum
you can use this method to transfer to the Atari. But as I do not
have such a beast...

Hope this helps. Bye, Jens
--
jens@kssun3.rus.uni-stuttgart.de (Jens Schweikhardt)
Communications Dept. - University Of Stuttgart, Germany

For a nice talk call 1-800-dev-null

4607. specifies ram program

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 10:30:00 UTC
From: judy.ranelli@the-matrix.com
Message-ID: <11184.405.uupcb@the-matrix.com>
Source record: 208443

From: judy.ranelli@the-matrix.com

I need the name of a program that explains to my ST that I have 2.5 megs
ram rather than 4.
I also need to know where I can download this program from.

thanks.

judy

4608. Re: Looking for graphing programs

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 10:48:36 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <1993Mar25.104836.18040@cs.nott.ac.uk>
Source record: 208201

In article <1993Mar24.113802.4027@mnemosyne.cs.du.edu> kisaacso@nyx.cs.du.edu (Kevin "Zonker" Isaacson) writes:
>Well, the subject says it all so I'll be brief. I'm looking for
>graphing programs for the ST, specifically a program that will
>generate a pie graph. My inital search of a.a.u.e turned up nothing
>unless one of the spreadsheet programs there has this capability. Any
>help is appreciated, if pd or shareware is not available tell me the
>name of the commercial package that will let me do this.

Bstat - a shareware GDOS program will do a very nice job of it, though its really a very sophisticated stats package it produces excellent graphs too. Needs 1MB+ and Hi-res (or emulator) tho'. It's been around a while, so should be generally available (just not from umich !).

Sam.

4609. PC Hard Drive > STe ? Yesno?

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 11:10:28 UTC
From: mcsdc1ph@dct.ac.uk
Message-ID: <1993Mar25.111028.4828@dct.ac.uk>
Source record: 208446

Hallo again to friendly Atarian Chums!

A friend of mine has offered my 10meg hard drive for me to borrow indefinatly for my 1040Ste, which I could certainly do with.

However, the HD in question is a PC compatible.

I've been told that there is a device which can be obtained which enables ST owners to link there machine to PC hard drives.

Is this true?

Does anyone know how much these things cost?

Where can I get one?

Thanks in advance for anyhelp given!

Feekzoid

4610. Cubase on the Falcon (UK)

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 11:13:30 UTC
From: thumpy@dcs.qmw.ac.uk
Message-ID: <C4Fz6J.6Ho@dcs.qmw.ac.uk>
Source record: 208445

If you're running, or thinking of running, Cubase on a Falcon, I thought you may like to know what I found out last week. I was trying to run Cuabse 3.01 on a 4/65 Falcon on an Atari Mono Monitor. This, it seems, was a *bad idea*. The screen does not update properly, and jumps into "inverse video" after a few minutes running. I 'phoned Harman Audio (UK distributers and support for Steinberg) and here's what I was told:

1) Version 3.01 is only "90%" Falcon-compatible, most of that other 10% being Mono Monitor problems, I guess, 'cos the guy was surprised I could get it to run at all on my set-up.

2) Version 3.02 (received at Harman last Thurs.) is "99%" Falcon-compatible (whatever that may mean).

3) Get a VGA Monitor.

I sent Harman a disk, and received, by return post, a copy of v3.02. It seemed fine to begin with on the Mono Monitor, but still had the "inverse video" prob I mentioned above. Works fine on a VGA monitor in 640x480 with any number of colours, although 2 colour is probably best as it's faster notes can appear in various colours on the Key Editor page. The disk also contained a coulple of .MODules that were not on my 3.01 disks; a Style module and a Chord module. These produce two more track types (Style and Chord) but I haven't really had a chance to play with them so I can't say what they do. A Style track doesn't seem to have Parts, but there's a "StyleTrax" dialog that looks interesting, even if some of the pop-up menus seem to pop up in the wrong place.

While I was on the 'phone to Harman I took the opportunity to enquire about Cubase Audio on the Falcon. No release date yet, but it gave "no problems" at the Frankfurt Music Messe a couple of weeks ago when it was seen to do 8 tracks (count 'em) of 16 bit hard-disk recording seamlessly integrated into the standard Cubase sequencer. Let's see you do THAT on a Mac that costs the same as a Falcon :-) Come to think of it, let's see you do it on ANY Mac without spending more on the DigiDesign boards you'd need than the price of a Falcon...

--
Richard Parr (thumpy@dcs.qmw.ac.uk)
Department of Computer Science, QMW, University of London

4611. TCache 6.0 ftp address & path ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 11:20:35 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1993Mar25.112035.16775@unix.brighton.ac.uk>
Source record: 208449

Could someone mail a tcache 6.0 (or better!) ftp address and a pathname
to start looking from (if known).

Thanxs,
Dom De Vitto

4612. Re: Atari now stoops to False Advertising (and more lies!)

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 11:32:22 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1993Mar25.113222.17200@unix.brighton.ac.uk>
Source record: 208450
Cross-posted to: aus.computers.amiga,comp.sys.amiga.advocacy,comp.sys.atari.st

Try and be a little objective, ATARI DON'T ADVERTISE, its against the instinct

The advert was abviously placed by a third party.

It is that third party that should be geting all the grief.

And if you all want to have a fit of morals there are a few thousand other companies out there that lie through their teeth, not to mention about 90% of politicians, no parties mentioned.

4613. 1ST CeBIT Impressions

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 11:34:37 UTC
From: tl@hrz-serv7.hrz.uni-kassel.de
Message-ID: <BKXBBWQO@math.fu-berlin.de>
Source record: 208447

Hi,
yesterday I have been on CeBIT. There were two really impressive things:

1. The GeSoft 32MHz Falcon Card, ot runs on the full TT Speed, has space for
up to 128MByte RAM and a VME Slot!

2. A MPEG decoder from Brainstorm, they have shown some Movies running in Real Time
... faster than the most PC/Mac Stuff!

Unfortunately I had not enough time too look around and thete were lot of interesting
Stuff at Atari like Falcon Speed (a 286 emulator), graphic cards, genlock, Videotitling,
games, DSP Debugger, ...

Thomas

--
_ O"" Thomas (Landi) Landgraf
(_ | tl@hrz.uni-kassel.de
-'_/
X- FALCON030 && XJ550

4614. 56000

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 11:38:23 UTC
From: tl@hrz-serv7.hrz.uni-kassel.de
Message-ID: <FKXBBDUO@math.fu-berlin.de>
Source record: 208448

Hi,

... I places the Motorola PD 56000 sources in the Kassel ftp server!

ftp.hrz.uni-kassel.de
/pub/machines/atari/falcon/56000.zoo

Thomas

--
_ O"" Thomas (Landi) Landgraf
(_ | tl@hrz.uni-kassel.de
-'_/
X- FALCON030 && XJ550

4615. Re: Mega STE Problems

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 12:27:08 UTC
From: pcxkrm@unicorn.nott.ac.uk
Message-ID: <1993Mar25.122708.19588@cs.nott.ac.uk>
Source record: 208203

In article <4434@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>In article <1okakp$go9@info2.rus.uni-stuttgart.de> CASTAN@cip.physik.uni-stuttgart.de
(Gerd Castan) writes:
>> In <lqqe70INN2t9@levelland.cs.utexas.edu> psurge@cs.utexas.edu writes:
>> > I have been having problems with my Mega STE lately. I have TOS 2.05, 4 Megs
>> > of 1X9 60ns Simms, no internal HD, no jumpered internal DMA (i.e, I cannot use
>> ^ That's your problem.
>> Use 1x8 Simms.
>
>
>Wrong. You can use either 1x8 or 1x9. I have 1x9 in my STe, works fine.
>So his problem is something else.
>

I too have 1x9 SIMMS in my STe - Someone told me that you need
SIMMS that lie between 70ns and 150ns - if these are 60ns that may be
your problem...

Keith.
~~~~~~
"Mummy was an asteroid, Daddy was | Keith Marshall
a small, non-stick kitchen utensil..." | pcxkrm@unicorn.nott.ac.uk
~~~~~~

4616. Re: stalker & Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 13:48:57 UTC
From: rosenqui@ncs.dnd.ca
Message-ID: <1993Mar25.134857.18586@netfs.dnd.ca>
Source record: 208204

In article <jmw.733046372@tasman> jmw@tasman.cc.utas.edu.au (John Mark Williams) writes:
>A friend has just taken delivery of his Falcon (MultiTos not till next week)
>only to discover that stalker doesn't work. Not sure of the stalker version,
>but he's had it only a few months. Can anyone shed any light on the problem
>and solution?

I haven't had the pleasure of trying it personally, but my friends at
Atari tell me that Version 3.X works quite nicely (it's fine for me
under MTOS on a TT, but that's about as close as I can get to a
Falcon). Make sure your friend has version 3.X rather than 2 - get
the upgrade from Gribnif if necessary. Also, don't forget to select
the TT/MSTe ports in the port dialog since the Falcon just has the SCC
chip and doesn't have the 68901 found in other STs.

Eric
--
Eric Rosenquist - Software Kinetics Limited __ __
65 Iber Road, Stittsville Ontario Canada, K2S 1E7 / // /
Tel: (613) 831-0888, Fax: (613) 831-1836 \ _\
email: Eric.Rosenquist@sofkin.ca /_/

4617. Re: 1ST CeBIT Impressions

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 15:55:22 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1268@usdtsg.DaytonOH.NCR.COM>
Source record: 208205

In article <BKXBBWQO@math.fu-berlin.de> tl@hrz-serv7.hrz.uni-kassel.de (Thomas Landgraf HRZ) writes:
>Hi,
>yesterday I have been on CeBIT. There were two really impressive things:
>
>1. The GeSoft 32MHz Falcon Card, ot runs on the full TT Speed, has space for
>up to 128MByte RAM and a VME Slot!
[stuff deleted]

Just out of curiousity, how much was the suggested retail price
of the 32mhz card? If the price you mention is in German currency,
how does the price compare against the price of a stock falcon (4/65)?
(I'm not too good with the exchange rate)...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

4618. Re: The _best_ HD cache?

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 15:57:43 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Mar25.155743.23338@prime.mdata.fi>
Source record: 208206

In article <1993Mar23.131159.6840@cs.ruu.nl> avgroeni@cs.ruu.nl (Annius Groenink) writes:
>
>There is one thing:-- I had to learn to wait 1 second (I think the delay of
>ICD is 1 rather than 2 seconds) before I hit the RESET button when an exception
>has happened. I've made the mistake of hitting it too early some 20 times
>before I got the hang of it. Twice or three times, I lost parts of files.

Hearing all these things about write and read caches makes it
difficult :). What caches do only read caching? Is TCache such? Using
my (very) poor German skills, I tried to read the TCache documentation
(The part in the beginning with somekind of a warning), and I think
they said something about data loss? CACHENN by atari is a read only,
isn't it?

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

4619. Changing the keyboard and case.

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 16:24:29 UTC
From: jmcrmack@unix2.tcd.ie
Message-ID: <jmcrmack.733076669@unix2.tcd.ie>
Source record: 208207

I'm planning on doing a change to a mini tower or desktop case,
I'm not too worried about changing the ports etc, But my main problem
is in how do I fit a new external keyboard? I have seen an adaptor to
use a PC keyboard and was wondering if any body had any idea on making
one (I can build any circuits no problem).

Also could anyone who has done this pass on any problems,
advice etc.

Sean.

jmcrmack@unix2.tcd.ie
Dept of Microelectronic and Electrical Engineering.
Trinity College Dublin.

4620. Re: How to copy ZX tapes to ST disks

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 19:35:49 UTC
From: ga@mrih.no
Message-ID: <1993Mar25.193549.2440@ugle.unit.no>
Source record: 208210

Jens Schweikhardt 07151690270 (jens@kssun3.rus.uni-stuttgart.de) wrote:
> On my request for a ZX SPectrum Emulator for Atari ST
> I received a great many responses, most of them wanted
> to know how I actually copy from tape to disk. So here's
> what to do:

> (Bad news - I have some hardware that does the trick :-(

And here's some good news...

I made a programme for an 8MHz ST to load ZX tapes through any pin of the
printer port... I'll see if I can get the source up on the net tomorrow.
All you have to do is to connect you favourite ZX cassette recorder to
the printer port... and voila... loading...

_ _
/ \ / \ <== Okay! I did it! The world is upside down!
==
= Gard Eggesboe Abrahamsen PO Box 5061, Larsgaarden =
= Gard.Abrahamsen@mrih.no 6021 Aalesund, Norway =
===OO=====OO===
_____

4621. New FTP

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 20:28:22 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <28037@galaxy.ucr.edu>
Source record: 208211

You have to try this ftp site. It has everything!
ftp to 127.0.0.1 use your name and password. They have major security.
They have a beta version of M-TOS !!!

4622. WANTED: Atari SC1224 monitor

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 20:31:24 UTC
From: mcarlsso@sdcc13.ucsd.edu
Message-ID: <46934@sdcc12.ucsd.edu>
Source record: 208212
Cross-posted to: misc.wanted,misc.forsale,misc.forsale.wanted,misc.forsale.computers,comp.sys.atari.st,sdnet.wanted,ca.wanted,ucsd.buy+sell,sdnet.forsale

WANTED:

Atari SC1224 monitor. PLease email asking price incuding
shipping and condition of monitor.

(Posted this before but my mailbox was shredded recently..)

Thanks

mars@ucsd.edu

--

---

mars@ucsd.edu

4623. Re: TT's VGA monitor

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 21:10:16 UTC
From: farrell@dds4.uucp
Message-ID: <1993Mar25.211016.4968@dds4.uucp>
Source record: 208213

In article <22MAR199314200484@isvax.lmsc.lockheed.com> sillas@isvax.lmsc.lockheed.com writes:
>I noticed on the back of my color monitor for my TT that there is a switch.
>I believe is says (TT - VGA). I also have a 386SX-33. My question is what
^^^^^^^^
>kind of board would I need to hook up my TT monitor to the 386? Is it just
>a plan VGA board? Does anyone make a "Monitor Master" that I could switch
>back and forth between the 386 & the TT?
>
>Thanks,
>Dave

This makes sense to me! TT medium and VGA aren't exactly the same, which explains the thick, white block on the left side of my multisync :-).

Gordon Farrell ^
farrell@dds4.wimsey.bc.ca /|\ The address up
gfarrell@cs.sfu.ca | there is wrong!
farrellc@sfu.ca

4624. Re: JPEGs and GIFs on FALCON

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 21:17:10 UTC
From: farrell@dds4.uucp
Message-ID: <1993Mar25.211710.5090@dds4.uucp>
Source record: 208214

In article <C4ALuq.H6r@brunel.ac.uk> ee89zzt@brunel.ac.uk (Zeljko Tufekcic) writes:
>
>Any wisdom out there on viewing/manipulating GIFs and [especially] JPEGs on the FALCON.
>Is there any software existing or due for such a task - the ST's and STE's were not too
>hot at handling these picture formats [Ugh!].
>
>
>Zed (ee89zzt@brunel.ac.uk)

Check out True Paint. Just got a copy for my TT, and the docs mention all
the neat-o functions you can only get in Falcon true colour mode (bummer...).

Gordon Farrell ^
farrell@dds4.wimsey.bc.ca /|\ The address up
gfarrell@cs.sfu.ca | there is wrong!
farrellc@sfu.ca

4625. Whither AtariUser?

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 21:22:48 UTC
From: farrell@dds4.uucp
Message-ID: <1993Mar25.212248.5234@dds4.uucp>
Source record: 208215

Has anyone out there gotten the Jan/Feb issue of AtariUser yet?
It has yet to show up at my door.

Unfortunately, this is not a first for me. I never received the
May or Sept issues either. In June, I wrote AtariUser a letter.
Nothing. In October, I tried sending them e-mail from the internet.
It didn't bounce, so I assume they got it. Still nothing.

Needless to say, I'm starting to get a wee bit annoyed.

Can anyone suggest another recourse? I see John Nagy's name on Z-net.
Does he read news? Anyone got his e-mail address?

Any help would be appreciated.

Gordon Farrell ^
farrell@dds4.wimsey.bc.ca /|\ The address up
gfarrell@cs.sfu.ca | there is wrong!
farrellc@sfu.ca

4626. Re: ** Submissions: atari.archive, comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 21:33:14 UTC
From: koreth@spud.Hyperion.COM
Message-ID: <1ot8eq$ghp@spud.Hyperion.COM>
Source record: 208216

Send comp.binaries.atari.st submissions to atari-binaries@hyperion.com.
I prefer that you use Zoo 2.1 and Dumas uue (with 700-line parts if the
Zoo archive is large).

-Steve
(c.b.a.st moderator)

4627. RE: SIMM upgrade

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 21:39:31 UTC
From: beureej@newton.ccs.tuns.ca
Message-ID: <1993Mar25.213931.11743@newton.ccs.tuns.ca>
Source record: 208217

I would just like to thank everyone that responded to my original article. There were several things brought to my attention that weren't in the original DIY file. Unfortunately the person I was planning on buying the SIMMs from went and sold them to someone else, so I'll have to wait for another good deal to come along before I can try the upgrade...

Jerry
beureej@tuns.ca

4628. Falcon Multimedia on VHS

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 22:05:22 UTC
From: likos@clinet.fi
Message-ID: <1otab2INNmo2@clinet.fi>
Source record: 208218

Falcon Multimedia & Animation on 30 min. VHS (PAL) cassette with

stereo sound, true colour graphics, text and technical specs.

VHS = F030 + VCR + TV + Coax; /* very simple */

Payment of US$ 50.00/GBP 50.00/DM 50,- (for material and shippment)

mailed to me only in advance prior cassette delivery.

Interested individuals should contact me either through my post address

or by email address.

Johannis Likos

Rusthollarintie 13 F 46

FIN-00910 Helsinki

Finland

Internet: likos@clinet.fi

4629. Re: New FTP

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 22:46:39 UTC
From: cfaehl@vesta.unm.edu
Message-ID: <1otcofINNi0d@lynx.unm.edu>
Source record: 208219

In article <28037@galaxy.ucr.edu>, phruby@ucrengr.ucr.edu (paul hruby) writes:
> You have to try this ftp site. It has everything!
> ftp to 127.0.0.1 use your name and password. They have major security.
> They have a beta version of M-TOS !!!

ee-yup. Great site, alright. Tons of nudie gifs , too.

CF

4630. Re: backup confusion

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 23:29:03 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <733102142@globe08.cs.duke.edu>
Source record: 208226

From the Holy Book of <H.eg.5abhBc_TZA2@harvee.billerica.ma.us>
as spake by esj@harvee.billerica.ma.us :
>[asks for advice on backup systems]

This is eerie. I was just about to ask a very similar question. As a rider to Eric's question, I'd like to add a question of relative price [we poor starving grad students have to be careful with our money, after all ;)].

Also, as a side question:

> 1/4" streamer
> [...]
> +- free driver (lack of support??)

I assume this refers to TapeBIOS (if not, ignore the quote). Does anyone have experience with TapeBIOS? What software supports it? (I know, for instance, that some versions of Gnu tar support it -- does the latest version, 1.11.1?) Can I expect to be able to buy an off-the-shelf tape drive, plug it into the SCSI port on the back of my external hard drive, crank up the software and have it work the first time?

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@romeo.cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
bigham@hercules.acpub.duke.edu | copied or distributed without a
(but not for long) | Darn Good Reason(tm).

4631. One way to transfer to/from ST/Mac via Spectre (non-GCR)

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 23:40:59 UTC
From: ggreenbe@rodan.acs.syr.EDU
Message-ID: <1993Mar25.184100.22439@newstand.syr.edu>
Source record: 208220

Someone asked about this kind of thing a while back, and while I replied to him personally, I've hit upon a new method of getting files back and forth between ST and Mac while running Spectre (non-GCR). It involves using AccessPC by Insignia, which allows a Mac to read msdos-formatted disks. If all you want to do is transfer text/ascii files, that is all you need...but if you want to transfer executables/programs or formatted text files, this will not work (at least not for me...or not always). There is an easy way around this, though...all you have to do is binhex the file. This makes the file into a text file that can be traded back and forth between platforms. These files have .hqx extensions. This is really nice, since most (if not all) Mac ftp sites usually keep their files in this format. So, you can get all the files you want via ftp using your ST, then transfer them to your Mac/Spectre that is running Access PC. (I guess this will work with SpectreGCR as well, now that I think about it.)

Well, this may have indeed been spelled out somewhere before, but since I haven't seen it in a while, I just thought I'd throw it out for whomever might need it.

--Gerry
ggreenbe@rodan.acs.syr.edu

4632. Re: backup confusion

Newsgroup: comp.sys.atari.st
Date: 1993-03-25 23:47:46 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.F1SBaCAu0po@harvee.billerica.ma.us>
Source record: 208221

In <H.eg.5abhBc_TZA2@harvee.billerica.ma.us>, Eric S Johansson writes:

> I then called purple mountain. they have not returned my calls.

FYI, purple mountan called me today and I spent a good chunk of time on
the phone with them talking about backup options. nice people.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956

4633. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 00:15:50 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1othvmINN9hg@elroy.jpl.nasa.gov>
Source record: 208227
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1993Mar20.175448.17230@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
>In article <1993Mar19.232808.185667@zeus.calpoly.edu>, smiller@farad.elee.calpoly.edu (Thrashman Steve) writes:
> > - the monitor can't even keep up with 2000 frames per second because the
> > refresh is only 72 frames per second
> > - can the 68030 processor actually deal with 51.2 megabytes per second,
> > probably not...
> > - I think someone, somewhere has some numbers drastically wrong
> >
> > now I may have my logic wrong and if I am wrong so be it, but until
> > someone shows me how it should really be calculated then I will stand with
> > the above numbers... which emans the amiga _cannot_ do animation at 2000
> > frames per second (why would you want to anyway?_
>
>Um, no, it means that the Amiga can't do animation at 2000 fps in full-screen
>superhires double-pal (the mode you described). On the other hand, how many
>1280x512 MPEG movies have you seen? Anyway, the point is that you don't have to
>move any bytes around at all... All you need to do is tell the computer to read
>the screen display from a new address... This technique is known as page-flipping
>and can be done with virtually no loss of processor time (should run in the
>vertical blank, and just needs to move a longword somewhere...) The problem is,
>of course, that you have to have all the frames in memory (or a damn fast loader/
>decompression routine), but what it's saying is that if you had a monitor that
>had a frame rate of 200 fps, the Amiga would be able to animate at that speed.

You are entirely missing the point. No matter whether the CPU or the display list processor is fetching the video memory, *some* processor *somewhere* on the system bus has to pull bytes from RAM and send them to the video DACs or whatever hardware is used to generate pixels. Whatever that device is, it needs to send 256kbytes of data to paint a single frame. If you are saying that the Amiga's chip-RAM bus bandwidth is in excess of 51.2Mbytes per second, fine. But we're not talking about loss of CPU time here, simply the mechanics of moving bits from RAM to pixels. For some reason, I doubt that the bus actually supports a bandwidth of 50 or so megabytes per second, but if you can prove that it's so, fine.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

4634. Re: atari australia stuffs it royally yet again...

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 00:20:53 UTC
From: karlm@mel.dbce.csiro.au
Message-ID: <679@highett.mel.dbce.csiro.au>
Source record: 208228

Hey Miff, you know Atari Oz, they're worse than a bunch of local council guys.
Yeah, it'll be here next week ...
I was told personally by a guy from Atari that the Falcon would be in the shops
by the end of December. What year, however, he did not say.
About the price, well, estimate whatever you like, then totally junk the idea.
Atari, if you want to stay alive, pull your finger out. If you want bankruptcy
(at least in oz), you're a world leader.

Where's my Falcon 030?

Then again, where's Buddy Holly!?

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au Tel: +61 3 252 6222 Fax: +61 3 252 6244 |
|_____|

4635. Re: TT's VGA monitor

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 00:24:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A14409@K.maus.de>
Source record: 208222

s>I believe is says (TT - VGA). I also have a 386SX-33. My question is what
s>kind of board would I need to hook up my TT monitor to the 386? Is it just
s>a plan VGA board? Does anyone make a "Monitor Master" that I could switch
s>back and forth between the 386 & the TT?

All you need is a plain VGA board.

The switch on the monitor's back just flips display width.

4636. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 00:33:04 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1otj00INNaai@elroy.jpl.nasa.gov>
Source record: 208229
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1oet79INNnv0@srvr1.engin.umich.edu> babo@engin.umich.edu (Kyonghun Lee) writes:
>O.K. Intel just hosted a conference about its Pentium Chip
>here at the University of Mihcigan Ann Arbor a few days ago.
>They are going to introduce the Pentium by next week (May 25th).

Ah, I guess that means there'll be another 3 classes of UM Engin grads entering the world with useless microprocessor info filling their heads. How nice. (Intel has donated lab equipment to various colleges. When I was at UofM they had just discontinued the silly 8086-based "computer architecture class" which was really just a "memorize 8086 assembler mnemonics" course...)

>They also explained about the technical details about the chip.
>In short, if one of you had been to the talk, I think you
>would reconsider posting such a ridiculous theory.

Anyone can talk about the features of what they're *going* to show you...

>Here is the real scenario:

Surely, as an experienced Amiga or Atari newgroup reader, you would have learned by now that "the real scenario" is only the one where the subject machine has actually appeared in mass distribution...
>
>Pentium and Alpha chips are going to RULE the 90's.

Alphas are certainly very nice processors. DEC would certainly like you to believe that they will rule the next decade of computing, but that's probably at least a little bit influenced by DEC's continuing loss of market share on their VAX architecture, and that they've bet the farm on Alpha. Just because the Alpha has a very nice architecture doesn't mean it will succeed though; it will certainly not be the *only* nice 64-bit architecture on the scene. (ref the PowerPC line, IBM's joint agreement with Motorola to produce their new RISC chip. I think Intel is really going to be out in the cold, and deservedly so. It's a good bet the "IBM PC" of the future will not be Intel based.)

>Hard performance numbers/installed user base and
>professional magazines will confirm this.
>The Mac is going to be there with Totally different OS.
>Unix is going to be more specialized machines.

I didn't understand that paragraph at all. Care to elaborate?

>I would be really surprized if AMIGAs were still
>around, say 1996. (Well, I have to admit that this is also too
>far fetched.)
>
>Anyway, I have enough techincal details of both Pentium and
>Alpha chips from reliable sources to support my theory.
>(I have two friends takling a microprocessor design course
>at the U. of M. They are mainly studying the Alphs AXP
>architecture among others)
>
>I realize that all AMIGA owners wish that the AMIGAs become
>a major PC platform. But the idea of PCs dying is just a
>wishfull thinking, IMHO.
>
>****WAKE UP!!!!!!!!!****
>
>I hope I did not actually bash AMIGAs themselves.
>I got nothing against AMIGAs. Those of you
>who saw my posting "Advise needed in setting up a AMIGA ..."
>would know. I really like reading this news group.
>So, if you want to argue with me, please provide supporting
>evidence.
>

--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

4637. Re: atari australia stuffs it royally yet again...

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 03:45:09 UTC
From: marshall@cs.uq.oz.au
Message-ID: <12630@uqcspe.cs.uq.oz.au>
Source record: 208230

In <3_800_842_fidonet2ba57894@Kralizec.fido.zeta.org.au>
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:

>Well, just when we thought that atari Oz might actually have learnd
>something...

>the list price for the b are falcon will be AUD$1295 they now say, not the
>AUD$999 they were initially quoting. That's the same as the 2M/40M A1200.

>The 4M/65M falcon will, they say, be about $1995.

>Shit.

>\`miff` /|\

>--- ScanMail 0.68 X0501
> * Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)
Surely you're not surprised? When did Atari ever stick by their early
announcements?
Mind you, I do love my MegaSte - even as much as my now departed old 1040St!
How can anyone who bought their machine within the last 2 years afford to
get a Falcon?
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

4638. Re: Stacker for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 03:56:50 UTC
From: marshall@cs.uq.oz.au
Message-ID: <12632@uqcspe.cs.uq.oz.au>
Source record: 208231

In <7012@falcon.ukc.ac.uk> grw@ukc.ac.uk (G.R.Wagner) writes:

>Okay, we've heard a lot of plus points for Data Diet, and a lot of minus points
>(well, one or two!) and what I'd like to know is exactly how it works.....

>Does it use the exact same method as Stacker, as in use a normal partition which
>has all the necessary boot up stuff, including the Data Diet driver. And each
>subsequent partition that you want compressed has one BIG file one it that is
>a compressed version of what the user thinks is on the drive. I assume that
>the Stacker driver then intercepts any READ or WRITE requests and uncompresses
>the necessary parts from the large compressed file.

>I have quite a bit of experience with Stacker, and can say that it hasn't
>caused any problems on the four machines that I've used (the four people
>I share a house with, all have Stacker - and yeah I know, house full of 486s
>with me with my little STe)

>Anyway, anybody got any ideas?

>Also, is Data Diet available in England, from an English supplier preferably.

>Does anybody in the UK have it?

>Hope someone can help, cheers.......

>--
>"Given that God is infinite, and given that the Universe is also infinite
> ... Would you like a toasted tea cake" - Talkie Toaster

> Gazza. University of Kent at Canterbury
No: DD compresses/decompresses data files individually, not whole partitions.
You can control which files can be dieted, by configuring DD.
Yo have a working directory set aside on your HD. I'm not sure if you can do
it without an HD - maybe you can use RAM - I dunno: never had to do so!
I had Vn1, now have Vn 2: they have never crashed me yet!
Saves a lot of disk space!
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

4639. Re: Whither AtariUser?

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 04:40:04 UTC
From: foroughi@optima.cs.arizona.edu
Message-ID: <35375@optima.cs.arizona.edu>
Source record: 208232

From article <1993Mar25.212248.5234@dds4.uucp>, by farrell@dds4.uucp (Gordon Farrell):
> Has anyone out there gotten the Jan/Feb issue of AtariUser yet?
> It has yet to show up at my door.
>
> Unfortunately, this is not a first for me. I never received the
> May or Sept issues either. In June, I wrote AtariUser a letter.
> Nothing. In October, I tried sending them e-mail from the internet.
> It didn't bounce, so I assume they got it. Still nothing.
>
> Needless to say, I'm starting to get a wee bit annoyed.

You are not alone. I subscribe to AtariUser, Atari Advantage and Atari Interface. I have not received a single issue from any of these magazines since the start of the new year. Did all three decide to fold up at the same time?

I must admit I'm beginning to think that I own an orphan computer. And seeing various magazines for Mac and Amiga alongside Time and Newsweek at any news stand does not help either.

4640. Re: specifies ram program

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 05:19:35 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ou3p7INNl4q@golem.wcc.govt.nz>
Source record: 208233

] I need the name of a program that explains to my ST that I have 2.5 megs
] ram rather than 4.
] I also need to know where I can download this program from.

This is at the top of the doc's for 'MEMSET.PRG'

Program title: Memory set
Program version: 3.20

It *should* be available on atari.archive.umich.edu in the atari/Utilities/
directory, under the filename memset.??? (where ??? is arc/zip/lzh or zoo)

Since the file is quite small, I could encode it & put it up on
comp.binaries.atari.st!

(The executable is under 1k, and the doc's are under 5k...)

4641. Re: Whither AtariUser?

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 05:35:07 UTC
From: rjung@netcom.com
Message-ID: <rjungC4HE6K.HI2@netcom.com>
Source record: 208234

In article <35375@optima.cs.arizona.edu> foroughi@optima.cs.arizona.edu (Farhang Foroughi) writes:
>From article <1993Mar25.212248.5234@dds4.uucp>, by farrell@dds4.uucp (Gordon Farrell):
>> Has anyone out there gotten the Jan/Feb issue of AtariUser yet?
>
>You are not alone. I subscribe to AtariUser, Atari Advantage and Atari
>Interface. I have not received a single issue from any of these magazines
>since the start of the new year. Did all three decide to fold up at the
>same time?

AtariUser has run into a streak of bad luck lately, but is expected to return soon. I don't have all the details, but apparently some of it involves an auto accident with publisher John Nagy, which resulted in not enough money needed to print the latest issues. The folks are working to get back on their feet, though; they are taking advantage of the current hiatus to collect some of the money that advertisers owe them.

AtariUser gets hit hardest because it is a free magazine. They recently had to stop taking subscriptions because each one was a lsos. Again, I don't have all the details, but the bottom line is that AU will be back pretty soon.

--R.J.,
AtariUser Lynx reviewer
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

4642. Tape backup where?

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 05:45:30 UTC
From: crubel@encore.com
Message-ID: <C4HEnw.LJp@encore.com>
Source record: 208235

Hi all,
Where can I find a SCSI tape backup prg for the ST.
I have been looking all over the FTP sites and have had no lick.
I had heard of a TAR version that supports tapes but cann't seem
to find it.

Any help would be appreciated..

Thanks in advance,

Curtis
crubel@maxis.encore.com

4643. Re: False advertisements (was Re: Atari stoops to advertising)

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 07:01:39 UTC
From: Jeffrey_Kreth@fcircus.sat.tx.us
Message-ID: <Jeffrey_Kreth.13kv@fcircus.sat.tx.us>
Source record: 208238
Cross-posted to: aus.computers.amiga,comp.sys.amiga.advocacy,comp.sys.atari.st,comp.sys.amiga.misc,bit.listserv.i-amiga

Don't you AMIGAN's have anything better to do than come into an atari net and slam atari?
Get a life!

(((("I ALWAYS have
o-o a nice day"
.
- --==JAK==--
Damn! Broke the Prime Directive AGAIN!--
Jeffrey_Kreth@fcircus.sat.tx.us

4644. Re: Looking for graphing programs

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 07:05:31 UTC
From: Jeffrey_Kreth@fcircus.sat.tx.us
Message-ID: <Jeffrey_Kreth.13kx@fcircus.sat.tx.us>
Source record: 208239

RE: Pie Graphs

Have you tried LDW Power (Atari's Lotus clone)?

(((("I ALWAYS have
o-o a nice day"
.
- --==JAK==-- /
Damn! Broke the Prime Directive AGAIN!--
Jeffrey_Kreth@fcircus.sat.tx.us

4645. Re: PC Hard Drive > STe ? Yesno?

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 07:21:25 UTC
From: Jeffrey_Kreth@fcircus.sat.tx.us
Message-ID: <Jeffrey_Kreth.13kz@fcircus.sat.tx.us>
Source record: 208240

In <1993Mar25.111028.4828@dct.ac.uk>, mcsdc1ph@dct.ac.uk writes:
> Hallo again to friendly Atarian Chums!

> A friend of mine has offered my 10meg hard drive for me to borrow indefinatly for my 1040Ste, which I could certainly do with.

> However, the HD in question is a PC compatible.

> I've been told that there is a device which can be obtained which enables ST owners to link there machine to PC hard drives.

> Is this true?

> Does anyone know how much these things cost?

> Where can I get one?

> Thanks in advance for anyhelp given!

> Feekzoid

YOu'll need a host adapter, and possibly a controller card.

(((("I ALWAYS have
o-o a nice day"
.
- --==JAK==--
Damn! Broke the Prime Directive AGAIN!--
Jeffrey_Kreth@fcircus.sat.tx.us

4646. Re: The _best_ HD cache?

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 08:49:02 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.8Tz5llua5tk@elfhaven.ersys.edmonton.ab.ca>
Source record: 208252

In <C4D6rF.70H@ccu.umanitoba.ca>, Trevor Eaton Cordes writes:

[> In <H.eg.DrWFPYrwqu6@elfhaven.ersys.edmonton.ab.ca>
mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:
[>
[> >TCache is the best, without question.
[>
[> >I've used a lot of Cache programs, but Tcache is the best one I have ever
[> >seen. There are some drawbacks, though; it is in German, and some software
[> >like Gemini does not work with it at all. Be *very* sure that everything is
[> >running fine (and will stay that way) before you enable the write-through
[> >cache. If the system bombs while writing, or immediately after writing,
[> >BAD things can happen. Very bad.
[>
[> Does it work with partitions larger than 16MB? (ie sector sizes greater
[> than 512 bytes)

I'm not sure, since I have no partitions greater than 16M. It should,
though.

--
Regards,

<< +-+ >>
<< Michel Forget >>
<< ~~~~~~ >>
<< mforget@elfhaven.ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< My cat worships the Sacred Halogen Torchiere! >>
<< --- >>

4647. falcon prices in Sweden?

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 08:57:12 UTC
From: watchman@ludd.luth.se
Message-ID: <1993Mar26.085712.2940@ludd.luth.se>
Source record: 208236

I was recently told by a friend (and Amiga owner) in a very amuzing way that the falcon 030 is supposed to be sold at around 16000 SEK for the 4Mb+65Mb HD version. Is this right (i.e. have any Swedes seen any official prices?)

I guess this ain't the most exciting news for non-swedes so mabye you should mail me the replies.

4648. ** MasterBrowse 1.0 RELEASED (comp.binaries.atari.st)

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 09:26:10 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.D35EihV2k7A@elfhaven.ersys.edmonton.ab.ca>
Source record: 208253

Hi!

MasterBrowse 1.0 has now been sent to comp.binaries.atari.st, so it should hopefully appear soon. What is MasterBrowse? Here is an excerpt from the documentation:

Everyone who owns a computer has, at one time or another, needed to view the contents of a text file. The text file viewer supplied with Atari computers will allow you to do this, but it is lacking in many respects.

MasterBrowse is a replacement text file viewer for any Atari computer, in any resolution. It offers many features that the Atari text file viewer does not:

* MasterBrowse has a very fast GEM user interface, with special features such as flying dialogs and raster-copy redraws. Of course, all functions in MasterBrowse can be accessed through the keyboard as well as the mouse.

* MasterBrowse allows you to have a virtually unlimited number of documents open at the same time, restrcited only by the number of free window handles and the ammount of memory available.

* MasterBrowse can use the command line (of course) to get a list of documents to load. The ARGV, xArg, and standard command line formats are supported.

* MasterBrowse allows you to move in any direction inside a document:

-Top Of Document, Bottom Of Document
-Page Up, Page Down, Page Left, Page Right
-Line Up, Line Down
-Character Left, Character Right
-Extreme Left Window Page, Extreme Right Window Page

Do you still want more? Keep reading.

-You can jump to a specific line, a specific page, or any of ten "bookmarks" that MasterBrowse supplies for your personal use.

* MasterBrowse also offers you the ability to search for a string inside a document (case sensitive or case insensitive). After the string is found, another command may be used to find the

next occurence of the string.

* MasterBrowse also has block functions. You can mark a block off, and then save it to disk or print it. More details on the extensive printing features offered by MasterBrowse can be found below.

* Printing? MasterBrowse is a master printer. It can print a document (or a block) with page headings, page numbers, line numbers, or a combination of the three. It can even print an identification string for those people who share a printer between more than one computer.

* MasterBrowse even has a (very) simple online help system.

Enjoy!

-Michel Forget
Electric Storm Software
March 25th, 1993

MasterBrowse 1.0 is Donation-Ware. All of the features work, and nothing has been restricted. If you like/use the program, a donation would be appreciated.

--
Regards,

<< +-+ >>
<< Michel Forget >>
<< ~~~~~~ >>
<< mforget@elfhaven.ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< My cat worships the Sacred Halogen Torchiere! >>
<< -- >>

4649. Re: falcon prices in Sweden?

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 10:44:57 UTC
From: mikhil@Dublin.docs.uu.se
Message-ID: <mikhil.733142697@Dublin>
Source record: 208241

watchman@ludd.luth.se (Joachim Str|mbergson) writes:

>I was recently told by a friend (and Amiga owner) in a very amuzing way
>that the falcon 030 is supposed to be sold at around 16000 SEK for
>the 4Mb+65Mb HD version. Is this right (i.e. have any Swedes seen any
>official prices?)

>I guess this ain't the most exciting news for non-swedes so mabye you
>should mail me the replies.

Well it might be interesting for others to hear how the Falcon
is marketed in Sweden (Scandinavia):
Yes, I have been told almost the same: 16000 - 17000 SEK.
This is approx 2300 dollars (!). It should be stated that in Sweden
you can buy 2 (two, yes i wrote 2) Macintosh Color Classic with 030
processor and harddisc *and* color monitor for the same price. Well
you might say that you shouldn't compare with the Mac, that the Mac
doesn't have a dsp etc. Thats right but note that here in Sweden
Apple have big marketshares especially in the universities and they
have gigantic advertising campaigns. How in their wildest fantasy can
they imagine to sell the Falcon030 with this price and this competition
with for example Apple Macintosh ?
The answer to this ridiciously high pricing was "Well, the machine is
a beast so it should have this price". By using this kind of pricing
in Sweden together with a very little and non-advertising general-agent
the Falcon030 will definitely be a loser here in Sweden. Once upon a
time a had a hope for Atari. I am a satisfied ST owner who uses my
Atari for making music. Now I'm beginning to get tired of this company.
How can they let such things as this happen.
The price is to high. Read my lips: TOO HIGH!!!
If Atari don't make some sense out of the price-setting of this
crazy general-agent here in Sweden. No one will buy it. It's that
simple. I havent seen *any* ads at all in Sweden for it and the marketing
is done by a company I never have heard the name of (and already have
forgotten). Thats it! It's bad news, but it's reality.

/Mikael Hillborg, Computer Sciencestudent at

```
__ __ _
| \ / / \
| | __ | \_
| |/ \ | \
|__/ \__/ \__ \_/ Department of Computer Systems,
University of Uppsala, Sweden
```

email: mikhil@student.docs.uu.se

4650. Re: How to copy ZX tapes to ST disks

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 10:57:31 UTC
From: adp@csug.cs.reading.ac.uk
Message-ID: <C4Ht3w.2z2@csug.cs.reading.ac.uk>
Source record: 208244

In article n30@info2.rus.uni-stuttgart.de, jens@kssun3.rus.uni-stuttgart.de (Jens Schweikhardt 07151690270) writes:
> On my request for a ZX SPectrum Emulator for Atari ST
> I received a great many responses, most of them wanted
> to know how I actually copy from tape to disk. So here's
> what to do:
>
> (Bad news - I have some hardware that does the trick :-(
>
> I have the Beta Disk Interface (by Technology Research, UK)
> for the Spectrum and a 3.5" 2DD Disk Drive.
> The disk format is a bit odd
> (16 Sectors with 256 bytes on a track) but the Atari can
> read it with XBIOS(8) with some tricks.
> The BD IF also has a MAGIC BUTTON that saves the whole
> 48K RAM including processor registers so that I can
> copy virtually any program as soon as I have it in RAM,
> no matter if it was headerless on tape.
>
> I know about a second way, if you have a MIDI IF for the Spectrum
> you can use this method to transfer to the Atari. But as I do not
> have such a beast...
>
> Hope this helps. Bye, Jens
> --
> jens@kssun3.rus.uni-stuttgart.de (Jens Schweikhardt)
> Communications Dept. - University Of Stuttgart, Germany
>
> For a nice talk call 1-800-dev-null

Do you by any chance have a description of the format of these 48K processor dumps? A while ago someone at Reading University found a huge supply of Spectrum games (I have no idea who or where they came from) which were all in the form of a 49179 byte dump file. I assume that 49152 of this is the memory dump, and the 27 other are the registers.... but which are which I have no idea, so I couldn't include them in my Spectrum emulator and run 'em.

Andrew.

Andrew Pollard, Dept. of	JANET adp@uk.ac.rdg.cs.csg
Comp. Science, Reading	INTERNET adp%csg.cs.rdg.uk.ac@nsfnet-relay.ac.uk
Univ., Reading, RG6 2AX,	
England. [0734 751822]	"You lie,and yo breath stank!"-Infectious Grooves

4651. Re: Protracker

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 11:01:31 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.733143691@rw8.urc.tue.nl>
Source record: 208242

climpach@avalon.physik.unizh.ch (Christian Limpach) writes:

>proTRACKER is not proPLAYER and proTRACKER has more than 3 buttons :-)
Ooops,

my fault. So does ProTracker also work on a lowly monochrome 2.5 meg
1040STF ?

Erlend.

4652. Re: specifies ram programclo

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 11:23:05 UTC
From: wedemeier@vxdesy.desy.de
Message-ID: <1993Mar26.112305.1@vxdesy.desy.de>
Source record: 208237

In article <11184.405.uupcb@the-matrix.com>, judy.ranelli@the-matrix.com (Judy Ranelli) writes:
> From: judy.ranelli@the-matrix.com
>
>
> I need the name of a program that explains to my ST that I have 2.5 megs
> ram rather than 4.
> I also need to know where I can download this program from.
>
>
> thanks.
>
> judy
>
You can do that yourself quite easyly! Just set the Phystop Variable in the Systemvariables to the required value and reset your computer!
You can set Phystop for example with the GFA-Basic command SLPOKE!
I do not have the memory-address of phystop at hand now. If you need it, I can look it up for you, if you want. (I could even write you a small program!)

Greets, Volker

4653. functionale language

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 11:57:02 UTC
From: bundy@informatik.uni-rostock.de
Message-ID: <C4Hvv2.DID@informatik.uni-rostock.de>
Source record: 208249

I look for the functional programming language HOPE for the atari ST.
Who can (would) help me? Who knows a archive where I can get it?
Please, send mail to bundy@informatik.uni-rostock.de.
Thanx!

4654. Re: Installing GCC on an Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 12:34:19 UTC
From: jam@uni-paderborn.de
Message-ID: <1out8b$p84@news.uni-paderborn.de>
Source record: 208243

Hello and hy,

I installed the gnu-cc (Vers. 2.3.1) on my STFm. My computer's configuration
looks similar to that described below. So here are (hopefully) some hints:

Richard A. O'Keefe (ok@goanna.cs.rmit.oz.au) wrote:
: One of my students has an Atari 1024ST with 4Mb of memory and a 105Mb
: hard drive. He recently FTPed the Atari port of GCC from somewhere in
: Germany, but he cannot find any installation instructions.
: Specifically:

I got the binaries aof gnu-cc from the ftp-site at uni-paderborn.de
(131.234.2.32). Connect via naonymous-ftp to it and then change to
atari/gnu. There's a file named ''installing'' with a lot of hints
to install gcc with various oportunities to install further helpfull
gnu-software (e.g. gnu-make). You can also refer to the atari/gnu/doc
-''section'' where are some TeX-Files describing how to work with
the gnu-c-compiler.

: - which files does he need on his hard disk when he starts installing?
: - which files can he he discard when installation is finished?
: - what does he actually do to install GCC?
: - how does he use it once it is installed.

: Presumably this information is already written down somewhere, so just
: point to me a site that has it.

: I'm sorry, but I don't read either of these newsgroups (it's as much as
: I can do to track comp.std.*, comp.lang.various, and comp.risks), so
: could you please E-mail the information to
: ok@yallara.cs.rmit.oz.au

--
Hope it will help you , yours, Jan.

** Mitglied im FBR Mathe Info an der e-mail: jam@uni-paderborn.de (home)
** Uni/Gesamthochschule Paderborn jan_wegner@pb.maus.de (privat)
**
** Stud. Beschaeftigter im joanis@cadlab.de (office)
** Cadlab
** phone: +49 5251 74118 (priv.)
**
****

4655. Re: SPECTRUM EMULATOR

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 12:45:01 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C4Hy32.Apo@newcastle.ac.uk>
Source record: 208223

If anyone knows the format of the files for this emulator, I have over 400 spectrum titles on PC format disc's (my flatmate runs the PC spectrum emulator which allows loading from tape & saving to disc......)

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

4656. Re: JPEGs and GIFs on FALCON

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 12:49:13 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C4HyA1.B6t@newcastle.ac.uk>
Source record: 208224

Speed Of Lite & Gemview 2.x both support GIFs in True colour mode - load in multiple 256 colour GIF's & display them all at once......

ChagAll (a german art package) also supports editting of GIF's on a Falcon in True Colour mode.

Tried & tested........

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

4657. Colors on Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 12:50:41 UTC
From: grosland@taliesin.greco-prog.fr
Message-ID: <1993Mar26.125041.28201@greco-prog.fr>
Source record: 208261

Hi everybody,

I just want to ask you a small question about the palette on FALCON.
Where is the address of the beginning of the 256-colors palette ?
Is there an address or is it as on PC's VGA's card : by port (&3C8h).

By the way, it is maybe time to make a FALCON newsgroup ! NO ?

S. G.

--
/===\
Sebastien GROSLAND	
	LICENCE INFORMATIQUE
grosland@taliesin.emi.u-bordeaux.fr	UFR Math/Info
	351, Cours de la Liberation
	33400 Talence (France)
"Elen sila lumenn omentielvo"	
J.R.R Tolkien	
(the fellowship of the ring)	
\===/

4658. End of term.....a summary....

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 13:36:08 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C4I0G8.GF3@newcastle.ac.uk>
Source record: 208225

And so another college term draws to a close.....a term in which I got my Falcon and watched it break down by parts. In which I got multiTOS and found it was to slow to use (passing note : GalaxyCAD, the electronic design package from Uni. Wisconsin is the first program I have found which ONLY runs on a Falcon if you ARE running MultiTOS (it works fine on an ST without ????)). A term in which I got FSM GDOS, and found it doesn't work on a Falcon. A term in which I now find my Falcon is already obsolete as Atari replace it with the TT cased production model.

All in all, a bit of a bugger really.....

.....Bye Bye for Easter, back on line in a month.

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

4659. Re: New Maibox-System !

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 14:07:58 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <ZRV11B1w165w@ersys.edmonton.ab.ca>
Source record: 208251

tsstoeck@cip.informatik.uni-erlangen.de (Thomas Stoeckel) writes:

```
` Hi there !
`
` A new Mailbox-System is born! The SUPRIMA-System. It works on all ST/STE
` TT/Falcon Computers. But the most interesting is: it runs without
` blocking the Computer. Even the Up/Download can happen while the User
` is working on the Computer.
` The Box uses Roman Hodeks ZModem protocoll - the best I know. You can
` set up the Bytes/Block from 32Bytes up to 8192Bytes/Block !!
`
` For further information mail me.
`
`
`
` Ciao
` Atarico
`
```

Send me more information about this little beauty.

```
=====================================================================
| Gregeory C. Granger | "All these memories will be |
| (GGranger@Ersys.Edmonton.Ab.Ca) | lost in time, like tears |
| 5516-190A Street | in the rain." |
| Edmonton, Alberta T6M-2L3 Canada | |
| +1 (403) 483-2049 / 481-5110 | - Roy Batty, _Blade Runner_ |
=====================================================================
```

4660. Re: Gemenv

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 15:13:50 UTC
From: aa728@Freenet.carleton.ca
Message-ID: <1993Mar26.151350.21688@freenet.carleton.ca>
Source record: 208245

In a previous article, John_Collis@equinox.gen.nz (Johnc) says:

>Newsgroups: comp.sys.atari.st
>Subject: Gemenv
>Message-ID: <John_Collis.burx@equinox.gen.nz>
>From: John_Collis@equinox.gen.nz (Johnc)
>Date: 25 Mar 93 15:07:10 +1200
>Organization: Equinox Networks
>Summary:
>Keywords:
>X-Newsreader: TIN [version 1.1 PL8]
>Lines: 14
>
>Hi There,
>
>Recently Ian Leprore was talking (in another context) about the program he
>wrote which sets an environment for the desktop from an AUTO folder. Could
>Ian or anyone else give some info on it's availability. I've looked in the
>index of a.a.u.e and couldn't see it.
>
>Thanks
>
>--
>|John Collis |Email to: john@albemuth.equinox.gen.nz
>|53 Springfield Rd |or: John_Collis@equinox.gen.nz
>|Christchurch 8001 |
>|New Zealand |Phone: +64-3-379-8921
>

Look for Ian's "Heat and Serve C" compiler. GEMENV is part of his
Sozobon C release. I believe HSC140.LZH is the latest version and you
get a fairly good public domain C compiler as a bonus. :)

ttfn

--
ttfn Blair A Dean

4661. Re: ZX Spectrum emulator for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 15:34:50 UTC
From: tsstoeck@cip.informatik.uni-erlangen.de
Message-ID: <1ov7qqE199@uni-erlangen.de>
Source record: 208246

Hi.

Someone could transfer my ZX-Spectrum games to Disk ???

I give you my girl-friend and half the kingdom... :-)

Well at least I have a ZX81 Emulator and an Specci Emulator running
on my TT. The ZX81 is far too fast for doing any games. The Specci
Emulator is 1:1 speed.

But I need games for it !!!

VALHALLA,Knight Lore,Underwurlde etc. PLEASE HEEEEEEELP !!!

Ciao
Atarico

4662. Re: New Maibox-System !

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 15:43:06 UTC
From: tsstoeck@cip.informatik.uni-erlangen.de
Message-ID: <1ov8aaE1fh@uni-erlangen.de>
Source record: 208247

ekrimen@netcom.com (Ed Krimen) writes:

>Sounds great. What's a mailbox system? Like a BBS?

It IS great. There are lots of Mailbox Systems here in germany...

Madness,Maus,BBS and some others too.

This is a NEW System. We called it SUPRIMA. It's especially thought
for Sysops who do not want to have an own computer for doing mailbox-
work.

Now SUPRIMA can even receive FAX !! It distinguishes between FAX and
Data call. Of course you need a FAX-Modem for this feature. But for
Mailbox-Functions you can have a modem of your choice. SUPRIMA works
with ALL modems, on ALL ATARI-platforms, in ALL resolutions.
You only need 1MB RAM and you should have a HD-drive.

Ciao
Atarico

4663. 2nd CFV and VOTE ACK: comp.sys.atari.advocacy

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 16:04:32 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1ov9igINNafn@rodan.UU.NET>
Source record: 208248
Cross-posted to: news.announce.newgroups,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech

```
SECOND CALL FOR VOTES and MASS VOTE ACKNOWLEDGE
===============================================

This vote has been running for two weeks.

This is a Call for votes on the creation of a newsgroup for
debates about the Atari range of personal computers.

Group Name
==========
comp.sys.atari.advocacy

Status
======
Unmoderated

Charter
=======
This group is a forum for discussion of topics in connection with the Atari
range of computers - marketing, capabilities, comparisons and other
arguments... It will move discussions of this nature from the existing
comp.sys.atari.st (and atari.8-bit) newsgroups, which will exist for a more
advice orientated discussions.

Users will be requested to not post the above discussions in the existing
newsgroups if advocacy is formed.

Users will be requested not to cross post disscussions in other advocacy groups
to this one.

Rationale
=========
This group will separate a section of discussion, mainly from the current
newsgroup comp.sys.atari.st but also relatted topics including the Atari 8-bit
range of computers (atari.8bit) and the new Atari Falcon computers.

The discussion of advocacy currently takes up over 50% of the items
in the atari.st newsgroup and so it is felt that the original
purpose of the newsgroup is being left behind.

New users and people who need information about the Atari ST/8-bit computers
can continue to use the original group and would hopefully get more
attention if there is less advocacy mail present.

Voting
======
VOTING PERIOD IS:
```

appearance of this message
to 1st April at 9:00 GMT.

HOW TO VOTE:
1. REPLY to THIS message.

2. send your votes to:

dxo@cs.bham.ac.uk

3. if that doesn't work, try:

dxo%cs.bham.ac.uk@nsf.ac.uk

WHAT YOUR MAIL MESSAGE SHOULD CONTAIN:

For a yes vote:

I vote "Yes" for the creation of "comp.sys.atari.advocacy"
VOTE: lastname, firstname [email address] : YES

For a no vote:

I vote "No" for the creation of "comp.sys.atari.advocacy"
VOTE: lastname, firstname [email address] : NO

Your message must be of THIS form, especially the second line since
my vote counting software needs bothe the 'VOTE:' and the ': YES/NO'.
Remember to replace the lastname forename and email address with YOUR
name etc!!!

Rules on voting
==========

Voting Rules:
-Only one vote per user (Two different people cannot vote under the
same user name).
-Any votes which are received before or after the voting period
will be discarded.
-Any vote which does follow the above examples specifically,
will not be valid.
-Anyone who wants to change their previous vote may do so by voting
again. They must indicate that they have previously voted and are
changing their mind in a footnote. A changed vote will discard your
previous vote.

Ambiguous Votes:
Ambiguous votes -- those who do not follow the specified format, or
do not make clear the voter's intent, will, where possible, be
returned to their senders for clarification. Ambiguous votes which
cannot be returned to their senders or for which no clarification is
provided will be identified in vote mass acknowledgements and in the
final vote tally.

******* ANY PROBLEMS, MAIL THE ADDRESSES ABOVE! *********

Thanks to Danny Richman for the basis of this CFV!!!!!

Proposers
=========
David Oakley dxo@cs.bham.ac.uk
Ian M Rae imr@cs.bham.ac.uk
Annius V. Groenink avgroeni@cs.ruu.nl
Jan Kim kim@vax.mpiz-koeln.mpg.dbp.de

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

THIS IS A LIST OF ALL PEOPLE REGISTERED AS VOTING UP TILL 11:30 GMT
MARCH 17TH. IF YOU HAVE VOTED AND DO NOT APPEAR ON THIS LIST, SEND
ANOTHER VOTE TO THE ABOVE ADDRESS, AND STATE THAT THIS IS A REPOST.
THE NAMES ARE IN ALPHABETICAL ORDER AND DO NOT SHOW WHICH WAY THE
USER VOTED.
---

1 Al-Rashid Shahir alrashi@ecf.toronto.edu
2 Allison, Warwick [warwick@cs.uq.oz.au]
3 Baljeu, R.J. v892307@si.hhs.nl
4 Benningfield Jr., Robert F. [benningf%aurfs1%aurgate@mcnc.org]
5 Bernardo, Marcelino [mbernar@erenj.com]
6 Booth, Wayne [trek\@ihlpb!att!com]
7 Brian, Cooper [bcc@eyring.com]
8 Brink, Ate [ate@cs.ruu.nl]
9 Brod, Claus [clausb@hpbeo79.bbn.hp.com]
10 Brown, Alan [dogbowl@dogbox.acme.gen.nz]
11 Bunch, John [sixhub!myst!jbunch@crdgw1.ge.com]
12 Buschhaus, Karl karlb@csd4.csd.uwm.edu
13 Caple, Steve [spook@cyberhm.royle.org]
14 Castellano, Nicholas S. [entropy@gnu.ai.mit.edu]
15 Chapman, Ian [essex.ac.uk]
16 Churchill, Dave [ac255@freenet.carleton.ca]
17 Clack, Eric [eec@dcs.warwick.ac.uk]
18 Coile, Steve [scoile@gmuvax.gmu.edu]
19 Cole, Marlon [cczcole@unicorn.nott.ac.uk]
20 Collis, John [john@albemuth.equinox.gen.nz]
21 Cotsell, Bruce b.cotsell@ucl.ac.uk
22 Cummins, John [cummins@a.cs.okstate.edu]
23 Current, Michael [currentm@carleton.edu]
24 da Silva, Peter [peter@ficc.ferranti.com]
25 Davidson, Kevin [tkld@cogsci.ed.ac.uk]
26 dierikx marc marc@targon.UUCP
27 DiMasi, Nicholas [nickd@vpnet.chi.il.us]

Douglas,Giles cstadge@csv.warwick.ac.uk
Dunham, Jerry [hoosier@rider.cactus.org]
Eker, Steven [steve@inf.rl.ac.uk]
Evans, Gwyn [evansg@uproar.enet.dec.com]
Evans, Michael [mike@seb.se]
Farah, Miguel [mbfarah@isluga.puc.cl]
Farrell, Gordon [gfarrell@cs.sfu.ca]
Fink, Oliver [hagar@tpki.toppoint.de]
forget, michel [mforget@elfhaven.ersys.edmonton.ab.ca]
Forsgren, Per-Olov [d91pfo@csd.uu.se]
Franklin, Greg [franklig@gas.uug.arizona.edu]
Gelner, Kendall [kendall@neosoft.com]
Gilbert, Ben [bgilbert@cs.washington.edu]
Goggin, Dave [dt4@cs.ucsb.edu]
Grabnar, Matija matija.grabnar@ijs.si
Grimm, Steven [koreth@hyperion.com]
Gustavsson, Per sp1pergu@his.se
Halliday, david [daveh@silvaco.com]
Hatz, Mike [mhatz@nyx.cs.du.edu]
Hays, Bob [bobhays@spss.com]
Heinen, Benedikt [heinenb@firemark.fido.de]
Henanger, Erling [erlingh@idt.unit.no]
Henders, John jhenders@wimsey.com
Hendrickson, Eric [edh@staff.tc.umn.edu]
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Hohmuth, Michael [hohmuth@freia.inf.tu-dresden.de]
Hooover, Bruce hooverb@cs.wvu.wvnet.edu
Hutchinson, John [hutch@ilmen.lanl.gov]
Johannes, Gronvall [joha@clinet.fi]
Juergen Lock <nox@jelal.north.de>
Jung, Wolfgang [woju@keep.fantasy.sub.org]
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78 Lodge, Mathew [mjl-b@minster.york.ac.uk]
79 Lundberg, Andrew [lundberg@cs.jhu.edu]
80 Lynbech, Christian lynbech@daimi.aau.dk
81 magro, joseph [jmagro@baron.ncsa.uiuc.edu]
82 magro, william [wmagro@uiuc.edu]
83 Marble, Chris [cmarble@hmcvax.claremont.edu]
84 Maynard, Jay [jmaynard@nyx.cs.du.edu]
85 McDonald, Kier [cs92kam@brunel.ac.uk]
86 McGuire, Ed ed@intellection.com
87 McLaggan, Dougie mclaggan@movies.enet.dec.com
88 McNicol, David [cabp09@cc.strath.ac.uk]
89 Miller, Ricahrd rick@bcm.tmc.edu
90 Moorcroft, Marc [smarry@zooid.guild.org]
91 Mountifield, Tony [tony@microware.co.uk]
92 Nagel, Erlend [wmtwen@urc.tue.nl]
93 Newman, Ken [ken@isgtec.com]
94 Noest, Boerge [borgen@stud.cs.uit.no]
95 Noh, Jay [jnoh@genesis.mcs.com]
96 Nummelin, Arto [euaanu@eua.ericsson.se]
97 O'Bryan, Mark [obryan@gumby.cc.wmich.edu]
98 OAKLEY, ANDREW <evilandi@vnet.ibm.com>
99 Oakley, David <dxo@uk.ac.bham.cs>
100 Ochocki, Russell [rdo@kynes.bison.mb.ca]
101 Olson, Eric [ejo@kaja.gi.alaska.edu]
102 Oosterhoff, Auke UBADIC06@EBCESCA1
103 Owens, Bill [owens@acsu.buffalo.edu]
104 Paetau, Rasmus paetau@mits.mdata.fi
105 Page, Donald [donaldp@sco.com]
106 park, michael [mpark@u.washington.edu]
107 Paschall-Zimbel, David davidli@simvax.lambed.umn.edu
108 Pelletier, Yves pelletier@nyongwa.cam.org
109 Peterschmidt, Kurt [kurt.peterschmidt@cray.com]
110 Peterson, Brian [brianp@netcom.com]
111 Plutchak, Joel <plutchak@porter.geo.brown.edu>
112 Power, Matt [mhpower@athena.mit.edu]
113 ptucker@elli.une.ed.au
114 Quinn, Michael mjquinn@pucc.princeton.edu
115 Rae, Ian [imr@uk.ac.bham.cs]
116 Rauch, Felix [rauch@avalon.physik.unizh.ch]
117 Reed,Dan [ma0dmr@ss1.bath.ac.uk]
118 Rice, Rob [rrice@mail.sas.upenn.edu]
119 Ridd, Chris C.J.Ridd@cs.bham.ac.uk
120 Rogers, Steve [srogers@tad.eds.com]
121 Ryan, Sean [fsspr@aurora.alaska.edu]
122 Sanchez, Eugenio, al198723@academ01.mty.itesm.mx
123 Schaaf, Richard (rscha@ctp.com)
124 Schr"oder, Martin [L15D@ALF.ZFN.UNI-BREMEN.DE]
125 Schulze, Thomas [ts@uni-paderborn.de]
126 Schuster, Bernd [schuster@edag.ptdg.sharp.co.jp]
127 Schwingen, Michael [rincewind@discworld.oche.de]

128 sheldon, steve sheldon@iastate.edu
129 Skar, Anders [anderss@edb.tih.no]
130 Spear, Geoffrey [gspear+@CMU.EDU]
131 Spiker, Robert W. [rws3n@Virginia.EDU]
132 Steve Jr, Michael [msteve@magnus.acs.ohio-state.edu]
133 Stevenson, David [djs@jet.uk]
134 Stoks, Sander [sanders@sci.kun.nl]
135 Syratt,Richard [richard@op.ph.ic.ac.uk]
136 Thomas, David [spx2djt@cardiff.ac.uk]
137 Tomlinson, Howard Karnov u1j64@keele.ac.uk.has.better.chips
138 Trier, Stephen trier@ins.cwru.edu
139 TVEITO, ODDVAR [oddvar.tveito@tf.tele.no]
140 Vance, Joachim [jvance@einstein.oac.uci.edu]
141 vasileff, david [dvasilef@indiana.edu]
142 Veenstra, Hendrik Jan [hjv@phil.ruu.nl]
143 Venable, Rick [rvenable@helix.nih.gov]
144 Verhoeven, marco Marco_Verhoeven@nextjk.wlink.nl
145 Vizor, Nick [csi080@uk.ac.coventry.cch]
146 von Gunten, Ralf [VONGUNTENR@ezinfo.vmsmail.ethz.ch]
147 Vries, Robert de [robert@and.nl]
148 Wagner, Gary [grw@ukc.ac.uk]
149 Weber-Fahr, Christoph, wefa@kit.uni-kl.de
150 white, stephen [sfwhite@sciborg.uwaterloo.ca]
151 Winter, Matthew [email : wintermi@cs.aston.ac.uk]
152 wood, Victor {rm4y@vm.op.dlr.de}
153 Woodbury, Gregory [ggw@wolves.durham.nc.us]
154 Yannikos, Marinos [nino@vmars.tuwien.ac.at]

4664. Wanted: Pirates & Quadralien

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 17:18:59 UTC
From: Devon_Sheppard@mindlink.bc.ca
Message-ID: <22530@mindlink.bc.ca>
Source record: 208250

I've been looking for to buy Pirates! for the ST for a while, but it seems that it's no longer available. I'm having the same problem with a game called Quadralien, which I foolishly lent out a few years back and never saw again.

If someone has an original of either game that they would like to part with, please leave me some email, as I do not read this group regularly.

I also have a few games to get rid of, so leave me mail if you're interested in a trade.

Devon

--

a4344@mindlink.bc.ca | No brains, no headaches!

4665. Anonymous FTP sites US and abroad

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 17:26:57 UTC
From: cse0947@desire.wright.edu
Message-ID: <1993Mar26.122657.8041@desire.wright.edu>
Source record: 208254

Can anybody send me a list of Anonymous FTP sites? Thanks

4666. usability evaluation survey

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 18:01:00 UTC
From: NWZ90G@cheltenham-he.ac.uk
Message-ID: <9303261807.ag17748@demon.demon.co.uk>
Source record: 208256

Hello all,

I am a computing student at the Cheltenham & Gloucester College of Higher Education, England. I am currently involved in a software usability project, and to complete this project I need some help!

I need to get your views on the usability of software, and to this end I have produced a questionnaire which if anyone could complete I would be very grateful. If anyone feels they can help, could you please mail me and I will then send you an electronic copy of the questionnaire.

I will mail you the results of the survey, if anyone is interested.

Thank you in advance,

Jeremy Curtis (nwz90g@chelt.ac.uk)

4667. Wanted: Software for small business

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 19:03:13 UTC
From: belaire@bcarh901.bnr.ca
Message-ID: <1993Mar26.190313.11776@bmerh85.bnr.ca>
Source record: 208255

Are there any good programs for the ST that can track
inventory, prepare invoices, prepare orders, keep price
and cost lists, and so one, and are easy to use?

Public domain, shareware or purchased software are
all fine with me.

Thanks

Ron Belaire (belaire@bnr.ca)

4668. Overscan For Mega 'E

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 19:20:40 UTC
From: kfason@lamar.ColoState.EDU
Message-ID: <Mar26.192040.27482@yuma.ACNS.ColoState.EDU>
Source record: 208257
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have a Mega/STE 4 50. I wanna install Overscan on it. The only overscan stuff I found on a.a.u.e is for TOS 1.2 and 1.4... Is there anotehr FTP site that has Overscan for STEs or better yet Mega 'Es? Or is Overscan just dead past TOS 1.4? thanx.

-Kevin Fason Atari Mega/STE 4 50

4669. FTP site for powerdos?

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 20:23:17 UTC
From: u2e32@keele.ac.uk
Message-ID: <1ovonl$l1d@gabriel.keele.ac.uk>
Source record: 207994

```
Greets,
After reading a Z-net artical I'm looking for an ftp site for
Dagonware's powerdos.

Cheers

+=============================================================================+
| Graham "Roll The Dice" Harrison. | u2e32@keele.ac.uk |
| University Of Keele | |
| Stoke On Trent | Even Death Fears Undertakers |
| England | |
+=============================================================================+
```

4670. Re: backup confusion

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 21:04:43 UTC
From: llunch@ackerman.cba.csuohio.edu
Message-ID: <1993Mar26.210443.8806@news.csuohio.edu>
Source record: 208258

In article <H.eg.5abhBc_TZA2@harvee.billerica.ma.us> esj@harvee.billerica.ma.us writes:
>I am very confused about backup options. I had made up my mind to get
>a floptical drive for backups. when I called toad to order one, they
>said that ther were not selling flopticals because the price was
>bouncing around too much and tried to sell me a syquest drive. I then
>called purple mountain. they have not returned my calls.
>
Computability advertises internal flopiticals for $309, and
better business systems for $299. Both always advertise in computer
shopper, and the former has really good prices on quantums. I haven't
called and aksed either about availability, I just think its a big
mistake to get non-atari stuff from atari mailorder houses.

>I decieded to reconsider my options. for backup, I can use:
>
> flopticals
> syquest
> 1/4" streamer
> floppies
> ICD tape

> 1/4" streamer
> - may be obsolete media
> +- free driver (lack of support??)
> + possible to read on other systems
> + drive and media can be used on other systems

I was just considering backups myself. I don't know much
about tapes, but this is what I think I know: QIC-40 tapes such as
the Jumbo 120 are cheap and undustry standard. They connect to a
floppy controler. On an atari, this means transfer is limited to
150kb/sec. SCSI tape drives for macs are not QIC-40 compatible and
cost nearly $500. In reading this newsgroup, I have developed the
impression that many cool SCSI peripherals were availble for Macs
really cheap. This is not true: scsi 1.44m floppies > $200 (I assume
they are scsi, otherwise why would they cost so much.) scsi ethernet
> $300. If anyone else was deluded like me, now you know.

>
> floppies
> - takes forever
> - unreliable
> + have drive, media, and backup sw.
>
I recently found out this is more viable than I thought. "zoo

ah" is very mint friendly. One can run 2 or 3 copies of it from a
character shell (gem not active) without noticable slowdown.

>
>I would like a media/drive combination that has a chance of being useful for
>at least 5 years and on multiple platforms (dos, mac, unix or, maybe
>even another atari :-)
>
>any ideas?!!!
>
>--- eric
>--
>HOME: esj@harvee.billerica.ma.us HAM ka1eec
>WORK: 617.630.4687 (w) esj@ruby.polaroid.com
>source of the public's fear of the unknown since 1956

4671. Re: ST vs. Mac

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 22:23:18 UTC
From: mhembruc@tsegw.tse.com
Message-ID: <C4Iouu.AqJ@tsegw.tse.com>
Source record: 208260

ac382@Freenet.carleton.ca (Jack Kitowicz) writes:

>In a previous article, mhembruc@tsegw.tse.com (Mattias Hembruch) says:

>>re: Mac LC III
>>>Graphics speed must be a forign word for apple. Ok, I tested the machine in
>>>640x480 in 256 color. Nothing else on the desktop than the adobe photoshop
>>>and a directory window. The refresh rate was about as fast as a GIF viewer
>>>on my old ST running at 8 Mhz. Ok the LC III has a lot of real good software
>>
>>Hmm.. Let's do a little comparison here.. I don't know of any GIF viewers
>>that do >512 colours for the ST, so I'll use that as a comparison. Stock
>Photochrome does 4096 collors on an ST and 19000+ on an STe

Sure. But How?? AND - this is NOT, I repeat NOT updating desktop stuff.. Just
showing a static image. You could never use Photochrome's technique to update
a full desktop screen without getting lots of flicker, turning the screen
off for awhile, or something. It would not be 'smooth'...

Mattias

>--
>---
> !! Computer Engineering at The Carleton Country Club!!
>------------------------ac382@freenet.carleton.ca-------------------
>
--
Mattias Hembruch
>> My views do not necessarily reflect those of the TSE. <<
E-mail: mhembruc@tse.com

4672. ATARI - FOR SALE>>>>>>>>

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 22:29:55 UTC
From: BOYHC@CUNYVM.BITNET
Message-ID: <93085.172955BOYHC@CUNYVM.BITNET>
Source record: 208259
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

SM124 monochrome monitor $ 100

130XE - 4 MB of RAM + Percom Data 20 MB HARD DRIVE and MINI disk drive $ 200

Best offer takes it all!!!

Ciao, Bo

4673. Re: Protracker

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 23:06:20 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1p029clNNr00@golem.wcc.govt.nz>
Source record: 208262

] my fault. So does ProTracker also work on a lowly monochrome 2.5 meg
] 1040STF ?

Dunno about monochrome, but it works on a .5meg STF!

4674. Re: Overscan For Mega 'E

Newsgroup: comp.sys.atari.st
Date: 1993-03-26 23:17:35 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1p02uflNNr05@golem.wcc.govt.nz>
Source record: 208263
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

To *anyone* interested in overscan....

The Overscan available on atari.archive.umich.edu (and elsewhere, including commercially), will NOT work on any machines above the STFM!
(Or Mega-ST).

It will not (apparently) work on TOS versions newer, or older, than 1.2 (1.02), or 1.4 (1.04).

If you have an STE, Mega-STE, TT, Falcon, you can forget about this overscan. (The Falcon has overscan, so you don't really need it anyway).

4675. Higher Resolutions on Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-03-27 00:49:47 UTC
From: glennd@pioneer.arc.nasa.gov
Message-ID: <1993Mar27.004947.22866@news.arc.nasa.gov>
Source record: 208264

Several posts have mentioned the ability to generate higher resolutions just in software (e.g. 800x768 or 800x600). Is there any way or place to access this software? This sure would make the Falcon more attractive to me. Can the "super_78" program (sets SVGA screen to 78Hz scan rate) be used for changing resolutions?

Thanks.

- Glenn

4676. Falcon As MIDI Sampler?

Newsgroup: comp.sys.atari.st
Date: 1993-03-27 00:58:51 UTC
From: glennd@pioneer.arc.nasa.gov
Message-ID: <1993Mar27.005851.23125@news.arc.nasa.gov>
Source record: 208265

Is there any way at present to use the Falcon as one would a
traditional sampler in a MIDI context? I know you can sample sounds
and save to disk, but what about playing notes on the Falcon using
MIDI note-on commands? Right now, I'm not as interested as triggering
an entire audio track as having the Falcon respond to MIDI commands,
like note-on, velocity, and ideally other MIDI continuous controllers like
volume, etc. Is there any software present or planned, that will
allow the Falcon to be used in this manner?

Also, when playing back the digital audio tracks, the only way to get
the audio from it (without some expensive hardware addon unit?) is
through its builtin stereo out port, correct? I've read that since
this is "bass-boosted", its not suitable for "pro" recording
applications. Is this really an issue? Couldn't it be treated with
outboard EQ if it were too boomy?

Thanks for any illumination on this subject.

- Glenn

4677. Beware of cker5a.zoo -- File sizes do not match!

Newsgroup: comp.sys.atari.st
Date: 1993-03-27 02:29:54 UTC
From: moorebj@verdin.icd.ab.com
Message-ID: <1993Mar27.022954.21666@icd.ab.com>
Source record: 208266

I have recently become aware that version 5A(188) of C-Kermit for the ST has been uploaded to atari.archive. A spot check of the binaries shows that the file sizes are *not* correct. The correct file sizes are 277937 for the version with the command parser, and 81693 for the version without the command parser.

I will upload a known good version in the next few days. In the meantime, this version should be viewed with suspicion.

Bruce Moore
moorebj@cs.hh.ab.com

4678. Re: atari australia stuffs it royally yet again...

Newsgroup: comp.sys.atari.st
Date: 1993-03-27 03:54:17 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <71X21B13w165w@dogbox.acme.gen.nz>
Source record: 208270

karlm@mel.dbce.csiro.au (Karl Meyland) writes:

> Hey Miff, you know Atari Oz, they're worse than a bunch of local council guys
> Yeah, it'll be here next week ...
...
> About the price, well, estimate whatever you like, then totally junk the idea
> Where's my Falcon 030?
>
> Then again, where's Buddy Holly!?
>

I'm glad to hear that they're not just f*&**ng around their New Zealand
customers. Bunch of stupid tossers that they are.

Still, be glad that they're even saying that you'll get a Falcon.
They aren't going to supply them here.

--
"Love is for insects, animals and coathangers.."

4679. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-03-27 05:07:46 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1p0nf2$aoc@terminator.rs.itd.umich.edu>
Source record: 208267

```
drwxr-xr-x root 4096 Mar 21 00:06 .
drwxr-xr-x root 4096 Mar 23 15:49 .
drwxrwxr-x root 6144 Mar 23 15:49 ./8bit
drwxrwxr-x weiner 8192 Mar 23 15:46 ./8bit/Zmag
-rw-rw-rw- lenn 14365 Mar 23 15:46 ./8bit/Zmag/z890209.arc
-rw-rw-rw- lenn 12941 Mar 23 15:46 ./8bit/Zmag/zmag056.arc
-rw-r----- lenn 264 Mar 23 15:49 ./8bit/qwk.txt
-rw-r----- lenn 2400 Mar 23 15:49 ./8bit/qwkread.txt
-rw-r----- lenn 25219 Mar 23 15:49 ./8bit/znetnj.qwk
drwxrwxr-x root 2048 Mar 23 19:23 ./Gnustuff/Tos/G++
-rw-r--r-- hyc 504137 Mar 23 19:20 ./Gnustuff/Tos/G++/g++233b.zoo
-rw-r--r-- hyc 12201 Mar 23 19:25 ./Gnustuff/Tos/0index
drwxrwxr-x weiner 2048 Mar 25 20:22 ./8bit/Demos
-rw-r----- lenn 124288 Mar 25 20:22 ./8bit/Demos/top9302a.dcm
-rw-r----- lenn 119936 Mar 25 20:22 ./8bit/Demos/top9302b.dcm
-rw-r----- lenn 1981 Mar 25 20:22 ./8bit/Demos/top9302.txt
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

4680. Re: How to reach David Small ??

Newsgroup: comp.sys.atari.st
Date: 1993-03-27 08:43:56 UTC
From: grosland@taliesin.greco-prog.fr
Message-ID: <1993Mar27.084356.17217@greco-prog.fr>
Source record: 208279

Andre van der Vlies (andre@sluis.wilt.aha.nl) wrote:
:
: Recently I have obtained a Spectre GCR (legaly ..). Having read the
: manual, which stated to drop a note (e-mail) should there be any problems.
: Well I have problems and wish to drop a note. Can somebody tell me how to
: reach Daveid Small via e-mail ?
:

Very easy, here are is adresses:

- GEnie : DAVESMALL
- Compuserve : 76606,666 or 76004,2136
- Internet/USENET : dsmall@well.sf.ca.us

Bye
S. G.
--
/===\
Sebastien GROSLAND	
	LICENCE INFORMATIQUE
grosland@taliesin.emi.u-bordeaux.fr	UFR Math/Info
	351, Cours de la Liberation
	33400 Talence (France)
"Elen sila lumenn omentielvo"	
J.R.R Tolkien	
(the fellowship of the ring)	
\===/

4681. Desktop replacements ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-27 09:15:48 UTC
From: matthew@hitech.com.au
Message-ID: <733223743.21209@hitech.com.au>
Source record: 208268
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings,
I'm after a shareware/PD replacement desktop. I've got 1 meg and a
D/S floppy system. I have read good reviews on Gemini and DC Desktop.
Which is best ? Where can I FTP it from ?

Follow-up to here or e-mail me.

ThanX in advance,
-matthew
--
Matthew Smith-Stubbs | Enviromental thought for the week :
Brisbane, Australia. | Save water, Dilute it !
matthew@hitech.com.au |

4682. Re: falcon prices in Sweden?

Newsgroup: comp.sys.atari.st
Date: 1993-03-27 12:00:40 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.u6LUrehHF8Q@fredrik.atari.no>
Source record: 208269

In <mikhil.733142697@Dublin>, Mikael Hillborg writes:
>watchman@ludd.luth.se (Joachim Str|mbergson) writes:
>
>>I was recently told by a friend (and Amiga owner) in a very amuzing way
>>that the falcon 030 is supposed to be sold at around 16000 SEK for
>>the 4Mb+65Mb HD version. Is this right (i.e. have any Swedes seen any
>>official prices?)
>
>>I guess this ain't the most exciting news for non-swedes so mabye you
>>should mail me the replies.
>
>Well it might be interesting for others to hear how the Falcon
>is marketed in Sweden (Scandinavia):
>Yes, I have been told almost the same: 16000 - 17000 SEK.
>This is approx 2300 dollars (!). It should be stated that in Sweden

*** stuff deleted ***

I want to add that the price in Norway for the same configuration is
aprox. 14.000.- NOK (2000$). You can't blame Atari for the 300$ difference
of Norway VS. Sweden.

Now, let's look at the taxes we have to pay on a computer: The VAT is 22%
here in Norway and there is a customs fee of 4% on top of that, making the
net-price (without taxes) 1580$ which still is quite high compared to German
prices! A dealer here told me that he would not start selling Falcons before
he could sell them (with reasonable margins) for 10.000.- NOK (1430$) for
the 4/65MB configuration. That is actually a 30% price cut. I have a strong
feeling that this is likely to happen within 6 months!

Of course your comparison with the mac is still valid, because they also
have to pay the same taxes. But the price difference is not 2:1 here. More like
1.5:1 !

Enough rageing about the price. I have to give Atari a tiny bit of credit
because thay've managed to sell at this high prices. You can't deny that
all machines made available for the public are beeing riped off the shelves
faster than Atari can supply them:-)

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-------------------------------------------------------
```

4683. Re: falcon prices in Sweden?

Newsgroup: comp.sys.atari.st
Date: 1993-03-27 12:41:03 UTC
From: mikhil@Minsk.docs.uu.se
Message-ID: <mikhil.733236063@Minsk>
Source record: 208271

jornmoe@fredrik.atari.no (Joern Moe) writes:

>Now, let's look at the taxes we have to pay on a computer: The VAT is 22%
>here in Norway and there is a customs fee of 4% on top of that, making the
>net-price (without taxes) 1580$ which still is quite high compared to German
>prices! A dealer here told me that he would not start selling Falcons before
>he could sell them (with reasonable margins) for 10.000.- NOK (1430$) for
>the 4/65MB configuration. That is actually a 30% price cut. I have a strong
>feeling that this is likely to happen within 6 months!

Let's hope so. 10.000 NOK is just the price we'd hoped for. The machine is
exciting, ecpecially for a guy like me interested in both computer science
and music.

/Mikael Hillborg, Computer Sciencestudent at

```
__ __ _
| \ / / \
| | __ | \_
| |/ \ | \
|__/ \__/ \__ \_/ Department of Computer Systems,
University of Uppsala, Sweden
```

email: mikhil@student.docs.uu.se

4684. Re: New FTP

Newsgroup: comp.sys.atari.st
Date: 1993-03-27 14:14:00 UTC
From: thart@cix.compulink.co.uk
Message-ID: <memo.77361@cix.compulink.co.uk>
Source record: 208272

In article <28037@galaxy.ucr.edu>, phruby@ucrengr.ucr.edu (paul hruby) writes:-

>You have to try this ftp site. It has everything!
>ftp to 127.0.0.1 use your name and password. They have major security.
>They have a beta version of M-TOS !!!
>

They are so secure, they wouldn't let me in! But that's because I have the lin-
e
"start ftp" commented out...

(The only thing in the 127.0.x.x hierarchy is a loopback maintained by someone-

at isi.edu. Try doing a "net 127.0" on a whois server.

--
/*/\
/ Toby Hart Dyke thart@cix.compulink.co.uk \
\ thart@starless.demon.co.uk /
\/*\/

4685. Re: Beware of cker5a.zoo -- File sizes do not match!

Newsgroup: comp.sys.atari.st
Date: 1993-03-27 15:24:52 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Mar27.112452.12453@ac.dal.ca>
Source record: 208274

In article <1993Mar27.022954.21666@icd.ab.com>, moorebj@verdin.icd.ab.com (Bruce J. Moore) writes:
> I have recently become aware that version 5A(188) of C-Kermit for the ST
> has been uploaded to atari.archive. A spot check of the binaries shows
> that the file sizes are *not* correct. The correct file sizes are
> 277937 for the version with the command parser, and 81693 for the version
> without the command parser.
>
> I will upload a known good version in the next few days. In the meantime,
> this version should be viewed with suspicion.
>
> Bruce Moore
> moorebj@cs.hh.ab.com

Since I am the person who put cker5a.zoo on a.a. (at the request of another Usenet reader), I was curious about this and just downloaded the file from a.a. and unzoo'd it. I find the file size of the main executable to be 278,016, i.e. 79 bytes larger than Bruce Moore says it should be. The executable worked fine, by the way. I don't know what accounts for the difference - it is possible that I may have packed the executable for use on my own system for a while (I don't use it any more) and then have unpacked before zoo'ing up the archive for u/l to a.a. Perhaps this could have caused a few bytes discrepancy?

The other, smaller binary, in my archive is 81,920, a 227 byte discrepancy compared with Bruce Moore's figure.

John

4686. Re: Beware of cker5a.zoo -- File sizes do not match!

Newsgroup: comp.sys.atari.st
Date: 1993-03-27 15:38:35 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1p1sdrINN44c@golem.wcc.govt.nz>
Source record: 208273

In article <1993Mar27.022954.21666@icd.ab.com>, moorebj@verdin.icd.ab.com (Bruce J. Moore) writes:
>I have recently become aware that version 5A(188) of C-Kermit for the ST
>has been uploaded to atari.archive. A spot check of the binaries shows
>that the file sizes are *not* correct. The correct file sizes are
>277937 for the version with the command parser, and 81693 for the version
>without the command parser.
>
>
>Bruce Moore
>moorebj@cs.hh.ab.com

What a load of old cods wallop, I am using it right now, No problems..

Some machines VAXes and some Protocols can change file sizes, ie, they round up or down to the next cluster size or sector...

So please don't start false rumours....

Roger..... sheppard_r@kosmos.wcc.govt.nz

4687. Re: JPEGs and GIFs on FALCON

Newsgroup: comp.sys.atari.st
Date: 1993-03-27 19:46:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A14570@K.maus.de>
Source record: 208275

e>Any wisdom out there on viewing/manipulating GIFs and [especially] JPEGs on
e>the
e>FALCON.

German scanner software Charly Image does the job.

4688. Re: + How to upgrade 520STFM (UK) - Should I ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-27 20:01:16 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Mar27.200116.11550@newshost.lanl.gov>
Source record: 208276

In article 67M@dcs.ed.ac.uk, gordonc@epcc.ed.ac.uk (Gordon D B Cameron) writes:
>Hi,
>
>I know this is ab it vague and wishy-washy, but :
>
>I have an old 520STFM, still with only the standard 1/2 meg, and what's worse
>a single sided internal drive.
>
>My question is, is it worthwhile me upgrading this to have some more memory
>(say, 2 or 4 megs) and a double sided drive, plus maybe a hard drive, or
>should I really just start from scratch again. I have a mono monitor also,
>which I'm quite happy with.....

If you want to stay with an Atari, I'd recommend buying a new system, rather
than upgrading your aged 520ST. There are some fine buys available right now
for MegaSTe systems and it really is a nice machine, and superior to the
Falcon in many respects (IMHO).

Of course, if you decide to change platforms, that's another story...

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4689. XYZ problems with Serialfix 2.0

Newsgroup: comp.sys.atari.st
Date: 1993-03-27 20:31:59 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Mar27.203159.22277@prime.mdata.fi>
Source record: 208277

I've been experiencing problems when I use XYZ and Serialfix. It occurs even on version 1.? of serialfix. The problem is that every time I upload something with XYZ's Z-Modem, it will first transfer the file but after it is ready it will not exit, but it starts waiting for something, and then I think it tries to tell me that the receiver didn't acknowledge the end of the transfer. If I use any other RTS/CTS patch I don't have this problem, but I'd like to use Serialfix as I understand it is above the others :).

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

4690. FOR SALE: STE etc.

Newsgroup: comp.sys.atari.st
Date: 1993-03-27 21:48:08 UTC
From: dunham@src.honeywell.com
Message-ID: <1993Mar27.214808.5950@src.honeywell.com>
Source record: 208278

```
** Home Studio Liquidation Sale **

$ 500 1040 STE / 4 Meg RAM
$ 175 SC1224 Color Monitor (new)
$ 100 SM124 Monochrome Monitor
$ 300 Supra 60 Meg HD w/SCSI & clock
$ 15 Monitor Master (switcher)
$ 65 Master 2DD Floppy Drive B
$ 70 SMM804 dot-matrix Printer
$ 50 Zoom 2400 Modem
$ 150 digidesign's Sound Designer waveform editor/DSP software
$ 400 TASCAM 424 4-track (rarely used)

$1825 - Call (612) 894-0405.
--
Scott Dunham| Honeywell | Internet:
| Sensors & Systems Development Ctr.|
| 10701 Lyndale Ave South |
| Bloomington, MN 55420 |dunham@homer.src.honeywell.com
```

4691. Getting RAM software

Newsgroup: comp.sys.atari.st
Date: 1993-03-27 22:55:39 UTC
From: pb6755@csc.albany.edu
Message-ID: <PB6755.93Mar27225539@thor.albany.edu>
Source record: 208284

I am the owner of an Atari 520ST with little experience on the Net. I want to obtain software for RAM, and although I understand it is available at the UMich. archive, I'm not certain how to go about it. When a friend of mine tried to retrieve Uniterm software from there, we could not get it to work. (Finally, a fellow Atari owner was kind enough to snail-mail us a Uniterm disk.) I'm not a computer whiz, so I can't explain what went wrong, but my friend said the software arrived in pieces that then had to be reassembled, and it was in the reassembling that things got bollixed up. Could someone explain the steps that must be taken to reassemble the RAM software? In particular, my friend says he needs to know about UUE codes.

Thanks for your help.

Phil Brown aka pb6755@csc.albany.edu

4692. Re: Beware of cker5a.zoo -- File sizes do not match!

Newsgroup: comp.sys.atari.st
Date: 1993-03-27 23:27:48 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <C4KMID.CEB@mentor.cc.purdue.edu>
Source record: 208280

I did test the archive before I posted it!!!!!!!!!!

Jody Lenn
lenn@atari.archive.umich.edu

4693. Re: Will I buy a Falcon? revisited.

Newsgroup: comp.sys.atari.st
Date: 1993-03-28 03:06:08 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bb5084a@Kralizec.fido.zeta.org.au>
Source record: 208281

Original to: sheppard_r@kosmos.wcc.govt.nz
In a message of <20 Mar 1993 06:51:>, sheppard_r@kosmos.wcc.govt.nz
(3:713/602) writes:

sr> For one thing the Falcon will never ever sell here..
sr>
sr> They are selling here now Amiga A1200hd for $1500nz, the Falcon hd will
sr> be over $3000nz, a 386DX can be brought for some $2000nz complete with
sr> monitor, the other machines are not with monitor..

Did you bother to read Steve Wells' message converting the Oz price to NZ
dollarettes? About $2600 he got.

sr> Roger..... sheppard_r@kosmos.wcc.govt.nz

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

4694. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-28 03:11:12 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bb50bff@Kralizec.fido.zeta.org.au>
Source record: 208282

Original to: babo@engin.umich.edu
In a message of <20 Mar 1993 10:55:>, babo@engin.umich.edu (3:713/602) writes:

b> babo@engin.umich.edu (Kyonghun Lee), via Kralizec 3:713/602
b>
>> ...Have to agree on this point. Time may be starting to run out for the
>> PC. I
b>
b> Say What????? Time is runnign out for PCs? Where did that idea come
b> from? I mean the fragmented market and everything probably has some
truth
b> in it, but PCs dying? *NOT*.

Well, you'd be surprised really. As an example : A certain paternal relative of mine is the IS manager for a large national retail chain (over AUD$1bn turnover) ... They have recently scrapped virtually every PC they use, due primarily to the exceptionally poor reliability of Windows and associated software (particularly Lots 1-2-1 and WordDefect) and replaced them all with dual-486 based Siemens SCO-MPX systems.

A large number of major organisations here in this little hick town on the edge of nowhere are scrapping their PC fileservers and swapping to unix systems like the SS10...

Our national telecommunications carrier no longer purchases, or uses, PC systems for _any_ major CAD work.

b> O.K. Intel just hosted a conference about its Pentium Chip
b> here at the University of Mihcigan Ann Arbor a few days ago.
b> They are going to introduce the Pentium by next week (May 25th).
b> They also explained about the technical details about the chip.
b> In short, if one of you had been to the talk, I think you
b> would reconsider posting such a ridiculous theory.

I doubt it. After a little while all the hype just bores me - very little is ever said at 'lectures' like that. It's not until you have the databook in hand, and a smoking prototype on the bench that you know how badly they screwed it up.

b> Here is the real scenario:
b>
b> Pentium and Alpha chips are going to RULE the 90's.

I find that incredibly funny 8)

b> Hard performance numbers/installed user base and
b> professional magazines will confirm this.

Hmm. I like that. Not 'ease of integration' or 'advanced programming features'... but 'professional magazines' will ensure these new designs rule the '90s. Hmm. Let me guess : this 'lecture' was conducted in American?

b> The Mac is going to be there with Totally different OS.

Hmm. So no software? sure to sell well.

b> Unix is going to be more specialized machines.

laughs uproariously (and not at your grammar which is atrocious). Unix in various flavours will quite possibly be the deciding factor...

b> I would be really surprized if AMIGAs were still
b> around, say 1996. (Well, I have to admit that this is also too
b> far fetched.)

They'll be there. Look how long the CoCo has been around...

b> Anyway, I have enough techincal details of both Pentium and
b> Alpha chips from reliable sources to support my theory.
b> (I have two friends takling a microprocessor design course
b> at the U. of M. They are mainly studying the Alphs AXP
b> architecture among others)

Yup sure. If technical merit had much to do with it, the designers of the PC would have been shoved head-first into a wafer oven.

b> I realize that all AMIGA owners wish that the AMIGAs become
b> a major PC platform. But the idea of PCs dying is just a
b> wishfull thinking, IMHO.

The PC architecture has hit a hard performance limit, and it's time for them to go. It won't be a rapid departure by any means, but the writing is on the wall, no matter how faint it may seem to you.

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

4695. Re: Atari now stoops to False Advertising (and more lies!)

Newsgroup: comp.sys.atari.st
Date: 1993-03-28 03:23:42 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bb50d4e@Kralizec.fido.zeta.org.au>
Source record: 208283

Original to: jmccoull@bruny.cc.utas.edu.au
In a message of <21 Mar 1993 02:15:>, jmccoull@bruny.cc.utas.edu.au
(3:713/602) writes:

j> Now here is a bit of blatant false advertising I found in my local paper
j> this morning. It certainly gave my face a smile.
j>
j> [I'm not sure if this advert was an Australia wide campaign or just an
j> advert local to Tasmania... but I'm sure Commodore-Australia might like
to
j> give Tandy a tinkle...]

It was infact an australia-wide full-page advert run by Tandy australia.

Someone there just doesn't have a clue : but it worked. They sold 80
machines in 3 days here in SA. 8)

j> OH WELL BEFORE I SAW THIS ADVERT I WAS GOING TO BUY A FALCON. BUT IF
j> THIS IS THE QUALITY OF THE TRUTH FROM ATARI DEALERS/RE-SELLERS, I'M
j> GETTING AN A1200 ON MONDAY :-)
j>
j> [
j> IF ANYONE AT ATARI READS THIS -- DON'T EXPECT ME TO DEVELOP ANY SOFTWARE
j> FOR THE FALCON NOW. TIME TO BURN THE PROGRAMMERS DOCS I THINK.
j>
j> IF LIES ARE THE ONLY WAYS OF SELLING YOUR MACHINE... THEN MAYBE YOU
j> OUGHT TO GO BACK TO MAKING CALCULATORS. I THINK CONSUMERS DESERVE MORE
j> THAN THIS OUTRIGHT BULLSHIT
j>]

I think you need to cool off more than just a tad and learn a little about
how ignorant people are, and how advertisers live off the fat of the
guillible.

I've been accused of cheerleading, but that ad pissed me off to the max, for
obvious reasons.

Atari OZ' only reaction to the ad, that I know of, was to cringe. Tandy
showed it to the other atari dealers beforehand, who uniformly reacted with
'you have to be joking' style replies - a pity they weren't.

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

4696. Re: Looking for graphing programs

Newsgroup: comp.sys.atari.st
Date: 1993-03-28 05:36:39 UTC
From: vicb@clark.edu
Message-ID: <1993Mar28.053639.4614@clark.edu>
Source record: 208285

>In article <1993Mar24.113802.4027@mnemosyne.cs.du.edu> kisaacso@nyx.cs.du.edu (Kevin "Zonker" Isaacson) writes:
>>Well, the subject says it all so I'll be brief. I'm looking for
>>graphing programs for the ST, specifically a program that will
>>generate a pie graph. My inital search of a.a.u.e turned up nothing
>>unless one of the spreadsheet programs there has this capability. Any
>>help is appreciated, if pd or shareware is not available tell me the

Well, the spreadsheet OPUS, on a.a.u.e., generates very good output in
the form of many charts, pie graphs included. Requires GDOS.

Victor Bruhn
vicb@clark.edu

4697. Re: backup confusion

Newsgroup: comp.sys.atari.st
Date: 1993-03-28 05:54:53 UTC
From: gfarrell@cs.sfu.ca
Message-ID: <1993Mar28.055453.14361@cs.sfu.ca>
Source record: 208287

In article <H.eg.5abhBc_TZA2@harvee.billerica.ma.us> esj@harvee.billerica.ma.us writes:
[...]
>
>as I see it, the pros and cons of each are as follows:
> flopticals
> - can't get anyone to sell me one
> - may be "fringe" media.
^^^^^^
And maybe not. My local dealer, who will sell you a
floptical :-), told me he heard that the next line of Macs will come with
flopticals standard, instead of HD drives.

If you want the address of my dealer, mail me and I'll send it to you.

[...]
>I would like a media/drive combination that has a chance of being useful for
>at least 5 years and on multiple platforms (dos, mac, unix or, maybe
>even another atari :-)

Then I think the floptical would be a good option. What with the SCSI
connector, you can use it on pretty much anything.

>
>any ideas?!!!
>
>--- eric
>--
>HOME: esj@harvee.billerica.ma.us HAM ka1eec
>WORK: 617.630.4687 (w) esj@ruby.polaroid.com
>source of the public's fear of the unknown since 1956
--

Gordon Farrell
gfarrell@cs.sfu.ca
farrellc@sfu.ca

4698. Re: Whither AtariUser?

Newsgroup: comp.sys.atari.st
Date: 1993-03-28 06:03:40 UTC
From: gfarrell@cs.sfu.ca
Message-ID: <1993Mar28.060340.14471@cs.sfu.ca>
Source record: 208286

In article <rjungC4HE6K.HI2@netcom.com> rjung@netcom.com (Robert A. Jung) writes:
[...]
>
> AtariUser gets hit hardest because it is a free magazine. They recently had
>to stop taking subscriptions because each one was a lsos. Again, I don't have
>all the details, but the bottom line is that AU will be back pretty soon.

Stop subscriptions! Stop subscriptions! They can't do that! No local
dealers here carry AtariUser (perhaps this is part of their problem).
Personally, I'd even be willing to pay more to get it delivered.

If they're having trouble getting money from distributors, perhaps it's
time to give up on the "free" idea. Granted, it's a noble notion, but
the extra cash flow might be just what they need. Just MHO.

>
> --R.J.,
> AtariUser Lynx reviewer
> B-)
>
>//////////////////////////////////////|\\
> Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
>-------------------------------------+-----------------------------Lynx up!
>"You weren't chosen because you are the best pilot in the Air Force. You were
> chosen because you are the class clown and frankly, you're expendable."

____
Gordon Farrell
gfarrell@cs.sfu.ca
farrellc@sfu.ca
farrell@dds4.wimsey.bc.ca

--

____
Gordon Farrell
gfarrell@cs.sfu.ca
farrellc@sfu.ca

4699. Re: The _best_ HD cache?

Newsgroup: comp.sys.atari.st
Date: 1993-03-28 07:11:50 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.Lc1ZN1EEelE@elfhaven.ersys.edmonton.ab.ca>
Source record: 208292

In <1993Mar25.155743.23338@prime.mdata.fi>, Rasmus Paetau writes:

[> Hearing all these things about write and read caches makes it
[> difficult :). What caches do only read caching? Is TCache such? Using
[> my (very) poor German skills, I tried to read the TCache documentation
[> (The part in the beginning with somekind of a warning), and I think
[> they said something about data loss? CACHENN by atari is a read only,
[> isn't it?
[>
[> --
[> --
[> | Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |
[> --

TCache can do both. If you are paranoid, or have some reason to expect
power failures, then you can disable the write cacheing. I believe it is
the third option in the Install menu, but you can check for sure by reading
the english doscumentation (short, but useful) that comes with TCache 6.0.

I hope this helps you out.

--
Regards,

<< +-+ >>
<< Michel Forget >>
<< ~~~~~~ >>
<< mforget@elfhaven.ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< My cat worships the Sacred Halogen Torchiere! >>
<< --- >>

4700. Re: New FTP

Newsgroup: comp.sys.atari.st
Date: 1993-03-28 11:18:51 UTC
From: brianp@netcom.com
Message-ID: <brianpC4LJFG.63q@netcom.com>
Source record: 208288

In article <28037@galaxy.ucr.edu> phruby@ucrengr.ucr.edu (paul hruby) writes:
*You have to try this ftp site. It has everything!
*ftp to 127.0.0.1 use your name and password. They have major security.
*They have a beta version of M-TOS !!!

But in what directory is the atari stuff? I looked everywhere
except in a long list of user-name directories.
--
--> Brian Peterson, brianp@netcom.com <--
In order to remember your dreams,
you must think of them as if they were little kittens.
-- King Missile
.

4701. Re: 1ST CeBIT Impressions

Newsgroup: comp.sys.atari.st
Date: 1993-03-28 13:41:20 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Mar28.134120.5496@rhrk.uni-kl.de>
Source record: 208289

anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:

> Just out of curiousity, how much was the suggested retail price
>of the 32mhz card? If the price you mention is in German currency,
>how does the price compare against the price of a stock falcon (4/65)?
>(I'm not too good with the exchange rate)...

1298,- for the card without RAM compared to 2299,- regular Falcon price.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

4702. Re: 1ST CeBIT Impressions

Newsgroup: comp.sys.atari.st
Date: 1993-03-28 14:14:27 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1p4bs3E5lk@uni-erlangen.de>
Source record: 208290

anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:

>In article <BKXBBWQO@math.fu-berlin.de> tl@hrz-serv7.hrz.uni-kassel.de (Thomas Landgraf HRZ) writes:
>>1. The GeSoft 32MHz Falcon Card, ot runs on the full TT Speed, has space for
>>up to 128MByte RAM and a VME Slot!
>[stuff deleted]

> Just out of curiousity, how much was the suggested retail price
>of the 32mhz card? If the price you mention is in German currency,
>how does the price compare against the price of a stock falcon (4/65)?
>(I'm not too good with the exchange rate)...

The price is about 1300 DM. The price of the falcon is 2300 DM.
--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

4703. The Game of Life v4.1 new at atari.archive...

Newsgroup: comp.sys.atari.st
Date: 1993-03-28 16:17:44 UTC
From: jeroen@let.ruu.nl
Message-ID: <1993Mar28.161744.27336@let.ruu.nl>
Source record: 208291

Hi there!

I've just uploaded the final version (...) of ST Life to
atari.archive.umich.edu.

The new version differs from the previous ones in a number of
ways:

* Enhanced user interface (flying dialogs etc. etc.);
* On-line help is available.

For those who are new to the program and wonder what it is: ST Life is
a generalized cellular-automata examination tool, that even if used as
a simple 'life' variant has various nifty features not found in other
implementations.

For questions read the docs or the on-line help; if that doesn't help
mail me <Jeroen.Scheerder@let.ruu.nl>.

4704. Re: Gemenv

Newsgroup: comp.sys.atari.st
Date: 1993-03-28 18:02:31 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <16B9F10BCB.BWWL@ibm.rz.tu-clausthal.de>
Source record: 208293

In article <John_Collis.burx@equinox.gen.nz>
John_Collis@equinox.gen.nz (Johnc) writes:

>Hi There,
>
>Recently Ian Leprore was talking (in another context) about the program he
>wrote which sets an environment for the desktop from an AUTO folder. Could
>Ian or anyone else give some info on it's availability. I've looked in the
>index of a.a.u.e and couldn't see it.

Hello!

I dont know the program of Ian Leprore. I use the "setenv" auto-folder-prg.
This program is available via FTP from "ftp.tu-clausthal.de" (139.174.2.10)
or via E-Mail from "mail-server@ftp.tu-clausthal.de". Get the file
/pub/atari/systools/boot/setenv.lzh

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

4705. Re: Overscan For Mega 'E

Newsgroup: comp.sys.atari.st
Date: 1993-03-29 00:10:38 UTC
From: Marco_Verhoeven@p11.f607.n285.z2.fidonet
Message-ID: <2bb63ec8@p11.f607.n285.z2.fidonet>
Source record: 208058

In a message of <Fri 26 Mar 93 20:20>, Kevin Fason (2:281/202.0) writes:

KF> I have a Mega/STE 4 50. I wanna install Overscan on it. The
KF> only overscan stuff I found on a.a.u.e is for TOS 1.2 and 1.4...
KF> Is there anotehr FTP site
KF> that has Overscan for STEs or better yet Mega 'Es? Or is
KF> Overscan just dead past TOS 1.4? thanx.

As far as I know Overscan isn't available for STE's. It has nothing to do
with the TOS but with the way the STE handles the screen output (or
something in that direction...).

.\\arco

Marco_Verhoeven@nextjk.wlink.nl

--- MARSmail v1.21
* Origin: LOTUS - Let Only The Users Suffer (2:285/607.11)

4706. Re: Atari now stoops to False Advertising (and more lies!)

Newsgroup: comp.sys.atari.st
Date: 1993-03-29 00:58:04 UTC
From: s883334@minyos.xx.rmit.OZ.AU
Message-ID: <1p5hisINN6q0@escargot.xx.rmit.OZ.AU>
Source record: 208295
Cross-posted to: aus.computers.amiga,comp.sys.amiga.advocacy,comp.sys.atari.st

aduncan@rhea.trl.OZ.AU (Allan Duncan) writes:

> In article <jmccoull.732698075@bruny>, jmccoull@bruny.cc.utas.edu.au (James McCoull) writes:

>> WHY A $399 ATARI[r] PC FROM TANDY IS BETTER THAN A $1199 COMMODORE[r] PC.
>>
>> ATARI 1040 STE VS COMMODORE AMIGA 1200
>> $399 $1199 (after trade)
>[...]
>> $399 (normally $899) $1199
> ^^^^^^^^^^^^^^^^^
>I haven't noticed this point being made during the discussion. It is a
>_big_ reduction - a throw-out price, in fact.

Very true. I'm wondering if anyone knows why it's so cheap ? Two reasons
I could see: they're not selling, or the Falcon is going to appear soon.
A friend of mine bought an Ste in January this year, and he had to
wait a month for his monitor, reportedly because the Atari's were selling
much better than expected, and Atari didn't have enough monitors to meet
demand.

4707. Re: New FTP

Newsgroup: comp.sys.atari.st
Date: 1993-03-29 02:28:20 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Mar29.022820.146639@zeus.calpoly.edu>
Source record: 208294

phruby@ucrengr.ucr.edu (paul hruby) trys to make sense in saying:
>You have to try this ftp site. It has everything!
>ftp to 127.0.0.1 use your name and password. They have major security.
>They have a beta version of M-TOS !!!
>

Yeah you got me, I was a _sucker_. it was funnt though... and I was all
exicited about multitos too :(. aww dern it!!!!!

*steve miller
*electronics engineering dept. cal poly san luis obispo
*' if there was a degree given in superficial knowledge I would be a
doctorate'

4708. Re: Desktop replacements ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-29 03:07:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1p5p4kINNfd7@golem.wcc.govt.nz>
Source record: 208296
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Gemini is a VERY big desktop replacement, not much use on a 1meg system!
Although it has plenty of features!
DC-Desktop is a bit lacking on features compared to Gemini, but is a
lot smaller!

The best I've seen is 'Teradesk', as many, if not more features than
Gemini, all-loaded, uses only 120K of RAM, and roughly the same amount
of disk-space!

Great program, which uses TOS 2.xx and higher DESKTOP.RSC files for the
icons, so you can swipe those (it comes with the basics).

DC-Desktop should be in the /Dc section on a.a. (If it's PD that is,
I can't remember, the version I had was probably the demo)
The latest (last) version of Gemini is available somewhere on
atari.archive.umich.edu (probably in the Utilities/Desktop section)
Teradesk should be on there as well, if not, I'm sure someone else
knows where it is!

4709. Re: Beware of cker5a.zoo -- File sizes do not match!

Newsgroup: comp.sys.atari.st
Date: 1993-03-29 04:50:01 UTC
From: moorebj@verdin.icd.ab.com
Message-ID: <1993Mar29.045001.1272@icd.ab.com>
Source record: 208297

Hello world,

Sorry to cause any trouble. I noticed the file sizes did not
match and immediately assumed the worst. Actually, the version currently
at atari.archive matches up to EOF, some piece of software padded to the
next 512 byte boundary. Mea culpa.

BTW, I have uploaded the original binaries (as penance ;-) having
the "correct" sizes.

Bruce Moore
moorebj@cs.hh.ab.com

4710. Re: New FTP

Newsgroup: comp.sys.atari.st
Date: 1993-03-29 08:25:24 UTC
From: brianp@netcom.com
Message-ID: <brianpC4n62D.DGB@netcom.com>
Source record: 208299

In article <1993Mar29.022820.146639@zeus.calpoly.edu> smiller@farad.elee.calpoly.edu (Thrashman Steve) writes:
*phruby@ucrengr.ucr.edu (paul hruby) trys to make sense in saying:
*>You have to try this ftp site. It has everything!
*>ftp to 127.0.0.1 use your name and password. They have major security.
*>They have a beta version of M-TOS !!!
*Yeah you got me, I was a _sucker_. it was funnt though... and I was all
*exicited about multitos too :(. aww dern it!!!!!

Did you get just an ftp to somewhere else at your own site?
That's what I got, and boy, was it boring.
Does 127.0.0.1 do anything interesting somewhere on
internet?

--
--> Brian Peterson, brianp@netcom.com <--
In order to remember your dreams,
you must think of them as if they were little kittens.
-- King Missile
.

4711. Re: 1ST CeBIT Impressions

Newsgroup: comp.sys.atari.st
Date: 1993-03-29 08:52:49 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.175.733395169@dhhalden.no>
Source record: 208053

In article <BKXBBWQO@math.fu-berlin.de> tl@hrz-serv7.hrz.uni-kassel.de (Thomas Landgraf HRZ) writes:
>Hi,
>yesterday I have been on CeBIT. There were two really impressive things:
>
>1. The GeSoft 32MHz Falcon Card, ot runs on the full TT Speed, has space for
>up to 128MByte RAM and a VME Slot!

Wasn't that just 32MB of RAM? BTW, they haven't implemented the VME yet. (I thought the chip looked like a 50MHz thingie from the reading of the print on it...)

>2. A MPEG decoder from Brainstorm, they have shown some Movies running in Real Time
>... faster than the most PC/Mac Stuff!

Well, I saw the thing and thought it sucked. They haven't laid too much work in it yet since they don't know if Atari buys it or not...

>Unfortunately I had not enough time too look around and thete were lot of interesting
>Stuff at Atari like Falcon Speed (a 286 emulator), graphic cards, genlock, Videotitling,
>games, DSP Debugger, ...

Some great things were on show. The InShape renderer (really great looking interface), Lexcor had their stuff there (good, but needs a new interface), PAM's net might be good, but the guys need a new attitude ("we won't make a LAN network because you have to go to a Mac dealer to get cables..."), the BlackMail box from DOA was shown and looked really good, Chagall was impressive but needs more features, Matrix showed their new video/digitizer card (8MB VRAM, 8MB DRAM + 1 Meg on the digitizer!! DM 8K though...), DA's Vector was _REALLY_ impressing, as was the PhotoCD software from ColorConcepts. I've been hearing complaints about getting the base16 (3Kx2K pixels) onto screen in the cd newsgroup, but this baby did it on a 32MB TT in 4 mins! Looking good...

Now, I'm just looking forward to Dusseldorf in August...

We missed the net.people in the larce crowd, though..

> _ O"" Thomas (Landi) Landgraf

Jon

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...

Voice: +47 9 17 59 39 |

4712. MPEG viewer for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-29 09:14:28 UTC
From: mandela@sabrina.dei.unipd.it
Message-ID: <C4n8C5.DxD@dei.unipd.it>
Source record: 208300

Hi Atarians,
Is there any PD mpeg viewer for Atari ST(E)?
I know JPEG viewers and converters, but no MPEG support.

```
**********************************************************************
* ___ ______ *
* |\/| /__/ / *
* | |andela@sabrina.dei.unipd.it is / aolo / agliaro *
* *
* ||| ____ ______ ____ via Caron 25 *
* ||| /___ / /__ *
* / | \ ATARI ____/ / /____ Vigorovea (PD) ITALY *
* *
**********************************************************************
```

C I A O !!!

4713. Re: specifies ram program

Newsgroup: comp.sys.atari.st
Date: 1993-03-29 09:20:02 UTC
From: techno@zelator.in-berlin.de
Message-ID: <LW2BBM4T@zelator.in-berlin.de>
Source record: 208059

Judy Ranelli (judy.ranelli@the-matrix.com) wrote:
: From: judy.ranelli@the-matrix.com

: I need the name of a program that explains to my ST that I have 2.5 megs
: ram rather than 4.
: I also need to know where I can download this program from.

I also would be very interested.

Thank you

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

4714. Re: Higher Resolutions on Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-03-29 10:45:14 UTC
From: eberl@Informatik.TU-Muenchen.DE
Message-ID: <1993Mar29.104514.22473@Informatik.TU-Muenchen.DE>
Source record: 208051

In article <1993Mar27.004947.22866@news.arc.nasa.gov>, glennd@pioneer.arc.nasa.gov (Glenn Deardorff) writes:
|> Several posts have mentioned the ability to generate higher
|> resolutions just in software (e.g. 800x768 or 800x600). Is there any
|> way or place to access this software? This sure would make the Falcon
|> more attractive to me. Can the "super_78" program (sets SVGA screen
|> to 78Hz scan rate) be used for changing resolutions?
As one of the two authors of Super_78 i can assure you that this mini-prg does nothing like changing resolutions. At the moment we are planning to sell a good screen-resolution-software together with a little hardware. The hardware even increases the range of resolutions and refresh-rates. But the software also works without external hardware (800x600, 256 col. in 83Hz flicker-free-interlaced). We are not shure wether to sell this software also as a stand-alone version - depends on your interest. And we don't know how high the price could be. everything is in the planning stage now. but we don't want to hurry - there are not that much falcons around up to now. just wait and see --- and buy a good monitor...

|>
|> Thanks.
|>
|> - Glenn

Bye, greetings
Michael Eberl
eberl@informatik.tu-muenchen.de

4715. file format in comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1993-03-29 11:59:18 UTC
From: fiorio@yucca.NoSubdomain.NoDomain
Message-ID: <1p6oam$ct6@lirmm.lirmm.fr>
Source record: 207759

What is the format of the files in comp.binaries.atari.st ?
How to get them ?

Thanks

4716. Re: Desktop replacements ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-29 13:22:26 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1271@usdtsg.DaytonOH.NCR.COM>
Source record: 208062
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1p5p4kINNfd7@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>Gemini is a VERY big desktop replacement, not much use on a 1meg system!
>Although it has plenty of features!

Just to note - I think you can set Gemini to "overlay" mode, whereby
it "unloads" itself when you run a program, and then re-loads itself
once that program is complete. This would probably allow you to run
it on a system with smaller amounts of RAM. Of course, you'd probably
need a hard disk to make this method worthwhile. How this would
work under something like MultiTOS, I don't know, but then again
if you only have a 1 meg system, then MultiTOS probably won't be
a good idea to use anyways :-)

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

4717. AMCGDOS

Newsgroup: comp.sys.atari.st
Date: 1993-03-29 14:27:29 UTC
From: awest@ub.d.umn.edu
Message-ID: <1p710hlNNp0v@ub.d.umn.edu>
Source record: 208056

Has anyone used this PD GDos clone? I am trying to use it with OPUS the spreadsheet, and cannot get the GDos to boot. I have an "assign.sys" file set up, but I am not certain that it is right...Is there anyone familiar enough with GDos to help me out?

Andrew

--
|) | | ^ /\"Sometimes they tie /\ +--- +-- --+ The Piano Man
| | | * \/ a thief to the tree. \/ | o \ | \/ | aka: Andrew West
* * * | /\ Sometimes I stare, /\ | _/ | | awest@ub.d.umn.edu
- . . | \/ Sometimes it's me..."\/ |_| |_|\/|_| Univ of Minn-Duluth

4718. Re: ZX Spectrum emulator for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-29 15:13:24 UTC
From: ga@mrih.no
Message-ID: <1993Mar29.151324.15739@ugle.unit.no>
Source record: 208054

Thomas Stoeckel (tsstoeck@cip.informatik.uni-erlangen.de) wrote:
> Hi.

> Someone could transfer my ZX-Spectrum games to Disk ???

> I give you my girl-friend and half the kingdom... :-)

> Well at least I have a ZX81 Emulator and an Specci Emulator running
> on my TT. The ZX81 is far too fast for doing any games. The Specci
> Emulator is 1:1 speed.

> But I need games for it !!!

> VALHALLA,Knight Lore,Underwurlde etc. PLEASE HEEEEEEELP !!!

If you could crack Underwurlde and save it with the normal ZX-loader, I will
do it for you... Valhalla, I will do it in the Easter. And otherwise, I will
write an article about it sooooooooon... Don't forget to ship your girl-friend
over. I could need her... :)

> Ciao
> Atarico

_ _
/ \ / \ <== Okay! I did it! The world is upside down!
==
= Gard Eggesboe Abrahamsen PO Box 5061, Larsgaarden =
= Gard.Abrahamsen@mrih.no 6021 Aalesund, Norway =
===OO=====OO===
_____

4719. CeBit report

Newsgroup: comp.sys.atari.st
Date: 1993-03-29 15:19:41 UTC
From: tsstoeck@cip.informatik.uni-erlangen.de
Message-ID: <1p742dEc7@uni-erlangen.de>
Source record: 208055

Hi there.

Well, actually this is not a fully report. There are only those things
mentioned, which I and my companions think they are worth it.

1. HP Laserjet IV / HP Laserjet IVM

If you wanna buy a Laser, buy this ! I asked the guys to make some
italics on it. They did: 4Punkt - we could read it. 3Punkt - we could
read it. 2Punkt - we could read it. It's the best quality Laserprinter
I ever saw.

2. Toshiba presented a new LCD. It's an active LCD Color. You can look from
every point at this display. It IS better (far better) than common
monitors. Toshiba is going to put this in their 486 Notebooks.
These Notebooks are going to be really expensive. (9500-10000 DM)
The LCD alone costs 4000 DM. But I hope this is going to be cheaper.

3. IOMEGA.....

You better should remember this name in future. They are manufacturing
the Bernoulli and Floptical drives. I'm going to buy some floptical
drives, to test how they can be plugged to the ATARI-plattform.
Main features of floptical: 20,8 MB formatted capacity on 3.5" disk.
You can read,write and format 720K and 1,44MB disks.
I was told, that IOMEGA is planing a special advertissement:
You can send them your Floppy drive and get a floptical cheaper.
The price of a floptical drive is about 500DM (dunno what US$ they
want) the price for a 20,8MB Media is 20DM. That's cheaper than
normal HD-disks !

Ciao
Rico

4720. Re: New FTP

Newsgroup: comp.sys.atari.st
Date: 1993-03-29 16:37:58 UTC
From: stamandp@CSUSYS.CTSTATEU.EDU
Message-ID: <1993Mar29.163758.19363@cs.yale.edu>
Source record: 208057

In article <brianpC4n62D.DGB@netcom.com>, brianp@netcom.com (Brian Peterson) writes:
>In article <1993Mar29.022820.146639@zeus.calpoly.edu> smiller@farad.elee.calpoly.edu
(Thrashman Steve) writes:
>*phruby@ucrengr.ucr.edu (paul hruby) trys to make sense in saying:
>*>You have to try this ftp site. It has everything!
>*>ftp to 127.0.0.1 use your name and password. They have major security.
>*>They have a beta version of M-TOS !!!
>*Yeah you got me, I was a _sucker_. it was funnt though... and I was all
>*exicited about multitos too :(. aww dern it!!!!!
>
>Did you get just an ftp to somewhere else at your own site?
>That's what I got, and boy, was it boring.
>Does 127.0.0.1 do anything interesting somewhere on
>internet?
>
>--
> --> Brian Peterson, brianp@netcom.com <--
>In order to remember your dreams,
>you must think of them as if they were little kittens.
> -- King Missile
>..
>

If I recall address 127.0.0.1 is a loopback into your own machine. If you
logged in with your user and password you were probably looking at all the
files that your account contains. You should be able to figure out what
machine you connected to by looking at the response when the connection
initially connects.

-Paul
+---+
Paul R. St. Amand | INTERNET stamandp@ccsu.ctstateu.edu
ITT Hartford, Investment Div. | DECNET(ctstateu) CCSU::STAMANDP
Central Connecticut State University | (203) 547 - 4030 (Business)
DECUS CVLUG |

Disclaimer: These comments are mine and do not reflect the administration
or policies of Connecticut State University or ITT Hartford.

4721. Re: CeBit report

Newsgroup: comp.sys.atari.st
Date: 1993-03-29 17:27:54 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Mar29.172754.15145@newshost.lanl.gov>
Source record: 208060

In article 1p742dEc7@uni-erlangen.de, tsstoeck@cip.informatik.uni-erlangen.de (Thomas Stoeckel) writes:

>
>3. IOMEGA.....
>
> You better should remember this name in future. They are manufacturing
> the Bernoulli and Floptical drives. I'm going to buy some floptical
> drives, to test how they can be plugged to the ATARI-plattform.
> Main features of floptical: 20,8 MB formatted capacity on 3.5" disk.
> You can read,write and format 720K and 1,44MB disks.
> I was told, that IOMEGA is planing a special advertissement:
> You can send them your Floppy drive and get a floptical cheaper.
> The price of a floptical drive is about 500DM (dunno what US$ they
> want) the price for a 20,8MB Media is 20DM. That's cheaper than
> normal HD-disks !

Hmmmm... you can buy these floptical drives right now here in the US for US$399, which includes the drive, external case & power supply, ICD Link SCSI host adaptor and a 21 Mb floptical disk. Have never heard of anyone offering an exchange program for a standard floppy drive, however.

BTW, anyone know what's the current exchange rate for DM -> US$?

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4722. Re: Desktop replacements ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-29 17:41:54 UTC
From: cfaehl@vesta.unm.edu
Message-ID: <1p7cd2INNeha@lynx.unm.edu>
Source record: 208298
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Go with GEMINI. DC-Desktop is feature-starved, as is Teradesk (differing opinions not-with-standing).

I run it on a 1MB machine with no problems (recommend that you have a hard drive). There are several options you have when launching a program - GEMINI uses a small program called runner that basically saves the context of GEMINI when running programs, thus saving you a lot of memory taken up by GEMINI. It comes with a good, Unix-like console window, scripting capabilities, and hooks for external programs. I like it. Your mileage may vary.

cfaehl@vesta.unm.edu

4723. Has Atari Abandoned the Falcon US Market Already?

Newsgroup: comp.sys.atari.st
Date: 1993-03-29 17:48:36 UTC
From: SML108@psuvm.psu.edu
Message-ID: <93088.124836SML108@psuvm.psu.edu>
Source record: 208063

Hmmmm, it's almost April and no US Falcons. Could it be that Atari has decided that the Falcon just cannot compete with the Mac Centris and Mac III as well as cheap PC clones and has decided to recoup the development costs in the European market exclusively?

Could it be that they are now placing ALL their hopes on the Jaguar?

Bob Brodie's been awful quiet since the announcement that the Falcon wouldn't make it out this March. And over in the Lynx department, only one cartridge has been released so far this year, Hmmmmmmm.....

Golly Mr. Tramiel, I wonder what you're up to...

A pity, all those stories about the flexible resolutions, using the DSP to instantly clear large areas of memory, and the fast gouraud shading are mighty intriguing...

Scott
"What would be your reaction if we sued you for copyright infringement for Hacman II?" Sam-Slam-Bam-Von-Tram-a-Rama, head of Jaguar development

4724. Falcon compatibility list?

Newsgroup: comp.sys.atari.st
Date: 1993-03-29 17:57:15 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Mar29.125716.17311@bsu-ucs>
Source record: 208066
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Has anyone had a chance to compile a list of commonly used shareware, PD and Commercial ST Applications which work on the Falcon? I use Uniterm, Opus 2.31, and WordPerfect 4.2 regularly and am looking into a new system -- either a Falcon or Mega STE at this point -- and have heard too many conflicting reports about the Falcon's compatibility with ST software.

-Matt

4725. Re: XYZ problems with Serialfix 2.0

Newsgroup: comp.sys.atari.st
Date: 1993-03-29 17:58:28 UTC
From: ken@isgtec.com
Message-ID: <4459@isgtec.isgtec.com>
Source record: 208072

In article <1993Mar27.203159.22277@prime.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:
> I've been experiencing problems when I use XYZ and Serialfix. It
> occurs even on version 1.? of serialfix.

FWIW, I have tried all versions of Serialfix and the only one that actually worked on my STe (tos1.6) was the second one (v1.1 I think). The first one (v1.0) and the latest one (v2.0?) absolutely DO NOT WORK on my machine. For downloads or uploads. Also while I'm at it, I can't stand their CPX which goes to all that trouble just to set one flag for their stupid program (and in one of the versions, the CPX ITSELF DIDN'T WORK!!) You set the flag, "save" the change, exit the CPX, go back in, and it's still at the old setting. I refuse to bother with those clowns anymore until they test their software. BTW, for whatever reason, TURBOCTS 1.32 works perfectly for me all the time, plus it doesn't need that stupid CPX. (Written by the same guy though?!)

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

4726. Re: New FTP

Newsgroup: comp.sys.atari.st
Date: 1993-03-29 18:39:09 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C4nyHC.I77@news2.cis.umn.edu>
Source record: 208061

In article <28037@galaxy.ucr.edu>, phruby@ucrengr.ucr.edu (paul hruby) writes:
>You have to try this ftp site. It has everything!
>ftp to 127.0.0.1 use your name and password.

What a stupid thing to post. It's a disservice to the Atari community to post such drivel, at least until Thursday morning ...

For those who DON'T know -- 127.0.0.1 is defined in most host tables as 'localhost'. Basically, you'd be FTP'ing directly back into your own machine. Of COURSE your username and password work. Of COURSE, there is absolutely nothing there which you don't already know about.

- David Paschall-Zimbel

4727. MIDI Bits / Yamaha synth

Newsgroup: comp.sys.atari.st
Date: 1993-03-29 18:42:50 UTC
From: lis@mfltd.co.uk
Message-ID: <930329134250@lis>
Source record: 208052

Hi, I'm looking for a patch editor for a Yamaha synth - (Model 55?)
Any idea where I should look? Replies by email please - either to
here, or sabbath@cix.compulink.co.uk <- this is a friend who actually
has the synth - doing a favour you see!!

--
****
Linus Surguy / lis@mfltd.co.uk: This is a personal message from me
and doesnt represent the views of Micro Focus

4728. Re: Has Atari Abandoned the Falcon US Market Already?

Newsgroup: comp.sys.atari.st
Date: 1993-03-29 19:06:45 UTC
From: jawalsh@silver.ucs.indiana.edu
Message-ID: <C4nzr9.208@usenet.ucs.indiana.edu>
Source record: 208065

In article <93088.124836SML108@psuvm.psu.edu> <SML108@psuvm.psu.edu> writes:
>Hmmmm, it's almost April and no US Falcons. Could it be that Atari has

I believe that this year April Fool's Day will take on an entirely new
meaning for Atari owners.
--
**********John A. Walsh, Dept. of English, Indiana University***********
* jawalsh@silver.ucs.indiana.edu (Internet) *
* jawalsh@iubacs.bitnet (Bitnet) 812/323-1035 (Voice) *
*********1216 S. Stull Ave. #2, Bloomington, IN 47401 (US Mail)**********

4729. Re: Atari now stoops to False Advertising (and more lies!)

Newsgroup: comp.sys.atari.st
Date: 1993-03-29 19:52:46 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bb74612@Kralizec.fido.zeta.org.au>
Source record: 208007

Original to: aduncan@rhea.trl.OZ.AU
In a message of <22 Mar 93 23:50:00>, aduncan@rhea.trl.OZ.AU (3:713/602) writes:

>> WHY A $399 ATARI[r] PC FROM TANDY IS BETTER THAN A $1199 COMMODORE[r]
>> PC.
>> ATARI 1040 STE VS COMMODORE AMIGA 1200
>> $399 $1199 (after trade)
a> [...]
>> $399 (normally $899) $1199
a> ^^^^^^^^^^^^^^^^
a> I haven't noticed this point being made during the discussion. It is a
a> _big_ reduction - a throw-out price, in fact.

That's right, and it's why Tandy Oz are selling them at all. Up until now, Tandy here (who are actually a seperate company) have had nothing to do with the ST. Atari Oz obviously wanted to get rid of their surplus STe's as quickly as possible - and Tandy obviously got the job.

The fact that Tandy's advertising agency are utterly stupid (I have spoken with a local dealer who saw the copy being proudly shown to all and sundry by the head of said agency) has very little bearing on anything, really.

a> Allan Duncan ACSnet a.duncan@trl.oz

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

4730. Re: Desktop replacements ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-29 19:55:24 UTC
From: pauld@umbc.edu
Message-ID: <1p7k7clNN7pn@xs24g02.acslab.umbc.edu>
Source record: 208067
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Where is the english version of Gemini? I believe I got it once, but it was in German. (Unless I'm thinking of another desktop program..) And what is the latest version number?

I have NeoDesk right now, but haven't seen any updates to it for a long time. Its nice, but it lacks things, like a command line, that would be nice. Its printer queue system is nice, but since I use a laser anyway, it doesn't matter.. :)

Thanks.

--

--- Paul Danckaert - pauld@umbc.edu --
--Save the Lemmings!------

4731. Re: New FTP

Newsgroup: comp.sys.atari.st
Date: 1993-03-29 20:04:34 UTC
From: pauld@umbc.edu
Message-ID: <1p7koiINN7um@xs24g02.acslab.umbc.edu>
Source record: 208064

```
>[Ftp to local stuff..]
>What a stupid thing to post. It's a disservice to the Atari community to post
>such drivel, at least until Thursday morning ...
>
>For those who DON'T know -- 127.0.0.1 is defined in most host tables as
>'localhost'. Basically, you'd be FTP'ing directly back into your own machine.
>Of COURSE your username and password work. Of COURSE, there is absolutely
>nothing there which you don't already know about.
>
>- David Paschall-Zimbel

Chill boy.. he was just joking about it. Most people didn't seem to mind.
I even tried before I thought about it..

... you know, there are lots of nice decaf brands available on the market
these days...

Paul

--

--- Paul Danckaert - pauld@umbc.edu ---------------------------------------
------------------------------------------------------Save the Lemmings!------
```

4732. 1040STf For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-03-29 21:16:55 UTC
From: glennd@pioneer.arc.nasa.gov
Message-ID: <1993Mar29.211655.23555@news.arc.nasa.gov>
Source record: 208069

Atari 1040STf for sale

$300

---

upgraded to 4 Megabytes RAM.

internal double-sided floppy drive.

excellent cosmetic (& functional) condition.

lots of public domain utility (& other) software.

mouse included

I'd prefer to sell locally (in the San Francisco south Bay Area), so
my first preference will be to locals, but will consider shipping vast
distances as well.

Email me if you need more specs.
Thanks.

Glenn Deardorff

H: (408) 425-0699

W: (415) 604-3169

glennd@george.arc.nasa.gov
glennd@pioneer.arc.nasa.gov

4733. MIDI Software For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-03-29 21:26:29 UTC
From: glennd@pioneer.arc.nasa.gov
Message-ID: <1993Mar29.212629.24051@news.arc.nasa.gov>
Source record: 208070

I'd like to sell off some editor/librarians I don't use any more.

K1 ed/lib from Interval Music (formerly Drumware) $50 or best offer

full-featured program with

random or controlled patch generation (a bank at a time),

support for effects on K1 II

graphic editing of keyzones (splits & layers)

editing of all K1 and K1 II parameters

standard things like envelope editing, librarian, etc.

CZ101 ed/lib ("CZ Android") from Hybrid Arts $25 or best offer

graphic editing of all CZ101 params, librarian, "intelligent" patch generation

(This program works best with TOS 1.0; later versions will work, but
there will be some graphic anomalies in the user interface).

Glenn Deardorff

H: (408) 425-0699

W: (415) 604-3169

glennd@george.arc.nasa.gov
glennd@pioneer.arc.nasa.gov

4734. Re: Higher Resolutions on Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-03-29 21:31:57 UTC
From: glennd@pioneer.arc.nasa.gov
Message-ID: <1993Mar29.213157.24184@news.arc.nasa.gov>
Source record: 208071

> As one of the two authors of Super_78 i can assure you that this mini-prg does
> nothing like changing resolutions. At the moment we are planning to sell a good
> screen-resolution-software together with a little hardware. The hardware even
> increases the range of resolutions and refresh-rates. But the software also works
> without external hardware (800x600, 256 col. in 83Hz flicker-free-interlaced). We
> are not shure wether to sell this software also as a stand-alone version -
> depends on your interest. And we don't know how high the price could be.
> everything is in the planning stage now. but we don't want to hurry - there are
> not that much falcons around up to now. just wait and see --- and buy a good
> monitor...

Thanks for this wonderful news! I'll be waiting "with baited breath". (Not sure how well that expression translates into German {^;) What I'm wondering now is for programs that offer movable, scalable windows, (not necessarily GEM ones) - Cubase in particular, will there some compatibility concerns?

- Glenn

4735. Re: Falcon As MIDI Sampler?

Newsgroup: comp.sys.atari.st
Date: 1993-03-29 21:51:00 UTC
From: Christian_Schorpp@tbb.maus.de
Message-ID: <A1321@TBB.maus.de>
Source record: 208068

Hi !!!

G>Is there any way at present to use the Falcon as one would a traditional
G>sampler in a MIDI context? I know you can sample sounds and save to disk,
G>but what about playing notes on the Falcon using MIDI note-on commands?
G>Right now, I'm not as interested as triggering an entire audio track as
G>having the Falcon respond to MIDI commands, like note-on, velocity, and
G>ideally other MIDI continuous controllers like volume, etc. Is there any
G>software present or planned, that will allow the Falcon to be used in this
G>manner?

I saw CUBASE Audio for the Falcon on the CEBIT. I think this is the programm
you search.

CIAO
Chris :-))

4736. Re: Has Atari Abandoned the Falcon US Market Already?

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 00:24:07 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <Mar30.002407.26609@yuma.ACNS.ColoState.EDU>
Source record: 208073

In article <C4nzr9.208@usenet.ucs.indiana.edu> jawalsh@silver.ucs.indiana.edu (John A. Walsh) writes:
>In article <93088.124836SML108@psuvm.psu.edu> <SML108@psuvm.psu.edu> writes:
>>Hmmmm, it's almost April and no US Falcons. Could it be that Atari has
>
>I believe that this year April Fool's Day will take on an entirely new
>meaning for Atari owners.
>--

According to local dealer, Atari is schulded to ship out the dealer's floor model today, and they haven't say it will be delayed again. So we should know for sure very soon. Just hope don't have to confirm it on the AF day.

Tang
sytang@lamar.colostate.edu

4737. Atari 1040ST Mono/Color System W/HD 4Sale

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 00:39:16 UTC
From: tim_rader@ccm.hf.intel.com
Message-ID: <X3930329163916@trader.ccm.hf.intel.com>
Source record: 208078

Look what you can get for only $500. It's the perfect starter system lacking only a printer and we can talk about that! I need to sell this system so that I can pay my taxes. It works great and you'll not find a comparable system anywhere at this price.

Atari 1040ST (M68000 16bit GEM based GUI system)
W/Rainbow TOS 4.1
2.5MB RAM
3.5" 720k internal floppy drive
1 Parallel port
1 Serial port
1 DMA port
2 Mouse/Joystick ports
2 Midi ports
1 Cartrage port w/clock
1 Floppy drive port
1 HiRes Monitor port

1 Color Monitor
1 HiRes Monochrome Monitor
1 Monitor Switch Box
1 External 40MB Hard Drive
1 External 3.5" 720k Floppy Drive
1 1200baud Modem
1 MagicSac Mac Emulater Cartrage w/ROM's

And TON$ floppies and also software and manuals and misc odds
and ends.

*** At this price you will have to pay the shipping. ***

Again, I am only asking $500 for the complete system. If interested, reply
via E-mail, Here or Call me at 503-696-5910 before 7pm and at 503-649-4748 after 7pm PST.

-TIM-

4738. PNT to GIF???

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 01:01:37 UTC
From: a644690c@edinboro.edu
Message-ID: <1993Mar29.200138.9964@edinboro.edu>
Source record: 208083

Does anyone know of a way to convert .PNT files to something like GIFs?
I am not an ST owner, but I would like to view several .PNT files that I've acquired. To be more specific, I would like to view the Falcon screen shoots that are in the Falcon directory at Umich. I really only have access to PCs (and my trust ol' 8bit) so I would need to do the conversion on the PC.

I hope to be buying a Falcon30 somtime in the near future, and I would like the opportunity to at least look at the desktop.........

-Adam Conover
a644690c@edinboro.edu

4739. Re: JPEGs and GIFs on FALCON

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 01:01:41 UTC
From: ortega@cactus.org
Message-ID: <1993Mar30.010141.13687@cactus.org>
Source record: 208074

In article <1993Mar24.123609.27431@bernina.ethz.ch> VONGUNTENR@EZINFO.VMSMAIL.ETHZ.CH ((Ralf von Gunten)) writes:
>In <C4ALuq.H6r@brunel.ac.uk> ee89zzt@brunel.ac.uk writes:
>
>> Any wisdom out there on viewing/manipulating GIFs and [especially] JPEGs on
> the FALCON.
>> Is there any software existing or due for such a task - the ST's and STE's
>> were not too hot at handling these picture formats [Ugh!].
> ^^^^^^^^^^^-false! look at the list below
>
>
>Yep, you can FTP GVIEW213.LZH, which is shareware, at
>
> puffin.doc.ic.ac.uk (146.169.1.3)
>in /computing/systems/atari/umich/Graphics
>
>This program (or accessory) runs on ST/TT (in any res) and maybe also on
>FALCON and can handle following formats (extract of the accompanying doc):

[impressive list of formats deleted]

But, it is something of a memory hog. I can view only the smallest
of JPEG files on my 1040 ST. Unfortunately, I find this out
after GVIEW goes through the color compression and finally
attempts to display the picture only to say something
like "185 K needed to view picture, 120 K available".

--
Paul Ortega | "While looking for the men's room,
2015 Cedar Bend Dr., #1105 | VP Dan Quayle stepped into the Quantum
Austin, TX 78758 | Leap Accelerator and vanished....."
ortega@cactus.org ---------------------------------------

4740. Re: Falcon compatibility list?

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 01:33:25 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1p8815INN71r@elroy.jpl.nasa.gov>
Source record: 208075
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Mar29.125716.17311@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>Has anyone had a chance to compile a list of commonly used shareware, PD and
>Commercial ST Applications which work on the Falcon? I use Uniterm, Opus 2.31,
>and WordPerfect 4.2 regularly and am looking into a new system -- either a
>Falcon or Mega STE at this point -- and have heard too many conflicting reports
>about the Falcon's compatibility with ST software.

Uniterm works in the ST-compatible video modes, as long as MultiTOS is Not
running. My overscan-compatible patched version runs in the 2 and 4 color
modes in regular 640x480 resolution as well, but doesn't cope with more
bitplanes than that. (oh well.)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

4741. used Atari games

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 01:48:05 UTC
From: stewart@yvax.byu.edu
Message-ID: <1993Mar29.184805.1683@yvax.byu.edu>
Source record: 208076

I would like to buy some used Atari ST games...

Since I haven't got a dealer around here and buying games new is a lot more expensive, I'd rather buy used games. So if you've got a few that you bought once but now you're sick of or conquered, send me a list and you're asking price. A few that I would like:

Dungeon Master (both versions)
Rambo
Liesure Suit Larry (all versions of this kosher game) (no insult meant my Jewish friends)

Ah hell, if it has a cool title I'll probably give you $5 for it. If its worth it I'll pay more. I'm also looking for a copy of WordPerfect 4.1 for Atari.

STEWART@YVAX.BYU.EDU

4742. Uploaded mbrowse.zoo to a.a.u.e

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 02:00:16 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1993Mar30.020016.22227@a.cs.okstate.edu>
Source record: 208081

A few lines from the DocFile...
for mbrowse.zoo

jc cummins@a.cs.okstate.edu

MasterBrowse is a replacement text file viewer for any Atari
computer, in any resolution. It offers many features that the Atari
text file viewer does not:

* MasterBrowse can use the command line (of course) to get a list
of documents to load. The ARGV, xArg, and standard command
line formats are supported.

-You can jump to a specific line, a specific page, or any
of ten "bookmarks" that MasterBrowse supplies for your
personal use.

* MasterBrowse also offers you the ability to search for a string
inside a document (case sensitive or case insensitive). After
the string is found, another command may be used to find the
next occurence of the string.

* MasterBrowse also has block functions. You can mark a block
off, and then save it to disk or print it. More details on
the extensive printing features offered by MasterBrowse can
be found below.

* Printing? MasterBrowse is a master printer. It can print a
document (or a block) with page headings, page numbers, line
numbers, or a combination of the three. It can even print an
identification string for those people who share a printer
between more than one computer.

Software written by -Michel Forget

Edited and posted by John Cummins cummins@a.cs.okstate.edu

4743. hard disks and the ICD Link

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 02:20:44 UTC
From: jhauser@pine.CS.Berkeley.EDU
Message-ID: <1p8aps$j37@agate.berkeley.edu>
Source record: 208077

Last month I set up a hard disk system for my old Atari 1040 STFM using the ICD Link adaptor, and I thought I'd share some of my experiences for the benefit of any other neophytes who may be embarking on the same path.

First let me say that anyone contemplating buying a new hard disk to hook up to the external DMA port of the ST should look seriously at getting ICD's Link and a Macintosh-style ``external'' SCSI hard disk. Your experience may differ, but I could not find a better deal. In particular, it was definitely _not_ cheaper for me to build my own from a bare SCSI drive, since there appears to be about an extra US$30 mark-up on the case and power supply when sold separately. The prepackaged Atari-specific hard disks do not appear to be any cheaper, either.

Prices on hard disks are dropping by the minute, so you should not rely solely on the prices you see in advertisements to make your decision. Call around.

That much said, there are some caveats:

The first and most important is that the Link (or is it the ST?) cannot deal with parity on the SCSI bus. PARITY MUST BE DISABLED. This is not made very clear in the documentation that came with my Link (which, in fact, has practically nothing to say about the Link hardware at all). Parity is supposed to be an optional part of the SCSI-1 standard, and vendors who support parity are supposed to provide a way of disabling it. Many SCSI hard disks have a jumper on the disk for doing this, although there's no guarantee the jumper will be labelled in any obvious way. If you're not familiar with a drive, I recommend getting technical support from the company you intend to buy from BEFORE YOU BUY.

The SCSI standard notwithstanding, I am told that SOME OF THE NEWER DRIVES HAVE PARITY THAT CANNOT BE DISABLED. For instance, ICD Technical Support told me that all CONNER drives with model numbers starting `CP3...' are this way. Since these are the most common Conner drives around these days, you might want to shy away from getting a Conner drive. QUANTUM ELS drives don't have a jumper for disabling parity, either, although parity can reportedly be disabled on these drives with the proper SCSI command. Unfortunately you can't do this if you can't talk to the drive with parity enabled in the first place, so this isn't an option if all you have is an ST and a Link. Moreover, you'd also need a software utility to send the right command to the drive; and even then, ICD claims that _some_ of the Quantum ELS drives lack this ability, anyway. So it'd probably be a good idea to forget about QUANTUM ELS drives, too.

There may be other drives that have this problem; I've mentioned all the ones I know of. If anyone else out there has more information, it might be

nice to share.

The other thing to know about the Link is that it needs TERMINATION POWER from the drive. (The name comes from the fact that this power line is really intended for use by the SCSI bus terminator.) I'm not aware of any drives that don't have this capability one way or another, but, once again, you may have to mess with the drive's jumpers.

ICD recommends MAXTOR drives, apparently---at least for the smaller sizes like 120 MB, which is what I got. I've yet to have a problem with my drive.

As for the case: External SCSI hard disks for the Macintosh are almost universally packaged in what's called a ``zero footprint'' case, which is about 11 x 11 x 1.5 inches or so. The idea is that this will fit snuggly under your monitor and so not take up any extra space. In my case, my monitor is set up on a monitor stand overtop my 1040 ST; and while the stand is strong enough, it only has two legs (like some chairs you may know), so it's prone to shaking. It's O.K. for the monitor, but there's no way I was going to set my harddisk up on that stand, and a ``zero footprint'' case obviously has a pretty substantial footprint otherwise. Cases that are smaller than the zero footprint ones are generally called ``portable''. (That would be ``portable'' in the sense that a brick is portable, I suppose.) Unfortunately, these cases are significantly rarer than the zero footprint ones. Fortunately, when they can be found, they don't appear to cost any extra as a rule. The difference in size was important to me, though it might not be to you.

I bought my hard disk through an outfit called APS Technologies, which is a fairly large Mac (and PC?) mail order retailer. I know they can be found in the major Mac magazines; probably elsewhere as well. I highly recommend this company. I first ordered a Quantum ELS drive from them---mistake---and was able to return it under their 30-day money back guarantee with only the shipping and handling cost lost. I then turned around and (more the wiser) got the 120 MB Maxtor drive.

If you order from APS, don't forget to ask for some ``jumper blocks'' if you think you'll need them. They tossed in a small collection for me just as a service. You should also know that APS has at least two packagings for their drives. In the ``Mac'' version, the drive comes formatted for the Macintosh and is loaded with a host of Macintosh software---mostly public domain stuff, I'm told---none of which is useable under TOS. There's also a sticker at the back of the case, the breaking of which voids your warranty, so setting the jumpers is made a bit tricky in this version. The ``PC'' version comes with none of the Macintosh-specific stuff, nor the sticker. Instead you get information about setting the jumpers. You'd probably want to ask for the ``PC'' version.

That's it; that's what I learned. After all this typing, I sure hope this information is useful to someone! It seemed to me like I had to learn more than I wanted to on my own; maybe I can save someone else the trouble. To that effect, please feel free to distribute this information in any way you see fit (like uploading it to bulletin boards, etc.).

Oh yeah, and don't kick the desk during a low-level format!

``Why, yes; I *do* speak for the entire University of California system.''
John Hauser---jhauser@cs.berkeley.edu---Boy of DESTINY o o o o o o o o o o o

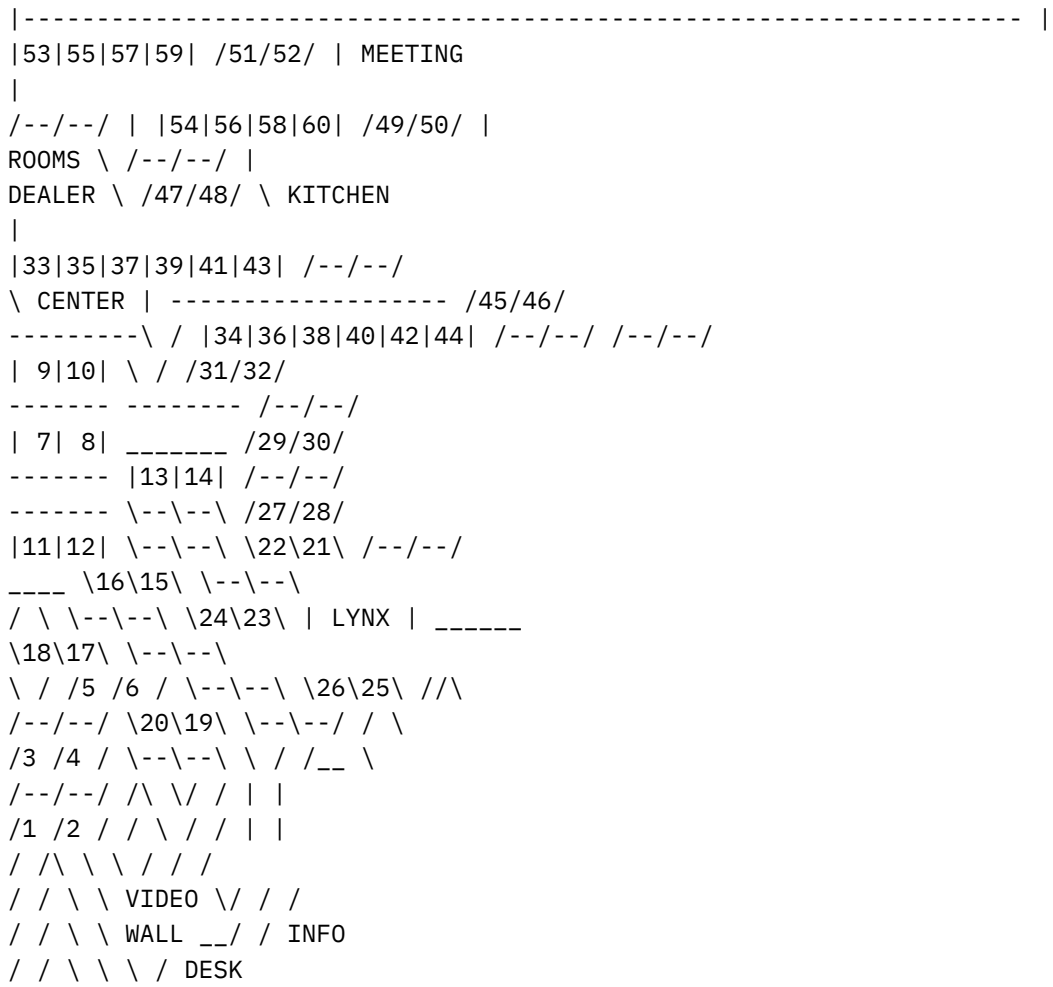
4744. CeBIT Overview

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 03:02:44 UTC
From: 73110.713@CompuServe.COM
Message-ID: <930330025303_73110.713_DHB23-1@CompuServe.COM>
Source record: 208079

Here's an overview of CeBIT from Atari Benelux on Genie:

ATARI.BENLUX [W. Kilwinger] at 15:26 EST

Atari Booth at CEBIT'93



Portfolio

Here is the list with developers, I'm not sure this is 100% accurate since
they made some last minutes changes.

1 Infogrammes, Alone in the Dark

2 Praefcke, PCB-layout, GAL-editor, Chemical Structure/formule editor

3 Eurosoft, Photo Studio (Falcon030), Home Video kit

4 Victor GmbH, Integrated Software, Databases

5 Artiplus, TopCard's (business card printing)

6 Purix Software, Script 3

7 Digital Data Deicke, Falcon housing, external keyboard (199 DM)

8 DVPI GmbH, Music Software, Portfolio MIDI interface

9 Digital Data Deicke

10 GE-Soft, Falcon030 32-bit SIMM memory expansion with 33Mhz 68030

11 Richter, GFA Basic, OCR, Render/Animation software

12 Steinberg, Cubase Audio (MIDI and Harddisk Recording)

13 Richter, Lexicor render/animation software

14 Steinberg

15 Logitex, DATAlight data compression, 1ST Card database, 1ST Lock

16 Inshape, raytracing, animation, 3-D modelling

17 OverScan, Video titling, Genlocking

18 Compo, Falcon Speed emulator based on 80286

19 OverScan, Grafics, Video titling, animation, ScreenBlaster

20 Compo, Musicom harddisk recording (with digital interface)

21 Yeti (and Brainstorm), Yeti software, Falcon DSP JPEG, DSP MPEG

22 HiSoft TruePaint, Lattice C

23 Silmaris, Ishar Falcon030 game

24 Oregon Research, Diamond Edge harddisk optimiser on Falcon030

25 Team Computer, Video Production

26 Atari, Falcon030 with misc. applications

27 Jobis, Falcon Tower, office software

28 Jobis

29 PAM software, ethernet software, TCP/IP, NFS, Novell, FalconNet

30 Trade-It, Chacall image processing on Falcon030

31 HTA 32 Trade-It, DigiTape 8-channel harddisk recording on Falcon030

33 Biodata, Bionet network for Atari, PC, UNIX and Apple

34 Atari, Falcon030 software utilities

35 ICP Verlag, TOS Magazine, FastCopy Pro

36 Eickman Computing, Falcon030 Tower

37 VHF computer, Falcon030 with CAD software

38 Atari, Falcon030

39 VHF computer, converter for vector formats

40 H3 systems, Falcon030 with DA's Vector animation software

41 Atari, Calamus S on Falcon030

42 Color Concept, Kodak Photo CD software on Falcon030 and TT

43 DMC GmbH, Calamus SL

44 Color Concept

45 TKR, Crazy Dots graphics card, FAX software

46 TMS GmbH, Cranach

47 TKR

48 Atari, Falcon030 demo software

49 Rhothron, Falcon030 in 19" rack, process control/measurement

50 Application Systems Heidelberg, Signum!3, Papillon graphics softw.

51 Rhotron

52 App. Systems, Pure C, Pure Pascal, Phoenix database

53 Atari, Falcon030

54 Atari, Falcon030

55 SDS. Information Management

56 Digital Optical Analog, Blackmail Falcon030 Voice Mail system

57 Matrix, Falcon030 with MatDigiR video digitizer

58 R.O.M. Software, Papyrus word processor, DTP Module, Office Module

59 Matrix, TT/Mega STE (true color) video cards

60 STAGE Microsystems, office software

I counted at least 38 Falcon030's on the booth. The presentation on the Video Wall was very good. A part of it was live, a part of it was a product video showing several good Falcon030 software titels. Steinberg used the wall also for presentation of Cubase Audio.

Lot's of very good Falcon030 applications were on the booth but also new or updates software for existing ST's and TT's.

I leave it to others to publish about the software they saw but I'm available for answering questions.

Wilfred Kilwinger Support Manager Atari Benelux (The Netherlands)

4745. Re: Desktop replacements ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 03:04:12 UTC
From: steveg@cseic.saic.com
Message-ID: <11637715@MVB.SAIC.COM>
Source record: 208080
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1p7k7cINN7pn@xs24g02.acslab.umbc.edu> pauld@umbc.edu (Mr. Paul Danckaert) writes:
>
>I have NeoDesk right now, but haven't seen any updates to it for a long time.
>Its nice, but it lacks things, like a command line, that would be nice. Its
>printer queue system is nice, but since I use a laser anyway, it doesn't
>matter.. :)

NeoDesk lacks a command line because Gribnif sells that as a separate
product - NeoDesk CLI which is a NeoDesk Accessory with a rather complete
shell language and can even run .TOS and .TTP programs in its acc window.
I've got it, but don't use it all that much as you can do so much from
NeoDesk itself...
--
Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Currently: Mega 4, ICD AdSpeed 16Mhz Accelerator, SLM804 Laser, Spectre GCR
Disclaimer: That's not what I said.

4746. Re: Desktop replacements ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 04:10:35 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1p8h7rINNn9c@golem.wcc.govt.nz>
Source record: 208082
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] Go with GEMINI. DC-Desktop is feature-starved, as is Teradesk (differing
] s not-with-standing).

Teradesk!? Feature starved!? Which version?

Ignoring external shells (such as MUPFEL), Teradesk has quite a few
more features! (I'll have a look at the last Gemini later, and see if
I can do a comparision).

Teradesk is also a LOT smaller and faster than Gset seen /thread

Gemini!

Depends on your pref's I suppose, Gemini, 2meg of RAM is minimum due to
the large executable size preventing you from running any large
programs. Teradesk will run okay in 1meg, but still, I can't see how
anyone operates properly in less than 2meg of RAM! (1meg using
plain old TOS 1.2 is almost unbearable....)

4747. Falcon As MIDI Sampler?

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 04:36:02 UTC
From: Curt.Fluegel@f47.n282.z1.tdkt.kksys.com
Message-ID: <733480735.AA05856@tdkt.kksys.com>
Source record: 208099

Glenn Deardorff: Atari realized this already and the bass boost
was taken off before the final production Falcon. Curt Fluegel

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

4748. GDOS ?!

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 05:02:46 UTC
From: awest@ub.d.umn.edu
Message-ID: <1p8k9mlNNg9m@ub.d.umn.edu>
Source record: 208084

Hi all...I have GDOS almost up and running...I have assassin of GEnie to help me make my assign.sys file. I got it all made, but when I try to boot up I get this message:

"blank line or <something> expected after ID..."

Something like that...then it says GDOS not installed...

Any ideas?!

Also...is an .inf file a driver for my printer? (printer.inf with OPUS spread sheet, or am I using the wrong thing?!

Thanx
Andrew

--
|) | | ^ /\"Sometimes they tie /\ +--- +-- --+ The Piano Man
| | | * \/ a thief to the tree. \/ | o \ | \/ | aka: Andrew West
* * * | /\ Sometimes I stare, /\ | _/ | | awest@ub.d.umn.edu
- . . | \/ Sometimes it's me..."\/ |_| |_|\/|_| Univ of Minn-Duluth

4749. atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 05:14:47 UTC
From: bcf@sactoh0.sac.ca.us
Message-ID: <1993Mar30.051447.12077@sactoh0.sac.ca.us>
Source record: 208096

The system I'm on only has ftpmail, not ftp. I have tried
getting a file from atari.archive.umich.edu and they do not allow
an anonymous log-on. Does anyone know a way around this?

--
	--	
	** Censorship is un-American! **	
	Bruce Fairbanks	
	_____________________bcf@sactoh0.sac.ca.us_____________	

4750. Atari ST Questions

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 06:17:06 UTC
From: tommyl@stud.cs.uit.no
Message-ID: <1993Mar30.061706.25463@news.uit.no>
Source record: 208085

I ftp'ed some PD games from an ST site, and wondered if Atari reads/writes PC disk 'directly', that is, can I format a disk to PC 720 kb format, place files on it and expect an 1040 ST to read it/boot from it?

And could anybody recommend an ST Ramdrive, preferably a dynamic one, but a fixed-size type will do.

Please reply in mail as I'm not up to reading this newsgroup too... :)

--
A4000! Way to go CBM!
tommyl@stud.cs.uit.no

4751. ### CURLING GAME?

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 07:10:37 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <e5q81B2w165w@sys6626.bison.mb.ca>
Source record: 208086

Which person wanted it? Reply with e-mail.

4752. Re: Video Shifters

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 07:11:17 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C4pyrG.1DC@sdf.lonestar.org>
Source record: 208124

w> I read something about a JRI shifter that provides 4096 colors to a
w> non STE atari. If such a thing really exists maybe that would be an
w> even nicer thing to replace you possibly faulty one with.

I have some docs that show how to install 2 video shifters to get a 32768 color pallete! Of course, it doesn't come with schematic or circuit diagram, justa parts list. The creator said it would be too much trouble to include them, but he'd send hard copy if someone wanted him. E-mail me and I'll post it here with his address if you like.

* CQWK 1.7 *

4753. Re: The _best_ HD cache?

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 07:11:22 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C4pyrK.1E3@sdf.lonestar.org>
Source record: 208127

d> It really irritates me when I see 'delete' takeing ages rewriting the same
d> sectors over and over and over for each file.....

CHC does not write any sector which it feels has not changed form what is
already on the disk. I get great results with it.

d> Really I'd _love_ a read&write cache that simply makes sure that it writes
d> out the write cache (in blocks if possible) when data in it is older than a
d> second. If it put the floppy access light on too then I'd know when data wa
d> at risk......

A second? Is that all? How about a couple minutes? Or maybe it should just
write after "no activity" for a minute. Like a screen saver on a 1minute
timer.

* CQWK 1.7 *

4754. Re: Gemulator, does it st

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 07:11:27 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C4pyro.1Ew@sdf.lonestar.org>
Source record: 208126

A> Yes, this still exists...and it is still being updated. The program is
A> written by Darek Mihocka - the guy who wrote Quick ST. Gemulator is a
A> combination hardware/software emulator that runs ST stuff full speed on
A> about a 486-25. You can do all sorts of neat things like install different
A> versions of TOS, run TT modes, etc. I believe it runs in MS Windows...

Yep, same guy that wrote the Xformer and then complained when new TOS versions and the STe came out. Seems he didn't like atari upgrading hardware because it made it harder for his emulator to work. He HATES Atari now and has slandered it more than I care to say. GEMulator needs a 486/25 at 8MB RAM to emulate an 8mHz ST, to emulate a MegaSTE you need at least a 486/50 and graphics and register operations are still FAR below what they should be. And that is DOS speeds. Under Windows is VERY slow. And it costs about $400 for the thing too.

I can 2 1040STEs for that price! Or I can get a 1040STE with 4MB AJAX upgrade, and TOS 2.06 and have some money left over. Or maybe I could find a used MegaSTE. The hardware is a card with TOS versions on it. The software is shareware. I'd like to take a look at the software and see if it would work with a boot-TOS. Maybe I could dump my TOS 1.62 ROMs to disk to see if his software works. No way am I gonna pay $400 on hardware to see if the software works.

* CQWK 1.7 *

4755. Re: Atari now stoops to F

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 07:11:32 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C4pyrs.1Fn@sdf.lonestar.org>
Source record: 208125

a> > ATARI 1040 STE VS COMMODORE AMIGA 1200
a> > $399 $1199 (after trade)
a> [...]
a> > $399 (normally $899) $1199
a> ^^^^^^^^^^^^^^^^
a> I haven't noticed this point being made during the discussion. It is a
a> _big_ reduction - a throw-out price, in fact.

The 1040 STE is $399, but you can get a 520STE by mail order for about $299 and then you can upgrade it to 4MB through some cheap SIMMs which would cost from $100-$120, or less if you know where to look. The Falcon is $899.

Different machines here folks. Sometimes I wonder why I believe anything on this Net.

* CQWK 1.7 *

4756. Re: False advertisements

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 07:11:37 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C4pyrw.1GH@sdf.lonestar.org>
Source record: 208129

```
g> Also, dont fool yourself about the Acorn. It may have 256 colour screens,
g> but using only 16 colour registers. The ARM chip may be RISC, but the Acorn
g> is still slower than an a1200 with fast ram (It has some wierd OS
g> limitations). Dont flame me about the Acorn, but I read a document not 2
g> weeks ago comparing it to a 1200. It lost. I am not a fool, and the reasons
g> given were reasonable.

What does this have to do with ataris?

* CQWK 1.7 *
```

4757. Re: Pricing of mac`s in C

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 07:11:41 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C4pyrz.1HE@sdf.lonestar.org>
Source record: 208128

t> Of course, part of the initial savings for a Falcon is that you don't *have
t> to buy a monitor, you could use the TV.

BUll. No person in there right mind is gonna pay $1500 for a usuable computer (you NEED a hard drive these days folks, and 4MB RAM) and then connect it to a TV! I used to have my STE connected to a TV and my eyes used to BLEED from the strain. Its OK for games and low-res pictures and you don't need an expensive DSP computer for that!!

Needless to say I bought an NEC 3D Multisync for $275 and I've been lkoving it ever since.

* CQWK 1.7 *

4758. Re: TT`s VGA monitor

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 07:11:46 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C4pys5.1IM@sdf.lonestar.org>
Source record: 208130

s> I believe is says (TT - VGA). I also have a 386SX-33. My question is what
s> kind of board would I need to hook up my TT monitor to the 386? Is it just

Just a VGA. You could get the colors of a SVGA, but I'm not sure it could
take a SVGA resolution, unless you call SVGA 640x480x256 like Atari does.

* CQWK 1.7 *

4759. Re: The _best_ HD cache?

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 07:11:51 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C4pys8.1JD@sdf.lonestar.org>
Source record: 208132

```
m> like Gemini does not work with it at all. Be *very* sure that everything i
m> running fine (and will stay that way) before you enable the write-through
m> cache. If the system bombs while writing, or immediately after writing,

Any ANY system bombs while writing, cache or no, you will get the same
problems.

* CQWK 1.7 *
```

4760. Re: Falcon030 -vs- 1200 -

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 07:11:56 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C4pysC.1K4@sdf.lonestar.org>
Source record: 208131

t> > Yup!.. expecially since both the ANTIC and the COPPER where designed by
t> > the same person.
t>
t> So why don't any other Atari machines (ST, STE, Falcon) have an ANTIC/Coppe
t> chip?

Geez, we can't get any pickier and rediculous can we? Those people work for AMIGA now, we got the Tramiels. Not really an even swap, IMHO.

Anyway, its quite simple. These are different computers. However, comparing the Falcon's video to an AMIGAs video and they are VERY similar. In this day and age, there really isn't a reason to have such things as Display list driven graphics. If you want it, buy an AMIGA, if you don't, get an ATARI.

Simple enough ain't it? Why do all te damn AMIGA users walk around like lost souls trying to make everyone (including themselves) believe they have a better computer than everyone else. The mani reason why I don't want an AMIGA is because of all the insecure AMIGA folks in the ATARI newsgroups.

* CQWK 1.7 *

4761. Re: Protracker

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 07:12:00 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C4pysF.1Kx@sdf.lonestar.org>
Source record: 208133

t> Have you never heard of EDITING or CREATING modules as apposed to just
t> playing them?

There are a number of programs to do this on the ST or STE. I have a decent
one, and I'm getting a better one (with 8 channel sound, likely to 50KHz)

* CQWK 1.7 *

4762. Is there good, free, hard disk repairer/optimiser software?

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 08:51:04 UTC
From: djs@jet.uk
Message-ID: <1993Mar30.085104.5625@jet.uk>
Source record: 208087

I currently have DLII and Reorg, but when I upgraded from Supra 20MB
to ICD 105MB, they ceased to work. Diamond Edge, from Hisoft, is a
possibility, but is 50 quid.

Is there any free software available for repairing disk structures,
defragmentation etc?
--
+---+
| David Stevenson djs@jet.uk +44 235 465028 Northwich 0, Yeo 1 4th! |
+---+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4763. Re: ZX Spectrum emulator for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 08:53:30 UTC
From: sanders@sci.kun.nl
Message-ID: <C4p217.10A@sci.kun.nl>
Source record: 208088

Thomas Stoeckel (tsstoeck@cip.informatik.uni-erlangen.de) wrote:
> Hi.

> Someone could transfer my ZX-Spectrum games to Disk ???

> I give you my girl-friend and half the kingdom... :-)

Will you uuencode and mail her? :-)

Sander SToks
sanders@sci.kun.nl

4764. SCSI commands with AdSCSI hostadapter

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 08:57:22 UTC
From: thiele@quando.quantum.de
Message-ID: <1993Mar30.085722.27352@quando.quantum.de>
Source record: 208089

Hello everybody,

I am using an AdSCSI host adapter. It seems to be possible to use the
full SCSI command set (not only commands from group 0) with this
adapters (the harddisc driver seems to use this).
But how can one use the full command set for SCSI devices which are
not harddisc?
Does everyone know how to use the full SCSI command set on an AdSCSI
host adapter?

Thanks in advance

Holger

--
--

Holger Thiele |
Quantum GmbH Dortmund | Et nunc, reges, intelligite,
thiele@quantum.de | erudimini, qui judicatis terram

4765. streamer device under MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 08:58:32 UTC
From: thiele@quando.quantum.de
Message-ID: <1993Mar30.085832.27438@quando.quantum.de>
Source record: 208090

Hello everybody,

I am looking for a streamer device under MiNT. This device should
send its data to a SCSI streamer connected via an AdSCSI host adapter.
Is such a device available on a ftp-server? Or a normal program, which
backup data on a streamer?

Thanks in advance

Holger

--
--

Holger Thiele |
Quantum GmbH Dortmund | Et nunc, reges, intelligite,
thiele@quantum.de | erudimini, qui judicatis terram

4766. Ada on the ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 11:31:27 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <733491087.8111@minster.york.ac.uk>
Source record: 208140

(There was a bit of disucssion on c.s.a.st.tech about Ada; I thought it more appropriate to move it onto this group)

Someone asked if there was an Ada(*) compiler for the ST. My answer is: I'm not sure.

There is a free Ada interpreter, AdaEd, available from New York University. There are versions on various platforms, and rumours persist that there is an ST version. However, I have been unable to track that ST version down.

Sometime this year (I forget exactly when), the GNU Ada9X compiler will be released. [Ada9X is the recent revision of the language, giving it full OO support and other goodies. The X in 9X is likely to be '4'] The front end is written in Ada, and the code generator is the usual Stallman GNU job (with some extensions to support modern language features such as exceptions).

I've seen the front end of GNU Ada9X at work, and the folks at New York University have done a superb job. The error recovery is particularly excellent. I'd like to do an ST port, but there are a few problems:

1) I only have a 2MB ST -- I would guess that a 4MB ST is a bare minimum, and a Falcon or TT more comfortable for development work.

2) Since parts of GNU Ada are written in Ada, we need an Ada cross-compiler targetted to the ST (GNU-Ada running on another machine but generating code for the ST would be fine).

3) GCC requires a 4MB ST. Ada is a larger language than C++, so the finished compiler is likely to require more memory than this. However, the GNU Ada people aim to have it working on a PC under DOS, so memory may not be a problem.

That's the state of play at the moment -- if anyone has any comments, please mail them to me (but be prepared to wait for a reply -- I'm going away for a few weeks).

(*) ADA is the American Dental Association. Ada is the computer language named after Countess Ada Lovelace, daughter of Lord Byron and patron of Charles Babbage. Babbage developed the difference engine -- the first computer -- so Ada Lovelace was effectively the first programmer.

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

4767. Atari ST in Novell network (?)

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 12:12:44 UTC
From: berger@duterl.et.tudelft.nl
Message-ID: <1993Mar30.121244.5455@donau.et.tudelft.nl>
Source record: 208093

Hi,

This week my brother in law in spe asked me the following question.

He also has an Atari ST and wants to include his computer in the Novell network (under Ethernet) on his work. My first reaction was, that it wasn't possible cause I haven't heard/read about the existence of software- and hardware which is required.

Is there anybody out there who knows more about this ambiguous effort?

Greetings, Jeroen.

4768. Re: Desktop replacements ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 13:11:00 UTC
From: Achim_Wilhelm@m4.maus.de
Message-ID: <A26313@M4.maus.de>
Source record: 208092

W>Gemini is a VERY big desktop replacement, not much use on a 1meg system!
W>Although it has plenty of features!

If you have a 1meg-ATARI, you can use VENUS. VENUS is the same outfit and program like GEMINI, but without the MUPFEL-commandlineinterpreter.

regards, Jimmy

4769. New Gem look

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 13:47:44 UTC
From: ricquebo@irisa.fr
Message-ID: <1p9j20$gr9@irisa.irisa.fr>
Source record: 207998

Does anyone knows any sofware "relooking" the GEM-windows, but
keeping compatibility with GEM ?
Just changing the "look and feel" in other words...

4770. Re: Best Budget ST Sequencer?

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 14:11:06 UTC
From: danny@nessie.mcc.ac.uk
Message-ID: <1993Mar30.141106.14161@nessie.mcc.ac.uk>
Source record: 208094
Cross-posted to: comp.sys.atari.st,comp.music

erkamp@JANUS.ARC.AB.CA (Bob Erkamp) writes:

>In article <19930315.080354.887@almaden.ibm.com>, evilandi@vnet.IBM.COM (Andrew Oakley) writes:
>> I am looking to get myself a Yamaha SY35 synth, and already have a 1Mb
>>Atari ST with DS drive and mono monitor. I know very little about MIDI,
>>sequencers or synths, but have a good practical musical knoweldge.
>>
>> What is the best sequencer for under 100 UK pounds? I am particularly
>>after something which allows me to set up drum rhythms easily, and with which
>>I can create a few phrases of music and then copy and arrange them to fill
>>out a whole song (eg. just play a bass line once, then transpose & copy it
>>for the rest of the piece).
>>
>> Suggestions, particularly from those who already use a certain package,
>>welcome here or to my mailbox. Thanks.
>>

>Well I'm not sure about 'the best' but Barefoot Software's Edit Track is a fine
>program and is available for less than $100. If you have specific questions feel
>free to send them my way.

>Bob

You could also try Gajits "Sequencer One" which was given away on an ST Format cover disk, or their more recent one "Breakthru".

Danny

4771. Re: Desktop replacements ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 15:04:28 UTC
From: cfaehl@vesta.unm.edu
Message-ID: <1p9nhsINNoer@lynx.unm.edu>
Source record: 208095
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[some back and forth desktop-religious prattle twixt myself and specifically Steve Wells deleted - he's an avid TeraDesk supporter, I like Gemini]

TeraDesk: I couldn't see all the features you were alluding to - it's well possible that I am working off info of an older version. Your points about Gemini don't apply - you can indeed run Gemini on a 1MB system, and still run useful programs. That's done through the overlay mechanism of Gemini, and
begs for a hard drive. I'd be interested in what you see are the main benefits of TeraDesk, and where Gemini falls down. About speed - I confess I don't know what you're talking about there, I haven't noticed any problems with sluggishness with Gemini.

cfaehl@vesta.unm.edu

4772. Re: Falcon compatibility list?

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 15:32:14 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Mar30.153214.29947@newshost.lanl.gov>
Source record: 208097

In article 1p8815INN71r@elroy.jpl.nasa.gov, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <1993Mar29.125716.17311@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>>Has anyone had a chance to compile a list of commonly used shareware, PD and
>>Commercial ST Applications which work on the Falcon? I use Uniterm, Opus 2.31,
>>and WordPerfect 4.2 regularly and am looking into a new system -- either a
>>Falcon or Mega STE at this point -- and have heard too many conflicting reports
>>about the Falcon's compatibility with ST software.

Cottonwood Computers compiled a fairly lengthy list of the results of their
Falcon compatability tests which was posted here a few weeks ago and was
also reprinted in Z-NET. It was mostly (all?) commercial software as I recall.

There were some errors, however. For example, they listed our commercial 3D
Virtual Reality simulation, CYBERDROME, as being non-compatible when in
reality, it _is_ compatible with the Falcon (ST/STe/TT too).

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4773. Re: Is there good, free, hard disk repairer/optimiser software?

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 15:39:44 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <62618@aurs01.UUCP>
Source record: 208098

In article <1993Mar30.085104.5625@jet.uk> djs@jet.uk (David J Stevenson) writes:
>I currently have DLII and Reorg, but when I upgraded from Supra 20MB
>to ICD 105MB, they ceased to work. Diamond Edge, from Hisoft, is a
>possibility, but is 50 quid.
>
>Is there any free software available for repairing disk structures,
>defragmentation etc?

I highly recommend Diamond Edge. Sure it's expensive, but not nearly as
expensive as a new hard drive, or the cost of losing some important data
if you use an inferior PD utility. In many cases I prefer PD software
over commercial, but Diamond Edge is very well written and supported and
I don't think you can beat it. Between that and Diamond Back, I can
rest assured all my hard work and investments are secure.

-Jonathan

****
Jonathan Whitcomb, Alcatel Network Systems, Raleigh, North Carolina
* UUCP: whitcomb%aurfs1.aur.alcatel.com@rockdal.aud.alcatel.com *
* GEnie: J.WHITCOMB3 *
****

4774. Re: Falcon compatibility list?

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 17:18:34 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar30.171834.12181@mnemosyne.cs.du.edu>
Source record: 208100
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have yet to find a piece of non-game software that doesn't run on the Falcon, with one big caveat: some things only run in ST-compatible video modes. (Tempus falls into that category.)

This is using plain TOS 4.0x. I've found a variety of things that won't run under MultiTOS on the Falcon.

--
==========
- Ian Lepore | Thoughtlessness will gain the praise of superiors, respect
ianl@bix.com | of your coworkers, and success in business or politics.
==========

4775. Re: stalker & Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 17:46:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A15174@K.maus.de>
Source record: 208101

j>but he's had it only a few months. Can anyone shed any light on the problem
j>and solution?

Falcon030 have a new high speed serial controller chip, replacing the old and slow MFP chip. Software programming the MFP directly won't do anything useful, obviously. Try CoNnect version 1.90 or higher. Your friend will encounter a serial speed of up to 153000 bps...

- Peter -

4776. Re: Cubase on the Falcon (UK)

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 17:49:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A15175@K.maus.de>
Source record: 208102

t>If you're running, or thinking of running, Cubase on a Falcon, I thought
t>you may like to know what I found out last week. I was trying to run
t>Cuabse 3.01 on a 4/65 Falcon on an Atari Mono Monitor. This, it seems, was
t>a *bad idea*. The screen does not update properly, and jumps into "inverse
t>video" after a few minutes running. I 'phoned Harman Audio (UK distributers
t>and support for Steinberg) and here's what I was told:

Simple solution: Turn off the Screen Saver feature in the "Mouse Accelerator"
section of the Control Panel.
Cubase redirects all keyboard and mouse actions, so that the screen saver no
longer detects any activity and starts doing his job...

- Peter -

4777. Re: TT's VGA monitor

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 17:52:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A15176@K.maus.de>
Source record: 208103

f>This makes sense to me! TT medium and VGA aren't exactly the same, which
f>explains the thick, white block on the left side of my multisync :-).

TT and VGA display are the same in frame rate and horizontal scan rate.
The difference is, the TT has a narrower screen within the display width,
giving the famous :-(useless border on the right.

That's because the TT uses 32 MHz pixel clock, whereas VGA is 28 MHz.

- Peter -

4778. Re: Falcon compatibility list?

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 18:19:10 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1272@usdtsg.DaytonOH.NCR.COM>
Source record: 208115

In article <1993Mar30.153214.29947@newshost.lanl.gov> hutch@bellman.lanl.gov (John Hutchinson) writes:
>
>Cottonwood Computers compiled a fairly lengthy list of the results of their
>Falcon compatability tests which was posted here a few weeks ago and was
>also reprinted in Z-NET. It was mostly (all?) commercial software as I recall.

I think what is needed is *3* lists. Kind of a pain, you say? Well,
there would be advantages. The lists would be:

1) Works under MultiTOS:
2) Works without MultiTOS:
3) Works in ST resolutions:

The first level would be the more flexible software - things such as
Gemview, ConNect, Calamus (?), and other programs which would work in
any variety of screen resolutions, and that would work well under
a multitasking system (in general, would be fully GEM based). These programs
would take the best advantage of the system in it's most powerful mode...

The second level would include those programs that would work on the
Falcon in single-tasking mode (since you don't *have* to have MTOS boot
in). This would probably allow some programs to work (or work better,
i.e. Arcshell and such programs that "take over" the screen)...

The final level would include those programs (primarily games) that
would *have* to be run in a standard ST resolution (generally ST low
games, etc). Primarily those programs that check for the ST Mode
(1 = low, 2 = medium, etc) rather than checking screen size. This
level would probably be best under single-tasking mode as well...

This would help you know if (1) the program will work on the Falcon at all,
and if so, in which mode. There might be some other settings that need
to be changed to work (i.e. turning off cache, using something like
the TT's 24bit.prg program, etc), but I would think the three I mentioned
would have the greatest impact on whether a program would work or not...

What do ya think?

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

4779. Re: Higher Resolutions on Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 18:22:31 UTC
From: healy@nosc.mil
Message-ID: <1993Mar30.182231.13320@nosc.mil>
Source record: 208109

In article <1993Mar29.213157.24184@news.arc.nasa.gov> glennd@pioneer.arc.nasa.gov (Glenn Deardorff) writes:
>Thanks for this wonderful news! I'll be waiting "with baited breath". (Not sure how well
>that expression translates into German {^;)

That sounds rather fishy :-) If you are waiting with baited breath
instead of bated breath, please don't breathe on me :-)

4780. Re: atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 18:33:57 UTC
From: fvkampen@cs.vu.nl
Message-ID: <C4pswM.BEu@cs.vu.nl>
Source record: 208104

bcf@sactoh0.sac.ca.us (Bruce C. Fairbanks) writes:

> The system I'm on only has ftpmail, not ftp. I have tried
>getting a file from atari.archive.umich.edu and they do not allow

>an anonymous log-on. Does anyone know a way around this?

As far as I know, atari.archive.umich.edu DOES have anonymous
login. You just have to type 'anonymous' for your name, and
you Email ID as your password.

--
Florentijn van Kampen
email: fvkampen@cs.vu.nl
"Oh dear" says God " I hadn't thought of that" and promptly vanishes
in a puff of logic...

4781. Re: JPEGs and GIFs on FALCON

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 18:51:58 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.voHSTQqnZdY@fredrik.atari.no>
Source record: 208110

In <1993Mar30.010141.13687@cactus.org>, Paul Ortega writes:
>But, it is something of a memory hog. I can view only the smallest
>of JPEG files on my 1040 ST. Unfortunately, I find this out
>after GVIEW goes through the color compression and finally
>attempts to display the picture only to say something
>like "185 K needed to view picture, 120 K available".

That's life: No memory; No big pictures:-)

Couldn't resist it:)

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-----------------------------------------------------
```

4782. Re: atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 19:33:41 UTC
From: dmcdulin@cs.uct.ac.za
Message-ID: <C4pvo6.Eou@cs.uct.ac.za>
Source record: 208113

In <1993Mar30.051447.12077@sactoh0.sac.ca.us> bcf@sactoh0.sac.ca.us (Bruce C. Fairbanks) writes:

> The system I'm on only has ftpmail, not ftp. I have tried
>getting a file from atari.archive.umich.edu and they do not allow
>an anonymous log-on. Does anyone know a way around this?

Try mailing a message to:

atari@atari.archive.umich.edu

in the body of your text have only the word:

help

you will be mailed back info on how to use BART, a.a.u.e's mail server.
Just as good as ftp.

```
/-----------------------------------------------------------------------------\
| "Work" is a four letter word. (as is "wash","swot", etc...) |
| And "DOS" *SHOULD* be a four-letter word! |
| Email and other ramblings to: dmcdulin@cs.uct.ac.za |
\-----------------------------------------------------------------------------/
```

4783. Re: streamer device under MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 19:40:32 UTC
From: dclemans@mentorg.com
Message-ID: <1993Mar30.194032.26064@news.mentorg.com>
Source record: 208105

Holger Thiele (thiele@quando.quantum.de) wrote:

: Hello everybody,

: I am looking for a streamer device under MiNT. This device should
: send its data to a SCSI streamer connected via an AdSCSI host adapter.
: Is such a device available on a ftp-server? Or a normal program, which
: backup data on a streamer?

There are a couple of packages available for a regular ST system; at least
one of those runs fine under MiNT (just put it's driver in the auto folder
before mint.prg).

I am working on a full driver that would install itself into the MiNT
"u:\dev" directory that any program that does file I/O could access;
similar to the tape driver device files under Unix. The big problem is turning
out to get the driver to work with different kinds of tape drives; they
don't have "completely" compatible command sets.

dgc

4784. TT word processor

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 19:53:21 UTC
From: mast@bezymianny.engin.umich.edu
Message-ID: <1pa8fhINNb2d@srvr1.engin.umich.edu>
Source record: 208106

Could anyone suggest a good word processor that is fully TT
compatible? I like WordWriter ST, but the spelling checker does
not work on the TT.
In particular, I'd like something that works in TT medium res,
and a spelling checker is a must.

Thanks,
Mike

mast@engin.umich.edu

4785. Re: Atari now stoops to False Advertising (and more lies!)

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 19:56:10 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bb89804@Kralizec.fido.zeta.org.au>
Source record: 208189

Original to: leo@dcs.warwick.ac.uk
In a message of <25 Mar 93 07:51:20>, leo@dcs.warwick.ac.uk (3:713/602) writes:

l> I don't know how things are arranged in Austrialia, but have you contacted
l> the equivalent of the trading standards? I generally support Atari, but
l> every single point made in that advertisement was either wrong or
l> misleading.
l> Atari deserve to be fined by the authorities and the person responsible
l> sacked.

I wish people would think for a moment or two here.

The ad, as the poster very carefully omitted (can I fine him?) was placed by _tandy_, not Atari.

l> - Leo

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

4786. Re: Is there good, free, hard disk repairer/optimiser software?

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 19:57:34 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1pa8neINNsvs@golem.wcc.govt.nz>
Source record: 208107

] I currently have DLII and Reorg, but when I upgraded from Supra 20MB
] to ICD 105MB, they ceased to work. Diamond Edge, from Hisoft, is a
] possibility, but is 50 quid.

They are both a bit dodgy!

Diamond Edge & Diamond Back are good, but not exactly cheap, whereas
Reorg & DLII are! (And apart from a few bugs, have never failed me)

Chk-Dsk, while slow, is quite useful too!

4787. Re: Will I buy a Falcon? revisited.

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 19:59:28 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1pa8r0INNsvs@golem.wcc.govt.nz>
Source record: 208108

] Did you bother to read Steve Wells' message converting the Oz price to N
] dollarettes? About $2600 he got.

Without shipping, tax etc. It would probably be *about* $2900 I'd say.

4788. Re: Atari and Amiga wars. Time for a truce.

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 20:01:02 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bb89939@Kralizec.fido.zeta.org.au>
Source record: 208191

Original to: jorngh@dhhalden.no
In a message of <23 Mar 93 22:37:21>, jorngh@dhhalden.no (3:713/602)
writes:

j> You're in comp.sys.amiga.advocacy, twit. If you can't take
j> the heat, just go away. Haven't you noticed that you're
j> called a bozo after your stupid Falcon campaign earlier this
j> year ? (the price doesn't exactly live up to your predictions,
j> does it ?)

Um, no. You're not paying attention either, lamebrain. This is c.s.a.s.t.

j> Try posting that line *in* alt.flame and watch people
j> laugh at you. You could need some lessons from real
j> flamers.

And you would do well to read the followup-to line in your messages before
you go wasting my time and money.

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

4789. Atari in BIG Trouble

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 20:20:25 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Mar30.152025.14714@umiami.ir.miami.edu>
Source record: 208116

Atari in BIG Trouble.

Recently while checking out several stocks on the open market, I took a chance to look at my favorite computer, Atari. Now sitting at 1 and 1/8 on AMEX, Atari looks to drop to an under a dollar stock in the next quarter.

This is bad enough without the following. I checked out Motorolla and Intel. Motorolla had a small story about how Atari had still failed to pay them for the 68030's and DSP 56001's that were being used in the Falcon. Also the custom RISC chip they co built and designed with Atari is also unapid. Basically, Motorolla is quite pissed.

WHy all this trouble? Atari does not have the MONEY to pay their bills, yet alone build the Falcons in mass quantity, which is the heavy rumor as to its real delay in mass release.

While I will use my ST until the day it croaks from over usage, I doubt Atari will be around in a year. And just to mention, Commodore is right behind Atari at 4 and 3/8 and falling fast. It is expected to end up a 2 dollar stock by June.

Mark Santora

4790. Re: atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 20:49:13 UTC
From: healy@nosc.mil
Message-ID: <1993Mar30.204913.4384@nosc.mil>
Source record: 208114

In article <C4pswM.BEu@cs.vu.nl> fvkampen@cs.vu.nl (Kampen van F) writes:
>bcf@sactoh0.sac.ca.us (Bruce C. Fairbanks) writes:
>
>
>
>> The system I'm on only has ftpmail, not ftp. I have tried
>>getting a file from atari.archive.umich.edu and they do not allow
>
>>an anonymous log-on. Does anyone know a way around this?
>
>As far as I know, atari.archive.umich.edu DOES have anonymous
>login. You just have to type 'anonymous' for your name, and
>you Email ID as your password.

Your only chance of ftping to atari.archive is during the weekend.

Mike Healy

healy@nosc.mil

4791. Re: PNT to GIF???

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 21:05:53 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1pacnhINNq65@phakt.usc.edu>
Source record: 208111

In article <1993Mar29.200138.9964@edinboro.edu> a644690c@edinboro.edu writes:
>Does anyone know of a way to convert .PNT files to something like GIFs?
>I am not an ST owner, but I would like to view several .PNT files that I've
>acquired. To be more specific, I would like to view the Falcon screen shoots

I am in the opposite boat. When I finally get $$ back from the
insurance people, I want to be able to convert several wonderful GIFs that I
have into .PNT format so that I can use them as background pics using Warp9
(thank GOD the disks weren't stolen...just the computer with the HD that had
all those painstaking hours of badgering, cajoling, and cursing MiNT and GCC
and Ghostscript into working together, not to mention all those hours of
downloading the MBs of binaries, libraries, etc. <sigh>).
Does anyone have a (preferably) public domain or shareware pic
converter from GIF to PNT (I would suppose that if I wanted to go the other
way, that Gview2xx would work, but since I'm not....)? I'd rather not have to
buy Prismpaint just to convert between the two formats....

>-Adam Conover
> a644690c@edinboro.edu

-MikeB

4792. Re: streamer device under MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 21:17:21 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1padd1INN1gc@phakt.usc.edu>
Source record: 208112

In article <1993Mar30.194032.26064@news.mentorg.com> dclemans@mentorg.com (Dave Clemans) writes:

>There are a couple of packages available for a regular ST system; at least
>one of those runs fine under MiNT (just put it's driver in the auto folder
>before mint.prg).

You are probably talking about the tapebios software?

>I am working on a full driver that would install itself into the MiNT
>"u:\dev" directory that any program that does file I/O could access;
>similar to the tape driver device files under Unix. The big problem is turning
>out to get the driver to work with different kinds of tape drives; they
>don't have "completely" compatible command sets.

The question I have is, will it support tape drives on the SCSI port,
such as found on the falcon or the TT, or only on the ACSI port as all other
tape software I have seen? Why is is so difficult to support the SCSI port?

If someone knows of software that _does_ support the SCSI port, _I_
would be very interested in knowing about it. PD/SW software is prefered,
but I am willing to buy a commercial version if it is well implemented,
relatively bug-proof, and of a reasonable cost (say $50 US or less).

>dgc

Thanks for any help!

-MikeB

4793. Atari PortfolioSELECT

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 21:49:41 UTC
From: stewart@yvax.byu.edu
Message-ID: <1993Mar30.144941.1686@yvax.byu.edu>
Source record: 208117

FOR SALE:

Atari Portfolio

w/ Leather case
64K ram card
File Manager card
Chess Card
Spell Checker card

also: Portfolio smart Parallel interface and shielded parallel cable
Easy to do file transfers with PC's, printing, etc.

Plus lots of public domain titles like Tetris, Textcon, PBasic, &
More! On disk or card.
This Pofo is only a year old, really nice looking, great condition.
I have the box and manuals still. This is a very usefull and fun tool.

$325 and I ship it to you.

E-mail me if you're interested.
STEWART@YVAX.BYU.EDU

4794. Re: Desktop replacements ?

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 21:50:10 UTC
From: bjgrier@bnr.ca
Message-ID: <C4q1zM.F7p@news.rich.bnr.ca>
Source record: 207955
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> I have NeoDesk right now, but haven't seen any updates to it for a long time.
> Its nice, but it lacks things, like a command line, that would be nice. Its
> printer queue system is nice, but since I use a laser anyway, it doesn't
> matter.. :)

In January there was an upgrade to NeoDesk, the US version is on a.a.u.e .
Gribnif has also announced NeoDesk V4.0 available sometime soon.

Gribnif also has a command line available that is rather spartan but does
work.

Brian, WS1S (ST/TT User/Developer)
Bell Northern Research
Research Triangle Park, NC

4795. Re: ZX Spectrum emulator for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 22:18:37 UTC
From: jblst5@icarus.lis.pitt.edu
Message-ID: <19314@pitt.UUCP>
Source record: 208118

In article 12267@infodev.cam.ac.uk, rb10006@cl.cam.ac.uk (R. Brown) writes:
:In article <1993Mar19.211302.2865@cs.nott.ac.uk:, pcxkrm@unicorn.nott.ac.uk
(K.R.Marshall) writes:
:|: In article <1oa0g7$iju@news.uni-stuttgart.de: jens@kssun3.rus.uni-stuttgart.de (Jens
Schweikhardt 07151690270) writes:
:|: :Since I can copy ZX Spectrum programs from cassette tape
:|: :to Atari/MSDOS diskettes I am wondering wheter there's
:|: :an emulator for Spectrum programs for the ST or PC,
:|: :either handmade or commercial. (So I wouldn't have to
:|: :program one myself =;:)
:|: :
:|: :Any information on where, what, how much, ...
:|: :is greatly appreciated. Good old Sinclair times are gone, (sob!).
:|: :Bye, Jens
:|: :
:|:
:|: I'm pretty sure there's a PD spectrum emulator around for the Atari -
:|: try atari.archive. If you can transfer these programs there may be
:|: some interest from others who can't! - I remember the days of Manic
:|: Miner and Atic Atac.....
:|:
:|: Keith.
:
:Me too. It's just a pity that none of the emulators I've seen (Amiga/ST/PC)
:actually manage to get anything approaching spectrum speed. Sad, isn't it?
:Maybe somebody ought to do a Z80-on-a-card emulator... I'd definitely buy an
:Amiga version, and I know of several other people who would, too.
:
:(And don't forget Knightlore and the Magic Knight games...)
:
:Robert Brown.

Not so. I run an emulator called JPP on my 386-40 PC, and at 40Mhz, it is at
least twice as fast as a spectrum.

I also had an amiga version, but it was slooooooow. Maybe the A1200 is fast
enough....

Don't know the speed of the atari version, though.

Jan

(...also, don't forget Ant Attack, penetrator, hypersports :-).....)

4796. Re: Atari in BIG Trouble

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 22:53:39 UTC
From: cfaehl@vesta.unm.edu
Message-ID: <1paj1jlNN8k6@lynx.unm.edu>
Source record: 208120

In article <1993Mar30.152025.14714@umiami.ir.miami.edu>, dlk0ms9s@umiami.ir.miami.edu writes:
>
>
> Atari in BIG Trouble.

And has been for years. No news here.
>
> Recently while checking out several stocks on the open market, I took a
> chance to look at my favorite computer, Atari. Now sitting at 1 and 1/8 on
> AMEX, Atari looks to drop to an under a dollar stock in the next quarter.
>

Atari has been at a dollar per share for almost a year now. It seems to fluctuate a lot between 1 1/8 and up or down a 1/16.

> This is bad enough without the following. I checked out Motorolla and Intel.
> Motorolla had a small story about how Atari had still failed to pay them for
> the 68030's and DSP 56001's that were being used in the Falcon. Also the
> custom RISC chip they co built and designed with Atari is also unapid.
> Basically, Motorolla is quite pissed.

Doesn't sound unreasonable. Wouldn't you be?

>
> WHy all this trouble? Atari does not have the MONEY to pay their bills, yet
> alone build the Falcons in mass quantity, which is the heavy rumor as to its
> real delay in mass release.

I can believe this, also - when you have a negative cash flow, things like this have to be the way you operate.

>
>While I will use my ST until the day it croaks from over usage, I doubt Atari
>will be around in a year. And just to mention, Commodore is right behind Atari
> at 4 and 3/8 and falling fast. It is expected to end up a 2 dollar stock by
> June.

It's AMAZING, ASTONISHING, INCREDIBLE that Atari has lasted this long. Who's to say where they'll be a year from now?

>
> Mark Santora
>

4797. VROOM

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 23:20:25 UTC
From: brown_i@kosmos.wcc.govt.nz
Message-ID: <1993Mar30.232025.1@kosmos.wcc.govt.nz>
Source record: 208091

Hi! to all you atari users .. Any one got the VRoom If so
I would like to buy it or swop it for somthing I have ......
PLease Email me!!!!!!!!!!!!!!!

Brown_I@KOMOS.WCC.GOVT.NZ

4798. Re: atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 23:26:26 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <1pakv2$a1p@terminator.rs.itd.umich.edu>
Source record: 208121

In article <1993Mar30.204913.4384@nosc.mil> healy@nosc.mil (Mike Healy) writes:
>
>Your only chance of ftping to atari.archive is during the weekend.
>
>Mike Healy
>
>healy@nosc.mil
>
>

This isn't necessarily true. There's been another machine added
for ftp recently. If you get the one with restrictions, try again.
It doesn't take me all that long to get to it from UMinnesota.

Also, be sure to use AFS (if you have it) or gopher (archive.gopher.merit.edu)
before using ftp. Thanks.

Jeff
--
Jeff Weiner - weiner@terminator.rs.itd.umich.edu - Umich Atari Posse -
Coming soon to a theater near you........

4799. Re: Atari in BIG Trouble

Newsgroup: comp.sys.atari.st
Date: 1993-03-30 23:35:34 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <C4q6vA.Jux@ucunix.san.uc.edu>
Source record: 208122

In article <1993Mar30.152025.14714@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:
>
>
> Atari in BIG Trouble.
>
> Recently while checking out several stocks on the open market, I took a
>chance to look at my favorite computer, Atari. Now sitting at 1 and 1/8 on
>AMEX, Atari looks to drop to an under a dollar stock in the next quarter.

It is
It has been that way for some time now... 1 1/8 is nothing new.

>
> This is bad enough without the following. I checked out Motorolla and Intel.
>Motorolla had a small story about how Atari had still failed to pay them for
>the 68030's and DSP 56001's that were being used in the Falcon. Also the
>custom RISC chip they co built and designed with Atari is also unapid.
>Basically, Motorolla is quite pissed.
>
> WHy all this trouble? Atari does not have the MONEY to pay their bills, yet
>alone build the Falcons in mass quantity, which is the heavy rumor as to its
>real delay in mass release.

Atari had $60 million in cash 6 months ago, I doubt that they are not
liquid enough t to pay their bills.

I>
> While I will use my ST until the day it croaks from over usage, I doubt Atari
>will be around in a year. And just to mention, Commodore is right behind Atari
>at 4 and 3/8 and falling fast. It is expected to end up a 2 dollar stock by
>June.

Every year about this time Commodore seems to slip. Nothing readll
(sorry "real") new here.

>
>Mark Santora
>

--Kevin Klasmeier

i[3 years ago, atari was not suppose to be around in 6 months
too....also in the past 7 years, those perdictions kept flying around,
atari seemed to live, they probably will though this.]

4800. Re: streamer device under MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 00:40:49 UTC
From: erlingh@storlind.storlind
Message-ID: <ERLINGH.93Mar31004049@storlind.storlind>
Source record: 208119

In article <1993Mar30.194032.26064@news.mentorg.com> dclemans@mentorg.com (Dave Clemans) writes:

[some stuff removed...]

The question I have is, will it support tape drives on the SCSI port,
such as found on the falcon or the TT, or only on the ACSI port as all other
tape software I have seen? Why is is so difficult to support the SCSI port?

Why it is so difficult ?
Well, because there are hardly _no_ documentation on the port.
Not even in the dev. kit !!!
You have to buy it separately :(

If someone knows of software that _does_ support the SCSI port, _I_
would be very interested in knowing about it. PD/SW software is prefered,
but I am willing to buy a commercial version if it is well implemented,
relatively bug-proof, and of a reasonable cost (say $50 US or less).

Well, a friend is working on it right now. I'm urging him to make a device
driver that fits in u:\dev. So far he has got the reading going, but
DMAdriven writes gives parity error... Oh well, I'm sure he'll work it
out...
You could encourage him by writing to stigpo@pvv.unit.no
(Hei Stig :)

Erling

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

4801. Re: atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 00:58:49 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Mar30.195849@helix.nih.gov>
Source record: 208123

In article <1993Mar30.204913.4384@nosc.mil>, healy@nosc.mil (Mike Healy) writes:
|> In article <C4pswM.BEu@cs.vu.nl> fvkampen@cs.vu.nl (Kampen van F) writes:
|> >bcf@sactoh0.sac.ca.us (Bruce C. Fairbanks) writes:
|> >
|> >> The system I'm on only has ftpmail, not ftp. I have tried
|> >>getting a file from atari.archive.umich.edu and they do not allow
|> >>an anonymous log-on. Does anyone know a way around this?
|> >
|> >As far as I know, atari.archive.umich.edu DOES have anonymous
|> >login. You just have to type 'anonymous' for your name, and
|> >you Email ID as your password.
|>
|> Your only chance of ftping to atari.archive is during the weekend.

Yes, it refuses logins after some preset number of users are already logged in. There is an alternate 'mirror' site I've used frequently at Washinginton Univ. in St. Louis; unfortunately, the name isn't in the FAQ (where it probably belongs, especially since a.a.u.e is so hard to get access to). However, try ftp archive.wustl.edu

4802. Atari's gonna be OK.

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 02:28:59 UTC
From: stewart@yvax.byu.edu
Message-ID: <1993Mar30.192900.1689@yvax.byu.edu>
Source record: 208134

Atari may be a bit crazy, but it ain't dead yet.
All you dudes that keep saying that Atari is gonna be gone in a year or six months keep thinking that Atari is a clone company, or somebody with competition that will force it out. Atari stays alive because of its peculiarities, not in spite of them. Clones come and go, but Atari stays with us because those of us that are addicted to the Jakintosh will continue to use these hulks until we die.
If you keep looking at Atari from the standpoint of price, components, support, availability, and other technical aspects, you are missing the most important advantage of Atari. You're forgetting that as long as it has the Atari name on it, there's people out there that will buy the damn things just for old times sake. Same with Amiga. Non-clone/Mac computers are cult computers, and theres a certain amount of power there.
Enough to keep Atari and Amiga alive? Who knows? Every ST/STe owner around here is selling off their machines for tiny prices just to be able to have that much more for an expensive overpriced unavailable Falcon. Mind you, these aren't jet-set androgynoid college-educated Top-40 comp-sci grads. These are beer-drinking hairy men with families and ratty old station wagons. They don't give a shit about how many megahertzes and pixels and spreadsheets it has. They just know that if it says Atari, well then by God they can have something to do at night besides watch TV. Like what?
Mess with the hard disk. Play a pirated video game. Put on cardboard 3-d glasses and mess with a drawing program. It doesn't matter if the thing only has 16 colors, its something to DO! Atari has enough wierd perks that part of the fun with it is to figure things out and wonder what the hell Jack Tramiel was thinking on that one.
No, Atari isn't gonna be forced out by faster, smarter, prettier, cheaper clones or macs. Atari and Amiga will last not because they win the technology race (he who dies with the most toys wins). They will be around because they're fun wierd computers that their fanatics just can't live without.

David A. |||
/ | \ Love, peace, Atari.

4803. Re: Atari in BIG Trouble

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 03:38:18 UTC
From: wbdst+@pitt.edu
Message-ID: <7277@blue.cis.pitt.edu>
Source record: 208135

Really, who posted this thing on Atari being in trouble? You give
us a few stock prices (hardly enoughto establish a trend by any
stretch of the imagination), and predict that the price will fall
below $1. Then you tell us about how Motorola (only 1 "l", thanks)
is "pissed", etc. If we heard about every time a company was late
paying its bills, we wouldn't have time for much else! Before
giving us your expert financial opinion of Atari, how about filling
us in on things like the SCF, profit ratios, and the IS?

4804. Re: falcon prices in Sweden?

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 06:26:47 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.88.733559206@dhhalden.no>
Source record: 208136

In article <1993Mar26.085712.2940@ludd.luth.se> watchman@ludd.luth.se (Joachim Str|mbergson) writes:
>From: watchman@ludd.luth.se (Joachim Str|mbergson)
>Subject: falcon prices in Sweden?
>Date: 26 Mar 93 08:57:12 GMT
>I was recently told by a friend (and Amiga owner) in a very amuzing way
>that the falcon 030 is supposed to be sold at around 16000 SEK for
>the 4Mb+65Mb HD version. Is this right (i.e. have any Swedes seen any
>official prices?)
>
>I guess this ain't the most exciting news for non-swedes so mabye you
>should mail me the replies.

These prices are being lowerd as I write this. I talked to the Paul Welsh who is the atari representative in charge of England and Scandinavia. He had also been told of the outrageous prices in Sweden. He told me that Adastra (the swedish importer) was comming in for a meeting at Cebit. The thing he would point out to them was that and I quote "It shall not be cheeper to buy an atari from another country than the one the consumer lives in."

This is good news and I hope it clears up your questions. qI have taken fotos of the new hand controller

4805. Re: atari australia stuffs it royally yet again...

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 06:27:33 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.89.733559253@dhhalden.no>
Source record: 208137

In article <71X21B13w165w@dogbox.acme.gen.nz> dogbowl@dogbox.acme.gen.nz (Kennelmeister) writes:
>From: dogbowl@dogbox.acme.gen.nz (Kennelmeister)
>Subject: Re: atari australia stuffs it royally yet again...
>Keywords: Atari, Falcon
>Date: 27 Mar 93 03:54:17 GMT
>karlm@mel.dbce.csiro.au (Karl Meyland) writes:
>
>> Hey Miff, you know Atari Oz, they're worse than a bunch of local council guys
>> Yeah, it'll be here next week ...
>...
>> About the price, well, estimate whatever you like, then totally junk the idea
>> Where's my Falcon 030?
>>
>> Then again, where's Buddy Holly!?
>>
>
>I'm glad to hear that they're not just f*&**ng around their New Zealand
>customers. Bunch of stupid tossers that they are.
>
>Still, be glad that they're even saying that you'll get a Falcon.
>They aren't going to supply them here.
>
>--
>"Love is for insects, animals and coathangers.."

4806. Re: falcon prices in Sweden?

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 06:38:37 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.90.733559917@dhhalden.no>
Source record: 208138

In article <1993Mar26.085712.2940@ludd.luth.se> watchman@ludd.luth.se (Joachim Str|mbergson) writes:
>From: watchman@ludd.luth.se (Joachim Str|mbergson)
>Subject: falcon prices in Sweden?
>Date: 26 Mar 93 08:57:12 GMT
>I was recently told by a friend (and Amiga owner) in a very amuzing way
>that the falcon 030 is supposed to be sold at around 16000 SEK for
>the 4Mb+65Mb HD version. Is this right (i.e. have any Swedes seen any
>official prices?)
>
>I guess this ain't the most exciting news for non-swedes so mabye you
>should mail me the replies.

The f___ing mouse on the shitty IBM PC went beserk and sent of my other posting before I could finish it. What was about to write was that Roger W. and I have taken a picture of the new joypad from atari... It looks very good. Lets just hope the pictures will come out right..... If anyone is interested I can scan the picture and upload it to atari.archive...

Greetings

Rune Hyldmo, anti sig.file activist

4807. Question?

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 06:51:28 UTC
From: The@blue.uucp.UUCP
Message-ID: <gate.ikc01B1w164w@blue.uucp>
Source record: 207973

Does any know what happend to FzDT? (Freeze Dried Terminal) I ordered it
about six months ago and still no sign...I have just heard rummer about he
does not make it any more...

_____
/he Dragon Lord

____ ________
/he S/ SysOp
of

4808. Changing the keyboard and case.

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 07:17:00 UTC
From: Jim.Beecher@f47.n282.z1.tdkt.kksys.com
Message-ID: <733691972.AA06090@tdkt.kksys.com>
Source record: 208180

If what you're talking about is Z-keys, I bought one once and returned it.
1. The HELP and UNDO keys won't work with an IBM keyboard.
2. You have to get a special cable to run it off an old-style 520. 3. It doesn't work reliably with Spectre GCR for Mac Emulation.

If none of these apply, it might be what you're looking for. As far as general operation, it worked fine, these things just bothered me too much.

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

4809. Re: 1ST CeBIT Impressions

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 07:24:21 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.91.733562661@dhhalden.no>
Source record: 208139

In article <jonal.175.733395169@dhhalden.no> jonal@dhhalden.no (JON ARVID LOVSTAD) writes:
>From: jonal@dhhalden.no (JON ARVID LOVSTAD)
>Subject: Re: 1ST CeBIT Impressions
>Date: Mon, 29 Mar 1993 08:52:49 GMT
>In article <BKXBBWQO@math.fu-berlin.de> tl@hrz-serv7.hrz.uni-kassel.de (Thomas Landgraf HRZ) writes:
>>Hi,
>>yesterday I have been on CeBIT. There were two really impressive things:
>>
>>1. The GeSoft 32MHz Falcon Card, ot runs on the full TT Speed, has space for
>>up to 128MByte RAM and a VME Slot!
>
>Wasn't that just 32MB of RAM? BTW, they haven't implemented the VME yet. (I
>thought the chip looked like a 50MHz thingie from the reading of the print
>on it...)
>
>
>>2. A MPEG decoder from Brainstorm, they have shown some Movies running in Real Time
>>... faster than the most PC/Mac Stuff!
>
>Well, I saw the thing and thought it sucked. They haven't laid too much work
>in it yet since they don't know if Atari buys it or not...
>
>>Unfortunately I had not enough time too look around and thete were lot of interesting
>>Stuff at Atari like Falcon Speed (a 286 emulator), graphic cards, genlock, Videotitling,
>>games, DSP Debugger, ...
>
>Some great things were on show. The InShape renderer (really great looking
>interface), Lexcor had their stuff there (good, but needs a new interface),
>PAM's net might be good, but the guys need a new attitude ("we won't make a
>LAN network because you have to go to a Mac dealer to get cables..."), the
>BlackMail box from DOA was shown and looked really good, Chagall was
>impressive but needs more features, Matrix showed their new video/digitizer
>card (8MB VRAM, 8MB DRAM + 1 Meg on the digitizer!! DM 8K though...), DA's
>Vector was _REALLY_ impressing, as was the PhotoCD software from
>ColorConcepts. I've been hearing complaints about getting the base16 (3Kx2K
>pixels) onto screen in the cd newsgroup, but this baby did it on a 32MB TT
>in 4 mins! Looking good...
>
>Now, I'm just looking forward to Dusseldorf in August...

I am too, but then we better remember a certain piece of paper for you
too...right? ;)

I just thought I would add some other news at the atari stand...

Silminaris said they where finished with two Falcon spesific games, Transartica and Ishar. Wroom II from Lanchor looked finished. Space Junk looked very good altough it was only a demo. Eclipse from Eclipse (a 3D space game in 320xc200 true-color) looked very smooth even though they have not yet implemented the DSP routines.

Transartica and Ishar where both in 256 colors with 16 bit sound, I only saw Ishar..It looked good.

Wroom II looked very good too, but the only problem was that it was a bit fast for me. The game is Wroom I with a new feature called multi-player.. four players on screen at the same time. This mode didn't seem to slow down the game anything. The graphics looked better altough I am not sure It was because I didn't find any people from Lanchor there. The sound I can't say anything about because I never took time to study the game too good.

Eclipse will not be released before another 6 months. at least that was what a guy on their stand told me.

Atari have also released a leaflet stating all the products comming out for the Falcon. The list was very uplifting for all atari entusiasts. There was a lot of great software comming out in the near future. Some of them is already finished.

Greetings

Rune Hyldmo, anti sig.file activists

4810. Re: backup confusion

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 08:19:20 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bb946ef@Kralizec.fido.zeta.org.au>
Source record: 208193

Original to: esj@harvee.billerica.ma.us
In a message of <24 Mar 93 13:24:32>, esj@harvee.billerica.ma.us
(3:713/602) writes:

e> I am very confused about backup options. I had made up my mind to get
e> a floptical drive for backups. when I called toad to order one, they
e> said that ther were not selling flopticals because the price was
e> bouncing around too much and tried to sell me a syquest drive. I then
e> called purple mountain. they have not returned my calls.

Well, so was I for a while...

e> as I see it, the pros and cons of each are as follows:
e> flopticals
e> - can't get anyone to sell me one
e> - may be "fringe" media.
e> + convient size
e> + can buy supported drivers
e> + drive and media can be used on other systems

- painfully slow
- disks are expensive

e> syquest
e> - expensive media
e> - may be "fringe" media.
e> + can buy supported drivers
e> +- can be used as hard drive (but how do you back it up!!)
e> + drive and media can be used on other systems

+ nice and quick

e> floppies
e> - takes forever
e> - unreliable
e> + have drive, media, and backup sw.

+ cheap
+ reliable software available

e> ICD tape
e> - mystery tape

Not really, the tape is a Teac CT600N - you should be able to get it from
any supplier who caters to the Everex market.

e> - propritary format
e> - pricey drive

e> + supported (but for how long)

+ excellent software
+ long tape life
+ high capacity

e> I would like a media/drive combination that has a chance of being useful
e> for at least 5 years and on multiple platforms (dos, mac, unix or, maybe
e> even another atari :-)
e>
e> any ideas?!!!

Sounds like a 2nd hand syquest would be your best bet really, especially if
the extra storage is handy.

e> --- eric

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

4811. Re: Fix for the Modem2 port on TT & Mega STE

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 09:26:55 UTC
From: umcordes@ccu.umanitoba.ca
Message-ID: <C4qy8w.LoE@ccu.umanitoba.ca>
Source record: 208143
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>I've got it to work now (at least, I think). I uses XYZ202B instead of
>GemZmodem and everything has worked OK since then...

Since you guys are discussing hi-speed modem problems, I thought I'd throw in a problem I've been having...

I'm using a TT w/TOS 3.01, ZyXEL 1496E (5.05), STalker 3.01, AUXINIT.PRG and RS232ENC.PRG.

My problem is this: I start a download with STalker as an accessory, and then run a TOS (GIFDCDTT.TTP for example) program. After about 20 seconds or so, the 'receiving data' light on my modem will go out. When I exit from the TOS program, the tranfer does not continue, it just hangs and I am forced to abort.

I think I know why the xfer stops when I'm in a TOS program; once the 31kb buffer set with AUXINIT.PRG is filled, the computer tells the modem to stop sending data (is this the DSR or RTS?). STalker can't do anything, as it can only empty the buffer when the AES is active (right?). But when I exit the TOS program, shouldn't STalker empty the buffer and RS232ENC tell the modem that it's ok to continue?

Also, should I be using Serial Patch instead of RS232ENC? I've had no other problems with RS232ENC, but experience some a long time ago when I tried Serial Patch.

Any comments? suggestions? Thanks!

4812. Re: Protracker

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 09:31:08 UTC
From: fvkampen@cs.vu.nl
Message-ID: <C4qyFx.FxD@cs.vu.nl>
Source record: 208141

evanlang@sdf.lonestar.org (Evan Langlois) writes:

> t> Have you never heard of EDITING or CREATING modules as apposed to just
> t> playing them?

>There are a number of programs to do this on the ST or STE. I have a decent
>one, and I'm getting a better one (with 8 channel sound, likely to 50KHz)

>* CQWK 1.7 *

If you have, please let me know what the title is, and where I can obtain
it... thanx in advance

fvkampen@cs.vu.nl

--
Florentijn van Kampen
email: fvkampen@cs.vu.nl
"Oh dear" says God " I hadn't thought of that" and promptly vanishes
in a puff of logic...

4813. Question: auto-extracting

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 10:08:50 UTC
From: ari@fwi.uva.nl
Message-ID: <1993Mar31.100850.9347@fwi.uva.nl>
Source record: 208142

On March 17th " y0000028@rzab1.rz.tu-bs.de (Kielhorn)" wrote

>
>There are two SHAREWARE programms AFX (Auto File Extractor) and
>SFX. They come with the LHARC-package.
>
>You simply compress the datafiles with lharc (-c I guess it was), put
>AFX into the AUTO-Folder and the data will be decompressed while
>reading.
>It is said to work with almost every program (eg Signum!)
>
>
>SFX packs binaries, well the packing is done by lharc but SFX makes
>them selfextracting.
>
I tried to email him, but in one way or another it bounced.
Is there somebody who can tell me on what ftp-site I could get
these programs (AFX and SFX) and what version of lharc I should
use (and where to get that) ?

Thanks in advance,
Arie

--
Arie Maaskant University of Amsterdam
Email: ari@fwi.uva.nl Faculty of mathmatics and computer sciences
Phone: +31 20 525 6438 Plantage Muidergracht 24
Fax: +31 20 525 5101 1018 TV Amsterdam

4814. Re: streamer device under MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 10:55:35 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Mar31.105535.20559@sol.ctr.columbia.edu>
Source record: 208144

```
> Well, a friend is working on it right now. I'm urging him to make a device
> driver that fits in u:\dev. So far he has got the reading going, but
> DMAdriven writes gives parity error... Oh well, I'm sure he'll work it
> out...
> You could encourage him by writing to stigpo@pvv.unit.no
> (Hei Stig :)

You might point him in the direction of ST Applications magazine, then
since I think they have an article on DMA read/write in this months
edition.

Simon.
--

_______________________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

4815. Where not to use in the UK

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 11:04:56 UTC
From: craig@hadrian.uk.sun.com
Message-ID: <1pbtsoINN6b5@uk-news.uk.sun.com>
Source record: 207828

Please, please, please don't ever use The First Computer Centre in Leeds. After an 8 week saga I still haven't got a working DOS Coprocessor from them.

Way back in the beginning of Feb 93 I ordered (by Credit Card) a PC Speed C-16, Seven working days later it had not arrived. I contacted First Computers and they told me to ring dispatch and they said it should be with me any day.

2 1/2 weeks later, still no board. Contacted dispatch again and they said "sorry we never sent it. It will be with you in 2 days". 4 days later the board turned up :-), without the manual :-(.

I contacted First again and 7 days later a manual arrived :-), but the software I was using crashed the CO-Processor, PC Ditto worked fine but slowly.

First computers agreed to take back the PC Speed C-16 and sell me a Vortex AT-Once 386-SX for another 70 pounds. :-)

4 days later the Vortex arrived less the system software, the seal was broken on the internal packaging indicating that the board was second hand. I contacted First computers 5 days ago and I'm still waiting for the software. They don't return any of my calls as to why it hasn't arrived, so...

THE FIRST COMPUTER CENTRE in Leeds are a bunch of TOS****S....

Rgds

Craig

PS The real heroes in all this were COMPO computing who sat patiently by the phone with me for several hours whilst I tested my software, even though the board wasn't originally purchased from them.

4816. Euro ST mags

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 11:24:00 UTC
From: Don_Maple@kr.maus.de
Message-ID: <A20345@KR.maus.de>
Source record: 208020

Hi guys!

A quick question for European ST fans. I need to know about ST mags in Europe (except UK and Germany) for an article I'm about to write. There was a mag in France called "Atari magazine" but it seems to have disappeared. The only Dutch mag I know it's still going is the excellent "Atari ST Nieuws".

Anyway, if you'd mail me the list of ST mags in your country I'd really appreciate it. (A few words about the current state of the ST market wouldn't hurt either.) Please send personal mail since my Internet feed is sporadic...

Thanx in advance! If the rest of you are interested I'd be more than happy to post the resulting list.

Don

* Don_Maple@kr.maus.de *

4817. Re: 1ST CeBIT Impressions

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 12:12:46 UTC
From: zuschlag@diku.dk
Message-ID: <1993Mar31.121246.4938@odin.diku.dk>
Source record: 208145

runehy@dhhalden.no (RUNE HYLDMO) writes:

>Atari have also released a leaflet stating all the products comming out for
>the Falcon. The list was very uplifting for all atari entusiasts. There was
>a lot of great software comming out in the near future. Some of them is
>already finished.

Could you not post this on the news-net. I think a lot of us would be very
interested!

Jesper Zuschlag
Department of Computer Science
University of Copenhagen
(email - zuschlg@rimfaxe.diku.dk)

4818. ZX Spectrum emulator for

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 12:20:00 UTC
From: guy.goerres@almac.co.uk
Message-ID: <8037.723.uupcb@almac.co.uk>
Source record: 208192

In message #3347, JENS SCHWEIKHARDT 0715169 writes:

> Since I can copy ZX Spectrum programs from cassette tape
> to Atari/MSDOS diskettes I am wondering wheter there's
> an emulator for Spectrum programs for the ST or PC,
> either handmade or commercial. (So I wouldn't have to
> program one myself =;>)
>
> Any information on where, what, how much, ...
> is greatly appreciated. Good old Sinclair times are gone, (sob!).
> Bye, Jens
>

Yes, that emulator exists.

I think it's shareware.. I'll have a look at it.

bye, Guy

. QNet3. . ILink . ComNet Luxembourg BBS . Luxembourg . (++352) 466893 .

4819. Re: Best Budget ST Sequencer?

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 12:53:49 UTC
From: cczdvh@unicorn.nott.ac.uk
Message-ID: <1993Mar31.125349.15233@cs.nott.ac.uk>
Source record: 207996
Cross-posted to: comp.sys.atari.st,comp.music

In article <1993Mar30.141106.14161@nessie.mcc.ac.uk> danny@nessie.mcc.ac.uk (Danny Graham) writes:
>erkamp@JANUS.ARC.AB.CA (Bob Erkamp) writes:
>
>>In article <19930315.080354.887@almaden.ibm.com>, evilandi@vnet.IBM.COM (Andrew Oakley) writes:
>>> I am looking to get myself a Yamaha SY35 synth, and already have a 1Mb
>>>Atari ST with DS drive and mono monitor. I know very little about MIDI,
>>>sequencers or synths, but have a good practical musical knoweldge.
>>>
>>> What is the best sequencer for under 100 UK pounds? I am particularly
>>>after something which allows me to set up drum rhythms easily, and with which
>>>I can create a few phrases of music and then copy and arrange them to fill
>>>out a whole song (eg. just play a bass line once, then transpose & copy it
>>>for the rest of the piece).
>>>
>>> Suggestions, particularly from those who already use a certain package,
>>>welcome here or to my mailbox. Thanks.
>>>
>
>>Well I'm not sure about 'the best' but Barefoot Software's Edit Track is a fine
>>program and is available for less than $100. If you have specific questions feel
>>free to send them my way.
>
>>Bob
>
>You could also try Gajits "Sequencer One" which was given away on an ST Format
>cover disk, or their more recent one "Breakthru".
>
>Danny

You could also check out Steinberg's Cubeat and the more recent Cubase Lite.
I use Cubase V2 and it's whole graphical approach to recording and arranging
is sooo easy !!.

Dave V-H

4820. Re: JPEGs and GIFs on FALCON

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 13:12:50 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1277@usdtsg.DaytonOH.NCR.COM>
Source record: 208149

In article <H.voHSTQqnZdY@fredrik.atari.no> jornmoe@fredrik.atari.no writes:
>In <1993Mar30.010141.13687@cactus.org>, Paul Ortega writes:
>>But, it is something of a memory hog. I can view only the smallest
>>of JPEG files on my 1040 ST. Unfortunately, I find this out
>>after GVIEW goes through the color compression and finally
>>attempts to display the picture only to say something
>>like "185 K needed to view picture, 120 K available".
>
>That's life: No memory; No big pictures:-)

I ran into a similar problem once - but considering the picture
itself, it was no big surprise. The picture was something like
1024x768x256 and I needed *3* free megs to view it! Of course, considering
the amount of memory necessary just to *view* the picture, I was not surprised.

Since I usually boot up with around 2.5 of my 4megs free, I had to
disable a couple files, but no big deal. Rats, where's those 14meg
Falcons when you need one ? :-)

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

...my guess is that on a Falcon, Gemview (or other programs) probably
shouldn't have to use extra memory to convert the picture from
24bit to 8bit (maybe as far as 18bit, but that should still take
less time to convert)...

4821. Bridge

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 13:54:00 UTC
From: heidelj@alleg.edu
Message-ID: <1993Mar31.135400.21629@alleg.edu>
Source record: 208148

Can anyone tell me if there is a good commercial (or even PD) program of the card game of Bridge?

Thanks,
Jason Heideloff
heidelj@alleg.edu

4822. Re: TT word processor

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 14:02:41 UTC
From: johan.nordlander@engelska.umu.se
Message-ID: <johan.nordlander-310393151035@nod.eng.umu.se>
Source record: 208147

In article <1pa8fhINNb2d@srvr1.engin.umich.edu>,
mast@bezymianny.engin.umich.edu (Michael James Mast) wrote:
>
>
> Could anyone suggest a good word processor that is fully TT
> compatible? I like WordWriter ST, but the spelling checker does
> not work on the TT.
> In particular, I'd like something that works in TT medium res,
> and a spelling checker is a must.

Try WordPerfect. I use it in TT medium res and it has got a very good spell
checker, not to mention its thesaurus.

4823. Having trouble unarcing...

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 14:12:58 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <1993Mar31.141258.16218@magnus.acs.ohio-state.edu>
Source record: 208146

I have been having some problems unarcing some software. I especially have
been having trouble with unarcing any file with the .zoo extension.
I have tried to follow the the instructions in the zoo21.ttp, but it keeps on
saying that I am still using bad syntax.

Oh, the program will tell me what is in the arced file, the listing and sizes,
but it won't unarc it. I don't think the program is bad, the archiver or the
list of four programs I have not been able to unarc. Is there a newer updated
version I can get?

I have been trying to unarc the sozobon C programs, but they have the .zoo
extension. What could I be doing wrong that would cause it not to work?

This is how I have been doing this:

1. I copy the file to a blank disk, and then copy the archive program to it.
(I only have a single drive).
2. I open the archive program, and enter the parameters x sozobon.zoo
3. The disk spins, and then the program goes to the help screen. And at the
top shows what the proper syntax is.
4. It will then go back to the windows.

I downloaded the archiver programs back in Mid January that handle .zoo, .lzh,
and .arc from umich. I don't think the program is bad, I probably am making a
major mistake. Any help?

Thanks,
Michael Steve
Columbus OH.

4824. Re: JPEGs and GIFs on FALCON

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 14:15:00 UTC
From: Juergen_Hahn@m4.maus.de
Message-ID: <A26397@M4.maus.de>
Source record: 208019

In Msg A60849@HB/1993Mar30.010141.13687@cactus.org, ortega@cactus.org (Paul Ortega) wrote:
O>But, it is something of a memory hog. I can view only the smallest of JPEG
O>files on my 1040 ST. Unfortunately, I find this out after GVIEW goes
O>through the color compression and finally attempts to display the picture
O>only to say something like "185 K needed to view picture, 120 K available".

This might be a problem of JPEG-compression itself! Even the smalest JPEG picture may need a huge amount of memory if it is decompressed! Maybe you should think about a memory-upgrade...

JH.

Hahn Juergen Ich bin 100% fehlerfrei... ;-)
Dunantstr. 8 ------------------------------
D-8012 Ottobrunn Telefon: (089) 609 42 27
Email: Juergen_Hahn @ M4.Maus.De
---->>>> PLEASE: No Mail >16Kb and no UUEncoded-Mail !!!!! <<<<-----

4825. ATonce emulator help ..please.

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 14:36:14 UTC
From: cczdvh@unicorn.nott.ac.uk
Message-ID: <1993Mar31.143614.19905@cs.nott.ac.uk>
Source record: 207995

Fellow Net-Atarists.. I have just aquired a 1040Ste that has a ATonce
'286 emulator in it. Unfortunately whenever I try to run ATonce.PRG I get
a message about drive A not resonding. Clearing this runs the emulator (!?)
but when I try to boot from DOS (4.1) the whole shebang crashes or sometimes it
boots but crashes on running anything. I suspect that the original owner
has corrupted the original software disk in some way as I didn't get any
copies and when I try to do an "image" copy of the original disk TOS refuses
with an unclearable "Drive not responding" message, so...

Does anybody know the current *UK (or Europe)* distributors for this product
so I can get a replacement/updated disk. The address in the docs is in Germany,
though the registration card was not filled in, so I sent that off right away
so hopefully I'll be treated as a registered user !??

Replies to the net/mailed *much* appreciated..

Dave Valentine-Hagart cczdvh@unicorn.nott.ac.uk
or... cczdvh@vme.nott.ac.uk

4826. Re: Falcon compatibility list?

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 14:54:30 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Mar31.145430.1333@newshost.lanl.gov>
Source record: 207951

In article 1272@usdtsg.DaytonOH.NCR.COM, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
>In article <1993Mar30.153214.29947@newshost.lanl.gov> hutch@bellman.lanl.gov (John Hutchinson) writes:
>>
>>Cottonwood Computers compiled a fairly lengthy list of the results of their
>>Falcon compatability tests...
>
> I think what is needed is *3* lists. Kind of a pain, you say? Well,
>there would be advantages. The lists would be:
>
> 1) Works under MultiTOS:
> 2) Works without MultiTOS:
> 3) Works in ST resolutions:

Gee, this sounds great, Robert. One question... who's going to do it? :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4827. Re: Atari's gonna be OK.

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 15:00:20 UTC
From: ujwb@uxa.ecn.bgu.edu
Message-ID: <1pdls4$k4q@uxa.ecn.bgu.edu>
Source record: 207976

In article <1993Mar31.192414.6529@exu.ericsson.se> exuhag@exu.ericsson.se writes:
>been moaning and complaining about Atari since the ST was released in
>1985, people who insist on comparing their machine to all those other
>evil computers out there and defending it's honor against all comers.
>And then there are people who've owned and used their ST, Mega ST, or
>whatever, and have had fun, been productive, and generally gotten
>on with their lives. Hmmmm.

That's right. My Mega just kacked a month ago after 6+ years of good
service. I had been toying with the idea of going to a Mac Powerbook,
and use the program MAX for doing my music projects, but it turns out
that the Powerbook has problems with MIDI. I also have so much
invested in the software I have purchased and developed, why start over
just for MAX, which still is a question mark for what I want to do?
The idea of recording 8 digital channels is exciting, if the costs of
the hard disks don't kill me.

Jeff

4828. Re: MPEG viewer for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 15:02:31 UTC
From: walter@lkn.e-technik.tu-muenchen.de
Message-ID: <walter.733590151@sun>
Source record: 208150

mandela@sabrina.dei.unipd.it (Paolo Tagliaro 319610\IL) writes:

> Hi Atarians,
> Is there any PD mpeg viewer for Atari ST(E)?
> I know JPEG viewers and converters, but no MPEG support.

lack of CPU power, i guess :-(

--
Greetings from Munich, Bavaria!

Walter.
+...+
+ Internet: walter@lkn.e-technik.tu-muenchen.de +
+ Fidonet: Walter Loepsinger on 2:246/61 +
+...+

4829. Re: Stacker for ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 15:23:17 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <1993Mar31.152317.17753@porthos.cc.bellcore.com>
Source record: 207952

I've been using Data Diet for about a year now, and I do not have
a hard disk. I use it to cram my boot disk very full, as well as
my spreadsheet disk and word processor disks. It uses a ram disk
as an intermediary. I found out quickly, though, that I needed to
use the immediate mode for compression/decompression since I was
changing floppies in and out. If I used the deferred mode, by
the time it was ready to do its thing, a different floppy was in the
drive; this caused problems. To recap: I use DataDiet and Squish with
just floppies, it works fine, no problems yet. I have not upgraded
to the next version.

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

4830. Gulam in \AUTO?

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 15:30:59 UTC
From: andy@ice.stx.com
Message-ID: <C4rF3r.J0@skates.gsfc.nasa.gov>
Source record: 207965

Quick, possibly stupid question: how can I run Gulam at boot in the AUTO folder and get into *medium* res mode? It all works fine but comes up in low-res. Yes, I saved a medium-res desktop to that disk, but it seems like the desktop preferences don't get read until AFTER all the AUTO programs are run, so I have to exit from Gulam and then get back into it to get medium-res...

FWIW, my system is a 520ST+, TOS 1.4 in ROM, two external 720K disks...
Also, I'm using the EDISK RAM disk as the very first AUTO program...

Thanks in advance for any suggestions...

--
Andy Moore (andy@ice.stx.com)

"No, I'm from Iowa; I only work in outer space..."
- Admiral James T. Kirk, "Star Trek IV"

4831. Mono Monitors

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 15:46:52 UTC
From: craig@hadrian.uk.sun.com
Message-ID: <1pcedcINN6p6@uk-news.uk.sun.com>
Source record: 207829

Is there any way of connecting a Zenith mono monitor to an Atari ST. Here are the monitor specs.

Pixel Res H Freq V Freq Screen

1152 x 900 71.7khz 76Hz 16" Underscan
1024 x 780 71.7khz 76Hz 17" Overscan
914 x 690 70.8khz 84Hz 16" Underscan
1024 x 800 70.8khz 84Hz 17" Overscan

Any help would be appreciated.

Rgds

Craig

4832. Re: Atari in BIG Trouble

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 16:24:30 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Mar31.112430.14724@umiami.ir.miami.edu>
Source record: 207953

In article <7277@blue.cis.pitt.edu>, wbdst+@pitt.edu (William B Dwinnell) writes:
>
> Really, who posted this thing on Atari being in trouble?

I believe it was... ME.

> You give
> us a few stock prices (hardly enoughto establish a trend by any
> stretch of the imagination), and predict that the price will fall
> below $1. Then you tell us about how Motorola (only 1 "l", thanks)
> is "pissed", etc.

Hey, nobody's a PERFECT speller. Sorry if you took offense to a typo.
COuldn't find anything else to grip about?

> If we heard about every time a company was late
> paying its bills, we wouldn't have time for much else!

You wouldn't see Motorola releasing a statement says they were loosing money
becauase of Apple! And don't forget what Jack says, Buisness is war.

> Before
> giving us your expert financial opinion of Atari, how about filling
> us in on things like the SCF, profit ratios, and the IS?

LIke I said, industry people are saying that Atari has NO MONEY. Therefore
they can't pay people or release cmputers. I HOPE they are wrong. But Due to
the track record of ALL computer companies these days, I would find that
difficult to believe.

Mark Santora

4833. Latest Picture Formats List

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 17:23:31 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1pck2jINNicr@life.ai.mit.edu>
Source record: 207954
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
*------------------------------------------------------------------------------*
New this time: GEM Metafiles, courtesy of Marcel Boom.

Dave
*------------------------------------------------------------------------------*

ST Picture Formats
------------------
Edited by:

David Baggett

Internet:
dmb@ai.mit.edu

(Please report errors or additions.)

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PackBits Compression Algorithm

Introductory Information
----
word = 2 bytes
long = 4 bytes
palette = Hardware color palette, stored as 16 words. First word is
color register zero (background), last word is color register
15. Each word has the form:

Bit: (MSB) 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 (LSB)
-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
0 0 0 0 0 R2 R1 R0 0 G2 G1 G0 0 B2 B1 B0

R2 = MSB of red intensity
R0 = LSB of red intensity

G2 = MSB of green intensity
G0 = LSB of green intensity

B2 = MSB of blue intensity
B0 = LSB of blue intensity

Intensity ranges from 0 (color not present) to 7 (highest
intensity).

Example: { red = 7, green = 3, blue = 5 } -> 0735 (hex)

Caveat: It is wise to mask off the upper four bits of each
palette entry, since a few programs store special

information there (most notably Art Studio).

The Formats

<NEOchrome> *.NEO

1 word flag byte [always 0]
1 word resolution [0 = low res, 1 = medium res, 2 = high res]
16 words palette
12 bytes filename [usually " . "]
1 word color animation limits. High bit (bit 15) set if color
animation data is valid. Low byte contains color animation
limits (4 most significant bits are left/lower limit,
4 least significant bits are right/upper limit).
1 word color animation speed and direction. High bit (bit 15) set
if animation is on. Low order byte is # vblanks per step.
If negative, scroll is left (decreasing). Number of vblanks
between cycles is |x| - 1
1 word # of color steps (as defined in previous word) to display
picture before going to the next. (For use in slide shows)
1 word image X offset [unused, always 0]
1 word image Y offset [unused, always 0]
1 word image width [unused, always 320]
1 word image height [unused, always 200]
33 words reserved for future expansion
16000 words picture data (screen memory)

32128 bytes total

<NEOchrome Animation> *.ANI

NOTE: To get this feature on versions 0.9 and later select the Grabber
icon and click both mouse buttons in the eye of the second R in the
word GRABBER.
Interestingly enough, some versions of NEO only require you
to press the right button, not both. Hmmm...

1 long magic number BABEEBEA (hex) (seems to be ignored)
1 word width of image in bytes (always divisible by 8)
1 word height of image in scan lines
1 word size of image in bytes + 10 (!)
1 word x coordinate of image (must be divisible by 16) - 1
1 word y coordinate of image - 1
1 word number of frames
1 word animation speed (# vblanks to delay between frames)
1 long reserved; should be zero
----
22 bytes total for header

? words image data (words of screen memory) for each frame, in
order

```
<DEGAS> *.PI1 (low resolution)
*.PI2 (medium resolution)
*.PI3 (high resolution)

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
-----------
32034 bytes total

<DEGAS Elite> *.PI1 (low resolution)
*.PI2 (medium resolution)
*.PI3 (high resolution)

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words 128 - animation channel delay in 1/60's of a second. [0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a second.)
-----------
32066 bytes total

<DEGAS Elite (Compressed)> *.PC1 (low resolution)
*.PC2 (medium resolution)
*.PC3 (high resolution)

1 word resolution (same as Degas, but high order bit is set;
i.e., hex 8000 = low res, hex 8001 = medium res,
hex 8002 = high res). Other bits may be used in the
future; use a simple bit test rather than checking
for specific word values.
16 words palette
< 32000 bytes control/data bytes
4 words left color animation limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag [0 = left, 1 = off, 2 = right]
4 words 128 - animation channel delay in 1/60's of a second. [0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a second.)
-----------
< 32066 bytes total

Compression Scheme:

PackBits compression is used (see below). Each scan line is compressed
separately; i.e., all data for a given scan line appears before any data
for the next scan line. The scan lines are specified from top to bottom
```

(i.e., 0 is first). For each scan line, all the data for a given bit plane appears before any data for the next higher order bit plane. Note that this is identical to the IFF 'BODY' image data.
To clarify: The first data in the file will be the data for the lowest order bit plane of scan line zero, followed by the data for the next higher order bit plane of scan line zero, etc., until all bit planes have been specified for scan line zero. The next data in the file will be the data for the lowest order bit plane of scan line one, followed by the data for the next higher order bit plane of scan line one, etc., until all bit planes have been specified for all scan lines.

Caveats:

DEGAS Elite's picture loading routine places some restrictions on compressed DEGAS files:

o Elite uses a 40-byte buffer to store data being decompressed.

o Whenever a control command is encountered, bytes are stuffed in this buffer.

o The buffer is only emptied when there are EXACTLY 40 characters in it.

The important conclusion here is that

No control command may cause the buffer to have more than 40 bytes in it. In other words, all control commands must end on or before the 40-byte boundary.

Any picture violating the last condition will cause Elite to get a bus error when the picture is loaded.

<Tiny> *.TNY (any resolution)
*.TN1 (low resolution)
*.TN2 (medium resolution)
*.TN3 (high resolution)

Several people have reported sightings of mutated Tiny pictures that do not follow the standard format, so let's be careful out there. What is described here is the format that David Mumper's original TNYSTUFF.PRG produces.

1 byte resolution (same as NEO, but +3 indicates rotation information also follows)

If resolution > 2 {
1 byte left and right color animation limits. High 4 bits hold left (start) limit; low 4 bits hold right (end) limit
1 byte direction and speed of color animation (negative value indicates left, positive indicates right, absolute value is delay in 1/60's of a second.
1 word color rotation duration (number of iterations)
}

16 words palette
1 word number of control bytes
1 word number of data words
3-10667 bytes control bytes
1-16000 words data words

42-32044 bytes total

Control byte meanings:

For a given control byte, x:

x < 0 Absolute value specifies the number of unique words to
take from the data section (from 1 to 127)
x = 0 1 word is taken from the control section which specifies
the number of times to repeat the next data word (from
128 to 32767)
x = 1 1 word is taken from the control section which specifies
the number of unique words to be taken from the data
section (from 128 - 32767)
x > 1 Specifies the number of times to repeat the next word
taken from the data section (from 2 to 127)

Format of expanded data:

The expanded data is not simply screen memory bitmap data; instead, the
data is divided into four sets of vertical columns. (This results in
better compression.) A column consists of one specific word taken
from each scan line, going from top to bottom. For example, column 1
consists of word 1 on scanline 1 followed by word 1 on scanline 2, etc.,
followed by word 1 on scanline 200.
The columns appear in the following order:

1st set contains columns 1, 5, 9, 13, ..., 69, 73, 77 in order
2nd set contains columns 2, 6, 10, 14, ..., 70, 74, 78 in order
3rd set contains columns 3, 7, 11, 15, ..., 71, 75, 79 in order
4th set contains columns 4, 8, 12, 16, ..., 72, 76, 80 in order

Note that Tiny partitions the screen this way regardless of resolution; i.e.,
these aren't bitplanes. For example, medium resoltion only has two bitplanes,
but Tiny still divides medium resolution pictures into four parts.

<Spectrum 512> *.SPU

80 words first scan line of picture (unused) -- should be zeroes
15920 words picture data (screen memory) for scan lines 1 through 199
9552 words 3 palettes for each scan line (the top scan line is
not included because Spectrum 512 can't display it)

51104 bytes total

Note that the Spectrum 512 mode's three palette changes per scan
line allow more colors on the screen than normally possible, but a
tremendous amount of CPU time is required to maintain the image.

The Spectrum format specifies a palette of 48 colors for each scan line.
To decode a Spectrum picture, one must be know which of these 48 colors
are in effect for a given horizontal pixel position.

Given an x-coordinate (from 0 to 319) and a color index (from 0 to 15),
the following C function will return the proper index into the Spectrum
palette (from 0 to 47):

```
/*
* Given an x-coordinate and a color index, returns the corresponding
* Spectrum palette index.
*
* by Steve Belczyk; placed in the public domain December, 1990.
*/
int
FindIndex(x, c)
int x, c;
{
int x1;

x1 = 10 * c;

if (1 & c) /* If c is odd */
x1 = x1 - 5;
else /* If c is even */
x1 = x1 + 1;

if (x >= x1 && x < x1 + 160)
c = c + 16;
else if (x >= x1 + 160)
c = c + 32;

return c;
}
```

<Spectrum 512 (Compressed)> *.SPC

```
1 word flag word [$5350 or "SP"]
1 word reserved for future use [always 0]
1 long length of data bit map
1 long length of color bit map
<= 32092 bytes compressed data bit map
<= 17910 bytes compressed color bit map
--------------
<= 50014 bytes total
```

Data compression:

Compression is via a modified run length encoding (RLE) scheme,
similar to DEGAS compressed and Tiny. The data map is stored as a
sequence of records. Each record consists of a header byte followed by
one or more data bytes. The meaning of the header byte is as follows:

For a given header byte, x:

0 <= x <= 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x <= -1 Use the next byte -x + 2 times

The data appears in the following order:

1. Picture data, bit plane 0, scan lines 1 - 199
2. Picture data, bit plane 1, scan lines 1 - 199
3. Picture data, bit plane 2, scan lines 1 - 199
4. Picture data, bit plane 3, scan lines 1 - 199

Decompression of data ends when 31840 data bytes have been used.

Color map compression:

Each 16-word palette is compressed separately. There are three
palettes for each scan line (597 total). The color map is stored as a
sequence of records. Each record starts with a 1-word bit vector which
specifies which of the 16 palette entries are included in the data
following the bit vector (1 = included, 0 = not included). If a palette
entry is not included, it is assumed to be zero (black). The least
significant bit of the bit vector refers to palette entry zero, while the
most significant bit refers to palette entry 15. Bit 15 must be zero,
since Spectrum 512 does not use palette entry 15. Bit 0 should also be
zero, since Spectrum 512 always makes the background color black.
The words specifying the values for the palette entries indicated in
the bit vector follow the bit vector itself, in order (0 - 15).

NOTE: Regarding Spectrum pictures, Shamus McBride reports the following:

"... [The Picture Formats List] says bit 15 of the color map vector
must be zero. I've encountered quite a few files where [bit 15] is
set (with no associated palette entry)..."

<Spectrum 512 (Smooshed)> *.SPS

This format compresses Spectrum 512 pictures better than the standard
method. There are at least two programs that support this format, SPSLIDEX
and ANISPEC, although the two seem to differ slightly in their interpretation
of the format.
One point of interest: Shamus McBride deciphered this format without an ST!

1 word 5350 (hex) ("SP")
1 word 0 (reserved for future use)
1 long length of data bit map
1 long length of color bit map
<= ? bytes compressed data bit map
<= ? bytes compressed color bit map

< ? bytes total

Data compression:

Compression is via a modified run length encoding (RLE) scheme,
similar to that used in Spectrum Compressed (*.SPC) pictures.

The data map is stored as a sequence of records. Each record consists of a header byte followed by one or more data bytes. The meaning of the header byte is as follows:

For a given header byte, x (unsigned):

0 <= x <= 127 Use the next byte x + 3 times
128 <= x <= 255 Use the next x - 128 + 1 bytes literally
(no repetition)

There are two kinds of *.SPS files.

The data may appear in the same order as *.SPC files (SPSLIDEX format?):

1. Picture data, bit plane 0, scan lines 1 - 199
2. Picture data, bit plane 1, scan lines 1 - 199
3. Picture data, bit plane 2, scan lines 1 - 199
4. Picture data, bit plane 3, scan lines 1 - 199

The second variant (ANISPEC format?) encodes the data as byte wide vertical strips:

Picture data, bit plane 0, scan line 1, columns 0 - 7.
Picture data, bit plane 0, scan line 2, columns 0 - 7.
Picture data, bit plane 0, scan line 3, columns 0 - 7.
. . .
Picture data, bit plane 0, scan line 199, columns 0 - 7.
Picture data, bit plane 0, scan line 1, columns 8 - 15.
Picture data, bit plane 0, scan line 2, columns 8 - 15.
. . .
Picture data, bit plane 0, scan line 199, columns 312 - 319.
Picture data, bit plane 1, scan line 1, columns 0 - 7.
. . .
Picture data, bit plane 3, scan line 198, columns 312 - 319
Picture data, bit plane 3, scan line 199, columns 312 - 319.

A for loop to process that data would look like

```
for (plane = 0; plane < 4; plane++)
for (x = 0; x < 320; x += 8)
for (y = 1; y < 200; y++)
for (x1 = 0; x1 < 8; x1++)
image[y, x + x1] = ...
```

Color map compression:

Color map compression is similar to *.SPC color map compression, but the map is compressed as a string of bits, rather than words. There are 597 records (one for each palette). Each record is composed of a 14-bit header followed by a number of 9-bit palette entries. The 14-bit header specifies which palette entries follow (1 = included, 0 = not included). The most significant bit of the header refers to palette entry 1, while the least significant bit refers to palette 14. Palette entries 0 and 15 are forced to black (zero). Each palette entry is encoded as "rrrgggbbb".

The format of the palette is described above in the section on uncompressed
Spectrum pictures (*.SPU).

<Art Director> *.ART (low resolution only)

16000 words picture data (screen memory)
16 words palette
15 * 16 words 15 more palettes for animation

32512 bytes total

<C.O.L.R. Object Editor Mural> *.MUR (low resolution only)

16000 words picture data (screen memory)
(palettes are stored in separate files)

32000 bytes total

<Doodle> *.DOO (high resolution only)

16000 words picture data (screen memory)

32000 bytes total

<Cyber Paint Sequence> *.SEQ (low resolution only)

This format, while fairly complex, yields excellent compression of animated
images while offering reasonably fast decompression times.

1 word magic number [$FEDB or $FEDC]
1 word version number
1 long number of frames
1 word speed (high byte is vblanks per frame)
118 bytes reserved
----
128 bytes total for .SEQ header

for each frame {
1 long offset to data for this frame, in bytes [basically useless]
}

for each frame {
1 word type (ignored?)
1 word resolution [always 0]
16 words palette
12 bytes filename [usually " . "]
1 word color animation limits [not used]
1 word color animation speed and direction [not used]
1 word number of color steps [not used]
1 word x offset for this frame [0 - 319]
1 word y offset for this frame [0 - 199]
1 word width of this frame, in pixels (may be 0, see below)
1 word height of this frame, in pixels (may be 0, see below)
1 byte operation [0 = copy, 1 = exclusive or]
1 byte storage method [0 = uncompressed, 1 = compressed]

1 long length of data in bytes (if the data is compressed, this
will be the size of the compressed data BEFORE decompression)
60 bytes reserved
----
128 bytes total for frame header

? bytes data
}

Frames are "delta-compressed," meaning that only the changes from one
frame to the next are stored. On the ST, .SEQ files are always full-screen
low resolution animations, so the sequence resulting from expanding all the
data will be n 320 by 200 pixel low resolution screens, where n is given in
the .SEQ header.

Since only the changes from frame to frame are stored, image data for a
frame will rarely be 320x200 (except for the very first frame, which will
always be a full screen). Instead what is stored is the smallest rectangular
region on the screen that contains all the changes from the previous frame to
the current frame. The x offset and y offset in the frame header determine
where the upper left corner of the "change box" lies, and the width and height
specify the box's size.

Additionally, each "change box" is stored in one of five ways. For each
of these, the screen is assumed to have the full-screen image from the last
frame on it.

o uncompressed copy: The data for this frame is uncompressed image data,
and is simply copied onto the screen at position (x, y) specified
in the frame header.

o uncompressed eor: The data for this frame is exclusive or'ed with the
screen at position (x, y).

o compressed copy: The data for this frame must be decompressed (see
below), and then copied onto the screen at position (x, y) specified
in the frame header.

o compressed eor: The data for this frame must be decompressed (see
below), and then exclusive or'ed with the screen RAM at position (x, y).

o null frame: The width and/or height of this frame is 0, so this
frame is the same as the previous frame.

Of the 5 methods above, the one that results in the smallest amount
of data being stored for a particular is used for that frame.

Compression Scheme:

Compression is similar to that employed by Tiny, but is not quite as
space-efficient.

Control word meanings:

For a given control word, x:

x < 0 Absolute value specifies the number of unique words to
take from the data section (from 1 to 32767).
x > 0 Specifies the number of times to repeat the next word
taken from the data section (from 1 to 32767).

Note that a control word of 0 is possible but meaningless.

Format of expanded data:

The expanded data is not simply screen memory bitmap data; instead the four
bitplanes are separated, and the data within each bitplane is presented
vertically instead of horizontally. (This results in better compression.)

To clarify, data for a full screen would appear in the following order:

bitplane 0, word 0, scanline 0
bitplane 0, word 0, scanline 1
...
bitplane 0, word 0, scanline 199
bitplane 0, word 1, scanline 0
bitplane 0, word 1, scanline 1
...
bitplane 0, word 1, scanline 199
...
bitplane 0, word 79, scanline 199
bitplane 1, word 0, scanline 0
...
bitplane 3, word 79, scanline 199

Note however, that the data does not usually refer to an entire screen, but
rather to the smaller "change box," whose size is given in the frame header.

<Animatic Film> *.FLM (low resolution only)

1 word number of frames
16 words palette
1 word speed (0 - 99; value is 99 - # vblanks to delay between frames)
1 word direction (0 = forwards, 1 = backwards)
1 word end action (what to do after the last frame)
0 = pause, then repeat from beginning
1 = immediately repeat from beginning
2 = reverse (change direction)
1 word width of film in pixels
1 word height of film in pixels
1 word Animatic version number (major) [< 2]
1 word Animatic version number (minor)
1 long magic number 27182818 (hex)
3 longs reserved for expansion (should be all zeros)
----
32 words total for header

? words image data (words of screen memory) for each frame, in order

<Animaster Sprite Bank> *.ASB (low resolution only)

```
1 word number of frames - 1
1 word ?
1 byte maximum width, in pixels
1 byte maximum height, in pixels
16 words palette
--------
38 bytes total for header

For each frame {
1 word width of this frame (in pixels) - 1
1 word height of this frame (in pixels) - 1
1 word ?
? words image data (words of screen memory)
}

<STOS> *.MBK

9 words ?
1 long $19861987 (magic number?)
1 long offset from this long to header for low resolution
parameter block (if past end of file, no low res frames)
1 long offset from this long to header for med resolution
parameter block (if past end of file, no med res frames)
1 long offset from this long to header for high resolution
parameter block (if past end of file, no high res frames)
1 word number of low resolution frames
1 word number of medium resolution frames
1 word number of high resolution frames

For each frame {
1 long offset to data (probably only used internally by STOS)
1 byte width in words (multiply by 16 to get width in pixels)
1 byte height in pixels
1 byte X hotspot location
1 byte Y hotspot location
}

(The format implies other stuff could be here.)

1 long ["PALT" $50414C54]
16 words palette

? words of data for each frame, in the order mentioned in the
header. Monoplanar mask data follows image data for each frame.
----------
? words total

The frames often seem to be in semi-random order, not necessarily in
the order they are to be animated.

<GEM Bit Image> *.IMG

1 word version number of image file [1]
1 word length of header in words [usually 8]
```

1 word number of color planes [1 for monochrome]
1 word pattern length in bytes [1-8, usually 2 for screen images]
1 word pixel width in microns (1/1000 mm, 25400 microns per inch)
1 word pixel height in microns
1 word line width in pixels
1 word number of lines

? words header length defined in 2nd word of header

? bytes data

NOTES: If the image is a color image (planes > 1), the planes are stored separately starting with plane 0. There is, however, no standard way of storing the color palette. Some programs may save the palette in separate files, some may extend the header. For this reason, you should never assume the header is 8 words long, always get the header length from the 2nd word of the header. Also, the line width in the 7th word is the number of pixels in a line. Since the data is encoded in byte-wide packets, the actual unpacked line width is always a multiple of 8, and may be 1-7 pixels longer than the length specified in the header.

For each byte x in the data section,

x = 0 Pattern/scanline run.
Read the next byte, n (unsigned).

If n > 0 then:
Read a number of bytes equal to the "pattern length" word in the header. Repeat this pattern n times.

If n = 0 then:
Scanline run. Data for the next scanline is to be used multiple times. Read the following record:

1 byte flag byte [$FF]
1 byte number of times to use next scanline data

The data for the next scanline follows, compressed normally.

x = 80 (hex) Uncompressed bit string. The next byte determines the number of bytes to use literally. The literal data bytes follow.

otherwise Solid run. The value of x determines what to draw. The high bit specifies whether the pixels are set or cleared. A 1 indicates a byte-run using $FF, a 0 indicates a byte-run using $00. The low 7 bits, taken as an unsigned quantity, specify the length of the run in bytes.

<GEM Metafile> *.GEM

Marcel Boom <mboom@mswe.dnet.ms.philips.nl> recently sent me this
format description. I have reproduced it here, largely unchanged.

The file consists out of a header and the data records. The header has
the following format:

word mf_header: should be -1, which indicates a metafile
word mf_hlength: The length of the header part (usually 24 words)
word mf_version: Version number (usually 101)
word mf_ndcrcfl: 0: NDC coordinates, 2: Raster coordinates
word mf_extends1: Optional, minimal used x coordinate
word mf_extends2: Optional, minimal used y coordinate
word mf_extends3: Optional, maximal used x coordinate
word mf_extends4: Optional, maximal used y coordinate
word mf_width: Optional, page width in 0.1 mm
word mf_height: Optional, page height in 0.1 mm
word mf_coords1: Optional, coordinate system param 1
word mf_coords2: Optional, coordinate system param 2
word mf_coords3: Optional, coordinate system param 3
word mf_coords4: Optional, coordinate system param 4
word mf_imgflag: 0: No images, 1 contains bit images
word mf_reserved1: reserved.
.
.
word mf_reserved9: reserved.

After the header follows the data records of the following format:

word 0: VDI command number
word 1: n: Number of parameters for ptsin array
word 2: m: Number of parameters for intin array
word 3: Subopcode
word 4 to 4+n: ptsin array
word 4+n to 4+n+m: intin array

A VDI command number of -1 signals the end of file.

VDI command numbers:
5: Escape functions:
Subopcode:
1: Inquire addressable character cells
2: Exit alpha mode
3: Enter alpha mode
20: Form advance
21: Output window
22: Clear display list
23: Output bit image file
98: Update metafile extents
99: Write metafile item
100: Change GEM VDI filename
6: Polyline

7: Polymarker
8: Text
9: Filled area
11: GDP:
subopcode:
1: Bar
2: Arc
3: Pie
4: Circle
5: Ellipse
6: Elliptical arc
7: Elliptical Pie
8: Rounded rectangle
9: Filled rounded rectangle
10: Jutified graphic text
12: Set character height, absolute mode
13: Set character baseline vector
14: Set color representation
15: Set polyline linetype
16: Set polyline line width
17: Set polyline color index
18: Set polymarker type
19: Set polymarker height
20: Set polymarker color index
21: Set text face
22: Set graphic text color index
23: Set fill interior style
24: Set fill style index
25: Set fill color index
26: Inquire color representation
32: Set writing mode
35: Inquire current polyline attributes
36: Inquire current polymarker attributes
37: Inquire current fill area attributes
38: Inquire current graphic text attributes
39: Set graphic text allignment
102: Extended inquire function
103: Countour fill
104: Set fill perimeter visibility
106: Set graphic text special effects
107: Set character cell height, points mode
108: Set polyline end styles
112: Set user defines fill pattern
113: Set user defined line style pattern
114: Fill rectangle
117: Inquire character cell width
129: Set clipping rectangle
131: Inquire current face information

The meaning of the arrays can be found in the several GEM programming books.

NOTE: The word qualifier is not the Motorola word, but the Intel word,
so high and low byte are swapped!

<STAD> *.PAC (high resolution only)

4 bytes "pM86" (vertically packed) or "pM85" (horizontally packed)
1 byte id byte
1 byte pack byte (most frequently occuring byte in bitmap)
1 byte "special" byte
----
7 bytes total for header

? bytes data

The data is encoded as follows. For each byte x in the data section:

x = id byte Read one more byte, n. Use pack byte
n + 1 times.
x = "special" byte Read two more bytes, d, and n (in order).
Use byte d n times.
otherwise Use byte x literally.

<Imagic Film/Picture> *.IC1 (low resolution)
*.IC2 (medium resolution)
*.IC3 (high resolution)

4 bytes "IMDC"
1 word resolution (0 = low res, 1 = medium res, 2 = high res)
16 words palette
1 word date (GEMDOS format)
1 word time (GEMDOS format)
8 bytes name of base picture file (for delta compression), or zeroes
1 word length of data (?)
1 long registration number
8 bytes reserved
1 byte compressed? (0 = no, 1 = yes)

If compressed {
1 byte delta-compressed? (-1 = no, > -1 = yes)
1 byte ?
1 byte escape byte
}
----
65 bytes total for header (68 bytes if compressed)

? bytes data

Compressed data may be either stand-alone or delta-compressed (relative
to the base picture named in the header). Delta compression involves
storing only how the picture differs from the base picture (i.e., only
portions of the screen that have changed are stored). This is used to
to encode animated sequences efficiently.

Compressed data, stand-alone:

```
For each byte x in the data section:

x = escape byte Read one more byte, n. (n is unsigned).

If n >= 2, use the next byte n times.
If n = 1, keep reading bytes until a
byte k not equal to 1 is encountered.
Then read the next byte d.
If the number of 1 bytes encountered is o,
use d (256 * o + k) times. I.e.,

if (n == 1) {
o = 0;
while (n == 1) {
o++;
n = next byte;
}

k = n;
d = next byte;

Use d (256 * o + k) times.
}
else {
d = next byte;
Use d (n) times.
}

x != escape byte Use x literally.

Compressed data, delta compressed:

For each byte x in the data section:

x = escape byte Read one more byte, n. (n is unsigned).

If n >= 3, use the next byte n times.
If n = 1, do the same as for n = 1 in
stand-alone compression (above).
If n = 2, then set n = next byte.
If n = 0, end of picture.
If n >= 2, take n bytes from base
picture.
If n = 1, do the same as for n = 1
in stand-alone compression (above),
but take (256 * o + k) bytes from
base picture.

x != escape byte Use x literally.

<IFF Format> *.IFF

4 bytes "FORM" (FORM chunk ID)
1 long length of file that follows
4 bytes "ILBM" (InterLeaved BitMap file ID)
```

```
4 bytes "BMHD" (BitMap HeaDer chunk ID)
1 long length of chunk [20]
20 bytes 1 word = image width in pixels
1 word = image height in lines
1 word = image x-offset [usually 0]
1 word = image y-offset [usually 0]
1 byte = # bitplanes
1 byte = mask (0=no, 1=impl., 2=transparent, 3=lasso)
1 byte = compressed [1] or uncompressed [0]
1 byte = unused [0]
1 word = transparent color (for mask=2)
1 byte = x-aspect [5=640x200, 10=320x200/640x400, 20=320x400]
1 byte = y-aspect [11]
1 word = page width (usually the same as image width)
1 word = page height (usually the same as image height)

4 bytes "CMAP" (ColorMAP chunk ID)
1 long length of chunk [3*n where n is the # colors]
3n bytes 3 bytes per RGB color. Each color value is a byte
and the actual color value is left-justified in the
byte such that the most significant bit of the value
is the MSB of the byte. (ie. a color value of 15 ($0F)
is stored as $F0) The bytes are stored in R,G,B order.

4 bytes "CRNG" (Color RaNGe chunk ID)
1 long length of chunk [8]
8 bytes 1 word = reserved [0]
1 word = animation speed (16384 = 60 steps per second)
1 word = active [1] or inactive [0]
1 byte = left/lower color animation limit
1 byte = right/upper color animation limit

4 bytes "CAMG" (Commodore AMiGa viewport mode chunk ID)
1 long length of chunk [4]
1 long viewport mode bits (bit 11 = HAM, bit 3 = interlaced)

4 bytes "BODY" (BODY chunk ID)
1 long length of chunk [# bytes of image data that follow]
? bytes actual image data

NOTES: Some of these chunks may not be present in every IFF file, and may
not be in this order. You should always look for the ID bytes to find a
certain chunk. All chunk IDs are followed by a long value that tells the
size of the chunk (note that "ILBM" is not a chunk ID). This is the number of
bytes that FOLLOW the 4 ID bytes and size longword. The exception to this is
the FORM chunk. The size longword that follows the FORM ID is the size of the
remainder of the file. The FORM chunk must always be the first chunk in an
IFF file.

The R,G,B ranges of AMIGA and ST are different (AMIGA 0...15, ST 0...7),
as is the maximum number of bitplanes (AMIGA: 5, ST: 4).

Format of body data
```

An expanded picture is simply a bitmap. The packing method is PackBits
(see below), and is identical to MacPaint and DEGAS Elite compressed.

The (decompressed) body data appears in the following order:

```
line 1 plane 0 ... line 1 plane 1 ... ... line 1 plane m
[line 1 mask (if appropriate)]
line 2 plane 0 ... line 2 plane 1 ... ... line 2 plane m
[line 2 mask (if appropriate)]
...
line x plane 0 ... line x plane 1 ... ... line x plane m
[line x mask (if appropriate)]
```

The FORM chunk identifies the type of data:

```
"ILBM" = interleaved bit map
"8SVX" = 8-bit sample voice
"SMUS" = simple music score
"FTXT" = formatted text (Amiga)
```

<MacPaint> *.MAC

```
1 long version number [0=ignore header, 2=header valid]
38 * 8 bytes 8x8 brush/fill patterns. Each byte is a pattern row,
and the bytes map the pattern rows top to bottom. The
patterns are stored in the order they appear at the bottom
of the MacPaint screen top to bottom, left to right.
204 bytes unused
-------------
512 bytes total for header

< 51200 bytes compressed bitmap data
-------------
< 51712 bytes total
```

NOTE: The version number is actually a flag to MacPaint to indicate if
the brush/fill patterns are present in the file. If the version is 0,
the default patterns are used. Therefore you can simply save a MacPaint
file by writing a blank header (512 $00 bytes), followed by the packed
image data.

Bitmap compression:

The bitmap data is for a 576 pixel by 720 pixel monochrome image.
The packing method is PackBits (see below). There are 72 bytes per
scan line. Each bit represents one pixel; 0 = white, 1 = black.

<RGB Intermediate Format> *.RGB (low resolution only)

This format was invented by Lars Michael to facilitate conversions between
standard ST picture formats and higher resolution formats like GIF and IFF.
It supports 12 bits of color resolution by keeping the red, green and blue
components in separate bit planes.

1 word resolution (ignored)
16 word palette (ignored)
16000 words red plane (screen memory)
1 word resolution (ignored)
16 word palette (ignored)
16000 words green plane (screen memory)
1 word resolution (ignored)
16 word palette (ignored)
16000 words blue plane (screen memory)

96102 bytes total

The format was derived by concatenating three DEGAS .PI1 files together --
one for each color gun. The RGB value for a pixel is constructed by looking
at the appropriate pixel in the red plane, green plane, and blue plane. The
bitplanes are in standard ST low resolution screen RAM format, but where pixel
values in screen RAM refer to palette entries (0 through 15), pixel values
here correspond to absolute R, G, and B values. The red, green, and blue
components for each pixel range from 0 to 15 (4 bits), yielding a total of
12 bits of color information per pixel. Not coincidentally, this is exactly
the format of ST palette entries (although on ST's without the extended
palette only the lower 3 bits of each color component are used).

You can view a single bit plane on a standard ST by splitting the .RGB file
into its three DEGAS .PI1 components and setting the palette to successively
brighter shades of gray.

<ComputerEyes Raw Data Format> *.CE1 (low resolution)
*.CE2 (medium resolution)

1 long [$45594553 or "EYES"]
1 word resolution [0 = low res, 1 = medium res]
8 words ?
If resolution = 0 {
64000 bytes red plane, 320 x 200, 1 pixel per byte
64000 bytes green plane, 320 x 200, 1 pixel per byte
64000 bytes blue plane, 320 x 200, 1 pixel per byte

192022 bytes total
}
else If resolution = 1 {
128000 words 640 x 200, 1 pixel per word

256022 bytes total
}

This is almost two formats in one:

Low resolution:

The planes are arranged vertically, instead of horizontally.
The first byte is the red component of pixel (0,0), the second is (0,1),
and the third (0,2). The 201st corresponds to (1,0), etc. The 64001st

byte is the green component of (0,0).
Only the low six bits of each byte are used.

Medium resolution:

The picture is arranged vertically, instead of horizontally.
The first word is pixel (0,0), the second is (0,1), and the third
(0,2). The 200th is (1,0) etc.
Each word is divided up into the RGB values for the corresponding
pixel, as follows:

```
Bit: (MSB) 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 (LSB)
-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
0 B4 B3 B2 B1 B0 G4 G3 G2 G1 G0 R4 R3 R2 R1 R0
```

Bit 15 is not used.

<PackBits Compression Algorithm>

The following packing algorithm originated on the Mac, was adopted by
Electronic Arts/Commodore for use in the IFF standard, and then by Tom
Hudson for use in DEGAS Elite. The algorithm is currently used in
MacPaint, IFF, and DEGAS Elite compressed file formats. Each scan line
is packed separately, and packing never extends beyond a scan line.

For a given control byte 'n':
0 <= n <= 127 : use the next n + 1 bytes literally (no repetition).
-127 <= n <= -1 : use the next byte -n + 1 times.
n = -128 : no operation, not used.

---

* Roland Waldi contributed extensive information on the following formats:

GEM, IMG, Doodle, STAD, Imagic Film/Picture, Art Director, IFF

** John Brochu, ST picture formats guru, provided sage advice and many
corrections to the following formats:

NeoChrome, DEGAS Elite Compressed, Spectrum 512 Compressed,
GEM Bit Image, IFF, MacPaint

Version of.....Wed Mar 31 12:17:26 EST 1993
(Last change: GEM format decription added)

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

4834. Basic->Advanced Info on ST

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 17:39:07 UTC
From: ratlifc@ctron.com
Message-ID: <ratlifc-310393123811@134.141.4.94>
Source record: 208009

I feel certain that this is a pretty common occurance, but where can I
get a listing of basic through advanced information on STs? This includes
the name and number of a company that carries ST books and magazines,
FAQs, hacker's guides, commericial and shareware product listings, etc...
Essentially: "Now that I have ST; what next?"

thanks,
christian

Christian Ratliff Cabletron Systems, Inc.
ratlifc@ctron.com <NeXTmail Accepted> Rochester, NH 03867
"I'm a NeXTSTEP man, I'm an SGI guy." (603) 337-1209
These are my opinions, not those of my employer, family, or state.

4835. Adding Memory to a Stacy 2

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 18:22:31 UTC
From: dgaxiola@m11-116-8
Message-ID: <7336021518-317670@m11-116-8>
Source record: 207956

Hi everyone,

I've decided that 2 Megs of memory in my Stacy 2 just isn't enough anymore and decided to take advantage of the small compartment on the bottom that allows for memory to be added. It appears that it can take 2 1Megx8 SIPP modules. Fine, however upon going to and calling some local computer stores, they don't seem to have heard of 1Megx8 SIPPs, only 1Megx9 SIPPs. Does anyone know where I can get ahold of these SIPPs? Through mail order perhaps?

Thanks,
--David Gaxiola

--
+---+
David G. Gaxiola | oo footer = cluster is std_disclaim
M.I.T. Course VI-3 | __/ std_disclaim = proc(s:stream)
dgaxiola@athena.mit.edu | stream$puts(s,"Don't Panic!")
d.gaxiola@genie.geis.com | end std_disclaim
| end footer
+---+

4836. Re: Atari in BIG Trouble

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 18:25:21 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1993Mar31.182521.1135@unix.brighton.ac.uk>
Source record: 207957

dlk0ms9s@umiami.ir.miami.edu writes:

>
>
> Atari in BIG Trouble.
>
> Recently while checking out several stocks on the open market, I took a
> chance to look at my favorite computer, Atari. Now sitting at 1 and 1/8 on
> AMEX, Atari looks to drop to an under a dollar stock in the next quarter.
>
> This is bad enough without the following. I checked out Motorolla and Intel.
> Motorolla had a small story about how Atari had still failed to pay them for
> the 68030's and DSP 56001's that were being used in the Falcon. Also the
> custom RISC chip they co built and designed with Atari is also unapid.
> Basically, Motorolla is quite pissed.
>
> WHy all this trouble? Atari does not have the MONEY to pay their bills, yet
> alone build the Falcons in mass quantity, which is the heavy rumor as to its
> real delay in mass release.
>
> While I will use my ST until the day it croaks from over usage, I doubt Atari
> will be around in a year. And just to mention, Commodore is right behind Atari
> at 4 and 3/8 and falling fast. It is expected to end up a 2 dollar stock by
> June.
>
> Mark Santora
>

I heard that although Atari are experiencing a drop in sales they have a fair
amount of liquid cash, making them well placed (financially) to release what
will ultimately be there life saving machines (ie. Falcon and Jaguar ranges).

--Tom.

4837. Re: Pricing of mac`s in C

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 18:34:35 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1993Mar31.183435.1294@unix.brighton.ac.uk>
Source record: 207958

evanlang@sdf.lonestar.org (Evan Langlois) writes:
> t> Of course, part of the initial savings for a Falcon is that you don't *have
> t> to buy a monitor, you could use the TV.
>
> BUll. No person in there right mind is gonna pay $1500 for a usuable computer
> (you NEED a hard drive these days folks, and 4MB RAM) and then connect it to a
> TV! I used to have my STE connected to a TV and my eyes used to BLEED from
> the strain. Its OK for games and low-res pictures and you don't need an
> expensive DSP computer for that!!
>
> Needless to say I bought an NEC 3D Multisync for $275 and I've been lkoving it
> ever since.
>
>
> * CQWK 1.7 *
>
I would appreciate it if you don't imply that I am out of my mind.
I will be getting a Falcon without a monitor because I can't afford one.

I think you'll find that a T.V. is quite good at displaying true colour video
images.
An expensive DSP computer is also quite good at handling sound, I'm sure your
NEC 3D Multisync is not going to be of much use in that department (certainly
ain't as good as my hifi).

-----------------Tom. (A person IN there right mind).

4838. Re: Protracker

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 18:35:49 UTC
From: pf21@unix.brighton.ac.uk
Message-ID: <1993Mar31.183549.1353@unix.brighton.ac.uk>
Source record: 207959

fvkampen@cs.vu.nl (Kampen van F) writes:
evanlang@sdf.lonestar.org (Evan Langlois) writes:

> t> Have you never heard of EDITING or CREATING modules as apposed to just
> t> playing them?
>
> >There are a number of programs to do this on the ST or STE. I have a decent
> >one, and I'm getting a better one (with 8 channel sound, likely to 50KHz)
>
>
> >* CQWK 1.7 *
>
>

Well spill the beans then !
Put us all out of our misery.
(The frustration being caused here is unreal)
--

pf21@unix.bton.ac.uk

4839. Re: Atari ST in Novell network (?)

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 18:49:14 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1pcp3aINN2cfl@rs1.rrz.Uni-Koeln.DE>
Source record: 207960

In <1993Mar30.121244.5455@donau.et.tudelft.nl> berger@duterl.et.tudelft.nl () writes:

>He also has an Atari ST and wants to include his computer in the Novell
>network (under Ethernet) on his work. My first reaction was, that it wasn't
>possible cause I haven't heard/read about the existence of software- and
>hardware which is required.

I have a pricelist from Pams here, they offer Novell-Netware
compatibility for PamsNet for DM 502.37 (incl. VAT). To me, this
seems to mean that it is pollible to integrate an ST into a
Novell network using a PamsNet ethernet adapter for approx. DM
1700, and the PamsNet Novell compatibility software mentioned
above.
From my experience, I can say that PamsNet works fine, but we
don't have the Novell compatibility stuff here, so I can't
comment on that.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4840. Re: CeBIT Overview

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 19:03:00 UTC
From: Robert_Federle@k.maus.de
Message-ID: <A16966@K.maus.de>
Source record: 208187

```
>1 Infogrammes, Alone in the Dark

What? "Alone in the Dark" for an Atari computer? Is it running on Falcon
only or on any Atari (including TT)?

>15 Logitex, DATAlight data compression, 1ST Card database, 1ST Lock

Just for correction: LogiLex is right.

>18 Compo, Falcon Speed emulator based on 80286
^^^^^
Anyone interested in 80286?

Regards,
Robert
```

4841. Banks joins CONNECT

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 19:07:22 UTC
From: pegasus@cyberspace.org
Message-ID: <C4rp4E.1Gt@cyberspace.org>
Source record: 207974

Pegasus Press, Inc.

NEWS RELEASE

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(313) 973-0411 FAX

America Online: PegasusPR
CompuServe: 70007,4640
Delphi: UNICORNPUB
GEnie: CONNECT.MAG
Internet: pegasus@cyberspace.org

F O R I M M E D I A T E R E L E A S E

MICHAEL A. BANKS BEGINS "THE INSIDE LINE" COLUMN FOR CONNECT MAGAZINE

ANN ARBOR, Michigan (March 24, 1993) -- Pegasus Press today announced the addition of Michael A. Banks as an editorial staff columnist for CONNECT magazine.

With literally thousands of book and magazine article credits to his name, Michael Banks is recognized as one of the premiere authors in the computer industry. He has authored such books as DELPHI: The Official Guide (Brady Books/Simon & Schuster), The Modem Reference (Brady Books/Simon & Schuster), Understanding FAX and E-mail (Howard W. Sams & Co.), Portable Communications (Brady Books/Simon & Schuster), and Laptop Power (Brady Books/Simon & Schuster), as well as co-authored Pournelle's PC Communications Bible (with Jerry Pournelle, published by Microsoft Press).

In a new column for CONNECT called "The Inside Line," Michael Banks voices his opinions and shares with readers his unique viewpoint on the online world of telecomputing. "I'll be more outspoken," says Banks, "and, depending on the reader, more controversial in this new column than the majority of computer magazine publications allow."

Along with fast facts, useful news and information, Banks will bring readers the truth about what's available online, changes in the online world, why things are as they are online, and what's happening behind the

scenes. "I'm going to shoot from the hip, but with accuracy," Banks said.

Banks promises his column will deliver some fascinating opinions and extrapolations, all delivered in the style hundreds of thousands of computer users have enjoyed in his books and other publications.

The first installment of "The Inside Line" will appear in the July/August issue of CONNECT, which will be available on newsstand and bookstore shelves in June.

"We feel Michael is an excellent complement to CONNECT's current line-up of columnists and authors," says Patricia Snyder-Rayl, managing editor for CONNECT. "Michael's style of writing and ability to explain cutting-edge technology in easy to understand terms is exactly what we want readers to find in CONNECT."

CONNECT is a bi-monthly magazine covering the major commercial online services (such as CompuServe, America Online, GEnie, Delphi and BIX), the Internet and bulletin board system networks (such as Fidonet and RIME). The publication is available from newsstands and bookstores everywhere.

# # #

4842. CeBIT GFA news

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 19:08:49 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1pcq81INN22ct@rs1.rrz.Uni-Koeln.DE>
Source record: 207961

Hello net folks,

at the CeBIT I talked to Mr. Richter, the boss of the company
that develops GFA basic now. He said the following:
* The GFA basic 4.0 interpreter will become available in the next
few weeks. The compiler will be ready in summer (if I recall that
correctly).
* The whole thing was written completely new. They looked at the
old sources and decided it was not worth the effort to try to
debug that stuff.
* The compiler will be done based on the GNU compiler. Therefore,
GFA users will take advantage of the GNU compilers high
performance optimization, plus they can configure and even re-
hack everything, as the compiler is made available according to
the GPL conditions.
* There are documented ways for users to configure and extend the
GFA system -- no more hacking and patching of the interpreter.

As for demos, I saw the interpreter running on a TT with a TTM195
monitor. I could only get a superficial impression of it, and had
no chance to play with it myself, but it looked nice to me thus
far. The editor is fully GEM, several sources can be edited in
different windows, and there is an online-help system. Mr.
Richter emphasized that all the old editing functions are still
the same, e.g. the F-keys will do the same as in the current GFA
versions. He explained that they have two phases in development:
Firstly, to establish a clean GFA system that is fully compatible
to GFA basic 3.6, and secondly to expand the language's
capabilities.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4843. Re: Atari's gonna be OK.

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 19:24:14 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Mar31.192414.6529@exu.ericsson.se>
Source record: 207967

In article 1689@yvax.byu.edu, stewart@yvax.byu.edu () writes:
>
>Every ST/STe owner
>around here is selling off their machines for tiny prices just to be able to
>have that much more for an expensive overpriced unavailable Falcon. Mind you,
>these aren't jet-set androgynoid college-educated Top-40 comp-sci grads. These
>are beer-drinking hairy men with families and ratty old station wagons.

There's a slogan in there somewhere, I just know it.

The spirit of your post was right on the money IMO, though I don't
necessarily agree with all the details. There are people who have
been moaning and complaining about Atari since the ST was released in
1985, people who insist on comparing their machine to all those other
evil computers out there and defending it's honor against all comers.
And then there are people who've owned and used their ST, Mega ST, or
whatever, and have had fun, been productive, and generally gotten
on with their lives. Hmmmm.

4844. Re: Mega ST..Memory problem?

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 19:33:05 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1993Mar31.133306.235@janus.arc.ab.ca>
Source record: 207975
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1993Mar20.155146.16873@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:
>I have a peculiar problem which seems to keep croppping up on my Mega ST4.
>
>I've heard that the power-supplies on these have a tendency to go bad, am I
>hold it as the main suspect; however, my technical experience is _very_
>klimited, so any advice would be appreciated.
>
>The Problem/Sutuation
>
>I (currently) have no Hard-drive. I regularly use a 1.7MB Ram Disk. The
>problem is that every so often, when booting, when the RamDisk tries to install
>itself, it fails and comes back with a "Sorry -- Not ERnough Memory" error.
>
>This usually (but not always) manifestes itself after I've had the computer on
>for a while already and am re-booting. Turning the computer off for a while
>usually (but not always) seems to cure the problem.
>
>Could i say, definately, that the weak power-supply is the problem?
>
> -Matt

I wonder if you are using a reset proof ram disk and are only reseting the machine? You might want to make sure you do a cold reboot (or power cycle the machine) to insure that the ram disk has been reset.

Bob

4845. Re: Atari in BIG Trouble

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 20:02:43 UTC
From: wbdst+@pitt.edu
Message-ID: <7381@blue.cis.pitt.edu>
Source record: 207963

Mark Santora (yeah, YOU):

Okay, so the Motorola spelling comment was a cheap shot on my part-
I'll take that, but I had plenty of other things to gripe
about: basically your sweeping statements without supporting facts.
Care to elaborate on your stock-price prediction?

Okay, if you can't give us financial figures, how about naming (or better,
quoting) these "industry people"? Yes, I hope "they" are wrong, too.

From a financial analysis point of view, it would be difficult to generalize
across this entire industry, especially as a wide variety of markets
are being served. So, how "ALL computer companies" are doing would
have to be examined a little more closely.

4846. re: spectrum emulator

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 20:09:53 UTC
From: jblst5@icarus.lis.pitt.edu
Message-ID: <19331@pitt.UUCP>
Source record: 207962

To Andrew Pollard:

I tried to reply to your message, but it bounced.
I'd love to have a copy of the Sun version, and I'm sure others
would too. Maybe it would be a good idea to put it on a ftp-site?

Jan

4847. Re: Gemulator, does it st

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 20:45:33 UTC
From: darekm@microsoft.com
Message-ID: <1993Mar31.204533.8284@microsoft.com>
Source record: 207982

In article <C4pyro.1Ew@sdf.lonestar.org> evanlang@sdf.lonestar.org (Evan Langlois) writes:
I realize you may be somewhat biased against my software but there's no
reason to post complete lies. Your posting is full of them:

>Yep, same guy that wrote the Xformer and then complained when new TOS versions
>and the STe came out. Seems he didn't like atari upgrading hardware because it
>made it harder for his emulator to work.

Funny, the last version of Xformer was released before the STE and TOS 2.06
ever existed! It runs just fine on them too. It's the TT I complained
about due to its lack of compatibility with a lot of ST software, including
Xformer. About 2 years ago I did modify Xformer to run on the TT and I
would assume that version would also run on the Falcon now. Just to make
sure I just booted up Gemulator under TOS 2.06 and ran ST Xformer. No
problems with TOS 2.06. Darn.

By the way, in 1990 when the STe was released in the U.S. I reviewed it
in ST Informer and actually gave it a very positive review. Later on I
co-developed a sound sampling cartridge and DSP software for the STe which
I used to earn two credits in college. I _LIKE_ the STe. I _LIKE_ TOS 2.06
(that's why I bundle it with Gemulator, and not TOS 1.0 or TOS 1.4). I
HATE the TT. Ok? Got that? Now you can spread correct rumors.

> GEMulator needs a 486/25 at 8MB RAM to emulate an
>8mHz ST, to emulate a MegaSTE you need at least a 486/50 and graphics and
>register operations are still FAR below what they should be. And that is DOS
>speeds. Under Windows is VERY slow. And it costs about $400 for the thing
>too.

I realize the education system in Texas is below par, but I didn't realize
it produced illiterates. Had you simply read a posting someone made a few
days ago, or bothered to open up any recent issue of ST Informer or Current
Notes where Gemulator is advertised, you'd know the list price of the
complete package (board, TOS 2.06 ROMs, software) is $229. $179 if you
supply your own ROMs. $229 != $400 by my math.

The 8 meg of RAM statement is false. It's 4 meg. Don't be whining about
how 4 meg of RAM on a PC is so much when many STs have that much RAM too.
Speed under Windows is about 10% slower than under DOS. I didn't realize
that a 10% slowdown was considered "VERY slow". You speak a different language.

As for the graphics being "below what they should be", what does that mean?
Gemulator emulates the 3 standard ST graphics modes, as well as giving
you access to VGA and Super VGA graphics modes (640x480 and 800x600 16 color
modes). Really nice for desktop publishing which I believe is one of the
main reasons people buy the ST. Too bad the real ST has the worst graphics

capabilities of any computer on the market! Unless you shell >$400 for one of those graphics card updates which is really nothing more than a VGA card interfaced to an ST.

>I can 2 1040STEs for that price! Or I can get a 1040STE with 4MB AJAX
>upgrade, and TOS 2.06 and have some money left over. Or maybe I could find a
>used MegaSTE. The hardware is a card with TOS versions on it. The software
>is shareware. I'd like to take a look at the software and see if it would
>work with a boot-TOS. Maybe I could dump my TOS 1.62 ROMs to disk to see if
>his software works. No way am I gonna pay $400 on hardware to see if the
>software works.

First things first: Gemulator is not shareware. It's a $229 commerical product. There was a shareware version of it released which by itself functioned as a 68000 emulator only but that version is no longer available.

Next: Gemulator does allow you to plug in _any_ set of ST TOS ROMs, which means TOS 1.0, TOS 1.2, TOS 1.4, TOS 1.6, TOS 1.62, and TOS 2.06, as well as disk based TOS 1.0 that originally shipped with the 520 ST. Dumping your TOS 1.62 ROMs to disk won't work any more than it will on a real ST. Wise up moron. But you will find that _plugging them in_ to the board will work. oooh.

Finally, you don't have to pay $400 to try it. If you're happy with your 2 STEs (gee, I didn't know that for $400 you could also get monitors and hard disks for two systems, wow, cheap!) then fine, STICK WITH IT!!!!! There is no one holding a gun to your head to buy Gemulator. It is a product for people that use both STs and PCs, just like products like Supercharger and AT Speed are meant for those type of people. If you're not into PCs, you probably don't need Gemulator. One day in the future you may own a PC, so keep it in mind.

But again, if you are interested in finding out if the product works (I don't know why, you don't strike me as the type who is interested in using it), you could simply open your eyes and _read_. There have been postings here to the net from people who use Gemulator every day and will verify that yes, it does work as advertised. There are also several magazine articles in ST Informer and Current Notes and Atari User that confirm that yes, Gemulator has been shown to the public numerous times (last year's Glendale and WAACE shows to name a few) and yes, it was seen working, doing things like running Calamus SL in Super VGA mode under Windows.

From what I've been told by the editorial staff, Current Notes will be printing a review of Gemulator in their April issue. They ran a "preview" of it last year before it was released and a lot of things about it have been inmproved since then. No, I do not know what the article says, and no, the person doing the review was not given a free copy. He went out and purchased it on his own from me at the WAACE show last year after seeing it demonstrated there.

There is always the concept of purchasing it, trying it, and if you're not happy with it, asking for your money back. Ooooh, what a concept. I invite

you to do that in fact. At least it will (hopefully) educate you somewhat so
next time you go to post a message to the net it can contain some actual truth.

- Darek

--
/--\
| Darek Mihocka, BraSoft, 14150 NE 20th St., Unit 302, Bellevue, WA 98007. |
| Creator of Gemulator, Quick ST, and Xformer. Views expressed are my own. |
\--/

4848. Re: Having trouble unarcing...

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 22:02:02 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1pd4cqlNNa5k@golem.wcc.govt.nz>
Source record: 207968

In article <1993Mar31.141258.16218@magnus.acs.ohio-state.edu>,
msteve@magnus.acs.ohio-state.edu (Michael Steve) writes:
>
>1. I copy the file to a blank disk, and then copy the archive program to it.
> (I only have a single drive).
>2. I open the archive program, and enter the parameters x sozobon.zoo
>3. The disk spins, and then the program goes to the help screen. And at the
> top shows what the proper syntax is.
>4. It will then go back to the windows.
>
> Thanks,
> Michael Steve
> Columbus OH.

This is my BIG moan about ZOO, it no good for people with 520k machines and
single drive, I wish these chaps that run these archives sites would convert
over to a better archiving format, at present ZIP would fit this bill..

NOTE: we are all not Unix freeks, and for the average user ZOO is far to hard.

Roger.............. sheppard_r@kosmos.wcc.govt.nz

4849. Re: Atari's gonna be OK.

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 23:27:03 UTC
From: nesiusra@mentor.cc.purdue.edu
Message-ID: <C4s154.ECr@mentor.cc.purdue.edu>
Source record: 207970

In article <1993Mar30.192900.1689@yvax.byu.edu> stewart@yvax.byu.edu writes:
>
>these aren't jet-set androgynoid college-educated Top-40 comp-sci grads. These
>are beer-drinking hairy men with families and ratty old station wagons. They
>don't give a shit about how many megahertzes and pixels and spreadsheets it
>has. They just know that if it says Atari, well then by God they can have
>something to do at night besides watch TV. Like what?

Like Play RailRoad Tycoon. I know a guy who spends 1 to 2 hours minimum
every NIGHT on his ST playing this game. And David pegged him perfectly.
He exactly fits the description above. He isn't looking for something
fast and powerful enough to hack the pentegon, HE'S PUTSING AROUND!!
The rest of the computer world can frag off as far as he's concerned.

> Mess with the hard disk. Play a pirated video game. Put on cardboard
>3-d glasses and mess with a drawing program. It doesn't matter if the thing
>only has 16 colors, its something to DO! Atari has enough wierd perks that
>part of the fun with it is to figure things out and wonder what the hell Jack
>Tramiel was thinking on that one.

Yup yup.
>technology race (he who dies with the most toys wins). They will be around
>because they're fun wierd computers that their fanatics just can't live
>without.

I figure if my budy lost his Ataris(correct plural form?) he wouldn't buy
another computer. And if he did, it would be a PC running dos on
an Intel 8088 chip. Just so he can mess with it.

>
>David A. |||
> / | \ Love, peace, Atari.

Rob

4850. Re: Colors on Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 23:41:45 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12707@uqcspe.cs.uq.oz.au>
Source record: 207971

grosland@taliesin.greco-prog.fr (Sebastien GROSLAND) writes:

>I just want to ask you a small question about the palette on FALCON.
>Where is the address of the beginning of the 256-colors palette ?
>Is there an address or is it as on PC's VGA's card : by port (&3C8h).

Slow down! You don't WANT to know the address. Just use the XBIOS
routines for setting the colours. Don't know them? Grab the include
files for Mint - it has a very current osbindings and even falcon-specific
bindings. Even an ASM programmer would be able to use the bindings,
since they are in ASM anyway.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

4851. Re: Falcon As MIDI Sampler?

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 23:43:10 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12708@uqcspe.cs.uq.oz.au>
Source record: 207972

glennd@pioneer.arc.nasa.gov (Glenn Deardorff) writes:

>Also, when playing back the digital audio tracks, the only way to get
>the audio from it (without some expensive hardware addon unit?) is
>through its builtin stereo out port, correct?

No. It has a standard audio output - hook that up to your stereo.
(or does that count as a "expensive hardware addon unit"?)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

4852. Re: Falcon030 -vs- 1200 -vs- Performa 400 (Not a flame, Please don't f

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 23:46:49 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <1993Mar31.234649.4277@magnus.acs.ohio-state.edu>
Source record: 207969

Well considering the ST was almost finished at that time and the original Amiga was still a mock up you can't truely blame them. But just think what would have happened. Commodore would be gone or only making their lame PC clones and Atari would still be making A1000's and discussing the A500 ;)

4853. lzh201le.ttp documentation

Newsgroup: comp.sys.atari.st
Date: 1993-03-31 23:53:29 UTC
From: sprute@dsf58a.desy.de
Message-ID: <C4s2D6.13C@dscomsa.desy.de>
Source record: 207966

Sorry, if this is an FAQ, but I can't wait. -)

Can someone send me documentation about lzh201le.ttp or just explain me
what to do to decode *.lzh files.

Thanks for your help,

Lars

--

/--\
| Lars Sprute -R- Net: |
| DESY (Deutsches Elektronen Synchrotron) |
| Notkestr. 85 sprute@desy.de |
| D - Hamburg 52 SPRUTE@DESYVAX.BITNET |
| Germany 13313::SPRUTE.DECNET |
| Tel. +49 40 8998 3219 |
| FAX. +49 40 8998 3282 |
\--/

4854. Re: Atari in BIG Trouble

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 00:40:38 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Mar31.194038.16831@miavx1.acs.muohio.edu>
Source record: 207979

In article <1993Mar30.152025.14714@umiami.ir.miami.edu>, dlk0ms9s@umiami.ir.miami.edu writes:
> Atari in BIG Trouble.
>
> WHy all this trouble? Atari does not have the MONEY to pay their bills, yet
> alone build the Falcons in mass quantity, which is the heavy rumor as to its
> real delay in mass release.

Well, the rumor is Alt.games.lynx is that Atari has dropped the Lynx!!!

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
(On whether abstinance is a Religious term, and\rlcollins@miavx1.acs.muohio.edu
should or should not be in the schools:) \RC1DSANU@miamiu.acs.muohio.edu
"What if you're an Atheist who hates sex?" \rcollins@apsvax.aps.muohio.edu
- Andy from my EDL 304 class \ R.COLLINS1 on GEnie
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 31-MAR-1993

4855. Re: Atari's gonna be OK.

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 01:55:26 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Mar31.205526.14727@umiami.ir.miami.edu>
Source record: 207977

In article <1993Mar31.192414.6529@exu.ericsson.se>, exuhag@exu.ericsson.se (James Hague) writes:
> In article 1689@yvax.byu.edu, stewart@yvax.byu.edu () writes:
>>
>>Every ST/STe owner
>>around here is selling off their machines for tiny prices just to be able to
>>have that much more for an expensive overpriced unavailable Falcon. Mind you,
>>these aren't jet-set androgynoid college-educated Top-40 comp-sci grads. These
>>are beer-drinking hairy men with families and ratty old station wagons.
>
> There's a slogan in there somewhere, I just know it.
>
> The spirit of your post was right on the money IMO, though I don't
> necessarily agree with all the details. There are people who have
> been moaning and complaining about Atari since the ST was released in
> 1985, people who insist on comparing their machine to all those other
> evil computers out there and defending it's honor against all comers.
> And then there are people who've owned and used their ST, Mega ST, or
> whatever, and have had fun, been productive, and generally gotten
> on with their lives. Hmmmm.

I was the poster of the little blurb that started this entire thread, so I think my .02 is ok. I have never compared my system to any other on this net. OK, so I tlak with some amigoids back home. I also have gotten almost six years worth of entertainment from my MEGA and have NO intention of getting rid of it. I have also gotten tons of practical use out of my Mega and it still does more than I could ever ask it to for what I use it for.

I would also like to point out that I have tried programs on every system out there and there isn't ONE that comes near to what Calamus SL does. And If Atari folds tomorrow, I will have a MEGA, I WILL buy a TT, and I will use my systems in good health.

BUt while this is all nice, it is important to notice that Jack and Huey, Duey, and Louie have severely f'd up my favorite small computer company. I wish SOMEONE would see the potential for the TOS line of computers other than we the minority of installed users and a few musicians...

Cheering until the day I go away...

-Mark Santora

4856. Re: ZX Spectrum emulator

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 02:28:00 UTC
From: guy.goerres@almac.co.uk
Message-ID: <8038.723.uupcb@almac.co.uk>
Source record: 208190

>
> Hmm. Maybe you should post it to comp.sources. Who knows some TT/Falcon
> freak will actually manage to write an emulator in a window. That would
> certainly be cool. Writing it on the 32MHz 68030 will certainly
> eliminate the
> speed problems. BTW, I was impressed by the capabilities of the ZX81
> emulator (including the speed), and doesn't the Z80 in the spectrum run
> at the
> same speed as the one in the 81? Then I'd say the spectrum emulator
> shouldn't
> be that much slower.
>

The ZX 81 is running at 3.1 Mhz (fast) and the ZX Sprectrum is running
at 3.9 (fast) & 3.5 (slow-mode) Mhz.

BTW, I think I've seen somewhere an Spectrum emulator, got to look after
it.

bye bye, Guy

. QNet3. . ILink . ComNet Luxembourg BBS . Luxembourg . (++352) 466893 .

4857. For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 03:22:05 UTC
From: tevans%sunset.cs.utah.edu@cs.utah.edu
Message-ID: <1993Mar31.202206.11631@hellgate.utah.edu>
Source record: 207978

I don't want to sound pessimistic, but I've finally given up on Atari.
Therefore, the following are for sale:

Atari Mega2ST w/4 Megs of RAM upgrade.

Atari SM124 (I think that's the code) Monochrome monitor.

Atari SC1224 Monitor.

Seagate 40 Meg. Hard Disk (In large case, will hold 3 disks).

If you're interested, please make me a reasonable going rate for one or more
of the above items. BTW, with the Mega2 I'll throw in the software I have,
although it's not a lot.

tevans@cs.utah.edu
Home #:(801) 596-0409
Work #:(801) 594-4226

PS: No reasonable rate will be refused, I need the money to invest in another
new computer. Shipping costs are up to you.

4858. Re: Atari in BIG Trouble

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 04:40:48 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC4sFo1.2Do@netcom.com>
Source record: 207980

In article <1993Mar30.152025.14714@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:
>
> Recently while checking out several stocks on the open market, I took a
>chance to look at my favorite computer, Atari. Now sitting at 1 and 1/8 on
>AMEX, Atari looks to drop to an under a dollar stock in the next quarter.
>

It's been like that for a while. Where have you been?

> This is bad enough without the following. I checked out Motorolla and Intel.
>Motorolla had a small story about how Atari had still failed to pay them for
>the 68030's and DSP 56001's that were being used in the Falcon. Also the
>custom RISC chip they co built and designed with Atari is also unapid.
>Basically, Motorolla is quite pissed.

Where exactly did you read this?

I was at the Intermedia multimedia show in San Jose just a few hours ago
and Atari had 3 Falcons in Motorola's booth. It might as well have been
Atari's booth. James Grunke from Atari was present.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

4859. Re: Atari in BIG Trouble

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 04:51:37 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC4sG62.2tG@netcom.com>
Source record: 207981

In article <1993Mar31.112430.14724@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:
>
> Hey, nobody's a PERFECT speller. Sorry if you took offense to a typo.
>COuldn't find anything else to grip about?

:^)

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

4860. Re: Atari in BIG Trouble

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 05:23:07 UTC
From: rjung@netcom.com
Message-ID: <rjungC4sHMJ.9z3@netcom.com>
Source record: 207964
Cross-posted to: comp.sys.atari.st,alt.games.lynx

In article <1993Mar31.194038.16831@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>In article <1993Mar30.152025.14714@umiami.ir.miami.edu>, dlk0ms9s@umiami.ir.miami.edu writes:
>> Atari in BIG Trouble.
>>
>>WHy all this trouble? Atari does not have the MONEY to pay their bills, yet
>>alone build the Falcons in mass quantity, which is the heavy rumor as to its
>>real delay in mass release.
>
>Well, the rumor is Alt.games.lynx is that Atari has dropped the Lynx!!!

That rumor's got no basis in reality. It comes because of speculation passed from one ignorant clerk at a Toys 'R Us store.

The truth is that TRU dropped the Lynx (actually, all Atari stuff) back in December. Hence no more Lynx items at TRU stores. This came because (supposedly) the constant changing of sales managers at Atari proved too trying for Toys 'R Us, Inc., so they dropped Atari to make life simpler.

Lynx materials are still easy to find at video-game-specific stores, such as Babbages and Electronics Boutique.

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

4861. Re: SCSI commands with AdSCSI host

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 05:34:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A59979@MS.maus.de>
Source record: 208186

In article 1993Mar30.085722.27352@quando.quantum.de, Holger Thiele (thiele@quando.quantum.de) wrote:

> Hello everybody,
>
> I am using an AdSCSI host adapter. It seems to be possible to use the
> full SCSI command set (not only commands from group 0) with this
> adapters (the harddisc driver seems to use this).
> But how can one use the full command set for SCSI devices which are
> not harddisc?
> Does everyone know how to use the full SCSI command set on an AdSCSI
> host adapter?

ICD claims that, but it seems to be impossible to get information *HOW* they do it.

In fact, there is a trick that allows to send command from higher command groups on *all* host adapters (I guess this is what ICD advertises), but this trick (using linked commands) doesn't work with all SCSI devices (notably Quantum's).

4862. A500 & Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 06:03:57 UTC
From: cs902117@ariel.yorku.ca
Message-ID: <1993Apr1.060357.25768@newshub.ariel.yorku.ca>
Source record: 207992
Cross-posted to:
comp.sys.atari.st,comp.sys.amiga,comp.sys.amiga.marketplace,misc.forsale,misc.forsale.computers,misc.forsale.computers.other

Thanks to all those that have sent me email, and some that I wish to contact again (for some strange reason, I haven't heard from them in a while!)

For those who were interested in the A500, it's SOLD! It had 1 Meg and 2.04KS to very briefly summarize what was included to refresh some memories.

I still have the ST for sale if anyone is interested (got a few replies, but only inquiries)

Again, the specs on the machine - 1040ST, 1 Meg ram (why else would they call it a 1040?!), SM124 Monochrome (b&w) monitor, PC Ditto (IBM emulator - software), Magic Sac+ and Translator One (Mac emulator with 64k Mac Roms - runs faster than a Mac 512! Translator One allows reading Mac disks - Hardware), Final Cut (midi software).

I was originally looking for $300 CDN (~$250 US), but I am open to offers on it.

_/_/_/_/_/_/_/ "The Boss"
_/ _/ _/ cs902117@ariel.yorku.ca
_/ _/ _/ "You could say I lost my belief in our politicians,
_/ _/_/_/_/ they seem like game show hosts to me."
- "If I ever lose my faith in you." - Sting

4863. Re: Has Atari Abandoned the Falcon US Market Already?

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 08:11:32 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bba9600@Kralizec.fido.zeta.org.au>
Source record: 207801

Original to: SML108@psuvm.psu.edu
In a message of <29 Mar 93 13:05:50>, SML108@psuvm.psu.edu (3:713/602) writes:

S> Hmmmm, it's almost April and no US Falcons. Could it be that Atari has
S> decided that the Falcon just cannot compete with the Mac Centris and Mac
S> III as well as cheap PC clones and has decided to recoup the development
S> costs in the European market exclusively?

No idea, but the machines that have been making it here are selling quite well.

S> Golly Mr. Tramiel, I wonder what you're up to...

Don't ask. I think he may have the longest-running personal ad in the bay-area daily rag, and aw gee, all he wants is a friend...

S> Scott

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

4864. Re: atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 08:18:00 UTC
From: Juergen_Hahn@m4.maus.de
Message-ID: <A26499@M4.maus.de>
Source record: 208185

In Msg A61315@HB/C4pswM.BEu@cs.vu.nl, fvkampen@cs.vu.nl (Kampen van F) wrote:
F>As far as I know, atari.archive.umich.edu DOES have anonymous login.

Yes, sure but only if your own system has a nameserver installed. If not,
a.a.u.e. only sends a string with a message and disconnects... Here at
the 'university' FH-Munich are mose system _without_ nameserves [Protection
agains ftp-ing students! :-)] an so you con't connect to many ftp-servers
including such interesting sites like a.a.u.e.! :-(

JH.

Hahn Juergen Ich bin 100% fehlerfrei... ;-)
Dunantstr. 8 ------------------------------
D-8012 Ottobrunn Telefon: (089) 609 42 27
Email: Juergen_Hahn @ M4.Maus.De
---->>>> PLEASE: No Mail >16Kb and no UUEncoded-Mail !!!!! <<<<-----

4865. And the Falcon 040 ???

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 10:08:35 UTC
From: mor@gla.ecoledoc.ibp.fr
Message-ID: <1993Apr1.100835.27712@jussieu.fr>
Source record: 207984

Atari seems to be OK... So, what are the news about the invisible Falcon 040 ?
Some persons in France say that the Flacon 040 will have a 040 CPU at 32 MHz
frequency with perhaps one DSP (92001) or two (56001), and full 24 bits graphic
mode. It 'seems' to be great !

Perhaps it has been shown during the CeBIT, but hidden, only for devs, only
for their eyes...

_________ ____
| ________ |
| | | | Christophe MOR
| | | |
| |______| | mor@gla.ecoledoc.ibp.fr
|----------| University of Paris VI Jussieu, France
\ ========= \ DESS G.L.A., Software Ingeneering
\\ ========= \
\\ (o) \ My PowerBook follow me all around the world !
\ -----------
----------- ____

4866. The BEST FTP Site..

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 10:44:12 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1peh1sINNhos@golem.wcc.govt.nz>
Source record: 207985

I wish to thank the chaps that run, what I would consider
THE BEST FTP archive site for Atari...

Good on ya Riply and Hesche..

This is ftp.cs.tu-berlin.de 130.149.17.7

1. It allways has the latest suff..
2. It has a good mailer..
3. It has indexs/files for people that only have mail access..
4. Has what is new files.
5. A good commented English index.
6. You get good help from the people that run it..
7. Files are on there with out delay, not like A.A.

So come on you chaps that run rus.uni-stuttgard and tu-clausthal,
you don't have much support for people that only have mail access,
no last 7 day files, or whats new, no commented index, Stuttgard
seems to mainly support German users...

I think I have mailed more files from Berlin than A.A., and its far easyer
to connect to A.A. Than Berlin from here, also Berlin does not drop parts
like A.A. does..

So are there any othere European Site that have support like Berlin,
with good mail support...

How about some feed back on this from other mail users..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

4867. C-Kermit 5A (188)

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 10:58:03 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1pehrrlNNhos@golem.wcc.govt.nz>
Source record: 207986

*** C-Kermit 5A(188) ***

Well any of you that have played with the old Kermit, Uniterm, etc,
should definitively give C-Kermit 5A (188) a try..

File CKER5A.ZOO found on most sites..

Its fast very fast, and its the only protocol
to support wild cards, lets me get all those mailed Uencoded
part files down with out having to worry about there file names..

I had a few finger problems it getting it going, but it now runs
some 100%, I am using the full parser version..

So if your system that you call has C-Kermit 5A, why not give it a try..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

4868. Re: 1ST CeBIT Impressions

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 11:21:37 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1pej81E1s7@uni-erlangen.de>
Source record: 207987

zuschlag@diku.dk (Jesper Zuschlag) writes:

>runehy@dhhalden.no (RUNE HYLDMO) writes:

>>Atari have also released a leaflet stating all the products comming out for
>>the Falcon. The list was very uplifting for all atari entusiasts. There was
>>a lot of great software comming out in the near future. Some of them is
>>already finished.

>Could you not post this on the news-net. I think a lot of us would be very
>interested!

Here is a list of the software mentioned in ATARI's leaflet at the CeBit. A
lot of it certainly also works on ST/TT.

Availability: AV-Now, SO-Soon, DV-under development (but this year),
SE-have seen it with my own eyes at the CeBit (certainly I overlooked
something).

True Color Graphics programs:

Prism Paint: Easy to use. AV

Synthetic Arts: Especially for interlaced and overscan modes. AV

True Paint: Easy to use, small animations, uses SpeedoGDOS. AV

Cranach Paint: Professional. AV

Chagall: Professional. AV,SE

D2M: For any resolution. AV

Meridian: AV

Eclipse Paint: Like Neochrome. SO

Raytraching:

Phoenix: AV

Chloe: DV

InShape: AV,SE

Retouche:

Photo Studio: up to 24 bit. AV

PS Pro: uses DSP. DV

Timix: 32 Bit. DV

Dyna Cadd: for falcon with rendering. AV

Animation:

Autodesk animator: Like on PC. DV

Toki Line Test: with audio. SO

Toki Video: For complete video productions. DV

Morphing Fun machine: Interpolates one picture into another.

DA's vektor: Vektor + Pixel animation. SO,SE

DA's Picture: Photo retouche. DV

Video

Screen Blaster: Up to 1100x800 pixel. AV,SE

Over Genlock: Overlay genlock for titles. AV,SE

Matrix Grabler: True color digitizer. AV,SE

Home Video Kit: True color digitizer, genlock, software. DV

Jri Genlock: titles, software. DV

TC Video digitizer: True color Pal/SVideo real time digitizer. DV

Color Thing: Like Amiga's 24Bit graphics card. DV

Multimedia:

JVC Interface: Connects JVC components like CD, DAT,... DV

Picture Telephone: DV

Microsoft Bookshelf Front-end: DV

Comics Maker: AV

Bit Bopper: Graphics + Sound. AV

Programming Tools:

HiSoft Basic2: AV,SE

DEVPAC 3: AV

Lattice C 5.5: AV

Assembler/Adebug IV: SO,SE

Pure C, Pure Pascal: AV,SE

GFA 4.0: DV

FalcOS: DV

DSP-Moo: object oriented DSP programming. DV

Music & Audio Tools:

D2D Edit: Stereo direct to disk. AV

4T FX: 4 tracks direct to disk. AV

Notator Logic: DV

Cubase Audio: AV,SE

DigiTape: 6 tracks direct to disk. AV,SE

Planet: Sequencer. DV

MusiCom: 2 tracks + DSP effects. AV,SE

SMPTE track Platinum: Sequencer. AV

SPDIO: 44.1 and 48MHz for Falcon audio. AV

4I4O: Additional Analog ports. SO

AD64X: High tech AD-converter. AV

Additional software:

BlackMail: Voice mail. AV,SE

ATARI Works: Integrated business software. SO(AV),SE

ATARI Speedo: The new GDOS. SO(AV),SE

NVDI falcon: THE graphics accelerator. AV,SE

SuperBase 4.0: Data base. DV

MARC 4.0: Packer Shell. SO,SE ;-)

Games:

Ishar: Adveture. AV

Transartica: Strategic game. AV

Yuppie's Land: Arcade. SO

VroomII: 4 player Formula one. SO,SE

Suriya: adventure. DV

Black Sect: Adventure. DV

Space Junk: Adventure. SO

Raiden: Arcade. SO

Road Riot: Cion Op.

Steel talons: Helicopter 3D. DV

Cyber assault: 3D adventure. DV

Tornado flight simulator: DV

Striker: Soccer. DV

Eclipse: 3D space+DSP effects. DV,SE

Humans: Dinolympics. DV

Daughters of Serpents: DV

Rome AD72: DV

Harrier Avs: Flight simulator. DV

Chaos Engine: DV

Emulations:

Falcons Speed: 286/386 PC. SO,SE

Falcon GCR: Mac. DV
--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

4869. Is there a Gofer port that runs on TT?

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 11:28:31 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Apr1.112831.17016@cs.ruu.nl>
Source record: 207989

I tried my executables of the functional language Gofer on my TT,
but found that they don't work (bombs-- have you noticed that the
TT has a habit of showing long rows of bombs as if it had to prove
it is a 'bigger' machine than the ST?). Does anyone have a version
running on a TT?

thanks (otherwise I'll have to have a go at it myself when I
desperately need it)

--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

4870. Re: Desktop replacements ?

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 11:29:41 UTC
From: hesche@escudo.opal
Message-ID: <HESCHE.93Apr1112941@escudo.opal>
Source record: 207983
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1p7k7cINN7pn@xs24g02.acslab.umbc.edu> pauld@umbc.edu (Mr. Paul Danckaert) writes:

> Where is the english version of Gemini? I believe I got it once, but it
> was in German. (Unless I'm thinking of another desktop program..) And what
> is the latest version number?

Latest version is 1.21, the UK (english) version is available from
ftp.cs.tu-berlin.de (130.149.17.7, mail-server@cs.tu-berlin.de,
pub/atari/utils/gmn121uk.lzh, 450 kB).

I don't like gemini, but I like the features promised for the next
version (perhaps this month).

Bye
Herwig
--
Herwig Schelauske, Charlottenburger Ufer 1, 1000 Berlin 10 | MAUS: @ B
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de
Please send flames to dev/null
--
Herwig Schelauske, Charlottenburger Ufer 1, 1000 Berlin 10 | MAUS: @ B
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de
Please send flames to dev/null

4871. Re: TT word processor

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 11:33:00 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Apr1.113300.17451@cs.ruu.nl>
Source record: 207988

In <1pa8fhINNb2d@srvr1.engin.umich.edu> mast@bezymianny.engin.umich.edu (Michael James Mast) writes:

>Could anyone suggest a good word processor that is fully TT
>compatible? I like WordWriter ST, but the spelling checker does
>not work on the TT.
>In particular, I'd like something that works in TT medium res,
>and a spelling checker is a must.

I don't see any mistakes in your letter. Use a text editor.

--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

4872. Re: ZX Spectrum emulator for ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 11:41:22 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Apr1.114122.18354@cs.ruu.nl>
Source record: 207991

In <1993Mar29.151324.15739@ugle.unit.no> ga@mrih.no (Gard Abrahamsen) writes:

>If you could crack Underwurlde and save it with the normal ZX-loader, I will
^^^^^^^^^^^^^^^^

I love this: Could some send me a cracked version of Cubase 3.02 please? Or
is that still illegal while it's OK to talk about spectrum programs because no
more machines or games are sold? What if the Spectrum emulator on the TT
gets so popular that the software houses start selling games again?

>do it for you... Valhalla, I will do it in the Easter. And otherwise, I will
>write an article about it sooooooooon... Don't forget to ship your girl-friend
>over. I could need her... :)

--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

4873. Re: ZX Spectrum emulator for ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 11:42:35 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Apr1.114235.18448@cs.ruu.nl>
Source record: 207990

In <C4p217.10A@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:

>Thomas Stoeckel (tsstoeck@cip.informatik.uni-erlangen.de) wrote:
>> Hi.
>
>> Someone could transfer my ZX-Spectrum games to Disk ???
>
>> I give you my girl-friend and half the kingdom... :-)
>
>Will you uuencode and mail her? :-)
>
>Sander SToks
>sanders@sci.kun.nl

You'll probably need to write a program to interface you and the Italian girl
first.

--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

4874. C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 13:04:55 UTC
From: swithing@ic.sunysb.edu
Message-ID: <1993Apr1.130455.28373@sbcs.sunysb.edu>
Source record: 207997
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

GOOD NEWS!!!!!

My brother just informed me that he found out from one of his fellow Clarkson Engineering graduates who works for Commodore, that Commodore has chosen the RISC chip of future amigas! (drum roll please...) As many have speculated, it is the DEC Alpha! They are planning on announcing this at WOCA-NYC during Lew Eggerechts speech. Better yet they will be showing in a semi-private session the prototype Amiga-A with the Alpha (100Mhz) and the prototype new high-end AAA Chip set! (This computer is not due out until mid 1994, however) Expect truely blinding speed in this speed demon!!!!!

More details as I recieve them.

++
==

-Scott, the amigavagelist

4875. Re: ZX Spectrum emulator for ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 14:43:02 UTC
From: tose@brosme.dhmolde.no
Message-ID: <TOSE.93Apr1144302@brosme.dhmolde.no>
Source record: 207993

>>> On Thu, 1 Apr 1993 11:41:22 GMT, avgroeni@cs.ruu.nl (Annius Groenink) said:

>> In <1993Mar29.15324.15739@ugle.unit.no> ga@mrih.no (Gard Abrahamsen) writes:
>If you could crack Underwurlde and save it with the normal ZX-loader, I will
>> ^^^^^^^^^^^^^^^
>> I love this: Could some send me a cracked version of Cubase 3.02 please? Or
>> is that still illegal while it's OK to talk about spectrum programs because
>> no more machines or games are sold? What if the Spectrum emulator on the TT
>> gets so popular that the software houses start selling games again?

There IS a major difference here, if you want to run UnderWorld on your TT
you have to "crack" it. No matter if you've bought 100 copies, written to the
non-exisiting publisher, called the programmers or whatever.

>> Annius V. Groenink -- phone (private): +31 5700 29396

Cheers,

Torbjoern Ose - tose@brosme.dhmolde.no

Say NO! to people posting without thinking.

4876. Re: Atari in BIG Trouble

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 14:58:04 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Apr1.095804.14730@umiami.ir.miami.edu>
Source record: 208002

In article <1993Mar31.194038.16831@miavx1.acs.muohio.edu>, rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
> In article <1993Mar30.152025.14714@umiami.ir.miami.edu>, dlk0ms9s@umiami.ir.miami.edu writes:
>> Atari in BIG Trouble.
>>
>> WHy all this trouble? Atari does not have the MONEY to pay their bills, yet
>> alone build the Falcons in mass quantity, which is the heavy rumor as to its
>> real delay in mass release.
>
> Well, the rumor is Alt.games.lynx is that Atari has dropped the Lynx!!!
>
> Later.......
>
> -----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
> (On whether abstinance is a Religious term, and\rlcollins@miavx1.acs.muohio.edu
> should or should not be in the schools:) \RC1DSANU@miamiu.acs.muohio.edu
> "What if you're an Atheist who hates sex?" \rcollins@apsvax.aps.muohio.edu
> - Andy from my EDL 304 class \ R.COLLINS1 on GEnie
> -----=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 31-MAR-1993

They haven't dropped the LYNX.

Mark Santora

4877. Re: stalker & Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 14:59:20 UTC
From: rosenqui@ncs.dnd.ca
Message-ID: <1993Apr1.145920.26548@netfs.dnd.ca>
Source record: 208001

In article <A15174@K.maus.de> Peter_Missel@k.maus.de (Peter Missel) writes:
>j>but he's had it only a few months. Can anyone shed any light on the problem
>j>and solution?
>
>Falcon030 have a new high speed serial controller chip, replacing the old and
>slow MFP chip. Software programming the MFP directly won't do anything useful,
>obviously. Try CoNnect version 1.90 or higher. Your friend will encounter a
>serial speed of up to 153000 bps...

STalker 3 has had support for the SCC ports in the TT/MSTe (and hence
the Falcon) for over a year and a half now. The latest version (3.02
- June '92) has support for baud rates of up to 153600 on Modem 2 and
up to 230400 on Serial 2.

Eric
--
Eric Rosenquist - Software Kinetics Limited __ __
65 Iber Road, Stittsville Ontario Canada, K2S 1E7 / // /
Tel: (613) 831-0888, Fax: (613) 831-1836 \ _\
email: Eric.Rosenquist@sofkin.ca /_/

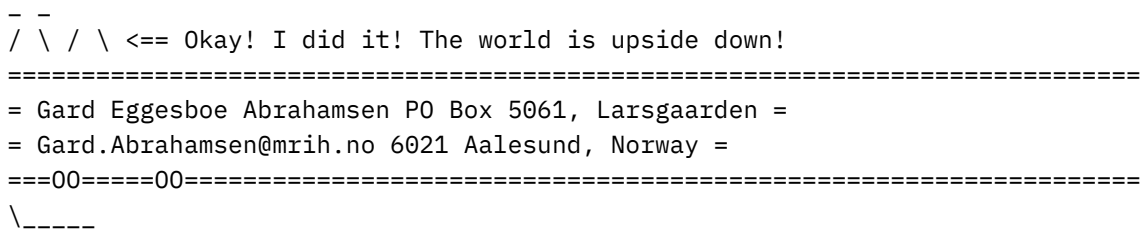
4878. Re: ZX Spectrum emulator for ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 15:14:55 UTC
From: ga@mrih.no
Message-ID: <1993Apr1.151455.12460@ugle.unit.no>
Source record: 208000

Torbjoern Ose (tose@brosme.dhmolde.no) wrote:
> >>> On Thu, 1 Apr 1993 11:41:22 GMT, avgroeni@cs.ruu.nl (Annius Groenink) said:

> >> In <1993Mar29.15324.15739@ugle.unit.no> ga@mrih.no (Gard Abrahamsen) writes:
> >If you could crack Underwurlde and save it with the normal ZX-loader, I will
> >> ^^^^^^^^^^^^^^^
> >> I love this: Could some send me a cracked version of Cubase 3.02 please? Or
> >> is that still illegal while it's OK to talk about spectrum programs because
> >> no more machines or games are sold? What if the Spectrum emulator on the TT
> >> gets so popular that the software houses start selling games again?

> There IS a major difference here, if you want to run UnderWorld on your TT
> you have to "crack" it. No matter if you've bought 100 copies, written to the
> non-exisiting publisher, called the programmers or whatever.
Actually, when I come to think about it, my loading routine was written to run
on 8 MHz. If I try the same rout on 16MHz, I loading UnderWurlde should be no
problem... hmmm! B^)


_ _
/ \ / \ <== Okay! I did it! The world is upside down!
= Gard Eggesboe Abrahamsen PO Box 5061, Larsgaarden =
= Gard.Abrahamsen@mrih.no 6021 Aalesund, Norway =
_____

4879. Re: Is there a Gofer port that runs on TT?

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 15:50:12 UTC
From: moffatd@dcs.glasgow.ac.uk
Message-ID: <C4tAnp.5LK@dcs.glasgow.ac.uk>
Source record: 208003

Please tell Me where you got the binaries !!!

Darren J Moffat

moffatd@dcs.gla.ac.uk

-- The definition of failure: JB Bloggs BA MA Phd OBE N.O.J.O.B --

4880. Re: Desktop replacements ?

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 16:06:06 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <16BA3F093.BWWL@ibm.rz.tu-clausthal.de>
Source record: 207999
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <733223743.21209@hitech.com.au>
matthew@hitech.com.au (Matthew Smith-Stubbs) writes:

>
>Greetings,
> I'm after a shareware/PD replacement desktop. I've got 1 meg and a
>D/S floppy system. I have read good reviews on Gemini and DC Desktop.
>Which is best ? Where can I FTP it from ?

Try ftp to 'ftp.tu-clausthal.de' (139.174.2.10) /pub/atari/shells

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

4881. Darek, Atari & Texas

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 16:16:18 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1993Apr1.161618.23524@digi.lonestar.org>
Source record: 208010

Darek, I have to admit it - That was a really nice post. It was clearly written and not _particularly_ inflammatory. Also, I guess I did not realize that you subscribe to the BobR opinion of Atari (like the machine, hate the company).

Dogone it! If you keep writing intelligent posts like that one, I am going to have to re-think my personal opinion of you. <grin>

One other thing: Not all the schools in Texas produce illiterates; just the under-financed ones out in the middle of nowhere <big grin>.

Roy C. Gosewehr
--

| GEnie: R.C.Gosewehr | rgoseweh@digi.lonestar.org | uunet!digi!rgoseweh |

4882. April Fools Day - No FALCONs yet

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 16:25:34 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <1APR93.11253461@cc4.crl.aecl.ca>
Source record: 208005

It is April 1 and I have not received any FALCONs. Have not even been able to get Atari to respond to an inquiry about WHEN I will see a shipment. Is anyone pn the net surprised?

4883. Re: 1ST CeBIT Impressions

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 16:27:05 UTC
From: glens@natinst.com
Message-ID: <1pf54p$7im@falcon.natinst.com>
Source record: 208004

In article <1pej81E1s7@uni-erlangen.de> mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:

>Autodesk animator: Like on PC. DV

(coming out for the Falcon) Is this an April Fools joke? Or do they even do that in Germany? Not that Autodesk Animator would be the best animation package on the Falcon but the big name software would impress some people. (namely, American PC lemmings).

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are exact opposites. InterNet: glens@falcon.natinst.com
---

4884. Re: Atari's gonna be OK.

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 16:37:49 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1pf5otINNh2e@life.ai.mit.edu>
Source record: 208006

In article <C4sDIq.n53@ucunix.san.uc.edu> klasmekj@ucunix.san.uc.edu (Kevin J. Klasmeier) writes:
>Well, enough complements about Atari computers: Now on with the
>catfight. I'll start....come on.....everyone: DOWN WITH ATARI...KILL
>ATARI.....DOWN WITH ATARI.....KILL ATARI....

You could have at least tagged your note with an "ADVOCACY" keyword.

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

4885. Sneak preview of the Intel port of NeXT's operating system

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 17:50:54 UTC
From: mcgowan@emerald.physics.utoronto.ca
Message-ID: <C4tG8u.Lzp@helios.physics.utoronto.ca>
Source record: 208008

Keywords: NeXTSTEP, Intel, PC o/s

Reply-To: mcgowan@emerald.physics.utoronto.ca (Patrick McGowan)

"....From Black Computers to White - NeXTSTEP for Intel Processors"

The Toronto Area NeXT Group presents a sneak preview of the Intel port of the World's foremost object-oriented operating system.

The Battle of the Operating Systems heated up substantially on February 10, 1993 when NeXT Computer, Inc. announced that it was getting out of the black box (NeXT hardware) business and becoming solely a software company. Although there has been a mixed reaction in the NeXT community about this change of direction, most NeXT users were just as attracted to the NeXT world by its operating system "NeXTSTEP" as much as by the sleak, black hardware.

NeXTSTEP has a "super-Mac-like" graphical user interface, a wealth of powerful networking, communication and system administration utilities, and a dynamite application development environment. It would truly be a tragedy to see such an elegant operating system go down with a hardware ship. Anyway, it has been said that computer hardware is becoming merely a commodity. The real power and innovation in the computer industry is now in the hands of the software houses, and in particular those which control the direction of operating system development.

The race is now on to see who will set the standard for operating systems which incorporate the philosophy of "object-oriented" programming and design. NeXTSTEP is the most advanced object-oriented system software environment available on the market today. With seven years of development behind it and 50,000 users, it holds a substantial lead over other potential object-oriented operating systems being developed by the Taligent Consortium of IBM and Apple, Microsoft ("Cairo"), and others. Up until this year, NeXTSTEP was only available to the select few who owned NeXT's black boxes....now it is to be let loose on the Intel processor-based world with the release of "NeXTSTEP for Intel" on May 25, 1993 at the NeXTWoRLD ExPO in San Francisco.

I guess you will just have to fly to sunny California in May to see it....NOT!

The Toronto Area NeXT Group has got its hot little hands on an advance copy of NeXTSTEP for Intel and is holding a special meeting at 7:00 pm Tuesday April 8, 1993 at the Toronto Eye Institute to introduce NeXTSTEP for Intel to Toronto. The Toronto Eye Institute is located on the sixth floor of the Toronto (Western) Hospital at the corner of Bathurst and Dundas, in Toronto. We welcome all computer enthusiasts of any stripe to

join us. Jump the gun and see for yourself the future of computing!

4886. Looking for good .PI2, .PC2 or .NEO files

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 18:02:45 UTC
From: erkamp@TITAN.ARC.AB.CA
Message-ID: <1993Apr1.120247.244@janus.arc.ab.ca>
Source record: 208016

I am trying to find a decent picture for the background of my NeoDesk desktop.
Any pointers where I might find some medium resolution files?

Bob

4887. Re: Atari in BIG Trouble

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 18:17:56 UTC
From: 2fvmvicar@kuhub.cc.ukans.edu
Message-ID: <1993Apr1.121757.48735@kuhub.cc.ukans.edu>
Source record: 208021
Cross-posted to: comp.sys.atari.st,alt.games.lynx

In article <rjungC4sHMJ.9z3@netcom.com>, rjung@netcom.com (Robert A. Jung) writes:
>
> Lynx materials are still easy to find at video-game-specific stores, such
> as Babbages and Electronics Boutique.
^^^^^^^^^^^^^^^^^^^^
>
> --R.J.
> B-)

Our EB has NO lynx stuff at all and hasn't since X-mas. Babbages supply
appeared to be dwindling for awhile but last weekend moved the Lynx from a
hole in the aisle to a big prominent wall rack and upped their game selection.
(Maybe a last ditch effort to get some Lynx games moving maybe?)

4888. Re: hard disks and the ICD Link

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 18:43:09 UTC
From: rcubrilo@turnip.cdx
Message-ID: <1993Apr1.184309.13749@dazixco.ingr.com>
Source record: 208014

In article j37@agate.berkeley.edu, jhauser@pine.CS.Berkeley.EDU (A Man Called John) writes:
>Last month I set up a hard disk system for my old Atari 1040 STFM using the
>ICD Link adaptor, and I thought I'd share some of my experiences for the
>benefit of any other neophytes who may be embarking on the same path.
>
>The other thing to know about the Link is that it needs TERMINATION POWER
>from the drive. (The name comes from the fact that this power line is
>really intended for use by the SCSI bus terminator.) I'm not aware of any
>drives that don't have this capability one way or another, but, once again,
>you may have to mess with the drive's jumpers.
>

I ran into this problem last month with my Seagate ST277N. According to Seagate tech support this drive does not supply scsi termination power and there is no way for it to do so by simply setting a jumper. Toad was happy to take the Link back and send me an AdSCSI instead, which draws power from the power supply.

>--
>``Why, yes; I *do* speak for the entire University of California system.''
>John Hauser---jhauser@cs.berkeley.edu---Boy of DESTINY o o o o o o o o o o o

---

Randy Cubrilovic
Intergraph Corporation
Boulder, Colorado
(303) 581 2405
rcubrilo@dazixco.ingr.com

4889. Re: CeBIT GFA news

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 18:46:25 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr1.184625.8052@newshost.lanl.gov>
Source record: 208013

In article 1pcq81INN22ct@rs1.rrz.Uni-Koeln.DE, aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
>Hello net folks,
>
>at the CeBIT I talked to Mr. Richter, the boss of the company
>that develops GFA basic now. He said the following:
>* The GFA basic 4.0 interpreter will become available in the next
>few weeks. The compiler will be ready in summer (if I recall that
>correctly).
< rest deleted >

Well, this situation gets muddier and muddier! So has Richter and GFA finally come to a formal agreement about the sale/licensing of the rights to GFA BASIC for the Atari or are they still fighting... er, discussing it?

On this side of the pond we get conflicting stories. It would be nice to know what's really going on and if we can actually look forward to a new version of GFA BASIC (or RBASIC perhaps?) eventually.

And since ST Format published the GFA 3.5 interpreter on their cover disk, that places that version in the pseudo public domain arena. Curious.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4890. Re: Having trouble unarcing...

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 19:01:32 UTC
From: u0d05@keele.ac.uk
Message-ID: <1pfe6c$c0e@gabriel.keele.ac.uk>
Source record: 208015

sheppard_r@kosmos.wcc.govt.nz wrote:
: In article <1993Mar31.141258.16218@magnus.acs.ohio-state.edu>,
msteve@magnus.acs.ohio-state.edu (Michael Steve) writes:
: >
: >1. I copy the file to a blank disk, and then copy the archive program to it.
: > (I only have a single drive).
: >2. I open the archive program, and enter the parameters x sozobon.zoo
: >3. The disk spins, and then the program goes to the help screen. And at the
: > top shows what the proper syntax is.
: >4. It will then go back to the windows.
: >
: > Thanks,
: > Michael Steve
: > Columbus OH.
:
:
: This is my BIG moan about ZOO, it no good for people with 520k machines and
: single drive, I wish these chaps that run these archives sites would convert
: over to a better archiving format, at present ZIP would fit this bill..
:
I don't know I have a 520 and things seem ok. I'm not paricularily ST
literate, but I have few problems. With ZOO I think it has a slightly
different syntax to the other arcers but not much. Instead of
x sozobon.zoo
try
-extract sozobon.zoo
or
-extract sozobon

I know they're novice commands, but it's better than the thing not
working.

Yours

Paul Herzberg.

(Although thinking about it I may have only used zoo on the Universities
1040's, but I'm sure that I have also unzoo'ed the occasional thing
very slowly on my 520)

And anyway what is wrong with admitting your a novice? Especially as
it's only to your computer. I mean here on Usenet we have to have been
hacking from the age of two or no one will speak to you:-), but your
ST isn't that judgemental.

4891. Re: End of term.....a summary....

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 19:08:45 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Apr1.190845.29254@prime.mdata.fi>
Source record: 208025

In article <C4I0G8.GF3@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>Falcon is already obsolete as Atari replace it with the TT cased production model.

A what?? I thought the Falcon would come in a normal ST case, how is
the case now?

>All in all, a bit of a bugger really.....

Sorry to hear :(.

>.....Bye Bye for Easter, back on line in a month.
>
>Craig.
>
>Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
>BAe Space Systems || Phone : (UK) 091 2737650
>Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
>-----------------/__\---
> SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

4892. Re: Atari in BIG Trouble

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 19:12:34 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1pfer2$j8l@usenet.INS.CWRU.Edu>
Source record: 208011

In a previous article, ekrimen@netcom.com (Ed Krimen) says:

>In article <1993Mar30.152025.14714@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu
writes:
>>
>> Recently while checking out several stocks on the open market, I took a
>>chance to look at my favorite computer, Atari. Now sitting at 1 and 1/8 on
>>AMEX, Atari looks to drop to an under a dollar stock in the next quarter.
>>
>
>It's been like that for a while. Where have you been?
>
>> This is bad enough without the following. I checked out Motorolla and Intel.
>>Motorolla had a small story about how Atari had still failed to pay them for
>>the 68030's and DSP 56001's that were being used in the Falcon. Also the
>>custom RISC chip they co built and designed with Atari is also unapid.
>>Basically, Motorolla is quite pissed.
>
>Where exactly did you read this?
>
>I was at the Intermedia multimedia show in San Jose just a few hours ago
>and Atari had 3 Falcons in Motorola's booth. It might as well have been
>Atari's booth. James Grunke from Atari was present.

Ed, you are right. If ATARI and MOTOROLA are not on good terms, why
then will Motorola keep supporting Atari?

I think we have a case of someone posting a message stating that they
"read somewhere" about Atari not paying.

BUT, I would like to know the SOURCE.

If someone says they READ an article, they should definitely be able to
list WHERE they read it. I want to see it in print.

If he cannot list the source, I say hang'em. :)

Len
>
>--
> Ed Krimen
> ekrimen@netcom.com
> AEO.5 (GEnie)
> FoReMNet Node 761
>

--

4893. $75 million to back Lynx and Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 19:16:26 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1pff2a$jkc@usenet.INS.CWRU.Edu>
Source record: 208012

April Fool!

You would have to be a fool to believe that subject title.

Hahahahaa

--

4894. Re: Question?

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 19:40:10 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Apr1.194010.29437@prime.mdata.fi>
Source record: 208029

In article <gate.ikc01B1w164w@blue.uucp> The@blue.uucp.UUCP writes:
>
>Does any know what happend to FzDT? (Freeze Dried Terminal) I ordered it
>about six months ago and still no sign...I have just heard rummer about he
>does not make it any more...
>
> _________________
> /he Dragon Lord
> ____ ________
> /he S/ SysOp
> of

I heard this rumour too, and I _really_ hope it is untrue.

Anybody know about this?

If somebody can get in touch with Mr. Aaron Hopkins, please tell him
that hundreds of thousands (well, at least one :) registered users are
awaiting the next version.

Alternatively, somebody might want to inform me of how to get in
contact with him fast, not via snailmail.
--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

4895. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 20:22:26 UTC
From: markus@techfak.uni-bielefeld.de
Message-ID: <C4tn9E.8Fy@hermes.hrz.uni-bielefeld.de>
Source record: 208018
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Apr1.130455.28373@sbcs.sunysb.edu>, swithing@ic.sunysb.edu (Scott Withington) writes:
|> GOOD NEWS!!!!!
[...]

|> high-end AAA Chip set! (This computer is not due out until mid 1994, how-
|> ever) Expect truely blinding speed in this speed demon!!!!!
|>
|>
|> More details as I recieve them.

You will recieve them next year, same date.

--
Markus Illenseer EMail: markus@TechFak.Uni-Bielefeld.de
Universitaet Bielefeld
Technische Fakultaet < this space intentionally left blank >
D-4800 BIELEFELD 1 'TTY-fighters attacking!', Con Solo shouted

4896. Re: TT's VGA monitor

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 20:31:45 UTC
From: farrell@dds4.uucp
Message-ID: <1993Apr1.203145.25348@dds4.uucp>
Source record: 208035

In article <A15176@K.maus.de> Peter_Missel@k.maus.de (Peter Missel) writes:
[...]
>giving the famous :-(useless border on the right.
>
>That's because the TT uses 32 MHz pixel clock, whereas VGA is 28 MHz.

Figured it was something like that (though I lack the knowledge of the precise, technical details :-)). I've managed to fix (or at least reduce) the problem by cranking the width on my multisync as far as it will go. This doesn't quite go far enough, however, but it's good enough.

Using the same idea, I once made ST high really, really, tiny (hey, I was bored...).

>
>- Peter -

Gordon Farrell ^
farrell@dds4.wimsey.bc.ca /|\ The address up
gfarrell@cs.sfu.ca | there is wrong!
farrellc@sfu.ca

4897. Re: Atari's gonna be OK.

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 20:55:14 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <C4tos2.D5p@ucunix.san.uc.edu>
Source record: 208022

In article <1pf5otINNh2e@life.ai.mit.edu> dmb@ai.mit.edu writes:
>In article <C4sDIq.n53@ucunix.san.uc.edu> klasmekj@ucunix.san.uc.edu (Kevin J. Klasmeier) writes:
>>Well, enough complements about Atari computers: Now on with the
>>catfight. I'll start....come on.....everyone: DOWN WITH ATARI...KILL
>>ATARI.....DOWN WITH ATARI.....KILL ATARI....
>
>You could have at least tagged your note with an "ADVOCACY" keyword.
>
>Dave Baggett

Well Dave. It is a lost cause to try to get meaningful conversation on the NET. I have been pressing for it for over a year now, it just stays the same. It is hard to explain to people why they bought their computers in the first place, then it even harder to try to explain to them why they keep buying more....Oh Well, I guess they have fun ;^>

P.S. I always enjoy your updates on ST picture formats...I guess the NET is good for some things here <grin>.

Talk to you later....Kevin

+-------------------------------------+_
*> Kevin Klasmeier	
*> NET: klasmekj@ucunix.san.uc.edu	
*> GEnie: K.Klasmeier	
>>>> Trust me, Rush IS right! <<<<	
+-------------------------------------+ |
'-------------------------------------'

4898. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 20:56:47 UTC
From: barrett@iastate.edu
Message-ID: <C4touq.54G@news.iastate.edu>
Source record: 208023
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Apr1.130455.28373@sbcs.sunysb.edu> swithing@ic.sunysb.edu (Scott Withington) writes:
>GOOD NEWS!!!!!
>
>My brother just informed me that he found out from one of his fellow Clarkson
>Engineering graduates who works for Commodore, that Commodore has chosen the
>RISC chip of future amigas! (drum roll please...) As many have speculated,
>it is the DEC Alpha! They are planning on announcing this at WOCA-NYC during
>Lew Eggerechts speech. Better yet they will be showing in a semi-private
>session the prototype Amiga-A with the Alpha (100Mhz) and the prototype new
>high-end AAA Chip set! (This computer is not due out until mid 1994, how-
>ever) Expect truely blinding speed in this speed demon!!!!!

What software will it run?

Marc Barrett -MB- | email: barrett@iastate.edu

4899. SCSI docs

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 21:42:01 UTC
From: erlingh@storlind.storlind
Message-ID: <ERLINGH.93Apr1214201@storlind.storlind>
Source record: 208017

Whoops, made a stupid mistake when I was talking about the lack of
documentation on the TT-scsi port.
Although the document describing the SCSI controller chip of the TT is not
part of the standard developerkit, you only have to contact Atari, and they
will send you the documents you need. IF you are a registered developer of
course.

Sorry about the confusion.

Erling
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

4900. Re: Atari in BIG Trouble

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 22:30:06 UTC
From: tazzzzz@quip.eecs.umich.edu
Message-ID: <1993Apr1.223006.13442@zip.eecs.umich.edu>
Source record: 208026
Cross-posted to: comp.sys.atari.st,alt.games.lynx

In article <1993Apr1.121757.48735@kuhub.cc.ukans.edu> 2fvmvicar@kuhub.cc.ukans.edu writes:
>Our EB has NO lynx stuff at all and hasn't since X-mas. Babbages supply
>appeared to be dwindling for awhile but last weekend moved the Lynx from a
>hole in the aisle to a big prominent wall rack and upped their game selection.
>(Maybe a last ditch effort to get some Lynx games moving maybe?)

No, actually it was a consolidation. Babbage's moved ALL of its Lynx inventory
to the 80 or so stores that sold the most of it (that's under half of Babbage's
total stores).

Something totally off the subject: I just got a newsletter from the Summer CES
that listed Beyond Games as one of the games exhibitors. Not to say that I'm
accusing them of lying :) It's just nicer to see stuff in print. Battlewheels
should be out before then though, so you should have to go to Chicago to see
it.

...Kev

--
Kevin (Tazzzzz) Dangoor \ Keeper of the Lynx Cheats and the Usenet
University of Michigan / Lynx Guide. Send mail with "lynx:help"
Ann Arbor, Michigan, USA \ in the subject for more information.
internet: tazzzzz@eecs.umich.edu /--

4901. Re: Falcon compatibility list?

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 22:32:10 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993Apr1.223210.10493@gumby.cc.wmich.edu>
Source record: 208024

In article <1993Mar30.153214.29947@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>
> There were some errors, however. For example, they listed our commercial 3D
> Virtual Reality simulation, CYBERDROME, as being non-compatible when in
> reality, it _is_ compatible with the Falcon (ST/STe/TT too).

Hey, John. Is that compatible in reality, or virtual reality? ;-)
At this point, it must be virtual reality, because the Falcon's are
virtual machines here in the US.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

4902. Re: hard disks and the ICD Link

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 23:01:58 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <733705317@majors6.cs.duke.edu>
Source record: 208027

From the Holy Book of <1p8aps$j37@agate.berkeley.edu>
as spake by jhauser@pine.CS.Berkeley.EDU (A Man Called John) :
> [...] QUANTUM ELS drives
>don't have a jumper for disabling parity, either, although parity can
>reportedly be disabled on these drives with the proper SCSI command.

Are you sure? Macs require parity disabled too, and our shop routinely
sells Quantum ELS drives for Macs.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@romeo.cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
bigham@hercules.acpub.duke.edu | copied or distributed without a
(but not for long) | Darn Good Reason(tm).

4903. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 23:19:16 UTC
From: das9674@ucs.usl.edu
Message-ID: <1993Apr1.231916.11187@usl.edu>
Source record: 208028
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

In article <C4touq.54G@news.iastate.edu> barrett@iastate.edu (Marc N. Barrett) writes:
>In article <1993Apr1.130455.28373@sbcs.sunysb.edu> swithing@ic.sunysb.edu (Scott Withington) writes:
>>GOOD NEWS!!!!!
>>
>>My brother just informed me that he found out from one of his fellow Clarkson
>>Engineering graduates who works for Commodore, that Commodore has chosen the
>>RISC chip of future amigas! (drum roll please...) As many have speculated,
>>it is the DEC Alpha! They are planning on announcing this at WOCA-NYC during
>>Lew Eggerechts speech. Better yet they will be showing in a semi-private
>>session the prototype Amiga-A with the Alpha (100Mhz) and the prototype new
>>high-end AAA Chip set! (This computer is not due out until mid 1994, how-
>>ever) Expect truely blinding speed in this speed demon!!!!!
>
> What software will it run?

April Fool's software, you fool.

>Marc Barrett -MB- | email: barrett@iastate.edu
--
Dan Stephenson das9674@usl.edu | "To conquer death, you only have to die" -JC

4904. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 23:46:33 UTC
From: ghelect@unssun.scs.unr.edu
Message-ID: <1993Apr01.234633.11006@physics.unr.edu>
Source record: 208030
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Apr1.130455.28373@sbcs.sunysb.edu> swithing@ic.sunysb.edu (Scott Withington) writes:
>GOOD NEWS!!!!!
>
>My brother just informed me that he found out from one of his fellow Clarkson
>Engineering graduates who works for Commodore, that Commodore has chosen the
>RISC chip of future amigas! (drum roll please...) As many have speculated,
>it is the DEC Alpha! They are planning on announcing this at WOCA-NYC during
>Lew Eggerechts speech. Better yet they will be showing in a semi-private
>session the prototype Amiga-A with the Alpha (100Mhz) and the prototype new
>high-end AAA Chip set! (This computer is not due out until mid 1994, how-
>ever) Expect truely blinding speed in this speed demon!!!!!
>
>
>More details as I recieve them.
>

OH! Dilema! Should I sink ~$3000 into an A4000 setup? Or should
I just put ~$1200 into a really nice A1200 setup and start saving???

What shall I do???

I WANT ALPHA! :-)

>
>+++
>===
>
>-Scott, the amigavagelist
>
>

4905. Re: ATonce emulator help ..please.

Newsgroup: comp.sys.atari.st
Date: 1993-04-01 23:55:28 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.95411@cix.compulink.co.uk>
Source record: 208031

>Unfortunately whenever I try to run ATonce.PRG I get
>a message about drive A not resonding. Clearing this runs the emulator (!?)
>but when I try to boot from DOS (4.1) the whole shebang crashes or sometimes -
it
>boots but crashes on running anything.
It sounds like you need to run the setup program again to get it
to boot from the HD or whatever you want to use.

>Does anybody know the current *UK (or Europe)* distributors for this product
>so I can get a replacement/updated disk.

Silica Shop will send you the latest version for free if you send
a blank disk to their technical dept.

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user

4906. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 01:00:13 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Apr2.010013.2340@csi.uottawa.ca>
Source record: 208032
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Apr1.130455.28373@sbcs.sunysb.edu> swithing@ic.sunysb.edu (Scott Withington) writes:
>GOOD NEWS!!!!!
>
>My brother just informed me that he found out from one of his fellow Clarkson
>Engineering graduates who works for Commodore, that Commodore has chosen the
>RISC chip of future amigas! (drum roll please...) As many have speculated,
>it is the DEC Alpha!

It may be a fact worthy of note that today happens to be April 1, no?

If this post had been made on any other day, it would have very
slightly more credibility.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

4907. Re: FTP site for powerdos?

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 01:05:11 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Apr2.010511.2557@csi.uottawa.ca>
Source record: 208033

In article <1ovonl$l1d@gabriel.keele.ac.uk> u2e32@keele.ac.uk (Graham R Harrison) writes:
>Greets,
> After reading a Z-net artical I'm looking for an ftp site for
>Dagonware's powerdos.

There's some of the installation at atari.archive.umich.edu; I'm not
sure of the path, but I did upload it.

Unfortunately, Powerdos is:
a) Incompatible with MiNT/MultiTOS
b) Seemingly not further supported
c) Provides an overly simple "multi-tasking" system for which only
the original author is currently able to develop applications

It MAY be faster than a good cache in speeding up disk access
(although that's not certain); I wouldn't trust my hard drive to it.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

4908. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 01:07:47 UTC
From: pochanay@cae.wisc.edu
Message-ID: <1993Apr1.190747.21618@doug.cae.wisc.edu>
Source record: 208034
Cross-posted to:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.amiga.misc,comp.sys.amiga.applications,comp.sys.amiga.advocacy

In article <1993Apr01.234633.11006@physics.unr.edu> ghelect@unssun.scs.unr.edu (Carl Cowley/Glenn Hare Occ. Cntr--Electronics) writes:
>In article <1993Apr1.130455.28373@sbcs.sunysb.edu> swithing@ic.sunysb.edu (Scott Withington) writes:
>>GOOD NEWS!!!!!
>>
>>My brother just informed me that he found out from one of his fellow Clarkson
>>Engineering graduates who works for Commodore, that Commodore has chosen the
>>RISC chip of future amigas! (drum roll please...) As many have speculated,
>>it is the DEC Alpha! They are planning on announcing this at WOCA-NYC during
>>Lew Eggerechts speech. Better yet they will be showing in a semi-private
>>session the prototype Amiga-A with the Alpha (100Mhz) and the prototype new
>>high-end AAA Chip set! (This computer is not due out until mid 1994, how-
>>ever) Expect truely blinding speed in this speed demon!!!!!
>>
>>
>>More details as I recieve them.
>>
>

Commodore will officially announce the new machines at the microbrain Amiga convention on April 1st, 1994. (Well, we all *KNOW* how slow C= is at getting new machines out :).

For STTNG fans a new improved Gordy smiley]) he he hehehe....

---------- CUT HERE ----------

Jeez!!! It never fails, get in the tub and there's a rub at the lamp!
-- The Genie from Aladdin.

pochanay@cae.wisc.edu eddie (Adisak) Pochanayon
Check out all of SilverFox SoftWare's Releases.... your Amiga entertainment.

---------- CUT HERE ----------

4909. Re: April Fools Day - No FALCONs yet

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 01:23:11 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC4u16o.E8I@netcom.com>
Source record: 208036

In article <1APR93.11253461@cc4.crl.aecl.ca> csullogg@cc4.crl.aecl.ca writes:
>It is April 1 and I have not received any FALCONs. Have not even been able to
>get Atari to respond to an inquiry about WHEN I will see a shipment. Is anyone
>pn the net surprised?

Yeah, I'm surprised you inquired about when you will see a shipment. What
kind of answer would you have expected to receive? And if they did answer,
would you actually expect them to deliver on that date?

Geez....
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

4910. Re: Atari in BIG Trouble

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 03:23:21 UTC
From: rjung@netcom.com
Message-ID: <rjungC4u6qy.J9E@netcom.com>
Source record: 208037
Cross-posted to: comp.sys.atari.st,alt.games.lynx

In article <1993Apr1.121757.48735@kuhub.cc.ukans.edu> 2fvmvicar@kuhub.cc.ukans.edu writes:
>In article <rjungC4sHMJ.9z3@netcom.com>, rjung@netcom.com (Robert A. Jung) writes:
>> Lynx materials are still easy to find at video-game-specific stores, such
>> as Babbages and Electronics Boutique.
>
>Our EB has NO lynx stuff at all and hasn't since X-mas. Babbages supply
>appeared to be dwindling for awhile but last weekend moved the Lynx from a
>hole in the aisle to a big prominent wall rack and upped their game selection.
>(Maybe a last ditch effort to get some Lynx games moving maybe?)

Bug your local EB about it -- I got my copy of PIT-FIGHTER from my local
Boutique two weeks back. As for Babbages, the local one here upped their Lynx
selection to a prominent wall display right at the front of the store several
months ago; maybe yours is just finally catching up. B-)

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were
chosen because you are the class clown and frankly, you're expendable."

4911. Atari ST Questions

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 03:26:00 UTC
From: guy.goerres@almac.co.uk
Message-ID: <8202.723.uupcb@almac.co.uk>
Source record: 207948

In message #3735, TOMMY LARSEN writes:

> I ftp'ed some PD games from an ST site, and wondered if Atari
> reads/writes PC disk
> 'directly', that is, can I format a disk to PC 720 kb format, place files
> on it and
> expect an 1040 ST to read it/boot from it?
The ST can read PC-Disks of 720kb. You also can read them if
they're text files. But you cannot run them without an PC-Emulator.
>
> And could anybody recommend an ST Ramdrive, preferably a dynamic one, but
Try MDISK!!

bye, Guy

. QNet3. . ILink . ComNet Luxembourg BBS . Luxembourg . (++352) 466893 .

4912. Wordprocessors

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 06:54:38 UTC
From: ksiljeg@socs.uts.EDU.AU
Message-ID: <1pgnve$3cl@syzygy.socs.uts.EDU.AU>
Source record: 208038

Does anybody know a good wordprocessor for the ST. Please write the addresses of suppliers in Australia, USA and UK, their prices, if they have a spellchecker. By the way my machine is 520STFM expanded to 1Mb and my printer is Star LC 10.

4913. Re: Pricing of mac`s in C

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 08:13:41 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Apr02.081341.149246@zeus.calpoly.edu>
Source record: 208039

teh@unix.brighton.ac.uk (Tom Haines) said:

(stuff deleted)
>
>-----------------Tom. (A person IN there right mind).
^^^^^
I guess the question is : where is your mind? or was that wheir? ::snicker::

*steve miller
*electronics engineering dept., cal poly san luis obispo
*' if they gave degrees in superficial knowledge I would have a doctorate'
- quote of my own :P

4914. SPICE(ST),searching new Version!

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 10:09:24 UTC
From: 84296@novell1.rz.fht-mannheim.de
Message-ID: <84296.6.733745364@novell1.rz.fht-mannheim.de>
Source record: 208042

```
Hello there !
Where can I get the newest Version of Spice for ATARI ?
Please email me !
```

4915. Re: And the Falcon 040 ???

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 10:09:36 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Apr2.100936.10197@rhrk.uni-kl.de>
Source record: 208040

mor@gla.ecoledoc.ibp.fr () writes:

>Some persons in France say that the Flacon 040 will have a 040 CPU at 32 MHz
>frequency with perhaps one DSP (92001) or two (56001), and full 24 bits graphic
>mode. It 'seems' to be great !

> Perhaps it has been shown during the CeBIT, but hidden, only for devs, only
>for their eyes...

Yes, Atari presented the 040 to developers. We were very surprised because
it had an 060 in it instead of the 040. There were 25 bit graphics and about
ten slots for DSP cards. I doubt that these slots are of some use because
there were already three DSPs built in, one 92001 and two 56001.
The CPU speed was about 149 MHz, unfortunately this isn't as fast as the new
alpha chip by DEC but fast enough for the Atari market.

Tell your friend in France this rumour, maybe he enjoys it.
There weren't any new machines on CeBIT. Not for the public, not for
developers. So stop spreading such a nonsense.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

4916. gif files

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 10:34:10 UTC
From: sbyec@westminster.ac.uk
Message-ID: <1993Apr2.103410.21726@westminster.ac.uk>
Source record: 208045

I have picked up .gif files of the public sector from america, but are unable
to use them, i not able to convert them to anything else.
Does anyone know a program and where I can get it that allows .gif files to be
loaded up, or do they know of any converts for the .gif files.
Any information would be welcome.

Russell Hempel
sbyec@uk.ac.westminster

4917. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 11:18:49 UTC
From: e91sg@efd.lth.se
Message-ID: <1993Apr2.111849.25165@lth.se>
Source record: 208041
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Apr1.130455.28373@sbcs.sunysb.edu> swithing@ic.sunysb.edu (Scott Withington) writes:
>GOOD NEWS!!!!!
>
>My brother just informed me that he found out from one of his fellow Clarkson
>Engineering graduates who works for Commodore, that Commodore has chosen the
>RISC chip of future amigas! (drum roll please...) As many have speculated,
>it is the DEC Alpha! They are planning on announcing this at WOCA-NYC during
>Lew Eggerechts speech. Better yet they will be showing in a semi-private
>session the prototype Amiga-A with the Alpha (100Mhz) and the prototype new
>high-end AAA Chip set! (This computer is not due out until mid 1994, how-
>ever) Expect truely blinding speed in this speed demon!!!!!

When will the WOCA-NY take place ???
/stefan


```
_____________________________________________________________________________
Stefan Gimeson / (e91sg@efd.lth.se) | Lund Institute Of Technology >
Tunavagen 39 B660/_____________________________| _/ _/_/_/_/ _/ _/ <
S-223 63 Lund / * |(Boing,Boom,Tsack!)| _/ O O _/ _/ _/ >
_____________/ U*MEN| ( -KRAFTWERK ) | _/ L _/ _/_/_/_/ <
Sweden | * |-------------------| _/ \_/ _/ _/ _/ >
Phone (0)46-362977 * * | (XTCIZNRG4U) | _/_/_/_/ _/ _/ _/ <
==..one you lock the target...two you bait the line..======================== >
=..three you slowly spread the net & four you catch the man!!===============<
------------------------------------------------------------------------------>
```

4918. Civilisation on a Mega STe

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 11:46:09 UTC
From: singlejf@cs.aston.ac.uk
Message-ID: <1993Apr2.114609.27503@aston.ac.uk>
Source record: 208043

I bought Civilisation for my Mega STe a couple of weeks ago. I was pleased to see that it would install on my hard disk, and that it ran OK, to start with.

I have been having problems with it bombing out whilst I have been playing it, usually reloading the saved game has just led to it crashing again in the same place. Also in one game I managed to finish, the replay sequence failed when it couldn't find a file, one that I couldn't find on any of the distribution disks.

I wondred if this is a problem particular to the Mega STe or whether anyone else has had problems on other Atari variants.

John Singleton. singlejf@cs.aston.ac.uk

4919. Re: Looking for good .PI2, .PC2 or .NEO files

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 11:46:36 UTC
From: ga@mrih.no
Message-ID: <1993Apr2.114636.2776@ugle.unit.no>
Source record: 208044

Bob Erkamp (erkamp@TITAN.ARC.AB.CA) wrote:
> I am trying to find a decent picture for the background of my NeoDesk desktop.
> Any pointers where I might find some medium resolution files?

> Bob

I have made a reasonably good ST Lo' to Hi' converter (used on Scriba Communis Responsi), and converting from Hi' to Med is a piece of cake! (The converter even works only in medres due to fancy coding techniques... hmmm... spooky!)

_ _
/ \ / \ <== Okay! I did it! The world is upside down!
==========
= Gard Eggesboe Abrahamsen PO Box 5061, Larsgaarden =
= Gard.Abrahamsen@mrih.no 6021 Aalesund, Norway =
===OO=====OO==========
_____

4920. Re: Gulam in \AUTO?

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 12:25:08 UTC
From: oliver@oktagon.rd.sub.org
Message-ID: <H.ea.8wExQEKKnQg@oktagon.rd.sub.org>
Source record: 208199

In <C4rF3r.J0@skates.gsfc.nasa.gov>, Andy Moore writes:
>Quick, possibly stupid question: how can I run Gulam at boot in the
>AUTO folder and get into *medium* res mode? It all works fine but
>[...]
>FWIW, my system is a 520ST+, TOS 1.4 in ROM, two external 720K disks...
^^^^^^^

The solution is easy: Install Gulam as GEM-Autostart-Application from the
desktop instead of putting it in the AUTO folder!
Ciao,
Oliver

--
Oliver Klink, Pommernweg 8 # eMail oliver@oktagon.rd.sub.org
D 24782 Buedelsdorf, FRG # or oliver@npsbbs.seven.sub.org

4921. Re: And the Falcon 040 ???

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 12:35:17 UTC
From: ee92pms@brunel.ac.uk
Message-ID: <C4uwAt.753@brunel.ac.uk>
Source record: 208046

Uwe Seimet (seimet@rhrk.uni-kl.de) wrote:
: mor@gla.ecoledoc.ibp.fr () writes:

: >Some persons in France say that the Falcon 040 will have a 040 CPU at 32 MHz
: >frequency with perhaps one DSP (92001) or two (56001), and full 24 bits graphic
: >mode. It 'seems' to be great !

: > Perhaps it has been shown during the CeBIT, but hidden, only for devs, only
: >for their eyes...

: Yes, Atari presented the 040 to developers. We were very surprised because
: it had an 060 in it instead of the 040.

And now explain to me why it is called an 040 not 060!!

: There were 25 bit graphics and about

25 bit!! Ooooh that extra bit is really worth it. Unless it is for overlay,
it which case it isn't graphics is it!! (24-bit is maximum worth having)

: ten slots for DSP cards. I doubt that these slots are of some use because
: there were already three DSPs built in, one 92001 and two 56001.
: The CPU speed was about 149 MHz

And Monkeys might fly outa my but!!! Thats a Ten fold increase!!

: , unfortunately this isn't as fast as the new
: alpha chip by DEC but fast enough for the Atari market.

Paul

4922. Re: And the Falcon 040 ???

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 12:41:11 UTC
From: ee92pms@brunel.ac.uk
Message-ID: <C4uwKn.7A2@brunel.ac.uk>
Source record: 208048

Uwe Seimet (seimet@rhrk.uni-kl.de) wrote:
: mor@gla.ecoledoc.ibp.fr () writes:

: >Some persons in France say that the Falcon 040 will have a 040 CPU at 32 MHz
: >frequency with perhaps one DSP (92001) or two (56001), and full 24 bits graphic
: >mode. It 'seems' to be great !

: > Perhaps it has been shown during the CeBIT, but hidden, only for devs, only
: >for their eyes...

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: it had an 060 in it instead of the 040.

And now explain to me why it is called an 040 not 060!!

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25 bit!! Ooooh that extra bit is really worth it. Unless it is for overlay,
it which case it isn't graphics is it!! (24-bit is maximum worth having)

: ten slots for DSP cards. I doubt that these slots are of some use because
: there were already three DSPs built in, one 92001 and two 56001.
: The CPU speed was about 149 MHz

And Monkeys might fly outa my but!!! Thats a Ten fold increase!!

: , unfortunately this isn't as fast as the new
: alpha chip by DEC but fast enough for the Atari market.

Paul

4923. Call-waiting and Flash...help!!!

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 12:49:21 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1993Apr2.084921.1@sscl.uwo.ca>
Source record: 208049

Does anyone know how to stop call-waiting from within Flash 2? Using Uniterm I simply dialled *70,, to disconnect CW for one call. This does not appear to work for Flash. Has anyone successfully stopped call waiting from within flash? If so, I would certainly appreciate the details. Yes, I realize Uniterm is faster than Flash, and it seems to emulate the VAX system I dial in to, but I got Flash second hand from a friend, and I figured I'd like to try and use the back-ground download etc.! Anyone...please :^) Thanks muchly in advance,

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-------------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-------------------------------------+ +--------------------------------+

4924. Re: Civilisation on a Mega STe

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 13:20:11 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1993Apr2.132011.28631@aston.ac.uk>
Source record: 208047

Hi... I bought Civilisation too. I'm using a 520 STFM (4 Mb RAM, Hard Drive, TOS 1.4) and it runs fine (off hard drive too!) It crashes a few times, but I thought that was just my computer, which isn't too reliable. Bugs I've found so far are...
(1) - It won't load save games (or save them) on any drive other that the one it was loaded off. I.E. I have to load and save on Partitiion E. However, When loading, I just tell the game to load off A (default) and it gives me a dir of E anyway. Try it...
(2) - The bottom line of the screen can be corrupted by the mouse. Not serious.
(3) - It crashes when you complete the game, looking for a file (slam.bbm or some such?) Which means you can't get a finishing score.
(4) - If you accidentally turn on CAPS LOCK, half the keyboard stops working. A pain until you figure it out.

The game's great, though... :). Is Microprose on the net, so I can e-mail them? If not, I'm going to phone 'em up and hassle them for an upgrade when they get it fixed. Mail me if you want a copy of the upgrade when I get it, okay John? Again, if anyone has their e-mail address, could they mail it to me? Cheers.

--
Tim Wright. \ Being Human just isn't
wrighttj@uhura.aston.ac.uk \ enough fun.

4925. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 13:54:03 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1phghrEt3a@uni-erlangen.de>
Source record: 208050
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

e91sg@efd.lth.se (Stefan Gimeson) writes:

>In article <1993Apr1.130455.28373@sbcs.sunysb.edu> swithing@ic.sunysb.edu (Scott Withington) writes:

>>...that Commodore has chosen the
>>RISC chip of future amigas! (drum roll please...) As many have speculated,
>>it is the DEC Alpha!

The Alpha for a low cost computer like AMIGA's? Oh I see, it's first of April..

--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

4926. Adding Memory to a Stacy

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 14:00:00 UTC
From: guy.goerres@almac.co.uk
Message-ID: <8203.723.uupcb@almac.co.uk>
Source record: 207947

In message #3816, DAVID G GAXIOLA writes:

> that allows for memory to be added. It appears that it can take 2 1Megx8
>
> SIPP modules. Fine, however upon going to and calling some local
> computer
> stores, they don't seem to have heard of 1Megx8 SIPPs, only 1Megx9 SIPPs.
>

You can use 1Megx9 SIPP instead of 1Megx8 SIPP. They're
pin-compatible, except that 1 data-bit (parity) is not used. But don't
care about it.

bye, Guy

. QNet3. . ILink . ComNet Luxembourg BBS . Luxembourg . (++352) 466893 .

4927. Re: atari australia stuffs it royally yet again...

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 14:17:43 UTC
From: msmith@flash.pax.tpa.com.au
Message-ID: <1phhu7INN6fe@flash.pax.tpa.com.au>
Source record: 208151

>> Yeah, it'll be here next week ...

Well, actually they've been here and selling for about a fortnight now.

>> About the price, well, estimate whatever you like, then totally junk the idea

Again, $1999.00 australian is what the 4/65 unit is selling for.

>> Where's my Falcon 030?

Go see Multilearn. They have them. Be prepared to wait though - there are other people who know this already 8)

miff

4928. Re: Atari in BIG Trouble

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 15:03:17 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <C4v35I.8C4@cs.bham.ac.uk>
Source record: 208152

Come back Chris Mauritz, all is forgiven B-}

--Chris

4929. Re: Looking for good .PI2, .PC2 or .NEO files

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 15:09:25 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <1993Apr2.150925.14711@freenet.carleton.ca>
Source record: 208153

In a previous article, erkamp@TITAN.ARC.AB.CA (Bob Erkamp) says:

>I am trying to find a decent picture for the background of my NeoDesk desktop.
>Any pointers where I might find some medium resolution files?
>
>Bob
>

All you have to do is get yourself a program that lets you view
and save GIF files on an ST (ie Stipple, picswitch1.01) and simply use
your favourite GIF as a desktop background!!

--

!! Computer Engineering at The Carleton Country Club!!
------------------------ac382@freenet.carleton.ca-------------------

4930. Re: And the Falcon 040 ???

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 15:10:16 UTC
From: schaerer@isi.ethz.ch
Message-ID: <1993Apr2.151016.8693@bernina.ethz.ch>
Source record: 208155

Uwe Seimet (seimet@rhrk.uni-kl.de) wrote:
: mor@gla.ecoledoc.ibp.fr () writes:

: Yes, Atari presented the 040 to developers. We were very surprised because
: it had an 060 in it instead of the 040. There were 25 bit graphics and about
: ten slots for DSP cards. I doubt that these slots are of some use because
: there were already three DSPs built in, one 92001 and two 56001.
: The CPU speed was about 149 MHz, unfortunately this isn't as fast as the new
: alpha chip by DEC but fast enough for the Atari market.

.... and much more dear ATARI-friends:
This newer falcon has an installed PENTIUM-emulator !!!!!!!!!!

bye thomas

4931. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 15:26:58 UTC
From: pjotr@ludd.luth.se
Message-ID: <1993Apr2.152658.7923@ludd.luth.se>
Source record: 208156
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

In <C4touq.54G@news.iastate.edu> barrett@iastate.edu (Marc N. Barrett) writes:

>In article <1993Apr1.130455.28373@sbcs.sunysb.edu> swithing@ic.sunysb.edu (Scott Withington) writes:
>>GOOD NEWS!!!!!
>>
>>My brother just informed me that he found out from one of his fellow Clarkson
>>Engineering graduates who works for Commodore, that Commodore has chosen the
>>RISC chip of future amigas! (drum roll please...) As many have speculated,
>>it is the DEC Alpha! They are planning on announcing this at WOCA-NYC during
>>Lew Eggerechts speech. Better yet they will be showing in a semi-private
>>session the prototype Amiga-A with the Alpha (100Mhz) and the prototype new
>>high-end AAA Chip set! (This computer is not due out until mid 1994, how-
>>ever) Expect truely blinding speed in this speed demon!!!!!

> What software will it run?

>-----
>Marc Barrett -MB- | email: barrett@iastate.edu
>---

Of all follow-ups to this April fools joke, -MB- seems to be the only
one who fell for it! Gee, Marc, this really proves you beleive in anything
you hear (or say!). :)

/Peter

4932. Re: backup confusion

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 15:40:05 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993Apr2.154005.18641@gumby.cc.wmich.edu>
Source record: 208154

In article <H.eg.5abhBc_TZA2@harvee.billerica.ma.us> esj@harvee.billerica.ma.us writes:
>
> I am very confused about backup options.

There are a lot of choices, and it seems like more every day. Plus, there are a number of factors to consider, depending on your intended usage patterns for backups, archival storage, secondary working sets, and so forth. How fast does it need to be? How often will you back up? How many backup copies do you need? Which will wind up costing more, the media of the drive? Does it need to run unattended? Etc.

> I had made up my mind to get
> a floptical drive for backups. when I called toad to order one, they
> said that ther were not selling flopticals because the price was
> bouncing around too much

This seems very weird to me. I would think they would sell anything they could get their hands on. It sounds more like they can't get any, possibly due to strong demand in the PC arena. Maybe some major manufacturers are bulk buying up all the inventory?

> and tried to sell me a syquest drive.

It does make sense that they'd try to sell you what they have. This is good business sense. However, it may not best meet *your* needs. (As a side note, although I think Toad is an excellent company overall, when I called to order the Beckemeyer disk repair utilities, they talked *me* into the MOS utilities instead, which in my opinion is total and unmitigated crap. I'd be ashamed to *give* this thing away, much less take somebody's money for it.)

[I've added some approximate cost per megabyte estimates below, for media only.]

> I decided to reconsider my options. for backup, I can use:
>
> flopticals $1.00/MB
> syquest $1.12/MB (for 88 MB media)
> 1/4" streamer $??/MB (no idea on this one)
> floppies $0.60/MB
> ICD tape $0.12/MB
3.5" opticals $0.31/MB
5.25" opticals $0.17/MB (plastic, glass is more)

Of course, media is only one factor to consider, and depends a lot on just *how much* data you need to back up. It can be very important though, especially if you plan to keep multiple backup sets,

with one or more located off-site.

> as I see it, the pros and cons of each are as follows:
> flopticals
> - can't get anyone to sell me one

This will change, I'm sure.

> - may be "fringe" media.

I don't consider this the case at all.

> + convient size
> + can buy supported drivers
> + drive and media can be used on other systems

I think in every single case that both the drive and media can be used on other systems. SCSI based systems are quite portable, and you can certainly re-use the media. However, they may not be data compatible. This would be the biggest problem for the ICD tapes, which as you point out below are recorded in a proprietary format. However, you may be able to use another driver to write tapes in a more industry-compatible format.

With the other media, if you stick to DOS formats, they'll probably be readable on most systems, possibly with a few manipulations on boot blocks and media descriptors, etc. But certainly, check it out to make sure you can take your data where you want to go.

> syquest
> - expensive media

Not much more than flopticals, but certainly more all at once (in one package). However, Syquest media is vastly faster at data transfer than flopticals are (roughly 10-15x faster).

> - may be "fringe" media.

Again, I disagree, but perhaps I don't know what you mean by "fringe"? Certainly, Syquests are in heavy use on at least the Atari, Mac, and PC platforms, and have proven themselves in years of use.

> + can buy supported drivers
> +- can be used as hard drive (but how do you back it up!!)
> + drive and media can be used on other systems
>
> 1/4" streamer
> - may be obsolete media
> +- free driver (lack of support??)
> + possible to read on other systems
> + drive and media can be used on other systems

I can't comment on the 1/4" streamers, since I have no experience with them. I know that in the early days back on PCs that they

were slow and unreliable, but I think they've improved a lot over the years.

> floppies
> - takes forever

This is true, especially if you plan on doing full backups all the time. However, an alternative strategy is to do incremental backups of just those files you create or modify. This can drastically reduce the amount of data you need to back up. There's no need to back up all the megabytes of applications, which can be restored from their master disks. (Yes, I know, probably a many houred project. But, this "poor man's" approach to backups can be very effective, up to a point.)

> - unreliable

I've found floppies to be pretty reliable overall, especially if you do a verify pass after writing. Of course, this slows them down even more.

> + have drive, media, and backup sw.
>
> ICD tape
> - mystery tape
> - propritary format
> - pricey drive
> + supported (but for how long)

This is the format I finally settled on, primarily because I run a software company that depends on not losing critical customer data or source codes. At first I too was scared off by what looked like a relatively high price, until I realized that I could just drop a hard drive in the same case as the Tape Backup unit, and take advantage of the case, power supply, host adaptor, cables, etc for "free". This made the effective cost of the tape backup far more palettable.

Of course, if you're not looking to add another hard drive to your setup, this doesn't do you much good.

I've already agreed above about the proprietary format. I'm not sure if Beckemeyer's SCSI tape utilities will work with it or not. Possibly one of the PD ones might. I do know that I can't access it from the Mac side with Spectre GCR (which is a shame, since Restrospect is really nice), however I can disconnect the host adaptor, and just plug the SCSI port into a Mac for backups.

The ICD tapes are very fast for doing backups and mass restores (6+ megs a minute), but are slow if you just want to get one or two files located at the end of the 2nd or 3rd save set, since they have to stream through the entire tape to get there. I.e., there's nothing random access about them. ;-) But you can just

tag the files you want from an expanded file selector, then do
some thing else for 5-10 minutes while the files are restored.
It would probably take me longer than that just to find them if
they were on (many) floppies.

> I would like a media/drive combination that has a chance of being use-
> ful for at least 5 years and on multiple platforms (dos, mac, unix or,
> maybe even another atari :-)
>
> any ideas?!!!

If you've already got a host adaptor in your system, with a 50-pin
Centronics style SCSI feed through, there are lots of drives you can
connect fairly easily to an Atari. Complete 88 meg Syquest boxes
for $500, 155 meg TEAC SCSI tape backups for $500 (I'm not sure about
drivers for these though), 128 meg 3.5" magneto-optical boxes for
$995 (or less, prices are dropping daily) with cartridges for $39,
650 meg magneto-opticals for $1,500 or so, and so on.

Hopefully, I've given you a few ideas. If you have any questions,
I'll try to answer them. I should probably be investigating some of
the PD or commercial SCSI tape drivers and backup software, because
none of the 15-20 tapes I've got in ICD format are going anywhere,
except to another Atari. This is fine for now, since I have 3 of
them, will probably be buying a couple more, and have access to 4
others, but who knows what the future will bring?

- Mark

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

4933. Re: And the Falcon 040 ???

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 15:53:06 UTC
From: franky@netmbx.netmbx.de
Message-ID: <IN7BB6VB@netmbx.netmbx.de>
Source record: 208158

In article <1993Apr1.100835.27712@jussieu.fr> mor@gla.ecoledoc.ibp.fr writes:
]
] Atari seems to be OK... So, what are the news about the invisible Falcon 040 ?
]Some persons in France say that the Flacon 040 will have a 040 CPU at 32 MHz
]frequency with perhaps one DSP (92001) or two (56001), and full 24 bits graphic
]mode. It 'seems' to be great !
]

In my view it would be "greater" if i could get the developer-documentations
for the falcon 030 which i already bought ! What's the sense in dreaming of
more powerful machines, when you don't get the resources to use the topic
ones ?

.........franky

4934. Re: backup confusion

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 15:56:54 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993Apr2.155654.18874@gumby.cc.wmich.edu>
Source record: 208157

I see that in spite of the excess verbosity in my previous reply, I managed to forget to comment on the reference to "mystery tapes" in the ICD tape section. There's really no mystery. The Maxell part number is CS-600 XD, and they're widely available from many sources. I can get the TEAC part number too, if you need it.

I think that ICD sells them for $30, but from anybody else they're $24. Two or three Mac places (APS, ClubMac, ?) sell them for $19 a piece. If you want them in quantity, I think you can get them for $15-16 each. My cost per megabyte estimate was based on the easily accessible $19 single unit pricing.

- Mark

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

4935. Re: Gemulator, does it st

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 16:29:37 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr2.162937.24476@newshost.lanl.gov>
Source record: 208160

C'mon guys, ease up. Darek may be a little "abrasive" at times but I don't think he deserves all this flak. And in regards to the Gemulator, I can tell you from first hand experience with my own unit that it works very well indeed (the new software is a tremendous improvement) and does all he claims in the ads. What more do you want? Since it's an emulator, I still don't think it's as good as the "real" thing in all ST tasks, but for those folks who simply must drop their ST for a PC (for whatever misguided reason) it provides a very viable alternative to dumping all their ST software.

Hey, it works. End of story. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4936. Re: SPICE(ST),searching new Version!

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 16:33:29 UTC
From: lehmann@cs.tamu.edu
Message-ID: <1phpsqlNNpqh@tamsun.tamu.edu>
Source record: 208159

In article <84296.6.733745364@novell1.rz.fht-mannheim.de> 84296@novell1.rz.fht-mannheim.de (ROLANDMOSCHEL) writes:
>Hello there !
>Where can I get the newest Version of Spice for ATARI ?
>Please email me !

Please also sent to the net. I'll be willing to spend some good money if I can find a convenient way to get a B^2 Spice like program on the Atari. Non-USA countries sell it, but I an ignorant in the ways of cross country mail order and would prefer a number to call and order by credit card.
--
Mark Lehmann Senior Texas A&M University
lehmann@cs.tamu.edu

4937. Hardware Dealers in US?

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 17:07:00 UTC
From: cse0947@desire.wright.edu
Message-ID: <1993Apr2.120700.8174@desire.wright.edu>
Source record: 208161

I need phone numbers and/or addresses of Atari hardware dealers in the United States or Canada.

4938. Re: User group meeting notice

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 19:51:52 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <6cae2B3w165w@sys6626.bison.mb.ca>
Source record: 208164
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

nickd@vpnet.chi.il.us (Nicholas J. DiMasi) writes:

> Suburban Chicago Atarians (SCAT) will hold its
> April meeting on Saturday 4/3 at 10 AM, at the College of
> DuPage, Room K127 (Building K is just west of Lambert Rd. on 22nd
> St.), in Glen Ellyn, Illinois. There will be an ST demo (to be
> announced) and 8-bit demos (an 80-col. text reader, and some
> quiz program(s)).
>
> For more information call the SCAT BBS (708) 231-7227 (24 hrs.
> 3/12/24), or contact Nick (see below).
>
> Nick DiMasi
> (SCAT V.P.)
> phone: (708) 790-3435
> Internet: nickd@vpnet.chi.il.us
> Delphi: TURBONICK

Can't make it.

:)

4939. APPLE FILE EXCHANGE

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 19:56:52 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <HLae2B6w165w@sys6626.bison.mb.ca>
Source record: 208165

How does one transfer files from a dos disk to a mac hard drive using this program? Does the disk need to be 1.44 with write-protect slots on both sides?

4940. looking for a RGB->NTSC for mega

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 20:00:15 UTC
From: stein@phoenix.ocf.llnl.gov
Message-ID: <1pi60f$4tk@lll-winken.llnl.gov>
Source record: 208163

I wanna hook my mega-st up to a TV set. Does anyone want to recommend
a decent RGB->NTSC converter box? I don't need anything that let's me hook
up the mega to a normal svga monitor, nor do I want a color/mono switchbox.

Any suggestions? Anyone want to sell me a used one?

Please email.

Thanks very much.

--Cliff

stein2@llnl.gov

4941. Source for zoo, lzh, arc??

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 20:13:01 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1993Apr2.131302.4512@arizona.edu>
Source record: 208162

Does anybody know where the sources for zoo, lzh and arc archivers can be found? My network machines (Suns) don't have any of them, so I can't look at archived files without sending them home (2400 bps ...slowwww :( ).

-thanks

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

4942. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 20:41:51 UTC
From: mmaresca@ee.ubc.ca
Message-ID: <1993Apr2.204151.17703@ee.ubc.ca>
Source record: 208169
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <1993Apr2.111849.25165@lth.se> e91sg@efd.lth.se (Stefan Gimeson) writes:
>In article <1993Apr1.130455.28373@sbcs.sunysb.edu> swithing@ic.sunysb.edu (Scott
Withington) writes:
>>GOOD NEWS!!!!!
>>
>>My brother just informed me that he found out from one of his fellow Clarkson
>>Engineering graduates who works for Commodore, that Commodore has chosen the
>>RISC chip of future amigas! (drum roll please...) As many have speculated,
>>it is the DEC Alpha! They are planning on announcing this at WOCA-NYC during
>>Lew Eggerechts speech. Better yet they will be showing in a semi-private
>>session the prototype Amiga-A with the Alpha (100Mhz) and the prototype new
>>high-end AAA Chip set! (This computer is not due out until mid 1994, how-
>>ever) Expect truely blinding speed in this speed demon!!!!!
>
>When will the WOCA-NY take place ???
>/stefan

It started this morning! (April 2)

Saverio

>_____________________________________________________________________________
>Stefan Gimeson / (e91sg@efd.lth.se) | Lund Institute Of Technology >
>Tunavagen 39 B660/_____________________________| _/ _/_/_/_/ _/ _/ <
>S-223 63 Lund / * |(Boing,Boom,Tsack!)| _/ O O _/ _/ _/ >
>_________________/ U*MEN| ( -KRAFTWERK ) | _/ L _/ _/_/_/_/ <
>Sweden | * |--------------------| _/ \_/ _/ _/ _/ >
>Phone (0)46-362977 * * | (XTCIZNRG4U) | _/_/_/_/ _/ _/ _/ <
>==..one you lock the target...two you bait the line..======================== >
>=..three you slowly spread the net & four you catch the man!!================<
>----------------------------------------------------------------------------->
>
>
>
```

4943. Re: hard disks and the ICD Link

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 22:24:30 UTC
From: jhauser@boojum.CS.Berkeley.EDU
Message-ID: <1pieeu$aaj@agate.berkeley.edu>
Source record: 208166

In article <733705317@majors6.cs.duke.edu> dsb@duke.cs.duke.edu (D. Scott Bigham) writes:
>From the Holy Book of <1p8aps$j37@agate.berkeley.edu>
> as spake by jhauser@pine.CS.Berkeley.EDU (A Man Called John) :
>> [...] QUANTUM ELS drives
>>don't have a jumper for disabling parity, either, although parity can
>>reportedly be disabled on these drives with the proper SCSI command.
>
>Are you sure? Macs require parity disabled too, and our shop routinely
>sells Quantum ELS drives for Macs.

I had the drive in my hands and could not find a jumper for parity. ICD says there isn't one, and that the drive comes with parity enabled. The drive did not work with the Link on my system. ICD told me the symptoms I was getting were indicative of parity being enabled. My roommate hooked the drive up to his Macintosh and it worked.

The Maxtor I bought allegedly came set to work with a Macintosh, and it came with parity enabled. Once I disabled parity on the Maxtor with a jumper, it worked right out of the box.

That's all I know.

Repeal prohibition. History repeats itself. Repeal prohibition. History r
John Hauser---jhauser@cs.berkeley.edu---Boy of DESTINY o o o o o o o o o o o

4944. Re: ZX Spectrum emulator for ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 22:42:00 UTC
From: jblst5@icarus.lis.pitt.edu
Message-ID: <19366@pitt.UUCP>
Source record: 208167

```
In article 15739@ugle.unit.no, ga@mrih.no (Gard Abrahamsen) writes:
:Thomas Stoeckel (tsstoeck@cip.informatik.uni-erlangen.de) wrote:
:: Hi.
:
:: Someone could transfer my ZX-Spectrum games to Disk ???
:
:: I give you my girl-friend and half the kingdom... :-)
:
:
:: Well at least I have a ZX81 Emulator and an Specci Emulator running
:: on my TT. The ZX81 is far too fast for doing any games. The Specci
:: Emulator is 1:1 speed.
:
:: But I need games for it !!!
:
:: VALHALLA,Knight Lore,Underwurlde etc. PLEASE HEEEEEEELP !!!
:
:If you could crack Underwurlde and save it with the normal ZX-loader, I will
:do it for you... Valhalla, I will do it in the Easter. And otherwise, I will
:write an article about it sooooooooon... Don't forget to ship your girl-friend
:over. I could need her... :)
:
:: Ciao
:: Atarico
:
: _ _
: / \ / \ <== Okay! I did it! The world is upside down!
:=============================================================================
:= Gard Eggesboe Abrahamsen PO Box 5061, Larsgaarden =
:= Gard.Abrahamsen@mrih.no 6021 Aalesund, Norway =
:===OO=====OO=================================================================
: \_____

I spent several months reverse-engineering my girlfriend, but I couldn't
crack her loader. Now I've finally done it, and you can find her on every
major FTP-site as /pub/cracked.babe

I also found out how the function Sex_Urge worked. It used to look like
this:

Action *Sex_Urge (BoolType Bed)
{
if Bed then
return NULL
else
```

```
return NULL
}
```

Now it's like this:

```
Action *Sex_Urge (BoolType Bed)
{
if Bed then
return SEX
else
return SEX
}
```

4945. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 22:47:20 UTC
From: ghelect@unssun.scs.unr.edu
Message-ID: <1993Apr02.224720.2504@physics.unr.edu>
Source record: 208168
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

```
>> What software will it run?
>
>>-----
>>Marc Barrett -MB- | email: barrett@iastate.edu
>>-----------------------------------------------
>
> Of all follow-ups to this April fools joke, -MB- seems to be the only
>one who fell for it! Gee, Marc, this really proves you beleive in anything
>you hear (or say!). :)
>
> /Peter
```

To be fair I fell for it too... I can't stand Marc, but... :-)

4946. Re: Falcon compatibility list?

Newsgroup: comp.sys.atari.st
Date: 1993-04-02 23:24:02 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr2.232402.25739@newshost.lanl.gov>
Source record: 208170

In article 10493@gumby.cc.wmich.edu, obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
>In article <1993Mar30.153214.29947@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>>
>> There were some errors, however. For example, they listed our commercial 3D
>> Virtual Reality simulation, CYBERDROME, as being non-compatible when in
>> reality, it _is_ compatible with the Falcon (ST/STe/TT too).
>
>Hey, John. Is that compatible in reality, or virtual reality? ;-)
>At this point, it must be virtual reality, because the Falcon's are
>virtual machines here in the US.

Hee hee... I guess you'd have to say it is virtually compatible real soon now!

:) :) :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4947. Re: Atari now stoops to F

Newsgroup: comp.sys.atari.st
Date: 1993-04-03 01:02:58 UTC
From: s883334@minyos.xx.rmit.OZ.AU
Message-ID: <1pino2INNrla@escargot.xx.rmit.OZ.AU>
Source record: 208171

evanlang@sdf.lonestar.org (Evan Langlois) writes:

> a> > ATARI 1040 STE VS COMMODORE AMIGA 1200
> a> > $399 $1199 (after trade)
> a> [...]
> a> > $399 (normally $899) $1199
> a> ^^^^^^^^^^^^^^^^
> a> I haven't noticed this point being made during the discussion. It is a
> a> _big_ reduction - a throw-out price, in fact.

>The 1040 STE is $399, but you can get a 520STE by mail order for about $299
>and then you can upgrade it to 4MB through some cheap SIMMs which would cost
>from $100-$120, or less if you know where to look. The Falcon is $899.

>Different machines here folks. Sometimes I wonder why I believe anything on
>this Net.

Except that those prices in the advert are in AUS$ not US$.

>* CQWK 1.7 *

Mith.

4948. Re: FTP site for powerdos?

Newsgroup: comp.sys.atari.st
Date: 1993-04-03 01:47:51 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC4vwzs.96I@netcom.com>
Source record: 208172

In article <1993Apr2.010511.2557@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
>
>Unfortunately, Powerdos is:
> a) Incompatible with MiNT/MultiTOS
> b) Seemingly not further supported
> c) Provides an overly simple "multi-tasking" system for which only
> the original author is currently able to develop applications

A and C are true, but B depends on your definition of support. ViewTouch Technology has acquired the rights to PowerNET and PowerDOS some time ago, and the original author is continually working on it. Gene Mosher of ViewTouch is on Fnet's Crossnet bases all the time. PowerNET/DOS is written by Chris Latham, the same programmer of Universal Item Selector III.

BTW, ViewTouch specializes in bundling touchscreens with TTs and selling them as POS and cash register systems. He's quite successful from what I hear.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

4949. Re: gif files

Newsgroup: comp.sys.atari.st
Date: 1993-04-03 01:52:48 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC4vx80.9DC@netcom.com>
Source record: 208173

In article <1993Apr2.103410.21726@westminster.ac.uk> sbyec@westminster.ac.uk (Russell Hempel) writes:
>
>I have picked up .gif files of the public sector from america, but are unable
>to use them, i not able to convert them to anything else.
>Does anyone know a program and where I can get it that allows .gif files to be
>loaded up, or do they know of any converts for the .gif files.
>Any information would be welcome.

Check out Atari Explorer Online #6 (I think it's #6). My article about
GIF viewers for the ST and TT is in there.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

4950. Looking for FAX software for Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-03 02:39:40 UTC
From: groer@fnalj.fnal.gov
Message-ID: <2APR93203940@fnalj.fnal.gov>
Source record: 208174

Hi,

I am trying to find either public domain or very cheap software that will allow me to use my Atari ST1040 with a Zoom Telephonics Faxmodem which supports Class 1 and 2 Fax (it implements standards V.29, V.27ter, V.17, and V.21 channel 2 - whatever the hell they all are!).

I have already searched various ftp sites and heard from Jeff Weiner at umich that he is unaware of any public domain fax software.

If anyone out there can help me find something it would be much appreciated.

Contact me at
groer@fnald.fnal.gov

	Work : FNALD::GROER GROER@fnald.fnal.gov (708) 840-2118
LESLIE GROER	CDF (B0) Trailers 170-I
	School: GROER@zodiac.rutgers.edu
	Home : (708) 778-6067/8

4951. Re: C= chooses RISC Chip for future amigas. !!!!

Newsgroup: comp.sys.atari.st
Date: 1993-04-03 03:11:20 UTC
From: dwdyer@eskimo.com
Message-ID: <C4w0v4.2B8@eskimo.com>
Source record: 208178
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

```
swithing@ic.sunysb.edu (Scott Withington) writes:
> GOOD NEWS!!!!!
>
> My brother just informed me that he found out from one of his fellow Clarkson
> Engineering graduates who works for Commodore, that Commodore has chosen the
> RISC chip of future amigas! (drum roll please...) As many have speculated,
> it is the DEC Alpha! They are planning on announcing this at WOCA-NYC during
> Lew Eggerechts speech. Better yet they will be showing in a semi-private
> session the prototype Amiga-A with the Alpha (100Mhz) and the prototype new
> high-end AAA Chip set! (This computer is not due out until mid 1994, how-
> ever) Expect truely blinding speed in this speed demon!!!!!
>

Hmmm...old rumor...April 1 date in the header....

Either not too original or just a coincidence.

--
Wayne Dyer, aka || -- THIS SPACE UNDER CONSTRUCTION --
dwdyer@eskimo.com || -- STAY TUNED FOR MORE DETAILS --
```

4952. Re: Darek, Atari & Texas

Newsgroup: comp.sys.atari.st
Date: 1993-04-03 03:53:44 UTC
From: darekm@microsoft.com
Message-ID: <1993Apr03.035344.10550@microsoft.com>
Source record: 208176

In article <1993Apr1.161618.23524@digi.lonestar.org> rgoseweh@digi.lonestar.org (Roy Gosewehr) writes:
>Darek, I have to admit it - That was a really nice post. It was clearly
>written and not _particularly_ inflammatory.

Oh my! I'll have to go re-read what I posted. I may have been under
the influence of Sudafed or something (I do suffer from spring allergies).
If I posted anything that DIDN'T offend anyone, I apologize. I'm losing it.
Old age. Or maybe the anger is finally going away (see below).

> Also, I guess I did not
>realize that you subscribe to the BobR opinion of Atari (like the
>machine, hate the company).

When I first worked at Microsoft as a college intern in 1987, I brought my
ST to my office because I prefered to do my work (such as email and editing
on the ST than on the PC. That's how much of an ST bigot I was! Flash and
Tempus and Megamax C and DEGAS blew away _anything_ that was available on
the PC at the time. I was the ST equivalent of a Jesus freak, busily learning
68000 assembler and figuring out how to write an Atari 800 emulator. But also
in 1987 they got on my bad side when their lawyer phoned me up and threatened
to sue me for writing the Atari 800 emulator. At the time, I was a starving
college student _thinking_ I was doing them a favor by writing an emulator to
help migrate their 8-bit userbase over to the ST, but they wouldn't hear of it.
So excuse my bitterness when I hear someone supporting those STUPID BASTARDS.
(There, offensive enough?) It's no secret that one of the main reasons for
developing Gemulator (other than it being a really challenging thing to do,
just as the 800 emulator was) is because I hold grudges for a long long time.

>One other thing: Not all the schools in Texas produce illiterates; just
>the under-financed ones out in the middle of nowhere <big grin>.

My apologies to the people of Texas. You're OK. After all, Texas produced
people like Wes Newell (the developer of the FastChip for the 8-bit Atari
and who didn't freak out at letting me use his ROM code in the 8-bit emulator),
Mike Vederman and Keith Gerdes of Double Click Software (yay!), George Bush
(no comment!), and the future Mrs. Gates (yay!).

- Darek

--
/--\
| Darek Mihocka, BraSoft, 14150 NE 20th St., Unit 302, Bellevue, WA 98007. |
| Creator of Gemulator, Quick ST, and Xformer. Views expressed are my own. |
\--/

4953. SPICE!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-04-03 04:38:10 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Apr03.043810.133053@zeus.calpoly.edu>
Source record: 208175

OK I am impressed! OLIVER FRICK IF YOU ARE OUT THERE PLEASE POST!

I d/led the demo version of SPICELINE a graphics postprocessor for
SPICE today from atari.archive.umich.edu and it was amazing!!!
If any of you have used Pspice before, SPICELINE puts it to shame!
You can actually use the mouse to zoom in on portions of VTC's, transients
fourier and other curves (although I don't think you need to zoom the
fourier analysis' :)). It is fast and smooth and much more professional
than the postprocessor that I use on my ULTRIX DECstation at school.
The screen is just beeeaauuutttiful in TT hi (ooo I am gonna have to try
TT med after I am done with this.) You can call SPICE while within the
program (just like Pspice) and you can have several windows with different
outputs open at the same time!

OLIVER FRICK I WANT A COPY!!! even with the German docs :(
There is an online help too so us English speakers probably could use it
fine... it seems that Oliver said that they sold SPICE too to go along
with SPICELINE, so my advice is ... all you EE types or EL types, order
this package so the company can produce an English manual, you all know
that the ATARI line of computers is sorely lacking in the technical area
of software so when people like this produce such a fine piece of
software let's support them!!!

from the SPICELINE text file their address and telephone is as follows:

DLM - Datentochnik
Dirk Lehmann
Saarlandstr. 74
2080 Pinneberg
Germany

tel : 049 4101 512199

Oliver how much does the package cost including your copy of SPICE?
Does your copy of SPICE take advantage of the 68882? and do you guys
take credit cards????
If you could answer here 'cuz a lot of us people would like to know!

*steve miller
*electronics engineering dept., cal poly san luis obispo
'didja know cocaine has a dielectric constant of 4? '

4954. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-04-03 05:07:08 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <1pj61s$gik@terminator.rs.itd.umich.edu>
Source record: 207834

```
drwxr-xr-x root 4096 Mar 28 20:29 .
drwxrwxr-x root 6144 Mar 28 20:07 ./Diskutils
-rw-r----- weiner 16896 Mar 20 19:47 ./Diskutils/metados2.zip
-rw-r----- weiner 41881 Mar 28 19:42 ./Diskutils/tc60_bin.lzh
-rw-r----- weiner 12908 Mar 28 19:42 ./Diskutils/tc60cpx.lzh
-rw-rw-r-- entropy 6623 Mar 28 20:07 ./Diskutils/0index
drwxrwxr-x root 8192 Mar 28 20:06 ./Graphics
-rw-r----- weiner 290944 Mar 28 20:05 ./Graphics/gemvw220.zip
-rw-r----- weiner 22272 Mar 28 19:39 ./Graphics/viewsttt.lzh
-rw-r--r-- entropy 10333 Mar 28 20:06 ./Graphics/0index
drwxrwxr-x root 4096 Mar 28 19:54 ./Mint
drwxr-xr-x dpz 2048 Mar 28 19:54 ./Mint/Distrib_kit
drwxr-xr-x dpz 2048 Mar 28 19:55 ./Mint/Distrib_kit/Updates
-rw-r--r-- dpz 5674 Mar 28 19:55 ./Mint/Distrib_kit/Updates/0readme
drwxr-xr-x weiner 2048 Mar 28 19:55 ./Mint/Distrib_kit/Shareable
-rw-r--r-- dpz 3174 Mar 28 19:55 ./Mint/Distrib_kit/Shareable/0readme
drwxrwxr-x root 6144 Mar 28 19:38 ./Telecomm
-rw-r--r-- weiner 74373 Mar 28 20:29 ./ls-lR.Z
-rw-r--r-- weiner 176913 Mar 28 20:26 ./0index
-rw-r--r-- weiner 82245 Mar 28 20:26 ./0compind.Z
drwxr-xr-x root 4096 Mar 29 12:58 .
drwxrwxr-x root 6144 Mar 29 20:08 ./8bit
drwxrwxr-x weiner 2048 Mar 29 08:43 ./8bit/Sound
-rw-r--r-- lenn 42536 Mar 29 08:43 ./8bit/Sound/smon12.arc
-rw------- lenn 1644 Mar 29 08:43 ./8bit/Sound/smon.txt
-rw-r----- lenn 414 Mar 29 20:08 ./8bit/as6502.info
-rw-r----- lenn 112640 Mar 29 20:08 ./8bit/as6502_atari.tar
drwxrwxr-x root 6144 Mar 29 11:37 ./Demos
-rw-r----- dpz 379392 Mar 12 12:04 ./Demos/swisdem1.msa
-rw-r----- dpz 416768 Mar 12 12:05 ./Demos/swisdem2.msa
-rw-rw-r-- weiner 7021 Mar 29 11:40 ./Demos/0index
drwxrwxr-x root 10240 Mar 29 11:59 ./Games
-rw-r----- dpz 20138 Mar 13 15:09 ./Games/gmines.zoo
-rw-rw-r-- weiner 12836 Mar 29 12:00 ./Games/0index
drwxrwxr-x root 8192 Mar 29 11:51 ./Graphics
-rw-r----- dpz 123392 Mar 20 19:47 ./Graphics/grogcolr.lzh
-rw-r----- dpz 291709 Mar 26 07:34 ./Graphics/gview221.zip
-rw-r----- dpz 167168 Mar 20 19:47 ./Graphics/ol3_demo.lzh
-rw-r----- dpz 83072 Mar 20 19:47 ./Graphics/picsw101.lzh
-rw-r----- dpz 228014 Mar 10 14:17 ./Graphics/spicln_e.lzh
-rw-r----- dpz 9088 Feb 17 21:28 ./Graphics/tlcshow3.lzh
-rw-r--r-- entropy 10768 Mar 29 11:52 ./Graphics/0index
drwxrwxr-x root 6144 Mar 29 11:56 ./Telecomm
-rw-r----- dpz 38517 Feb 25 12:30 ./Telecomm/1wp2fax.lzh
```

```
-rw-r----- dpz 76334 Mar 20 11:43 ./Telecomm/hfaxbeta.lzh
-rw-r--r-- weiner 4960 Mar 29 11:57 ./Telecomm/0index
-rw-r--r-- dpz 74331 Mar 29 12:58 ./ls-lR.Z
drwxrwxr-x weiner 2048 Mar 29 11:15 ./Magazines/Aeo
-rw-r----- dpz 83584 Mar 9 22:40 ./Magazines/Aeo/aeo_0205.lzh
-rw-r----- dpz 68843 Mar 23 02:26 ./Magazines/Aeo/aeo_0206.lzh
-rw-r--r-- dpz 177722 Mar 29 12:54 ./0index
-rw-r--r-- dpz 82713 Mar 29 12:54 ./0compind.Z
-rw-r----- lenn 36598 Mar 30 08:07 ./8bit/0index
drwxrwxr-x root 4096 Mar 30 13:47 ./Archivers
-rw-rw-r-- entropy 2963 Mar 30 13:44 ./Archivers/0index
drwxrwxr-x root 2048 Mar 30 11:09 ./Editors
-rw-r----- dpz 71296 Mar 20 19:47 ./Editors/gfa4pd_e.lzh
-rw-r--r-- entropy 1062 Mar 30 11:20 ./Editors/0index
drwxrwxr-x root 10240 Mar 30 11:55 ./Games
-rw-r----- dpz 366910 Mar 15 05:20 ./Games/bs_300pd.zip
-rw-rw-r-- weiner 12911 Mar 30 11:57 ./Games/0index
drwxrwxr-x root 8192 Mar 30 11:10 ./Graphics
-rw-r----- dpz 34816 Mar 20 19:47 ./Graphics/ccolord.lzh
-rw-r--r-- entropy 10828 Mar 30 11:18 ./Graphics/0index
drwxrwxr-x root 4096 Mar 30 09:09 ./Mint
-rw-rw-r-- entropy 5000 Mar 30 09:11 ./Mint/0index
drwxr-xr-x entropy 2048 Mar 30 09:09 ./Mint/Utilities
-rw-r----- dpz 68922 Feb 27 11:28 ./Mint/Utilities/st_login.lzh
-rw-r--r-- dpz 1624 Mar 30 09:09 ./Mint/Utilities/temp1
-rw-r--r-- dpz 1646 Mar 30 09:09 ./Mint/Utilities/temp2
drwxrwxr-x root 10240 Mar 30 11:51 ./Utilities
-rw-r----- dpz 35656 Mar 29 20:40 ./Utilities/mbrowse.zoo
-rw-rw-r-- entropy 16119 Mar 30 11:52 ./Utilities/0index
drwxrwxr-x root 6144 Mar 30 13:55 ./Telecomm
-rw-r----- weiner 249129 Mar 28 23:40 ./Telecomm/cker5a.zoo
-rw-rw-r-- weiner 18360 Mar 31 11:19 ./8bit/faq.txt
drwxr-xr-x root 4096 Apr 1 18:43 .
-rw-rw-r-- weiner 4606 Apr 1 18:23 ./Applications/0index
drwxrwxr-x weiner 2048 Apr 1 18:21 ./Applications/Math
-rw-r--r-- weiner 211490 Mar 26 07:33 ./Applications/Math/bstat.lzh
drwxr-xr-x dpz 2048 Apr 1 13:40 ./Editors/Emacs-1858
drwxrwxr-x root 10240 Apr 1 18:20 ./Games
-rw-rw-r-- weiner 12903 Apr 1 18:21 ./Games/0index
-rw-r--r-- weiner 82579 Apr 1 18:18 ./Games/dinkum3a.zoo
drwxrwxr-x root 2048 Apr 1 11:43 ./Gnustuff/Tos/G++
drwxrwxr-x root 8192 Apr 1 18:33 ./Graphics
-rw-r----- weiner 133774 Mar 16 14:29 ./Graphics/qpaint20.lzh
-rw-r--r-- entropy 10878 Apr 1 18:36 ./Graphics/0index
drwxr-xr-x dpz 2048 Apr 1 18:50 ./Mint/Distrib_kit/Updates
-rw-r--r-- dpz 5798 Apr 1 18:52 ./Mint/Distrib_kit/Updates/0readme
drwxrwxr-x root 6144 Apr 1 23:43 ./Telecomm
-rw-r--r-- weiner 4961 Apr 1 23:43 ./Telecomm/0index
-rw-r----- weiner 383901 Apr 1 20:21 ./Telecomm/conn1_96.zoo
drwxrwxr-x root 4096 Apr 1 18:31 ./Programming
```

```
-rw-r----- weiner 257160 Mar 3 06:30 ./Programming/pbug1_05.tos
-rw-r--r-- weiner 3157 Apr 1 18:32 ./Programming/0index
-rw-r----- weiner 1970 Apr 1 03:44 ./Programming/dspbind.lzh
-rw-r--r-- weiner 74619 Apr 1 18:43 ./ls-lR.Z
drwxrwxr-x weiner 2048 Apr 1 18:00 ./Falcon
-rw-rw-r-- weiner 836 Apr 1 18:00 ./Falcon/0index
lrwxr-xr-x weiner 26 Apr 1 18:00 ./Falcon/dspbind.lzh -> ../Programming/dspbind.lzh
-rw-r--r-- weiner 179999 Apr 1 18:40 ./0index
-rw-r--r-- weiner 83725 Apr 1 18:40 ./0compind.Z
drwxrwxr-x weiner 2048 Apr 2 01:12 ./8bit/Diskutils
-rw-r--r-- lenn 22572 Apr 2 01:12 ./8bit/Diskutils/ibm2a.zip
drwxrwxr-x weiner 2048 Apr 2 01:06 ./8bit/Graphics
-rw-r--r-- lenn 23821 Apr 2 01:06 ./8bit/Graphics/CVSQUSH2.ARC
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

4955. Re: Looking for FAX software for Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-03 06:23:35 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1pjah7INN5e0@golem.wcc.govt.nz>
Source record: 208177

In article <2APR93203940@fnalj.fnal.gov>, groer@fnalj.fnal.gov (OK - PANIC !!!) writes:
>Hi,
>
>I am trying to find either public domain or very cheap software that will
>I have already searched various ftp sites and heard from Jeff Weiner at umich
>that he is unaware of any public domain fax software.
>
>
>Contact me at
> groer@fnald.fnal.gov

I was reading on another group that there is GNU source for Fax software,
so why has nobody ported this to the ST/STE/ or what ever...

So come on chaps is the a source GNU of Fax software...???

Roger..... sheppard_r@kosmos.wcc.govt.nz

4956. Re: Overscan For Mega 'E

Newsgroup: comp.sys.atari.st
Date: 1993-04-03 08:41:44 UTC
From: ue@nathan.do.open.de
Message-ID: <H.eg.DhOwiRM&NjU@nathan.do.open.de>
Source record: 208179
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <1p02ufINNr05@golem.wcc.govt.nz>, Steve Wells writes:

Hi Steve,
>The Overscan available on atari.archive.umich.edu (and elsewhere, including
>commercially), will NOT work on any machines above the STFM!
>(Or Mega-ST).
>It will not (apparently) work on TOS versions newer, or older, than 1.2
>(1.02), or 1.4 (1.04).
Overscan does not depend on the TOS version. I'm using Autoswitch Overscan
(the commercial version) on a MEGA ST (NO E!) with TOS 2.06 without any
problems (to be honest, there is one problem: My monitor can only display
672 x 480 pixels).

Let's get it right: There are three versions of overscan: the pd version,
the commercial versions called AutoSwitch OverScan (AOS) and OverScan TT.
None of these works on a STE or MEGA STE. OverScan TT is the only version
which works on a TT.

>If you have an STE, Mega-STE, TT, Falcon, you can forget about this
>overscan. (The Falcon has overscan, so you don't really need it anyway).
This is incorrect, too. There's a speical version of overscan called "overscan
TT" which works on the TT and increases the screen by ~ 50%. This version
is sold by Overscan for ~ 350 DM.
The latest produkt by Overscan is called "Screenblaster" and works only on
the Falcon. It offers up to 800 x 600 pixel in 256 colours with 87 Hz....

/s/Udo
--
Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

4957. Re: Is there good, free, hard disk repairer/optimiser software?

Newsgroup: comp.sys.atari.st
Date: 1993-04-03 10:49:22 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bbd5e29@Kralizec.fido.zeta.org.au>
Source record: 207847

Original to: wells_s@kosmos.wcc.govt.nz
In a message of <30 Mar 1993 19:57:>, wells_s@kosmos.wcc.govt.nz
(3:713/602) writes:

ws>] I currently have DLII and Reorg, but when I upgraded from Supra 20MB
ws>] to ICD 105MB, they ceased to work. Diamond Edge, from Hisoft, is a
ws>] possibility, but is 50 quid.
ws>
ws> They are both a bit dodgy!
ws>
ws> Diamond Edge & Diamond Back are good, but not exactly cheap, whereas
ws> Reorg & DLII are! (And apart from a few bugs, have never failed me)

DE and DB are probably the best tools available for the task, at least in
english 8)

DLII and ReOrg are _ancient_ technology. Avoid them like the plague - I lost
the contents of my BBS to them several times. (would have been only once,
but I had a backup on tape so I was game enough to try again 8)

As for atari's chkdisk3, well, it gets _very_ confused sometimes 8)

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

4958. Re: Desktop replacements ?

Newsgroup: comp.sys.atari.st
Date: 1993-04-03 10:54:12 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bbd5f26@Kralizec.fido.zeta.org.au>
Source record: 207846

Original to: steveg@cseic.saic.com
In a message of <30 Mar 93 02:46:36>, steveg@cseic.saic.com (3:713/602) writes:

>> I have NeoDesk right now, but haven't seen any updates to it for a long
>> time. Its nice, but it lacks things, like a command line, that would be
>> nice. Its printer queue system is nice, but since I use a laser anyway,
>> it doesn't matter.. :)
s>
s> NeoDesk lacks a command line because Gribnif sells that as a separate
s> product - NeoDesk CLI which is a NeoDesk Accessory with a rather
s> complete shell language and can even run .TOS and .TTP programs in its
acc
s> window. I've got it, but don't use it all that much as you can do so
much
s> from NeoDesk itself...

A tip - the NeoDesk CLI is painfully slow - I'm not entirely sure why. One of my points ran (only once 8) his mail import session under it - what should have taken several minutes took over an hour (there's quite a lot of text output by IOSmail while it's unbundling stuff).

s> Stephen Goldstein steveg@cseic.saic.com

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

4959. Re: Overscan For Mega 'E

Newsgroup: comp.sys.atari.st
Date: 1993-04-03 15:37:00 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr3.153700.9588@tdb.uu.se>
Source record: 208181
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

The reason why overscan doesn't work on STE/Mega STE is that the DE (Display Enable) signal that controls the borders are created and processed within one single chip, which makes it next to impossible to modify. In the old ST the DE signal is created by the GLUE-chip (if memory serves me) and then fed into the SHIFTER-chip. The overscan-mod works by providing the SHIFTER with another signal than that from the GLUE and by patching TOS so that it understands the new screen-format. Until recently (when the TEC was released) there has never been any demand for a version of overscan for TOS-versions other than 1.2 and 1.4.

Snailmail: Daniel Eriksson Internet: m91der@tdb.uu.se OR den@hgs.se
||| Gardskarsvagen 6B Fidonet : Daniel Eriksson @ 2:205/229
||| 814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
/ | \ SWEDEN Voice : +46 26 72905 OR +46 26 72901

4960. v19INF1: Introduction to comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1993-04-03 19:10:08 UTC
From: koreth@spud.Hyperion.COM
Message-ID: <1pkneg$qa7@spud.Hyperion.COM>
Source record: 208182
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

```
Submitted-by: koreth@spud.Hyperion.COM (Steven Grimm)
Posting-number: Volume 19, Info 1
Archive-name: Intro

[Note: as of volume 19, the structure of the articles will change slightly,
to bring comp.binaries.atari.st more in line with other moderated software
groups.]

This is the first of three introductory articles about comp.binaries.atari.st.
This one describes how to submit binaries to the newsgroup. A companion
article lists all previously-published binaries, and a third article explains
how to retrieve and unpack binaries posted by others.

I am always looking for suggestions on how to improve the usefulness
of the newsgroup, and can be contacted as listed below.

-- Steven Grimm
koreth@spud.Hyperion.COM

--------------------

Subject: Submitting binaries for publication

Items intended for posting or queries and problem notes should be sent to
atari-binaries@spud.Hyperion.COM. If you are on a UUCP-only site, you
can send them to uunet!spud.hyperion.com!atari-binaries. Note that
comp.binaries.atari.st is not the correct place to ask general questions
or to ask, "Does anyone have software that does X?" Post such requests to
comp.sys.atari.st or comp.sys.atari.st.tech.

If you want verification of arrival, say so at the beginning of your
submission, or in a cover note. I try to verify that a program works,
and if I can't get it to work, I may hold up posting it for a couple of
days. Please note that, except in rare cases, software without
documentation will not be published. The backlog from receipt to posting
varies from one to four weeks depending mostly on the set of submissions
currently in my queue.

If you are submitting both sources and binaries, PLEASE send the two
separately. (The comp.sources.atari.st address is atari-sources@hyperion.com.)
If I have to separate your sources from your binaries by hand, your
submission will most likely sit on the back burner for a while, or be
rejected outright.

Please include a description of your program at the top of your article.
Look at old issues of comp.binaries.atari.st for examples of the sorts
```

of descriptions I'm looking for. I don't write the descriptions at the tops of the articles; what you see is what the submitters gave me. If your program only runs in one resolution, or requires a certain amount of memory, please say so; I can't test it in every possible configuration to see what works and what doesn't. If a submission arrives without a description, it is likely to be rejected.

The preferred packing method is Zoo 2.1 with high-compression mode (the "h" flag) turned on. I will only accept binaries packed with an archiver for which source code is widely available. For the time being, this means arc, zoo (preferably 2.1), and some versions of lharc, though that's risky. If you want to use a nifty new archiver, make the source code available to the public (posting to comp.sources.atari.st is fine.) I reserve the right to repack binaries with another archiver if the other archiver saves a significant amount of space, or has other advantages. LHarc submissions may be rejected if I can't figure out which version of lharc I need to use to unpack them.

If you're submitting a demo of a commercial program, or a shareware program, please keep the amount of advertising to an absolute minimum. The net gods become angry when people try to use the net as a free advertising medium, and I'd like to keep comp.binaries.atari.st out of trouble. If you want to solicit orders, do it in a README file or an About... dialog box, not in a message that comes up every time the user does something. In other words, treat the net like a PBS station (apologies to those outside the US.) I will not accept programs which I feel are excessively commercial. I'm aware that commercial demos and shareware are often very useful to the users on the net, which is why I allow them at all.

Subject: The structure of comp.binaries.atari.st articles

Each posting in comp.binaries.atari.st is called an "issue"; there are roughly 100 issues to a volume. The division is arbitrary and may vary. There are two types of articles in comp.binaries.atari.st: binaries and "information postings." They can be distinguished by the subject line:

Subject: v19INF2: Index of previously-published binaries

This first word in the title identifies this as the third info posting of volume six. Similarly, the subject line shown below:

Subject: v19i081: deadwrtr -- Ouija-word processor part01/01

identifies this as the 81st binary article in Volume 19. Large programs are broken up into smaller pieces, and have subject lines that look like this:

Subject: v19i041: zx81 -- Timex/Sinclair emulator part04/39

The References: line, if present, points to the previous part of a multi-part program, so that newsreaders (trn, tin, etc.) which can follow threads will recognize a large program as a single thread.

The first few lines of an article's body are auxiliary headers that look like this:

```
Submitted-by: jackt@atari.com (Jack Tramiel)
Environment: uue, zoo-high, high, tt
Posting-number: Volume 19, Issue 80
Archive-name: rsn
Supersedes: atw: Volume 10, Issue 10-15
```

"Submitted by" is the author of the program. If you have comments about the binaries published in comp.binaries.atari.st this is the person to contact. When possible, this address is in domain form, otherwise it is a UUCP bang path relative to some major (backbone) site. This will usually be the same as the "From:" line in the article's main header.

Certain information about the system configuration required to use the program is given on the Environment: line.

```
Environment: uuencode, 1meg, medium, high
```

This means that the program requires at least one meg of RAM and runs in medium or high resolution. Following is a list of keywords; new ones may be added as needed. They are mostly self-explanatory.

```
uue - program is uuencoded (Dumas "uud" required to unpack)
arc - program is archived (arc required to unpack)
zoo - program is a zoo archive (zoo required to unpack)
zoo-high - program is a zoo 2.1 high-compression archive (zoo21 req'd)
lharc - program is an lharc archive (lharc required to unpack)
high - runs in high resolution (monochrome)
medium - runs in medium resolution
low - runs in low resolution
1meg - needs 1 meg of RAM
ste - requires an STe
tt - requires a TT
```

The Posting-number line repeats the volume/issue information for the aid of notes sites and automatic archiving programs.

The Archive-name is the "official" name of this program in the archive. Large postings will have names that look like this:

```
Archive-name: desktop/part01
```

Since most archive sites run UNIX, articles are given UNIX-style filenames rather than ST-style filenames. I do make an effort to keep filenames to 8 characters or smaller, however.

The Supersedes header line, if present, indicates that the program replaces an earlier version. This is mainly for use by automatic archiving software.

Subject: Reporting and tracking bugs and patches to postings

Updates to programs are usually announced in comp.sys.atari.st. When large changes are made to a program, the entire thing will be reposted to comp.binaries.atari.st.

To report bugs, contact the person listed in the Submitted-by header. Often there is a contact address in a README file, too. I do not maintain the programs I moderate, so don't send your bug reports to me.

If the program documentation mentions some file that isn't included in the posting (for instance, a font editor's documentation might refer to some sample fonts), contact the submitter, not me. I post articles in their entirety, so if it isn't posted, I probably don't have it.

4961. v19INF2: Index of previously-published binaries

Newsgroup: comp.sys.atari.st
Date: 1993-04-03 19:11:32 UTC
From: koreth@spud.Hyperion.COM
Message-ID: <1pknh4$qal@spud.Hyperion.COM>
Source record: 208183
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

```
Submitted-by: koreth@spud.Hyperion.COM (Steven Grimm)
Posting-number: Volume 19, Info 2
Archive-name: Index
Supersedes: Index: Volume 18, Info 2

Files listed below can be requested from the Atari archive server,
archive-server@spud.Hyperion.COM. Send it a mail message containing
the word "help" for information.

Note: When requesting files from the archive server, replace the last "/" in
a file's path with a space, i.e. volume1/turtle part01. You may request
several files from the same directory (volume1/turtle part01 part02 part03).

-- VOLUME 1 --

volume1/intro Introductory information
volume1/arc Archiving software
volume1/uucode En/decoder for net postings
volume1/arcdoc Documentation for v01i002
volume1/tinydu Tiny UNIX "du" clone
volume1/tinyhead Tiny UNIX "head" clone
volume1/turtle/part01-06 Hard disk backup utility
volume1/uniterm/part01-18 Terminal emulator
volume1/darc Archiver for directory trees
volume1/disktbox Assorted disk utilities
volume1/ssdate Date/time setter
volume1/turbodos GEMDOS speed enhancer
volume1/uniterm/new01-05 New version of UniTerm executable
volume1/stcad 2-D CAD program
volume1/pkunarc Fast de-archiver
volume1/more Text file pager
volume1/sheet14/part01-07 Spreadsheet
volume1/stiram Ramdisk and other items
volume1/hexcalc Calculator
volume1/uw/part01-04 Unix Windows client program (terminal)
volume1/icone Desktop icon editor
volume1/cache Disk cache
volume1/idle12 Screen-saver
volume1/fixdfnts Fonts for comp.sources.atari.st posting
volume1/unixtkit/part01-14 Unix utilities for ST
volume1/flip Disk utility (use backs of floppies)
volume1/gnome/part01-04 Mini EMACS clone
volume1/zmdm/part01-04 Terminal emulator and file transfer program
volume1/lutils Reset-proof ramdisk and disk cache
```

volume1/hinstall/part01-03 Hard disk autobooter
volume1/mjc20/part01-10 Mark Johnson C compiler version 2.0
volume1/stdcat/part01-04 Disk catalogging system
volume1/vkiller/part01-03 Floppy virus killer

-- VOLUME 2 --

volume2/intro Introduction to comp.binaries.atari.st
volume2/Index Index of volume 1
volume2/stlist/part01-08 List of ST software titles
volume2/abcd/part01-03 Alphabet game for preschoolers
volume2/arc521/part01-02 File archive and compress utility
volume2/rsctoc/part01-02 Convert .RSC files to .C source
volume2/1stw2ps/part01-03 Convert FirstWord to Postscript
volume2/icone2 Customize desktop icons (old ROMs)
volume2/animatic/part01-04 Demo of animation editor
volume2/varlint C syntax checker
volume2/dcache Configurable disk cache
volume2/bubble/part01-02 Game: guide a bubble across a cave
volume2/mg2a/part01-05 Emacs clone
volume2/startgem GEM autobooter for Mega ST ROMs
volume2/ccprint C source beautifier
volume2/flip27 Double-sided disk copier
volume2/poplib Shared libraries; popup menu example
volume2/arc521b Archiver (fixes bugs in 5.21)
volume2/hacman Game: chomp the dots, avoid the ghosts
volume2/unarc Fast unarchiver
volume2/scroll Fast screen scroller
volume2/asprite/part01-02 Sprite editor
volume2/hdscan/part01-03 Hard disk utility program
volume2/diskscan/part01-03 Floppy disk organizer
volume2/break Exit programs with a keypress
volume2/monofont New monochrome font
volume2/arcgsh/part01-02 GEM shell for ARC
volume2/astrocal/part01-02 Astronomical calendar generator
volume2/boggle/part01-02 Game: find words in a grid of letters
volume2/frstprnt Print out First Word documents
volume2/afmt Disk formatter
volume2/cribbage/part01-02 The game of cribbage
volume2/timecode Determine 68000 code speed
volume2/staccato/part01-06 Music program
volume2/spell/part01-02 Spelling checker
volume2/umoria/part01-15 Dungeon exploration game
volume2/fontedit/part01-02 Monochrome font editor
volume2/demo3d/part01-02 Demo of 3-D graphics routines
volume2/datefile Change timestamp on files
volume2/astro15/part01-03 Astronomical calendar generator
volume2/dcopy197 DCopy 1.97 - multipurpose disk utility
volume2/quix Game: fill up 75% of the board
volume2/booz ZOO archive extractor
volume2/dcopy302/part01-02 DCopy 3.02: multipurpose disk utility

volume2/texshell GEM shell for TeX

-- VOLUME 3 --

volume3/intro Introductory information
volume3/nethack2.3/part01-14 Dungeon exploration game
volume3/starchrt/part01-09 Star chart plotter
volume3/sttar Unix-style TAR utility
volume3/chekbook/part01-02 Checkbook manager
volume3/filespy Text file viewer
volume3/astro18/part01-03 Version 1.8 of astronomy program
volume3/d110edit D110 (MIDI synth) patch editor
volume3/shadopat.11/part01-04 Patch for Double-Click "shadow" program
volume3/dcfrmt30 DC Floppy Formatter 3.0
volume3/dcfrmt30 DC Format disk formatter v3.0
volume3/fsck Filesystem consistency check/repair
volume3/risk/part01-04 Game: take over the world
volume3/dcstuf09 DC Stuffer -- load more than 6 desk accs
volume3/nlqps2 Near-letter-quality printing (w/ font editor)
volume3/gstlink Faster linker for GST object files
volume3/arcgsh14/part01-02 Version 1.4 of graphical shell for ARC
volume3/vkill2/part01-03 New version of virus killer
volume3/tess Game: Beyond the Tesseract (adventure game)
volume3/mx2v230/part01-05 Multitasking kernel with utilities
volume3/gulam/part01-04 Command line interpreter and editor
volume3/newword/part01-03 Desk accessory text editor
volume3/leolife The game of Life
volume3/limiter Limit uppermost hard disk device letter
volume3/sel_prog Miniature shell for launching programs
volume3/stdcat40/part01-03 Version 4.0 of disk catalogging system
volume3/gulam405/part01-05 Version 1.03.04.05 of GULAM shell
volume3/passm Logic circuit (PAL) assembler
volume3/sc_bin/part01-07 Sozoban C compiler binaries
volume3/dlibs12/part01-04 Library routines for Sozobon/Alcyon C
volume3/gemfast GEM bindings for Alcyon C [v 1.2 in volume 5]
volume3/turtle30/part01-07 Version 3.00 of TURTLE hard-disk backup utility
volume3/jeflife Another game of LIFE
volume3/sort UNIX-style "sort" utility
volume3/1stprn16 FirstPrint 1.6 -- print FirstWord documents
volume3/shar Create shell archives a la sources group
volume3/keyfix Fix Gulam binary for non-American keyboards
volume3/bsdiff BSD-style diff (file difference) utility

-- VOLUME 4 --

volume4/metafont/part01-06 Font generation system
volume4/cm_mf/part01-12 Font descriptions for metafont
volume4/gfpkutil/part01-04 Utilities for manipulating Metafont files
volume4/uw/part01-02 Unix Windows windowing terminal software
volume4/gemfst11 GEMFAST (GEM bindings for C) v1.1 [1.2 in vol5]
volume4/mouspeed Mouse accelerator

volume4/sed GNU sed (stream editor)
volume4/ckermit/part01-05 File transfer/terminal program
volume4/micromix.ii/part01-16 Sound and graphics demo
volume4/mf_files/part01-02 Missing fonts from cm_mf
volume4/quikview Fast text file viewer/screen dumper
volume4/sokoban/part01-02 Game: slide blocks into proper positions
volume4/lambda/part01-05 Lambda-calculus interpreter
volume4/cpboot Copy boot sectors between floppy formats
volume4/du List disk usage in directory tree
volume4/fplib10 Floating point routines for Sozobon C
volume4/larn12/part01-05 Game: Find the magic potion in the dungeon
volume4/mouser Prevent mouse from entering menu bar
volume4/prtset Set up printer
volume4/quikinf Change DESKTOP.INF parameters w/o rebooting
volume4/quikfind Find files on your disks
volume4/giffer Monochrome GIF picture-file viewer
volume4/elan1v5/part01-08 Educational language system
volume4/quikdex Rate system speed
volume4/quikinf1.1 DESKTOP.INF editor, version 1.1
volume4/zoo/part01-04 Superior archiving/compression system
volume4/nutshell Get back to a shell from a GEM prog
volume4/tetris Game: drop blocks into place
volume4/deskset Reread DESKTOP.INF, set up system accordingly
volume4/newfonts/part01-09 More Metafont font files
volume4/modula2/part01-07 Modula-2 compiler

-- VOLUME 5 --

volume5/dvist33/part01-07 New DVI interpreter
volume5/tetrix Game: drop the blocks
volume5/gnugo Game of Go (from GNU)
volume5/mx2doc/part01-02 Documentation for MX2 kernel
volume5/printit PrintMaster graphics printer
volume5/viewit View PrintMaster graphics libraries [v2 below]
volume5/which Find programs using PATH env. variable
volume5/matricks/part01-03 Linear algebra (matrix) tool
volume5/gemfast12/part01-02 Version 1.2 of GEM bindings
volume5/atime89 Set GEMDOS time from keyboard clock
volume5/viewit2 New version of PrintMaster graphics viewer
volume5/degasnap Save screen as DEGAS picture
volume5/noverify Turn off write-verify on disks
volume5/timedrv2 Clock set/drive display
volume5/quickst Speed up text output
volume5/dt Disk toolbox
volume5/quickrun Program selector
volume5/flex/part01-03 Lexical parser generator (= UNIX "lex")
volume5/minit928/part01-04 Terminal program with IBM-PC emulation
volume5/minibbs/part01-03 Bulletin-board system
volume5/rsplot/part01-04 2-D plotting package
volume5/sysconf Boot configuration (AUTO, .ACC, etc.) utility
volume5/decky Connect a DEC keyboard to ST

volume5/quickst.12 Speed up screen output
volume5/quickdex.15 Version 1.5 of benchmarking program
volume5/gawk/part01-02 GNU awk clone
volume5/quikfind.15 Find files on your disks, v1.5
volume5/bigscrn Create a huge virtual screen
volume5/rsflip/part01-02 Flip-book animation system
volume5/vkiller.220/part01-04 Version 2.20 of virus-killing system
volume5/flu Virus simulator
volume5/quickinf13 Version 1.3 of DESKTOP.INF editor
volume5/quicklabel Label-printing system
volume5/abe/part01-04 Another binary-to-ASCII encoder
volume5/filespy.12 Version 1.2 of text-file viewer
volume5/country/part01-05 Digitized country music
volume5/djreset Reset DeskJet Plus after powerup
volume5/modedit Hardwire an editor into German Modula-2
volume5/ff File finder
volume5/headstrt Boot GEM progs from AUTO folder
volume5/ratehd Rate hard disk speed
volume5/overscan Software driver for increased screen size
volume5/quickrun2 Run programs from a menu, version 2
volume5/folded/part01-02 Folding text editor
volume5/fmc Force media change on floppy writes
volume5/packer Make executables smaller
volume5/rename Rename disk files (text in German)
volume5/formdial Speed up dialog boxes
volume5/gnuemacs/part01-21 Full GNU emacs port

-- VOLUME 6 --

volume6/gnutar GNU's version of UNIX 'tar' utility
volume6/postmort Verbose post-bomb analysis program
volume6/crunch Another executable compression program
volume6/coloremu Color emulator for monochrome screens
volume6/bible/part01-06 Bible concordance program (keyword search)
volume6/environ Set environment variables from AUTO folder
volume6/viruskil Virus killer
volume6/1stprint Version 1.82 of FirstWord printing program
volume6/lharc Another version of arc
volume6/opus/part01-09 Spreadsheet program
volume6/zoo201g/part01-03 Version 2.01g of ZOO archiver
volume6/bstat/part01-11 Statistics in GFA BASIC
volume6/stdcat43/part01-03 Disk catalog program, version 4.3
volume6/flshcard Flashcard program for kids
volume6/gulaminf/part01-02 Documentation for gulam
volume6/zoopolicy New copyright policy for Zoo
volume6/timedrv3 Display time and drive in corner of screen
volume6/boot Warm or cold boot from software
volume6/lharc2 New version of LHARC archiver
volume6/minit929/part01-03 Terminal program
volume6/greed Strategy game (more like a puzzle)
volume6/minibbs/part01-02 Bulletin board system

volume6/midinet3 Resident MIDI network notifier for minibbs
volume6/cat Replacement for gulam "cat" command
volume6/ps2form IBM-compatible formatter
volume6/protect Small virus killer/protection utility
volume6/atc/part01-02 Air traffic controller game
volume6/ff31 File finder, version 3.1
volume6/norad Earth satellite tracker
volume6/mandel Fast Mandelbrot generator
volume6/turbodmo Demo of Turbo-ST
volume6/opus22/part01-09 Version 2.2 of Opus spreadsheet
volume6/lc Multicolumn file lister
volume6/vol109 Change disk volume, other disk stuff
volume6/wo Another file-finder
volume6/gfadiff File difference generator
volume6/modula2/part01-15 Version 1.4 of German Modula-2 system
volume6/gem2ps/part01-04 Convert VDI metafiles to PostScript

-- VOLUME 7 --

volume7/nethack3/part01-18 Game: Hack and slash your way to the top
volume7/arcgsh21/part01-03 Graphical Arc/Zoo shell v 2.1
volume7/shar Create/unpack shell archives
volume7/nolock Disable Caps-Lock key
volume7/showdvi/part01-04 DVI displayer
volume7/minibbs/part01-03 Another version of the BBS system
volume7/minit931/part01-03 Terminal program
volume7/anamod2/part01-28 Shareware Modula-2 compiler
volume7/stedt/part01-14 Text editor
volume7/sttetris Graphic version of That Game
volume7/bibtex/part01-04 Bibliography filter for TeX
volume7/bootedit Edit boot files (AUTO folder, DESKTOP.INF, etc.)
volume7/macfonts/part01-08 Macintosh fonts in GDOS format
volume7/tetris2 Watch the Soviet blocks fall
volume7/builds09 Create Motorola S-records from .ttp files
volume7/colorca Cellular automata in color
volume7/truchet Produce random Truchet tilings
volume7/miniinfo Information about MiniTerm 9.31
volume7/dvi2slm/part01-03 DVI filter for SLM804 laser printer

-- VOLUME 8 --

volume8/truchet Truchet tilings for monochrome screens (REPOST)
volume8/undoub Remove duplicate lines from files
volume8/degadesk Load a DEGAS .P?3 picture onto the desktop
volume8/dvi2dsk/part01-03 DVI-to-DeskJet filter
volume8/dvifonts/part01-28 Fonts for dvi2dsk
volume8/letrhead Print letterheads from GEM image files
volume8/minibbs/part01-02 The next revision of the PD BBS system
volume8/yaff Yet Another File Finder
volume8/strings Find text strings in files
volume8/more Text file viewer

volume8/sozobon1.2/part01-03 Intermediate release of Sozobon C 1.2
volume8/setup931 Set up miniterm 9.31 easily
volume8/rainbow Utilities to enhance/fix TOS 1.4
volume8/columns Tetrisoid game
volume8/xscheme0.16/part01-03 Scheme interpreter
volume8/fract/part01-02 Monochrome Mandelbrot generator
volume8/uurename Rename binaries parts to work with uud
volume8/sndshow Show pictures and make noise
volume8/minit932/part01-02 Terminal program
volume8/cstat Character frequency counter
volume8/xxed Hex/ASCII file editor
volume8/drachen/part01-02 Game (mono only)
volume8/nroff/part01-02 Partial clone of UNIX "nroff" formatter
volume8/kbext410 Keyboard remapper
volume8/drachen.eng English docs for "drachen"
volume8/dskmap Analyze disks and show a sector map
volume8/depict Convert DEGAS .PI3 files to MacPaint
volume8/inspec Inspect disks/files
volume8/form/part01-17 Symbolic math package
volume8/patience/part01-03 Card game (mono only)
volume8/mas/part01-09 Modula-2 algebra system
volume8/dgdb/part01-02 Monochrome game
volume8/formdoc/part01-06 Documentation for FORM in ASCII

-- VOLUME 9 --

volume9/dhrystone Dhrystone benchmark program
volume9/gemfst13/part01-03 AES and VDI bindings, v 1.3
volume9/quix Game: fill up the screen
volume9/cleo Enhance the TOS get-input-line routine
volume9/tostrace Trace calls to TOS functions
volume9/tosvers Tell version of TOS
volume9/dcshowit Replace the desktop textfile viewer
volume9/mathcalc On-screen calculator program
volume9/flinker Fast linker for GST files
volume9/cardfile/part01-03 Address/phone database
volume9/lgsel16/part01-02 Replace GEM's file selector dialog
volume9/arcshl21/part01-02 GEM interface to ARC, LHARC
volume9/unlzh11 Extract files from LHARC archives
volume9/ramtest Memory test tutorial/software
volume9/arc602/part01-04 ARC archiver, version 6.02
volume9/unlzh12 Extract LZH archives, version 1.2
volume9/duck31 Delay booting from hard disk
volume9/mdisk Fast floppy copying using a ramdisk
volume9/poolfix2 Fix TOS 1.4/1.6 internal memory management bug
volume9/bm Fast file-searcher
volume9/micrortx/part01-04 Multitasking TOS extensions
volume9/gnuemacs/part01-29 GNU Emacs version 18.55
volume9/hospital/part01-02 Virus killer
volume9/pyro Screen saver with fireworks
volume9/starstrk Screen saver with moving starfield

volume9/poolfix3 Version 3 of TOS 1.4/1.6 bug fix
volume9/imgcatj/part01-02 Print several .IMG files to a page
volume9/lhx10 Extract/list LHARC archives
volume9/kbext414 Keyboard extender
volume9/file/part01-02 Determine types of files
volume9/mdisk43 A ramdisk that looks like a floppy
volume9/quiklock Prevent unauthorized users from writing to disks
volume9/f77heap Change heapsize of Absoft Fortran programs
volume9/f77link Alternative linker for Absoft Fortran
volume9/splitit Split up and reassemble big files
volume9/wasy/part01-02 Symbol fonts for Metafont
volume9/trees/part01-03 Fractal "tree" generator
volume9/newbell Replace the ST bell with other sounds
volume9/patience.eng/part01-02 Patch to PATIENCE card game for English-speakers
volume9/arcgs21c/part01-02 Version 2.1c of GEM-based ARC shell
volume9/mx2net20 Filesystem sharing over MIDI/RS232
volume9/bgif Convert GIF to PI1, PI2, SPU
volume9/tport Transfer files to RAMdisk at boot time
volume9/abc/part01-07 Friendly interactive programming language
volume9/fft/part01-02 Perform fast Fourier transforms

-- VOLUME 10 --

volume10/amoeba.war Multiplayer Life-like game
volume10/abzmon Machine-language monitor
volume10/metaconv Convert EZDraw/UniTerm metafiles to GEM format
volume10/oatbran Screen saver, like 8-bits' attract mode
volume10/vault201/part01-06 Fast hard disk backup system
volume10/unlzh14 Extract LHARC files, v 1.4
volume10/neotrash Replacement trashcan for NeoDesk
volume10/vkiller/part01-03 Virus killer, version 3.11
volume10/dlii024/part01-03 General-purpose disk fixer
volume10/flu Simulate virus symptoms
volume10/pyrocfg Screen saver with configurable delay
volume10/stblank Scrolling-starfield screen saver
volume10/protect4 Protection from boot-sector viruses
volume10/qst2demo/part01-03 Demo of QuickST display speeder
volume10/szadb Debugger for Sozobon C
volume10/fools/part01-03 Fools' Lisp (scheme interpreter)
volume10/dskmap1.04 Check disk integrity, map out files
volume10/wedit100/part01-07 Fullscreen editor and command line shell
volume10/vceldemo/part01-06 Demo of animation system
volume10/minit933/part01-02 Terminal program, version 9.33
volume10/protect4 Resident anti-virus tool, v. 4
volume10/lharc113 LHArc archiver, version 1.13
volume10/miniview Better pager for Desktop "show file" function
volume10/sam Disk analyzer
volume10/sre Make gulam run programs at startup
volume10/tempcall Use TEMPUS as the ST-Pascal editor
volume10/jove/part01-03 Emacs variant, v. 4.9
volume10/gemini1.1/part01-12 Version 1.1 of Gemini desktop (in German)

volume10/antibomb Replace bombs with a text dialog box
volume10/mastdemo/part01-07 Demo of command-line shell
volume10/catch Catch control-Z and control-C under Master
volume10/play/part01-03 Play digitized sounds
volume10/minibbs29.3/part01-02 Bulletin-board software
volume10/xxed11 Version 1.1 of xxed hex editor
volume10/rsutil/part01-06 Convert GEM rsc files from PC <-> ST
volume10/nsyscom Trace system calls
volume10/nmentim Put time and date in menu bar
volume10/dcshow11 DC-ShowIt 1.1 -- replace Desktop file viewer
volume10/dcdesk/part01-05 Demo of DC Desktop -- enhance the GEM desktop

-- VOLUME 11 --

volume11/mystic Format floppies in the background
volume11/chcache Disk cache
volume11/quickcis/part01-03 CompuServe navigator
volume11/dcreafix Fix for a bug in Dcreate()
volume11/fgrep GNU fgrep -- search for strings
volume11/desktop1/part01-02 Change desktop backgrounds
volume11/mkrsc/part01-02 Resource construction program
volume11/grep/part01-03 GNU grep and egrep
volume11/xpoolfix Fix a TOS 1.4 bug (NOT an official patch from Atari)
volume11/bomb Explain system errors
volume11/dviatari/part01-03 DVI previewer
volume11/sunclock A clock program...
volume11/geminiuk/part01-06 Gemini desktop replacement v 1.1 (English)
volume11/mvdist/part01-04 GEMINI's shells (mupfel and venus)
volume11/altboot Select AUTO-folder programs/accs at bootup
volume11/nsyscom2 See GEMDOS/BIOS/XBIOS calls
volume11/aimps Convert AIM pictures to PostScript
volume11/patchtst Patch Turbo-ST 1.8 to work with DC Desktop
volume11/beep Replace bell with any sampled sound
volume11/click/part01-02 Replace keyclick with digitized sounds
volume11/mines Game: get across a minefield
volume11/play/part01-04 Play digitized sounds
volume11/ntplay Listen to Amiga Noisetracker/Soundtracker modules
volume11/belltest Belltest 2.0 -- test NewBell bell sounds
volume11/st_conc Concentration game
volume11/norad/part01-03 NORAD (satellite tracker) version 2
volume11/cmd Command line interpreter
volume11/pstfonts/part01-05 Three new fonts for PageStream
volume11/altboot3 Change auto-folder configuration, version 3
volume11/rhokontd Enhanced control panel (in German)
volume11/fastlife Game of life (not really fast)
volume11/sunclock2 Sunclock version 2 (WITH the .RSC file!)
volume11/djon DeskJet reset program
volume11/lharc1.02/part01-02 LHArc derived from UNIX version
volume11/coloremu Low-resolution emulator for mono systems
volume11/mediumem Medium-resolution emulator for mono systems
volume11/monoemu Monochrome emulator for color systems

volume11/meep Utility package for BBS-Express ST
volume11/mines Game of mines for monochrome systems
volume11/plot/part01-03 Function/data plotting package
volume11/dskswtch Load new DESKTOP.INF files without rebooting
volume11/switcher Pick random NeoDesk/DegaDesk pics, NewBell sounds
volume11/monoemu2 Another monochrome emulator
volume11/lgs1.7/part01-02 Little Green Selector file selector replacement, v. 1.7
volume11/dcopy3.6/part01-02 General disk utility
volume11/stevie3.91/part01-03 vi editor clone, v. 3.91
volume11/maze Walk through a maze in 3-D
volume11/siren Sound an alarm to keep you awake
volume11/pinhead PinHead 1.7 -- speed up program loading
volume11/sunclock3 Another version of sunclock
volume11/nroff110/part01-04 Nroff clone, version 1.10
volume11/pi1tomon Display .PI1 pictures on a mono monitor
volume11/gulwrap Make Gulam work under Gemini
volume11/dublvis Format DS disks that work in SS drives
volume11/nrchbar Generate change bars for nroff files
volume11/sndshow3 Show DEGAS pictures on any kind of monitor
volume11/viewpic2 View a DEGAS picture on any monitor
volume11/mspeed Tiny mouse accelerator
volume11/rt_move Move files with right mouse button (TOS 1.4)
volume11/xmore Configurable "more" for various file types
volume11/mutate Disk sector editor
volume11/xxxx Insert numbers into files

-- VOLUME 12 --

volume12/arcgsh3/part01-04 Graphical shell for arc, lharc, zoo, shar
volume12/cat2asc Convert STDCAT43 catalogs to pretty ASCII form
volume12/arcgsh31/part01-04 Graphical shell for zoo, arc, lharc, etc.
volume12/mshadow Convert disks into files for modem transmission
volume12/showdvi1.0/part01-05 Show DVI files onscreen
volume12/tortoise Helper for TURTLE under TOS 1.4
volume12/stturing Two-dimensional Turing machine
volume12/format Versatile floppy formatter
volume12/chcache34 Cold Hard disk cache, version 3.4
volume12/mercury/part01-14 UUCP package w/ mail and news support
volume12/hdwboot Wait for hard disk to come online
volume12/mint06/part01-10 UNIXlike multitasking system
volume12/elvis/part01-04 vi clone
volume12/meep60 Enhanced menu system for BBS Express
volume12/mapmem Show info about XBRA vector chains
volume12/steplay Play SoundTracker modules in stereo on STE
volume12/player Play SoundTracker modules on a regular ST
volume12/packice Shrink executable programs
volume12/dirsort Change directory ordering
volume12/rhoconte Enhanced control panel (in English)
volume12/sysmon/part01-04 System monitor program
volume12/bgacc Desk acc. to run background jobs under MiNT
volume12/32kcolor Instructions for modifying ST to show 32768 colors

volume12/fcat Fast "cat" for Gulam
volume12/arcgsh32/part01-04 Graphical arc/zoo/lharc/etc. shell, 3.2
volume12/fcat11 Fast "cat" for Gulam
volume12/cdecl/part01-02 Generate C declarations
volume12/djstuff DeskJet configuration utilities
volume12/n_fat Cache FAT sectors in RAM
volume12/eplay20 STe sound sample player
volume12/etext Filter ASCII files into PageStream format
volume12/lifeuniv GEM-based game of Life
volume12/pfx LHArc-compatible executable shrinker
volume12/stblank1.31 Screen-blanking desk accessory
volume12/sbj Blackjack game for multiple players
volume12/timedrv5 Time/drive display + screen saver
volume12/settdfix Fix bug in date-setting program in PC Ditto II
volume12/xlisp2-1/part01-03 LISP interpreter, v 2.1
volume12/hd_falc5 Boot Falcon from a hard disk
volume12/hdiskcht Show a chart of free disk space
volume12/ptywin/part01-02 PTY driver for Micro RTX
volume12/lgs_18b/part01-02 Little Green Selector (replaces GEM file selector)
volume12/pinhed18 Speed up program loading, v 1.8
volume12/perfpich Pitch training for MIDI users
volume12/edisk21 Resetproof, resizable RAMdisk
volume12/easytext/part01-03 Demo of Easy Text desktop publishing system
volume12/gnum4/part01-02 GNU "m4" macro processor, v 0.50

-- VOLUME 13 --

volume13/minibbs25/part01-02 Bulletin board system, v 2.5
volume13/mkrsc/part01-02 Resource construction program
volume13/arcgsh35/part01-05 Graphical shell for arc/zoo/lharc, v 3.5
volume13/cdecl-p1 Generate C declarations, patchlevel 1
volume13/specstuf/part01-02 Utilities for use with Spectre
volume13/zoobooy Graphic shell for zoo and uue/uud
volume13/mgif GIF viewer for monochrome STs
volume13/gawk211/part01-04 GNU awk, version 2.11
volume13/printcms Print 132-column VM/CMS listings on Epson FX printer
volume13/auto Three AUTO-folder utilities
volume13/xlharc12/part01-02 Another version of lharc (based on UNIX lharc 0.03)
volume13/mapmem2 Show system stats, XBRA vectors
volume13/motasm/part01-03 Motorola assemblers for 68xx processors
volume13/maxidisk Resetproof, autocompressing RAMdisk
volume13/lhcatch Make Yoshi's lharc work with ARCshell
volume13/killdrv Add/remove drives from TOS's drive list
volume13/szadb12/part01-02 Sozobon adb debugger, v 1.2
volume13/mclock Corner clock for mono systems
volume13/minibbs2312/part01-03 Version 23/12 of MiniBBS
volume13/mousercv Mouse Recover -- fix missing/mangled mouse pointer
volume13/clikfix Fix TOS 1.4 scrollbar problem
volume13/prolog68.07/part01-05 Prolog interpreter, v 0.7
volume13/mgif11 GIF viewer for mono systems, v 1.1
volume13/dx7lib/part01-02 Sound library and utilities for Yamaha DX7

volume13/nlight Show I/O to any disk by flashing floppy light
volume13/nship Parks AHDI-compatible hard disks
volume13/less97/part01-03 file pager for MiNT
volume13/pathalias/part01-02 Build UUCP paths file from maps
volume13/altbt40e Change AUTO folder/DESKTOP.INF setup at boot time
volume13/10401990 1990 1040 tax form template for LDW Power
volume13/dcmshift Right mouse button activates shift, ctrl, or alt
volume13/rsctoasm Convert .RSC files to assembly source
volume13/dcmaxtrk Tell which tracks a floppy can reach
volume13/lhcatch2 Make ArcShell work with LHarc 1.13xx
volume13/lzh11316 LHarc version 1.13.16
volume13/dvi2tty Plain text dvi previewer
volume13/mercury/part01-11 Mercury UUCP: mail/news package
volume13/nroff110p4/part01-04 Nroff clone, version 1.10 patchlevel 4
volume13/man Read online manual pages
volume13/manpg14 Pager for reading online manual pages
volume13/manpg141 New manpager executable (requires manpg14)
volume13/dfsuite Three disk utilities
volume13/reset Cold or warm boot via software
volume13/wbplot/part01-02 2-D plotting package
volume13/umoria522/part01-10 UMoria single player dungeon adventure, v5.22
volume13/diff115/part01-02 GNU diff, version 1.15
volume13/rcs5ap2/part01-10 Revision Control System version 5

-- VOLUME 14 --

volume14/sysinfo Show system information
volume14/rdy_ste Reset-proof RAMdisk, STE compatible
volume14/geniscan Software to read from GeniScan scanner
volume14/formdoit Dialog box enhancements
volume14/tee Copy stdin to stdout as well as a file
volume14/orctool/part01-02 Clones of various UNIX utilities
volume14/docs-p4a/part01-02 Docs for nroff 1.10p4
volume14/dcdirdmp Dump a directory listing to screen/file/printer
volume14/makemenu Generate menu bars from a text file
volume14/tr Transform characters (UNIX utility clone)
volume14/wc wc(1) character/word/line counting filter
volume14/chedit/part01-02 Font editor for mono 8x16 fonts (with sample fonts)
volume14/cal47 Calendar/event scheduler accessory
volume14/ndskmgr Disk utility desk accessory
volume14/frmdit11 Dialog box enhancements, v 1.1
volume14/chekbook/part01-02 Checkbook balancer
volume14/mcf Accessory to change directories
volume14/wedit11/part01-06 Shell + fullscreen editor, v 1.1
volume14/icon_v8/part01-06 Icon language interpreter, v 8.0
volume14/idol/part01-03 Object-oriented extension to icon_v8
volume14/frmdit12 Dialog box enhancements, v1.2
volume14/dfsuite2 Disk utilities
volume14/mntutil8/part01-03 Utilities for use under MiNT
volume14/pompey Executable/disk packer
volume14/trakst Play/Edit/Make SoundTracker modules on standard ST

volume14/trakste Play/Edit/Make SoundTracker modules on STE (with STEREO PCM sound)
volume14/gmni121.uk/part01-15 Gemini desktop replacement v 1.2.1 (English)
volume14/cli/part01-03 Command-line shell (docs in German)
volume14/vkiller/part01-02 Virus eliminator, version 3.84
volume14/turtle/part01-02 Hard disk backup utility, version 3.20
volume14/qroff Simple text formatter
volume14/gemview/part01-03 Picture-viewing accessory
volume14/atzenta2/part01-04 Phone/address catalog + calendar
volume14/stree102/part01-02 Directory searching and listing accessory
volume14/dctopper Bring window under cursor to top
volume14/dc_bhelp Cause help key to act like backspace
volume14/dclickme Game to test your mouse skills
volume14/dcmstick Use a joystick to move the mouse cursor
volume14/dcflight Light floppy light when any disk is accessed
volume14/dcinvert Invert the screen when the bell sounds
volume14/dc_crc Check file integrity via CRC
volume14/dc_ff Send formfeeds to the printer at any time
volume14/dc_fkeys Keyboard macros from function keys
volume14/dcshohex View file or memory in hex/ASCII
volume14/dclefty Switch mouse buttons for left-handed use
volume14/only_ste/part01-26 STE sound demo

-- VOLUME 15 --

volume15/dcadump Dump screen to printer as ASCII text
volume15/dcbootit Boot from floppy with variable system configuration
volume15/dcdmaspl DMA sound player for STe and TT
volume15/dcdskinf Show disk statistics
volume15/loadspx Spectrum picture viewer
volume15/logdrive Treat an arbitrary directory as A:\ or B:\
volume15/protect6 Virus detect/kill program
volume15/dc_rt_dc Click on right mouse button to get a double-click
volume15/dcbitset Fix the TOS 1.0/1.2 archive bit bug
volume15/dcflpcfg Logically add/remove floppy drives, set step rate
volume15/dclftarw Flip the arrow around
volume15/nhpdj Reset HP DeskJet after powerup
volume15/bbs0404/part01-03 MiniBBS version 04/04
volume15/elvis14/part01-04 "vi" clone, version 1.4
volume15/mfd/part01-02 Find duplicate files
volume15/dcpopbar Pop up the desktop menubar menu on right mouse button click
volume15/nmentim Show date and time in a Desk menu entry
volume15/brik Generate and/or check file CRCs
volume15/stlife31/part01-04 Game of life, version 3.1
volume15/mcp Directory/file copy program
volume15/nmouse Control mouse movement parameters
volume15/dcrtcall Call up file selector with right mouse button
volume15/con Redirect MiNT status info to a window under MGR
volume15/double Double vertical screen resolution on STEs
volume15/traffic Game: direct traffic through busy intersections
volume15/nformat Accessory to format disks in MS-DOS format
volume15/n_fat12 Cache FAT sectors in RAM, version 1.2

volume15/n_capslk Show CapsLock status in menu bar
volume15/dcr_tmag Real-time screen magnifier
volume15/dctopper12 Bring window under cursor to top, version 1.2
volume15/flagsett Set flags in executable file header
volume15/limerick Invent random limericks
volume15/lhx104 Extract from .LZH files
volume15/stzip09/part01-02 Beta version of PKZip clone, v 0.9
volume15/nasm/part01-06 6502 assembler/linker package
volume15/ibmfmt Format MS-DOS compatible floppies
volume15/dc_mwrap Wrap the mouse around when it hits a screen edge
volume15/crabs Screen-eating program for MiNT
volume15/double2 Double vertical screen resolution on STEs, v2
volume15/autorais Raise window under mouse cursor to top
volume15/dmjgif20/part01-02 GIF-to-Spectrum converter
volume15/mgif32 Monochrome GIF viewer, version 3.2
volume15/modplay Play SoundTracker modules on STE
volume15/speed Switch between 8 and 16 MHz
volume15/trakst2 Play/Edit SoundTracker modules on ST
volume15/trakste2 Play/Edit SoundTraker modules on STE (stereo)
volume15/50hz Switch monitor to 50Hz (needed by trakst, trakste)
volume15/nowhat/part01-03 Sample SoundTracker module for trakst/ste
volume15/showgs Preview GhostScript printer files onscreen
volume15/showgsx/part01-02 Sample files for showgs
volume15/xxxx_it Easily choose MiNT, Spectre, or GEM desktop at boot
volume15/dc_homey Home the mouse cursor using the keyboard
volume15/uucoder GEM-based uuencode/decode utility
volume15/dc_jchar Type with the joystick
volume15/spcshow Show Spectrum pictures
volume15/minishow DEGAS picture viewer
volume15/nprn0 Reset the parallel (printer) port
volume15/pfxpak Executable shrinker
volume15/tos2icon Icons for TOS 2.0
volume15/hdwait2 Wait for hard disk to come online
volume15/dcgtp Supply commandline arguments to GEM programs
volume15/gtp Another GEM commandline-argument program
volume15/rdutils Utilities for RDY and RDE ramdisks
volume15/zoo21/part01-04 Version 2.1 of Zoo archiver
volume15/dcmouser Hide or show mouse from the keyboard
volume15/gemview109/part01-03 Picture-viewing accessory, v 1.0.9
volume15/sokoban2 Game: push blocks around the board
volume15/pulldown Turn menu bar menus into pull-down menus
volume15/diskstat Show disk statistics
volume15/hispeed Utilities for high-speed modems
volume15/vault3/part01-04 Hard disk backup system, v3.0
volume15/key Optional file-restore program for vault3
volume15/altbt41e Change AUTO or DESKTOP.INF setup at boot time

-- VOLUME 16 --

volume16/ff32/part01-02 Floppy disk speedup program
volume16/arc2fol Bulk unarchiver (unpack into separate dirs)

volume16/shuffle Game: use a picture as a puzzle
volume16/dcnostic Prevent hard disk head sticking
volume16/starter/part01-06 Starter pack for new ftp/c.b.a.st users
volume16/snowball/part01-07 Game: two-player snowball fight
volume16/origami/part01-05 Folding text editor
volume16/dcmsaver Hide mouse cursor when not active
volume16/pulldown.eng Pull-down menu bar menus, w/ English docs
volume16/rscconv Convert resource files to C source
volume16/minibbs2908/part01-02 Bulletin board system, Aug 29 version
volume16/eyecon Give eyes to your Atari
volume16/dcmometr Mouse tachometer
volume16/dcrunrez Switch resolutions for certain programs
volume16/dclitoff Turn off floppy drive and light
volume16/stretch STE screen extender
volume16/dcdropdtr Hang up a modem
volume16/cpx_mdls Four modules for xcontrol
volume16/nt_comp/part01-02 Compile Noise/SoundTracker modules
volume16/soft206n Disk/software catalog program
volume16/dcnoalrt Suppress alert box display
volume16/dcpopbr2 Pop up the desktop menubar, ver. 2
volume16/fishes Animated school of fish
volume16/robots Game: avoid the robots
volume16/fractal Mandelbrot-set calculation program
volume16/stedemo/part01-24 Demo for the STE
volume16/mint091/part01-06 Multitasking TOS replacement, 0.91
volume16/zal Start zoo, arc, and lharc
volume16/staracc Accessory to control Star LC10 printer
volume16/opterm/part01-05 Fast terminal program
volume16/sozobon2/part01-08 Sozobon C compiler, version 2
volume16/arc521d/part01-02 Arc archiver, version 5.21d
volume16/lq500 LQ500-compatible screen dump
volume16/uucico UUCP file-transfer program, v 3.21
volume16/teacdriv Modify IBM Teac disk drive to work on ST
volume16/mkrsc11/part01-02 Resource construction program, v 1.1

-- VOLUME 17 --

volume17/pathmap Deluxe "Install Application" utility
volume17/n_desktp Change desktop background pattern
volume17/sozo133i/part01-17 "Heat and Serve" Sozobon C 1.33i
volume17/szadb21/part01-02 Debugger for Sozobon C
volume17/speed Switch between 8 and 16 MHz operation on Mega STE
volume17/spcshow Show Spectrum pictures
volume17/arcgsh41/part01-04 Graphical arc/zoo/lharc/etc. shell, 4.1
volume17/protect6 Resident anti-virus tool, version 6
volume17/minibbs9112/part01-03 Bulletin board system, Dec. 1991
volume17/mintdf Show free space on MiNT drives
volume17/address/part01-02 Address database
volume17/spet Spelling tool
volume17/bootx Configure system at boot time
volume17/defdfn Translate files between DR RCS 1.x and 2.0

volume17/rsctoc Convert RSC files to C source
volume17/mclock2 100-hour clock for mono systems, v2
volume17/booted17 Boot-time system configuration editor
volume17/hdwait3 Wait for hard disk to spin up, v3
volume17/fdmint02 Floppy driver for MiNT 0.92, ver. 0.2
volume17/texinfo2.14/part01-04 Process GNU online documentation
volume17/playback Play back MIDIfiles
volume17/randplay Play random sound samples at boot or from CLI
volume17/scsitape <obsolete -- use scsitape2 instead>
volume17/llamatron/part01-12 Game: Save the ungulates!
volume17/scsitape2 SCSI driver + utilities, version 2
volume17/gnutar110/part01-03 GNU tar 1.10, with TapeBIOS support
volume17/rde_v2 Resetproof RAMdisk, version 2
volume17/ada Access desk accessories from a shell
volume17/rdsh Utilities for rde_v2 RAMdisk
volume17/atarihd5/part01-04 Atari hard disk utilities
volume17/tool18/part01-04 Sector editor, disk defragger, and more
volume17/rogfix Fix EPYX "Rogue" game to work on newer TOS versions
volume17/eps/part01-03 Manipulate EPS 16+ floppies
volume17/lock CPX to lock screen with password protection
volume17/eval Evaluate mathematical expressions (CPX)
volume17/cy Change year in file timestamp
volume17/sh/part01-04 Bourne shell implementation for MiNT
volume17/cla_v1r1/part01-04 Logic circuit design and simulation tool
volume17/mathblst Mandelbrot-set demo
volume17/docp Directory-oriented copy program
volume17/bpb37 Display disk information
volume17/midithru Pass data through MIDI ports
volume17/system Show system information
volume17/randplay110 Play random sound samples, v1.10
volume17/calc101 Evaluate expressions on command line
volume17/db_spool Redirect printer output to a file
volume17/fdf101/part01-02 Find duplicate files, v1.01

-- VOLUME 18 --

volume18/shdwterm/part01-04 Terminal emulator (working demo)
volume18/img2hplj Print GEM IMG files on HP LaserJet
volume18/hdw3a Wait for hard disk to become ready
volume18/lacheck Check LaTeX file syntax
volume18/uucico34/part01-03 UUCP transfer program, version 3.42
volume18/stetris Spiffier version of block-falling game
volume18/columns Another block-falling game
volume18/ekseq1/part01-02 MIDI sequencer, version 1.1
volume18/invdemo3/part01-12 Monochrome imaging system demo
volume18/convert Convert GCC .o files to GST and vice versa
volume18/jukebx13 Play MOD and SEGM files in background
volume18/jpeg3a/part01-03 Create or decode JPEG image files
volume18/chop Use Sega chopper glasses for stereo vision
volume18/playbak1.1/part01-02 Load, play and save MIDIfiles, v1.1
volume18/tr Another clone of the UNIX "tr" utility

volume18/uucico343/part01-03 UUCP transfer program, version 3.43.2
volume18/whist Card game
volume18/stblank2 Screen saver utility
volume18/chao_e26 Mandelbrot/Julia set generator
volume18/reverse Game: Flip the computer's tiles
volume18/autorais2 Raise window under cursor to top, v2.0
volume18/minesw Minesweeper game
volume18/evasion/part01-03 Running-and-jumping game
volume18/brd2ps Convert PCBoard Designer files to PostScript
volume18/sox5/part01-02 Convert between various sound formats
volume18/minesw2 Minesweeper game (repost)
volume18/wave Play Microsoft .WAV files on STe or TT
volume18/stblank201 Screen saver utility, v2.0.1
volume18/stzip21/part01-03 ZIP archiver, v2.1
volume18/dinkum3/part01-03 Australian text adventure, v 2.12
volume18/abalone Marble-capturing game (mono only)
volume18/ptplay12 Play nt- and pt-mod sound files
volume18/cdplay Play audio CDs on SCSI CD-ROM drive
volume18/gmines Game: sweep mines from the board
volume18/dinkum3a/part01-03 Australian text adventure, v 2.13
volume18/jpeg4a/part01-03 GIF <-> JPEG converters
volume18/mbrowse/part01-02 MasterBrowse text file browser

4962. v19INF3: Unpacking binaries (and retrieving old ones)

Newsgroup: comp.sys.atari.st
Date: 1993-04-03 19:12:36 UTC
From: koreth@spud.Hyperion.COM
Message-ID: <1pknj4$qar@spud.Hyperion.COM>
Source record: 208184
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

Submitted-by: koreth@spud.Hyperion.COM (Steven Grimm)
Posting-number: Volume 19, Info 3
Archive-name: Readme.binaries
Supersedes: unpack.cooked: Volume 18, Info 3

HOW TO USE COMP.BINARIES.ATARI.ST

by Steven Grimm

Last update: April 3 1993

_1. _W_e_l_c_o_m_e _t_o _c_o_m_p._b_i_n_a_r_i_e_s._a_t_a_r_i._s_t!

Here you'll find a wealth of software for your Atari ST, from games to spreadsheets to compilers -- all free and yours for the taking. This document describes exactly how comp.binaries.atari.st works, and tells you how to get started. Don't worry if some of this seems complex; it'll all become clear after a little use. The section "Getting started" at the end of this document is worth reading if you're new to all this. It gives you (reasonably) step-by-step instructions for obtaining the software you'll need to get going.

_2. _W_h_a_t _a_r_e _b_i_n_a_r_i_e_s?

Binaries are files that contain information other than normal text. Usually, a binary that is posted to the net will contain executable (program) files. Binaries are distinct from _s_o_u_r_c_e_s, which are the human-readable text files that are interpreted by a computer and used to produce binaries. Sources can be modified with relatively little effort, and are usually pretty easy to read. Binaries are not intended to be viewed by a human.

_2._1. _U_u_e_n_c_o_d_i_n_g

The programs which transfer network news messages (and electronic mail) are not always capable of handling a pure binary file. They are designed to handle textual messages, and the odd symbols and characters in a binary cause them to become confused, and often to mangle the binaries. To avoid this problem, a method called _u_u_e_n_c_o_d_i_n_g is used. Uuencoding translates a binary file into text characters, so that the news and mail transport programs won't mess up. The disadvantages are that uuencoded files are about 30% bigger than the raw binary files they represent, and that you have to go through one extra step to get the binaries to work on your computer.

_2._2. _A_r_c_h_i_v_e_s _o_r "_a_r_c _f_i_l_e_s"

Usually, a program will need more than one file to work properly. The extra files might be data files, help files, or maybe some instructions for the user. In order to easily package multiple files together in one binary file, a program called "arc" (short for "archiver") is used. Arc also compresses all the files as it packages them, so that the arcfile take up less disk space (and takes less time to download!) than it would if its contents were just thrown together.

Using Binaries -2-

To confuse matters even more, two new archive programs called "zoo" and "lharc" can also be used to achieve the same effect. Zoo is superior to arc in some respects, slightly inferior in others, as is lharc. Unfortunately, you can't unpack a zoo archive with arc or lharc, or vice versa (arc and lharc are similarly incompatible with each other.)

_2._3. _U_S_E_N_E_T _a_r_t_i_c_l_e_s

The USENET has groups designed especially for transmission of binary files. They are usually called something like "comp.binaries.x," where x is the type of machine that the programs will run on. For Atari ST owners, the group to watch is comp.binaries.atari.st. Most of the binaries groups (including the Atari binaries group) are _m_o_d_e_r_a_t_e_d, which means that you can't send a program directly to everyone on the network. Instead, you send it to someone in charge of the group (the _m_o_d_e_r_a_t_o_r), who makes sure that your program works and contains the proper documentation (or that the lack of documentation is announced), and that it's in the correct format to be sent out to the rest of the USENET.

One of the restrictions of the USENET is that articles can only be a certain length. If a binary is longer than that, it must be split up into several parts, each no longer than 55000 bytes or so. This introduces yet another obstacle to people who want to transform the articles into a useful form, but it can't really be helped until the USENET starts running much more advanced news transmission software. Also, some particularly long programs may be posted over the course of several days; otherwise the net would be overloaded with lots of huge messages, and people would complain.

USENET binaries are grouped into _v_o_l_u_m_e_s, each containing about 100 articles. This is to make life easier for people who are trying to keep track of which articles have been posted. When a new volume is started, the moderator will usually post introductory articles, including a list of previously published articles.

_3. _H_o_w _d_o _I _g_e_t _b_i_n_a_r_i_e_s?

There are two ways to get binaries: first, by reading the USENET newsgroup comp.binaries.atari.st; you will see new articles within a week or two of the time they were sent out by the moderator. If, for some reason, your site doesn't receive comp.binaries.atari.st, or if you want to look through previously posted articles, site ftp.Hyperion.COM has all the binaries stored in its archives. You can get to those archives via anonymous ftp, which is described below.

The other way to get binaries is to request them from Hyperion's archive server. The archive server is a program that intercepts incoming mail messages and looks for commands inside them. You can tell it to list the available binaries, give you help, or send whichever files you're interested in. The requested files will be mailed to you. One thing to be careful of is that multi-part postings aren't placed in the archives until all their parts have been sent out to the USENET at large. This is to prevent people from requesting all 99 parts of a program the first day it appears, thus overloading the net and defeating the purpose of piece-by-piece posting.

Using Binaries -3-

To find out more about the archive server, send a mail message containing the word "help" to archive-server@spud.Hyperion.COM. Talk to an administrator at your site if that mail address doesn't work. If you don't get any response from the archive server within a few days, something may be wrong; mail archive-manager@spud.Hyperion.COM to report the problem.

There are other archive sites, too, such as atari.archive.umich.edu; they contain most of the comp.binaries.atari.st software as well as some additional programs that have not appeared on the newsgroup. Some sites, such as atari.archive.umich.edu and ftp.hyperion.com, also offer something called "anonymous ftp" if you're on the Internet. Say "ftp ftp.hyperion.com", and if you connect, use "anonymous" for a username, and your username for a password. See the ftp documentation at your site for more information. A recent, but possibly incorrect, list of alternate archive sites appears at the end of this article. Please send me mail if you know of any that aren't mentioned here, or if my list is incorrect.

Spud also offers an "auto-index" service, for people who don't have access to the USENET groups. If you request autoindex service, you will receive copies of changes to the archive-server's index files for the binaries and sources groups whenever new files are added. Note that if your site gets comp.binaries.atari.st, requesting autoindex is pointless and a waste of net bandwidth. Send mail to autoindex-request@spud.Hyperion.COM if you'd like to sign up.

_4. _H_o_w _d_o _I _d_e_c_o_d_e _t_h_e _b_i_n_a_r_i_e_s?

As stated above, turning binaries from USENET articles into a more useful form can be a multi-step process. At the least, you will need the uudecode program; it is standard software on most UNIX|- systems and is available in a couple of forms on the Atari. Versions for other operating systems do exist, and can certainly be written with little effort. Arc is available for UNIX and other operating systems, but is not standard software. In any case, you will want at least arc and zoo on your Atari.

Usually, things are small enough to fit in one article, but you will almost certainly want to try something larger eventually. The Atari "uud" program (whose source code, also suitable for compilation on UNIX systems, is available in the sources archive) is capable of easily decoding multi-part uuencoded files. Near the top of each part (except the first) will be

a line like

begin part c foobar.uac

Rename each file (except part 1, which can be named "part01" or just about anything else) to the name at the end of this "begin" line, in this case "foobar.uac". Then run uud on the file containing part 1; it contains instructions to cause uud to look for the other parts. If you have a text editor or a UNIX style cat program, you can just stick all the parts together in order and run uud on the resulting (big) file; it will try to

_____
|- UNIX is a trademark of Bell Laboratories.

go on in the first file if it can't find the next part in a separate file. Note that uud won't warn you if it's overwriting an existing file, so don't give any of the parts the same name as the file that's being extracted from them!

On UNIX systems, you can also say (for instance) "cat part* | uud -" without renaming anything.

If you don't have uud or would prefer to decode your binaries on your larger news computer, the procedure is somewhat more complex. Plain vanilla uudecode doesn't know about multi-part uuencoded files, so you have to fool it into thinking that everything is in one part. First, stick all the parts together (using cat on UNIX). Edit the resulting file. Now remove all the extraneous lines of text in between the parts -- this includes mail headers, any text, lines of the form "include foobar.uad," "table" lines and the lists of characters following them, and "begin" lines other than the one at the beginning of part 1. Once you have converted all the parts into a big uuencoded mass (with no blank lines!), the regular uudecode program will work.

Obviously, this is something of a hassle, and the recommended procedure is to try to install uud on your large computer. You'll usually want to minimize the amount of data you have to send to your Atari, since you'll most likely be downloading it at a relatively low speed, and the uudecoded .arc file is the smallest thing you can download.

Zoo is available from the archives. It is simple to use; refer to the documentation included in zoobin.arc (yes, you need to use arc to extract zoo!) for more information. The uudecoding process is the same for zoo and arc files. A new version of zoo, 2.1, is in volume 15 of the binaries archive. You'll need the old version of zoo to unpack the new one. Zoo 2.1 is necessary to unpack "zoo-high" format archives (look at the Keywords: line of the article you're unpacking.)

To extract lharc files, you should first try the program "lhx104" in volume 15 of the comp.binaries.atari.st archives. It's not in compressed form, so all you'll need to do is uudecode the .TTP file. It will unpack some .LZH files. Unfortunately, there are lots of different versions of

lharc, most incompatible with the others.

Most archives contain documentation; refer to the instructions in a specific program for usage information and the like. If you have problems with a particular program, send mail to the submitter (listed near the top of each part.) The moderator doesn't have time to become very familiar with all the programs that are posted, so the submitter will probably be much more helpful.

_5. _G_e_t_t_i_n_g _s_t_a_r_t_e_d

A version of uudecode written in ST BASIC is available in spud's archives (see above). It is in volume 1 of the comp.sources.atari.st directory (note that that's _s_o_u_r_c_e_s and not binaries). To obtain it, send mail to archive-server@spud.Hyperion.COM, with the following message body:

Using Binaries -5-

send sources/volume1 basic-uud

The archive server should reply quickly (the actual amount of time it takes depends on how your site is connected to the outside world) with the BASIC program. Take off all the mail headers and introductory text (everything above the line that says "10 ' UUDECODE PROGRAM") and bring the file to your ST using your communications program. (Refer to its documentation for specific instructions about that; every program does it in a different way.)

Once you have basic-uud, you should get all six parts of the program "starter" from volume 16 of the binaries archive. The "starter" program, when run, writes out copies of the utilities you'll need to start decoding and unpacking comp.binaries.atari.st articles. Send six more mail messages to archive-server@spud.Hyperion.COM, each with one of the following requests:

send binaries/volume16/starter part01
send binaries/volume16/starter part02
send binaries/volume16/starter part03
send binaries/volume16/starter part04
send binaries/volume16/starter part05
send binaries/volume16/starter part06

You need to send separate mail messages because some mail systems won't handle very large pieces of mail, and if you requested all six parts at once, you might never see a reply!

Copy all six parts of starter, in order, into a single large file. Then go through and edit out the extra text between parts. Everything between (and including) the "include" line at the end of a part and the "begin" line at the beginning of the next part should be removed. (Blank lines are bad, too; everything from the "begin" at the top of the first part to the "end" at the end should be a solid row of 'M' characters along the left side, except a couple lines above the "end.")

Use the BASIC program to uudecode the resulting file, then run
starter.tos. It will write out copies of arc, zoo, lharc, uue, and uud
(all described above.) You're ready to begin!

_6. _L_i_s_t _o_f _a_r_c_h_i_v_e _s_i_t_e_s

Note: I have not verified these, so this list may be wrong. Please
let me know if you see errors. Mail servers usually respond to the word
"help" alone in a mail message. Some of the sites listed below may not
contain full archives of comp.binaries.atari.st, and some may have other
files as well.

Using Binaries -6-

Address Type Comments

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wuarchive.wustl.edu ftp,nfs
ux.acss.umn.edu ftp TeX, GNU
atari.archive.umich.edu ftp Mail server may also exist
him1.cc.umich.edu ftp cd to pc7: directory
dsrgsun.ces.cwru.edu ftp GNU and Minix archives also
xanth.cs.odu.edu ftp
slug.pws.bull.com ftp comp.sources.atari.st only
rusmv1.rus.uni-stuttgart.de ftp European ftp site
ftp.hyperion.com ftp Official archives
archive-server@spud.Hyperion.COM mail Official archives
archive@softvax.radc.af.mil mail
unido!archive-server mail European archives
st_requests@
n6vbg.hamavnet.com mail Dialup access at (714) 989-4276
marks%mgse@rex.cs.tulane.edu uucp Ask your site administrator

4963. Re: Darek, Atari & Texas

Newsgroup: comp.sys.atari.st
Date: 1993-04-03 22:10:24 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <91279@hydra.gatech.EDU>
Source record: 208188

In article <1993Apr03.035344.10550@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:
>But also
>in 1987 they got on my bad side when their lawyer phoned me up and threatened
>to sue me for writing the Atari 800 emulator.

You would think they would have had their lawyer call to set up a licensing agreement so that they could have shipped it with STs! Imagine if IBM had switched to a protected mode OS with the introduction of 386 machines and then threatened to sue anybody who tried to make these new machines run DOS in real mode. It really goes to show why Atari is where they are today.
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Opinions expressed are my own.

4964. Re: Looking for FAX software for Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-04 06:38:45 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <C4y54L.KBx@watserv1.uwaterloo.ca>
Source record: 207849

In article <2APR93203940@fnalj.fnal.gov> groer@fnald.fnal.gov writes:
>I am trying to find either public domain or very cheap software that will
>allow me to use my Atari ST1040 with a Zoom Telephonics Faxmodem which supports
>Class 1 and 2 Fax (it implements standards V.29, V.27ter, V.17, and V.21
>channel 2 - whatever the hell they all are!).

I was not able to find any 'cheap' FAX software myself and opted for
the TOAD Computers distributed STraight FAX! software. It cost me $95CDN after
shipping and everything else. They sell it for $69US. It seems to be a
reasonable bit of code, although there are some things I would like to have
seen. In any case, STraight FAX allows you to use your ST as FAX machine with
a class 2 FAX modem. It has a sortable phone number list, a separate send and
receive log file and a good scheduler. It uses *.J* FAX files but allows you
to convert from/to .IMG files. This useful for using bits of faxes in other
documents. It requires that you have GDOS loaded only for the printer drivers.
That is, it doesn;t use GDOS fonts (thank God). It had built-in printing
facilitites and will also allow you to clip out bits of received faxes and save
the bits as *.IMG files. The program accepts the .J fax files, ASCII text,
.IMG files and I think *.PI* files. I like it very much. As I said, it isn't
the most sophisticated fax software but is better than most. Worth the $70US!

Brett Maraldo

TOAD Computers
570F Governor Ritchie Hwy
Severna Park, MD
21146 USA
tel: 410 544 6943 1 800 448 TOAD
FAX; 410 544 1FAX BBS: 410 544 6999

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

4965. Re: And the Falcon 040 ???

Newsgroup: comp.sys.atari.st
Date: 1993-04-04 10:41:31 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Apr4.104131.23072@rhrk.uni-kl.de>
Source record: 208194

schaerer@isi.ethz.ch (Thomas Schaerer) writes:

>Uwe Seimet (seimet@rhrk.uni-kl.de) wrote:
>: mor@gla.ecoledoc.ibp.fr () writes:

>: Yes, Atari presented the 040 to developers. We were very surprised because
>: it had an 060 in it instead of the 040. There were 25 bit graphics and about
>: ten slots for DSP cards. I doubt that these slots are of some use because
>: there were already three DSPs built in, one 92001 and two 56001.
>: The CPU speed was about 149 MHz, unfortunately this isn't as fast as the new
>: alpha chip by DEC but fast enough for the Atari market.

>.... and much more dear ATARI-friends:
>This newer falcon has an installed PENTIUM-emulator !!!!!!!!!!

Yes, I forgot to mention this. How could I forget this marvellous feature?
:-)

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

4966. Re: atari australia stuffs it royally yet again...

Newsgroup: comp.sys.atari.st
Date: 1993-04-04 11:51:28 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Apr4.125128@cs.bham.ac.uk>
Source record: 208195

Talking about stuffing it royally, what's this about Queensland removing all references to the Queen (should we say THE Queen and then we can get a good flame going (sorry - didn't mean it!!)) from all the legislature? Perhaps they could change their name next... to Republicanland??

>;-)

All smiles for Easter...

David.

Oh yes, the vote for comp.sys.atari.advocacy has closed... wait for the result!

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | proposer of comp.sys.atari.advocacy || || /_
Stoke On Trent | _/|| ||_/ |
ST7 8QQ England.| |_/ |_| _|/

4967. Re: Wordprocessors

Newsgroup: comp.sys.atari.st
Date: 1993-04-04 12:14:12 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bbec400@Kralizec.fido.zeta.org.au>
Source record: 207893

Original to: ksiljeg@socs.uts.EDU.AU
In a message of <02 Apr 1993 16:54:>, ksiljeg@socs.uts.EDU.AU (3:713/602) writes:

k> Does anybody know a good wordprocessor for the ST. Please write the
k> addresses of suppliers in Australia, USA and UK, their prices, if they
k> have a spellchecker. By the way my machine is 520STFM expanded to 1Mb
k> and my printer is Star LC 10.

There are quite a few good WP's around, depending on how serious you want to get. Surpisingly, the new Atari Works is one of the better ones if you want nice output but you're not too heavy on things like indexes and tables of contents (it has an excellent dictionary/thesaurus - the Merriam-Webster one).

Protext from Arnor is pretty cool. Calligrapher, in its various incarnations is also pretty cool. That's Write works well, as does Script, and Tempus Word.

There are more, I know.

You will want to contact Multilearn there in sydney - I don't have their number, but the adelaide number is 02-373-0644. (that's their head office anyway 8)

\`miff` /|\
--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

4968. Re: 1ST CeBIT Impressions

Newsgroup: comp.sys.atari.st
Date: 1993-04-04 12:20:06 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bbec545@Kralizec.fido.zeta.org.au>
Source record: 207892

Original to: zuschlag@diku.dk
In a message of <31 Mar 1993 12:56:>, zuschlag@diku.dk (3:713/602) writes:

>> Atari have also released a leaflet stating all the products comming out
>> for the Falcon. The list was very uplifting for all atari entusiasts.
>> There was a lot of great software comming out in the near future. Some
of
>> them is already finished.
z>
z> Could you not post this on the news-net. I think a lot of us would be
z> very interested!

It'll be a bit big 8) I've seen the faxed version of it - about 9 metres
long 8)

Would you believe it, JVC have a package ready that will let you control
your JVC hifi system (incl TV and VCR) with your falcon? Of course, thats
more a side benefit, as the whole idea is to use it to control their
professional video gear in a video studio.

Let's see, other keen things : autodesk animator, a reader for the Microsoft
Bookshelf CD's (and NO, all you pathetic whingers out there, you _don't_
have to wait for an atari CD-ROM drive, you can use 3rd party ones 8) ..
heaps more, but I didn't have time to take a photocopy 8(

z> Jesper Zuschlag

\`miff` /|\
--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

4969. Re: Atari now stoops to F

Newsgroup: comp.sys.atari.st
Date: 1993-04-04 12:27:32 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bbec686@Kralizec.fido.zeta.org.au>
Source record: 207891

Original to: evanlang@sdf.lonestar.org
In a message of <30 Mar 93 17:42:04>, evanlang@sdf.lonestar.org (3:713/602) writes:

a>> I haven't noticed this point being made during the discussion. It is a
a>> _big_ reduction - a throw-out price, in fact.
e>
e> The 1040 STE is $399, but you can get a 520STE by mail order for about
e> $299 and then you can upgrade it to 4MB through some cheap SIMMs which
e> would cost from $100-$120, or less if you know where to look. The Falcon
e> is $899.

You are missing something here Evan. That price is in _australian_ dollars.
Yes, that's right, there are other countries in the world 8)

$399 australian is about US$275.

\`miff` /|\
--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

4970. Re: TT`s VGA monitor

Newsgroup: comp.sys.atari.st
Date: 1993-04-04 12:29:38 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bbec70d@Kralizec.fido.zeta.org.au>
Source record: 207894

Original to: evanlang@sdf.lonestar.org
In a message of <01 Apr 93 01:34:28>, evanlang@sdf.lonestar.org (3:713/602) writes:

s>> I believe is says (TT - VGA). I also have a 386SX-33. My question is
s>> what kind of board would I need to hook up my TT monitor to the 386? Is
s>> it just

Nothing. None. Nada. Zip. Flip the switch and readjust the horizontal position of the picture.

e> Just a VGA. You could get the colors of a SVGA, but I'm not sure it
e> could take a SVGA resolution, unless you call SVGA 640x480x256 like Atari
e> does.

As does virtually everyone else - I haven't tried any higher rez' - with only a 256K 8bit VGA board it'd be a waste of time 8)

e> * CQWK 1.7 *

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

4971. Re: Adding Memory to a Stacy 2

Newsgroup: comp.sys.atari.st
Date: 1993-04-04 12:31:38 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bbec746@Kralizec.fido.zeta.org.au>
Source record: 207895

Original to: dgaxiola@m11-116-8
In a message of <31 Mar 93 18:22:31>, dgaxiola@m11-116-8 (3:713/602) writes:

d> I've decided that 2 Megs of memory in my Stacy 2 just isn't enough
d> anymore and decided to take advantage of the small compartment on the
d> bottom that allows for memory to be added. It appears that it can take
2
d> 1Megx8 SIPP modules. Fine, however upon going to and calling some
local
d> computer stores, they don't seem to have heard of 1Megx8 SIPPs, only
d> 1Megx9 SIPPs. Does anyone know where I can get ahold of these SIPPs?
d> Through mail order perhaps?

Doesn't matter whether they're 8 or 9 - either will work fine.

d> --David Gaxiola

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

4972. SCRIPT III

Newsgroup: comp.sys.atari.st
Date: 1993-04-04 12:32:22 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1pmkgmINNett@golem.wcc.govt.nz>
Source record: 208197

Well I have the Mono only version of Script 1, sold by Magamax,
is there a way I can update to the a English version of Script 3..??

Or has Magamax closed down..??

I have just had a look at Script 3 demo, it now runs in medium resolution..

I think this would be the best Word Processer for the Atari, I have found
it easy to use and with all the font options this takes a lot of beating,

The output looks very nice on my cheap HP. Deskjet.

I did here that the Megamax version did not sell to well in the USA,
was this because it was Mono only..??

May be Megamax should have another look, as that is no longer a problem,
thats if they are still around..

What other stuff from Application Systems did Megamax sell..??

Roger.............. sheppard_r@kosmos.wcc.govt.nz

4973. Re: atari australia stuffs it royally yet again...

Newsgroup: comp.sys.atari.st
Date: 1993-04-04 12:40:05 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1pmkv5INNett@golem.wcc.govt.nz>
Source record: 208196

In article <1993Apr4.125128@cs.bham.ac.uk>, dxo@cs.bham.ac.uk (David Oakley) writes:
>Talking about stuffing it royally, what's this about Queensland removing all
>references to the Queen (should we say THE Queen and then we can get a good flame
>going (sorry - didn't mean it!!)) from all the legislature? Perhaps they could
>change their name next... to Republicanland??
>
>
>David.

I lived there for some 4 years, but what would you expect from a country
full of white Abos..:-).??

They have allways hated the Poms and they claim that the Poms let them
down in the last war..

Roger..... sheppard_r@kosmos.wcc.govt.nz

4974. strange Neodesk problem

Newsgroup: comp.sys.atari.st
Date: 1993-04-04 14:23:05 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <4APR93.09230579@cc4.crl.aecl.ca>
Source record: 208198

On Saturday morning, I used my trusted Mega4 for several hours (wrapping up income tax work) and then shut the system down. In the afternoon, when I tried to re-boot the system, I ran into a VERY strange problem. Everytime the NEODESK desktop started to load the Mega would crash.

I tried removing all but AUTO folder programs with asterisks, which are listed below. I also tried removing all .ACCs. Finally, I re-configured XBOOT to not autorun NEODESK and voila, the problem went away.

Now, I can boot to the ST desktop (TOS 1.2) and run NEODESK from the desktop but I cannot autorun NEODESK. This seems very strange considering that I have been autorunning NEODESK from XBOOT for at least 6 months.

Does anyone have any idea about what the problem may be? My system configuration is listed below:

Configuration:

Hardware
- Mega4ST, AdSpeed, SM125, REFLEX card
- Seagate ST157N (LUN 1), Quantum ELS170S (LUN 0)
- SLM605 laser printer

ICDBOOT.SYS settings
- read/write cache enabled
- log sector size = 2048
- TOS/FAT buffers = 20
- # cache blocks = 15
- # sectors in block = 8
- extra folders = 1024

AUTO folder
- XBOOT (2.59)*
+/- autostart NEODESK 3.01
- FATSPEED*
- PINHEAD*
- REFDRIVE*
(REFLEX card driver)
- NEOLOAD
- UIS_III
- SERIALFX
- QUICKSTM
(never able to run WARP_9 without crashes)

- AUXINIT
- DB_EYES
- STOPDRV
- XBSTART
- G+PLUS
- ADSPEED
- DIAB630

4975. -= Atari Hardware/Software Sale (100+ items) CHEAP! =-

Newsgroup: comp.sys.atari.st
Date: 1993-04-04 15:13:09 UTC
From: cwilliam@tigger.cs.colorado.edu
Message-ID: <CWILLIAM.93Apr4151309@tigger.cs.colorado.edu>
Source record: 207803
Cross-posted to: misc.forsale.computers.other,comp.sys.atari.st,comp.sys.atari.8bit,co.general,boulder.general

```
-= Atari ST Hardware (8bit is at bottom) =-

2.5MB ST 1040STFM w/2.5MB (up to 4) TOS 1.4 w/Best mouse $199
ST HARD DISK Quantum 45MB SCSI w/new ICD Link for ST $199
ICD LINK Brand-new (in box) mini-adaptor SCSI->Atari ST $99
TOADSWITCH Multisync color/mono monitor for Atari/IBM SVGA $249
TOADSWITCH Multisync color/mono monitor (switch only) $49
SPECTRE CART Spectre 128 w/ROMS v3.0 runs Mac software $199
1040STFM no nicks or yellowing w/mouse $99
RGB MONITOR Color monitor for Atari ST/8bit/Amiga/TV $79
STFM PARTS 1040STFM good drive but occassionally bombs $49
ST PARTS full set of chips incl. MMU and TOS 1.2 $19
TRACKBALL Atari trackball use instead of joystick! $9
BLASTER! Variable auto-firer for any joystick $4
ST CABLE 3' floppy drive cable for Atari ST $2
ST CABLE Atari monitor->audio/video RCA plugs for stereo $1

-= Atari ST Software (your choice $5) =-

POLICE QUEST Sierra's original hit w/manual $5
ULTIMA V The latest in Ultima series w/manual $5
XENOMORPH 3-d great graphics for ST (1990 in box) $5
DUNGEON MASTER Dungeon Master w/docs $5
STELLAR CRUSADE Space trade/war simulation (new in box) $5
BLACKJACK PLUS Complex blackjack for professionals $5
GFA PROGRAMMING Tutorial book on using GFA BASIC 3.0 $5
NEODESK 3 NeoDesk 3.0 disk only $5
1ST WORD Atari's original word processor $1
SUPRA UTILS Supra's lated hard drive utils $1
SGATE HINTS Shadowgate hint disk $1

-= Atari 8bit Hardware =-

ATARI 130XE In virgin-new condition $99
INDUS DRIVE Best DS/DD drive for Atari w/LED (in box) $59
COLOR MONITOR composite for Atari/Apple/TV $49
ATARI 1050 Dual-density disk drives (new in box) $39
ATARI 800XL 2 New in box, 2 new w/o box $39
ATARI 850 Interface to use IBM modem/printer $39
HAPPY 810 Super-fast copies protected 'Happy' drive $39
PERCOM DRIVE Slave DD drive for Atari w/printer port $29
U-PRINT Print on IBM Centronics printer from Atari $9

-= Atari 8bit Accessories =-
```

8bit mon cable Monitor audio/video cable for 8bit (several) $4
SIO cable 8bit SIO cables (several in various lengths) $2

-= Atari 8bit Software (all disks w/docs) =-

BUSINESS PACK the best business titles for Atari, new in box $19
PRINT SHOP THE disk card/sign maker
PSHOP COMPANION Extra icons/fonts/borders/pictures
SYNCALC Best Spreadsheet for Atari
TYPESETTER WYSIWIG Desktop publishing

BEST GAMES PACK the best games ever written (all w/manuals) $19
ZORK 1 The original adventure game w/manual and hints
ZORK 2 The sequel w/manual and hints
ZORK 3 The final epsiode w/manual and hints
Hiker's GUIDE Hitchiker's guide disk in box w/clues
ZOMBIES aka Realm of Impossibility for Atari
ARCHON Classic animated chess game (from Star Wars)
KARATEKA Classic karate disk game (super graphics)

STAR RAIDER THE original and best cartridge game for Atari $2
MS PACMAN cartridge game for Atari $2

-= Misc. electronics =-

SONY CD CDP-35 desktop model works great (in box) $75
CAR SPEAKERS Nippon 250W 3-way w/hardware (new in box) $49
COMP SPEAKERS 2-way 8-watt computer/walkman portable w/PS $9
SPEAKERS 20-watt 2-way full-size stereo 3' high $9
PageMaker Mac Legal Version 4.2 disks ONLY for Mac $5
CAR SPEAKERS Realistic 20W 8Ohm raised-mount (pair) $1

4976. 100+ Atari Mags for $50!

Newsgroup: comp.sys.atari.st
Date: 1993-04-04 17:13:01 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <93094.131301JJL101@psuvm.psu.edu>
Source record: 208200
Cross-posted to: misc.forsale,comp.sys.atari.st

Yep, 50 bucks (plus shipping) for all the mags listed below!

Reply back to me by email if interested.

Current Notes: 10/92, 11/92, 12/92, 2/93, 3-93

ST Informer: 7/91, all 12 '92 issue

Aim: 6/91, 7/91, 8/91, 10/91, 11/91, 2/92, 3/92, 4/92, 5/92, 6/92, 7/92, fall92

Atari Advantage: 4/92, 5/92, 6/92, 10/92, 11/92

Compute's ST: 10/86, 6/87, 8/87,10/87, 12/87, 2/88, 4/88, 6/88

Compute: 7/86, 8/86, 9/86, 10/86

ST Log: 6/86, 7/86, 11/86, 12/86, 1/87, 2/87, 3/87, 4/87, 4/88, 8/88

Antic: 6/86, 7/86, 1/87, 5/87

Analog: 12/86

Start: Special Issue 1 & 2, Summer 86, Summer 88, Spring 88, Winter 87, Spring 87, Fall 87, Business Issue, Games Issue, Fall 86, 10/88, 12/88, 1/89, 2/89, 3/89, 4/89, 5/89, 6/89, 9/89, 10/89, 12/89, 7/89, 1/90, 4/90

Atari User: 6/91, 8/91, 9/91, 10/91, 11/91, 12/91, 6/92

ST Applications: 5/86, 6/86, 8/86, 9/86, 10/86, 11/86, 12/86, 1/87, 2/87, 3/87 4/87

ST User: 8/87, 9/87, 12/88

Atari Explorer: 1/92

STExpress: 3/88, 6/89, 8/89

STAction: 12/88

STWorld: 8/87

Atari Journal: 11/92

J.J. Lehett :

- Work: JJL101@psuvm.psu.edu Penn State CAC
- Genie: J.LEHETT2
- Delphi: JLEHETT@delphi.com

4977. Re: atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1993-04-04 17:21:28 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.DG4TZ0OVn1A@semprini.tdkcs.waterloo.on.ca>
Source record: 207822

In <1993Mar30.051447.12077@sactoh0.sac.ca.us>, Bruce C. Fairbanks writes:
>
>
> The system I'm on only has ftpmail, not ftp. I have tried
> getting a file from atari.archive.umich.edu and they do not allow
> an anonymous log-on. Does anyone know a way around this?

Send email to atari@atari.archive.umich.edu with one line in the body of
the message:

help

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

4978. Re: Atari in BIG Trouble

Newsgroup: comp.sys.atari.st
Date: 1993-04-04 17:30:14 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.Z&7kZDL0rIM@semprini.tdkcs.waterloo.on.ca>
Source record: 207823

In <1993Mar30.152025.14714@umiami.ir.miami.edu>, dlk0ms9s@umiami.ir.miami.edu writes:
>
>
> Atari in BIG Trouble.

They've been in BIG trouble for _years_, but the people who run the show
in Sunnyvale haven't been bright enough to realise it. You do realise
that last year, they released a "new" computer that was a 16Mhz 68000
with a maximum resolution of 640x400... The MegaSTe should've been out
in 1987. The Falcon030 should've been out the middle of 1992; now it's
doomed.

> Recently while checking out several stocks on the open market, I took a
> chance to look at my favorite computer, Atari. Now sitting at 1 and 1/8 on
> AMEX, Atari looks to drop to an under a dollar stock in the next quarter.

It _used_ to be a good stock. People that bought Atari stock in '83-86
are pretty peeved these days, if they've still got it.

> This is bad enough without the following. I checked out Motorolla and Intel.
> Motorolla had a small story about how Atari had still failed to pay them for
> the 68030's and DSP 56001's that were being used in the Falcon. Also the
> custom RISC chip they co built and designed with Atari is also unapid.
> Basically, Motorolla is quite pissed.

That's gotta be the least likely thing I've heard in days (and I read
alt.religion.kibology and alt.slack before I read comp.sys.atari.st);
Motorola is a BIG company. Companies don't get BIG by _giving_away_
their products for six months to a year. And besides, _why_ would they
give Atari '030s and DSPs for free? After all, they've got Apple
sitting there willing to fill their coffers with silver.

> WHy all this trouble? Atari does not have the MONEY to pay their bills, yet
> alone build the Falcons in mass quantity, which is the heavy rumor as to its
> real delay in mass release.

According to the less-than-reliable sources at Sunnyvale, Atari's got
$50 million in the bank. Naturally, it's doing no good sitting there;
it should be paying for ADVERTISING and production... apparently the R&D
for a Falcon040 is done, will it ever be produced?

> While I will use my ST until the day it croaks from over usage, I doubt Atari
> will be around in a year. And just to mention, Commodore is right behind Atari
> at 4 and 3/8 and falling fast. It is expected to end up a 2 dollar stock by
> June.

I still think a '486 with OS/2 would be a much better idea. From the
x-posts coming from comp.sys.amiga.advocacy, C= is making the same sorts
of bozo moves we all love Atari for.
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

4979. Re: Desktop replacements ?

Newsgroup: comp.sys.atari.st
Date: 1993-04-04 17:33:26 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.NMRpqzloeKc@semprini.tdkcs.waterloo.on.ca>
Source record: 207824
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1p8h7rINNn9c@golem.wcc.govt.nz>, Steve Wells writes:
> Depends on your pref's I suppose, Gemini, 2meg of RAM is minimum due to
> the large executable size preventing you from running any large
> programs. Teradesk will run okay in 1meg, but still, I can't see how
> *anyone* operates properly in less than 2meg of RAM! (1meg using
> plain old TOS 1.2 is almost unbearable....)

I think that if I were using MiNT all the time, I'd probably either use
Terradesk instead of Gemini (and have TOSWIN loaded), simply because
it's smaller. When a newer MiNT/MultiTOS-aware Gemini is released,
it'll be much nicer.

Oh yah, and Steve Sowerby (that might be spelled wrong, sorry Steve!) is
working on a nice (and I do mean _nice_) MiNT/MultiTOS desktop
replacement. It just went into its first beta a little while ago...
Handles weird filesystems, does file operations in the background, etc,
etc...

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

4980. Re: Falcon compatibility list?

Newsgroup: comp.sys.atari.st
Date: 1993-04-04 17:39:00 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.gil_QT7Zgtw@semprini.tdkcs.waterloo.on.ca>
Source record: 207825

In <1272@usdtsg.DaytonOH.NCR.COM>, anisko writes:
> I think what is needed is *3* lists. Kind of a pain, you say? Well,
> there would be advantages. The lists would be:
>
> 1) Works under MultiTOS:
> 2) Works without MultiTOS:
> 3) Works in ST resolutions:

How about one Falcon Compatibility List with a rating of "1", "2" or "3"
after each program? Good programs would have (1,2,3) after them.

You might want to add a "works with '030 caches off" if there's any way
to do it from the standard Atari desktop.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

4981. Re: SCSI commands with AdSCSI host

Newsgroup: comp.sys.atari.st
Date: 1993-04-04 18:10:54 UTC
From: alex@falcon.demon.co.uk
Message-ID: <733947054snz@falcon.demon.co.uk>
Source record: 207802

In article <A59979@MS.maus.de> Julian_Reschke@ms.maus.de writes:

>In article 1993Mar30.085722.27352@quando.quantum.de, Holger Thiele
>(thiele@quando.quantum.de) wrote:
>> Hello everybody,
>>
>> I am using an AdSCSI host adapter. It seems to be possible to use the
>> full SCSI command set (not only commands from group 0) with this
>> adapters (the harddisc driver seems to use this).
>> But how can one use the full command set for SCSI devices which are
>> not harddisc?
>> Does everyone know how to use the full SCSI command set on an AdSCSI
>> host adapter?
>
>ICD claims that, but it seems to be impossible to get information *HOW*
>they do it.

There is some code on GEnie which I once remember stumbling across which
has how to do this, though I suspect they're protective of it.

--
Alex Kiernan
akiernan@falcon.demon.co.uk

4982. Tour of England

Newsgroup: comp.sys.atari.st
Date: 1993-04-04 20:11:25 UTC
From: sl0s594@outb.wimsey.bc.ca
Message-ID: <sl0s594.0c90@outb.wimsey.bc.ca>
Source record: 207811

Hello.... My wife and I are going from Canada to England for the month of June, 1993. (Does this message area reach England?) Our tour will take us from London, to Edinburgh in Scotland, to Inverness, to Carlisle in Cumbria, to Stoke-on-Trent in the Midlands, to Shrewsbury (and throughout Wales), and to Gloucester, and possibly points in Sommerset and Devon. (We have an uncle in Looe in Cornwall, too.)

I am interested in getting together with any Atari ST, STe, TT, or Falcon user to see what computing is like on the other side of the pond!To make it worth your while (and to make it relevant to this message base), I have Star Trek the Next Generation in VHS format, and can bring selected episodes with me.

Contact me through E-Mail, or write to:

Stuart Lyster,
13800 Blackburn Ave,
White Rock, BC Canada V4B 2Y8

4983. Re: stalker & Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-04-04 21:34:48 UTC
From: kfason@lamar.ColoState.EDU
Message-ID: <Apr04.213448.93186@yuma.ACNS.ColoState.EDU>
Source record: 207804

In article <1993Apr1.145920.26548@netfs.dnd.ca> rosenqui@ncs.dnd.ca (E. Rosenquist) writes:
>
>STalker 3 has had support for the SCC ports in the TT/MSTe (and hence
>the Falcon) for over a year and a half now. The latest version (3.02
>- June '92) has support for baud rates of up to 153600 on Modem 2 and
>up to 230400 on Serial 2.
But does STalker 3.2 support the Falcons speed in the curent rev? On my Mega 'E I have it locked at 38400@modem 2... BUt could I do that on the Falcon using STalker? l8rz

-Kev Atari Mega/STE 4 50

4984. Re: Atari in BIG Trouble

Newsgroup: comp.sys.atari.st
Date: 1993-04-04 21:57:54 UTC
From: ritz@ritz.mordor.com
Message-ID: <930404925@ritz.mordor.com>
Source record: 207815

Chris Faehl (cfaehl@vesta.unm.edu) wrote:
: In article <1993Mar30.152025.14714@umiami.ir.miami.edu>, dlk0ms9s@umiami.ir.miami.edu writes:
: >
: >
: > Atari in BIG Trouble.

: And has been for years. No news here.
: >
: > Recently while checking out several stocks on the open market, I took a
: > chance to look at my favorite computer, Atari. Now sitting at 1 and 1/8 on
: > AMEX, Atari looks to drop to an under a dollar stock in the next quarter.
: >

: Atari has been at a dollar per share for almost a year now. It seems to fluctuate a lot between 1 1/8 and up or down a 1/16.

: > This is bad enough without the following. I checked out Motorolla and Intel.
: > Motorolla had a small story about how Atari had still failed to pay them for
: > the 68030's and DSP 56001's that were being used in the Falcon. Also the
: > custom RISC chip they co built and designed with Atari is also unapid.
: > Basically, Motorolla is quite pissed.

: Doesn't sound unreasonable. Wouldn't you be?

: >
: > WHy all this trouble? Atari does not have the MONEY to pay their bills, yet
: > alone build the Falcons in mass quantity, which is the heavy rumor as to its
: > real delay in mass release.

: I can believe this, also - when you have a negative cash flow, things like this have to be the way you operate.

: >
: >While I will use my ST until the day it croaks from over usage, I doubt Atari
: >will be around in a year. And just to mention, Commodore is right behind Atari
: > at 4 and 3/8 and falling fast. It is expected to end up a 2 dollar stock by
: > June.

: It's AMAZING, ASTONISHING, INCREDIBLE that Atari has lasted this long. Who's to
: say where they'll be a year from now?

Well, I would think that they will be in the dustbin if they continue
these kinds of shenanigans with Motorola. Jeez, you can't piss off
the supplier of your microprocessors AND your (much ballyhooed) DSP
and expect them to continue shipments.

Chris

--
Christopher Mauritz | Knowledge is a deadly friend
ritz@ritz.mordor.com | When no one sets the rules.
{backbone}!rutgers!ritz!ritz | The fate of all mankind I see
King Crimson ----------------> | Is in the hands of fools.

4985. Re: Whither AtariUser?

Newsgroup: comp.sys.atari.st
Date: 1993-04-04 22:03:13 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993Apr4.220313.13412@gumby.cc.wmich.edu>
Source record: 207805

In article <35375@optima.cs.arizona.edu> foroughi@optima.cs.arizona.edu (Farhang Foroughi) writes:
>
> You are not alone. I subscribe to AtariUser, Atari Advantage and Atari
> Interface. I have not received a single issue from any of these magazines
> since the start of the new year. Did all three decide to fold up at the
> same time?

Well, Atari Interface is definitely history. I don't know what the story is with Advantage, but they're at least 3 months behind. Atari User is still hanging in there, although problems have resulted in delays. Hopefully, they won't bite the dust as well.

Current Notes and ST Informer (both good mags) are still publishing on a regular schedule. You might want to check them out. Atari Explorer is so sporadic that I wouldn't even worry about them.

> I must admit I'm beginning to think that I own an orphan computer.

It is starting to feel that way. If Atari doesn't pull their fat out of the fire pretty soon, there won't be anything left to save. I can hear it sizzling now. :-(

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

4986. As Atari Users We need to prepare for .....

Newsgroup: comp.sys.atari.st
Date: 1993-04-04 22:20:00 UTC
From: oyakea@warren1a.its.rpi.edu
Message-ID: <+3f5gqq@rpi.edu>
Source record: 207806

Once again one of the few u.s. atari users on the irc #atari channel speaks
on what we face.
As atari users we need to face some harsh and painful facts:
(note much of below applies to u.s. users)

1) Atari computers are not popular machines in the us.
2) Atari does not hold a significant position in any market
3) There are to many unreleased atari products (Falcon, Mtos, Speedo Gdos,
Atari-Works)
4) Dealers WHERE ARE THEY (none in my area - area code 518 New York zip 12180)
5) No advertisements ever and i doubt the ST or falcon will ever be advertised
here.
6) Never was and i doubt there will ever be a commercially available cd-rom.
7) Puny joysticks (need more buttons for us mortal combat types)
8) No computer shows on the east coast
9) Ataris non-aggressiveness in this country and the world.
10) And the poor lynx users, dealing with new titles at the rate of 2/year

its a sad day, week, month and year !!!!

please email me if you can refute this or have any uplifting atarinews besides
april fools :) ....

4987. DataSoft, Intellicreations

Newsgroup: comp.sys.atari.st
Date: 1993-04-04 23:16:21 UTC
From: nscherdi@magnus.acs.ohio-state.edu
Message-ID: <1993Apr4.231621.8753@magnus.acs.ohio-state.edu>
Source record: 207807

I want to know if Datasoft is still around. One of the best games I ever played was written by them, Alternate Reality-The City. I hope some one can tell me if the company died or not, and if they did if someone else decided to finish the series for Alternate Reality,
dungeon,palace,arena,wilderness,revelation,destiny.
Thanks

Nathan Scherdin Ohio State University
Columbus OH

4988. Re: Atari in BIG Trouble

Newsgroup: comp.sys.atari.st
Date: 1993-04-04 23:27:51 UTC
From: drb@kepler.unh.edu
Message-ID: <1pnqtn$q5g@mozz.unh.edu>
Source record: 207844
Cross-posted to: comp.sys.atari.st,alt.games.lynx

>>Well, the rumor is Alt.games.lynx is that Atari has dropped the Lynx!!!
>
> That rumor's got no basis in reality. It comes because of speculation
>passed from one ignorant clerk at a Toys 'R Us store.
>
> The truth is that TRU dropped the Lynx (actually, all Atari stuff) back
>in December. Hence no more Lynx items at TRU stores. This came because
>(supposedly) the constant changing of sales managers at Atari proved too
>trying for Toys 'R Us, Inc., so they dropped Atari to make life simpler.
>

ell, I had heard this ROMOUR about Toys R Us as well. It is not true. It may be the case that some TRU stores have stopped carrying the LYNX but certainly not all. I happened to be in the TRU in Manchester, NH a couple of weeks ago and had a look. Yes, they still sell the LYNX. It was right in there with the Lameboys and GameGears. Plenty of accessories and what I would guess to be all of the games available for the machine. There was absolutely no indication that they were planning on dropping it.

--
Dean R Biron D-no@unh.edu -><-
University of New Hampshire Research Computing Center -><-
Prefector of the order of St Gulik, Legion of Dynamic Discord -><-

4989. Re: Whither AtariUser?

Newsgroup: comp.sys.atari.st
Date: 1993-04-04 23:34:32 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <C4zG5K.48t@ucunix.san.uc.edu>
Source record: 207808

In article <1993Apr4.220313.13412@gumby.cc.wmich.edu> obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
>>
>> You are not alone. I subscribe to AtariUser, Atari Advantage and Atari
>> Interface. I have not received a single issue from any of these magazines
>> since the start of the new year. Did all three decide to fold up at the
>> same time?
>
>Well, Atari Interface is definitely history. I don't know what the
>story is with Advantage, but they're at least 3 months behind. Atari
>User is still hanging in there, although problems have resulted in
>delays. Hopefully, they won't bite the dust as well.

Well I just received the latest copy of Atari Interface Magazine. It was a _VERY_ low cost printing. 32 page colorless commic book.

It was delighting to get a message from them. It was also delighting to see their 2 page article on the death of Atari. They even got a specific date and (well, maybe not...) time. I think that makes their advertisers happy to see....oh well, I am still a hobbist, Atari is still a good home computer, there is not knocking that....

+-------------------------------------+_
*> Kevin Klasmeier	
*> NET: klasmekj@ucunix.san.uc.edu	
*> GEnie: K.Klasmeier	
>>>> Trust me, Rush IS right! <<<<	
+-------------------------------------+ |
'-------------------------------------'

4990. Re: DataSoft, Intellicreations

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 00:48:18 UTC
From: xorcist@nntp.crl.com
Message-ID: <1pnvki$8o4@crl.crl.com>
Source record: 207812

Nathan P Scherdin (nscherdi@magnus.acs.ohio-state.edu) wrote:
: I want to know if Datasoft is still around. One of the best games I ever
: played was written by them, Alternate Reality-The City. I hope some one can
: tell me if the company died or not, and if they did if someone else decided to
: finish the series for Alternate Reality,
: dungeon,palace,arena,wilderness,revelation,destiny.
: Thanks

Datasoft went under a LONG time ago... probably around 7 years ago. They
used to be located in Chatsworth, Ca. and basically grew too quickly and
bought too many expensive toys.... oh well...

4991. TEST

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 01:08:00 UTC
From: charles.berlinguette@outlan.ersys.edmonton.ab.ca
Message-ID: <14749.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 207819

```
test

----
Message was posted at outlan.ersys.edmonton.ab.ca
#403-478-4010 HST and v.32bis Try it, you'll like it!
```

4992. GDOS * Please help

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 02:27:05 UTC
From: gregs@eskimo.com
Message-ID: <C4zo57.LA0@eskimo.com>
Source record: 207813

Hi all,

I've seen some messages lately about GDOS, but after backtracking I could no longer find them.

I'm having lots of trouble installing GDOS fonts. I've tried AMCGDOS, which is very verbose in its help messages. Unfortunately, I don't read German.

GDOS 1.8 gives me an "error -66" (TOS Error 35), and GDOS 1.1 tells me "Invalid Workstation ID in ASSIGN.SYS". I'm not sure what this could mean.

ANY help would be appreciated on how to use GDOS. I bought my STe used, and there was no documentation about Gdos with it. In fact, I don't think I've ever seen any documentation on GDOS. I'm using a 4meg STe with TOS 1.6 (monochrome). I'm trying to install a bunch of fonts I got from the atari.archive.umich.edu archive.

Please help! email preferred.

Thanks in advance,
--
Gregory Sumner
gregs@eskimo.com
Seattle, WA.

4993. TERM PROGRAMS.

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 03:13:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <25.78.uupcb@uttsbbs.uucp>
Source record: 207832

Does anyone know of a good, new Term Program for the ST? I am/have been currently running Interlink v1.85 for the past, 4 or so years. I have'nt really looked for anything new, as I am happy with Interlink, but just curious as to know if there are any newer better programs, or even versions of Interlink..I've got a copy of Masterlink, which was the newer version of Interlink about 3 1/2 years ago, don't think it was ever realeased, though.

Also, I just got a USR Sportster 14.4 v.32bis v.42bis faxmodem the other day. Does anyone know of any software that I can run this with?

ALSO, (Sorry, the board I'm on just hooked this up in the net today, and I've been dying to find an ST board for quite some time now) we've got the files section on here, but I've heard you need some kind of program to decode them? Where do I get it?

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+---+

4994. Re: SPICE!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 03:20:59 UTC
From: lehmann@cs.tamu.edu
Message-ID: <1po8irINN230@tamsun.tamu.edu>
Source record: 207809

In article <1993Apr03.043810.133053@zeus.calpoly.edu> smiller@farad.elee.calpoly.edu (sTTeve the ATARI man :P) writes:
Oliver how much does the package cost including your copy of SPICE?
Does your copy of SPICE take advantage of the 68882? and do you guys
take credit cards????

If you could answer here 'cuz a lot of us people would like to know!

Yes. This is my vote for publishing a way to make a US order for this
software.
--
Mark Lehmann Senior Texas A&M University
lehmann@cs.tamu.edu

4995. You may want to screen this!

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 03:39:43 UTC
From: lehmann@cs.tamu.edu
Message-ID: <1po9lvINNcc6@tamsun.tamu.edu>
Source record: 207810

Ok this is a request for help. Would you have read this message if
I had said "Strange Flicker infests multicolor programs?"

When I have the desktop displaying, or and color program running in
Medium Resolution, I get a flicker (or bands) on the screen. If I was
video taping the screen I would see the same phenomina greatly exagerated.

When I get a large band of white on the screen, the flickering goes away.
When the floppy drive goes on and draws some power away from my fan (which
I installed to the right of the 1040ST power supply) the flickering stops.
When I move the mouse back and forth continuously, the flickering goes away.

What should I do to fix this? Has anyone else experienced this. My hardware
follows:

1040ST
JRI memory expansion 4Mbytes of 70ns SIMM memmory (1 SIMM is 80ns), no
extra video shifter chip
PC Speed card soldered on top of MC68000 (under floppy drive)
TOS 2.06 (TEC Card) soldered to pins on PC Speed which is on top
of MC68000
DC 12V .09Amp brushless fan between power supply and floppy drive, glued
to the top of the case. Fan is over the TEC card and has about a
1/2" gap between the two devices.

--
Mark Lehmann Senior Texas A&M University
lehmann@cs.tamu.edu

4996. Re: Looking for FAX software for Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 04:15:04 UTC
From: ortega@cactus.org
Message-ID: <1993Apr5.041504.12258@cactus.org>
Source record: 207814

In article <2APR93203940@fnalj.fnal.gov> groer@fnald.fnal.gov writes:
>Hi,
>
>I am trying to find either public domain or very cheap software that will
>allow me to use my Atari ST1040 with a Zoom Telephonics Faxmodem which supports
>Class 1 and 2 Fax (it implements standards V.29, V.27ter, V.17, and V.21
>channel 2 - whatever the hell they all are!).
>
>I have already searched various ftp sites and heard from Jeff Weiner at umich
>that he is unaware of any public domain fax software.
>
>If anyone out there can help me find something it would be much appreciated.
>
>Contact me at

Something called HFAXBETA.LZH has been uploaded to atari.archive.
The docs are in German, but it looks like it's for the Xyzel
fax-modem.

--
Paul Ortega | "While looking for the men's room,
2015 Cedar Bend Dr., #1105 | VP Dan Quayle stepped into the Quantum
Austin, TX 78758 | Leap Accelerator and vanished....."
ortega@cactus.org ---------------------------------------

4997. Re: DataSoft, Intellicreations

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 07:13:46 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1pom7aINNnob@golem.wcc.govt.nz>
Source record: 207816

In article <1993Apr4.231621.8753@magnus.acs.ohio-state.edu>,
nscherdi@magnus.acs.ohio-state.edu (Nathan P Scherdin) writes:
>I want to know if Datasoft is still around. One of the best games I ever
>
>Nathan Scherdin Ohio State University

Well they did get taken over, also they did do a update to Alternate
Reality-The City, they updated the ST version to 16 colours the same as the
PC version at the time, I read this in one of those old 8 bit magazines, you
had to send your disk back to get the update..

The reast got droped because of poor sales...

Roger..... sheppard_r@kosmos.wcc.govt.nz

4998. Re: Has Atari Abandoned the Falcon US Market Already?

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 08:31:18 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1poqomE213@uni-erlangen.de>
Source record: 207817

michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:

>Original to: SML108@psuvm.psu.edu
>In a message of <29 Mar 93 13:05:50>, SML108@psuvm.psu.edu (3:713/602)
>writes:

> S> Hmmmm, it's almost April and no US Falcons. Could it be that Atari has
> S> decided that the Falcon just cannot compete with the Mac Centris and Mac
> S> III as well as cheap PC clones and has decided to recoup the development
> S> costs in the European market exclusively?

>No idea, but the machines that have been making it here are selling quite
>well.

It's very understandable that ATARI gives the priority to the european
(German, English) market at the moment. Here they can sell every FALCON
they can produce without any effort at the moment. So they can make
good and fast money.

Last week our local dealer got 10 Falcons, and they were sold in the same
week. But I'm quite sure the next Falcons will reach the US, too. Because
this time at least the musicians will hear of it in the US, too.

--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

4999. MultiTos 1.0 - Real or just a joke?

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 09:52:21 UTC
From: minidis@urz.unibas.ch
Message-ID: <1993Apr5.095222.42782@urz.unibas.ch>
Source record: 207818

```
Hi there,
in the 4/93 issue of the german mag ST-Computer i read
an article about MultiTos 1.0. Was that an april-fool-joke? or is it real?
if it is real, where can one get it?

--
Alexander (Capt. Jaques Mayol) <minidis@urz.unibas.ch>
---------------------------------------------------------------
- "Are you some sort of special-agent?" -
- "No, I'm just the cook." -
- "Oh God, we're all gonna die!" -
---------------------------------------------------------------
```

5000. Re: MultiTos 1.0 - Real or just a joke?

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 09:52:38 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr5.095238.26923@tdb.uu.se>
Source record: 207821

It's real, I'm running it right now! Dunno if you can buy it yet though.

/Daniel Eriksson

5001. GCC for the Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 10:19:50 UTC
From: bcballi@cs.vu.nl
Message-ID: <C50A13.3o7@cs.vu.nl>
Source record: 207820

Hello,

Is there a GCC for the Falcon?

That is:
- a compiler generating 68030-code.
- an optimizer adapted to Falcon needs.
- os-bindings, libraries.
- etc.

And this in 1 package?

I know there is a GCC for the ST, but that is not
what I ask. Any pointers to the whole or part of such a package,
if it exists, would be appreciated.

De Mazzel,

Gerco Ballintijn (bcballi@cs.vu.nl)

```
+-------------------------------------------------------------+
| I feed on the patience |
| of trees that wait for new born leaves to grow.... |
| R.V. |
+-------------------------------------------------------------+
```

5002. 520 STFM price cut in the UK (a re-introduction)

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 10:43:58 UTC
From: etlgtme@etlxd20.ericsson.se
Message-ID: <1993Apr5.104358.6091@ericsson.se>
Source record: 207826

The May issue of ST-Format landed on my doormat this morning and its front cover declares that Atari have announced a re-introduction of the 520 STFM at a new price of 159 UK-pounds, a reduction of 90 pounds. Here's a few snippets from the atricle:

"Atari are bidding to rejuvenate the ageing STFM by dropping its price to a staggeringly low 159 pounds - and it is strongly suspected that the firm will also be dropping the prices of its STEs later in the year.
The manufacturer stressed that the new move is not a price drop but a "re-introduction of the machine at an ultra competitive price point."
Atari believe that at its new price the STFM can recapture some of its old glory days and hit sales of 150,000 units in 1993. Atari's Marketing Manager, Darryl Still, told us that they had considered dropping the eight year-old machine altogether but decided on a revamp due to perceived demand from retail. New, cheaper production techniques are being used to manufacture the new batch of FMs. This makes the low price point possible but also means that the machines will be extremely difficult and costly to upgrade. Still described it as "definately a workshop job."
He went on to explain Atari's rationale behind the introduction: "The plan was for the FM to be superceded by the 520STe. We intended publishers to write to the 'e' and produce a software base that was even more impressive than the Amiga's. Unfortunately, publishers didn't do that, they continued to write to the base machine."

other quotes: "....it will definately put pressure on consoles like the Mega Drive and Super NES."
"....it gives the consumer the option of a real computer for the same price as a console."
"....(Darryl Still) I think the new price gives the STFM at least another three or four years of very healthy existence."

I just don't know if this is a good move or not by Atari. They claim that this is "no panic measure, no last stand" but I can't believe that. I have watched the number of new Atari software titles drop to a trickle compared to the Amiga and PCs. They showed an interesting graph which claimed that in 1992 in the UK, the ST claimed 5.7% of all software sales, with the NES at 4.6%, Gamegear 4.4%, CPC 3.9%, SNES 3.7%, PC 3.3% and Lynx 0.7%.

Whad'ya reckon Guys??

Grant.

_/_/_/_/_/ _/_/ _/_/ _/_/_/_/_/ | Grant McFarlane, Ericsson Telecom.
_/ _/ _/ _/ _/ _/ | E-Mail: etlgtme@etlxd20.ericsson.se
_/ _/_/ _/ _/ _/ _/ | "Don't mess with anything thats got

```
_/ _/ _/ _/ _/ | more teeth than the whole of the
_/_/_/_/_/ _/ _/ _/_/_/_/ | Osmond family. (A Rimmer)
```

5003. Re: Civilisation on a Mega STe

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 10:53:49 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <C50BLq.M75@news.chalmers.se>
Source record: 207831

In article <1993Apr2.132011.28631@aston.ac.uk> wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:
>Hi... I bought Civilisation too. I'm using a 520 STFM (4 Mb RAM, Hard
>Drive, TOS 1.4) and it runs fine (off hard drive too!) It crashes a
>few times, but I thought that was just my computer, which isn't too
>reliable. Bugs I've found so far are...
...
>(3) - It crashes when you complete the game, looking for a file (slam.bbm
> or some such?) Which means you can't get a finishing score.

This bug bit me too when I conquered the world the first time. Fortunately I had saved the game a few minutes earlier.
After some hacking around with MonST I also managed to fix the bug!

The file it's looking for is called slam2.bbm, but on the disks there is only a slam2.lbm. If you rename slam2.lbm to slam2.bbm it all works fine! :-)

Try it out!

By the way, I got a score of 992 points and 19% in the year 2003 (easy level).
What are the current top scores (after you've applied my fix of course)?

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

5004. Hard Disks in the UK

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 11:17:35 UTC
From: pcxkrm@unicorn.nott.ac.uk
Message-ID: <1993Apr5.111735.11203@cs.nott.ac.uk>
Source record: 207830

Has anyone else in Britain had a problem bying a hard disk recently? - I've been trying to get hold of one for over a month now. Ladbroke Computing kept telling me that the problem was with the supply of ICD interfaces, until last week, when they assured me of delivery. However, this morning they tell me that the interfaces didn't arrive after all, and that means another wait. Everywhere else I've tried has had different excuses. Evesham Micros stopped selling HD's for the ST a couple of months ago (no reason given). Power computing I haven't been able to get through to on the phone, but they don't have the size of drive I want anyway - I want something around 60-80Mb, and they only advertise 40 or 100, the former is too small, and the latter too expensive! Also, they use the ICD stuff as well, so presumably have the same problem.

I tried several places who advertise the Protar drives - none of them had any. One place offered me an Atari Megafile 30 - the only time I've actually been _offered_ anything - but this is far too small. I suppose I could buy two! (maybe not...). They didn't have the Megafile 60, unfortunately, which would have done nicely - another place I tried that was advertising these said that Atari had stopped making them, so they didn't have any either.

So, does anyone know what the problem is with ICD? - I assume Ladbroke are telling me the truth, and they seem to have the actual drives in stock. Are there any alternative SCSI interfaces of the same quality and reliability? If so, where can I get them from?

Keith.

~~~~~~
"Mummy was an asteroid, Daddy was | Keith Marshall
a small, non-stick kitchen utensil..." | pcxkrm@unicorn.nott.ac.uk
~~~~~~

5005. Re: Is there a Gofer port that runs on TT?

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 11:35:44 UTC
From: spoil@cs.tu-berlin.de
Message-ID: <1pp5ig$abm@news.cs.tu-berlin.de>
Source record: 207827

avgroeni@cs.ruu.nl (Annius Groenink) writes:

>I tried my executables of the functional language Gofer on my TT,
>but found that they don't work (bombs-- have you noticed that the
>TT has a habit of showing long rows of bombs as if it had to prove
>it is a 'bigger' machine than the ST?). Does anyone have a version
>running on a TT?

Gofer does not run on the TT because of its very strange signal()-handling.
I recompiled it using Lattice-C (which was easier than using Pure-C because
of some very dirty segments in the Gofer-sources).
The result runs fine under MultiTOS, but it's got some important restrictions:

1. It will no longer run on 1 MB machines, since it uses large static arrays.
2. The version I compiled is not up-to-date.
Recompiling the UNOX-sources using Lattice-C isn't quite easy, since Lattice
only allows up to 32k of code+static data per module, so I had to cut
the existing source into pieces, which makes a fast updating to new versions
nearly impossible. Since my time is limited there is no up-to-date-version
for the Atari.

It should be quite easy to recompile the whole package under GCC.
I haven't tried that yet, but it should be absolutely possible.

You should be able to get the sources from your local server or via ftp from
the programmer at yale.edu.

Regards,
Laurenz

5006. Re: stalker & Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 12:21:45 UTC
From: rosenqui@ncs.dnd.ca
Message-ID: <1993Apr5.122145.24830@netfs.dnd.ca>
Source record: 207848

In article <Apr04.213448.93186@yuma.ACNS.ColoState.EDU> kfason@lamar.ColoState.EDU (Kevin Fason) writes:
>In article <1993Apr1.145920.26548@netfs.dnd.ca> rosenqui@ncs.dnd.ca (E. Rosenquist) writes:
>>
>>STalker 3 has had support for the SCC ports in the TT/MSTe (and hence
>>the Falcon) for over a year and a half now. The latest version (3.02
>>- June '92) has support for baud rates of up to 153600 on Modem 2 and
>>up to 230400 on Serial 2.
>But does STalker 3.2 support the Falcons speed in the curent rev? On my
>Mega 'E I have it locked at 38400@modem 2... BUt could I do that on the Falcon
>using STalker? l8rz

You should be able to get the higher SCC speeds simply by picking
Serial 2 or Modem 2 from the "Communication Port" dialog. Selecting
one of the SCC ports will make the extra speeds available in the popup
menu of the "Port Settings" dialog.

Eric
--
Eric Rosenquist - Software Kinetics Limited __ __
65 Iber Road, Stittsville Ontario Canada, K2S 1E7 / // /
Tel: (613) 831-0888, Fax: (613) 831-1836 \ _\
email: Eric.Rosenquist@sofkin.ca /_/

5007. Re: Hard Disks in the UK

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 12:38:19 UTC
From: etlgtme@etlxd20.ericsson.se
Message-ID: <1993Apr5.123819.8483@ericsson.se>
Source record: 207833

In article 11203@cs.nott.ac.uk, pcxkrm@unicorn.nott.ac.uk (K.R.Marshall) writes:
>Has anyone else in Britain had a problem bying a hard disk recently? -
>I've been trying to get hold of one for over a month now. Ladbroke
>Computing kept telling me that the problem was with the supply of ICD
>interfaces, until last week, when they assured me of delivery.
>However, this morning they tell me that the interfaces didn't arrive
>after all, and that means another wait. Everywhere else I've tried
>has had different excuses. Evesham Micros stopped selling HD's for the
>ST a couple of months ago (no reason given). Power computing I haven't
>been able to get through to on the phone, but they don't have the size
>of drive I want anyway - I want something around 60-80Mb, and they
>only advertise 40 or 100, the former is too small, and the latter too
>expensive! Also, they use the ICD stuff as well, so presumably have
>the same problem.
>
>I tried several places who advertise the Protar drives - none of them
>had any. One place offered me an Atari Megafile 30 - the only time
>I've actually been _offered_ anything - but this is far too small.
>I suppose I could buy two! (maybe not...). They didn't have the
>Megafile 60, unfortunately, which would have done nicely - another
>place I tried that was advertising these said that Atari had stopped
>making them, so they didn't have any either.
>
>So, does anyone know what the problem is with ICD? - I assume Ladbroke
>are telling me the truth, and they seem to have the actual drives in
>stock. Are there any alternative SCSI interfaces of the same quality
>and reliability? If so, where can I get them from?
>
>Keith.

Have you tried GASTEINER ?

I have a 50Mb (24Ms) Seagate Gasteiner Mega Drive (not to be confused with the Sega Mega Drive, BTW Sega are threatning to sue under "Infringement of Trade Mark" unless Gasteiner change the name) and it works just great. It's a bit bulky though, about the size of a medium pizza box. Here's a few configs for you to ponder over (not quite 60-80 Megs, but close):

GASTEINER MEGA DRIVE (50Mb, 24Ms, Seagate Mech) GBP 289.00
GASTEINER MEGA DRIVE (52Mb, 11Ms, Quantum Mech) GBP 309.00
GASTEINER MEGA DRIVE (87Mb, 14Ms, Quantum Mech) GBP 399.00

You can call them on 081 365 1151.
I'm not sure if they have any in stock, but there still advertising them.

Good Luck,
Grant.

_/_/_/_/_/ _/_/ _/_/ _/_/_/_/_/ | Grant McFarlane, Ericsson Telecom.
_/ _/ _/ _/ _/ _/ | E-Mail: etlgtme@etlxd20.ericsson.se
_/ _/_/ _/ _/ _/ _/ | "Don't mess with anything thats got
_/ _/ _/ _/ _/ | more teeth than the whole of the
_/_/_/_/_/ _/ _/ _/_/_/_/_/ | Osmond family. (A Rimmer)

5008. Re: MultiTos 1.0 - Real or just a joke?

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 13:21:17 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Apr5.132117.8287@rhrk.uni-kl.de>
Source record: 207836

minidis@urz.unibas.ch (Capt.J.Mayol) writes:

>in the 4/93 issue of the german mag ST-Computer i read
>an article about MultiTos 1.0. Was that an april-fool-joke? or is it real?
>if it is real, where can one get it?
This was no joke. At the moment MTOS is available for Falcon users, at least
in Germany.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----

* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

5009. unarcing things bigger than the diskspace...

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 13:48:05 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <1993Apr5.134805.18524@magnus.acs.ohio-state.edu>
Source record: 207837

I wanted to thank all the people who helped me with the zoo archiver,
after I used -extract instead of 'x', everything works fine.

thanks to:
obryan, husfeld, BWEBSTER, David Paschall, Richard M. Venable, anisko,
cummins, Kevin J. Klasmeier

Now that I have that working, I have run into a problem, How do I
unarc a file that is bigger than a standard double density disk when
I don't have a harddrive. Well, the program is the opus spreadsheet
and I believe if I unarc the program without the documentation, I
should be able to squeeze it onto a disk, and then the docs on
something else. I don't have enough system memory to make a Ramdisk
bigger than a DD disk...

How would I do this with .lzh, .arc, .zoo files... Opus is in .lzh, but I
guess the general knowledge will do me good.

Any takers?
Michael Steve
Columbus Oh

5010. PAM's X-server

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 14:07:59 UTC
From: mbdqbest@diamond.sara.nl
Message-ID: <1993Apr5.140800.3026@news.sara.nl>
Source record: 207835

Hi,
has anyone seen PAM's X-software on CeBIT for the TT?
I'm working with PAM's beta-version X-server XTT.TOS for more than a year
now and I'd like to know if they have an official version at last ...

_.-._
/__\\\\ Robert Best
|::::|##| Rijnhuizen
__|::::|##|__ Holland
'"::|#/^^ rwbest@sara.nl

5011. Re: Wordprocessors

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 14:30:18 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1993Apr05.143018.2@gst-soft.demon.co.uk>
Source record: 207840

Well, hows this for a bit of cheap advertising.....

1st Word Plus, RRP 80 quid, though you'll probably get it cheaper from a dealer. Call Electric Distribution on (0480) 496666, in UK for details. It was one of the first wordprocessors and does include a spell checker and reasonable dictionary, runs under GEM.

Other word processors that come to mind are Protext, Thats Write, ST Write...though details will have to be from someone else.

Chris Wood.
cwood@gst-soft.demon.co.uk

Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

5012. Computer Diplomacy

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 14:32:54 UTC
From: wbdst+@pitt.edu
Message-ID: <7851@blue.cis.pitt.edu>
Source record: 207839

Hi! Does anyone know if Computer Diplomacy, from Avalon Hill is compatible with the STe?

5013. STOS 3D

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 14:44:40 UTC
From: jpa@cs.bham.ac.uk
Message-ID: <C50MAH.Loy@cs.bham.ac.uk>
Source record: 207838

I'm having a few probs with the td background command. Firstly, when using this command to draw the background in the foreground (in front of the 3D objects as described in the manual) I get weird discolouration when an object goes behind the background (it looks as though the object colour has been ored or anded with the background colours). Is there anyone out there who knows what's going wrong.

Second problem. Ideally I would like to draw behind the 3D objects (with the polygon command), and use td background to draw infront of the 3D objects (as described above). Anyone got any code/ideas on how to do this.

Any help most gratefully received,

Jonathan.

Jonathan Alma J.P.Alma@cs.bham.ac.uk
School of Computer Science
University of Birmingham, UK, B15 2TT.

The opinions expressed are my own and not those of Birmingham University

5014. Help with video key

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 15:37:33 UTC
From: whitlock@mentor.cc.purdue.edu
Message-ID: <C50oqM.J5I@mentor.cc.purdue.edu>
Source record: 207841

Does anyone know what the power supply requirements are for the video key?
ie What voltage? AC or DC? Tip + or -? and how many milliamps?

Thanks

Brian
whitlock@mentor.cc.purdue.edu

5015. New mg2a for atari and MINT

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 16:03:40 UTC
From: lemmens@dutind4.twi.tudelft.nl
Message-ID: <1993Apr05.160340.23845@donau.et.tudelft.nl>
Source record: 207843

I have made a port of mg2a to MINT, based on the BSD-UNIX sources. Works with termcap, so can
be used over a modem as well.
All know bugs are fixed: dired works well, regex works excellent, cursor and functionkeys work,
apropos doesn't cause any bus errors any more, subshells can be started so this might be a very
good replacement for your old mg.
Also runs - with a few limitations - on a normal ST (no dired, no remote terminals, no subshells)

I also made a new port of the normal mg2a, because the old one had several nasty bugs. This one
also supports regular expressions and has a good working dired mode and apropos.

Most of the bugs where caused by passing NULL pointers to string handling functions or by assuming
sizeof delivers int and not long.

Will be available on atari.archive.umich.edu as soon as I am able to log in ! (Maybe tomorrow ?)

--
Kees Lemmens, | Phone : +31-15-787229
Dep. Applied Analysis, | Fax : +31-15-787209
Fac. Techn. Maths & Informatics, | PO Box : 356; NL-2600 AJ Delft
Delft University of Technology. | E-mail : lemmens@dv.twi.tudelft.nl

5016. Re: SCSI commands with AdSCSI hostadapter

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 17:06:23 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C50suo.IDu@hpbbrd.bbn.hp.com>
Source record: 207857

Julian Reschke (Julian_Reschke@ms.maus.de) wrote:
> In fact, there is a trick that allows to send command from higher
> command groups on *all* host adapters (I guess this is what ICD
> advertises),

Unfortunately, the trick does *not* work on all host adapters.
Protar and Vortex host adapters refused to cooperate 8-(

> but this trick (using linked commands) doesn't work
> with all SCSI devices (notably Quantum's).

I think I tried it once or twice on a Quantum drive, and it
worked well (again, depending on the host adapter), but I
might be wrong here, I just can't remember for sure.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

5017. Re: As Atari Users We need to prepare for .....

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 17:13:21 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C50t69.IF4@hpbbrd.bbn.hp.com>
Source record: 207858

Amalaye Oyake (oyakea@warren1a.its.rpi.edu) wrote:
> 6) Never was and i doubt there will ever be a commercially available cd-rom.

That's not true. Doesn't ICD sell CD-ROMs for Atari computers? Anyway,
you can buy *any* SCSI CD-ROM drive and hook it up to your Atari,
either directly (TT/Falcon) or through an ACSI host adapter.

> 7) Puny joysticks (need more buttons for us mortal combat types)

I will never understand why people buy Atari computers to use
them as a game machine (except, maybe, for the Falcon) ...

I agree, however, with the rest of your list. 8-(

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

5018. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 17:32:00 UTC
From: taylors@hubcap.clemson.edu
Message-ID: <1993Apr5.173200.29697@hubcap.clemson.edu>
Source record: 207842
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:

>e91sg@efd.lth.se (Stefan Gimeson) writes:

>>In article <1993Apr1.130455.28373@sbcs.sunysb.edu> swithing@ic.sunysb.edu (Scott Withington) writes:

>>>...that Commodore has chosen the
>>>RISC chip of future amigas! (drum roll please...) As many have speculated,
>>>it is the DEC Alpha!

>The Alpha for a low cost computer like AMIGA's? Oh I see, it's first of April..

No, it's not for low-end machines. It's most probably not even for high-end personal machines. It's probably going to end up focused at the work-station crowd. And it will most definately NOT be low-cost.

--
taylors@hubcap.clemson.edu | "I" before "e" except after "c", +
Amiga | And when sounding like "ay" as in "neighbor" and "weigh", |
Rules | And on weekends and holidays and all throughout May, |
Supreme + And you'll always be wrong no matter WHAT you say! +

5019. Re: As Atari Users We need to prepare for .....

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 19:16:28 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Apr5.191628.7631@alw.nih.gov>
Source record: 207845

In article <+3f5gqq@rpi.edu> oyakea@warren1a.its.rpi.edu (Amalaye Oyake) writes:
> Once again one of the few u.s. atari users on the irc #atari channel speaks
>on what we face.
> As atari users we need to face some harsh and painful facts:
> (note much of below applies to u.s. users)
>1) Atari computers are not popular machines in the us.

They are a cult computer, popular among a minor segment; the
problem is Atari marketing and production strategies with regard
to the U.S. market.

>2) Atari does not hold a significant position in any market

Too right-- except perhaps musicians with MIDI synths, definitely a
niche market.

>3) There are to many unreleased atari products (Falcon, Mtos, Speedo Gdos,
>Atari-Works)

Atari has been long on promises, short on delivery since the Warner
Bros. days; JT's boys have done little to change that.

>4) Dealers WHERE ARE THEY (none in my area - area code 518 New York zip 12180)

They are still several in the Washington D.C. - Baltimore area, but
they certainly don't blanket the country. Have you checked Buffalo,
or maybe Erie PA?

>5) No advertisements ever and i doubt the ST or falcon will ever be advertised
>here.

Atari never advertised very much in the U.S.; they may never have
had the production to meet the U.S. market, but then again they've
never really tried, have they?

>6) Never was and i doubt there will ever be a commercially available cd-rom.

And that's surprising, especially that no third party has addressed
that particular failed promise of Atari (due 'real soon' when ST 1st
came out; big disappointment to me that it never materialized).

>7) Puny joysticks (need more buttons for us mortal combat types)

Atari joysticks were always crap; get a Wico.

>8) No computer shows on the east coast

Ever hear of the annual WAACE show? There's also active user groups
in several areas, like Boston. Just maybe not in Rochester, NY. You

are being a bit parochial; there is an outside world.

>9) Ataris non-aggressiveness in this country and the world.

Yeah, well, do they have anything to be agressive about?

>10) And the poor lynx users, dealing with new titles at the rate of 2/year

Yes, it's surprising, although perhaps the market for hand-held
video games is a bit soft; and the GameBoy is generally cheaper,
although inferior (2" mono vs. 3" color screen, etc.)

5020. Re: Is there a Gofer port that runs on TT?

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 19:55:19 UTC
From: alex@falcon.demon.co.uk
Message-ID: <734039719snz@falcon.demon.co.uk>
Source record: 207850

```
> Recompiling the UNOX-sources using Lattice-C isn't quite easy, since Lattice
> only allows up to 32k of code+static data per module, so I had to cut
> the existing source into pieces, which makes a fast updating to new versions
> nearly impossible. Since my time is limited there is no up-to-date-version
> for the Atari.

The 32K limit is on code per module, rather than data; if I get half I
chance I will remove that limit in the next release. (But higher on my list
of priorities is wchar_t == short for better Speedo support).

--
Alex Kiernan
akiernan@falcon.demon.co.uk
```

5021. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 21:33:25 UTC
From: Barnard@forge.franken.de
Message-ID: <Ri7Js*iy0@forge.franken.de>
Source record: 207899
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

In article <C4touq.54G@news.iastate.edu>, Marc N. Barrett writes:

[...]
> What software will it run?

Everything, which is written on Apr, 1st.

Oh, come on, Marc. If you've really missed this, then you should *really*
buy a Mac and leave us alone.

Allooooooha!
Henning

--
\\ _ Henning Schmiedehausen - barnard@forge.franken.de _ // Amiga -
\X/ --- Home of Barnard's Software Forge - ECG038 --- \X/ Learning to Fly

He's a Unix Wizard,
I just can't get the gist
A Unix wizard's
Got such a mental twist -- Jamie Mason <jmason2@gpu.utcs.utoronto.ca>

5022. Re: And the Falcon 040 ???

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 22:34:02 UTC
From: Marco_Verhoeven@p11.f607.n285.z2.fidonet
Message-ID: <2bc0b461@p11.f607.n285.z2.fidonet>
Source record: 207880

In a message of <Thu 1 Apr 93 11:08>, mor (2:281/202.0) writes:

m> Perhaps it has been shown during the CeBIT, but hidden, only for
m> devs, only for their eyes...

No 040 at the Cebit but a new casing for the Falcon from a third party.

The casing slides over the original Falcon motherboard and contains a
adapter for a PC keyboard, not really a neat solution but better than the
original casing. DM 199,- that's about $120,- ...

.\\arco

Marco_Verhoeven@nextjk.wlink.nl

--- MARSmail v1.21
* Origin: Only KRAIT would steal this tagline. (2:285/607.11)

5023. STraight FAX!

Newsgroup: comp.sys.atari.st
Date: 1993-04-05 23:26:04 UTC
From: psurge@cs.utexas.edu
Message-ID: <ls1g0clNNqpb@levelland.cs.utexas.edu>
Source record: 207851

In article <C4y54L.KBx@watserv1.uwaterloo.ca> bmaraldo@watserv1.uwaterloo.ca (Commander Brett Maraldo) writes:
>In article <2APR93203940@fnalj.fnal.gov> groer@fnald.fnal.gov writes:
> I was not able to find any 'cheap' FAX software myself and opted for
>the TOAD Computers distributed STraight FAX! software. It cost me $95CDN after
>shipping and everything else. They sell it for $69US. It seems to be a
>reasonable bit of code, although there are some things I would like to have
>seen. In any case, STraight FAX allows you to use your ST as FAX machine with
>a class 2 FAX modem. It has a sortable phone number list, a separate send and
>receive log file and a good scheduler. It uses *.J* FAX files but allows you
>to convert from/to .IMG files. This useful for using bits of faxes in other
>documents. It requires that you have GDOS loaded only for the printer drivers.
>That is, it doesn;t use GDOS fonts (thank God). It had built-in printing
>facilitites and will also allow you to clip out bits of received faxes and save
>the bits as *.IMG files. The program accepts the .J fax files, ASCII text,
>.IMG files and I think *.PI* files. I like it very much. As I said, it isn't
>the most sophisticated fax software but is better than most. Worth the $70US!
>

Could someone please give more information on how this software actually does its scheduling? Does it run in the background to intercept faxes at all times? Is there a DA for that capability? I have seen some nice MAC Fax software that will replace any 'print' menu item with 'FAX' when the Command or Option key is pressed. (With the non-standard Atari interface though that print command can change from program to program). Basically, how does it interface with other programs, if it does at all.

Is anyone aware of if or when the following will be implemented:

Group 3 (currently the standard over 2 and 1)
How does it communicate with the ST? (Class 1, or CAS)?
Background communictions with other programs to avoid any intermediate steps to get the document into a faxable format.

Fax software on the Atari seems to be lagging behind the quality for other systems like the Mac. Is there anyone out there working on closing that gap?

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

5024. Digivec, Beep, Click

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 00:08:41 UTC
From: psurge@cs.utexas.edu
Message-ID: <ls1ig9INNt2k@levelland.cs.utexas.edu>
Source record: 207852

Has anyone seen these programs lately? I have all three, and occasionally use them, but have lost the DOCS for them. I especially need the docs for DIGIVEC since I forgot what some of the vectors are to which I can attach sounds.

Is there anything like Sound Master(?) on the MAC, of which SAM is supposed to be like, for the ST line other than Digivec?

I have looked for Digivec, Click and Beep on various archives, but cannot seem to find them.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"M-U-S-I-C we see was never ment to be M-I-C-K-E-Y-M-O-U-S-E" --P.I.D

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

5025. Re: SPICE!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 01:16:37 UTC
From: dunham@src.honeywell.com
Message-ID: <1993Apr6.011637.376@src.honeywell.com>
Source record: 207853

I too would like further info & U.S. pricing for SpiceLine!

Also, does anyone know where I can get a working version of SPICE? The ZOO I got from sol.cs.ruu.nl has a corrupt header.

--
Scott Dunham| Honeywell | Internet:
| Sensors & Systems Development Ctr.|
| 10701 Lyndale Ave South |
| Bloomington, MN 55420 |dunham@homer.src.honeywell.com

5026. Re: GCC for the Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 01:45:10 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1pqnb6lNNknm@elroy.jpl.nasa.gov>
Source record: 207854

In article <C50A13.3o7@cs.vu.nl> bcballi@cs.vu.nl (Ballintijn GC) writes:
>Hello,
>
> Is there a GCC for the Falcon?

Of course, yes.
>
>That is:
> - a compiler generating 68030-code.
> - an optimizer adapted to Falcon needs.
> - os-bindings, libraries.
> - etc.
>
>And this in 1 package?

Yes.
>
> I know there is a GCC for the ST, but that is not
>what I ask.

Then you don't know what to ask for! GCC for the ST runs on all Atari 680x0 based computer systems. The compiler and assembler fully support 68020, 68030, 68881, 68882, and 68851 in addition to 68000 and 68010. (68040 support is not present in the current version of the assembler, but the new version of GAS will be ported soon, I'm sure.) If you already have GCC for the ST installed on your system, then you already have a Falcon-usable C compiler ready to go. Just use the gcc option "-m68020" to get 68020-specific code generation. (There is almost no difference between 68020 and 68030 for user-code, only the supervisor-level MMU instructions are added to the 68030. User applications shouldn't be using these instructions anyway, so the compiler doesn't need to know about them. The assembler will assemble them properly, though.)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

5027. Re: unarcing things bigger than the diskspace...

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 01:48:15 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1pqngvlNNkr7@elroy.jpl.nasa.gov>
Source record: 207855

In article <1993Apr5.134805.18524@magnus.acs.ohio-state.edu>
msteve@magnus.acs.ohio-state.edu (Michael Steve) writes:
>I wanted to thank all the people who helped me with the zoo archiver,
>after I used -extract instead of 'x', everything works fine.
>
>thanks to:
> obryan, husfeld, BWEBSTER, David Paschall, Richard M. Venable, anisko,
>cummins, Kevin J. Klasmeier
>
>
>Now that I have that working, I have run into a problem, How do I
>unarc a file that is bigger than a standard double density disk when
>I don't have a harddrive. Well, the program is the opus spreadsheet
>and I believe if I unarc the program without the documentation, I
>should be able to squeeze it onto a disk, and then the docs on
>something else. I don't have enough system memory to make a Ramdisk
>bigger than a DD disk...
>
>How would I do this with .lzh, .arc, .zoo files... Opus is in .lzh, but I
>guess the general knowledge will do me good.

Any of these archivers will allow you to extract a single file from the
archive, as opposed to extracting all files from the archive. If the single
file is still too big, you couldn't have used it anyway... In general:
<archiver> x <archive> <filename> [<filename> ...]
e.g.
zoo x bigzoo myprog.prg somedoc.txt
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

5028. Re: Digivec, Beep, Click

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 04:03:38 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1pqveqINN7n3@life.ai.mit.edu>
Source record: 207856

In article <ls1ig9INNt2k@levelland.cs.utexas.edu> psurge@cs.utexas.edu (Troy Carpenter) writes:
>Has anyone seen these programs lately? I have all three, and occasionally use
>them, but have lost the DOCS for them. I especially need the docs for DIGIVEC
>since I forgot what some of the vectors are to which I can attach sounds.

Reading your email, I thought you had the docs, so my reply was
probably confusin. Anyway, the latest (i.e., last) versions of all
these should be on atari.archive.umich.edu in

atari/sound/players/digistuf.arc

Since I can't ever get on the blasted archive anymore ("too many
anonymous users"), I don't know for sure. :|

I'm not sure if it's possible to write a program that triggers sounds
on window opens and closes. The problem is that the GEM desktop
doesn't use the AES trap for these things -- it calls its own code
directly; at least, that's what seemed to be the case when I tried to
do this several years ago.

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

5029. Atari Aust. = Beer man's computer!

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 04:19:11 UTC
From: 8918927y@levels.unisa.edu.au
Message-ID: <1993Apr6.134911.20096@levels.unisa.edu.au>
Source record: 207782
Cross-posted to: aus.computers.amiga,comp.sys.amiga.advocacy,comp.sys.atari.st

In article <1993Mar23.153315.19532@dcs.warwick.ac.uk>, leo@dcs.warwick.ac.uk (Leo Hendry) writes:
> In article <jmccoull.732698075@bruny> jmccoull@bruny.cc.utas.edu.au (James McCoull) writes:
>>
>>Now here is a bit of blatant false advertising I found in my local paper
>>this morning. It certainly gave my face a smile.
>
> [etc].
>
> I don't know how things are arranged in Austrialia, but have you contacted the
> equivalent of the trading standards? I generally support Atari, but every
> single point made in that advertisement was either wrong or misleading.
>
> Atari deserve to be fined by the authorities and the person responsible sacked.
>

All the Australian readers of this thread would be interested to know
that Atari Aust. have hired the advertising company "John Singleton
Advertising", which is the same company that did the "Beer Man's beer" TV
advertisements recently. (For the rest of the world, these AD's caused a
real stink over certain scenes showing a dog removing a womans jeans as
men (with stubbies in hand) looked on...)

And consequently they were responsible for the advertisements comparing
the AMIGA 1200 against the STE. My first thought was that the atari is
now the "Beer man's computer" !!

just to add my two cents worth, I personally think that the
advertisement was grossly inaccurate, (as with any comparison), but not
being a ST, AMIGA, MAC or PC fanatic I think that Apple also has a lot
to answer for it's comparisons with the PC range...

BUT, it could've been worse ... AS i saw copies of the drafts for the
advertising campaign, and that AD could be considered very tame !

Kym,
(yes Miff, I'm still resurecting ST's,and have you bought LC5.5 yet?)

"`Get back' I screamed, `I'm an Australian!'.I new this was a pretty
lame excuse and prepared myself for the truth. `Australia is merely an
Island of Antarctica' came the voice,`and of no further significance.'
Suddenly I understood the secret of Atlantis."
--`What's Rangoon to you is Grafton to me' by Russell Guy. JJJ-FM circa 1978--
Kym B Newbery : 8918927y@lux.levels.UniSA.edu.au : 4th Year electronic eng.

5030. PC-DITTO

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 04:20:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <62.78.uupcb@uttsbbs.uucp>
Source record: 207864

I have been using PC-Ditto and running into a problem, I can't use my hard drive. I have the menu set to recognize that I have a HD, and it does, but when I go to the C: drive, and try to do anything all it says is "Divide Overflow". Has anyone else had this problem? If so, how do you fix it? It's a real pain not being able to use the hard drive...

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+---+

5031. Re: DataSoft, Intellicreations

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 07:31:43 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <78905@cup.portal.com>
Source record: 207859

The authors of the Alternate Reality series were a little bit peeved at the way DataSoft treated them and their game system, and weren't all that shy about talking about it..

It seems that "Alternate Reality - The City" was never intended to be released as a standalone game... it was to be the "home base" that you would return to to heal up from adventures in one of the other modules, and to buy and sell treasures, weapons and armor... it was part of the system, but never intended to be an end in itself.

The company wasn't so sure, and released "The City" by itself to test the market... and, what do you know.. it didn't sell all that well, since there was little you could actually do in the game... great sound and graphics, but nothing to do but wander around killing monsters and hoping to join a guild...

Because the first module didn't sell very well, the other modules were never finished for most systems... "The Dungeon" was released on a few platforms, but was never followed up with the other modules...

One of the best gaming systems ever created, now just a footnote in microcomputer history.

BobR

5032. Re: As Atari Users We need to prepare for .....

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 08:14:18 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1pre4qEjov@uni-erlangen.de>
Source record: 207860

>In article <+3f5gqq@rpi.edu> oyakea@warren1a.its.rpi.edu (Amalaye Oyake) writes:
>> Once again one of the few u.s. atari users on the irc #atari channel speaks
>>on what we face.
>> As atari users we need to face some harsh and painful facts:
>> (note much of below applies to u.s. users)

>>3) There are to many unreleased atari products (Falcon, Mtos, Speedo Gdos,
>>Atari-Works)

The Falcon is delivered in Europe, MTOS - Speedo - Works are running in
their 1.0 versions and higher.

>>6) Never was and i doubt there will ever be a commercially available cd-rom.

You can buy the Photo-CD Kit including a cd-rom for 3 months now here in
Europe. It works with the Falcon as well as the TT.

>>7) Puny joysticks (need more buttons for us mortal combat types)

The STE and the Falcons have a better kind of joystick port.

>>9) Ataris non-aggressiveness in this country and the world.

> Yeah, well, do they have anything to be agressive about?
You should see the latest Falcon leaflet presented at the CeBit. That is what
I call aggresive and optimistic.

>>10) And the poor lynx users, dealing with new titles at the rate of 2/year

Well, there are more than 60 games available. That means, the Lynx is
available for 30 years now. Wow!
--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

5033. Re: Hard Disks in the UK

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 09:34:32 UTC
From: djs@jet.uk
Message-ID: <1993Apr6.093432.28916@jet.uk>
Source record: 207865

In <1993Apr5.123819.8483@ericsson.se> etlgtme@etlxd20.ericsson.se (Grant McFarlane) writes:

>In article 11203@cs.nott.ac.uk, pcxkrm@unicorn.nott.ac.uk (K.R.Marshall) writes:
>>Has anyone else in Britain had a problem bying a hard disk recently? -
>...
>GASTEINER MEGA DRIVE (50Mb, 24Ms, Seagate Mech) GBP 289.00
>GASTEINER MEGA DRIVE (52Mb, 11Ms, Quantum Mech) GBP 309.00
>GASTEINER MEGA DRIVE (87Mb, 14Ms, Quantum Mech) GBP 399.00

>You can call them on 081 365 1151.
>I'm not sure if they have any in stock, but there still advertising them.
And they've been advertising Falcons too, for about 6 months now. Including configurations that (according to Atari) don't work, eg 8Mb.

I would also try The Atari Workshop (aka Systems Solutions), they seem to be the most reliable Atari dealers.
--
+---+
| David Stevenson +44 235 465028 Yeo 5, F'bro 2, 3rd and rising! |
+---+
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

5034. demo's for an STfm

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 09:37:49 UTC
From: storm@NETSYS.COM
Message-ID: <storm.734089069@netsys.com>
Source record: 207861

Can someone mail me some demos. Something that will suprise me with what my ST can do? I have most of the demos from a.a . I can do mono or color. Have a meg. Does anyone have the mono dolls demo? anyways feel free to uuencode and mail away.

storm@netsys.com
--

='''
c oo storm@netsys.com -Digital Vanguard
| \

5035. Demos that run on a STfm color or mono

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 09:49:32 UTC
From: storm@NETSYS.COM
Message-ID: <storm.734089772@netsys.com>
Source record: 207862

I would like to see some demos that run on an atari STfm color or mono. Something to amaze me. I have most of te demos from a.a. . anyways feel free to uuencode and mail them my way.

storm@netsys.com

--

='''
c oo storm@netsys.com -Digital Vanguard
| \

5036. Help us with keyboard chip!

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 10:59:48 UTC
From: pasha@isi.itfs.nsk.su
Message-ID: <ABaAMmhSJ4@isi.itfs.nsk.su>
Source record: 207884

We have a trouble with Atari MEGA ST keyboard.
We can not just call the firm because we live in Russia.
There is a chip inside, and everything goes as it
has been damaged. Its code name is HD6301V1P.
We can not get such a chip, so we need to know
as much as possible about it to replace it by
some equivalent. We know that 6301 is a single-chip
microcomputer with built-in ROM. We need a chip
description and the contents of its ROM if it is
available. Is it possible to get already programmed
one and where?
Or maybe anybody can supply us with description of
Atari Keyboard. What signals go from Atari to keyboard
and back? Is it compatible with PC keyboard?
Please, help us!

5037. Re: SCSI commands with AdSCSI hostadapter

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 11:41:09 UTC
From: julian@math.uni-muenster.de
Message-ID: <1prq8l$190m@obelix.uni-muenster.de>
Source record: 207863

In article IDu@hpbbrd.bbn.hp.com, clausb@hpbbrd.bbn.hp.com (Claus Brod) writes:
> I think I tried it once or twice on a Quantum drive, and it
> worked well (again, depending on the host adapter), but I
> might be wrong here, I just can't remember for sure.

It doesn't worked. It's even documented in the Quantum manuals (no support for
linked commands, at least I think so).

_____________ cut here _________________________
Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de
________ correct me if I'm wrong ___________________

5038. Re: Looking for FAX software for Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 12:25:18 UTC
From: alf@skid.north.de
Message-ID: <a1280994@skid.north.de>
Source record: 207756

In <1993Apr5.041504.12258@cactus.org> ortega@cactus.org (Paul Ortega) writes:

>In article <2APR93203940@fnalj.fnal.gov> groer@fnald.fnal.gov writes:
>>
>>Atari ST1040 with a Zoom Telephonics Faxmodem

>Something called HFAXBETA.LZH has been uploaded to atari.archive.
>The docs are in German, but it looks like it's for the Xyzel
>fax-modem.

HackFAX only works with a ZyXEL!

Alf
--
Alf Hoheisel, Potsdamer Str. 14, D-2940 Wilhelmshaven, Phone: +49 4421 52635
<university> alf@zfn.uni-bremen.de | alf@informatik.uni-bremen.de
<home> alf@skid.north.de

5039. Re: Higher Resolutions on Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 12:30:15 UTC
From: eberl@Informatik.TU-Muenchen.DE
Message-ID: <1993Apr6.123015.9415@Informatik.TU-Muenchen.DE>
Source record: 207866

```
|>Thanks for this wonderful news! I'll be waiting "with baited breath". (Not sure how well
|>that expression translates into German {^; ) What I'm wondering now is for programs that
|>offer movable, scalable windows, (not necessarily GEM ones) - Cubase in particular, will
|>there some compatibility concerns?
|>
|>- Glenn
```

Well, the higher resolutions work together with all programs which support higher resolutions; these should be all programs that run on the Falcons standard 640x480 resolution. Any other programs (especially games) won't use any other resolutions than the one they've been written for.

Michael Eberl
eberl@informatik.tu-muenchen.de

5040. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 13:13:34 UTC
From: dcc@dcs.ed.ac.uk
Message-ID: <C52Cqn.7Is@dcs.ed.ac.uk>
Source record: 207867
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Apr5.173200.29697@hubcap.clemson.edu>, taylors@hubcap.clemson.edu (C. Taylor Sutherland III) writes:
> mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>
> >The Alpha for a low cost computer like AMIGA's? Oh I see, it's first of April..
>
> No, it's not for low-end machines. It's most probably not even for high-end
> personal machines. It's probably going to end up focused at the work-station
> crowd. And it will most definately NOT be low-cost.
>

But give it a chance. The current one-off price of a 200MHz 21064-AA is around L1700 (US$2500), but that will drop sharply. Remember that the 68000 was a workstation processor when it first appeared - now it's barely enough for a games machine (A600, Sega and Nintendo all have extra hardware). I would expect to see the first Alpha machines used by serious home enthusiasts (the kind who have an A4000/Quadra/486DX now) by late 1994, probably in the form of PC replacements running Windows NT, or possibly Unix machines. DEC's biggest potential market is power PeeCee users, who would otherwise be after a 586 or Pentiwhatsit, and it is in Microsoft's interest not to be tied to Intel forever.

Dave
--
David Crooke, Department of Computer Science, University of Edinburgh
Janet dcc@ed.dcs : Internet dcc@dcs.ed.ac.uk : IP talk dcc@129.215.160.2
Work: JCMB Rm 3310, King's Bldgs, W Mains Rd., Edinburgh EH9 3JZ. 031 650 6013
Home: 2FL, 39 Woodburn Terr, M'side, Edinburgh EH10 4ST. Tel: 031 452 9067

5041. Re: Civilisation on a Mega STe

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 13:33:13 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <C52DnF.9LD@cs.bham.ac.uk>
Source record: 207868

Hi!
On the subject of Civ (addictive game or what?) Have any MSTe owners
found that it crashes if you're not in 8MHz mode?

Well it does for me!

Annoying, but I'll cope.

David.

--
.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | proposer of comp.sys.atari.advocacy || || /_

5042. joysticks was(wht we should prepare for)

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 13:53:45 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <1993Apr6.135345.10766@magnus.acs.ohio-state.edu>
Source record: 207869

This joystick thing, got me thinking, well, most of us know that the joystick doesn't use all of the locations, I mean, anyone who has used the numeric keypad can deduce this, adding more buttons is a hardware problem, and THEN a software problem.

BTW, In some atari mag, they showed a joystick for the falcon that had 12 buttons... Those are more than fingers on both hands, I guess if I get one, I will have to practice using my toes too.

If somebody really wanted to use two, three, button joysticks, they would write the software for one, a program that will use 1 or as many buttons as needed and attach a txt file on how to make one or modify some existing two button controller. Hey, Atari wont do it, so let some other entrepreneur get his/her hat into the ring...

If there is no demand, there is no supply, it doesn't work the other way around...

Michael Steve
Columbus Ohio

5043. Re: And the Falcon 040 ???

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 14:00:35 UTC
From: ritz@ritz.mordor.com
Message-ID: <9304051492@ritz.mordor.com>
Source record: 207870

mor@gla.ecoledoc.ibp.fr wrote:

: Atari seems to be OK... So, what are the news about the invisible Falcon 040 ?
: Some persons in France say that the Flacon 040 will have a 040 CPU at 32 MHz
: frequency with perhaps one DSP (92001) or two (56001), and full 24 bits graphic
: mode. It 'seems' to be great !

: Perhaps it has been shown during the CeBIT, but hidden, only for devs, only
: for their eyes...

The problem is that even if they did have such a machine, it is questionable
that they can (1) produce them in quantity or (2) sell them cheaply enough
to snatch market share from the "big boys". With Atari's past reputation
dragging it down by the throat, they will have to come up with a mighty
big surprise to stay alive. In the days when 68030 Macs cost as much
as a small car, this might have been possible, but those days are long
gone.

Chris

--
Christopher Mauritz | Knowledge is a deadly friend
ritz@ritz.mordor.com | When no one sets the rules.
{backbone}!rutgers!ritz!ritz | The fate of all mankind I see
King Crimson ---------------> | Is in the hands of fools.

5044. Re: Civilisation on a Mega STe

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 14:08:32 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1993Apr6.140832.836@aston.ac.uk>
Source record: 207871

Johan Klockars (d8klojo@dtek.chalmers.se) wrote:
: In article <1993Apr2.132011.28631@aston.ac.uk> wrighttj@uhura.aston.ac.uk (Auntie Tim)
writes:
: >Hi... I bought Civilisation too. I'm using a 520 STFM (4 Mb RAM, Hard
: >Drive, TOS 1.4) and it runs fine (off hard drive too!) It crashes a
: >few times, but I thought that was just my computer, which isn't too
: >reliable. Bugs I've found so far are...
: ...
: >(3) - It crashes when you complete the game, looking for a file (slam.bbm
: > or some such?) Which means you can't get a finishing score.
:
: This bug bit me too when I conquered the world the first time. Fortunately I
: had saved the game a few minutes earlier.
: After some hacking around with MonST I also managed to fix the bug!
:
: The file it's looking for is called slam2.bbm, but on the disks there is only a
: slam2.lbm. If you rename slam2.lbm to slam2.bbm it all works fine! :-)
:

Nope. First thing I tried. The screen still corrupts terribly (don't know
why) and it crashes out on the Power Graph.

: Try it out!
:
: By the way, I got a score of 992 points and 19% in the year 2003 (easy level).
: What are the current top scores (after you've applied my fix of course)?
:

Well, on Prince (level 3 of 5) I managed to get every civilisation advance
and take over the world by 1870 AD. ;)

: --
: Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
: of Technology | .signatures | Address: Johan Klockars
: | so hard to do | Foreningsgatan 32/408
: Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

--
Tim Wright. \ Being Human just isn't
wrighttj@uhura.aston.ac.uk \ enough fun.

5045. Re: 520 STFM price cut in the UK (a re-introduction)

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 14:21:38 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.734105778@rw8.urc.tue.nl>
Source record: 207873

Hey, that is good news. I am sure that at these new extra low prices I can convince some of my friends who are getting more and more enthousiastic about this Atari I have and the nice games you can play on such a simple system. By the way the claim that there are less games developed for the ST may be true, but there are still more games produced that I would like to have than that I can afford to buy so I see no problem there. I think that the step is very logical. While the Falcon is still too expensive for most people compared to the prices that one had to pay for the 1040 STE there is still a need for cheaper entry models. It just makes for a completer range of systems. I wouldn't expect Falcon systems (the 1 meg model) ever dropping below 300 UK pound so there is still a need for these cheaper models if Atari wants to cater the home users market.

Erlend.

5046. hard drive options

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 14:23:45 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <1993Apr6.142345.11252@magnus.acs.ohio-state.edu>
Source record: 207872

Well I'm interested in finding out my options for getting a hard drive. I have been looking at HD's in the atari magazines, but they seem pretty high in cost.

At the Atari club I go to, a member commented that one option was to get some other brand of HD, and get something called a 'skuzzy' controller (I believe that is what he called it). He said that this option would allow me to direct connect the HD to a falcon if I ever upgraded.

I am thinking of going into midi, and that in itself is going to need a 100meg drive at least. What HD options do I have, and what exactly is this controller? Keep in mind, mind you, that I am on a tight budget, but so is everybody else nowadays...

Michael Steve
Columbus Oh.

5047. Re: New mg2a for atari and MINT

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 14:25:35 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.734106288@rw8.urc.tue.nl>
Source record: 207874

Nice, a port of mg2a for the atari. But what exactly is mg2a? What can
it do for me and what resources does it need?

Erlend.

5048. For sale: 42MB hard drive (UK)

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 14:41:32 UTC
From: dan@uksr.hp.com
Message-ID: <C52GtF.AH3@hpwin052.uksr.hp.com>
Source record: 207876

```
printf("Hello World,");

I have a hard drive for sale. It's got about 42MB formatted capacity. It
works fine with my Atari 1040STe, and I'm selling it for the amazing low
price of #130 (UK pounds sterling). I'm selling it because it's too noisy
for my home MIDI studio, so it's no good to me. It's also a bit big an'
heavy, really. But if you want an adequate disk drive nice an' cheap, let
me know.

UK - Surrey/Berkshire area.

Phone: 0344 361870 (work)
0483 34945 (home)
Email: dan@hpwin051.uksr.hp.com

Or post a followup if you're desperate.

Regards,
Dan.

.-------------------------------------------------------------------------.
| Dan Bennett : Uni* mail: dan@hpwina39.uksr.hp.com |
| Telephone: (+44) 344 361870 (GMT) |
| Fax : (+44) 344 361737 |
| Hewlett-Packard UK Response Centre, |
| Amen Corner, Cain Road, Bracknell, Berkshire RG12 1HN, UK |
`-------------------------------------------------------------------------'
```

5049. Re: STraight FAX!

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 14:42:14 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.734107261@rw8.urc.tue.nl>
Source record: 207875

As far as I know, Straight FAX is group 3. But if you think that Straight FAX does not do what you want, QFax pro might be what you are looking for. It interfaces with lots of programs and can be run as a deskacc so you can fax while you do other work.

Erlend.

5050. RESULT: comp.sys.atari.advocacy passes 170:36

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 16:33:18 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1psbceINNbdt@rodan.UU.NET>
Source record: 207877
Cross-posted to: news.announce.newgroups,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech

Voting for the creation of new newsgroup comp.sys.atari.advocacy was closed on
1st April, 1993. The final result was:

Yes votes: 170
No votes: 36

Yes - No: 134 (must be over 100)
Ratio Yes/No: 82.5% (must be over 66.7%)

This proposal has passed its voting stage.

Please check your vote. If there are no significant irregularities or
objections reported after the 5-day consulting period, then the group will be
created.

Thankyou to all who voted, YES or NO!

David Oakley, proposer comp.sys.atari.advocacy

170 Yes votes were cast, and were as follows:

1 Al-Rashid Shahir alrashi@ecf.toronto.edu
2 Allison, Warwick warwick@cs.uq.oz.au
3 Anderson, David stewart@yvax.byu.edu
4 Anisko, Robert anisko@usdtsg.daytonoh.ncr.com
5 Anthony, Lea cca92001@uk.ac.bham.ibm3090
6 Atwood, Mark matwood@peruvian.cs.utah.edu
7 Baffoni, Mike baffoni@aludra.usc.edu
8 Baljeu, R.J. v892307@si.hhs.nl
9 Bergman, Leif pvt1-117@nada.kth.se
10 Bernardo, Marcelino mbernar@erenj.com
11 Blumberg, Seth slb22@cunixb.cc.columbia.edu
12 Booth, Wayne trek\@ihlpb!att!com
13 Breese, Justin fsjwb3@alaska
14 Brian, Cooper bcc@eyring.com
15 Brink, Ate ate@cs.ruu.nl
16 Brod, Claus clausb@hpbeo79.bbn.hp.com: YES
17 Brown, Alan dogbowl@dogbox.acme.gen.nz
18 Browne, Christopher cbbrowne@csi.uottawa.ca
19 Bunch, John sixhub!myst!jbunch@crdgw1.ge.com
20 Burghardt, Aaron aburgh@iastate.edu
21 Buschhaus, Karl karlb@csd4.csd.uwm.edu
22 Caple, Steve spook@cyberhm.royle.org
23 Card, Peter pjc@jet.uk
24 Castellano, Nicholas entropy@gnu.ai.mit.edu
25 Chapman, Ian essex.ac.uk

Churchill, Dave ac255@freenet.carleton.ca
Clack, Eric eec@dcs.warwick.ac.uk
Cole, Marlon cczcole@unicorn.nott.ac.uk
Collis, John john@albemuth.equinox.gen.nz
Cotsell, Bruce b.cotsell@ucl.ac.uk
Cummins, John cummins@a.cs.okstate.edu
Current, Michael currentm@carleton.edu
David, Adam adam@veda.is
Davidson, Kevin tkld@cogsci.ed.ac.uk
dierikx marc marc@targon.UUCP
DiMasi, Nicholas nickd@vpnet.chi.il.us
Douglas,Giles cstadge@csv.warwick.ac.uk
Dunham, Jerry hoosier@rider.cactus.org
Eker, Steven steve@inf.rl.ac.uk
Evans, Gwyn evansg@uproar.enet.dec.com
Evans, Michael mike@seb.se
Farah, Miguel mbfarah@isluga.puc.cl
Farrell, Gordon gfarrell@cs.sfu.ca
Fason, Kevin kfason@Lamar.ColoState.EDU
forget, michel mforget@elfhaven.ersys.edmonton.ab.ca
Forsgren, Per-Olov d91pfo@csd.uu.se
fox, daniel fox@nrlssc.navy.mil
Franklin, Greg franklig@gas.uug.arizona.edu
Gelner, Kendall kendall@neosoft.com
Gilbert, Ben bgilbert@cs.washington.edu
Goggin, Dave dt4@cs.ucsb.edu
Grabnar, Matija matija.grabnar@ijs.si :YES
Grimm, Steven koreth@hyperion.com
Groenink, Annius V. avgroeni@cs.ruu.nl
Gustavsson, Per sp1pergu@his.se
Halliday, david daveh@silvaco.com
Harrison, Graham u2e32@keele.ac.uk.finishes.early
Hays, Bob bobhays@spss.com
Heinen, Benedikt heinenb@firemark.fido.de
Henanger, Erling erlingh@idt.unit.no
Hencken, Kai hencken@urz.unibas.ch
Henders, John jhenders@wimsey.com: YES
Herborth, Chris cherborth@semprini.tdkcs.waterloo.on.ca
Hicks, Christopher cmh@uk.ac.cam.eng
Hjort, Henrik sp1henhj@his.se
Hoffman, Andreas Andreas_Hoffmann@k.maus.de
Hohmuth, Michael hohmuth@freia.inf.tu-dresden.de
hruby, paul phruby@ucrengr.ucr.edu
Hutchinson, John hutch@ilmen.lanl.gov
Juergen Lock nox@jelal.north.de
Juergen, Hahn Juergen_Hahn@M4.Maus.De
Jung, Wolfgang woju@keep.fantasy.sub.org
Jutegerd, Rickard e91rj@efd.lth.se
Kilian, Jens jensk@hpbeo82.bbn.hp.com
Kitowicz, Jack, ac382@freenet.carleton.ca: YES

76 Klassa, John klassa@cs.wm.edu
77 Klockars, Johan d8klojo@dtek.chalmers.se
78 Koehling, Martin Martin_Koehling@un.maus.de
79 Kreymer, Arthur KREYMER@FNAL.FNAL.GOV
80 Krimen, Ed ekrimen@wet.com
81 Krohn, John enjk@atuvm.atu.edu
82 Kurza, John jtk4177@hertz.njit.edu
83 Lai, C.W. v892127@si.hhs.nl
84 Lange, Eberhard el@qua.crl.melco.co.jp
85 Lavi, Mark J. markjl@acs.bu.edu
86 Lee, Chen-Ming cmlee@netcom.com
87 Lehett, John JJL101@PSUVM.PSU.EDU
88 Levis OS/2, Mike mlevis@ringer.cs.utsa.edu
89 Lingnau, Anselm lingnau@math.uni-frankfurt.de
90 Lister, john jsl-a@minster.york.ac.uk
91 Lodge, Mathew mjl-b@minster.york.ac.uk
92 Love, Kenneth kllove@mailhost.ecn.uoknor.edu
93 Lundberg, Andrew lundberg@cs.jhu.edu
94 Lundquist, Eric LUNDQUIST@PANAM2.PANAM.EDU
95 Lynbech, Christian lynbech@daimi.aau.dk
96 magro, joseph jmagro@baron.ncsa.uiuc.edu: YES
97 magro, william wmagro@uiuc.edu: YES
98 Malham, Dave dgm2@vaxa.york.ac.uk
99 Marble, Chris cmarble@hmcvax.claremont.edu
100 Marshall, Keith pcxkrm@unicorn.nott.ac.uk
101 Maynard, Jay jmaynard@nyx.cs.du.edu: YES
102 McCormack, Sean jmcrmack@unix2.tcd.ie
103 McDonald, Kier cs92kam@brunel.ac.uk
104 McGuire, Ed ed@intellection.com
105 McLaggan, Dougie mclaggan@movies.enet.dec.com
106 McNicol, David cabp09@cc.strath.ac.uk
107 Mountifield, Tony tony@microware.co.uk
108 Nagel, Erlend wmtwen@urc.tue.nl
109 Newman, Ken ken@isgtec.com
110 Noest, Boerge borgen@stud.cs.uit.no
111 Nummelin, Arto euaanu@eua.ericsson.se
112 O'Bryan, Mark obryan@gumby.cc.wmich.edu
113 Oakley, Andrew evilandi@vnet.ibm.com: YES
114 Oakley, David dxo@uk.ac.bham.cs
115 Ochocki, Russell rdo@kynes.bison.mb.ca
116 Oke, Simon okes@essex.ac.uk
117 Oosterhoff, Auke UBADIC06@EBCESCA1
118 Paetau, Rasmus paetau@mits.mdata.fi
119 Page, Donald donaldp@sco.com YES
120 Park, Michael mpark@u.washington.edu
121 Paschall-Zimbel, David davidli@simvax.lambed.umn.edu: YES
122 Pelletier, Yves pelletier@nyongwa.cam.org
123 Peterschmidt, Kurt kurt.peterschmidt@cray.com
124 Peterson, Brian brianp@netcom.com
125 ? ptucker@elli.une.ed.au: YES

126 Quinn, Michael mjquinn@pucc.princeton.edu: YES
127 Rae, Ian imr@uk.ac.bham.cs
128 Rauch, Felix rauch@avalon.physik.unizh.ch
129 Ravens, Waldi walra%moacs11@nluug.nl
130 Reed,Dan ma0dmr@ss1.bath.ac.uk: YES
131 Rice, Rob rrice@mail.sas.upenn.edu
132 Ridd, Chris C.J.Ridd@cs.bham.ac.uk
133 Schaaf, Richard rscha@ctp.com
134 Schr"oder, Martin L15D@ALF.ZFN.UNI-BREMEN.DE
135 Schulze, Thomas ts@uni-paderborn.de
136 Schuster, Bernd schuster@edag.ptdg.sharp.co.jp
137 Schwingen, Michael rincewind@discworld.oche.de
138 Singleton, john singlejf@cs.aston.ac.uk
139 Skar, Anders anderss@edb.tih.no
140 Sobek, Ralph Ralph.Sobek@cerfacs.fr
141 Spacek, Mark spacek@cactus.org
142 Spear, Geoffrey gspear+@CMU.EDU
143 Steve Jr, Michael msteve@magnus.acs.ohio-state.edu
144 Stevenson, David djs@jet.uk
145 Stoks, Sander sanders@sci.kun.nl
146 Stuyvesant, Eric erics@agora.rain.com
147 Syratt,Richard richard@op.ph.ic.ac.uk
148 Tagliaro, Paolo mandela@sabrina.dei.unipd.it
149 Tashian, Carl tashiacm@ctrvax.vanderbilt.edu
150 Thomas, David spx2djt@cardiff.ac.uk
151 Tomlinson, Howard u1j64@keele.ac.uk.has.better.chips
152 Tveito, Oodvar oddvar.tveito@tf.tele.no
153 van Oostrum, Piet piet@cs.ruu.nl
154 Vance, Joachim jvance@einstein.oac.uci.edu
155 Vasileff, david dvasilef@indiana.edu
156 Veenstra, Hendrik Jan hjv@phil.ruu.nl
157 Venable, Rick rvenable@helix.nih.gov
158 Verhoeven, marco Marco_Verhoeven@nextjk.wlink.nl
159 Vizor, Nick csi080@uk.ac.coventry.cch
160 von Gunten, Ralf VONGUNTENR@ezinfo.vmsmail.ethz.ch
161 Wagner, Gary grw@ukc.ac.uk
162 Weber-Fahr, Christoph, wefa@kit.uni-kl.de: YES
163 Wells, Steven WELLS_S@Kosmos.WCC.Govt.NZ
164 White, stephen sfwhite@sciborg.uwaterloo.ca
165 Willekens, Jan jan@nextjk.wlink.nl
166 Winter, Matthew wintermi@cs.aston.ac.uk
167 Wokoun, Douglas af623@cleveland.Freenet.Edu
168 Wood, Victor rm4y@vm.op.dlr.de
169 Woodbury, Gregory ggw@wolves.durham.nc.us
170 Yannikos, Marinos nino@vmars.tuwien.ac.at

36 No votes were cast, and were as follows:

1 Benningfield Jr., Robert F. benningf%aurfs1%aurgate@mcnc.org
2 Carr, Dave carr@otto.cit.buffalo.edu
3 Coile, Steve scoile@gmuvax.gmu.edu

4 da Silva, Peter peter@ficc.ferranti.com
5 Fee, Charles cxf111@psuvm.psu.edu
6 Fenelon, Peter pete@minster.york.ac.uk
7 Fink, Oliver hagar@tpki.toppoint.de
8 Hatz, Mike mhatz@nyx.cs.du.edu
9 Hendrickson, Eric edh@staff.tc.umn.edu
10 Hooover, Bruce hooverb@cs.wvu.wvnet.edu
11 JACOBI, MIKE SYSTEM@EAGLE.NAVSSES.NAVY.MIL
12 Johannes, Gronvall joha@clinet.fi
13 Juul, Arne arnej@lise.unit.no
14 Kaltefleiter, Roland kaltef@theo-physik.uni-kiel.dbp.de
15 Klink, Oliver oliver@oktagon.rd.sub.org
16 Lake, Marshall mlake@irscscm.uucp address
17 lau, stephen lau@ai.sri.com
18 Lehovich, Andre andrel@brown.edu
19 Lindahl, Greg gl8f@virginia.edu
20 Miller, Ricahrd rick@bcm.tmc.edu
21 Moorcroft, Marc smarry@zooid.guild.org
22 Nesbitt, Murray mjn@pseudo.uucp
23 Noh, Jay jnoh@genesis.mcs.com
24 Olson, Eric ejo@kaja.gi.alaska.edu
25 Owens, Bill owens@acsu.buffalo.edu
26 Petro, Herbert hmpetro@mosaic.uncc.edu
27 Plutchak, Joel plutchak@porter.geo.brown.edu
28 Power, Matt mhpower@athena.mit.edu
29 Rogers, Steve srogers@tad.eds.com
30 Ryan, Sean fsspr@aurora.alaska.edu
31 Sanchez, Eugenio al198723@academ01.mty.itesm.mx
32 Sanchez-Pe~a, Eugenio al198723@academ01.mty.itesm.mx
33 sheldon, steve sheldon@iastate.edu
34 Spiker, Robert W. rws3n@Virginia.EDU
35 Trier, Stephen trier@ins.cwru.edu
36 Vries, Robert de robert@and.nl

Any invalid votes I have received, I have tried to reply to. Sorry if you do
not appear above, and if you think that you should do, please contact me.

I am currently on holiday, so I can't guaruntee an immediate responce!
-- .___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | proposer of comp.sys.atari.advocacy || || /_
Stoke On Trent | _/|| ||_/ |
ST7 8QQ England.| |_/ |_| _|/

5051. computer baseball

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 16:39:42 UTC
From: pb6755@csc.albany.edu
Message-ID: <PB6755.93Apr6123942@thor.albany.edu>
Source record: 207794

I am looking for a good computer baseball game that can be played on a 520ST with a black-and-white monitor. Preferably, it would be simple enough that a bright (and eager) 8-year-old could get the hang of it. Any recommendations? Please post them or send email to pb6755@csc.albany.edu - and thanks in advance.

Phil Brown

5052. Disk Drive Wanted

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 16:46:22 UTC
From: rhett@bigwpi.WPI.EDU
Message-ID: <1psc4u$qme@bigboote.WPI.EDU>
Source record: 207879

I am need of a new disk drive for my Atari 520st.
Its the old kind, no built in drive and the one I had, believe it or not,
was single sided. Well, now it is dead so I need a new one.
I would like to have a double sided drive (wow, moving into the future)
and was hoping I could pick up a used one for $30 or $35 (I've seen them
advertised on here for that before). If thats unreasonable, I understand so
if anyone has an offer I'll entertain it at least, its just that i'm a po'
college boy, so I'll go for the best bargain.
Thanx for hearing my pleas. I miss the use of my ST and I really want to
set up my MIDI studio.
Thanks again.
Rhett Brown
rhett@wpi.wpi.edu

5053. Donate That Un-used *Atari ST* To a School

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 16:49:57 UTC
From: barothwe@pobox.cca.cr.rockwell.com
Message-ID: <9304061650.AA10972@floyd.cca.cr.rockwell.com>
Source record: 207878
Cross-posted to: misc.forsale.computers,misc.forsale.computers.other,misc.wanted,comp.sys.atari.st

```
------======<<<<<<(((((  )))))>>>>>>======------

Got hardware and software you don't use anymore?

------======<<<<<<(((((  )))))>>>>>>======------

Got enough money that you can afford to be generous
with that which others can put to good use?

------======<<<<<<(((((  )))))>>>>>>======------

I am co-chairman of the "PTF Education Committee" (PTF is
Parent-Teacher-Fellowship) for a private, non-profit, Christian elementary/
middle school in Cedar Rapids, Iowa.

The school's name is Isaac Newton Christian Academy. We are working
on putting computers in the classrooms and some in a "lab".

We ask that if you have ANY *Atari ST* hardware/ software items,
partial systems, or complete systems, you would SERIOUSLY consider donating
these to our school. Even if it is an item that needs repair, we'd be happy to
accept it IF we know the repair costs involved before it is shipped to us.

REMEMBER... this is a BONA FIDE non-profit organization!

Thank you for your consideration and support,

Bruce Rothwell

================================================================================
Bruce Rothwell Opinions expressed
barothwe@pobox.cca.cr.rockwell.com <>< are mine, but they
Rockwell Int'l - CCA might be shared by
Cedar Rapids, IA multitudes !!
================================================================================
```

5054. Re: WANTED: Atari mouse recommendations

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 17:12:20 UTC
From: erkamp@TITAN.ARC.AB.CA
Message-ID: <1993Apr6.111220.255@janus.arc.ab.ca>
Source record: 207882

In article <C4FqLn.A8L@moscow.uidaho.edu>, tribe@ted.cs.uidaho.edu (Duane Tribe) writes:
>I'm considering buying a mouse for my Atari 8-bit as a Trak-Ball replacement,
>and I've discovered that an ST-compatible mouse is what I want. There are
>several available besides the stock Atari model; my B&C Computervisions
>catalog lists an "Alfa" mouse, "Golden Image" mouse, and their own B&C model.
>There are probably others.
>
>I have no experience with any of these. Do you have any recommendations?
>Is one more comfortable/reliable/accurate/stylish/??? than another?
>

Well my brother had a Golden Image opto-mechanical mouse and it died after
about a year of use. He really liked it but wasn't impressed that it was glued
together (making it difficult to service). Both he and I have recently gotten
Beetle Mice and are very happy with them. Time will tell how well they hold
up.

Bob

5055. Re: As Atari Users We need to prepare for .....

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 17:55:10 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Apr6.135510@helix.nih.gov>
Source record: 207881

In article <1pre4qEjov@uni-erlangen.de>,
mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
|> >In article <+3f5gqq@rpi.edu> oyakea@warren1a.its.rpi.edu (Amalaye
Oyake) writes:
|> >> (note much of below applies to u.s. users) [NOTE: U.S.]
|> ^^^^^^^^^^^
|> >>3) There are to many unreleased atari products (Falcon, Mtos,
SpeedoGdos
|>
|> The Falcon is delivered in Europe, MTOS - Speedo - Works are running
in
|> ^^^^^^
|> >>6) Never was and i doubt there will ever be a commercially
available cd-rom.
|>
|> You can buy the Photo-CD Kit including a cd-rom for 3 months now here
in
|> Europe. It works with the Falcon as well as the TT.
|> ^^^^^^^

This may be a CDROM, but I doubt buying Photo-CD alone is sufficient
to be able to use CDROM databases like encyclopedia, etc. on the
ST; I want access to all those databases available for other machines.

|> >>9) Ataris non-aggressiveness in this country and the world.
|>
|> > Yeah, well, do they have anything to be agressive about?
|> You should see the latest Falcon leaflet presented at the CeBit. That
is what
|> I call aggresive and optimistic. ^^^^^
|>
|> Harald Schoenfeld | I'm sorry
Dave,
|> (mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't
do that.

Sorry, but the original article was concerning Atari's poor showing in
U.S., not in Deutschland, where it apparently is doing fairly well. It
may be up to 2 months or more before Falcons are available for ordinary
consumers (non-developers) here, possibly at a cost more than an entry
level Mac. I've owned nothing but Atari computers for twelve years,
but
I have serious doubts the Falcon's viability without any changes in
Atari's
U.S. marketing strategy. My German just isn't good enough to buy

software
with manuals written in the langauge of some of my ancestors.

5056. Atari ST stuff for sale: Okimate 20 printer, Printmaster Plus S/W

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 19:47:39 UTC
From: georgew@tekig1.PEN.TEK.COM
Message-ID: <9469@tekig7.PEN.TEK.COM>
Source record: 207888
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

Printmaster Plus program for Atari ST $10
Make signs, greeting cards, etc. Works with 9-pin printers and Okimate 20.

Okimate 20 24-pin color printer $40
My kids used this a lot for color screen dumps when they were younger, but they're into DTP now, so I bought a 300 DPI printer. This is the Atari ST version of the printer, which emulates Atari SMM804 graphics (basically Epson 9 pin) as well as doing color screen dumps and 24-pin NLQ text. Included: 2 1/2 black ribbons, 1 1/2 color ribbons, and about 250 sheets of fanfold paper. Doesn't include printer cable, since it uses a standard Centronics cable - about $10 from any computer store. Also, the current print head has one of the 24 pins burned out; new ones cost about $20 by mail order and just snap into place. I'll enclose an order form from the company that sells paper, ribbons, and print heads.

All of the above come with original boxes and manuals, and I'll pay shipping in the continental U.S. (Extra charge for COD.)

George.S.Walker@tek.com *OR* georgew@tekig1.pen.tek.com
OR uunet!tektronix!tekig1.pen.tek.com!georgew

5057. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 19:59:05 UTC
From: mhembruc@tsegw.tse.com
Message-ID: <C52vII.30x@tsegw.tse.com>
Source record: 207914
Cross-posted to:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.amiga.misc,comp.sys.amiga.applications,comp.sys.amiga.advocacy

pochanay@cae.wisc.edu (Adisak Pochanayon) writes:

> For STTNG fans a new improved Gordy smiley]) he he hehehe....

I'm Sure Geordi would appreciate a proper spelling of his name (even if it
is April 1st).. Of course, I probably just put my foot in my mouth by
spelling it wrong..

However, Gordy would be pronounced GORD-EE (as opposed to GORD-ON).
You need the e before the o to make the g soft.

Remember Sesame Street? G...Grover... G... George.. I love that skit :-)

Mattias

--
Mattias Hembruch
>> My views do not necessarily reflect those of the TSE. <<
E-mail: mhembruc@tse.com

5058. Re: WANTED: Atari mouse recommendations

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 20:00:19 UTC
From: VONGUNTENR@EZINFO.VMSMAIL.ETHZ.CH
Message-ID: <1993Apr6.200019.18705@bernina.ethz.ch>
Source record: 207885

> In article <C4FqLn.A8L@moscow.uidaho.edu>, tribe@ted.cs.uidaho.edu (Duane Tribe) writes:

> >and I've discovered that an ST-compatible mouse is what I want. There are
> >There are probably others.

Personally I think that the Logitec Pilot is an absolute must! I own one since
it exist, and I never needed to clean it or to care about it.
Quality has it's price. A Logitech mouse is worth buying it.

|Ralf von Gunten | Ecole d'Ingenieurs du Canton de Neuchatel * EICN-ETS|
|Technical collaborator | Hotel-de-Ville 7, CH-2400 Le Locle, Switzerland |
|Vox:(039) 341212 * FAX:(039) 312607 * Email:VONGUNTENR@ezinfo.vmsmail.ethz.ch|
| Happiness is the only belonging which multiplies when you share it... |

5059. Digitizing Sounds

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 20:10:57 UTC
From: psurge@cs.utexas.edu
Message-ID: <ls3ouhINN1d1@paducah.cs.utexas.edu>
Source record: 207883

I have a Mega STe, 4 megs color system. I want to digitize sounds for use with Superboot, Digivec, and other programs that can use digitized sounds.

What hardware/software will I need to do this and what is the cost of the various options.

Too bad Atari didn't include sound input on the STe's along with the RCA output jacks...sigh.

Thanks,

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"M-U-S-I-C we see was never ment to be M-I-C-K-E-Y-M-O-U-S-E" --P.I.D

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

5060. Spectre GCR for Sale $275

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 20:11:00 UTC
From: sillas@isvax.lmsc.lockheed.com
Message-ID: <6APR199313110822@isvax.lmsc.lockheed.com>
Source record: 207889

Spectre GCR for Sale $275.00

Complete GCR Cart., MAC ROMs, Apple System Disks, GCR disks, Drive cable,
and Manuals (ver 2.1) and Supplement for version 3.

Got a good deal on a MAC SE and haven't been using the GCR since, So I guess
I'll sell it. Worked perfect on my MEGA and STacy. Didn't read MAC disks
on my TT, but I didn't even try any adjustments. I haven't seen on the net,
if disks reads work on the TT, but I booted it off a SCSI Syquest that I
swapped between the TT and the SE. It ran EXCEL, WORD... I didn't find
anything it didn't work on. I have a LEMMINGs demo that worked on it.

Email me, if you are interested

Dave SILLAS@isvax.lmsc.lockheed.com

5061. Re: Civilisation on a Mega STe

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 20:37:33 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1pspmdINN763@golem.wcc.govt.nz>
Source record: 207886

] Hi!
] On the subject of Civ (addictive game or what?) Have any MSTe owners
] found that it crashes if you're not in 8MHz mode?

Apparently so!

Good game, but *very* badly written, it is severely bug-ridden!

5062. Re: And the Falcon 040 ???

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 20:39:06 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1psppaINN763@golem.wcc.govt.nz>
Source record: 207887

```
: Some persons in France say that the Flacon 040 will have a 040 CPU at 32 MHz
: frequency with perhaps one DSP (92001) or two (56001), and full 24 bits graphi
c
: mode. It 'seems' to be great !
```

Don't bother speculating about it - Atari themselves haven't decided on the
final spec's of the thing!

The only for-sure thing is the 040/32(or 33) processor!

5063. Re: And the Falcon 040 ???

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 20:51:52 UTC
From: gverrill@ic.sunysb.edu
Message-ID: <1993Apr6.205152.28037@sbcs.sunysb.edu>
Source record: 207775

```
In article <2bc0b461@p11.f607.n285.z2.fidonet>
p11.f607.n285.z2.fidonet!Marco_Verhoeven@nextjk.wlink.nl writes:
>In a message of <Thu 1 Apr 93 11:08>, mor (2:281/202.0) writes:
>
> m> Perhaps it has been shown during the CeBIT, but hidden, only for
> m> devs, only for their eyes...
>
>No 040 at the Cebit but a new casing for the Falcon from a third party.
>
>The casing slides over the original Falcon motherboard and contains a
>adapter for a PC keyboard, not really a neat solution but better than the
>original casing. DM 199,- that's about $120,- ...

If it fits over a Falcon, then will it also fit over a 1040STE
motherboard as well? And wasn't the orignal comment about the Falcon040
at the CeBIT show an April Fool's joke?

-Michael Rose
```

5064. Just plain ignorant (me that is...)

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 21:36:05 UTC
From: awest@ub.d.umn.edu
Message-ID: <1pst45$a1t@spud.Hyperion.COM>
Source record: 207896

A couple of things...

First of all, I've been trying to get GDOS working, but I can't. Does anyone have an assign.sys file that works that they would be willing to email me? Just like a skeleton file with no fonts, but the proper headings...also can anyone send me an Epson 9-pin printer driver? Mind you I don't know if this is possible, so just let me know!

Second, I have been trying to use YMODEM on the Uniterm program to get files from my UNIX account...it has sz, sb and all of that, but I can't seem to get it right. I think the problem comes when I try binary files, I use sz -b <file> but alas...nothing (just errors, that is).

Any help is appreciated...
--
^ ^ "Never tease a weasel" | Andrew West (awest@ub.d.umn.edu)
(o o)\ -Jean Conder Soule | University of Minnesota-Duluth (Brr...)
\ /\ "Never give a sucker an | aka: "The Piano Man" (who is Billy Joel?)
v \ even break" -WC Fields | Disclaimer: Everything I type is false.

5065. Re: Atari in BIG Trouble

Newsgroup: comp.sys.atari.st
Date: 1993-04-06 22:21:43 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <1993Apr6.222143.24276@magnus.acs.ohio-state.edu>
Source record: 207890

Be a suprise to me and several other people considering the list of new carts on the way out the door.

Dan

5066. Re: Civilisation on a Mega STe

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 01:53:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A19787@K.maus.de>
Source record: 207737

>I wondred if this is a problem particular to the Mega STe or whether anyone
>else has had problems on other Atari variants.

I ran it on a Falcon 030 a few days ago - it ran, but in obviously wrong colors
and one of the disks was damaged.

5067. Thanks for help on Desktop replacments...

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 03:00:41 UTC
From: matthew@hitech.com.au
Message-ID: <734151636.23108@hitech.com.au>
Source record: 207766

```
Thanks for your posts, replys, mail and flames giving me help on
desktop replacments.
(I've decided to *try* GEMINI on 1meg :-().
c u
-matthew
--
Mr. Spock | Brisbane, Australia. | 'What if we have a FlameWar
aka | -- -- | and nobody comes ?'
Matthew Smith-Stubbs | matthew@hitech.com.au|
------------------------------------------------------------------------------
```

5068. ORCS: registration experiences?

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 03:43:38 UTC
From: mpark@stein.u.washington.edu
Message-ID: <1ptilaINNhg2@shelley.u.washington.edu>
Source record: 207897

```
Would like to hear people's[*] experiences registering ORCS;
in particular, is Otto still around, how was payment
arranged, what is the latest version, are there English
docs, that sort of thing...?

--m

_________________________________
[*] especially North Americans
```

5069. Terminal programs

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 04:03:57 UTC
From: pmkierst@flash.LakeheadU.Ca
Message-ID: <950@thunder.LakeheadU.Ca>
Source record: 207898

Hi everybody!

I am looking for a terminal program for the ST, as follows:

- free. I can't afford commercial software right now.
- run on an *old* 520ST. I had to install the TOS in ROM's myself on this baby, and waited a good while before I could even get them. I have not since updated the OS, so it's oooold..MONO
- run off of one 360k diskette...thats all I got.
- have good (this is really important) vt100 or better emulation. I don't need fancy dialing directories or anything like that...its a hardwired connection at max speed possible.
- ooor...KA9Q??? I think that's been ported to the ST. IF someone could point me in the right direction...

Thanks for any help you can give me....

Paul Kierstead
pmkierst@flash.lakeheadu.ca

5070. Re: And the Falcon 040 ???

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 04:19:26 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.NNVvenH28qY@semprini.tdkcs.waterloo.on.ca>
Source record: 207900

In <1993Apr1.100835.27712@jussieu.fr>, writes:
>
> Atari seems to be OK... So, what are the news about the invisible Falcon 040 ?
^^^^^^^^^^^^^^^^^^^^
Good thing you posted that on April 1st...

> Some persons in France say that the Flacon 040 will have a 040 CPU at 32 MHz
> frequency with perhaps one DSP (92001) or two (56001), and full 24 bits graphic
> mode. It 'seems' to be great !
>
> Perhaps it has been shown during the CeBIT, but hidden, only for devs, only
> for their eyes...

Perhaps it'll never see the light of day; are Falcon030's available in
France yet?

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

5071. Re: April Fools Day - No FALCONs yet

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 04:21:56 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.il01O3pGDs_@semprini.tdkcs.waterloo.on.ca>
Source record: 207751

In <1APR93.11253461@cc4.crl.aecl.ca>, csullogg@cc4.crl.aecl.ca writes:
> It is April 1 and I have not received any FALCONs. Have not even been able to
> get Atari to respond to an inquiry about WHEN I will see a shipment. Is anyone
> pn the net surprised?

So, the question is... Centris 650 or '486 with OS/2? It's really
looking like Atari's pulling their typical "lead 'em on 'til they die"
routine.

The Mac Centris 610 is the first '040 machine under $2000. "Power
without the Price!" I guess the Falcon030 is the first 16Mhz '030 to
take over a year to hit the stores...

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

5072. FALCON, 386 COMPAT?

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 04:50:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <95.78.uupcb@uttsbbs.uucp>
Source record: 207767

I recently got the specs on the Falcon 030, and read something about an internal direct processor slot for 386sx emulation, or other processors. I'm not really sure exactly what this means. Does this mean that the Falcon is/can be IBM 386SX compatible??

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+---+

5073. Pagestream v1.8 font problems....help!

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 06:41:35 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Apr7.014135.17712@bsu-ucs>
Source record: 207773

I'm trying to load in some extra fonts to use with Pagestream 1.8. I've done this before without any problem, but am unable to get a few newer ones to "take." I'd like to know 1 thing:

What file-types are _necessary_ to have a font?

I have only *.DMF and *.12H files on many of these newer ones -- no *.FM file.

Anyone know for sure?

-Matt

5074. Re: As Atari Users We need to prepare for .....

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 07:05:29 UTC
From: healy@nosc.mil
Message-ID: <1993Apr7.070529.18457@nosc.mil>
Source record: 207752

Well, living in the US, I'd say the gloom and doom is in order. But the Falcon did get a good review in Electronic Musician, and GenEdit for the Falcon was part of a survey over different platforms in last month's EM, I think. So there is a certain Falcon presence in the music world. I'll probably buy a F30 if/when they become available even though I'd prefer a 40 (I'm used to '40 VME boards now) because who knows if a F40 will ever happen. But an F30 is a hell of a lot better than my 1987 1040ST which I still prefer to a pc. And I can always play with Suns and SGIs in the lab :-)

Atari still has a presence in the music world, and that is the reason I bought the damn thing in the first place.

Mike

healy@nosc.mil

5075. Re: 520 STFM price cut in the UK (a re-introduction)

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 07:14:30 UTC
From: healy@nosc.mil
Message-ID: <1993Apr7.071430.19158@nosc.mil>
Source record: 207753

```
Maybe they got a pile of 520 STFms in a warehouse somewhere
they want to get rid of :-)
```

5076. Re: 520 STFM price cut in the UK (a re-introduction)

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 09:15:02 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1993Apr7.091502.6904@cee.hw.ac.uk>
Source record: 207757

Oh I guess this will be one of many followups but what the heck ...

In article <1993Apr5.104358.6091@ericsson.se> etlgtme@etlxd20.ericsson.se writes:
>The May issue of ST-Format landed on my doormat this morning ...

I'm curious, which one did you pick up first and try to read? :-)

> ... and its front cover declares that Atari have announced a re-introduction
> of the 520 STFM at a new price of 159 UK-pounds, a reduction of 90 pounds.

I heard that a bunch of STFMs were _discovered_, stocked up in a foreign subsidiary and these are the ones now being sold (w/ UK ROMS). 50:50 chance of being the truth I guess. Since the price of a new STE is £250 then I don't think a £160 STFM is much of a reduction. Say £30 maybe.

> Here's a few snippets from the atricle:
> "Atari are bidding to rejuvenate the ageing STFM by dropping its price to a
>staggeringly low 159 pounds - and it is strongly suspected that the firm will
>also be dropping the prices of its STEs later in the year.
> The manufacturer stressed that the new move is not a price drop but a
>"re-introduction of the machine at an ultra competitive price point."
>Atari believe that at its new price the STFM can recapture some of its old
>glory days and hit sales of 150,000 units in 1993.

There must be some serious drug taking going on in Slough.

> Atari's Marketing Manager, Darryl Still, told us that they had considered
> dropping the eight year-old machine altogether but decided on a revamp due
> to perceived demand from retail.

Ah yes, Darryl Still. The man who obviously wears a red nose all year round.
Did anyone see his massive Falcon TV advertising campaign at Christmas?
No and neither did anyone else. Commodore, wrongly anticipating an agressive Christmas Falcon marketing campaign from Atari, went all out with an Amiga campaign. The bulk of the Christmas market went to the consoles but Commodore were there as the only alternative if you wanted a games computer.

Note that's a 'perceived demand' not an actual demand.

>New, cheaper production techniques are being used to manufacture the new
>batch of FMs.

Finding them in a magic warehouse is certainly a cheap way to manufacture computers. It would be interesting to see the chip dates and board revisions on these machines.

> This makes the low price point possible but also means that the
>machines will be extremely difficult and costly to upgrade. Still described it

>as "definately a workshop job."

He's a workshop job.

> He went on to explain Atari's rationale behind the introduction: "The plan
>was for the FM to be superceded by the 520STe. We intended publishers to write
>to the 'e' and produce a software base that was even more impressive than the
>Amiga's. Unfortunately, publishers didn't do that, they continued to write to
>the base machine."

Mostly because of compatibility. Not only that but Atari kept taking features
out and putting features in all of their new machines. If developers used
the BLiTTER in the STE then they wouldn't have it in the TT. Same is true
for the analogue joystick ports which have resurfaced in the Falcon.
Do MegaSTE's have them? Also Atari never really stir up a fuss over
incompatibilties. It's their own fault.

>other quotes: "....it will definately put pressure on consoles like the Mega
> Drive and Super NES."

Pfft! The Atari ST section in any game shop is the smallest part if it exists
at all. In the past year we have seen Sega and Nintendo wipe the floor with
computers as game machines.

> "....it gives the consumer the option of a real computer for the
> same price as a console."

It stiffs the consumer (god I hate that word) for 160 quid for a computer with
no support and a software library that is shrinking on a daily basis.

> "....(Darryl Still) I think the new price gives the STFM at least
> another three or four years of very healthy existence."

Is 'being a total arse' part of the qualifications you need to work for Atari?
Personnel: "Have you any marketing experience?"
DS: "Nope!"
Personnel: "Do you know what a computer is?"
DS: "Uh ... someone who travels to work?"
Personnel: "Can you start Monday?"
DS: "What day is this?"

Back to Grant:
>I just don't know if this is a good move or not by Atari. They claim that this
>is "no panic measure, no last stand" but I can't believe that.

Me neither. I suspect that if they ever start to market the Falcon they
will be pitching the STFM, and probably any STE's lying around, as what to
buy if you can't afford the Falcon. Ignorant buyers will not be aware of the
vast difference between the machines. Although you'd think the price would
be a dead giveaway. Serious purchasers will not be taken in but Atari will
sell quite a few of these STFM's for sure.

>I have watched the number of new Atari software titles drop to a
>trickle compared to the Amiga and PCs.

The Amiga section in my local Virgin store used to be the biggest now that space is for the PC software. I think Commodore are similar to Atari but are just not so advanced in their state of decay.

>They showed an interesting graph which claimed that in 1992 in the UK, the
>ST claimed 5.7% of all software sales, with the NES at 4.6%, Gamegear 4.4%,
>CPC 3.9%, SNES 3.7%, PC 3.3% and Lynx 0.7%.

What's the source of this info? I think the PC figure is low, the Lynx is way too high and where is the Amiga?

>Whad'ya reckon Guys??

I reckon Atari are squirming, belly up, in the sun.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

5077. Re: 520 STFM price cut in the UK (a re-int

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 09:15:26 UTC
From: etlgtme@etlxd30.ericsson.se
Message-ID: <1993Apr7.091526.7856@ericsson.se>
Source record: 207754
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article 19158@nosc.mil, healy@nosc.mil (Mike Healy) writes:
>Maybe they got a pile of 520 STFms in a warehouse somewhere
>they want to get rid of :-)
>
>
Nope !! Darryl Still said that Atari do not have a warehouse full of STFMs somewhere. In fact, Atari are having to manufacture the new FMs from scratch and to be able to meet the new price point the manufacturing technique is such that it will be very difficult to upgrade them. I really don't know what they could do to make it so difficult. If we are talking about memory upgrades then I reckon I had a pretty hard DIY job when I upgraded my STFM up to 2 Megs, the most difficult part being unsoldering the video shifter chip and soldering a socket back on. Not having much experience with a soldering iron didn't help and I thought I'd toasted the chip and shorted a track but everthing went OK. So, I don't know what they can do to make it harder. Maybe the MMU will be surface mounted with no socket for piggy backing, that would be a bitch.

Anybody got any ideas how the new FMs could be made difficult (next to impossible) to upgrade ??

Grant.

_/_/_/_/_/ _/_/ _/_/ _/_/_/_/_/ | Grant McFarlane, Ericsson Telecom.
_/ _/ _/ _/ _/ _/ | E-Mail: etlgtme@etlxd20.ericsson.se
_/ _/_/ _/ _/ _/ _/ | "Don't mess with anything thats got
_/ _/ _/ _/ _/ | more teeth than the whole of the
_/_/_/_/_/ _/ _/ _/_/_/_/_/ | Osmond family. (A Rimmer)

5078. Atari Stuff Wanted

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 09:28:14 UTC
From: cs89bsm@brunel.ac.uk
Message-ID: <C53wz3.rv@brunel.ac.uk>
Source record: 207755

```
Wanted cheap Hard Disk for Atari ST
Also cheap SM124

--------------------------------------------------------------------
| Brendan McEnroe (Brond) | Pure SINE wave in my head |
| Applied Computer Systems Yr4 | |
| Brunel University | /\ /\ /\ /\ |
| Middlesex |/ \ / \ / \ / \ |
| England | \ / \ / \ / \ /|
| cs89bsm@brunel.ac.uk | \/ \/ \/ \/ |
--------------------------------------------------------------------

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--
--------------------------------------------------------------------
| Brendan McEnroe (Brond) | Pure SINE wave in my head |
| Applied Computer Systems Yr4 | |
| Brunel University | /\ /\ /\ /\ |
| Middlesex |/ \ / \ / \ / \ |
| England | \ / \ / \ / \ /|
```

5079. ST Stuff wanted also!

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 09:52:44 UTC
From: storm@NETSYS.COM
Message-ID: <storm.734176364@netsys.com>
Source record: 207758

I am looking for the following items:

Cheap ST hard drive or info on buying a used one and controller.

External floppy drive?

Something to put in the cartridge port! Deskcart? almost anything
would be useful or just something to toy with.

Cheap Midi Cables...

Cheap color monitor

Maybe even a cheap plain text printer.

Anyone selling a TOS extention card (codehead tech.) ?

Accelerators?

I am also looking for some software:

Chaos Strikes back! (the sequel to dungeon master, I have DM, but want
the sequel)

ST Talk PRO 3.0! (not the demo version on a.a)

Star glider II

As you can see I don't really want to spend alot of money. I am just
interested in slowly building my system up to something more and more
usable. If I find something for a good price, then great, if not oh
well.

Any replies Email.
--
='''
c oo storm@netsys.com -Digital Vanguard
| \
-

5080. Re: 520 STFM price cut in the UK (a re-introduction)

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 10:47:21 UTC
From: rh@dmu.ac.uk
Message-ID: <1993Apr7.104721.8881@dmu.ac.uk>
Source record: 207760

etlgtme@etlxd20.ericsson.se (Grant McFarlane) writes:

> The May issue of ST-Format landed on my doormat this morning and its front
^^^^^^^^^
In my experience with this magazine, you can tell them anything and they'll print it - even if it was only a casual comment over the telephone. I'm not saying it's not true but I am always sceptical of their "hot news" items.

> "Atari are bidding to rejuvenate the ageing STFM by dropping its price to a
> staggeringly low 159 pounds - and it is strongly suspected that the firm will
> also be dropping the prices of its STEs later in the year.
> The manufacturer stressed that the new move is not a price drop but a
> "re-introduction of the machine at an ultra competitive price point."
> Atari believe that at its new price the STFM can recapture some of its old
> glory days and hit sales of 150,000 units in 1993. Atari's Marketing Manager,
> Darryl Still, told us that they had considered dropping the eight year-old
> machine altogether but decided on a revamp due to perceived demand from
> retail.

I believe that some ground could be recovered if the entry machine was **1Mb**
Atari should have dropped the 520 a long time ago - now I fear it is too late.
The other machine we write software for (the Amiga I'm afraid) has now basically established a minimum spec of 1Mb for almost all recent software. This allows a much greater freedom for developers to create better quality software without losing most of the potential market.

> He went on to explain Atari's rationale behind the introduction: "The plan
> was for the FM to be superceded by the 520STe. We intended publishers to
> write to the 'e' and produce a software base that was even more impressive
> than the Amiga's. Unfortunately, publishers didn't do that, they continued
> to write to the base machine."

True enough, the retreat to the 'FM' model probably won't make any difference. This could well be because the extra custom chips (blitter & sound DMA) on the STE never really compared to their Amiga counterparts anyway:

- STE blitter does not have the same multiple sourcing facility as the Amiga
- DMA sound is only 2 channel
- DMA sound has restricted playback frequencies, so *lots* of processor time must be used if frequencies other than 6,12,25,50KHz are needed.

So therefore I don't think the STFM thing will have any bad effects at all.

This is *not* an Amiga vs ST thing - we have both Amigas and STs and for most of the time I have preferred to use the ST, but now Atari seem to be driving themselves into a big hole. At the moment, we have moved to developing for the Amiga only. It will take some improvement or sign of hope in the Atari

market for us to return at this time.

> "....it will definately put pressure on consoles like the Mega
> Drive and Super NES."

> "...it gives the consumer the option of a real computer for the
> same price as a console."

People will still buy their kids a console because all their friends at school have got one. A lot of people don't actually want a computer - they want a cheap machine with lots of glossy commercial games. If you can't afford the 65 pound cartidges then you can buy an (1Mb) A500+ (many places still have new ones) for 199 pounds and get a "real" computer with console quality games.

> "....(Darryl Still) I think the new price gives the STFM at least
> another three or four years of very healthy existence."

Is this "very healthy existence"? I am saddened by how quickly the Atari range has "fallen from grace". It used to be my favourite machine (over the Amiga) - no more.

> They showed an interesting graph which claimed that in 1992 in
> the UK, the ST claimed 5.7% of all software sales, with the NES at 4.6%,
> Gamegear 4.4%, CPC 3.9%, SNES 3.7%, PC 3.3% and Lynx 0.7%.
> ^^^^^^^

Hmmmmmm - sceptical. PC simply must have more software sales than any other platform. In the games world, Amiga games sell about 5:1 to ST games.

The Atari range are still fine machines (assuming Atari will get their act together) and they have a firm place in my heart - I really would like to see them get back on track. What they are not at the moment is an anywhere near significant competitor in the games market, which seems to be the target for this rumoured latest move - and they won't be with a re-boxed 8 year old machine against the fast moving $$$ grabbing console companies.

Well, that's my peice.

> --- Richard Hackett <
> <
> <
> N E X U S D E S I G N <
> <
>Richard Hackett, 8 The Hawnelands, Halesowen, West Midlands, B63 3RT, England<
> <
> INTERNET: rh@dmu.ac.uk <
> <

5081. PowerDos CONFIGUR file.

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 10:49:52 UTC
From: u2e32@keele.ac.uk
Message-ID: <1pubkg$h7f@gabriel.keele.ac.uk>
Source record: 207762

Greets,
Firstly thanks to those people who gave me an FTP site for powerdos.
I've now got the problem of no doc's (From what I've read this is right) and
PDEXPERT2 Keeps giving me a 'Val string error' or 'Val String wrong lenght'
error. There was no CONFIGUR file, can you help.

So far, I've tried to run Powerdos from the AUTO folder, but without a
CONFIGUR file no joy.

If someone could tell me the format of the said file, or even mail me
one, I'd me most greatful.

+==+
Graham "Roll The Dice" Harrison.	u2e32@keele.ac.uk
University Of Keele	
Stoke On Trent	Even Death Fears Undertakers
England	
+==+

5082. Blitter Chips..

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 10:54:35 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1pubtblNNc3j@golem.wcc.govt.nz>
Source record: 207761

*** BLITTER CHIPS ***...

Hi can any one tell me were I can get a Blitter Chip,
I don't need the socket as I can get that here..

So a Address and Phone No. would do thanks, and If you have a price
that would do nicley thanks...

NOTE: Please No 800 Phone Numbers..

B.C. Computers or Computervision ..?? Used to come on here some times,
are they still around, there was another firm that sold Atari parts,
are they still around, I did buy some 8 bit chips from one of them some
time back..??

Thanks...

Roger..... sheppard_r@kosmos.wcc.govt.nz

5083. Falcon mouse, WAS: Atari mouse recommendations

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 11:30:35 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.734182146@rw8.urc.tue.nl>
Source record: 207763

Does anyone know what kind of mouse comes with the Falcon 030? The old slow Atari mouse, or something newer and better? Or does it not come with a mouse at all?

Erlend.

5084. Postscript convertor for Calamus wanted

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 11:33:03 UTC
From: guido@sluis.wilt.aha.nl
Message-ID: <1993Apr7.113303.18199@wilt.aha.nl>
Source record: 207779

Hello all, I forward this message for a friend of my who owns an Atari can
read news but is not able to post articles.
Please follow up to the net or mail directly to the address below.
Thanks, Guido Witmond.

Forwarded message:
==========

Hi there,

WANTED DESPERATELY:

A program to convert Calamus S/SL files to postscript.

Anybody has it ???

C.W. Lai
E-mail: v892127@si.hhs.nl
==========

5085. MOD file editor wanted

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 11:35:29 UTC
From: guido@sluis.wilt.aha.nl
Message-ID: <1993Apr7.113529.18301@wilt.aha.nl>
Source record: 207780

Hello all, I forward this message for a friend of my who owns an Atari can
read news but is not able to post articles.
Please follow up to the net or mail directly to the address below.
Thanks, Guido Witmond.

Forwarded message:
==========

I need a MOD file editor (monochrome, not color). Where can I get it ?

Thanks in advance

C.W. Lai
E-mail: v892127@si.hhs.nl

5086. Re: 1ST CeBIT Impressions

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 12:37:53 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <C545r7.C9H@cs.bham.ac.uk>
Source record: 207764

In article <3_800_8422bbec545@Kralizec.fido.zeta.org.au>
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
>Let's see, other keen things : autodesk animator, a reader for the Microsoft

Of course, Autodesk Animator was developed from Cyperpaint for the
ST... The wheel turns full circle?

--Chris

5087. Re: Hard Disks in the UK

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 12:52:52 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <C546G6.CqK@cs.bham.ac.uk>
Source record: 207765

In article <1993Apr6.093432.28916@jet.uk> djs@jet.uk (David J Stevenson) writes:
>In <1993Apr5.123819.8483@ericsson.se> etlgtme@etlxd20.ericsson.se (Grant McFarlane) writes:
>
>>In article 11203@cs.nott.ac.uk, pcxkrm@unicorn.nott.ac.uk (K.R.Marshall) writes:
>>>Has anyone else in Britain had a problem bying a hard disk recently? -

I recently bought an ICD-based drive from Ladbroke - they blamed the
(slight) delay in lack of drive units from the States (I got a
Maxtor). The casing is a little big, but I guess I can put another
mechanism in there when I'm rich :-) No complaints about Ladbroke.

--Chris

5088. Re: hard drive options

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 15:01:05 UTC
From: boyd@gauss
Message-ID: <C54CDt.94C@mailer.cc.fsu.edu>
Source record: 207770

Michael Steve (msteve@magnus.acs.ohio-state.edu) wrote:
> Well I'm interested in finding out my options for getting a hard drive. I have
> been looking at HD's in the atari magazines, but they seem pretty high in cost.

> At the Atari club I go to, a member commented that one option was to get some
> other brand of HD, and get something called a 'skuzzy' controller (I believe
> that is what he called it). He said that this option would allow me to direct
> connect the HD to a falcon if I ever upgraded.

Here is a file I wrote a couple of years ago. Looks like you might find it
interesting:

----begin included text----

Newsgroups: comp.sys.atari.st
Subject: Re: HardDrives
References: <bg258s1421.03a3@sycom.mi.org>
Distribution:
Followup-To:
Reply-To: boyd@nu.cs.fsu.edu
Organization: Florida State University Computer Science Department

In article <bg258s1421.03a3@sycom.mi.org>, bg258s1421@sycom.mi.org (Burley Good) writes:
>I am looking for an inexpensive HD a starters HD. I am looking for a used
>maybe 20m or more CHEAP!!!

You might want to try rolling your own. It is very easy for the ST. You
need:

A host adaptor
A power supply
An enclosure
A SCSI drive

I recommend the ICD Host adaptor. It has (IMHO) the best software, which is
updated frequently (and available free). They also provide a very easy way
to add a battery backed up clock to your ST (if you don't have one already,
they can be bought with or without the clock). I also like ICD's because they
report any "sense codes" the drive communicates to the user. I have only
seen one ("read error with recover", induced by dropping something heavy on
the desk while the hard disk was reading), but I find it reassuring that
any weirdness at the device level is reported directly to me (it pops up in
the corner of the screen, by the way). Price is about $80 at last look.
Without the clock, you save $10. Order the SCSI connector cable where ever
you get the host adaptor, and make sure to ask for a dual drive one with a
red wire denoting pin one (to make the installation easier).

Power supplys are cheap. Just pick up an old XT power supply for ~$30 from computer shopper. If you can find a junked PC, you can get one for free.

Enclosures can also be cheap. You can buy one of those huge old style XT cases for about $30 from computer shopper. This will hold all the hard drives you will ever want! Buy a tower stand for $5 and stick it on the floor (the ICD cable is nice and long for this). You can also go all out and buy an enclosure which will fit under your monitor (mine houses 2 5.25" devices, has a front mounted lit power switch, mates perfectly with the ICD board, etc) with power supply for about $125. There are several places that sell these for the ST, two being Toad Computers and D&P Computer Supply. Email if you want their 1-800 numbers. Again, a junked PC is the absolute cheapest way to do this. If you can get ahold of granny's old IBM XT, you are in fat city. A nice side bonus is that the old PC motherboards make great wall hangings (big fat traces, lots of chuncky looking components). Old PC's are really easy to find, now that everyone is going to 80x86 machines.

Now, the SCSI drive. These can be bought from Computer Shopper. All you need is a bare SCSI device, no other boards or anything. The ICD host will work with just about anything, but there is a very large list of already tested drives that comes with the host adaptor (which I could probably email to you also). Drives are very cheap nowadays, and if you want to really save money you can get a refurb. Several of the refurb places will guarantee their drives for X number of years (X varies with the particular company), so they can really be the way to go.

Anyway, you will now have your hard disk. You bolt down the drive and host adaptor (you can drill some extra holes in the case, or use wire-ties or whatever), connect the two, plug in the power cords (the ICD comes with a little splitter which connects to a standard PC type power cord), hook up the DMA, and boot up. It is very simple, and is not easily botched up. You only need to pay attention to:

SCSI id jumpers set to some reasonable value
SCSI terminator pack plugged into the drive
SCSI connector from drive to DMA is right side up on both ends
Nothing wiggling around

The first two can be checked via the manual that will accompany the drive (make sure you ask for one, some places assume you already have one), usually a 1 page Xerox. The third can be verified by checking that the red wire side of the ribbon cable is near pin one (which is marked on the board either by a number or by a square solder hole instead of a round one). If the cable is in backwards, the red end will be at the other end of the connection (quite often it is pin 2 that is marked, but you only need to know which end of the connector the numbers start on, and match it with the red wire). These are the only two possibilities. You cannot mess up the power connections or the DMA connection (they won't go in wrong).

The reason you wanted a dual drive cable is so you can easily add another device in the future. You merely have to plug it into the other receptacle on the cable, remove the terminating resistor pack off the middle drive on

the cable (the one on the plug closer to the computer), and check to see that the SCSI id jumpers are set to two different numbers. Oh, by the way, the ICD supports the Syquest SQ555 (the 44mb removable cartridge drive) without any special concerns. Since the Syquest is a SCSI device, you can hook one of these up just a easily as you could a regular fixed disk drive. These only cost about $320 bucks nowadays, with 44mb cartridges going for ~$60.

It really is easy, and there are plenty of computer tinkerers around to look over your shoulder and verify what you do. You can also use a setup consisting of a host adaptor, SCSI controller board, and ordinary PC type hard disks, but you add complexity to the system and lose performance this way. Straight SCSI is much cleaner, and usually much faster (SCSI devices have their controller boards "built in", communicating with the SCSI standard).

If you do get a hard disk, you should immediately buy Neodesk 3 and the Universal Item Selector III. They will make life much nicer. Also, beware of buying too small a hard disk. Megabytes are like potato chips. I have a buddy with a 105mb quantum drive, a 320mb Hitachi, and a Syquest SQ555 with 6 cartridges all hooked to his ST, and he still complains about not having enough disk space! I have not yet gone that apeshit, but I think Mr. Visa might have to talk to Syquest Corp. pretty soon. Oh, notice the my friend above has three SCSI devices hooked to his ICD. This just requires a 3 plug cable. The ICD can support 8 SCSI devices, and you can hook up multiple host adaptors if you really need to (like if you get given a box of 10mb SCSI drives :-).

Please feel free to email questions. The above is IMHO, direct flames elsewhere.

----end included text----

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5089. Re: Just plain ignorant (me that is...)

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 15:06:07 UTC
From: boyd@gauss
Message-ID: <C54CM7.9Br@mailer.cc.fsu.edu>
Source record: 207771

The Piano Man (awest@ub.d.umn.edu) wrote:
>
> Second, I have been trying to use YMODEM on the Uniterm program to get files
> from my UNIX account...it has sz, sb and all of that, but I can't seem to get
> it right. I think the problem comes when I try binary files, I use sz -b
> <file> but alas...nothing (just errors, that is).

I use xmodem (which also does ymodem-batch) on the UNIX end, and Uniterm
at home. Never had a problem. Xmodem is available in many places, use
archie find a specific one. BTW, in this case, xmodem refers to a particular
binary, not the protocol in general.

I generally do an "xmodem sbcykl filenames" on the UNIX end. That is,
send binary CRC ymodem-batch 1k-blocks no-log-file.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5090. Re: 520 STFM price cut in the UK (a re-int

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 15:17:54 UTC
From: aa728@Freenet.carleton.ca
Message-ID: <1993Apr7.151754.15335@freenet.carleton.ca>
Source record: 207768

In a previous article, etlgtme@etlxd30.ericsson.se (Grant McFarlane) says:

>In article 19158@nosc.mil, healy@nosc.mil (Mike Healy) writes:
>>Maybe they got a pile of 520 STFms in a warehouse somewhere
>>they want to get rid of :-)
>>
>>
>Nope !! Darryl Still said that Atari do not have a warehouse full of STFMs
>somewhere. In fact, Atari are having to manufacture the new FMs from scratch
>and to be able to meet the new price point the manufacturing technique is such
>that it will be very difficult to upgrade them. >
>
******** Lots of stuff deleted for brevity. **********

I don't get it. Why would Atari re-introduce the STFM, wouldn't cranking
out more STEs make more sense?? Right, we're talking about Atari here.
It makes perfect sense now.
--
tttfn Blair A Dean

These opinions are mine; they should be yours too!! :)

5091. Re: WANTED: Atari mouse recommendations

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 15:23:25 UTC
From: dbshapco@bcars6a0.UUCP
Message-ID: <1993Apr7.152325.23325@bnr.ca>
Source record: 207774

I have to followup myself, because I messed up distribution last time!

In article <1993Apr7.144246.21977@bnr.ca>, dbshapco@bcars6a0.sunny.wasteland (Brad Shapcott) writes:
|>
|> I have an Alfa Data mouse. The only problem I've found with it is drifting
|> due to vibrations (such as floppy access) on the work surface -- even with a
|> mouse pad. The drift can be both severe and persistant (that is, drift
|> continues after the vibration stops).
|>
|> I weigh this against the lower price vs. an Atari mouse and the fact that I
|> don't need yet another AUTO program (maccel3.prg). The mouse has high enough
|> resolution that I can travel the entire monitor screen with wrist motions, and
|> no forearm sweeps (which seriously reduces fatigue, especially since I work
|> with a mouse-based system all day at work as well).
|>
|> The Alfa Data mouse can be taken apart for cleaning etc. by removing a couple
|> of screws.
|>
|> Cheers,
|>
|> Brad
|>

5092. Re: Terminal programsnex

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 16:01:59 UTC
From: x91mikowski@gw.wmich.edu
Message-ID: <1993Apr7.110159.9133@gw.wmich.edu>
Source record: 207769

```
In article <950@thunder.LakeheadU.Ca>, pmkierst@flash.LakeheadU.Ca writes:
> Hi everybody!
>
> I am looking for a terminal program for the ST, as follows:
>
> - free. I can't afford commercial software right now.
> - run on an *old* 520ST. I had to install the TOS in ROM's myself on this
> baby, and waited a good while before I could even get them. I have not
> since updated the OS, so it's oooold..MONO
> - run off of one 360k diskette...thats all I got.
> - have good (this is really important) vt100 or better emulation. I don't
> need fancy dialing directories or anything like that...its a hardwired
> connection at max speed possible.
> - ooor...KA9Q??? I think that's been ported to the ST. IF someone could point
> me in the right direction...
>
> Thanks for any help you can give me....
>
> Paul Kierstead
> pmkierst@flash.lakeheadu.ca
>

I'd suggest using uniterm 2.0e, which is pd. Yes, there is a version of
ka9q for the ST and its available at atari.archive.umich.edu, I believe.
Follow the instructions carefully, and put the config files where they belong
or it won't function properly...

Later,
Bernard
```

5093. Re: Falcon mouse, WAS: Atari mouse recommendations

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 16:20:59 UTC
From: erlingh@storlind.storlind.idt.unit.no
Message-ID: <ERLINGH.93Apr7182059@storlind.storlind.idt.unit.no>
Source record: 207772

In article <wmtwen.734182146@rw8.urc.tue.nl> wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:

Does anyone know what kind of mouse comes with the Falcon 030? The old
slow Atari mouse, or something newer and better? Or does it not come
with a mouse at all?

Erlend.

It's the same ol' mouse :-/

Erling
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

5094. Re: Help with video key

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 16:34:15 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <93097.113415EENG6826@RyeVm.Ryerson.Ca>
Source record: 207555

Ok on the Video Key transformer it says:

INPUT : 120V 60Hz 12W
OUTPUT: 12VDC 300mA

Carlos Varela

5095. Re: 520 STFM price cut in the UK (a re-introduction)

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 16:41:53 UTC
From: ken@isgtec.com
Message-ID: <4521@isgtec.isgtec.com>
Source record: 207785

In article <1993Apr5.104358.6091@ericsson.se> etlgtme@etlxd20.ericsson.se writes:
> The May issue of ST-Format landed on my doormat this morning and its front
> cover declares that Atari have announced a re-introduction of the 520 STFM at
> a new price of 159 UK-pounds, a reduction of 90 pounds.
> ------------------------
> "Atari are bidding to rejuvenate the ageing STFM by dropping its price to a
> staggeringly low 159 pounds - and it is strongly suspected that the firm will
> also be dropping the prices of its STEs later in the year.
> The manufacturer stressed that the new move is not a price drop but a
> "re-introduction of the machine at an ultra competitive price point."
> Atari believe that at its new price the STFM can recapture some of its old
> glory days and hit sales of 150,000 units in 1993.

Baaahaaahaaahaaaa haaa haaa haaa whimper sob sobb...
This is so totally stupid it's hard to believe. The STFM. For god's sake.
16 colours, no blitter, and no new software. And crap sound. I give up.
Can't they see the reason the Amiga did so much better for games was
1) 32 colours
2) sprites/blitter
3) good sound
all of which are impossible on the STFM. PUSH THE STE!!!! THE STE!!! Destroy
the STFM's! Land fill!! ahem. Even with 16 colours, the STE would have some
kind of chance.

> He went on to explain Atari's rationale behind the introduction: "The plan
> was for the FM to be superceded by the 520STe. We intended publishers to write
> to the 'e' and produce a software base that was even more impressive than the
> Amiga's. Unfortunately, publishers didn't do that, they continued to write to
> the base machine."

That's because the STE, like everything Atari makes, was TOO LITTLE TOO LATE.
Nice hardware, but late. It would've been a real good race between the
STE and the Amiga 500 if the STE was shipping in volume a year or two earlier.

> other quotes: "....it will definately put pressure on consoles like the Mega
> Drive and Super NES."

What a pathetic joke.

> "....(Darryl Still) I think the new price gives the STFM at least
> another three or four years of very healthy existence."

Well there you have it, these morons are both blind and stupid. They should've
dropped the STE price to nothing years ago and really pushed developers with
good tools.
They're doomed.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

5096. Re: joysticks was(wht we should prepare for)

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 17:03:16 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Apr7.120316.17008@miavx1.acs.muohio.edu>
Source record: 207921

In article <1993Apr6.135345.10766@magnus.acs.ohio-state.edu>,
msteve@magnus.acs.ohio-state.edu (Michael Steve) writes:
> If somebody really wanted to use two, three, button joysticks, they would write
> the software for one, a program that will use 1 or as many buttons as needed
> and attach a txt file on how to make one or modify some existing two button
> controller. Hey, Atari wont do it, so let some other entrepreneur get his/her
> hat into the ring...
>
> If there is no demand, there is no supply, it doesn't work the other way
> around...

This would be an interesting project, if someone would go ahead and do it.
The Sega Genesis controllers can be used right out of the box, but only the
[A] button works as fire. It would be neat if someone would find tou if it
would only take a software or hardware solution to use the other two
buttons and start.

(BTW, I saw in one of those video game magazines that Sega is developing a
device that plugs into one port and allows up to four controllers to be
plugged in.)

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
(On whether abstinance is a Religious term, and\rlcollins@miavx1.acs.muohio.edu
should or should not be in the schools:) \RC1DSANU@miamiu.acs.muohio.edu
"What if you're an Atheist who hates sex?" \rcollins@apsvax.aps.muohio.edu
- Andy from my EDL 304 class \ R.COLLINS1 on GEnie
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 7-APR-1993

5097. Portfolio Newsgroup?

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 17:05:22 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr7.170522.12822@newshost.lanl.gov>
Source record: 207776

Does anyone know if there is a Portfolio newsgroup on the net?

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5098. Source for StXformer?

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 17:16:13 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1993Apr7.171613.22935@news.uit.no>
Source record: 207497

I'll try again: Does anyone have/know where to get the source for
StXformer?

I don't know how many times I have read that the source is available, but
no-one has been able to find it so far...

Thanks in advance.
--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northernmost university	Life is worth living. |
#Disclaimer: This university does not speak for me.

5099. Re: 1ST CeBIT Impressions

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 17:25:27 UTC
From: gverrill@ic.sunysb.edu
Message-ID: <1993Apr7.172527.7091@sbcs.sunysb.edu>
Source record: 207786

In article <C545r7.C9H@cs.bham.ac.uk> cjr@cs.bham.ac.uk (Chris Ridd) writes:
>In article <3_800_8422bbec545@Kralizec.fido.zeta.org.au>
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
>>Let's see, other keen things : autodesk animator, a reader for the Microsoft
>
> Of course, Autodesk Animator was developed from Cyperpaint for the
>ST... The wheel turns full circle?

So, do you think we'll be able to upgrade from Cyberpaint
to Autodesk animator? ;-)

>--Chris

-Michael Rose

5100. Re: Pagestream v1.8 font problems....help!

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 18:02:08 UTC
From: hsp4@cunixb.cc.columbia.edu
Message-ID: <1993Apr7.180208.21811@news.columbia.edu>
Source record: 207777

In article <1993Apr7.014135.17712@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>I'm trying to load in some extra fonts to use with Pagestream 1.8. I've done
>this before without any problem, but am unable to get a few newer ones to
>"take." I'd like to know 1 thing:
>
>What file-types are _necessary_ to have a font?
>
>I have only *.DMF and *.12H files on many of these newer ones -- no *.FM file.
>
>Anyone know for sure?
>
> -Matt
With PageStream 1.8, the minimum you need is the .12H, .FM, and .DMF (or the proper .PS and .PSF files). With versions 2.1 and up, you can either use Compugraphic fonts, or you can use Pagestream fonts. 2.1 and up only require the .DMF files (although it seems to be a little faster if you use the other files, too).

Your solution? Pay Soft-Logik the few (I think it's either 30 or 50) bucks for an upgrade to 2.2. It's well worth it... (You DID buy the program, right???). Good luck!

Sol Poretsky
hsp4@columbia.edu
(too new to have a .sig file)

5101. Re: April Fools Day - No FALCONs yet

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 19:44:05 UTC
From: franke@cs.tu-berlin.de
Message-ID: <1pvau5$7j2@news.cs.tu-berlin.de>
Source record: 207778

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>The Mac Centris 610 is the first '040 machine under $2000. "Power
>without the Price!" I guess the Falcon030 is the first 16Mhz '030 to
>take over a year to hit the stores...

Hi,
Yes it's quite cheap, but it has no FPU, right ? So a lot of power-
hungry task like for example raytracing will not benefit from the '040,
because to get it to work with a FPU version you need an emulator like
SoftFPU or something like that, that really makes the machine slower than
an '030/'882 combo.

Kind regards,

Michael Franke (franke@cs.tu-berlin.de)

****
* Please don't hit me,I'm just a happy Amiga 4000 owner *
****

5102. Re: April Fools Day - No FALCONs yet

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 20:51:18 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr7.205118.8578@tdb.uu.se>
Source record: 207781

Michael Franke (franke@cs.tu-berlin.de) wrote:
: Hi,
: Yes it's quite cheap, but it has no FPU, right ? So a lot of power-
: hungry task like for example raytracing will not benefit from the '040,
: because to get it to work with a FPU version you need an emulator like
: SoftFPU or something like that, that really makes the machine slower than
: an '030/'882 combo.

The 68040 has both an on-chip MMU (PMMU) and an on-chip FPU (PFPU??? :-).
The on-chip FPU is much like the 68882 but I believe some commands are left
out. Anyone know for sure?

/Daniel Eriksson (Who is enjoying "Songs of Faith and Devotion" from DM at
the moment. It's BRILLIANT!)

5103. ICD Software ?

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 21:59:40 UTC
From: crubel@encore.com
Message-ID: <C54vrt.8Fx@encore.com>
Source record: 207784

Hi all,
Where can I ftp the latest ICD boot software and utils??

I have been looking around and can not seem to find
any...

Thanks in advance...

Curtis
crubel@maxis.encore.com

5104. Re: April Fools Day - No FALCONs yet

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 22:27:22 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <91876@hydra.gatech.EDU>
Source record: 207783

In article <1993Apr7.205118.8578@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:
>The on-chip FPU is much like the 68882 but I believe some commands are left
>out. Anyone know for sure?

It is my understanding that the FPU inside a 68040 does calculator
arithmatic: +, -, *, /. The rumored 68060 is supposed to have a much
more elaborate FPU built in.
--
Opinions expressed are my own.

5105. Re: WANTED: Atari mouse recommendations

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 23:26:16 UTC
From: The@blue.UUCP
Message-ID: <gate.iaLN2B1w164w@blue>
Source record: 207796

Re: Re: WANTED: Atari mouse recommendations

I Just saw the post and I think GoldenIMAGE is a Excellent Mouse...Very
Sturty and if it breaks you can buy a new one for $25 With return of old
Mouse..GI Mouse!

/he Dragon Lord

5106. Re: TERM PROGRAMS.

Newsgroup: comp.sys.atari.st
Date: 1993-04-07 23:28:21 UTC
From: Jeffrey_Kreth@fcircus.sat.tx.us
Message-ID: <Jeffrey_Kreth.15cx@fcircus.sat.tx.us>
Source record: 207792

Check out Freeze Dried Terminal, or STalker.

(((("I ALWAYS have
o-o a nice day"
.
- --==JAK==--
Damn! Broke the Prime Directive AGAIN!--
Jeffrey_Kreth@fcircus.sat.tx.us

5107. Re: Falcon mouse, WAS: Atari mouse recommendations

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 00:11:32 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC551v9.BFt@netcom.com>
Source record: 207787

In article <wmtwen.734182146@rw8.urc.tue.nl> wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
>Does anyone know what kind of mouse comes with the Falcon 030? The old
>slow Atari mouse, or something newer and better? Or does it not come
>with a mouse at all?

FWIW, I like Atari's mouse, and I have it accelerated with Warp 9.

The Falcon does come with Atari's mouse.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

5108. Re: FALCON, 386 COMPAT?

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 00:13:27 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC551yF.Blu@netcom.com>
Source record: 207788

In article <95.78.uupcb@uttsbbs.uucp> jeff.spink@uttsbbs.uucp (Jeff Spink) writes:
>I recently got the specs on the Falcon 030, and read something about an
>internal direct processor slot for 386sx emulation, or other processors.
>I'm not really sure exactly what this means. Does this mean that the
>Falcon is/can be IBM 386SX compatible??

Compo has planned a 286 and a 486 emulator for the Falcon; no 386 emulator.
Yes, it means the Falcon can be DOS compatible (fun, fun, fun).

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

5109. Re: Portfolio Newsgroup?

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 00:15:13 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC5521D.Bps@netcom.com>
Source record: 207789

In article <1993Apr7.170522.12822@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>Does anyone know if there is a Portfolio newsgroup on the net?

comp.sys.laptops, comp.sys.palmtops, and comp.sys.handhelds I think.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

5110. Re: 1ST CeBIT Impressions

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 00:17:46 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC5525n.BtB@netcom.com>
Source record: 207790

In article <1993Apr7.172527.7091@sbcs.sunysb.edu> gverrill@ic.sunysb.edu (Gregory Verrill) writes:
>In article <C545r7.C9H@cs.bham.ac.uk> cjr@cs.bham.ac.uk (Chris Ridd) writes:
>>In article <3_800_8422bbec545@Kralizec.fido.zeta.org.au>
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
>>>Let's see, other keen things : autodesk animator, a reader for the Microsoft
>>
>> Of course, Autodesk Animator was developed from Cyperpaint for the
>>ST... The wheel turns full circle?
>
> So, do you think we'll be able to upgrade from Cyberpaint
>to Autodesk animator? ;-)

CyberPaint II is apparently being developed to work on the TT and Falcon.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

5111. Re: April Fools Day - No FALCONs yet

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 00:28:28 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1pvrjcINN9h1@tortoise.cis.ohio-state.edu>
Source record: 207791

In article <H.ea.iI01O3pGDs_@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:

>So, the question is... Centris 650 or '486 with OS/2? It's really
>looking like Atari's pulling their typical "lead 'em on 'til they die"
>routine.

>The Mac Centris 610 is the first '040 machine under $2000. "Power
>without the Price!" I guess the Falcon030 is the first 16Mhz '030 to
>take over a year to hit the stores...

First crippled 040 to be under $2000. And anyway, your probably wrong
there as well. Last year NeXT had a two week blow out sale on educational
NeXTStations...and I think they were ~$2000 *with* monitor.

Oh, so you are conviently assuming the SE/30, LC, and Classic two took
less than a year to hit the stores. Considering Apple's past record,
you are probably wrong about the SE/30 and the LC. But they are much
better at blitzing the stores with new models now, so the Classic II
might actually have beaten that.

I think the biggest problem Atari has is that Atari users *demand* info
once a little rumor gets out, and Atari lets some information go to
appease them. Then, since it's early information...and it goes wrong
we all cry "Foul!".

I've been waiting on the DSP macs for more than a year now. I've been
awaiting the release of 0S/2 2.1 for awhile also. Considering the hype
about NT I would have thought it have taken over the world already
(like Microsoft said). Atari is far from the only computer company
that has let a release date ship. In fact, it's hard to find a company
that *meets* shipping dates...unless they keep the product under compleate
silence right up till release!

>------------------==------------------
>Chris Herborth
>cherborth@semprini.tdkcs.waterloo.on.ca

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

5112. Atari Monitor and an IBM?

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 00:33:00 UTC
From: arosborn@oregon.uoregon.edu
Message-ID: <7APR199317330838@oregon.uoregon.edu>
Source record: 207793

I've seen things from time to time discussing the problem of how to connect an IBM compatible monitor to an Atari -- but how about going the other way?
Could I connect my SC1224 to an IBM? Preferably without using a soldering iron?
Any info would be appreciated.

Alan Osborn

5113. Re: April Fools Day - No FALCONs yet

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 02:03:40 UTC
From: healy@nosc.mil
Message-ID: <1993Apr8.020340.3750@nosc.mil>
Source record: 207795

The 68040 has transcendental functions microcoded, which can result in more time required for these functions than a '30.

Mike Healy

healy@nosc.mil

5114. Re: Hardware Dealers in US?

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 03:14:42 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.&5kmM5ERrYI@semprini.tdkcs.waterloo.on.ca>
Source record: 207798

In <1993Apr2.120700.8174@desire.wright.edu>, cse0947@desire.wright.edu writes:
> I need phone numbers and/or addresses of Atari hardware dealers in the
> United States or Canada.

Are there any left? :-\

I can only think of two (other than Atari itself) -> Computer Studio and
Toad Computers. Naturally, I don't have phone/address for either one.

Gee, two whole dealers in all of North America. Good job, Tramiels.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

5115. WANTED: 1040ST/STFM w/DS drive, Mouse

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 04:10:50 UTC
From: pchang@ic.sunysb.edu
Message-ID: <1993Apr8.041050.4148@sbcs.sunysb.edu>
Source record: 207797

I have the monitor already...
just need the computer with the mouse.
if you have one for sale email me with an offer!

--
****
C_ommon pchang@ic.sunysb.edu
S_ense State University of New York @ Stony Brook
E_ngineer
****

5116. GL animation viewer for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 04:20:53 UTC
From: ortega@cactus.org
Message-ID: <1993Apr8.042053.2373@cactus.org>
Source record: 207799

Are there any GL animation viewers for the ST?

--
Paul Ortega | "While looking for the men's room,
2015 Cedar Bend Dr., #1105 | VP Dan Quayle stepped into the Quantum
Austin, TX 78758 | Leap Accelerator and vanished....."
ortega@cactus.org ---------------------------------------

5117. WANTED: PageStream 2.2 and PageStream 1.8 - help -

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 04:22:23 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Apr7.232223.17774@bsu-ucs>
Source record: 207800

>>What file-types are _necessary_ to have a font?
>>
>>I have only *.DMF and *.12H files on many of these newer ones -- no *.FM file.
>>
>>Anyone know for sure?
>>
>> -Matt
> With PageStream 1.8, the minimum you need is the .12H, .FM, and .DMF (or the
> proper .PS and .PSF files). With versions 2.1 and up, you can either use
> Compugraphic fonts, or you can use Pagestream fonts. 2.1 and up only require
> the .DMF files (although it seems to be a little faster if you use the other
> files, too).
>
> Your solution? Pay Soft-Logik the few (I think it's either 30 or 50) bucks
> for an upgrade to 2.2. It's well worth it... (You DID buy the program,
> right???). Good luck!

I'd love to have 2.2, but I think the upgrade deal is off -- anyone know for
sure? (I.e...done the upgrade recently.)

Also, if someone has a copy (legitimate copy that is :) of PageStream 2.2
they'd like to sell -- I'm interested!

-Matt

5118. Re: Hardware Dealers in US?

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 05:28:04 UTC
From: hsp4@cunixb.cc.columbia.edu
Message-ID: <1993Apr8.052804.3007@news.columbia.edu>
Source record: 207901

In article <H.ea.&5kmM5ERrYI@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <1993Apr2.120700.8174@desire.wright.edu>, cse0947@desire.wright.edu writes:
>> I need phone numbers and/or addresses of Atari hardware dealers in the
>> United States or Canada.
>
>
>Are there any left? :-\
>
>I can only think of two (other than Atari itself) -> Computer Studio and
>Toad Computers. Naturally, I don't have phone/address for either one.

I've had great experiences with Toad's mailorder... They can be reached at
(800)448-TOAD (orders only), (410)544-6943 (Info--very helpful), or by FAX
at (410)-544-1329. You can also try a number of other dealers, such as
ATY Computer in Oakland, CA (call 510-555-1212 for the number), Computer
Studio in Asheville NC [mentioned above] at 800-253-0201 (704-251-0202 for
info), and others (I'd list more, but all I have here is a Summer 1992
Current Notes, so I don't know which of the places listed still exist).

If only I could find one in Manhattan (or at least in Bklyn, Bronx, or
Queens, near the Subway)... :-(

>
>Gee, two whole dealers in all of North America. Good job, Tramiels.
>

Maybe 3 or 4... :-)

>--
>------------------==------------------
>Chris Herborth
>cherborth@semprini.tdkcs.waterloo.on.ca

Sol Poretsky
hsp4@columbia.edu
(how does one work a .sig file?)

5119. TeraDesk? Where to get?

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 06:58:43 UTC
From: wb@arb-phys.uni-dortmund.de
Message-ID: <1993Apr8.065843.8106@arb-phys.uni-dortmund.de>
Source record: 207902

In this group there has been a discusssion about the merits of Gemini
vs. TeraDesk. I would like to know how to get TeraDesk. Is it
commercial/ShareWare/FreeWare?
Sources in Germany or Europe preferred.
--
Dipl.-Math. Wilhelm Bernhard Kloke,
Institut fuer Arbeitsphysiologie an der Universitaet Dortmund
Ardeystrasse 67, D-4600 Dortmund 1, Tel. 0231-1084-257

5120. Re: WANTED: Atari mouse recommendations

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 08:07:23 UTC
From: em09@liverpool.ac.uk
Message-ID: <C55nwC.BBz@liverpool.ac.uk>
Source record: 207906

Brad Shapcott (dbshapco@bcars6a0.UUCP) wrote:
: |>
: |> I have an Alfa Data mouse. The only problem I've found with it is drifting
: |> due to vibrations (such as floppy access) on the work surface -- even with a
: |> mouse pad. The drift can be both severe and persistant (that is, drift
: |> continues after the vibration stops).
: |>

I recently bought an Alfa Data mouse and found that it drifted quite
badly when using CUBASE (a good quality package). I have tried keeping
my hand on the mouse when it drifted and would swear that the mouse
hadn't physically moved. I thought about taking it back to where I
bought it but, if anyone else told me this, I would not believe them.

If you ever find out WHY we get this movement, please let me know.
--
---
* John Boyes - aka; em09@liverpool.ac.uk *

5121. Re: Falcon mouse, WAS: Atari mouse recommendations

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 08:24:59 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1q0ngrEl0l@uni-erlangen.de>
Source record: 207903

The Falcon's mouse is the same as ever. But I wouldn't say it's too slow.
Just use the XControl's mouse accelerator that comes togehter with every
TT, STE or Falcon to speed things up.
--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

5122. Re: Falcon mouse, WAS: Atari mouse recommendations

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 08:54:40 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1q0p8gINNjnk@golem.wcc.govt.nz>
Source record: 207905

In article <wmtwen.734182146@rw8.urc.tue.nl>, wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
>Does anyone know what kind of mouse comes with the Falcon 030? The old
>slow Atari mouse, or something newer and better? Or does it not come
>with a mouse at all?
>
>Erlend.

More to the piont would be, dose the Mouse come with a Computer..?? :-)

From what I have been reading here lately there are a lot of mouse dropings
but No Falcons to catch the mouses..:-)..

Roger.............. sheppard_r@kosmos.wcc.govt.nz

5123. Re: Desktop replacements ?

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 09:34:14 UTC
From: christof@wowbagger.pc-labor.uni-bremen.de
Message-ID: <1993Apr8.093414.5134@informatik.uni-bremen.de>
Source record: 207904
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Several people have mentioned the desktop replacement Ter(r?)adesk
recently. Is this commercial software? If not, could someone kindly
point me to an ftp-server where it is available?

Thanks in advance,

Christoph
--

"Wizard, your life force is running out."

5124. Re: TeraDesk? Where to get?

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 10:02:17 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.734263337@groucho>
Source record: 207911

wb@arb-phys.uni-dortmund.de () writes:

>In this group there has been a discusssion about the merits of Gemini
>vs. TeraDesk. I would like to know how to get TeraDesk. Is it
>commercial/ShareWare/FreeWare?
>Sources in Germany or Europe preferred.

STER BBS in the Netherlands has it (in fact, being one of the largest European Atari BBS's it has almost anything :). Call +31-1880-40035. If you want I could look up the exact location for you, so you don't need to spend an hour on a foreign call...

--
Hendrik Jan Veenstra (in another life: hjv@phil.ruu.nl) -- Dept. of Philosophy
University of Utrecht -- The Netherlands
** ...and with what sense of history do we view our bright new world, with **
** the video nasty blasting through the set of our next door neighbour... **

5125. Help with Modula2

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 10:18:27 UTC
From: sbyec@westminster.ac.uk
Message-ID: <1993Apr8.101827.3151@westminster.ac.uk>
Source record: 207931

I have brought in PD, Modula 2/68 for the ST from Ana Systems of Forster City California. The date on the software is about 1989 - 1990. The thing is, it has no documentation about the libraries, even though the release notes claim thorough documentation and 250 pages of library descriptation. The atari specific libraries(display, using GEM,etc) is VERY INCOMPLETE!!! and lacking in any documents.

So does anyone know of :-
1) Documentation for the above Modula 2
2) A decent Modula 2 complier with the full docs and full Atari/Standard Mod2 libraries.

Thanks in Advance
Russell Hempel

Could any replies be e-mail to sbyec@uk.ac.westminster.

.

5126. Re: Falcon mouse, WAS: Atari mouse recommendations

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 10:22:39 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Apr8.102239.23450@unix.brighton.ac.uk>
Source record: 207907

Yes, it comes with the lovable atari mouse, but atari say that you can use
higher definition mice instead (I assume this means the optical kind or
higher dpi types). They supply a mouse accelerator to start with anyway,
one of the few useful things in the startup package!

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix |
+---+

5127. Wordplus Fax Driver

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 10:35:53 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <1993Apr8.103553.16836@cs.nott.ac.uk>
Source record: 207908

A while ago there was a posting about a fax driver for First Word Plus called 1wp2fax.lzh which was supposed to be going into atari.archive.

Despite lots of hunting, I've been unable to find it - has anyone seen it around ?

Thanks,

Sam

5128. Re: Hardware Dealers in US?

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 10:44:14 UTC
From: jhenders@wimsey.bc.ca
Message-ID: <C55v5s.Mx3@wimsey.bc.ca>
Source record: 207909

In article <H.ea.&5kmM5ERrYI@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:

>Gee, two whole dealers in all of North America. Good job, Tramiels.

There's 2 here in Vancouver, Canada. One is Falcon Systems (Boy is
that an optimistc name) (604)522-2915.

--
John Henders

5129. Re: WANTED: Atari mouse recommendations

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 10:53:52 UTC
From: rm03@ic.ac.uk
Message-ID: <1993Apr8.105352.18303@sys.uea.ac.uk>
Source record: 207910

In article <C55nwC.BBz@liverpool.ac.uk> em09@liverpool.ac.uk (Mr. J. Boyes) writes:
>
>I recently bought an Alfa Data mouse and found that it drifted quite
>badly when using CUBASE (a good quality package). I have tried keeping
>my hand on the mouse when it drifted and would swear that the mouse
>hadn't physically moved. I thought about taking it back to where I
>bought it but, if anyone else told me this, I would not believe them.
>
>If you ever find out WHY we get this movement, please let me know.

Are you sure it only happens in Cubase? I think that wandering mice are quite
common, and the problem is still there whatever program(s) you are using.
My official Atari, straight-out-of-the-box mouse had this problem,
every so often it would decide to head off to the top of the screen. Great
fun if I happened to be playing Lemmings at the time.
I heard that the problem is due to electrical noise, and can be cured by
soldering a capacitor across the the power lines of the IC inside the mouse.
I didn't bother, I just went a bought a new one. Only 8 quid, higher res,
works great with no wanderings.

Regards,

--
------ Robert Mellish, FOG, IC, UK ------
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk IRC: HobNob
------ and also the mrs joyful prize for rafia work. ------

5130. GDOS Printer Drivers

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 11:02:35 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <1993Apr8.110235.21189@lut.ac.uk>
Source record: 207912

Time to time we see requests for information on GDOS printer drivers. Well, I found quite a lot at the uni-paderborn archive. I did not actually search there but instead looked at it's mirror at src.doc.ic.ac.uk. The files are in directory computing/systems/atari/uni-paderborn/tools/gdos and the file names are needle.zoo and laser.zoo.

Hope the above becomes useful to some.

- Rahin
(rahin@scs.leeds.ac.uk)

5131. FontGDOS PostScript printer driver

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 11:04:31 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <1993Apr8.110431.21435@lut.ac.uk>
Source record: 207913

Now here's something I am after. Does anyone know of any PostScript printer driver that is compatible with the new FontGDOS system ?

- Rahin
(rahin@scs.leeds.ac.uk)

5132. Re: 1ST CeBIT Impressions

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 12:16:02 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Apr8.121602.27357@unix.brighton.ac.uk>
Source record: 207915

This is very uplifting indeed, I am pleased I chose to buy a Falcon and
not an amiga, although some programming docs would not go a miss...anyone?

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix |
+---+

5133. VGA Monitors and the STE

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 12:17:02 UTC
From: muecke@geo.Uni-Koeln.DE
Message-ID: <1q153uINN1b57@rs1.rrz.Uni-Koeln.DE>
Source record: 207918

Hi everyone,

I'd like to buy a new monitor for my old, trusty STE. Now that the ATARI favorites
SM 124 etc are out of business, someone suggested to me just to take any
black and white VGA monitor and all I needed to do was make a new plug
so it will work with my STE.

Is anyone out there who can tell me it will definitely work (or not)
and maybe point me to a good choice of monitor?

I only want B&W, I have Color via a second Monitor.

Thanx in advance!
Doro

5134. Re: Wordprocessors

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 12:17:15 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Apr8.121715.27438@unix.brighton.ac.uk>
Source record: 207916

Is Atari Works available in the UK yet?

What about MTos come to that?

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix |
+---+

5135. Re: 520 STFM price cut in the UK (a re-int

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 12:35:20 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Apr8.123520.27958@unix.brighton.ac.uk>
Source record: 207917
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

What I heard was that Atari found a load of old stfm bits in a warehouse
and decided to knock out some cheap fm's with em.

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix |
+---+

5136. For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 13:07:54 UTC
From: tevans%sunset.cs.utah.edu@cs.utah.edu
Message-ID: <1993Apr8.070754.13813@hellgate.utah.edu>
Source record: 207919

I'm selling the following:

Mega2/ST(not STe) w/4 Megs Ram, Tos 1.4 $350

It works great and I've never had any problems with it. The 2 Meg
upgrade was only done 2 months ago.
Please let me know if you're interested!

tevans@cs.utah.edu

5137. Re: WANTED: Atari mouse recommendations

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 13:21:46 UTC
From: dbshapco@bcars6a0.overcast.wasteland
Message-ID: <1993Apr8.132146.23330@bnr.ca>
Source record: 207922

In article <C55nwC.BBz@liverpool.ac.uk>, em09@liverpool.ac.uk (Mr. J. Boyes) writes:
|>
|> I recently bought an Alfa Data mouse and found that it drifted quite
|> badly when using CUBASE (a good quality package). I have tried keeping
|> my hand on the mouse when it drifted and would swear that the mouse
|> hadn't physically moved. I thought about taking it back to where I
|> bought it but, if anyone else told me this, I would not believe them.

My guess about vibrations being the source of the drifting is that it occurred when the floppy was accessed, and that I could get the drift by drumming my fingers on the work area. Even if you put your hand on the mouse, either the mouse ball or the wheels inside may still be able to move.

CUBASE perhaps accesses your floppy in a way that causes the best vibration pattern for causing drift.

|> If you ever find out WHY we get this movement, please let me know.

I'll stick with vibrations causes the wheels within the mouse to drift. I got this with the old Atari mouse as well, only not as badly (I chalked up the increase in drift to the higher resolution of the Alfa Data mouse).

Two fixes that pop into mind are getting a more solid work area (mine is a cheap computer desk) or setting the computer unit on top of one of the big pads (just like the mouse pads, but six times the size); or doing something to the wheels in the mouse that prevents drifting but still allows response to mouse ball movements (that is, I think these wheels are too freely mounted).

|> ---
|> * John Boyes - aka; em09@liverpool.ac.uk *
|> ---

--
Brad

5138. HELP: Displaying 3D objects in world

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 13:48:38 UTC
From: esuoc@csv.warwick.ac.uk
Message-ID: <1q1afmINN2jt@violet.csv.warwick.ac.uk>
Source record: 207920

Hello,
I'm creating a Virtual Reality Engine on a SUN SPARC ... I've managed
to program he whole 3D graphics engine in C++ ... and works amazingly
fast!
The problem is displaying objects using the "painter's" method; where
objects furthest away are displayed first etc. It may sound easy but then
you have to consider displaying objects which are above and below, and
left and right.....
For example: Imagine your self above the ground, imagine a cube is on the
ground and another cube just above it....

```
* (viewpoint) | You would need to draw cube B first then
\ | cube A.....
\ |
\ |
|
[ ] (cube A) |
[ ] (cube B)
------------------------------------ (ground)
```

The major headache comes when you have a situation like this....

```
[ ] (cube A) | Here you would need to draw cube A then B,
| then cube D then C.....
[ ] (cube B) |
(viewpoint) |
* ------- |
|
[ ] (cube C) |
|
[ ] (cube D)
------------------------------------ (ground)
```

Can anyone HELP me?????
Thank you!
Ajay (Alias Thor) 8*)

email: cstadfz@csv.warwick.ac.uk

5139. Re: GL animation viewer for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 14:18:34 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1993Apr08.144504.1@gst-soft.demon.co.uk>
Source record: 207924

I'm sorry to say that I've never seen one, i've been wanting one for some time, but found it. I was going to take an X11 version I had and convert but never had enough resources to compile it. I might be able to now if I can find the damn thing. Unless of courseone has now appeared!

Chris Wood.
cwood@gst-soft.demon.co.uk

Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

5140. Re: April Fools Day - No FALCONs yet

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 14:21:03 UTC
From: franke@cs.tu-berlin.de
Message-ID: <1q1ccf$o3v@news.cs.tu-berlin.de>
Source record: 207923

m91der@tdb.uu.se (Daniel Eriksson) writes:

>The 68040 has both an on-chip MMU (PMMU) and an on-chip FPU (PFPU??? :-).
>The on-chip FPU is much like the 68882 but I believe some commands are left
>out. Anyone know for sure?

Thats's what a FULLBLOWN `040 has, I know that because my machine has one
:-). The Centris has a crippled down `040 named 68EC040 I think, that
makes the difference.

Kind regards,

Michael Franke (franke@cs.tu-berlin.de)

5141. Re: Hardware Dealers in US?

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 15:26:11 UTC
From: apalmer@pyrps5.eng.pyramid.com
Message-ID: <186065@pyramid.pyramid.com>
Source record: 207927

We have 4 Atari dealers in the bay area. If you need to use
mail order, I recommend B&C ComputerVisions. I have been buying
Atari hardware and software from them for over 10 years.

B&C ComputerVisions
2730 Scott Boulevard
Santa Clara, CA 95050
408-986-9960

They sell anything and everything to do with Atari computers from
the 400/800 to the TT. They have parts and repair manuals.

Al Palmer
apalmer@pyramid.com

5142. Re: GL animation viewer for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 15:49:17 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <93098.104917EENG6826@RyeVm.Ryerson.Ca>
Source record: 207750

> Are there any GL viewers for the ST ?

No. It would be extremely dificult to write one since most GLs use
256 colors and they would have to be converted to 16 colors in
real-time. (ie. fast enough to look good)
The only way is to convert them to .SEQ or .SPS (Anim) and then
view them. But that takes a lot of work:

GL -> PIC -> GIF -> SPC -> NEO -> SEQ
'-> SPS (Anim)

If you have the time go ahead :-)

Carlos Varela

5143. Re: Wordplus Fax Driver

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 15:49:50 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.734284155@rw8.urc.tue.nl>
Source record: 207925

the file 1wp2fax.lzh is at least in the Newitems directory. Try getting
it there.

Erlend.

5144. Re: VGA Monitors and the STE

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 15:57:17 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.734284516@rw8.urc.tue.nl>
Source record: 207926

In the Netherlands there are 2 dealers that have their own Atari compatible monitors. Namely Atin and Dataskip. I think their names are (very original...) Atin SM 148 or so and Dataskip SM147 or so.
You can use the dataskip one with an IBM if you would like to. For the Atin version the changes are internal so it is just an Atari specific monitor.

Erlend.

5145. Re: April Fools Day - No FALCONs yet

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 16:58:20 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1q1ljclNN5d@phakt.usc.edu>
Source record: 207928

In article <1993Apr7.205118.8578@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:

>The 68040 has both an on-chip MMU (PMMU) and an on-chip FPU (PFPU??? :-).
>The on-chip FPU is much like the 68882 but I believe some commands are left
>out. Anyone know for sure?

The original model of the '040 has a reduced FPU set. However, the
'040 in the Centris is the 68040EC which means it is the '040 without FPU
support - much like the 80486SX. If I recall correctly, the 68882 has
several functions not on the on-board FPU of the '040, and can use the '882
much as the '030 does.

>/Daniel Eriksson (Who is enjoying "Songs of Faith and Devotion" from DM at
> the moment. It's BRILLIANT!)

-MikeB

5146. Re: Wordprocessors

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 17:04:52 UTC
From: alex@falcon.demon.co.uk
Message-ID: <734288692snz@falcon.demon.co.uk>
Source record: 207932

In article <1993Apr8.121715.27438@unix.brighton.ac.uk> mm68@unix.brighton.ac.uk writes:

>Is Atari Works available in the UK yet?
>

No.

>What about MTos come to that?
>

No.

--
Alex Kiernan
akiernan@falcon.demon.co.uk

5147. Re: Hardware Dealers in US?

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 17:44:21 UTC
From: glens@natinst.com
Message-ID: <1q1o9l$a07@falcon.natinst.com>
Source record: 207930

In San Antonio, TX there is Starbase Atari which is a computer store
that only deals with Ataris and in Austin, TX Hobbytown and MusicMakers are
both Atari computer dealers. Is anybody keeping track of all this? How many
are we up to now? :-) and do music stores count?

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@falcon.natinst.com

5148. Re: April Fools Day - No FALCONs yet

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 18:54:50 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993Apr8.185450.3691@ultb.isc.rit.edu>
Source record: 207934

OK, here's what's the deal with the Mac Centris so that you can
compare it to the Falcon, whatever...

The Centris 610 has the 68EC040 (I think the letters might be different)
(What I do know is that it is the 040 without the internal math
coprocessor).

The Centris 650 has the COMPLETE 68040 in it.

If memory serves, the 610 is $US1800 - $US2000. I was never really
interested in the 610 because of the small case.
The 650 however is definitely around $US2500. That I am sure of
since I was pricing it at our campus store (which may be a wee bit more
expensive than, say, mail order)

For those who are interested, the LC goes for around $US1200 and
the IIvx goes for $US1500

The above prices are pretty much the price of the minimum configs.
The more resonable configs are usually anywhere from $US200-$US500 more.

This isn't good because a decent falcon (65hd, 4megs) will go for
$US1200. I think the Non-ATARI-addict will simply see Macs availability
and compatibility and gobble up an LCIII for the same price. Not
to mension the fact that it runs faster, has a bigger hard drive (80megs)
and with 12 inch monitor does just as many colors.

I really hope ATARI can get it together. The 030 falcon is nice for
ATARI addicts or small to midsized music operations but I don't see
Joe Bleux buying it. It seems that ATARI always leaves that little
something in their computers that just keeps them from being in the
mainstream. We can only hope that the FALCON040 is a real power house!

Hopefully we can get things like:
Nice, large case (maybe not a tower but def. box-like).
STANDARD expansion slots and lots of them.
FULL 040
96000 DSP
Full 24-bit color.
32-bit addressing
Higher Screen Resolution (say 800x600x24 bit).

This may be a lot to ask but even with this, man cannot live on
hardware alone! (To twist a phrase!) ATARI needs to get it's
butt off the ground and start really pumping software makers
in the US. They also need to start advertising in bulk. Take out
that full page add in The Times next to Apple's ad. They have to

really go bonzo on their development, software and advertising if they want to be little more than a lame duck in the US and the rest of the World (esp. in Europe where they are losing ground quickly to clones!)

I hate to say things like the above and I used to hate it when the gloom and doomer's would say stuff like this but I think it's time for realism. It's time for ATARI to wise up and not think it's the early 1980's where a computer was a curiosity that everyone had to have. They have to realize that unless they really try hard, the general populace will only buy what they see as stable and sit on that until the next generation when they trade in for the new model of the same. If ATARI doesn't get in now, they don't stand a chance. We are at a crux in home computing that could either save ATARI or destroy it utterly. Remeber, when I say "save" I mean ATARI will live to bring out it's next computer. I don't ever see anybody beating out the clone market or the Mac market simply because those companies are too large and too many for any other company like ATARI with a foriegn archetecture to break into.

Home computing as we know it is going to a point of singleness. No more of the multi computer base from the 1980's will exist. There will be only one, possibly two computing companies that will come out on top. Let's hope ATARI can stick around until then.

Crossing my fingers and hoping

---

mrz5149@ritvax.isc.rit.edu. Not at home so I don't have my usual tag file!

5149. Re: April Fools Day - No FALCONs yet

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 18:59:55 UTC
From: bill@mwca.UUCP
Message-ID: <2034@mwca.UUCP>
Source record: 207944

In <1993Apr7.205118.8578@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:

>Michael Franke (franke@cs.tu-berlin.de) wrote:

>: Yes it's quite cheap, but it has no FPU, right ? So a lot of power-
>: hungry task like for example raytracing will not benefit from the '040,
>: because to get it to work with a FPU version you need an emulator like
>: SoftFPU or something like that, that really makes the machine slower than
>: an '030/'882 combo.

>The 68040 has both an on-chip MMU (PMMU) and an on-chip FPU (PFPU??? :-).
>The on-chip FPU is much like the 68882 but I believe some commands are left
>out. Anyone know for sure?

The 68040 has an FPU on-board but it does not include transcendentals (mostly trig functions), which therefore need to be done in software. On transcendentals a 68040 using highly optimized code can run at about the same speed as a 68030/68882. On other floating point code it will be much faster. Supposedly the 68060 (why even discuss this right now?) will put transcendentals back into silicon.

Bill Sheppard
--

##
Bill Sheppard -- Western Regional Sales Manager -- bills@microware.com
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
################ Opinions expressed are my own and usually wrong ################

5150. Re: April Fools Day - No FALCONs yet

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 19:36:55 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Apr8.143655.17048@miavx1.acs.muohio.edu>
Source record: 207936

In article <1pvau5$7j2@news.cs.tu-berlin.de>, franke@cs.tu-berlin.de (Michael Franke) writes:
> cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>>The Mac Centris 610 is the first '040 machine under $2000. "Power
>>without the Price!" I guess the Falcon030 is the first 16Mhz '030 to
>>take over a year to hit the stores...
> Hi,
> Yes it's quite cheap, but it has no FPU, right ? So a lot of power-
> hungry task like for example raytracing will not benefit from the '040,
> because to get it to work with a FPU version you need an emulator like
> SoftFPU or something like that, that really makes the machine slower than
> an '030/'882 combo.

The 68040 has a FPU built in.

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))){{{{{{{{=======--------
(On whether abstinance is a Religious term, and\rlcollins@miavx1.acs.muohio.edu
should or should not be in the schools:) \RC1DSANU@miamiu.acs.muohio.edu
"What if you're an Atheist who hates sex?" \rcollins@apsvax.aps.muohio.edu
- Andy from my EDL 304 class \ R.COLLINS1 on GEnie
-----=======}}}}}}}}(((((((((((}}}}}}}}=======----- 8-APR-1993

5151. Re: 1ST CeBIT Impressions

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 19:50:21 UTC
From: erlingh@storlind.idt.unit.no
Message-ID: <ERLINGH.93Apr8195021@storlind.idt.unit.no>
Source record: 207929

In article <1993Apr8.121602.27357@unix.brighton.ac.uk> mm68@unix.brighton.ac.uk (Lost Boy) writes:

This is very uplifting indeed, I am pleased I chose to buy a Falcon and
not an amiga, although some programming docs would not go a miss...anyone?

Have you tried to contact atari.uk ?
I think they will sell you the parts of the dev.kit docs that document the
falcon. They will sell you the other parts of the dev.kit, so I don't see
any reason why they souldn't sell the Falcon docs as well.
Note: you no longer have to be a developer to purchase the docs.

Hope this helps.

Erling
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

5152. Atari 7800 games for sale

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 20:09:11 UTC
From: may-j@cis.ohio-state.edu
Message-ID: <1q20p7INN1uu@tortoise.cis.ohio-state.edu>
Source record: 207933
Cross-posted to: misc.forsale,alt.games.video.classic,rec.games.video,comp.sys.atari.8bit,comp.sys.atari.st

I have the following Atari 7800 games for sale. They are
unopened and still in the plastic.
Asteroids $10
Choplifter $10
Crossbow $10
Dark Chambers $10
Food Fight $10
Hat Trick $10
Jinks $10
Karateka $5
Ms. Pac-Man $10
Pole Position II $5
Xevious $10

If you buy two or more, I'll pay for shipping.

--Jeff
may-j@cis.ohio-state.edu

5153. Re: FALCON, 386 COMPAT?

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 21:22:14 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Apr8.172214@helix.nih.gov>
Source record: 207935

In article <ekrimenC551yF.BIu@netcom.com>, ekrimen@netcom.com (Ed Krimen) writes:
|> In article <95.78.uupcb@uttsbbs.uucp> jeff.spink@uttsbbs.uucp (Jeff Spink) writes:
|> >I recently got the specs on the Falcon 030, and read something about an
|> >internal direct processor slot for 386sx emulation, or other processors.
|> >I'm not really sure exactly what this means. Does this mean that the
|> >Falcon is/can be IBM 386SX compatible??
|>
|> Compo has planned a 286 and a 486 emulator for the Falcon; no 386 emulator.
|> Yes, it means the Falcon can be DOS compatible (fun, fun, fun).

TOAD Computer's BBS mentions that a 386SX add-on is also under development; I don't recall a company being named, however.

5154. Re: April Fools Day - No FALCONs yet

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 21:28:05 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Apr8.172805@helix.nih.gov>
Source record: 207937

In article <1993Apr8.020340.3750@nosc.mil>, healy@nosc.mil (Mike Healy) writes:
|> The 68040 has transcendental functions microcoded, which can
|> result in more time required for these functions than a '30.

You mean a 68030 with a 68882 math coprocessor, don't you?

5155. Re:HELP:Displaying 3D objects in world

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 21:36:55 UTC
From: se18@titus.nextlab.cs.qub.ac.uk
Message-ID: <1993Apr8.213655.2899@ousrvr.oulu.fi>
Source record: 207939

I am doing the same sort of thing in 68000 on my Ste.
There are algorithms available to implement this for convex polygons
better than the Painter's Algorithm butthe are computationally
very expensive. Unless your Sparc is running at a very fast speed
forget it in Real-Time.

5156. Re: Is there good, free, hard disk repairer/optimiser software?

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 22:21:19 UTC
From: david@bdt.com
Message-ID: <1993Apr8.222119.14700@bdt.com>
Source record: 207938

In article <3_800_8422bbd5e29@Kralizec.fido.zeta.org.au>
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
>Original to: wells_s@kosmos.wcc.govt.nz
> ws> Diamond Edge & Diamond Back are good, but not exactly cheap, whereas
> ws> Reorg & DLII are! (And apart from a few bugs, have never failed me)
>
>DE and DB are probably the best tools available for the task, at least in
>english 8)

What about Hard Disk Sentry. In english (and German). Out since
1987. Absolutely the most reilable HD optimization and repair.
Sugg. retail only $49.95 US.

--
David Beckemeyer (david@bdt.com) | P.O. Box 21575, Oakland, CA 94620
Beckemeyer Development | UUCP: uunet!ossi!bdt!david

5157. Re:HELP:Displaying 3D objects in world

Newsgroup: comp.sys.atari.st
Date: 1993-04-08 23:37:16 UTC
From: esuoc@csv.warwick.ac.uk
Message-ID: <1q2cvcINNesp@violet.csv.warwick.ac.uk>
Source record: 207940

Hi,
It's been suggested that by taking the 3D pythagoras of the x,y,z distance from the camera ... the furthest away should be shown first ... I've implemented this ... and it works fine ... for most assertions...

If anyone is interested ... I've written a 3D engine in 68000 Assembly, C (Sozobon), GCC (X Windows only) and currently a G++ (X windows only) ...

Ajay

email: cstadfz@csv.warwick.ac.uk

5158. Life

Newsgroup: comp.sys.atari.st
Date: 1993-04-09 01:04:46 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1q2i3elNNpad@golem.wcc.govt.nz>
Source record: 207941

I remember seeing, a while ago, that someone (the author!?) posted information about the latest (last!?) version of 'Life'. Does anyone recall, or know, where I could get this? (mail-server only... :(

Thanks in advance!

5159. Re: Atari in BIG Trouble

Newsgroup: comp.sys.atari.st
Date: 1993-04-09 01:11:32 UTC
From: choudhri@njmsa.UMDNJ.EDU
Message-ID: <2091@rwja.umdnj.edu>
Source record: 207943

In article <1993Mar31.182521.1135@unix.brighton.ac.uk> teh@unix.brighton.ac.uk (Tom Haines) writes:
>dlk0ms9s@umiami.ir.miami.edu writes:
>>
>>
>> Atari in BIG Trouble.
>>
>> Recently while checking out several stocks on the open market, I took a
>> chance to look at my favorite computer, Atari. Now sitting at 1 and 1/8 on
>> AMEX, Atari looks to drop to an under a dollar stock in the next quarter.
>>
>> This is bad enough without the following. I checked out Motorolla and Intel.
>> Motorolla had a small story about how Atari had still failed to pay them for
>> the 68030's and DSP 56001's that were being used in the Falcon. Also the
>> custom RISC chip they co built and designed with Atari is also unapid.
>> Basically, Motorolla is quite pissed.
>>
>> WHy all this trouble? Atari does not have the MONEY to pay their bills, yet
>
>I heard that although Atari are experiencing a drop in sales they have a fair
>amount of liquid cash, making them well placed (financially) to release what
>will ultimately be there life saving machines (ie. Falcon and Jaguar ranges).
>
>--Tom.

I have been watching Atari stock for about 3 months and it has been in the
1.25 to 1.0625(1/16) range for a while. moving an 1/8th, losing gaining etc
basically a rather flat stockline, with a slight decline in the moving average
until monday, where it took a hit to 13/16th's or approximately 18% drop

What's up? Does atari actually have any liquidity?

I'm not a stockholder but at 75 cents a share, and the Jaguar rollout
'supposed' to be at summer CES(June) looks like a stock that might move?
or evaporate? but then again you may double your money.

I really wanted to know why it took a hit. Surely not becuase of the
San Francisco Chronicle article that detailed the dropping of the lynx line
[actually that was an april fools joke on alt.games.lynx]

Still inquiring minds want to know.

anyone know, please enlighten me and the readership
-Ajay

5160. GIF VIEWER FOR THE ST.

Newsgroup: comp.sys.atari.st
Date: 1993-04-09 03:14:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <189.78.uupcb@uttsbbs.uucp>
Source record: 207701

Are there any good GIF viewers for the ST? All of the ones I have gotten are all TERRIBLE, and it just works alot better to get a GIF and then use the GIF-->SPC program and turn then into SPC's, but that takes so long...anyone seen any GOOD GIF viewers?

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+---+

5161. Re: Hardware Dealers in US?

Newsgroup: comp.sys.atari.st
Date: 1993-04-09 03:49:27 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC576MF.EwE@netcom.com>
Source record: 207942

In article <H.ea.&5kmM5ERrYI@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <1993Apr2.120700.8174@desire.wright.edu>, cse0947@desire.wright.edu writes:
>> I need phone numbers and/or addresses of Atari hardware dealers in the
>> United States or Canada.
>
>Are there any left? :-\
>
>I can only think of two (other than Atari itself) -> Computer Studio and
>Toad Computers. Naturally, I don't have phone/address for either one.
>
>Gee, two whole dealers in all of North America. Good job, Tramiels.

Because you know of only two doesn't mean there are only two.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

5162. Re: ICD Software ?

Newsgroup: comp.sys.atari.st
Date: 1993-04-09 04:00:21 UTC
From: spanky@iowegia.dsm.ia.us
Message-ID: <aZ1P2B5w165w@iowegia.dsm.ia.us>
Source record: 207703

crubel@encore.com (Curtis Rubel) writes:

> Hi all,
> Where can I ftp the latest ICD boot software and utils??
>
> I have been looking around and can not seem to find
> any...
>
> Thanks in advance...
>
> Curtis
> crubel@maxis.encore.com
>

Just call ICD's board and download them. It is (815) 968-2229 or
2228 by voice and ask for it on disk. Later

5163. Re: Hardware Dealers in US?

Newsgroup: comp.sys.atari.st
Date: 1993-04-09 04:04:43 UTC
From: spanky@iowegia.dsm.ia.us
Message-ID: <k71P2B6w165w@iowegia.dsm.ia.us>
Source record: 207704

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

> In <1993Apr2.120700.8174@desire.wright.edu>, cse0947@desire.wright.edu writes
> > I need phone numbers and/or addresses of Atari hardware dealers in the
> > United States or Canada.
>
>
> Are there any left? :-\
>
> I can only think of two (other than Atari itself) -> Computer Studio and
> Toad Computers. Naturally, I don't have phone/address for either one.
>
> Gee, two whole dealers in all of North America. Good job, Tramiels.
>
> --
> ------------------==----------------
> Chris Herborth
> cherborth@semprini.tdkcs.waterloo.on.ca

Toad Computer
556 Balt. Annap. Blvd
Severna Park, MD 21146-3818
(301) 544-6943

5164. DatBlaze 2.7

Newsgroup: comp.sys.atari.st
Date: 1993-04-09 06:07:13 UTC
From: ah334@yfn.ysu.edu
Message-ID: <1q33qh$ct9@news.ysu.edu>
Source record: 207945

DataBlaze v.2.7 has been uploaded to atari.archive. This
fixes a problem (major one) in 2.5 which would not allow it to be run
as a desk accessory.
DataBlaze is a program for sending email . It stores your email
address book, and when you want to send mail to someone, it types in the
address for you, with a cr! New in this version are editing and
deleting, previous record, chaining of addresses
(for sending multiple mail on Unix systems), and more.
DataBlaze is email ware!

--
Atari is a religion.
Welcome to the 90's.
Sherry ||| Mackiewicz
/ | \

5165. Falcons shipping next week in USA!

Newsgroup: comp.sys.atari.st
Date: 1993-04-09 06:21:21 UTC
From: anamr@cats.ucsc.edu
Message-ID: <1q34l1INN2ch@darkstar.UCSC.EDU>
Source record: 207946

I have heard from Atari as well as other sources that the Falcons will be shipping next week. Well let's see who gets them first.

bye...

5166. MasterBrowse 2.0 - Suggestions?

Newsgroup: comp.sys.atari.st
Date: 1993-04-09 07:40:18 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.c&fbC8KuTSA@elfhaven.ersys.edmonton.ab.ca>
Source record: 207950

Hi,

I am in the process of updating MasterBrowse. There were some bugs, and I got a lot of ideas after releasing the program. Before I release the next version, I would like to here what other people want in a text file viewer.

Here are some (some!) of the things that I have added to the new version.

[In case you have no idea what I am talking about, MasterBrowse is a text file viewer that was posted to comp.binaries.atari.st and uploaded to atari.archive recently.]

-Thermometer bar progress displays.
-Reverse searching with up to three search strings.
-Window titles can now be set by the user.
-All windows and memory can be freed with a single keypress.
-More informative error dialogs.
-Added an optional extended window title bar format, which shows (instead of just the complete filename) an eight-character filename, the size in bytes, the number of lines, and the number of pages.
-Block markers can be optionally removed after loading a new document, or when a print/write operation is finished.
-The entire file can be marked as a block with a single keypress.
-MasterBrowse can now optionally save the positions and sizes of the first five windows.
-The block functions have been revamped. They now highlight the block using a nice pattern, and the end of the block is marked using the bottom line of the screen.
-The searching functions now highlight the string when it is found (inverse) and display the found line in the center of the screen.
-MasterBrowse now beeps when the user tries to move out of bounds or a search fails.
-Option files can now be loaded or saved at will.
-MasterBrowse can now cycle through the windows it owns, so that access to hidden windows is very easy.
-MasterBrowse can now jump to the last position the search string was found at.
-MasterBrowse now uses 1 as the base number instead of 0.

While I am still working on this version, it would be nice to hear suggestions from the readers of comp.sys.atari.st on what else I should add.

--
Regards,

() - - -

5167. terminal programs

Newsgroup: comp.sys.atari.st
Date: 1993-04-09 08:13:28 UTC
From: john mellor <john.mellor@canrem.com>
Message-ID: <1993Apr9.4514.32409@dosgate>
Source record: 207949

```
-> I am looking for a terminal program for the ST, as follows:
->
-> - free. I can't afford commercial software right now. - run on an
-> *old* 520ST. I had to install the TOS in ROM's myself on this baby,
-> and waited a good while before I could even get them. I have not
-> since updated the OS, so it's oooold..MONO
-> - run off of one 360k diskette...thats all I got. - have good (this
-> is really important) vt100 or better emulation. I don't need fancy
-> dialing directories or anything like that...its a hardwired
-> connection at max speed possible.
-> - ooor...KA9Q??? I think that's been ported to the ST. IF someone
-> could poi nt
-> me in the right direction...
->
-> Thanks for any help you can give me....
```

```
There is a terminal prog that I swear by. FZT-D220.LZH. Great
terminal prog, and very easy to use. It also supports Zmodem.
```

John.

• RoseMail 2.10•: Nanet 41-61-74 Balmy Beach BBS (416)690-9641
--
Canada Remote Systems - Toronto, Ontario
416-629-7000/629-7044

5168. Re: GIF VIEWER FOR THE ST.

Newsgroup: comp.sys.atari.st
Date: 1993-04-09 11:56:09 UTC
From: esuoc@csv.warwick.ac.uk
Message-ID: <1q3o8pINNe62@violet.csv.warwick.ac.uk>
Source record: 207702

Yeah there is an excellent one ... it's te latest version of PhotoChrome... it think it's version 3 ... not sure ... but you can find it at wuarchive.wustl.edu ... under Graphics/

Ajay

5169. Clock Chip for STe?

Newsgroup: comp.sys.atari.st
Date: 1993-04-09 18:20:40 UTC
From: glennd@pioneer.arc.nasa.gov
Message-ID: <1993Apr9.182040.10737@news.arc.nasa.gov>
Source record: 207705

Does anyone know if there is a clock chip available for the STe that plugs into the CPU chip, similar to the way the Dallas clock chip does on the regular ST? From what I've been told, this clock will not work on the Ste. I'd like to hear about other STe-compatible clocks as well, although I already have something plugged into the cartridge port, so I'd like to avoid those that plug in there.

Thanks.

- Glenn

5170. ADMIN: ftp.hyperion.com unavailable this weekend

Newsgroup: comp.sys.atari.st
Date: 1993-04-09 19:00:41 UTC
From: koreth@spud.Hyperion.COM
Message-ID: <1q4h4p$or@spud.Hyperion.COM>
Source record: 207721
Cross-posted to: comp.sys.atari.st,alt.tv.babylon-5,comp.sources.atari.st,comp.binaries.atari.st

The ftp.hyperion.com ftp site (which houses the official comp.sources.atari.st/ comp.binaries.atari.st archives and a lot of Babylon 5 files, thus the crossposting of this message) will be unavailable until the afternoon of Monday, April 12. Apparently the ftp server we're using has a nasty security hole. I won't have time to install the fixed version until Monday, so in the meantime I'm being paranoid. For Atari users, archive-server@spud.hyperion.com will not be affected by this shutdown.

Sorry for the inconvenience.

-Steve

5171. Apple will revamp Performa line....

Newsgroup: comp.sys.atari.st
Date: 1993-04-09 19:13:15 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Apr9.131315.12208@iscsvax.uni.edu>
Source record: 207711

The Centris 610 has a 20mhz 68LC040. It will still be faster than the vaporware Falcon. The street price is $1650 and $1425 for students, at least at my school.

This Monday(April 12), Apple will revamp the Performa line with new models and configurations. The Performa 400 will have a new price. The P400 with four megs, 80 meg HD, 14inch color monitor, 2400 modem and 9600 fax and software will be bundled for $1349.00....

I bet that the Tramiels were business graduates....That would explain it...

No flame intended....Its time to move on....

Oh yea....Apple has drop the prices on the PowerBook Duos drom 10% to 18%....

Look for more goodies and price cuts starting next month and beyond....

5172. WANTED: ATARI ST GAMES

Newsgroup: comp.sys.atari.st
Date: 1993-04-09 19:25:24 UTC
From: pchang@ic.sunysb.edu
Message-ID: <1993Apr9.192524.9669@sbcs.sunysb.edu>
Source record: 207706
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

looking for SHOOT-EM-UP ATARI ST games!

especially leatherneck.
--
****
C_ommon pchang@ic.sunysb.edu
S_ense State University of New York @ Stony Brook
E_ngineer
****

5173. Re: Postscript convertor for Calamus wanted

Newsgroup: comp.sys.atari.st
Date: 1993-04-09 19:49:23 UTC
From: Jeffrey_Kreth@fcircus.sat.tx.us
Message-ID: <Jeffrey_Kreth.15jq@fcircus.sat.tx.us>
Source record: 207552

I thought the new Calumus supported postscript. (?)

(((("I ALWAYS have
o-o a nice day"
.
- --==JAK==--
Damn! Broke the Prime Directive AGAIN!--
Jeffrey_Kreth@fcircus.sat.tx.us

5174. Re: 520 STFM price cut in the UK (a re-introduction)

Newsgroup: comp.sys.atari.st
Date: 1993-04-09 20:00:52 UTC
From: Jeffrey_Kreth@fcircus.sat.tx.us
Message-ID: <Jeffrey_Kreth.15jw@fcircus.sat.tx.us>
Source record: 207551

> Well there you have it, these morons are both blind and stupid. They should've dropped the STE price to nothing years ago and really pushed developers with

Y'know, I've been studying some marketing cases where there have been some fabulous results, simply from a company listening to what it's customers would like to see. It's truely a shame that Atari can't learn from these experiences.

(((("I ALWAYS have
o-o a nice day"
.
- --==JAK==--
Damn! Broke the Prime Directive AGAIN!--
Jeffrey_Kreth@fcircus.sat.tx.us

5175. Re: TeraDesk? Where to get?

Newsgroup: comp.sys.atari.st
Date: 1993-04-09 20:06:12 UTC
From: Jeffrey_Kreth@fcircus.sat.tx.us
Message-ID: <Jeffrey_Kreth.15jy@fcircus.sat.tx.us>
Source record: 207553

In <1993Apr8.065843.8106@arb-phys.uni-dortmund.de>, wb@arb-phys.uni-dortmund.de () writes:
> In this group there has been a discusssion about the merits of Gemini
vs. TeraDesk. I would like to know how to get TeraDesk. Is it
commercial/ShareWare/FreeWare?
Sources in Germany or Europe preferred.
--
Dipl.-Math. Wilhelm Bernhard Kloke,
Institut fuer Arbeitsphysiologie an der Universitaet Dortmund
Ardeystrasse 67, D-4600 Dortmund 1, Tel. 0231-1084-257

Teradesk is shareware. It's floating around on a lot of Atari BBS, and I'm sure it's on GEnie too. I've got it, but I wouldn't know how to get it too you!

(((("I ALWAYS have
o-o a nice day"
.
- --==JAK==--
Damn! Broke the Prime Directive AGAIN!--
Jeffrey_Kreth@fcircus.sat.tx.us

5176. Re: Is there good, free, hard disk repairer/optimiser software?

Newsgroup: comp.sys.atari.st
Date: 1993-04-09 20:33:42 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <92257@hydra.gatech.EDU>
Source record: 207707

In article <1993Apr8.222119.14700@bdt.com> david@bdt.com (David Beckemeyer) writes:
>What about Hard Disk Sentry. In english (and German). Out since

I have been using Hard Disk Sentry for over a year and have been
very pleased with its performance. Upgrades are available by
using the Beckemeyer BBS. This is an easy and convenient way
to keep up to date.

Not affiliated with BDS. Just a satisfied customer.
--
Opinions expressed are my own.

5177. Re:HELP:Displaying 3D objects in world

Newsgroup: comp.sys.atari.st
Date: 1993-04-09 20:43:48 UTC
From: se18@theodosius.cs.qub.ac.uk
Message-ID: <1993Apr9.204348.255@ousrvr.oulu.fi>
Source record: 207710

I agree with you Ajay Soni that the normal 3D pythagoras method
will work in MOST cases, but for the 3D engine to render the objects
correctly in ALL cases for a convex polygon and convex object environment,
a different algorithm or enhancement of the normal Painter's Algorithm
needs to be implemented.

For a 3D game to be 'realistic', objects should always be rendered
correctly on screen. Take for example Mercenary III by Paul Woakes, the
3-D routines in the game were exceptionally good, but did not draw things
correctly when one stood behind a building occassionally and a vehicle was
travelling along the road. The car should not have been seen as it was
obscured by the building, but in some cases depending on the position that
one was behind the building, the car would be displayed when it should not
of been. I believe the problem was his implemention of the Painter's
algorithm.

I am not slagging off Paul Woakes as he is a brilliant Programmer, but I
am just trying to point out that doing a basic Pythagoras is not enough
to develop a reliable 3-D Engine. This mistake appears in many 3-D
games, especially when 3 or more objects are close to each other. When
multiple objects are close and if they are of different sizes the
pythagoras measurements from the camera to the objects can be flawed
(as I am sure you know), causing objects to be displayed in front of
others that they are actually behind in the 3-D View Coordinate System.
This is obviously NOT good enough as the engine must be as reliable as
possible and should not be developed to "Sort of work".

I suppose when I get my 50Mhz Falcon 040 with 96002 Dsp and a
200 Mhz Dec Alpa Co-processor I will have the option of using Octrees,
which will make the whole thing simpler, but until then I am not
quite sure how I will adapt my Painter's Algorithm,

I believe there are a few algorithms that deal with this, for example the
Z-depth buffering algorithm, but this may be too algorithmically expensive
to implement on an STE as I think it runs in O(n^3) time (using Big 'O'
notation),

If anyone finds out how to implement a Painter's algoritm for ALL cases
using convex polygons and convex objects I would greatly appreciate the
information.
Either email it to me or post it would be greatly welcomed.

Nic.......

5178. Re: terminal programs

Newsgroup: comp.sys.atari.st
Date: 1993-04-09 21:06:24 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Apr9.210624.24865@prime.mdata.fi>
Source record: 207708

In article <1993Apr9.4514.32409@dosgate> "john mellor" <john.mellor@canrem.com> writes:
>-> I am looking for a terminal program for the ST, as follows:
>->
>-> - free. I can't afford commercial software right now. - run on an
>-> *old* 520ST. I had to install the TOS in ROM's myself on this baby,
>-> and waited a good while before I could even get them. I have not
>-> since updated the OS, so it's oooold..MONO
>-> - run off of one 360k diskette...thats all I got. - have good (this
>-> is really important) vt100 or better emulation. I don't need fancy
>-> dialing directories or anything like that...its a hardwired
>-> connection at max speed possible.
>-> - ooor...KA9Q??? I think that's been ported to the ST. IF someone
>-> could poi nt
>-> me in the right direction...
>->
>-> Thanks for any help you can give me....
>
>There is a terminal prog that I swear by. FZT-D220.LZH. Great
>terminal prog, and very easy to use. It also supports Zmodem.

I like it too, but it doesn't run off a 0.5 MB machine, and if you
intend to stuff it on a 360 kB disk you must pack it and still you
won't get almost anything else on the disk. And it doesn't support
ZModem, it has to use XYZ for that. Nice external protocol interface
though.

> John.
>---
> • RoseMail 2.10•: Nanet 41-61-74 Balmy Beach BBS (416)690-9641
>--
>Canada Remote Systems - Toronto, Ontario
>416-629-7000/629-7044

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

5179. What comes with the Falcon with/without HD?

Newsgroup: comp.sys.atari.st
Date: 1993-04-09 22:00:28 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Apr9.220028.25765@prime.mdata.fi>
Source record: 207709

I remember hearing something like all the software not coming bundled
if you purchase a Falcon without HD, is it true? It could have been
that if you buy a HD version, you get the software readily installed.

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

5180. Re: MasterBrowse 2.0 - Suggestions?

Newsgroup: comp.sys.atari.st
Date: 1993-04-09 22:00:55 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <93099.170055EENG6826@RyeVm.Ryerson.Ca>
Source record: 207554

Reading compressed text would be nice.
I think the sources for the new ZIP compression are available
as INFO-ZIP and compression is pretty good.
Also compression sources for HPACK078 are available on
garbo.uwasa.fi pc/sources/hpack078.zip and HPACK compresses better
then ZIP2 on text files.

Carlos Varela

5181. Re: MasterBrowse 2.0 - Suggestions?

Newsgroup: comp.sys.atari.st
Date: 1993-04-09 22:28:44 UTC
From: hsp4@cunixb.cc.columbia.edu
Message-ID: <1993Apr9.222844.3877@news.columbia.edu>
Source record: 207712

In article <H.eg.c&fbC8KuTSA@elfhaven.ersys.edmonton.ab.ca>
mforget@elfhaven.ersys.edmonton.ab.ca writes:
>Hi,
>
>I am in the process of updating MasterBrowse. There were some bugs, and I
>got a lot of ideas after releasing the program. Before I release the next
>version, I would like to here what other people want in a text file viewer.
>
>Here are some (some!) of the things that I have added to the new version.
>
>[In case you have no idea what I am talking about, MasterBrowse is a text
>file viewer that was posted to comp.binaries.atari.st and uploaded to
>atari.archive recently.]
>
>-Thermometer bar progress displays.
>-Reverse searching with up to three search strings.
>-Window titles can now be set by the user.
>-All windows and memory can be freed with a single keypress.
>-More informative error dialogs.
>-Added an optional extended window title bar format, which shows
> (instead of just the complete filename) an eight-character filename,
> the size in bytes, the number of lines, and the number of pages.
>-Block markers can be optionally removed after loading a new document,
> or when a print/write operation is finished.
>-The entire file can be marked as a block with a single keypress.
>-MasterBrowse can now optionally save the positions and sizes of the first
> five windows.
>-The block functions have been revamped. They now highlight the block
> using a nice pattern, and the end of the block is marked using the bottom
> line of the screen.
>-The searching functions now highlight the string when it is found (inverse)
> and display the found line in the center of the screen.
>-MasterBrowse now beeps when the user tries to move out of bounds or a
> search fails.
>-Option files can now be loaded or saved at will.
>-MasterBrowse can now cycle through the windows it owns, so that access
> to hidden windows is very easy.
>-MasterBrowse can now jump to the last position the search string was
> found at.
>-MasterBrowse now uses 1 as the base number instead of 0.
>
>While I am still working on this version, it would be nice to hear
>suggestions from the readers of comp.sys.atari.st on what else I should
>add.

>

I find that when I click on the vertical scroller to move the screen down a page, it moves down by a little too much. You might want to fix that. I'd also love to see it if it could also display at least a few graphics formats (IMG would be enough to make me happy...). Lastly, if this is doable, I'd love to see it as a TSR within Neodesk, so that it could be called from memory and not have to be loaded everytime that I click on a .TXT file (yes, I'm aware that I could always have a .BAT file put it in a RAMdisk, but...). Either way, I'm lovin' it. (and will send in a check once I pay my taxes--the IRS comes before you do).

Sol Poretsky
hsp4@columbia.edu

>
>--
>Regards,
>
>() - - -

5182. Re: Hardware Dealers in US?

Newsgroup: comp.sys.atari.st
Date: 1993-04-09 23:22:01 UTC
From: dawinic@eos.ncsu.edu
Message-ID: <1993Apr9.232201.15837@ncsu.edu>
Source record: 207713

```
In article <k71P2B6w165w@iowegia.dsm.ia.us>, spanky@iowegia.dsm.ia.us (Lannie Schafroth)
writes:
|>
|>cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
|>
|>> In <1993Apr2.120700.8174@desire.wright.edu>, cse0947@desire.wright.edu writes
|>> > I need phone numbers and/or addresses of Atari hardware dealers in the
|>> > United States or Canada.
|>>
|>>
|>> Are there any left? :-\
|>>
|>> I can only think of two (other than Atari itself) -> Computer Studio and
|>> Toad Computers. Naturally, I don't have phone/address for either one.
|>>
|>> Gee, two whole dealers in all of North America. Good job, Tramiels.
|>>
|>> --
|>> -------------------=============================================-----------------
|>> Chris Herborth
|>> cherborth@semprini.tdkcs.waterloo.on.ca
|>
|>Toad Computer
|>556 Balt. Annap. Blvd
|>Severna Park, MD 21146-3818
|>(301) 544-6943
|>
Computer Studio
Westgate Shopping Ctr.
40 Westgate Parkway - Suite D
Asheville, NC 28806
(704) 251-0201
--

++++++++++++++++++++++++++++++++++++++++@++++++++++++++++++++++++++++++++++
+ To build a computer that knows \`---.----/| dawinic@eos.ncsu.edu +
+ more about itself than I won't `!8^},~~~;====>| (David "Dez" Winick) +
+ require much thinking, I think. >@=======---'-----\| Yo, save the humans. +
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
+ #include /as_many/disclaimers/as_necessary/to_keep/me/from_any/more_trouble +
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

5183. Re: GIF VIEWER FOR THE ST.

Newsgroup: comp.sys.atari.st
Date: 1993-04-10 02:21:35 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Apr10.022135.115170@zeus.calpoly.edu>
Source record: 207714

Get spofilte.lzh from /atari/Graphics dir in atari.archive.umich.edu
It is _awesome_ emulating 256 colors on any atari... look really cool on
my TT in med res.

*steve miller The water runs smoothly
*dept of electronics engineering like a hand over silk
*cal poly san luis obispo As it drips from her body
*superficial knowledge PhD :P it seems like pure milk -s.miller

5184. Centris Corrections

Newsgroup: comp.sys.atari.st
Date: 1993-04-10 02:24:45 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993Apr10.022445.5521@ultb.isc.rit.edu>
Source record: 207716

As someone pointed out the Centris 650's 040 does NOT contain
the full math coprocessor but instead contains the 68LC040.

I stand corrected. I was doing it from lab so I didn't have my
sources with me (should have waited). I checked MacWorld and
here are the OFFICAL stats on the LCIII/610/650 for comparison
to the Falcon. Just trash my other message. Sorry. I was pretty
close from what I remebered though...

LCIII:
68030 25MHz with 32 bit data bus
Cost with 4MB ram and 80MB hd - $US1349
(Note: Processor runs as fast as IIci's) FPU optional (socket on board)
VRAM 512k onboard (+ 256k slot) minimum 512k config supports 256 colors.
256k added offers 16 bit color. Memory capacity is 5-32MB.

Centris 610/650:
I'll post these in a new message....(got to go right now..)

Stay tuned!

+---+------------------------------+
Michael "Zoooks!" Zucca	Spam, spam, spam, spam, spam
Internet: mrz5149@ritvax.isc.rit.edu	Spam, spam, spam, spam, spam
Printing And Applied Computer Science	Lovely spam, woderful spam!
RIT - Rochester Institute Of Technology	Shut up. Shut up! Shut Up!
+---+------------------------------+

5185. Re: GIF VIEWER FOR THE ST.

Newsgroup: comp.sys.atari.st
Date: 1993-04-10 02:50:12 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1q5cl4INN3l2@golem.wcc.govt.nz>
Source record: 207715

Even better than Photochrome, is Speed-Of-Light. Version 2.1 is the current version I think, GIF's only, and it is *fast*, does a real good job too!

5186. Mac Corrections

Newsgroup: comp.sys.atari.st
Date: 1993-04-10 03:05:39 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993Apr10.030539.6125@ultb.isc.rit.edu>
Source record: 207717

Now, before I was so rudely interrupted I was attempting to put out
comparison statistics on the LC3/Centris 610/650. The following statistics
were taken from MacWorld who actually had their hands on these machines!
The following is posted for comparison purposes against the Falcon.
I posted stats on the LCIII in a previous message.

Centris 610
Processor: 68LC040 - 20MHz
4mb Soldered on board. Accepts 4,8,16,32MB simms. 68MB allowed.
Estimated Price: $US2959
(It's hard to give more stats on the 610 since it is only covered
briefly in the article whereas the 650 was given the most space. It seems
that the MacWorld people didn't like the 610 too much because of it's
small case which didn't allow standard sized NuBus cards.)

Centris 650
Processor: 680LC040 (Base model only) or 68040 (All others) - 25MHz
4mb or 8mb soldered on board. Accepts 4,8,16,32MB simms. 136mb allowed.
640x480 mode (as LCIII, 610 and other macs support) , 800x600 mode
support and 1024x768 mode support. 512k VRAM onboard - 8 bit color max.
1MB VRAM - 16 bit color max.
(It's almost as hard to give specs on the Centris since there are
so many configurations that make it hard to pin down any one feature.
With the LCIII there is little that can be changed to make the price
change too much or the performace but the Centris computers have so
many different configs it's hard to say which one is the one that
most people would be capable and willing to buy.)

Here's a copy of our campus book store's prices for different configs:
(All in US dollars)

LCIII w/80mb HD, 4mb RAM - $1139.00
LCIII w/160mb HD, 4mb RAM - $1269.00

Centris 610 w/80mb HD, 4mb RAM, No ethernet - $1509.00
Centris 610 w/80mb HD, 4mb RAM - $1599.00
Centris 610 w/230mb HD, 8mb RAM - $2049.00
Centris 610 w/230mb HD, 8mb RAM, CD-ROM - $2359.00

(Following has 68LC040)
Centris 650 w/80mb HD, 4mb RAM, No ethernet - $2199.00
(Following have full 68040)
Centris 650 w/80mb HD, 8mb RAM - $2599.00
Centris 650 w/230mb HD, 8mb RAM - $2899.00
Centris 650 w/230mb HD, 8mb RAM, CD-ROM - $3209.00
Centris 650 w/500mb HD, 8mb RAM - $3569.00

So there's the info. Hope it helps!

```
+-----------------------------------------+------------------------------+
| Michael "Zoooks!" Zucca | Spam, spam, spam, spam, spam |
| Internet: mrz5149@ritvax.isc.rit.edu | Spam, spam, spam, spam, spam |
| Printing And Applied Computer Science | Lovely spam, woderful spam! |
| RIT - Rochester Institute Of Technology | Shut up. Shut up! Shut Up! |
+-----------------------------------------+------------------------------+
```

5187. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-04-10 04:07:03 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <1q5h57$bif@terminator.rs.itd.umich.edu>
Source record: 207719

```
drwxrwxr-x root 2048 Apr 5 23:01 ./Gnustuff/Tos/G++
-rw-r----- hyc 537581 Apr 1 19:55 ./Gnustuff/Tos/G++/g++233b.zoo
drwxrwxr-x root 10240 Apr 6 19:20 ./Games
-rw-r----- lenn 215577 Apr 6 19:20 ./Games/Life_4-1.zip
-rw-rw-r-- weiner 12968 Apr 6 19:24 ./Games/0index
drwxrwxr-x weiner 2048 Apr 7 15:49 ./Magazines/Aeo
-rw-r----- lenn 58880 Apr 7 15:49 ./Magazines/Aeo/aeo_0207.lzh
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

5188. Re: Falcons shipping next week in USA!

Newsgroup: comp.sys.atari.st
Date: 1993-04-10 04:36:06 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Apr9.223606.12223@iscsvax.uni.edu>
Source record: 207718

In article <1q34l1INN2ch@darkstar.UCSC.EDU>, anamr@cats.ucsc.edu (Ana M Rodriguez) writes:
>
> I have heard from Atari as well as other sources that the Falcons will
> be shipping next week. Well let's see who gets them first.
>
> bye...

Next week of what year..... Wow....Who's going to get a Falcon if there are only two dealers?????????

By monday, you can get a Performa 400 system for $1349 with monitor, modem and claris Works at your local sears store. Oh I forgot, 4 megs and 80 meg hd and on site warranty....Can Atari match that? What ever happen to Power with out the price????

Later...

Sinclair2246@icscvax.uni.edu

Power to be your best: I love the theme.

Also

Amiga 1200 owner: I love it.....

5189. Teradesk FTPable?

Newsgroup: comp.sys.atari.st
Date: 1993-04-10 05:32:53 UTC
From: Matija.Grabnar@ijs.si
Message-ID: <1993Apr10.073254.117@cathy.ijs.si>
Source record: 207720

Could someone please put terradesk on atari.archive?
Telling us a location on a Netherlands BBS is very nice, but
making it available by FTP is nicer by far... :-)

"My name is Not Important. Not to friends. But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and an Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe
I speak for no one but myself.

5190. Re: Atari in BIG Trouble

Newsgroup: comp.sys.atari.st
Date: 1993-04-10 07:42:04 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <79217@cup.portal.com>
Source record: 207722

I'm really surprised no one has mentioned any of the recent developments here...

However, based on the kind of reception I usually get, I think I'll just wait for someone else to say something..

(Here's a hint... anyone know whether a European Falcon is likely to work on US current, if I decide I really want one, and order one from the UK or Germany..?)

BobR

5191. Re: Help us with keyboard chip!

Newsgroup: comp.sys.atari.st
Date: 1993-04-10 07:50:12 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <Di4R2B8w165w@dogbox.acme.gen.nz>
Source record: 207726

pasha@isi.itfs.nsk.su (Zemtsov P.A.) writes:

> We have a trouble with Atari MEGA ST keyboard.
> We can not just call the firm because we live in Russia.
> There is a chip inside, and everything goes as it
> has been damaged. Its code name is HD6301V1P.
> We can not get such a chip, so we need to know
> as much as possible about it to replace it by
> some equivalent. We know that 6301 is a single-chip
> microcomputer with built-in ROM. We need a chip
> description and the contents of its ROM if it is
> available. Is it possible to get already programmed
> one and where?

The Hitachi 6301 is a member or the Motorola 6800 family. They seem to
be fairly readily available from semiconductor suppliers. There are
several versions available, including some EPROM versions.
There is also a "piggyback" version (68P01). This has no internal ROM,
but is fitted with an EPROM socket.

There is a program in the Data Becker Book "Atari ST internals"
for reading the keyboard ROM

> Is it compatible with PC keyboard?

No it's not compatible with the IBM-PC keyboard.

However, it IS compatible with DEC keyboards.

--
Alan Brown. (SysAdmin) Palmerston North
dogbowl@dogbox.acme.gen.nz New Zealand
Dawghaus BBS -> +64 (6) 357-9245 "A wet and windy place in the South Pacific"

5192. Re: MasterBrowse 2.0 - Suggestions?

Newsgroup: comp.sys.atari.st
Date: 1993-04-10 08:40:01 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1q6151INN544@golem.wcc.govt.nz>
Source record: 207723

Does Masterbrowse work properly in Medium resolution!? If not, that would
be a good feature 8-)
(From memory, it looked rather strange)

5193. close to giving up

Newsgroup: comp.sys.atari.st
Date: 1993-04-10 13:19:03 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <10APR93.09190306@cc4.crl.aecl.ca>
Source record: 207725

For almost five years I have promoted and sold Atari systems. I am very close to giving up. I have just about lost all faith that Atari Corp can actually do something right.

Life was tough when I had to deal with Atari Canada. Now that I have to deal with Atari USA my problems have doubled and it just ain't any fun anymore. My frustration and anger level have pretty much topped out.

When I market products like Peak Performance hard drives (Mac drives hooked to Ataris via the DMA/LINK or SCSI) or modems, for that matter any product that is not ordered through Atari, I get the products in 24 - 48h (and I am in a REMOTE location). When I order product from California, it takes minimum three weeks, sometimes MONTHS, to get the products in. Hell, Pacific Software in California can get me stuff in 10 days, why can't Atari (which set up a special FAST distribution for products to Canada).

In the last 6-9 months, as everyone waits for the FALCON, I have lost money with my company (I sell only Atari systems and peripherals). I counted on the FALCON to get me back in the black but I cannot get Atari to respond to my requests for info on availability.

Question: Why should any dealer market products for a company that appears to have no respect for its dealers (who, after all are the ones that keep that company alive)?

5194. Re: Centris Corrections

Newsgroup: comp.sys.atari.st
Date: 1993-04-10 13:22:48 UTC
From: Dale_Adams@gateway.qm.apple.com
Message-ID: <1993Apr10.132248.27933@pcnntp.apple.com>
Source record: 207727

In article <1993Apr10.022445.5521@ultb.isc.rit.edu>
mrz5149@ritvax.isc.rit.edu writes:
> As someone pointed out the Centris 650's 040 does NOT contain
> the full math coprocessor but instead contains the 68LC040.

This is not strictly correct.

There is only one configuration of the Centris 650 that uses the 68LC040.
This is the 4/80 config which is the base model (i.e., the least expensive
C650 you can buy). _All_ other configurations use the 68040 (the one with
floating point hardware built in). There are far more configurations with
the 68040 than the 68LC040. Now, the Centris 610 uses only the 68LC040 -
there are no C610 configurations using a 68040.

- Dale Adams

5195. Re: Mac Corrections

Newsgroup: comp.sys.atari.st
Date: 1993-04-10 13:35:21 UTC
From: Dale_Adams@gateway.qm.apple.com
Message-ID: <1993Apr10.133521.28015@pcnntp.apple.com>
Source record: 207728

In article <1993Apr10.030539.6125@ultb.isc.rit.edu>
mrz5149@ritvax.isc.rit.edu writes:
> Centris 610
> Processor: 68LC040 - 20MHz
> 4mb Soldered on board. Accepts 4,8,16,32MB simms. 68MB allowed.
> Estimated Price: $US2959
^^^^^^^^^^
Where did this come from? This doesn't
jive with any of the prices you list
later in your post.

> Centris 650
> Processor: 680LC040 (Base model only) or 68040 (All others) - 25MHz
> 4mb or 8mb soldered on board. Accepts 4,8,16,32MB simms. 136mb allowed.
> 640x480 mode (as LCIII, 610 and other macs support) , 800x600 mode
> support and 1024x768 mode support. 512k VRAM onboard - 8 bit color max.
> 1MB VRAM - 16 bit color max.

This is a pretty incomplete listing of the Centris 650's supported display
resolutions. (The same goes for the C610, as it's the identical to the
C650.) Here is a more comprehensive list:

- NTSC timing, overscan and underscan, up to 16 bits/pixel (bpp)
- PAL timing, overscan and underscan, up to 16 bpp
- 512 x 384, 60 Hz noninterlaced (Apple 12" RGB display), up to 16 bpp
- 640 x 480, 67 Hz noninterlaced (Apple 13/14" RGB display), up to 16 bpp
- 640 x 480 VGA, 60 Hz noninterlaced, up to 16 bpp
- 800 x 600 SVGA, 56 Hz noninterlaced, up to 16 bpp
- 832 x 624, 75 Hz noninterlaced (Apple 16" RGB display), up to 16 bpp
- 640 x870, 75 Hz noninterlaced (Apple portrait display), up to 8 bpp
- 1024 x 768, 75 Hz noninterlaced (19" display), up to 8 bpp
- 1152 x 870, 75 Hz noninterlaced (Apple 21" RGB or monochrome display),
up to 8 bpp

[some prices deleted]
> Centris 610 w/80mb HD, 4mb RAM, No ethernet - $1509.00
> Centris 610 w/80mb HD, 4mb RAM - $1599.00
> Centris 610 w/230mb HD, 8mb RAM - $2049.00
> Centris 610 w/230mb HD, 8mb RAM, CD-ROM - $2359.00
[some more prices deleted]

- Dale Adams

5196. Re: Whither AtariUser?

Newsgroup: comp.sys.atari.st
Date: 1993-04-10 15:17:23 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1q6oe3$lsg@msuinfo.cl.msu.edu>
Source record: 207729

obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:

>Well, Atari Interface is definitely history. I don't know what the

Not exactly true, but close... They (Unicorn Publications) are now on a bi-monthly schedule. (Just got my "March/April" issue last week...) It no longer sports a color glossy cover, the articles are not preceded by any kind of editorial or even the smallest explanation, and the first article is decidedly anti-Atari.

They'll SURELY stay in business this way, huh? (Must be Atari's fault...)
--
=-=
When the Clintonistas take guns ||| First week of March
away from the people, only the ||| came and went. So
Clintonistas will have guns... / | \ where's my Falcon?

5197. Re: ICD Software ?

Newsgroup: comp.sys.atari.st
Date: 1993-04-10 15:20:31 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1q6ojv$ep5@msuinfo.cl.msu.edu>
Source record: 207730

crubel@encore.com (Curtis Rubel) writes:

>Hi all,
> Where can I ftp the latest ICD boot software and utils??

Look for them on the ICD BBS (815/968-2229) or in the ICD RT on
GEnie... This is proprietary software, and they have not granted
permission for distribution on any other sites.
--
=-=
When the Clintonistas take guns ||| First week of March
away from the people, only the ||| came and went. So
Clintonistas will have guns... / | \ where's my Falcon?

5198. Re: Whither AtariUser?

Newsgroup: comp.sys.atari.st
Date: 1993-04-10 16:26:22 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993Apr10.162622.24865@gumby.cc.wmich.edu>
Source record: 207731

In article <1q6oe3$lsg@msuinfo.cl.msu.edu> molin@ptb.cl.msu.edu (Michael Olin) writes:
> obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
>
> >Well, Atari Interface is definitely history. I don't know what the
>
> Not exactly true, but close... They (Unicorn Publications) are now
> on a bi-monthly schedule. (Just got my "March/April" issue last

Well, if you want to call it bi-monthly, for a single issue, that's OK.
My understanding is that they were pressured into putting out one last
issue to meet contractual obligations to advertisers (i.e., they didn't
want to give the money back). Unless something very strange has happen-
ed, they're finished with Atari. Bill and Patty have moved on from
Unicorn Publications to Pegasus Publications, producing an online mag.

The question remains about their obligations to current subscribers.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

5199. CuBase Compatible Screensavers

Newsgroup: comp.sys.atari.st
Date: 1993-04-10 18:17:21 UTC
From: palefox@hardy.u.washington.edu
Message-ID: <1q72vhlNNqj2@shelley.u.washington.edu>
Source record: 207732
Cross-posted to: rec.music.makers.synth,comp.sys.atari.st

Are there any screensavers/accelerators that are compatible with CuBase on the Atari ST? So far, none of the blankers that I've used will work. All they do is start blanking and lock up the machine.

Any info will be greatly appreciated!

5200. Re: Falcons shipping next week in USA!

Newsgroup: comp.sys.atari.st
Date: 1993-04-10 18:26:19 UTC
From: cfaehl@vesta.unm.edu
Message-ID: <1q73gbINNcvk@lynx.unm.edu>
Source record: 207733

In article <1993Apr9.223606.12223@iscsvax.uni.edu>, sinclair2246@iscsvax.uni.edu writes:
> In article <1q34l1INN2ch@darkstar.UCSC.EDU>, anamr@cats.ucsc.edu (Ana M Rodriguez)
writes:
> >
> > I have heard from Atari as well as other sources that the Falcons will
> > be shipping next week. Well let's see who gets them first.
> >
> > bye...
>
>
> Next week of what year..... Wow....Who's going to get a Falcon if there are
> only two dealers?????????
>
> By monday, you can get a Performa 400 system for $1349 with monitor, modem and
> claris Works at your local sears store. Oh I forgot, 4 megs and 80 meg hd and
> on site warranty....Can Atari match that? What ever happen to Power with out
> the price????

So go buy your Performa 400, who's stopping you, us? Please keep in mind
that some of us a) know what the Macs are all about, b) have used them a lot,
c) STILL don't want one, much in the same fashion that I don't want an Amiga,
either.

>
>
> Later...
Ciao, baby.
Chris Faehl
cfaehl@vesta.unm.edu
>
> Sinclair2246@icscvax.uni.edu
>
> Power to be your best: I love the theme.
Oh, puh-LEEZE!
>
> Also
>
> Amiga 1200 owner: I love it.....
That has so much useful information content here in comp.sys.atari.st.
Nevertheless, goody for you.

5201. RZ/SZ VAX Zmodem prog help!!!

Newsgroup: comp.sys.atari.st
Date: 1993-04-10 18:35:38 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1993Apr10.143538.1@sscl.uwo.ca>
Source record: 207724

Has anyone ever used the programs rz.exe and sz.exe for VAX-VMS systems? I can get rz to accept zmodem transfers, but I can't figure out how to get sz to send files from the vax to my home computer. Whenever I try 'run sz' I just get a list of proper usage...but I can't pass the filename to send. If I try putting a filename after the 'run sz' command I just get an error saying "too many parameters". HELP! Does anyone know how to let sz.exe which file to send?

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+--------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-----------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+---------------------------------------+ +--------------------------------+

5202. Warp 9 - compatibility?

Newsgroup: comp.sys.atari.st
Date: 1993-04-10 18:37:18 UTC
From: bhawker@oneb.almanac.bc.ca
Message-ID: <V9Zs2B1w164w@oneb.almanac.bc.ca>
Source record: 207736

This goes out to all the current Warp 9 users who are happy or unhappy about the product. I am considering purchasing Warp 9, but would like to know if anyone has discovered compatibility problems with it, and whether or not it is serious enough to not buy it....

I haven't seen or heard much about people's satisfaction with it or otherwise, and in Canada it costs a fair bit with exchange, etc.

I am using an Ste with 4 meg. and NeoDesk 3.03. My main programs are Notator 3.1 and Pagestream 2.2. So, if anyone can find any fault with this setup and Warp 9, I'd greatly appreciate the info! Thanks in advance....

bhawker@oneb.almanac.bc.ca (Bruce Hawker)
The Old Frog's Almanac (Home of The Almanac UNIX Users Group)
(604) 245-3205 (v32) <Public Access UseNet> (604) 245-4366 (2400x4)
Vancouver Island, British Columbia Waffle XENIX 1.64

5203. Re: Mac Corrections

Newsgroup: comp.sys.atari.st
Date: 1993-04-10 18:41:18 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993Apr10.184118.15364@ultb.isc.rit.edu>
Source record: 207734

> > Estimated Price: $US2959
> ^^^^^^^^^^
> Where did this come from? This doesn't
> jive with any of the prices you list.

That was the ERP of the Centris as dictated by MacWorld. As I stated earlier, the stuff I quoted was info I extracted from the pages of MacWorld. It was by no means complete or a review or something. It was just the information I pulled from the article. As for the video modes you mention later, they weren't mentioned in the article. I wasn't presenting the information in some kind of biased manner or something to slader Macs. That's not my intention (esp. since I like Macs, esp. the Centris).

I just put out most of the info from the article in a digestible form for small comparison's sake. Since most of the above info is pretty much all you'd need to know to make a rough comparison against the falcon.

The prices I quoted later were a direct extract from our campus bookstore. I would suspect the price variant because the article was prob. made about 2 months ahead of time when the Centris just came out and was given out to review.

If you really want to make a hardcore techinical review get the technical reference manuals for each computer and sit down with them :)

I made a few mistakes in some of my earlier articles but this one is pretty much on target. Oh well....

Have a nice day :-P

+---+------------------------------+
Michael "Zoooks!" Zucca	Spam, spam, spam, spam, spam
Internet: mrz5149@ritvax.isc.rit.edu	Spam, spam, spam, spam, spam
Printing And Applied Computer Science	Lovely spam, woderful spam!
RIT - Rochester Institute Of Technology	Shut up. Shut up! Shut Up!
+---+------------------------------+

5204. Re: RZ/SZ VAX Zmodem prog help!!!

Newsgroup: comp.sys.atari.st
Date: 1993-04-10 19:15:59 UTC
From: stamandp@CSUSYS.CTSTATEU.EDU
Message-ID: <1993Apr10.191559.25556@cs.yale.edu>
Source record: 207735

In article <1993Apr10.143538.1@sscl.uwo.ca>, richardson@sscl.uwo.ca (John Richardson) writes:
>Has anyone ever used the programs rz.exe and sz.exe for VAX-VMS systems? I can
>get rz to accept zmodem transfers, but I can't figure out how to get sz to send
>files from the vax to my home computer. Whenever I try 'run sz' I just get a
>list of proper usage...but I can't pass the filename to send. If I try putting
>a filename after the 'run sz' command I just get an error saying "too many
>parameters". HELP! Does anyone know how to let sz.exe which file to send?
>
> T.T.F.N.
> JR.
>
Hello John,

You have to define wahat's know as a foreign command.
Try this:
$ sz :==$disk:[directory]sz.exe

where disk is the physical disk and directory is the directory where the sz Image is located. also, define one for rz the same way:

$ rz :== $disk:[directory]rz.exe

If this programs are in your default login directory you can use:

sz:== syslogin:sz.exe
rz:== syslogin:rz.exe

The important part is the $ after the two ='s this tells VMS this is a foreign image.

Then "rz -h" and "sz -h" should work I give you a list of the valid parameters of both programs.

```
>+-------------------------------+ +--------------------------------------+
>| John Richardson | | "An animal psychologist is a person |
>| Dept. of Psychology | | who pulls habits out of rats!" |
>| University of Western Ontario, | | |
>| London, Ontario | | - ANON. |
>| CANADA | +-+-------------------------------------+
>+-------------------------------+ +-*-+- +-------------------------------+
>+-----------------------------------+--+ | The preceding opinions do not |
>| e-mail: RICHARDSON@VAXR.SSCL.UWO.CA | | necessarily reflect those of |
>| | | the Dept. of Psychology, or |
>| phone: (519) 657-5102 | | UWO...unless by coincidence!! |
>+-----------------------------------+ +-------------------------------+
>
```

Good luck,

-Paul

+--+
Paul R. St. Amand | INTERNET stamandp@ccsu.ctstateu.edu
ITT Hartford, Investment Div. | DECNET(ctstateu) CCSU::STAMANDP
Central Connecticut State University | (203) 547 - 4030 (Business)
DECUS CVLUG |

Disclaimer: These comments are mine and do not reflect the administration
or policies of Connecticut State University or ITT Hartford.

5205. Re: Falcons shipping next week in USA!

Newsgroup: comp.sys.atari.st
Date: 1993-04-10 20:14:47 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <1993Apr10.201447.9536@freenet.carleton.ca>
Source record: 207738

In a previous article, sinclair2246@iscsvax.uni.edu () says:

>In article <1q34l1INN2ch@darkstar.UCSC.EDU>, anamr@cats.ucsc.edu (Ana M Rodriguez)
writes:
>>
>> I have heard from Atari as well as other sources that the Falcons will
>> be shipping next week. Well let's see who gets them first.
>>
>> bye...
>
>
>Next week of what year..... Wow....Who's going to get a Falcon if there are
>only two dealers?????????
>
>By monday, you can get a Performa 400 system for $1349 with monitor, modem and
>claris Works at your local sears store. Oh I forgot, 4 megs and 80 meg hd and
>on site warranty....Can Atari match that? What ever happen to Power with out
>the price????
>
>
>Later...
>
>Sinclair2246@icscvax.uni.edu
>
>Power to be your best: I love the theme.
>
>Also
>
>Amiga 1200 owner: I love it.....
>
>
>
>
>
If you want a bloody MAC then why the hell don't you go buy one
and leave us alone. Price comparisons is one thing but this insistent
pestering is getting on my nerves. If we were interested in buying/ using
MAC's we would not be in this newsgroup. We are interested in ATARI
hardware NOT because we LOVE the TRAMIELS but because we love the
^^^^^ COMPUTERS!!!
Mac's stink! No matter how cheap expensive they are I will never buy one
simply because I REALLY LIKE ATARI <<<HARDWARE>>>!!
^^^^^^^^^^^^^^^

--

!! Computer Engineering at The Carleton Country Club!!
------------------------ac382@freenet.carleton.ca-------------------

5206. Re: joysticks was(wht we should prepare for)

Newsgroup: comp.sys.atari.st
Date: 1993-04-10 21:32:19 UTC
From: ltduck@access.digex.com
Message-ID: <1q7ed3$gum@access.digex.net>
Source record: 207739

A multibutton joystick would be extremely easy, in fact. Just have the button be equivalent to up and down at the same time, or any other impossible combination (there are many).

5207. 68030 Linux and Atari computers

Newsgroup: comp.sys.atari.st
Date: 1993-04-10 21:45:04 UTC
From: pelletier@Nyongwa.CAM.ORG
Message-ID: <C5AF34.C5H@Nyongwa.CAM.ORG>
Source record: 207746

There was a thread a few days ago in c.s.a.s.t, where a number of people expressed interesting opinions regarding the possible porting of Linux to the Atari 68030 line of computers. As a user and hobbyist, I'm all for it, for the following reasons:

1. It looks to me as though the "Power without the price" trophy now belongs to guys (and girls) with *relatively* cheap 386 or 486 boxes (they do need a fair amount of memory and disk space, but so would a 68030-based machine running a linux port), and who are happily puttering about in X-windowland.

I think it's in the interest of Atari and Amiga owners to join them.

2. While MiNT/Multitos have a lot to offer, and still have potential, they are Atari's property. Linux, on the other hand, is controlled by the community of its users, and it appears to be a very active community.

Just my $0.02 (Cdn)

--

Yves Pelletier "I am resplendent in divergence"

5208. Re: And the Falcon 040 ???

Newsgroup: comp.sys.atari.st
Date: 1993-04-10 21:56:15 UTC
From: hubert@swi.psy.uva.nl
Message-ID: <C5AFLr.Hoq@swi.psy.uva.nl>
Source record: 207558

ritz@ritz.mordor.com (Christopher Mauritz) writes:

>The problem is that even if they did have such a machine, it is questionable
>that they can (1) produce them in quantity or (2) sell them cheaply enough
>to snatch market share from the "big boys". With Atari's past reputation

Unfortunately I believe you're right. As the F030 was already far too late, I
only hope to come across with a F040 when I'm reincarnated, or so...

>big surprise to stay alive. In the days when 68030 Macs cost as much
>as a small car, this might have been possible, but those days are long
>gone.

Come on, let's face it. Who wants a Mac anyway... I'd rather by an MS-dork
with SVGA, but no Mac will ever enter my home :)

Herry

5209. Re: And the Falcon 040 ???

Newsgroup: comp.sys.atari.st
Date: 1993-04-10 22:03:17 UTC
From: hubert@swi.psy.uva.nl
Message-ID: <C5AFxI.Hss@swi.psy.uva.nl>
Source record: 207559

Marco_Verhoeven@p11.f607.n285.z2.fidonet writes:

>The casing slides over the original Falcon motherboard and contains a
>adapter for a PC keyboard, not really a neat solution but better than the
>original casing. DM 199,- that's about $120,- ...

Today I got the Atari ST Nieuws april, and they confirmed this casing.
There also was information on a tower for the F030, with enough room for all
the things you want in it (?). That sounded even better (and very probably
even more expensive) to me.

The best thing I read about was the Mighty Sonic 32, which has room for 32
times 4Meg simms (so you can use 128 Megs of ram), a VME bus, and a 68030
CPU/33Mhz, which makes your F030 as fast as a TT030.

Herry

5210. Hard drive not responding

Newsgroup: comp.sys.atari.st
Date: 1993-04-10 22:20:02 UTC
From: Steve.Yelvington@f47.n282.z1.tdkt.kksys.com
Message-ID: <734507467.AA08556@tdkt.kksys.com>
Source record: 207594

Here's a hard drive puzzle:

The drive won't respond. I've tried switching the host adaptor, power supply, SCSI cable, and SCSI drive. Since that's basically all the pieces, I'm stumped.

I suspect that the computer's DMA port may be broken -- except that it can read and write to the clock on the Supra host adaptor. Is that a guarantee that the DMA/ASCI port is working properly?

(Email responses to s.yelvingto2@genie.geis.com preferred.)

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

5211. Re: Centris Corrections

Newsgroup: comp.sys.atari.st
Date: 1993-04-10 22:51:53 UTC
From: franke@cs.tu-berlin.de
Message-ID: <1q7j29$isc@news.cs.tu-berlin.de>
Source record: 207740

Dale_Adams@gateway.qm.apple.com (Dale Adams) writes:

>There is only one configuration of the Centris 650 that uses the 68LC040.
>This is the 4/80 config which is the base model (i.e., the least expensive
>C650 you can buy). _All_ other configurations use the 68040 (the one with
>floating point hardware built in). There are far more configurations with
>the 68040 than the 68LC040. Now, the Centris 610 uses only the 68LC040 -
>there are no C610 configurations using a 68040.

>- Dale Adams

I think the original post stated the Centris to be the first '040 equipped
machine <2000$. This must be the 610, isn't it? There are other Centris
machines, but they are not that cheap, right ?

Kind regards,
Michael Franke (franke@cs.tu-berlin.de)

5212. Re: Apple will revamp Performa line....

Newsgroup: comp.sys.atari.st
Date: 1993-04-10 23:20:03 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Apr10.192003.14787@umiami.ir.miami.edu>
Source record: 207560

In article <1993Apr9.131315.12208@iscsvax.uni.edu>, sinclair2246@iscsvax.uni.edu writes:
> The Centris 610 has a 20mhz 68LC040. It will still be faster than the
> vaporware Falcon. The street price is $1650 and $1425 for students, at least
> at my school.
>
> This Monday(April 12), Apple will revamp the Performa line with new models and
> configurations. The Performa 400 will have a new price. The P400 with four
> megs, 80 meg HD, 14inch color monitor, 2400 modem and 9600 fax and software
> will be bundled for $1349.00....

It sounds like they are getting ready to drop thatline in favor of the new
line due this fall... But Apple drops a line every year or two, and breaks
half of their own programming rules to "upgrade" their computers...

>
> I bet that the Tramiels were business graduates....That would explain it...
>
> No flame intended....Its time to move on....
>
> Oh yea....Apple has drop the prices on the PowerBook Duos drom 10% to 18%....
>
> Look for more goodies and price cuts starting next month and beyond....
>
>
Mark Santora

5213. Re: Mac Corrections

Newsgroup: comp.sys.atari.st
Date: 1993-04-10 23:48:35 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1q7mcjlNNkj5@tortoise.cis.ohio-state.edu>
Source record: 207741

In article <1993Apr10.184118.15364@ultb.isc.rit.edu> mrz5149@ritvax.isc.rit.edu writes:
>> > Estimated Price: $US2959
>> ^^^^^^^^^^
>> Where did this come from? This doesn't
>> jive with any of the prices you list.
>
>That was the ERP of the Centris as dictated by MacWorld. As I stated
>earlier, the stuff I quoted was info I extracted from the pages of
>MacWorld. It was by no means complete or a review or something. It

Having read the article I think the MacWorld price is the price of a complete retail system, including monitor and keyboard. Here at OSU, the 610 4/ standard keyboard and Apple 14" RGM 14" RGB monitor is about $2050 or so. I wouldn't think it'd be that much off retail, but it could be (street price is not all that much higher than OSU prices around here).

An important thing to remember for macs is the price does not include keyd, and that will add $90-150 onto the price of the CPU (a price the Falcon does not incur), but, you get separate keyboard!

And, let us all remember...we don't know the *real* retail/street price of the Falcon yet! And, neither the LC III, or either of the Centris's (Centri ? Centris...I think the plural of Centris is Centris) are going to really hurt the music sales of the Falcon. (I have no idea how big that market it though...)

(Sorry about the spelling mess up there, but I'm typing through a line noise storm...my blood pressure is raising fast! Time to buy a new modem I suspect.....for my health at least!)

Ted
--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

5214. Re: Falcons shipping next week in USA!

Newsgroup: comp.sys.atari.st
Date: 1993-04-11 00:05:13 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1q7nbpINN92a@golem.wcc.govt.nz>
Source record: 207744

On this Amiga-1200 subject in c.s.a.st, an Amiga mag (Amiga Format I think), one of the reviewers was comparing the A1200, and the Falcon, and was completely rubbishing the A1200! (This was an Amiga magazine).

I'll type out the key points in the article & post them here.

(He stated that with Atari's machines, and Commodores Marketing, a killing would be made (not in those words, but you get the idea).

Hands up who thinks Atari will be dead before 1995? If they don't get either the Falcon or Jaguar out in full international distribution a bit quick, they will go right down the plug hole!

5215. Re: Warp 9 - compatibility?

Newsgroup: comp.sys.atari.st
Date: 1993-04-11 00:08:09 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1q7nh9INN92a@golem.wcc.govt.nz>
Source record: 207745

Warp-9 works great with Pagestream 2.2, and makes it a LOT better to use,
increasing the speed of things no end!

Notator, I'm not sure of - but from memory it doesn't have any problems.

Neodesk 3 speed+++

Warp-9 is a great little program, speeds something up by up to 5 times,
and generally makes using the ST much nicer!

The more recent versions have all sorts of fancy screen-saver 'modules'
similar to After-Dark on the mac', for most people this is a waste of memory,
but you don't have to use it! Looks great though!

5216. Re: Falcons shipping next week in USA!

Newsgroup: comp.sys.atari.st
Date: 1993-04-11 00:36:03 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <1993Apr11.003603.7866@magnus.acs.ohio-state.edu>
Source record: 207742

>By monday, you can get a Performa 400 system for $1349 with monitor, modem and
>claris Works at your local sears store. Oh I forgot, 4 megs and 80 meg hd and

Who has a Sears store anymore?

Dan

5217. Re: close to giving up

Newsgroup: comp.sys.atari.st
Date: 1993-04-11 00:50:25 UTC
From: oyakea@warren1a.its.rpi.edu
Message-ID: <l6m5!nl@rpi.edu>
Source record: 207743

I think it your best interest to diversify. This your life and livelyhood we are talking about. AND ATARI CORP. DOES NOT GIVE TWO CENTS AS FAR AS WE ARE CONCERNED. So start selling Macs or Pc's and also stock computer mags (and fortunately some of those nice european ones). If you are a very different and all around store, you may attarct attention. Maybe you should also look into carrying segas and neo-geo's ...

5218. Re: April Fools Day - No FALCONs yet

Newsgroup: comp.sys.atari.st
Date: 1993-04-11 01:19:57 UTC
From: ken@isgtec.com
Message-ID: <4533@isgtec.isgtec.com>
Source record: 207557

In article <1993Apr7.205118.8578@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:
< Michael Franke (franke@cs.tu-berlin.de) wrote:
< : Hi,
< : Yes it's quite cheap, but it has no FPU, right ? So a lot of power-
< : hungry task like for example raytracing will not benefit from the '040,
< : because to get it to work with a FPU version you need an emulator like
< : SoftFPU or something like that, that really makes the machine slower than
< : an '030/'882 combo.
<
< The 68040 has both an on-chip MMU (PMMU) and an on-chip FPU (PFPU??? :-).
< The on-chip FPU is much like the 68882 but I believe some commands are left
< out. Anyone know for sure?

The original poster was right. Some of the new Mac Centris 040 machines
have a crippled 040 in them called the 68LC040 which has the math coprocessor
in them disabled. The Centris 610 is like this, and the low-end model of
the Centris 650.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

5219. In Defense of Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-11 02:36:43 UTC
From: SML108@psuvm.psu.edu
Message-ID: <93100.223643SML108@psuvm.psu.edu>
Source record: 207747

Strange title for someone who is a real anti-atari zealot, but here goes, all flames welcomed and joyfully ignored...

To be fair to the three stooges, who would have predicted the PC price wars and the subsequent plummeting of mac prices. I wouldn't have... Would you? It's basically reduced the Falcon as well as the Amiga to footnotes. Too bad...

The nimrods at Atari seem to be struggling to do something, what exactly that something is, who knows? Maybe David Lynch...

Will I buy a Falcon? Probably not. I'm waiting for the Mac III myself, but there's a reasonable chance I'll ultimately buy a Jaguar when and if it comes out. Will Atari be around for this? Yep, they can probably limp on for the rest of the Tramiels' natural lives. The 3DO is just too damned expensive. And since Atari seems to be run like People's Express airlines (Yeah I know, look what happened to them plbthththth) their operating costs are probably right up there with the Tramhammers' bartabs...

But hey, it looks like the Falcon is a fun machine to hack. Of course, it's mostly masturbation, but then again how many Atarians do you know who can get a date? They've got plenty of time for this... If you're going to leave Atari, do so, they truly are hopelessly inept. But sheesh, sit back and take it like a man if you want to stay. They'll squeeze something out of their manufacturing sphincter one of these days...

In the words of certain unsuccessful political candidate:
"Sometimes, you just got to relax and enjoy it..."

Scott

Atari-Sometimes you just got to relax and enjoy it

5220. Re: RZ/SZ VAX Zmodem prog help!!!

Newsgroup: comp.sys.atari.st
Date: 1993-04-11 03:18:18 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1q82lqINNbal@golem.wcc.govt.nz>
Source record: 207748

In article <1993Apr10.143538.1@sscl.uwo.ca>, richardson@sscl.uwo.ca (John Richardson) writes:
>Has anyone ever used the programs rz.exe and sz.exe for VAX-VMS systems? I can
>+--------------------------------+ +--------------------------------------+
>| John Richardson | | "An animal psychologist is a person |

Yes its used by the System people here, they would not pay any money
to get the real version, now 1991 from memory..

The is the one thats on A.A. I only use it from the Terminal end
and I dnloaded it from A.A. for them...

Roger..... sheppard_r@kosmos.wcc.govt.nz

5221. ConNect

Newsgroup: comp.sys.atari.st
Date: 1993-04-11 03:34:45 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1q83klINNbal@golem.wcc.govt.nz>
Source record: 207749

Well Wolfgang as you only have a uucp site, I can't mail you with these problems..

VTxxx does not work with System Fonts, no nice boxes...!!!!,
this is the Problem that Steven is having.

Still no full support of Medium Res, in using your connligh.fnt,
I get what looks like 80 * 12..??

A small glitch, when a windows is opened the numbers to the right of the drop down menu window set ups, the top most pixels are missing, but if you go into one of the drop down menu window options, the numbers are then correct, there are the ````0000 things...

Is it not posible to contruct ConNect to be similar to Flash 1.6 as far as windows are concerned, ie, full screen for the sending and a normal Gem type window for the Text Editor and Capture Buffer, this also has the drop down menu bar, the send screen only has a bottom stutus line, you use the right mouse button to togle between them these two screens..??

It does give you 80 * 24 and a 132 mode for mono...

Roger..... sheppard_r@kosmos.wcc.govt.nz

5222. Re: Warp 9 - compatibility?

Newsgroup: comp.sys.atari.st
Date: 1993-04-11 06:07:44 UTC
From: gfrajkor@superior.carleton.ca
Message-ID: <1993Apr11.060744.20726@cunews.carleton.ca>
Source record: 207556

I have a similar setup -- warp9, 4Mb Mega st, and Neodesk 3.02.
I have never found any compatibility problems that could be attributed
to the Warp 9. But mostly, I run the usual big three -- word
processors, telecom, databases. I don't run music or midi stuff.
The extra speed is well worth it. the extend-o-saves are cute, but
gimmicks.

5223. Re: GIF VIEWER FOR THE ST.

Newsgroup: comp.sys.atari.st
Date: 1993-04-11 11:20:34 UTC
From: Marco_Verhoeven@p11.f607.n285.z2.fidonet
Message-ID: <2bc7ff3e@p11.f607.n285.z2.fidonet>
Source record: 207613

In a message of <Fri 9 Apr 93 04:14>, Jeff Spink (2:281/202.0) writes:

JS> Are there any good GIF viewers for the ST? All of the ones I have
JS> gotten are all TERRIBLE, and it just works alot better to get a
JS> GIF and then use the GIF-->SPC program and turn then into SPC's,
JS> but that takes so long...anyone seen any GOOD GIF viewers?

Try Photochrome 3.0 (only version which can handle gif's) and you'll be
pretty amazed, especially on a STE with 19200 colors!!!

.\\arco

Marco_Verhoeven@nextjk.wlink.nl

--- MARSmail v1.21
* Origin: 113 grams, 10 milliliters ... he's lead, Jim. (2:285/607.11)

5224. Re: Atari Aust. = Beer man's computer!

Newsgroup: comp.sys.atari.st
Date: 1993-04-11 11:38:12 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bc7f5c4@Kralizec.fido.zeta.org.au>
Source record: 207673

Original to: 8918927y@levels.unisa.edu.au
In a message of <06 Apr 93 13:49:11>, 8918927y@levels.unisa.edu.au
(3:713/602) writes:

8> 8918927y@levels.unisa.edu.au (?), via Kralizec 3:713/602
^
Hmm, your news setup isn't quite right yet 8)

8> All the Australian readers of this thread would be interested to know
8> that Atari Aust. have hired the advertising company "John Singleton
8> Advertising", which is the same company that did the "Beer Man's beer"
8> TV advertisements recently. (For the rest of the world, these AD's
caused
8> a real stink over certain scenes showing a dog removing a womans jeans
8> as men (with stubbies in hand) looked on...)

Hmm. That's not what Chris told me - he said that Tandy had hired them...
Does he ever keep his stories straight?? 8)

8> And consequently they were responsible for the advertisements comparing
8> the AMIGA 1200 against the STE. My first thought was that the atari is
8> now the "Beer man's computer" !!

ROFL ...

Hmm, time to sell up 8)

8> _BUT_, it could've been worse ... AS i saw copies of the drafts for the
8> advertising campaign, and that AD could be considered very tame !

Time to visit. Be prepared...

8> (yes Miff, I'm still resurecting ST's

I suspected as much - tho why aren't you using multilearn's pax account?
After all, I bet it was you who made them pay for it... *grin*

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

5225. ramdisks

Newsgroup: comp.sys.atari.st
Date: 1993-04-11 12:11:27 UTC
From: pb6755@csc.albany.edu
Message-ID: <PB6755.93Apr11121127@thor.albany.edu>
Source record: 207562

I recently obtained two ram disks from the atari archive at umich:
hramdisk and rambaby. Can somebody tell me which one is better? Is one
preferred over the other for some but not all jobs? Please post or
email responses to pb6755@csc.albany.edu -- and thanks for your help.

Phil Brown

5226. Re: Centris Corrections

Newsgroup: comp.sys.atari.st
Date: 1993-04-11 13:39:32 UTC
From: Dale_Adams@gateway.qm.apple.com
Message-ID: <1993Apr11.133932.389@pcnntp.apple.com>
Source record: 207561

In article <1q7j29$isc@news.cs.tu-berlin.de> franke@cs.tu-berlin.de (Michael Franke) writes:
> I think the original post stated the Centris to be the first '040 equipped
> machine <2000$. This must be the 610, isn't it? There are other Centris
> machines, but they are not that cheap, right ?

Right.

The base model of the C610 has a U.S. SRP of about $1850. I've seen street prices in the S.F. Bay area of $1500-1600 range for this model. Of course, adding more memory, a larger hard drive, and an internal CD-ROM drive makes things more expensive.

The least expensive C650 model (which uses the 68LC040) has a U.S. SRP of $2699; the next model up, which has a 68040 (i.e., hardware floating point support), 8 MB of RAM, and 80 MB hard drive and ethernet on the motherboard has a U.S. SRP of $3189. (I'm not sure what typical system street prices are.)

- Dale Adams

5227. Looking for an ATARI Stacy.

Newsgroup: comp.sys.atari.st
Date: 1993-04-11 13:51:31 UTC
From: silver.e@zooid.guild.org
Message-ID: <734536291.9192@zooid.guild.org>
Source record: 207566

Atari Canada closed its doors a while back. I am looking for a new or used ATARI Stacy with a hard disk. Does anyone know a good source to find one in Canada or the U.S. ?

Eric Silver - York, Upper Canada.

5228. logic software?

Newsgroup: comp.sys.atari.st
Date: 1993-04-11 16:53:21 UTC
From: pb6755@csc.albany.edu
Message-ID: <PB6755.93Apr11165321@thor.albany.edu>
Source record: 207575

Does anybody know of any software that will enable an atari 520st to create the symbols of logic (such as the upside-down A and backard E)?

Thanks for your help.

Phil Brown

5229. Re: In Defense of Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-11 17:09:00 UTC
From: atario@cats.ucsc.edu
Message-ID: <1q9jbcINNmn1@darkstar.UCSC.EDU>
Source record: 207563

In <93100.223643SML108@psuvm.psu.edu> <SML108@psuvm.psu.edu> writes:

>Strange title for someone who is a real anti-atari zealot, but here goes,
>all flames welcomed and joyfully ignored...
[snip]

One question.

POINT?

--
__ | atario@cats.ucsc.edu | "Oh no! Toonces, look out! AIIIEEEE!" --SNL
(_ | Delphi: ATARIO | "This is only an exhibition. This is not a
__)teve | "Happy happy! | competition. So please . . . no wagering."
| Joy joy!" --R & S | --Late Night with David Letterman

5230. Re: Whither AtariUser?

Newsgroup: comp.sys.atari.st
Date: 1993-04-11 17:33:57 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1q9kq5$ft0@msuinfo.cl.msu.edu>
Source record: 207564

obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:

>want to give the money back). Unless something very strange has happen-
>ed, they're finished with Atari. Bill and Patty have moved on from
>Unicorn Publications to Pegasus Publications, producing an online mag.

Amazing how rumors become fact... They are NOT producing an online
mag. They ARE producing a printed magazine about telecommunications.
It's called "Connect" and subscribers to AIM can have their account
ported to that magazine, as I understand it.

--
=-=
When the Clintonistas take guns ||| First week of March
away from the people, only the ||| came and went. So
Clintonistas will have guns... / | \ where's my Falcon?

5231. Brodie Speaks Again

Newsgroup: comp.sys.atari.st
Date: 1993-04-11 17:42:42 UTC
From: oyakea@warren1a.its.rpi.edu
Message-ID: <#tn576#@rpi.edu>
Source record: 207565

From: Last Months Conference ... We see our man BB saying with a user called BMAN -->

<[Bman] B.AEIN> Bob, can you talk about new dealers, the Falcon 040,
or the Jaguar? Will there be coverage in mags like Popular Science?
What extras will be included with theFalcon? MTos on ROM? Thanks for
being here Bob. GA!

<BOB-BRODIE> Hi Bman, we've gotten a number of enquirys from new
dealers. I expect to be able to expand our dealer network
dramatically, and quickly as well. Among the most exciting thing to
the new dealer prospects is the fact that they will actually make
MONEY selling Atari Computers, unlike the skinny margins that most
clone dealers presently have to live with. Re the Falcon040: Sorry,
no comment about any 040 products. The Jaguar, our 64 bit game
console machine is due out this summer. The Falcon will ship with
^^^^^^^^^^^^^^
MultiTOS, Atari Works, Speedo GDOS, and the other 8 applications that
we previously indicated.

<ST.LOU> Thanks Brian. Next we have Dave Shorr.

<[Dave] D.SHORR> Bob, what is the STatus of the dealer demo unit
program and Atari's service agreement with GE? GA.

<BOB-BRODIE> The dealer demo program is going to happen, naturally
dependent on the dealer accepting our new dealer terms and conditions.
as for the GE program, there are legal issues that are impeding that
event from going forward. Unfortunately, I don't know when it will,
or if it will happen. However, the Falcon030 in reality only has

****

Can we believe him ?

Also what does Don Thomas, the director of atari marketting do ?
Is he very active ?
What are his plans to get atari on its feet. Can he be called a leader of Men.
Or will he guide us like the pide-piper did the mice ?

5232. Re: Falcons shipping next week in USA!

Newsgroup: comp.sys.atari.st
Date: 1993-04-11 18:59:58 UTC
From: ritz@ritz.mordor.com
Message-ID: <930410684@ritz.mordor.com>
Source record: 207568

Ana M Rodriguez (anamr@cats.ucsc.edu) wrote:

: I have heard from Atari as well as other sources that the Falcons will
: be shipping next week. Well let's see who gets them first.

Let's see if anyone buys them other than 1000-2000 rabid Atari
users who buy any "upgrade" from Sunnyvale.

Cheers,

Chris

--
Christopher Mauritz | Knowledge is a deadly friend
ritz@ritz.mordor.com | When no one sets the rules.
{backbone}!rutgers!ritz!ritz | The fate of all mankind I see
King Crimson ---------------> | Is in the hands of fools.

5233. TT multitos & LINUX

Newsgroup: comp.sys.atari.st
Date: 1993-04-11 19:23:44 UTC
From: Martin.Kunze@arbi.informatik.uni-oldenburg.de
Message-ID: <1993Apr11.193320.26329@arbi.Informatik.Uni-Oldenburg.DE>
Source record: 207573

I hav enow running a TT and multitos 1.0
and a 386 40 and Linux

I think multitos is a nice try but there is no futur to a system that even
cant format a disk in the backround.
And as fare as I know there is nobody who gives it a real chance.

So why dont go to linux and use the compatibility of X windows and POSIX ??

In the now running Version of LINUX it runs very well and there is no drop
down in any kind of programm.

The question is :

IS THERE ENOUGH PROGRAMMER POTENTIAL TO DO THIS ???

Regards Martin

5234. WANTED: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-04-11 19:29:13 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Apr11.152913.14790@umiami.ir.miami.edu>
Source record: 207579

WANTED:

Spectre GCR WITHOUT ROMS.

A friend of mine is looking to pick one up as he already has the ROMs.

Email me if you have one, price you want, and PHNOE NUMBER. I will pass them on to my friend who does not have net access and he will call you.

Mark Santora

5235. Re: Falcons shipping next week in USA!

Newsgroup: comp.sys.atari.st
Date: 1993-04-11 19:54:53 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Apr11.135453.12241@iscsvax.uni.edu>
Source record: 207569

In article <1993Apr10.201447.9536@freenet.carleton.ca>, ac382@Freenet.carleton.ca (Jack Kitowicz) writes:
>
> In a previous article, sinclair2246@iscsvax.uni.edu () says:
>
>>In article <1q34l1INN2ch@darkstar.UCSC.EDU>, anamr@cats.ucsc.edu (Ana M Rodriguez) writes:
>>>
>>> I have heard from Atari as well as other sources that the Falcons will
>>> be shipping next week. Well let's see who gets them first.
>>>
>>> bye...
>>
>>
>>Next week of what year..... Wow....Who's going to get a Falcon if there are
>>only two dealers?????????
>>
>>By monday, you can get a Performa 400 system for $1349 with monitor, modem and
>>claris Works at your local sears store. Oh I forgot, 4 megs and 80 meg hd and
>>on site warranty....Can Atari match that? What ever happen to Power with out
>>the price????
>>
>>
>>Later...
>>
>>Sinclair2246@icscvax.uni.edu
>>
>>Power to be your best: I love the theme.
>>
>>Also
>>
>>Amiga 1200 owner: I love it.....
>>
>>
>>
>>
> If you want a bloody MAC then why the hell don't you go buy one
> and leave us alone. Price comparisons is one thing but this insistent
> pestering is getting on my nerves. If we were interested in buying/ using
> MAC's we would not be in this newsgroup. We are interested in ATARI
> hardware NOT because we LOVE the TRAMIELS but because we love the
> ^^^^^ COMPUTERS!!!
> Mac's stink! No matter how cheap expensive they are I will never buy one
> simply because I REALLY LIKE ATARI <<<HARDWARE>>>!!

> ^^^^^^^^^^^^^^^

Who the hell in their right f_ucking mind would buy a Falcon today. It doesn't make sense at all. The Falcon is not out yet and will not be sold in reasonable numbers. By the time Atari gets off its ass to get Falcons out in reasonable numbers, you will be able to buy the Power PC for about the same time with a much better OS and Software....You have to be open minded..Your loyalty to Atari is religious regardless of what Atari comes out.

Now saying that the Mac stinks is your opinion not fact. Any eight bit color mac blows any four bit color low res ST. Even the Amiga 1200 in which I own too blows any Atari St. We have had Multasking since 1985...

I feel sorry for Atari dealers who have nothing to sell..Maybe they can become Power PC dealers and beable to eat too.

Amiga 1200 owner and Mac user---I love it...

>
> --
> --
> !! Computer Engineering at The Carleton Country Club!!
> ----------------------ac382@freenet.carleton.ca-------------------
>

5236. Re: Falcons shipping next week in USA!

Newsgroup: comp.sys.atari.st
Date: 1993-04-11 19:59:29 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Apr11.135929.12242@iscsvax.uni.edu>
Source record: 207570

In article <1q73gbINNcvk@lynx.unm.edu>, cfaehl@vesta.unm.edu (Chris Faehl) writes:
> In article <1993Apr9.223606.12223@iscsvax.uni.edu>, sinclair2246@iscsvax.uni.edu writes:
>> In article <1q34l1INN2ch@darkstar.UCSC.EDU>, anamr@cats.ucsc.edu (Ana M Rodriguez)
writes:
>> >
>> > I have heard from Atari as well as other sources that the Falcons will
>> > be shipping next week. Well let's see who gets them first.
>> >
>> > bye...
>>
>>
>> Next week of what year..... Wow....Who's going to get a Falcon if there are
>> only two dealers?????????
>>
>> By monday, you can get a Performa 400 system for $1349 with monitor, modem and
>> claris Works at your local sears store. Oh I forgot, 4 megs and 80 meg hd and
>> on site warranty....Can Atari match that? What ever happen to Power with out
>> the price????
>
> So go buy your Performa 400, who's stopping you, us? Please keep in mind
> that some of us a) know what the Macs are all about, b) have used them a lot,
> c) STILL don't want one, much in the same fashion that I don't want an Amiga,
> either.

Well, I don't want a Falcon either...By the time the Falcon arrives on these
shores, you can get a Power PC for the same price which is two to four times
faster than a Mac Quadra...You get an awesome OS and beable to use the Mac
Software base while the new ones are being written...

>
>>
>>
>> Later...
> Ciao, baby.
> Chris Faehl
> cfaehl@vesta.unm.edu
>>
>> Sinclair2246@icscvax.uni.edu
>>
>> Power to be your best: I love the theme.
> Oh, puh-LEEZE!
>>
>> Also
>>
>> Amiga 1200 owner: I love it.....

> That has so much useful information content here in comp.sys.atari.st.
> Nevertheless, goody for you.

Thank you...

5237. Re: Whither AtariUser?

Newsgroup: comp.sys.atari.st
Date: 1993-04-11 20:03:59 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Apr11.140359.12243@iscsvax.uni.edu>
Source record: 207571

In article <1993Apr10.162622.24865@gumby.cc.wmich.edu>, obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
> In article <1q6oe3$lsg@msuinfo.cl.msu.edu> molin@ptb.cl.msu.edu (Michael Olin) writes:
>> obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
>>
>> >Well, Atari Interface is definitely history. I don't know what the
>>
>> Not exactly true, but close... They (Unicorn Publications) are now
>> on a bi-monthly schedule. (Just got my "March/April" issue last
>
> Well, if you want to call it bi-monthly, for a single issue, that's OK.
> My understanding is that they were pressured into putting out one last
> issue to meet contractual obligations to advertisers (i.e., they didn't
> want to give the money back). Unless something very strange has happen-
> ed, they're finished with Atari. Bill and Patty have moved on from
> Unicorn Publications to Pegasus Publications, producing an online mag.
>
> The question remains about their obligations to current subscribers.

Smart move...I would get sick of Atari's lies too. Even the publishers of the old St magazine called START were smart to bail out early. They found out they could make a living with a Mac maginzine called Mac Home Journal...They state that the Mac is like god......

>
> --
> Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
> Western Michigan University
> Kalamazoo, MI 49008

5238. Re: Mac Corrections

Newsgroup: comp.sys.atari.st
Date: 1993-04-11 20:07:18 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Apr11.140718.12244@iscsvax.uni.edu>
Source record: 207572

In article <1993Apr10.030539.6125@ultb.isc.rit.edu>, mrz5149@ritvax.isc.rit.edu writes:
> Now, before I was so rudely interrupted I was attempting to put out
> comparison statistics on the LC3/Centris 610/650. The following statistics
> were taken from MacWorld who actually had their hands on these machines!
> The following is posted for comparison purposes against the Falcon.
> I posted stats on the LCIII in a previous message.
>
> Centris 610
> Processor: 68LC040 - 20MHz
> 4mb Soldered on board. Accepts 4,8,16,32MB simms. 68MB allowed.
> Estimated Price: $US2959
> (It's hard to give more stats on the 610 since it is only covered
> briefly in the article whereas the 650 was given the most space. It seems
> that the MacWorld people didn't like the 610 too much because of it's
> small case which didn't allow standard sized NuBus cards.)
>
> Centris 650
> Processor: 680LC040 (Base model only) or 68040 (All others) - 25MHz
> 4mb or 8mb soldered on board. Accepts 4,8,16,32MB simms. 136mb allowed.
> 640x480 mode (as LCIII, 610 and other macs support) , 800x600 mode
> support and 1024x768 mode support. 512k VRAM onboard - 8 bit color max.
> 1MB VRAM - 16 bit color max.
> (It's almost as hard to give specs on the Centris since there are
> so many configurations that make it hard to pin down any one feature.
> With the LCIII there is little that can be changed to make the price
> change too much or the performace but the Centris computers have so
> many different configs it's hard to say which one is the one that
> most people would be capable and willing to buy.)
>
> Here's a copy of our campus book store's prices for different configs:
> (All in US dollars)
> MY School
> LCIII w/80mb HD, 4mb RAM - $1139.00 $1073
> LCIII w/160mb HD, 4mb RAM - $1269.00 $1189
>
> Centris 610 w/80mb HD, 4mb RAM, No ethernet - $1509.00 $1425
> Centris 610 w/80mb HD, 4mb RAM - $1599.00 ?
> Centris 610 w/230mb HD, 8mb RAM - $2049.00 ?
> Centris 610 w/230mb HD, 8mb RAM, CD-ROM - $2359.00 ?
>
> (Following has 68LC040)
> Centris 650 w/80mb HD, 4mb RAM, No ethernet - $2199.00 ?
> (Following have full 68040)
> Centris 650 w/80mb HD, 8mb RAM - $2599.00 ?

> Centris 650 w/230mb HD, 8mb RAM - $2899.00 ?
> Centris 650 w/230mb HD, 8mb RAM, CD-ROM - $3209.00 ?
> Centris 650 w/500mb HD, 8mb RAM - $3569.00 ?
>
> So there's the info. Hope it helps!
>
> +---+------------------------------+
> | Michael "Zoooks!" Zucca | Spam, spam, spam, spam, spam |
> | Internet: mrz5149@ritvax.isc.rit.edu | Spam, spam, spam, spam, spam |
> | Printing And Applied Computer Science | Lovely spam, woderful spam! |
> | RIT - Rochester Institute Of Technology | Shut up. Shut up! Shut Up! |
> +---+------------------------------+
>

5239. Re: ConNect

Newsgroup: comp.sys.atari.st
Date: 1993-04-11 20:09:05 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <C5C5B5.I2x@dscomsa.desy.de>
Source record: 207567

In article <1q83klINNbal@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>Well Wolfgang as you only have a uucp site, I can't mail you with these
>problems..

No - this is an internet site. Use my adress above ;-)

>VTxxx does not work with System Fonts, no nice boxes...!!!!,
>this is the Problem that Steven is having.

Right. You'll have to use an ANSI-Font like T-Mail ANSI, CoNnect-ANSI or
CoNnect-Light...

Wolfgang

5240. Re: TT multitos & LINUX

Newsgroup: comp.sys.atari.st
Date: 1993-04-11 20:29:20 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1q9v30INNqpf@life.ai.mit.edu>
Source record: 207574

In article <1993Apr11.193320.26329@arbi.Informatik.Uni-Oldenburg.DE>
Martin.Kunze@arbi.informatik.uni-oldenburg.de (Martin Kunze) writes:
>So why dont go to linux and use the compatibility of X windows and POSIX ??
>
>IS THERE ENOUGH PROGRAMMER POTENTIAL TO DO THIS ???

There is an ongoing Amiga port of Linux. It would be easiest for you
to wait until it's done; then you can just use most of their 680x0
changes for the TT/Falcon version.

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

5241. Cyberdrome Demo

Newsgroup: comp.sys.atari.st
Date: 1993-04-11 20:29:47 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993Apr11.202947.29397@ultb.isc.rit.edu>
Source record: 207576

Does anybody know if there is a demo version of Cyberdrome available
for FTP? If there is, what address (I'm familiar with archive.umich)

Thanks!


```
+-----------------------------------------+-----------------------------+
| Michael "Zoooks!" Zucca | Spam, spam, spam, spam, spam |
| Internet: mrz5149@ritvax.isc.rit.edu | Spam, spam, spam, spam, spam |
| Printing And Applied Computer Science | Lovely spam, woderful spam! |
| RIT - Rochester Institute Of Technology | Shut up. Shut up! Shut Up! |
+-----------------------------------------+-----------------------------+
```

5242. Re: Falcons shipping next week in USA!

Newsgroup: comp.sys.atari.st
Date: 1993-04-11 22:04:09 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1qa4kpINNlmc@tortoise.cis.ohio-state.edu>
Source record: 207577

In article <1993Apr11.135929.12242@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:

>Well, I don't want a Falcon either...By the time the Falcon arrives on these
>shores, you can get a Power PC for the same price which is two to four times
>faster than a Mac Quadra...You get an awesome OS and beable to use the Mac
>Software base while the new ones are being written...
>

I would honestly like to know where you get your figures for the cost of a PowerPC! I mean Byte had a projected retail of somewhere between 1,000-2000, but come on! That's BYTE just throwing a number in the air. I haven't seen any other reliable souce of the real price of one.

The CPU is *really* cheap ($50-100) and that will take prices down some, but I don't expect to see one with crappy video/sound/memory either. At this point, I don't expect Apple to release a PowerPC machine before first quarter 94 at no less than $2000 retail. (And no one expects Apple to release one before then...and when has Apple be ahead of schedule?). IBM will probably release a PowerPC machine by the end of this year. No one knows exactly what OS it will run (yet). I sure hope you wern't expecting to run TalOS on it...before 95 that is.

A PowerPC machine is a machine of *next year* or is that part of the point you are trying to make...the Falcon won't be out here till next year?

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

5243. EkSeq...anyone use it?!

Newsgroup: comp.sys.atari.st
Date: 1993-04-11 23:03:02 UTC
From: awest@ub.d.umn.edu
Message-ID: <1qa836INN62k@ub.d.umn.edu>
Source record: 207478

I was wondering if anyone here uses the program "EkSequencer1" from umich and other places. I think it is a wonderful sequencer program but it has the nasty habit of crashing on me! Does anyone else use it, and do you have problems? Also does anyone know how to get in touch with the author through email? (His address given with the program is no longer valid).

Thanks
--
^ ^ "Never tease a weasel" | Andrew West (awest@ub.d.umn.edu)
(o o)\ -Jean Conder Soule | University of Minnesota-Duluth (Brr...)
\ /\ "Never give a sucker an | aka: "The Piano Man" (who is Billy Joel?)
v \ even break" -WC Fields | Disclaimer: Everything I type is false.

5244. Uniterm macro help needed!

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 00:29:24 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1993Apr11.202924.1@sscl.uwo.ca>
Source record: 207578

If anyone is willing to help me get some Uniterm macro files up and running I would greatly appreciate it. I just can't seem to get log-on macros to work (eg. get('CONNECT',10) send(';') ....etc!) I'm just trying to get the macro to recognize the prompts from the system i'm dialing to...it won't!!! It never realizes that 'connect' has appeared :^(Any help would be appreciated. I have looked at the examples in the Uniterm 2.0e release, but they are quite confusing. Flash .do files were Soooooooo much easier!!!

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+--------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+------------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+------------------------------------+ +--------------------------------+

5245. <<BILL REHBOK>> ON LINE GEnie Conference

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 01:18:52 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Apr11.211852.14791@umiami.ir.miami.edu>
Source record: 207586
Body handling: HTML body converted to readable text

```
======================================================================
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type HHH (RETURN after that). Wait for the U#= prompt.Type XTX99437,GENIE
and press [RETURN]. The system will prompt you for your information.
======================================================================

Wednesday Night Real Time Conference

April 7, 1993

Host - Brian H. Harvey

Guest Speaker - Bill Rehbock

<[Host] BRIAN.H> On behalf of the Atari ST Roundtable, I welcome all of
you to this CeBiT Real Time Conference. Tonight I would like to welcome
WIlliam E. Rehbock. Bill is Atari's Technical Director of Software
Development.

Who is Bill Rehbock?

Bill bought his first ATARI computer at K-Mark, an 800XL, for $99.00.
He started selling computers from his basement and finally joined ATARI
in the summer of 1990 to replace Charles Cherry. At that time he was
responsible for DTP market and was Director of Application Software.
Bill went on to the supervising of the software development for the
Falcon computers, and development of MultiTOS a

With that out of the way, let us proceed.

Welcome Bill, do you have a few words to begin this evening RTC?

Good evening everyone. I will give you a quick overview of
the goings-on at CeBIT, in case you didn't catch my posting in cat. 11.

Here is a short overview of what I found to be the highlights of CeBIT.
It is certainly not all-encompassing, but I think it does convey the
level of excitement in Europe over the Falcon. I personally would like
to thank all of the developers that pulled together and produced the
fine Falcon software that was shown at the Atari stand.

MultiTOS, SpeedoGDOS, Atari Works
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Normen Kowalweski from Atari Germany drew large crowds while demoing the latest software offerings from Atari. Many of the developers were displaying their software running with MultiTOS and SpeedoGDOS. People were very excited to hear that the products have been released to the factory and that Falcons would be soon showing up with MultiTOS and Speedo pre-installed. Blackmail - Digital Optical Analog

DOA is negotiating with several large European distributors (including Compo) for distribution in Europe. Their Falcon-based voice mail system is currently undergoing FCC Certification and is expected to be available publicly by the end of May.

DA's Vektor - Digital Arts Digital Arts is the programming team that produced Retouche and Didot. DA's Vektor is a key-frame animation package that can perform 3D manipulation to 2D vector graphics, type, and bitmapped pictures. It's presentation graphic abilities exceed those of Macromind Director and Micrografix Designer. It retails for less than $200.

Profiler - Application Systems Heidelberg Profiler is Application Systems Heidelberg's new programming tool for their Pure C and Pure Pascal environments. It is a quality application used for debugging and optimizing programs.

TruePaint - HiSoft Falcon-optimized True Color Paint Package that retails for $60.00. It has a huge variety of import and export formats as well as simple animation capabilities.

Diamond Back/Diamond Edge - Oregon Research Bob Luneski's sanity-saving hard disk utilities were shown with full Falcon SCSI and IDE support.

Photo Studio - Eurosoft Photo Studio is a low-cost retouching package from France that is optimized for performing special effects and retouching on previously scanned or PhotoCD images.

Compo announced that it would handle distribution of True Paint outside of France. Chagall - Trade It Chagall is a mid-level true-color painting package from Germany that has a very advanced feature set, including high-end filtering, masking, and tinting. They hope to have the details for North American distribution worked out quickly.

Superbase4 - HiSoft/Oxxi Superbase4 should be ready for official alpha release within two or three weeks. The new version has full SpeedoGDOS support and support for imbedding a wide variety of graphic data formats into your database. It retains compatibility with Superbase Professional and allows importing forms from Superbase Amiga. The report generator is one of the finest I've seen on any platform and has the ability to add graphics to the output such as placing boxes around totals.

Falcon/VME - Rhothron Rhothron showed a VME expansion connector that plugs into the processor direct slot. The cable to the VME connector comes out of the Falcon through the space at the cartridge port. They were showing it working with the TKR Crazy Dots 32-bit true color board.

ColorDISC PCD - Color Concepts Color Concepts demonstrated all aspects of PhotoCD, including a PhotoCD module for Calamus SL. Phillips, Kodak, and Toshiba were all very impressed and surprised that we had such a full implementation of PhotoCD on the Falcon. No other platform has complete support for interactive/Portfolio PhotoCD yet.

MPEG Decompression - Brainstorm Brainstorm demonstrated 12 frames per second on-the-fly MPEG video decompression using MPEG video clips from Star Wars, Michael Jackson videos, news clips, etc. This is the same company that wrote the JPEG routines for Atari. The JPEG routines (320x200 decompression in less than one second) will be available to developers at the end of April.

VROOM - Lhankor Lhankor showed an extremely fast Gran Prix racing game optimized for Falcon. The game was still running in 16-color mode with PSG sound, but they intend to release it in September with all new 256 and true color artwork and digital sound.

Overscan Titler/Genlock - Overscan/Compo One of the main features of the huge video wall was the Overscan Video Titler. The titler makes full use of SpeedoGDOS and works with all ST's, but is optimized for the Falcon's overscan, overlay bit and color capabilities. The final product will be shipping at the end of April and there will be a NTSC/YC version as well as PAL/YC version.

Papyrus - ROM Software Papyrus shipped the latest version of their high-performance word-processor that now includes advanced table creation and calculation abilities. Papyrus has full color support and is in the same league as Microsoft Word for Windows and WordPerfect for Windows or the Mac. They signed up a yet-to-be announced North American distributor while at the show. The product is scheduled to be available in North America in about 6 weeks.

InShape - Alexander Thomsen With my urging, and the support from Normen, InShape has spent the last seven months rewriting their key-frame video rendering package. It can be used to create photo-realistic animations using CAD 3D objects and multiple light sources and cameras. It allows the user to be the movie director, adjusting the positioning of everything in the scene and directing the movement of objects.

Xenomorph (Phoenix) - Lexicor Lexicor had their German distributor demonstrating Phoenix, Lexicor's scene rendering package. Phoenix is unique in the fact that it integrates with the original Cyber Control desk accessory that was written by Tom Hudson in 1987. Using Cyber Control and Phoenix, a user can write complex scripts to automate the movement of objects in between recording frames. This allows the user to easily create animations of things like roller coasters shot from the perspective of a rider in the first car.

Cubase Audio - Steinberg Steinberg showed Cubase Audio, their Direct-to-Disk recording system that requires only a Falcon. Cubase Audio was the hit of the Frankfurt Music Messe, where Yamaha allegedly were extremely upset because Cubase Audio for Falcon would not require

Yamaha's several thousand dollar CBX-D5 as it does on the Mac and PC. Cubase Audio allows the user to integrate CD-quality digital audio along with MIDI data in the familiar Cubase user interface.

Musicom - Compo Another big hit at the Video Wall was Musicom, a consumer-oriented direct to disk recording system. Musicom has many fun-to-use features, including Karaoke. Armin Hirschteter, the author of Musicom (as well as singer and musician) demonstrated the Falcon and Musicom to crowds of well over 200 people at times, completely blocking all four aisles at the corner of our stand.

Digitape - Trade It Digitape is another multi-track direct-to-disk recording system. It has a unique modular approach, much like putting stereo components together. Digitape allows the user to create multi-track master tapes that allow the user to record on to two tracks while playing back mixed-down previously recorded tracks similar to how one creates professional recordings with conventional tape equipment.

Humans, Llamazap, Road Riot 4WD, Raiden, Space Junk - Atari Corp. All of the Atari project games were very well received by show attendees. During the Video Wall demonstrations, members of the audience were allowed to play Llamazap on the video wall using a Falcon Controller that was fitted with a 25 foot long cable. There were also nightly gaming "contests" on the video wall after the show.

PAMS Net/F - PAM Software PAM Software is taking advantage of the improved parallel port and now supporting low-cost parallel port Ethernet adapters with their network.

Bionet Falcon - Biodata Biodata showed their network running on the LocalTalk hardware built-in to Falcon.

32 MHz Accelerator w/ram expansion - GE Soft GE Soft showed a very impressive hardware accelerator that plugs into the processor direct slot on Falcon. It enables the Falcon to run at speeds comparable to a TT. The card can accept up to 128 megabytes of TT ram using commonly available SIMMs. When populated with expansion ram, you must use an external keyboard however, as there is not enough room inside the Falcon's case for everything.

Falcon Speed - Compo Falcon Speed was displayed on the Atari stand as well as the Heim Verlag Software Distribution booth. The version they were showing operated many times faster than most PC's running windows, because of the fact that they take advantage of the Falcon's video architecture. During the course of the show, they announced that they got full color support running and would be shipping the color version within a few weeks. (The current version does run in Windows color modes, although it displays in dithered black and white, as on many PC laptops.)

The Video Wall Events There were regular showings at the video wall, hosted by Armin Hirschteter(sp?), author of Compo's Musicom. The demonstrations were produced by Armin, Compo and Team Computer Video

Productions of Germany. The show integrated the Falcon's Video Titling, as well as Digital recording and DSP abilities. Klaus Kramer from Team had a remote-controlled camera attached to the stand and was able to direct it at Armin or people in the crowd. Musicom was used to record Armin's guitar playing and then affect it using Flanging, delay and other effects. Next, This One's for You by Elton John was played back from the hard disk and the Karaoke effect was used to remove the vocal. Armin would then sing along with it instead and the audience loved it.

Toward the last half of the fair, as everyone's confidence was built up, small alterations to the script were added. Klaus Kramer from Team had created an little animated character that would comment on Armin's singing during using the titling software from Overscan, which really drove home the Multimedia aspects of Falcon as Armin interacted with the little creature on the video wall. Theo Breurs from Compo also served as a shill in the audience, asking people whether or not they thought it was really Armin singing. When he found someone that said "no," that person was offered the chance to sing instead, with the lyrics being scrolled on the screen using Falcon.

The script to the show was altered slightly after we saw Digital Equipment's Alpha PC demo two booths away, comparing the speed of the 150MHz Alpha against a Mac Quadra and a 66 MHz '486 PC. DEC established that a reliable benchmark of the overall performance of a computer was how fast it could calculate and display a 256 color Mandelbrot set. The Mandelbrot set is the most popular example of a class of mathematics called Fractals. When the data is plotted, beautiful pictures are generated on the computer's screen. DEC showed that the Quadra took 12 seconds to create the display, the '486 took 8 and the Alpha took only 5 seconds. On our video wall, 60 feet away from DEC's demonstration, we showed the same thing being done by a low cost home computer in 4 seconds - in 16-bit true color, to the irritation of Digital Equipment. We can now start the q&a...

<[Host] BRIAN.H> Thanks Bill. I have the first question

Well, the question everyone wants to ask. How is the Falcon coming along? When will it be shipping? Are there any problems?

I can't say I am surprised at that question, Brian. The fact of the matter is that there really are no current problems with Falcon production...

<[Host] BRIAN.H> Any word on the release date?

the first units are honestly (to the latest knowledge that I got from manufacturing literally minutes ago) are supposed to be on their way. We did make the mistake of jumping the gun on release dates in the time-honored tradition of the computer industry and are suffering because of it now. Right now, I can only hope that we'll see these units within the next week or so.

The other problem that we have had (as far as motivation in justifying getting the burners _really, really_ cranked up has been that many (not all) of our dealers have been slow in turning in their new dealer agreements... Bob Brodie has been very frustrated as he's been calling dealers and they've been saying "You mean I really have to send that in?"

<[Host] BRIAN.H> Thanks Bill, up next is Mike Schuetz. Go Mike.

Hi Bill, Gruesse aus Wiesbaden,Germany! I have two questions:

1. What are the dates for this years Atari Messe in Duesseldorf? (Word here in Germany is, that there WON'T be one, at least not hosted by Atari.)

2. Is it furthermore true that all European offices will be sized down to pure sales offices with minimum staff, and that there will only be ONE warehouse for all of Europe, in the Netherlands in the future, that will supply all offices?

Mike, 1) What mag are you working for now? I missed you at CeBIT...

As you know, Atari Journal had to go out of business in January... so these questions come purely from a users stand point. I don't have any more money tied up in the Atari market other than the machines here on my desk.

But ST Journal did get picked up and is on the stands again, no? Anyway... There _is_ a restructuring going on in Europe, definitely not the gloom & doom that you have outlined.

St Journal? Never heard of that magazine in Germany before. Our mag, Atari Journal ceased to exist with the 01/93 issue.

(I'm sorry, I meant ST Computer; that one did go and come back, right?)

It will make operations more streamlined and is designed to increase developer and user support. As far as the Messe goes, Atari Germany is working on the details right now; I do hope that dates will be announced very soon.

Ok, Thanks, bill.

<[Host] BRIAN.H> Interesting. Thanks Mike. Up to the microphone or terminal is Michael. Ask away Michael.

Bill, glad to have you here. When the Falcons do start arriving in the next few weeks (fingers crossed) can you give us an idea of what kind of quantity the USA will see? Im just wondering when the supply will be great enough for all of us who aren't on a waiting list. Secondly does the dealer agreement prevent mail order sales of Falcons?

The dealer agreement most definitely prevents mail order of
Falcons without prior authorization from Atari. Based on the numbers
that have crossed my desk, the numbers do look pretty satisfying, but I
still encourage you to go spend money at you dealer :-)

Thanks Bill, Rising star is our local dealer.

(The numbers for North America _are_ serious
quantities to make a real market here!)

<[Host] BRIAN.H> Thanks Michael. Your turn Dave. Go Dave.

<[David] FAIRWEATHER> Aside from Cubase Audio do you know of any
Sequencer software that will use the DSP to generate midi-driven sampled
sounds? Cubase Audio is out of my price range.

I think will be seeing several DSP synthesizers in the next
few months. Many of these should integrate into low-cost sequencing
packages. There are other MIDI/Digital audio solutions being worked on,
but I don't believe that the developers have made announcements yet and
I'd hate to pre-announce products for them. James Grunke and I are
absolutely thrilled with the developer response on the music side of
things.

<[David] FAIRWEATHER> That's good news. Will the 1st shipment of
Falcons come with Multitos installed? That's all.

make it, make sure you send in you warranty cards. Yes, the
first Falcons will have MultiTOS 1.01 and SpeedoGDOS installed. We are
trying hard to have Atari Works inserted here. If it doesn't make it,
make sure you send in you warranty cards.

<[Host] BRIAN.H> Thanks Dave. Your turn Steve.

<[Steve@CNotes] S.KIEPE> Atari's credibility seems to be at an all time
low. I am surprised that you couldn't FEDEX a big box of Falcon's to a
dealership just to rekindle hope. Also, with the limited number of
dealerships, how do you expect to crack the market? There isn't a
dealership within 100 miles of my current home (Newport, RI) or my old
one (San Diego). How will you get these home machines into homes?

I think that the only thing that will truly rekindle hope
is Atari's long-term commitment to the dealer base and developer base.
We have been getting a steady stream of new dealer requests and things
do look very good. We are realists about the job that is ahead of us and
realize that Fed Ex boxes aren't going to do the trick for the long
haul. Our plans are a little more structured than that.

<[Host] BRIAN.H> Ok, Andrew is up next. Go Andrew.

<[Andrew] A.STUDER1> Why 16bit RAM? Compatibility? Cost? Is video slowed
because of this? Are 16bit HiColor [:) animations feasible?

Will Atari offer a Falcon upgrade policy? How about service, support,
and marketing. If increased, sales could expand.

16-bit ram... Cost and time to market; system slowdown...
our video is _really_ fast, the games and animation stuff we've been showing proves that (as well as FalconSpeed from Compo :-) The ram is really 32-bits to the video and memory controller, BTW.

It has not been Atari's policy to offer an upgrade path. There really isn't room in the margin for it. I do see increased service, support, and marketing in the future. We do realize that those are critical elements.

<[Andrew] A.STUDER1> Re CeBit, were Falcon sales active? Do you have numbers of Falcon's sold? The software/hardware lineup is promising.

Video is FAST, thanks.

1) CeBIT is not a "sales" show for anyone. (I wouldn't give you sales figures if it were :-) It is primarily a showcase show. The magazine interview traffic was excellent, and the dealer inquires were more than we expected.

<[Host] BRIAN.H> Thanks Andrew. John Brenner is next.

<[John B.] J.BRENNER1> 1 I'd like to know if you saw any video packages that resemble Adobe's Premiere software or Newtek's toaster.

2, You mentioned 32 mhz accelerator with RAM upgrade for Falcon, we have heard memory expansion doesn't work on this card.

3 ... <.and do you type with one finger ? ;-0

DA's Vektor does a jillion things beyond the original specification, many of which are very Adobe "Premierish". There are several other video packages in the works, one or two that will cause NewTek a little bit of grief :-)

Two fingers :-)

<[John B.] J.BRENNER1> Great news thanks!

<[Host] BRIAN.H> Thanks John, up next is another Canadian, Connor from the Can RT. Go Connor.

<[Connor] CAN-ASST> Hi Bill. Has the Canadian pricing for the Falcon been set yet? And what about the Canadian dealer agreement?

The on-the-fly MPEG decompression will definitely open the door to the desktop video arena.

Connor, I've got to be honest with you... I have no idea. It should have happened during CeBIT, but I haven't had a chance to check since I got back. Bob or I can give you a jingle via e-mail in the next day or two...

Whoops... I've just been told that Canadian dealer pricing _was_ definitely set. Check in the dealer category here on GEnie in the next few days. (You leave for 13 days... :-)

<[Connor] CAN-ASST> Thanks Bill.

<[Host] BRIAN.H> Great news for us Canadians Bill. In the past we were
us to getting the equipment before the USA. Up next is John K. Go John

<[John] JKUEHN> Bill, John Kuehn of Rockville Maryland here. My question
regards using SCSI II CD-ROM drives on the ST. I realize that CD-ROMs
were never officially released in the states. But, will it ever be
possible to use them on the ST. That is, is ATARI still supporting the
software development efforts required to provide a working version of
Metados. I assume that a complete .XFS driver for MiNT/Multitos has
been done, but, what about the TOS users? I have been working with two
software developers on this since Nov 92. And the current status from
both of them is Quote "Waiting on a resolution from ATARI". I mentioned
this to Bob Brodie here on GeNIE last month and he replied that he would
have to talk to you for the answer. So here I am at the proverbial
Equine Oral Orifice. (Waiting for a FALCON.)

John, the MiNT XFS drivers _do_ work very well with just
MiNT. That is the most recommended way of doing it.

John, does that answer your question?

<[John] JKUEHN> The .XFS driver that I have only supports Kodak CD_roms
I need one that will read other High Sierra AND ISO 9660 CDs

John, there is a newer version that we'll get posted in the
next week or so. We'll be doing a 100% q/a inspection on the first few
hundred F030's that come in and it will be keeping us busy :-)

<[Host] BRIAN.H> GO BRUCE

Hi Bill, What are my chances of talking you into attending
the Kansas City Show,June 26th and 27th? I realize you folks have to be
busy out there, but as this is a first time show, and the falcon a new
computer, they sort of go together. Just think you could ride down in
the semi of falcons;-)

Bruce, I'd personally love to come, but I can't commit right
now. I'd be happy to discuss it off-line.

in e-mail or voice? if voice give me a number and time to
call you please

Voice... 408-745-2082 in the afternoon after 2:00 CA time.
Bruce, by the way... Our factory rep base is being expanded rapidly and
we can try to have a rep attend at the very least.

<[Host] BRIAN.H> Thanks Bruce, up again is John B. Go John.

<[John B.] J.BRENNER1> Sorry to ask this again but I think it is
important. Is it true that the memory upgrade does _not_ work on the GE
soft card

John, I'm sorry that that slipped through. When I saw it, it
was working great. There were working out some BLiTTER problems, but

none insurmountable. Who started the rumor that it didn't work anyway?
:-(I don't think GESoft would appreciate it.

<[John B.] J.BRENNER1> I have read the memory board doesn't work, only
the clock speed up

The GESoft board is not just a clock speed-up, it has a
68030 on it. The CPU and Memory both work. Definitely.

<[John B.] J.BRENNER1> Thanks for the Truth.....seing is believing. :-)

(There was another board that cranked the F030's CPU up to
32+ MHz.) A little on the scarcy and not Atari recommended side :-)

<[Host] BRIAN.H> Thanks Bill and John. Up next is Bill Jones

<[Bill Jones] B.BILLJONES2> How important is New England to Atari? As
far as I know, not a dealer to be found. There was a dealer here in
Portland ME a few years back, so there are some Atari familiar folk
here. How to tap that well? I guess I'll visit Canada!

We have hired a very qualified rep firm in New England that
is just getting up to speed. We expect to see action in the next few
months. Ask your dealers to carry Atari and we'll make sure that the rep
beats them up :-)

<[Bill Jones] B.BILLJONES2> Good news! Thanks!

PLEASE do send us dealer names! We'll forward them to the
rep firms and get this boat moving!!!

<[Steve@CNotes] S.KIEPE> Will we see a real advertising push for Atari
or will it be another small scale job? I ask because the Lynx,
unquestionably the best handheld video game on the market, gets little
name recognition = low sales (comparatively), even though it got great
marks from consumer reports (zillions) and is ridiculously low priced.
The other 2 competing units are everywhere with much name recognition,
but the 2 Lynx's my kids have got get stares of 'what's that." Will
Falcon be left to the same fate? Please be specific on plans. really

re: Lynx, there is a wide-scale promo that will be showing
up in the next few weeks in all of the game mags. We do want to do the
same or bigger with Falcon. The more dealer area we have in the wings,
the larger the scale it will be. Sorry Steve, the dealers will get the
details first.

<[Steve@CNotes] S.KIEPE> It seems like a vicious circle - require
dealers for Atari to mount a large ad campaign, but there won't be
dealers without a market.

Ah, but you are wrong... we are signing up dealers right
now.

<[Host] BRIAN.H> Thanks Steve, up next is Jonesy

<[Jonesy] M.JONES52> Welcome, Bill, and thanks. I'm curious about the DEC/Alpha thing, more specifically, as to whether anyone from DEC strolled over to the Atari stand to talk.

Ho, you bet they came over. The fractal thing is a loaded benchmark anyway you cut it. We just called their bluff.

<[Jonesy] M.JONES52> That's all for now, thanks.

<[Host] BRIAN.H> Up next is Die Hard ATARI!!!!!

<[Die/!\Hard] D.VICHA> Last Friday, somebody mentioned Autodesk Animator in conjunction with the Falcon at CeBit. Are they signed? And are there any disgruntled NeXT devs in Germany looking to change gears for the Falcon?

We have been signing up a good number of NeXT devs, but they are taking a while to get their feet wet. The NeXTstep (software-only) devs will be ok with the '486, but those that liked the hardware are taking a good look at Atari.

AutoDesk U.S. is not officially doing anything active currently. There still is some CyberPaint Falcon activity (so I've been told.)

<[Host] BRIAN.H> Thanks Die Hard ATARI Up next is John. Go John.

<[John] JKUEHN> Bill, What is new on the Kodak Photo CD front? And who are the current players/developers doing PCD?

PCD Developer material is ready to go.

<[John] JKUEHN> The PCD Toolkit is done?

The cost of the development kit is $700 (same as the Kodak kits) and we are taking orders as of today. The kit comes with Pure C, GCC, bindings and Lattice bindings are being reved and will be ready in about a week.

<[John] JKUEHN> ST or Falcon or both?

It will work for all TOS Systems. BTW, I do want to mention on the animation front that Meridian from Lexicor is looking really good and should give users a lot of flexibility

<[Host] BRIAN.H> Great Bill. Thanks for the questions John K. The last question for the night was from Jim Ness but...

but he left to post it in the BBS:

Rumour is that Atari will not ship US Falcons unless more dealers are signed up! Any truth in this rumour??

Errrrng! Wrong, Jim Ness! Thank you for playing our game. :-) Is that clear enough?

<[Host] BRIAN.H> For me it is. Thanks for clearing up the rumour. Thanks Jim for asking it. We're drawing to a close for the formal

portion of the CeBit RTC. Before I put the room into Frenzy Mode, do you have any closing words, Bill?

Once again, I do wish to especially thank the developers that have been working with us on Falcon030 software. There is a boatload of great stuff in the wings from _many_ U.S. developers that will knock everyone's sock off. Yamaha U.S. has been working with us closely on promoting the Falcon and CBX-D5 direct to disk recording system with pro-audio A/D's-D/A's, and I can hardly wait for some of the apps from our old stand-bys! Thanks again!

<[Host] BRIAN.H> Great news Bill. I wish to thank you Bill for attending tonight RTC. I also wish to thank all the attendees for their questions and patience. In frenzy mode ...now!

End of Formal RTC

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<[James] B.ABELL> James Grunke - Any news on Notator Audio for the Falcon?

Re: You'd have to ask them directly for an official announcement on Logic Audio. EMAGIC has a machine and they are pretty excited about the hardware.

Bill, what is the price for dev docs on falcon

G.Z. please contact 408-745-2022 for dev kit details.

We will run as lean and mean as we have to to make Falcon work world-wide! Jack and Sam really do believe in the product, but they do realize that the market is rough and that margins are really, really tough nowadays. That's going to mean even more belt tightening if necessary, but we _will_ be here.

<[Rob] R.ANISKO> Atari has the "luxury" of some pretty loyal users which helps out in times like these...

Jack made a strong commitment to me during CeBIT regarding Falcon Software development, and he definitely doesn't intend to roll over.

REAL TIME CONFERENCE SCHEDULE - All RTC's begin at 10:00 p.m.

April 12 - Pradip Fatehpuria - author of Atari Works
April 14 - Dateline Atari! with Bob Brodie and James Grunke
Win a free subscription to Atari Explorer.
April 19 - Nathan Potechin - Outline Art 3.0
Win a FREE COPY of OL3 or equal value fonts!
April 21 - Purple Mountain Computers (PMC) RTC- Oscar, Darek, Don
April 28 - ABC Solution RTC
May 5 - Missionware RTC with John R. Trautschold
DOOR PRIZE FLASH II 2.1

5246. Best Game?

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 02:29:11 UTC
From: kslate@MtHolyoke.edu
Message-ID: <1qak5n$91b@slab.mtholyoke.edu>
Source record: 207581

I am interested in finding out what the best and most popular new
game is on the market. I am supose to buy one to raffle off at a show and
I don't play many games.

thanks for any help

Slip

5247. Re: Falcons shipping next week in USA!

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 03:11:04 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Apr11.211104.12254@iscsvax.uni.edu>
Source record: 207580

In article <1qa4kpINNlmc@tortoise.cis.ohio-state.edu>, tbrown@cis.ohio-state.edu (ted croft brown) writes:
> In article <1993Apr11.135929.12242@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:
>
>>Well, I don't want a Falcon either...By the time the Falcon arrives on these
>>shores, you can get a Power PC for the same price which is two to four times
>>faster than a Mac Quadra...You get an awesome OS and beable to use the Mac
>>Software base while the new ones are being written...
>>
>
> I would honestly like to know where you get your figures for the cost of a
> PowerPC! I mean Byte had a projected retail of somewhere between 1,000-2000,
> but come on! That's BYTE just throwing a number in the air. I haven't seen
> any other reliable souce of the real price of one.
>
> The CPU is *really* cheap ($50-100) and that will take prices down some, but
> I don't expect to see one with crappy video/sound/memory either. At this
> point, I don't expect Apple to release a PowerPC machine before first quarter
> 94 at no less than $2000 retail. (And no one expects Apple to release one
> before then...and when has Apple be ahead of schedule?). IBM will probably
> release a PowerPC machine by the end of this year. No one knows exactly
> what OS it will run (yet). I sure hope you wern't expecting to run TalOS
> on it...before 95 that is.
>
> A PowerPC machine is a machine of *next year* or is that part of the point
> you are trying to make...the Falcon won't be out here till next year?

Apple head of schedule...Have you seen the sh-t load of Product introductions in the past six months. Nice thing about Apple...An example- October 10, Apple announces a revamping of the Mac Line. That Same day, I walk down to the dealer and bought one of their new model. Now Atari....Some time in 1992, the Falcon is introduced...It is now 1993...Where is the F-cking Falcon???????

> --
> Ted Brown tbrown@cis.ohio-state.edu
> tbrown@magnus.acs.ohio-state.edu

My information comes from MacWeek the industry trade dealing with the Mac... Apple is head of schedule, and will have their first PowerPC on the market in January, 1994, the tenth anniversary of the Mac. Some form of the Taligent OS will be ready also and will be upgraded through OS modules... This baby will be cheap. Prices are expected in the Mac LC range.....

It doesnt really make sense to get a Falcon, which does not have a market and future. Thats the sad truth...

5248. MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 03:36:57 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Apr12.033657.5650@alw.nih.gov>
Source record: 207582

Could all of you enthusiastic Mac and Amiga owners confine your gloating to the comp.sys.*.advocacy groups? Just when did comp.sys.atari.st become the favorite dumping ground for babbling techno-twits? Yeah, the Falcon is late; so what? If I want Mac (or Amiga) info, I'll read those newsgroups; I know how to find them, and so does most everyone else.

There will soon be a comp.sys.atari.advocacy; until then, I would prefer reading about things ST and Atari, and not some {BLEEP}{BLEEP} price list in comp.sys.ATARI.ST. Is any of this getting through? Sinclair? Raist? The fellow from *.rit.edu? I DON'T CARE! I DON'T WANT YOUR OBVIOUSLY BIASED OPINION, AND IT DOESN'T BELONG IN COMP.SYS.ATARI.ST!

Ahem. Sorry for shouting, but wading through a lot of inappropriate articles tends to be tedious, and eventually quite annoying. Anyway, cease and desist, restrain yourself, keep it fun, and maybe you should read Emily Postnews...

5249. Have they arrived yet?

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 03:41:21 UTC
From: azog@world.std.com
Message-ID: <C5Cq8y.7t7@world.std.com>
Source record: 207583

Ok. So Ive been hearing about the Falcon for, gee, it must be over a year now. Several months ago, I called up the dealer I like to patronize, and asked him what the deal is, and was told 'perhaps in March...'

So here it is April, and I havent yet gotten one. Whats the deal? Is this another vaporware product, much like the STbook? I know Atari is a smallish company, and doesnt have the resources like Apple does, to push out a new machine a year, but this is getting simply out of hand.

Ive not been reading this newsgroup for some time, but going thru the old postings, I really dont see much Falcon news. Ive long since packed up my STe in hopes of putting a Falcon in its place. The machine I am using the meanwhile is my VAXstation, so at least I am not high-and-dry...

So, should I give up on Atari? Dont wanna, cause I like the machines, but if the company aint gonna help out, why should I support them?

I am adversely against PC clones, so I can be sure I wont go that way. On the other hand, Sears has some Macs in stock right now. And altho the price is not cheap, at least I can get one the day I go there. Or I could go to an Amiga, but dont wanna do that, cause theres this mentality problem there.

Finally. If Ive waited this long, I can forget the Falcon, and wait a bit longer for the Alpha/PCs in about 6 months. These are under $3000 workstations, based on the 64 bit Alpha chip, but lobotomized down to like 66MHz or so (the real ones run at 150-200MHz). These are also machines based on the EISA(?) buss... DEC does seem to deliver on time, at least most of the time...

Just some thoughts. No flames, if you cant deal with what I am saying, then dont annoy me.

5250. THANKS.

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 04:31:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <282.78.uupcb@uttsbbs.uucp>
Source record: 207589

To all of those who have answered my many questions, I would just like to say thanks. I tried responding via Internet, but found that it did'nt work..I'm new to this whole Inter/USEnet thing and don't really know how to use it very well yet..maybe once I figure out what the hell I'm doing, I can send you some private responses.

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+---+

5251. Re: Best Game?

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 05:26:19 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1qauhrINNgu0@golem.wcc.govt.nz>
Source record: 207584

In article <1qak5n$91b@slab.mtholyoke.edu>, kslate@MtHolyoke.edu (Slip) writes:
>
> I am interested in finding out what the best and most popular new
>game is on the market. I am supose to buy one to raffle off at a show and
> I don't play many games.
>thanks for any help
>
>
>Slip

Well how about LEGENDS OF VALOUR or CIVILIZATION,

I have seen reviews of LEGENDS OF VALOUR and they claim it would be the Best
(Ultimate) role-playing game ever...!!!

Roger.............. sheppard_r@kosmos.wcc.govt.nz

5252. Re: GIF VIEWER FOR THE ST.

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 08:35:54 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1qb9laINNi57@shelley.u.washington.edu>
Source record: 207585

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>Even better than Photochrome, is Speed-Of-Light. Version 2.1 is the current
>version I think, GIF's only, and it is *fast*, does a real good job too!

Yeah! That's my program!! Wow...rivaling PhotoChrome...neat!

Wait 'til version 3.0...ooooooooooo! Blow you away, GUARANTEED!!!!

Oh, BTW guys, did you REGISTER YET??????? I want to see those Shareware fees!

If I see as few as I've gotten, I won't feel like releasing my lightning
fast fractal generator (TT Med, too). I'm trying to finish Speed of Light
Version 3.0 first. If you don't register, you can't use dithering, and
the histogram editing features, plus a lot more features. I will let you
do a few new things for a free trial, however.

Ask anyone who sent out their registration fees already and they'll tell
you that they got an IMMEDIATE response from me (Keycode, etc.).

Don't be scared by that Freeze Dried guy!!!! I'M FOR REAL!!!!!
YOU'LL GET NO CRAP FROM ME!! GUARANTEED!! (Not in writing, you'll have to
trust me.)

Believe me, it's to everyone's benefit to register for the program before
version 3.0 is released. Don't delay, I'm not going to cheat you!!!

Thanks for supporting Atari. They have a heart at least. bump..bump..bump...

And thanks for all who have supported Speed of Light so far!!

Stuart Denman
stusoft@u.washington.edu

5253. Re: Falcons shipping next week in USA!

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 09:30:34 UTC
From: rost@tecrus.dec.com
Message-ID: <1993Apr12.133433.17398@ryn.mro4.dec.com>
Source record: 207593

In article <1993Apr11.211104.12254@iscsvax.uni.edu>, sinclair2246@iscsvax.uni.edu writes...
>It doesnt really make sense to get a Falcon, which does not have a market and
>future. Thats the sad truth...

Well, there is a market for Falcon...people like me who have a lot of Atari software already. Of course that assumes that the software will ruin on the Falcon <grin>, but if I go with a Mac, I can chuck my printers and all my software and buy Mac equivalents. That adds $5-700 to the purchase price of the Mac. With a DOS machine I can at least use my printers, but I still need to invest in $300 of new software.

There's nothing I really *dislike* about my STs other than the fact that the latest software that other systems have isn't being ported.

I don't even have a hard disk yet, so a Falcon with the 4/65 configuration gets me three big wins: a hard drive, four time the memory and the newest TOS at a price not much higher than adding these pieces separately to my 1040. Then of course I *also* get a processor thats a heckuva lot faster.

The negative side to my argument: if Atari is going to go belly up, I'll have to repurchase the software anyway, so maybe I should change platforms now. Well, that's the big decision, I guess, but if I buy Mac or DOS it won't be because I think they are really great machines. All I want is something to run my software on.

Brian Rost @tecrus.enet.dec.com

508-568-6115

****
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
****

5254. Re: ramdisks

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 09:39:26 UTC
From: jesa@s0jxb.exnet.co.uk
Message-ID: <H.C4LgGWMD5fQ@s0jxb.exnet.co.uk>
Source record: 207588

In <PB6755.93Apr11121127@thor.albany.edu>, BROWN PHILIP H writes:
>I recently obtained two ram disks from the atari archive at umich:
>hramdisk and rambaby. Can somebody tell me which one is better? Is one
>preferred over the other for some but not all jobs? Please post or
>email responses to pb6755@csc.albany.edu -- and thanks for your help.
>

I have used HRAMDISK for 2 years now with no compatibility problems
or other nasties. It also installs without fuss as an auto program.
BTW if you can't get it to save it's settings to auto install, then
you must make sure the prog in named HRAMDISK.PRG and not HRAMDSK2.PRG
as mine was.
--
==========
From: John Budden Email: s0jxb@exnet.co.uk

5255. Re: Falcons shipping next week in USA!

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 11:41:32 UTC
From: atario@cats.ucsc.edu
Message-ID: <1qbkhcINN9np@darkstar.UCSC.EDU>
Source record: 207587

In <1993Apr11.135453.12241@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:

>Who the hell in their right f_ucking mind would buy a Falcon today. It doesn't
>make sense at all.
[snip]

Can I ask you something?

Good.

Do you have nothing better to do than sit around here and criticize? What
exactly is your purpose here? Is someone paying you to sway Atarians over
to some other brand?

In short, why are you here?

>Amiga 1200 owner and Mac user---I love it...

That's wonderful. Really. We're all happy for you. NOW LEAVE.

--
__ | atario@cats.ucsc.edu | "Oh no! Toonces, look out! AIIIEEEE!" --SNL
(_ | Delphi: ATARIO | "This is only an exhibition. This is not a
__)teve | "Happy happy! | competition. So please . . . no wagering."
| Joy joy!" --R & S | --Late Night with David Letterman

5256. Re: 520 STFM price cut in the UK (a re-introduction)

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 12:36:08 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.55lqAJCFe1_@semprini.tdkcs.waterloo.on.ca>
Source record: 207595

In <1993Apr5.104358.6091@ericsson.se>, Grant McFarlane writes:
> "Atari are bidding to rejuvenate the ageing STFM by dropping its price to a
> staggeringly low 159 pounds - and it is strongly suspected that the firm will
> also be dropping the prices of its STEs later in the year.
> The manufacturer stressed that the new move is not a price drop but a
> "re-introduction of the machine at an ultra competitive price point."
> Atari believe that at its new price the STFM can recapture some of its old
> glory days and hit sales of 150,000 units in 1993. Atari's Marketing Manager,
> Darryl Still, told us that they had considered dropping the eight year-old
> machine altogether but decided on a revamp due to perceived demand from retail.

"Since we can't bring any new hardware to market, and our attempt to get
software vendors to produce STe software has failed miserably, we
figured we'd produce yet another batch of the Same Old Stuff(tm). That's
our new motto, The Same Old Stuff. We've kicked Real Soon Now!"

The Atari spokesman went on to say that anyone waiting for a Falcon040
announcement should really go buy another computer. "We don't want
people waiting forever for something that will never make it to market."
When asked about people in North America waiting for Falcon030s, the
spokesman replied with a quick, "No comment."

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

5257. Re: FALCON, 386 COMPAT?

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 13:09:20 UTC
From: I.A.Inman@newcastle.ac.uk
Message-ID: <C5DGJL.FGF@newcastle.ac.uk>
Source record: 207590

In article <ekrimenC551yF.BIu@netcom.com>, ekrimen@netcom.com (Ed Krimen) writes:
> In article <95.78.uupcb@uttsbbs.uucp> jeff.spink@uttsbbs.uucp (Jeff Spink) writes:
> >I recently got the specs on the Falcon 030, and read something about an
> >internal direct processor slot for 386sx emulation, or other processors.
> >I'm not really sure exactly what this means. Does this mean that the
> >Falcon is/can be IBM 386SX compatible??
>
> Compo has planned a 286 and a 486 emulator for the Falcon; no 386 emulator.
> Yes, it means the Falcon can be DOS compatible (fun, fun, fun).

Keep talking here, you could win me back from the Commodore camp! :)

5258. Re: 520 STFM price cut in the UK (a re-introduction)

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 13:13:09 UTC
From: I.A.Inman@newcastle.ac.uk
Message-ID: <C5DGpx.FHo@newcastle.ac.uk>
Source record: 207591

In article <Jeffrey_Kreth.15jw@fcircus.sat.tx.us>, Jeffrey_Kreth@fcircus.sat.tx.us (Jeffrey Kreth) writes:
>
> > Well there you have it, these morons are both blind and stupid. They
> should've dropped the STE price to nothing years ago and really pushed
> developers with
>
> Y'know, I've been studying some marketing cases where there have been some fabulous results, simply from a company listening to what it's customers would like to see. It's truely a shame that Atari can't learn from these experiences.
>
> (((("I ALWAYS have
> o-o a nice day"
> .
> - --==JAK==--
> Damn! Broke the Prime Directive AGAIN!--
> Jeffrey_Kreth@fcircus.sat.tx.us

I've missed the thread here, what is the British STFM price these days?

I used to own one over four years ago, and then it cost me 399 pounds, including a large software pack.

Do they really expect it to take on even the A600?

Mackem Ian.
(C= owner)

5259. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 13:15:42 UTC
From: I.A.Inman@newcastle.ac.uk
Message-ID: <C5DGu6.FK8@newcastle.ac.uk>
Source record: 207592

In article <1993Apr12.033657.5650@alw.nih.gov>, rvenable@helix.nih.gov (Richard M. Venable) writes:
> Could all of you enthusiastic Mac and Amiga owners confine your gloating
> to the comp.sys.*.advocacy groups? Just when did comp.sys.atari.st
> become the favorite dumping ground for babbling techno-twits? Yeah, the
> Falcon is late; so what? If I want Mac (or Amiga) info, I'll read those
> newsgroups; I know how to find them, and so does most everyone else.
>
> There will soon be a comp.sys.atari.advocacy; until then, I would prefer
> reading about things ST and Atari, and not some {BLEEP}{BLEEP} price list
> in comp.sys.ATARI.ST. Is any of this getting through? Sinclair? Raist?
> The fellow from *.rit.edu? I DON'T CARE! I DON'T WANT YOUR OBVIOUSLY BIASED
> OPINION, AND IT DOESN'T BELONG IN COMP.SYS.ATARI.ST!
>
> Ahem. Sorry for shouting, but wading through a lot of inappropriate articles
> tends to be tedious, and eventually quite annoying. Anyway, cease and desist,
> restrain yourself, keep it fun, and maybe you should read Emily Postnews...

NO!

Who would post to this group if we weren't here anyway? ;)

Mackem Ian.
(C= owner)

P.S. Sorry, couldn't resist!

5260. AtariUser claims it's still alive

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 15:07:31 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93102.29251.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 207596

I called the AtariUser office and left a voice mail message, and low and behold I got a response. Associate editor John King Tarpinian called me back and claimed they would publish a new issue "as soon as the Falcon is released. (This was Thursday, April 8). I say, don't hold your breath.

5261. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 15:53:55 UTC
From: martinmf@imv.aau.dk
Message-ID: <martinmf-120493174333@ydun.imv.aau.dk>
Source record: 207600

Just repeating for those who did not get the message first time:

Mac and Amiga users, shut up! Any relevant mail in this newsgroup is great, keep the rest out. If you do not have any interest in Atari computers, post in other newsgroups. Got it?

In article <C5DGu6.FK8@newcastle.ac.uk>, I.A.Inman@newcastle.ac.uk (I.A. Inman) wrote:

> Who would post to this group if we weren't here anyway? ;)

There is only one way to find the answer, I.A.Inman. Think about it...

Martin

5262. Re: Warp 9 - compatibility?

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 16:00:24 UTC
From: kevinb@syma.sussex.ac.uk
Message-ID: <1993Apr12.160024.23553@syma.sussex.ac.uk>
Source record: 207602

Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
> Warp-9 works great with Pagestream 2.2, and makes it a LOT better to use,
> increasing the speed of things no end!

> Notator, I'm not sure of - but from memory it doesn't have any problems.

There's certainly no problem with Creator (with Warp 9 set up to disable the screen saver while it's running), and Notator should be no different.

5263. Chris Williamson --Atari Hardware/soft...--

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 16:21:06 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <1993Apr12.162106.26585@magnus.acs.ohio-state.edu>
Source record: 207597

Chris, I have been trying to send my order to you, but I have not gotten any response...

Could you mail me or contact me please..

If there is anyone out here who can reach him for me, or tell me what has happened, I don't believe he has moved from boulder Colorado.

To all others, I am sorry for posting here, but this was the only way I can try to contact him through e-mail. Please accept my apologies.

Michael Steve
Columbus OH

5264. Stupid rumors

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 16:24:53 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC5DpLI.9w4@netcom.com>
Source record: 207598

Someone has apparently posted a forgery of (part of) an on-line conference,
in which it is claimed that I am leaving Atari in some sort of a
creative dispute.

This is definitely not true. I am quite happy here at Atari, and I'm
looking forward to working on some of the new projects we have coming
up.

If I ever do decide to leave Atari, you'll hear it from me directly,
not from some third party.

Eric
ersmith@netcom.com ersmith@atari.uucp
(*This* message you can consider an official Atari statement, if you want;
Atari certainly knows that I'm staying and approves of that fact :-)).

5265. Re: Cyberdrome Demo

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 16:27:58 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr12.162758.11449@newshost.lanl.gov>
Source record: 207599

In article 29397@ultb.isc.rit.edu, mrz5149@ritvax.isc.rit.edu () writes:
>Does anybody know if there is a demo version of Cyberdrome available
>for FTP? If there is, what address (I'm familiar with archive.umich)

Sure is. A fully functional Cyberdrome demo is available for ftp from
atari.archive.umich.edu. I don't recall if it is in the GAMES or DEMOS
section, but it's there, alright. It's also available on GEnie.

Let me know if you can't find it.

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5266. Re: AtariUser claims it's still alive

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 16:47:50 UTC
From: rjung@netcom.com
Message-ID: <rjungC5Dqnr.vA@netcom.com>
Source record: 207603

In article <93102.29251.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
L676791@LMSC5.IS.LMSC.LOCKHEED.COM writes:
>I called the AtariUser office and left a voice mail message, and low and
>behold I got a response. Associate editor John King Tarpinian called me
>back and claimed they would publish a new issue "as soon as the Falcon is
>released. (This was Thursday, April 8). I say, don't hold your breath.

The guy is sincere, at least. I mean, I have to drop off a floppy with some
new stuff for AtariUser this weekend. If John and John (Nagy and Tarpinian)
are out to shut down the magazine, I doubt they'd tell me to bother.

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+------------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were
chosen because you are the class clown and frankly, you're expendable."

5267. Re: Best Game?

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 16:55:57 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr12.165557.15363@newshost.lanl.gov>
Source record: 207601

In article 91b@slab.mtholyoke.edu, kslate@MtHolyoke.edu (Slip) writes:
>
> I am interested in finding out what the best and most popular new
>game is on the market. I am supose to buy one to raffle off at a show and
> I don't play many games.

How about CYBERDROME - THE HOVERJET SIMULATOR ? It's new, networkable between two computers, and of course, is TT & Falcon compatible. Send email for info.

Sorry... just can't resist the opportunity for a plug. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5268. Re: Warp 9 - compatibility?

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 17:05:22 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr12.170522.17573@newshost.lanl.gov>
Source record: 207604

In article V9Zs2B1w164w@oneb.almanac.bc.ca, bhawker@oneb.almanac.bc.ca () writes:
>This goes out to all the current Warp 9 users who are happy or
>unhappy about the product. I am considering purchasing Warp 9,
>but would like to know if anyone has discovered compatibility
>problems with it, and whether or not it is serious enough to
>not buy it....

I'm a very happy Warp 9 user who finds it an extremely stable, totally
transparent utility that makes day-to-day computing tasks much more pleasant.
The extend-o-save modules and font manipulation goodies are neat, but just
gimmicks IMHO. It's worth the price just for the speedup alone. Buy it.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5269. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 17:09:41 UTC
From: VONGUNTENR@EZINFO.VMSMAIL.ETHZ.CH
Message-ID: <1993Apr12.170941.19428@bernina.ethz.ch>
Source record: 207605

In <C5DGu6.FK8@newcastle.ac.uk> I.A.Inman@newcastle.ac.uk writes:

>
> In article <1993Apr12.033657.5650@alw.nih.gov>, rvenable@helix.nih.gov (Richard M. Venable) writes:
> >
> > [stuff deleted...]
> >
>
> Who would post to this group if we weren't here anyway? ;)
>
> Mackem Ian.
> (C= owner)
>
> P.S. Sorry, couldn't resist!

Better few interesting posts than too much stupid ones... :(

Sorry, I also couldn't resist!

|Ralf von Gunten | Ecole d'Ingenieurs du Canton de Neuchatel * EICN-ETS|
|Technical collaborator | Hotel-de-Ville 7, CH-2400 Le Locle, Switzerland |
|Vox:(039) 341212 * FAX:(039) 312607 * Email:VONGUNTENR@ezinfo.vmsmail.ethz.ch|
| Happiness is the only belonging which multiplies when you share it... |

5270. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 17:17:56 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993Apr12.171756.12619@ultb.isc.rit.edu>
Source record: 207606

>The fellow from *.rit.edu? I DON'T CARE! I DON'T WANT YOUR OBVIOUSLY BIASED
^^^^^^
I hope you were referring to the other folks there. If you think I own
a Mac you're wrong. If you think I hate ATARI computers you are wrong.
If you think I like reading loads of off topic posts, you are wrong.

I saw a thread that was going to explode. You know, somebody compares
X computer to ST. Then 1000 different people say that X computer's
stats were wrong, etc. So to finish it off, I just posted some SHORT
and offical statistics. I also posted it so that there was some information
to objectively compare the falcon to. After all, the falcon is competing
with Mac and a post or two of statistics doesn't hurt, it's the 500
follow-up messages.

I REALLY like ATARI hardware but I think that I'm starting to take on
the Bob Retelle (sp?) opinion of "love the computer, hate the company".
To tell you the truth, I like both Macs and ATARI's but I think they
are both suited for opposite jobs. I don't think I could live on just
a Mac unless I was forced to. (That's why I own Spectre GCR)

Times are a changin'. Let's hope ATARI can stick in there!

+---+------------------------------+
Michael "Zoooks!" Zucca	Spam, spam, spam, spam, spam
Internet: mrz5149@ritvax.isc.rit.edu	Spam, spam, spam, spam, spam
Printing And Applied Computer Science	Lovely spam, woderful spam!
RIT - Rochester Institute Of Technology	Shut up. Shut up! Shut Up!
+---+------------------------------+

5271. Re: April Fools Day - No FALCONs yet

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 17:23:21 UTC
From: ken@isgtec.com
Message-ID: <4543@isgtec.isgtec.com>
Source record: 207627

In article <1993Apr8.185450.3691@ultb.isc.rit.edu> mrz5149@ritvax.isc.rit.edu writes:
> The Centris 610 has the 68EC040 (I think the letters might be different)
> (What I do know is that it is the 040 without the internal math
> coprocessor).

Close, but no cigar. The 610 uses the 68LC040. Also technically there is
an FPU in it, it's just disabled. :}

> The Centris 650 has the COMPLETE 68040 in it.

Close again. The base 650 (4/80 I think) also has the 68LC040, a fact that
has annoyed many Mac buyers. All other 650's have the full 68040. On the
650's you can replace the 68LC040 with a real 040, but NOT on the 610.
(There's quite a difference in price BTW).

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

5272. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 17:56:02 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Apr12.175602.28664@rchland.ibm.com>
Source record: 207617

In article <1993Apr12.033657.5650@alw.nih.gov>, rvenable@helix.nih.gov (Richard M. Venable) writes:
|> Could all of you enthusiastic Mac and Amiga owners confine your gloating
|> to the comp.sys.*.advocacy groups? Just when did comp.sys.atari.st
|> become the favorite dumping ground for babbling techno-twits? Yeah, the
|> Falcon is late; so what? If I want Mac (or Amiga) info, I'll read those
|> newsgroups; I know how to find them, and so does most everyone else.
|>
|> There will soon be a comp.sys.atari.advocacy; until then, I would prefer
|> reading about things ST and Atari, and not some {BLEEP}{BLEEP} price list
|> in comp.sys.ATARI.ST. Is any of this getting through? Sinclair? Raist?
^^^^^^
/
Sir, it has been quite
a while that I haven't been
here.

Second, and get this, the reasons I have posted here is when I read
obvious non-sense where the A1200 or other computer is concerned. Personally,
I think the Falcon is nice, although the company itself might kill it.

|> The fellow from *.rit.edu? I DON'T CARE! I DON'T WANT YOUR OBVIOUSLY BIASED
|> OPINION, AND IT DOESN'T BELONG IN COMP.SYS.ATARI.ST!

And the guys that post here have an objective opinion.... what a concept.

|>
|> Ahem. Sorry for shouting, but wading through a lot of inappropriate articles
|> tends to be tedious, and eventually quite annoying. Anyway, cease and desist,
|> restrain yourself, keep it fun, and maybe you should read Emily Postnews...
|>

You don't like to hear truth? Then don't read it! Put me in a kill file,
for all I care. Or you can just skip my subjects... or is it too hard
to resist the temptation?

Raist New A1200 owner 200 meg HD 320<->1280 in x, 200<->600 in y
in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
don't e-mail me -> I don't have a valid address nor can I send e-mail

5273. Re: April Fools Day - No FALCONs yet

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 18:03:13 UTC
From: bill@mwca.UUCP
Message-ID: <2039@mwca.UUCP>
Source record: 207622

In <1q1ljcINN5d@phakt.usc.edu> baffoni@phakt.usc.edu (Juxtaposer) writes:

>In article <1993Apr7.205118.8578@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:

>>The 68040 has both an on-chip MMU (PMMU) and an on-chip FPU (PFPU??? :-).
>>The on-chip FPU is much like the 68882 but I believe some commands are left
>>out. Anyone know for sure?

> The original model of the '040 has a reduced FPU set. However, the
>'040 in the Centris is the 68040EC which means it is the '040 without FPU
>support - much like the 80486SX. If I recall correctly, the 68882 has
>several functions not on the on-board FPU of the '040, and can use the '882
>much as the '030 does.

Not quite - the 68EC040 does not have an MMU, but I believe it does have an
FPU. The 68LC040 does not have an FPU.

Bill
--

##
Bill Sheppard -- Western Regional Sales Manager -- bills@microware.com
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
################ Opinions expressed are my own and usually wrong ################

5274. The FALCON quest

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 18:05:46 UTC
From: oconnor@took.enet.dec.com
Message-ID: <1993Apr12.180301.7491@ryn.mro4.dec.com>
Source record: 207607

I've been watching these FACLON threads and I just have to put my 2 cents in.

I have been a long time Atari owner, user and advocate.

But I have to say that Atari is losing me and a lot of people like me. The only reason I keep Atari now is for the software I own. I've seen a FALCON at a users-group meeting and yeah it is a nice machine but I can't buy one.

There are few dealers in the US. The market presence, at a time when market presence is all important is nil.

I guess everyone feels defensive about there machine but I just can't feel good about a machine which I can't even find hardware for let alone software. People with MACs and clones can not only go down software stores but they can also go to retail stores like Sears or Lechmere or Circuit City.

anyway...

Joe

5275. Re: AtariUser claims it's still alive

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 18:46:45 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr12.184645.10300@newshost.lanl.gov>
Source record: 207608

AtariUser is suffering from its own fair share of woes but you can bet it's far from dead, just running a little behind. Hey... this _is_ an Atari magazine, remember? :) Hang in there, they'll be back.

Plus John King Tarpinian is beginning the organization of this year's Glendale show which promises to be something really different. Look for a press release from John about the new show venue "real soon now." :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5276. Re: HELP: Displaying 3D objects in world

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 19:35:52 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <7340128@hpfcso.FC.HP.COM>
Source record: 207480

Use the Z-Buffer algorithm. It just works! The painter's algorithm will always have cases that suck. If you're on a workstation, you'll have RAM for the Z-Buffer.

For more death case of the painter's algorithm, consult the graphics bible. Foley and van Dam, Computer Graphics: Principles and Practice. They also describe the Z-Buffer algorithm.

Ted.

5277. Re: Re:HELP:Displaying 3D objects in world

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 19:51:02 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <7340129@hpfcso.FC.HP.COM>
Source record: 207481

You will never get the painter's algorithm to work for all cases unless you want to cut up your primitives (most people play in triangles) into smaller and smaller pieces. Also, as your scene gets more and more complex the preformance goes to hell. Trust me, if you want to do it right, you must use the Z-Buffer algorithm. It is very simple because it works at the pixel level but eats up a good amount of RAM for the Z-Buffer. All of the big players in 3D graphics use Z-Buffers (I'm talking workstations here [HP,SGI,DEC,E&S and Sun]).

Basically, a Z value for each pixel of the primitive to be drawn is calculated. This is done in the same manner as interpolating colors for a triangle to do smooth shading. The Z-value for each pixel is compared to the Z-value corresponding to that pixel in the Z-Buffer (you need a buffer as large as your screen and deep enough for a good dynamic range (24-bits is common but 8 or 16 will do in a pinch). If the new Z-value is less than the one in the Z-Buffer (the new pixel is closer to the viewer than the previous pixel at that location) the pixel is rendered and the Z-buffer location for that pixel is replaced with the new Z-value. If the new Z-value is greater than or equal to the value in the Z-buffer (the new point is behind existing point) the pixel is not rendered (Z compare fail) and the Z-buffer is not written with the new pixel value. If you draw all of the primitives for a scene without regard to order the correct image will be drawn. You get the same pixel performance regardless of how many primitives are to be drawn. Very simple math is used to compute Z.

Read the bible by Foley and van Dam, Computer Graphics: Principles and Practice for details.

Ted.

5278. Re: Falcons shipping next week in USA!

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 20:30:59 UTC
From: healy@nosc.mil
Message-ID: <1993Apr12.203059.15567@nosc.mil>
Source record: 207609

In article <930410684@ritz.mordor.com> ritz@ritz.mordor.com (Christopher Mauritz) writes:
>Let's see if anyone buys them other than 1000-2000 rabid Atari
>users who buy any "upgrade" from Sunnyvale.
>

Well, I'll probably buy a Falcon if they ever become available, and the last
(and only) thing I ever bought from Atari was my 1040STf in 1987. Like the
1040 when it was released, the Falcon looks like a good computer for music.

Look out, I must have rabies :-)

Mike Healy

healy@nosc.mil

5279. Re: GIF VIEWER FOR THE ST.

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 21:34:43 UTC
From: dud@stein.u.washington.edu
Message-ID: <1qcn9jINN98n@shelley.u.washington.edu>
Source record: 207611

stusoft@hardy.u.washington.edu (Stuart Denman) writes:

>wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>>Even better than Photochrome, is Speed-Of-Light. Version 2.1 is the current
>>version I think, GIF's only, and it is *fast*, does a real good job too!

>Yeah! That's my program!! Wow...rivaling PhotoChrome...neat!

>Wait 'til version 3.0...ooooooooooo! Blow you away, GUARANTEED!!!!

>Oh, BTW guys, did you REGISTER YET??????? I want to see those Shareware fees!

>If I see as few as I've gotten, I won't feel like releasing my lightning
>fast fractal generator (TT Med, too). I'm trying to finish Speed of Light
>Version 3.0 first. If you don't register, you can't use dithering, and
>the histogram editing features, plus a lot more features. I will let you
>do a few new things for a free trial, however.

>Ask anyone who sent out their registration fees already and they'll tell
>you that they got an IMMEDIATE response from me (Keycode, etc.).

>Don't be scared by that Freeze Dried guy!!!! I'M FOR REAL!!!!!
>YOU'LL GET NO CRAP FROM ME!! GUARANTEED!! (Not in writing, you'll have to
>trust me.)

>Believe me, it's to everyone's benefit to register for the program before
>version 3.0 is released. Don't delay, I'm not going to cheat you!!!

>Thanks for supporting Atari. They have a heart at least. bump..bump..bump...

>And thanks for all who have supported Speed of Light so far!!

>Stuart Denman
>stusoft@u.washington.edu

You should go into advertising instead of computer engineering! :)

Seriously, everyone, Stuart's a great guy & a great programmer. He
deserves your support. I gave him my shareware fees right away, and I can
attest that he is hard at work on Speed of Light version 3.0!

Have fun with the program! :)

Dan Aylward
dud@u.washington.edu

5280. Re: Falcons shipping next week in USA!

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 21:42:45 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1qcnolINNqrd@tortoise.cis.ohio-state.edu>
Source record: 207610

In article <1993Apr11.211104.12254@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:
>In article <1qa4kpINNlmc@tortoise.cis.ohio-state.edu>, tbrown@cis.ohio-state.edu (ted
croft brown) writes:

>> The CPU is *really* cheap ($50-100) and that will take prices down some, but
>> I don't expect to see one with crappy video/sound/memory either. At this
>> point, I don't expect Apple to release a PowerPC machine before first quarter
>> 94 at no less than $2000 retail. (And no one expects Apple to release one
>> before then...and when has Apple be ahead of schedule?). IBM will probably
>> release a PowerPC machine by the end of this year. No one knows exactly
>> what OS it will run (yet). I sure hope you wern't expecting to run TalOS
>> on it...before 95 that is.
>>
>> A PowerPC machine is a machine of *next year* or is that part of the point
>> you are trying to make...the Falcon won't be out here till next year?

>Apple head of schedule...Have you seen the sh-t load of Product introductions
>in the past six months. Nice thing about Apple...An example- October 10,
>Apple announces a revamping of the Mac Line. That Same day, I walk down to
>dealer and bought one of their new model. Now Atari....Some time in 1992, the
>Falcon is introduced...It is now 1993...Where is the F-cking Falcon???????

If you want to be technical, the Falcon has not been "announced" in the US,
it has been announced in Europe though (and it's for sale there too).
I've known about those new macs for
awhile now...I've been waiting for the DSP macs for over a year already.
Yes, Apple is better now, but timing the announcement so it coresponds with
the product availability date is just a simple marketing trick. If Atari
tried to do that, we'd all scream "Atari is doing nothing, they're doomed!"

Considering Apple's current supply problem, I'm actually amazed that I *can*
pick up a LC III and take it home. (Let me stress again in case you missed
it..hey I'm waiting for that PowerPC mac now for *over a year*! I've been
waiting for that DSP mac *for over a year*! Gosh I wish Apple would
realeas stuff on time!!)

>My information comes from MacWeek the industry trade dealing with the Mac...
>Apple is head of schedule, and will have their first PowerPC on the market in
>January, 1994, the tenth anniversary of the Mac. Some form of the Taligent OS
>will be ready also and will be upgraded through OS modules... This baby will
>be cheap. Prices are expected in the Mac LC range.....
>

note Please that "First Quarter '94" == "January '94". I read MacWeek too,
and you sure are putting a positive spin on the availability of TalOS. They
said those macs would be running a form of the normal MacOS with a 68020

translator taking care of running normal mac apps (this is *not* Taligent) but might be considered a piece of the final Taligent Macintosh emulation code. Apple is known for ballparking thre release price of the machine as being too low. This is a "ballpark" figure for a machine that hasn't entered beta yet!

It does depend upon the given day on how positive the news of Taligent is... but, again, I don't expect it in it's full glory till 1995. I do expect a PowerPC mac running Sys 7 (8) next year...but that is eight months away from now! And I just don't expect them to sell for $1299! Apple has already stated that the MacOS module for TalOS might not be available when it's released. What more do you want?

Keep in mind, I am *not* an Atari zealot..even though I own one, I'm much more of a Mac zealot (actually a NeXT zealot...) and trying to convey imminent release of the PowerPC w/Taligent for the cost of a Falcon is just a little to far from how I percieve reality.

And, rember one thing about the Falcon. I dont' think there is a machine within $1,000 of the price of the Falcon that has the same sound capabilities that it has. That little fact there will sell at least a few of the machines.

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

5281. Re: Falcons shipping next week in USA!

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 22:07:45 UTC
From: apalmer@pyrps5.eng.pyramid.com
Message-ID: <186099@pyramid.pyramid.com>
Source record: 207612

I for one will be buying a Falcon as soon as they are out. I'm
#1 on the waiting list at B&C. I do not appreciate the name calling
of some of the "other system" owners. I have been working with computers
for over 20 years. (both hardware and software) I've been a unix
power user for the last 7 year. My last 4 years have been spent
giving hotline support on Pyramid hardware, ucb unix, att unix,
SVR4 and networking. (I love unix) :,)

As you can see, I am not a brain dead computer user. I use both a Mega4
and a TT networked together at home. The Mega4 has a genlock, a FAST16,
scsi tape and a PC Ditto II (yes, it works great). I am very happy with
the fast and easy to use interface of the Atari. My wife and kids
have never had a problem using the system. I have used both PCs and
MACs at work. After using other home computer, I choose Atari.

I read this group to be informed about Atari computers. I have decided
what computer I want to own. I do not need owners of other systems
calling me names because of the system I decided buy. If you do not
have something positive to add to this group, press "u" now.

thanks,
Al Palmer
apalmer@pyramid.com

5282. Thanks: Term programs for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 22:40:20 UTC
From: pmkierst@flash.LakeheadU.Ca
Message-ID: <954@thunder.LakeheadU.Ca>
Source record: 207614

Well, I recieved quite a few suggestions for a terminal program for use with the 520ST. I got a lot of replies. Many thanks to the following:

RICHARDSON@vaxr.sscl.uwo.ca
01mbmccabe@leo.bsuvc.bsu.edu
gseto@biome.bio.ns.ca (George Seto)
klasmekj@ucunix.san.uc.EDU (Kevin J. Klasmeier)
baffoni@scf.usc.edu (Juxtaposer)
Louis The Duck <ltduck@access.digex.com>
Jochen_Leufen@kr.maus.de (Jochen Leufen)
edik@spartan.ac.BrockU.CA (Ed Sternin)
aa872@freenet.carleton.ca (Thomas Hall)

I am pretty sure I missed a few people, and I sorry to those, but many thanks to those as well. I recieved a lot of suggestions to use Uniterm, and I think that will be my first try. I also recieved suggestions for RUFUS, VT640 and Vanterm. Again, many thanks to all those who responded.

Paul Kierstead
pmkierst@flash.lakeheadu.ca

5283. Re: For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 23:04:01 UTC
From: skenyon@lonestar.utsa.edu
Message-ID: <1993Apr12.230401.830@ringer.cs.utsa.edu>
Source record: 207616

I have these for sale:

3 Segate ST251 MFM drives $60 obo
1 Adaptec 5000 $50 obo
1 Atari Controller $50 obo
1 MFM Case w/power supply $50 obo
1 SCSI Case w/power supply $70 obo

You pay postage & handling.

Let me know!

5284. When is Summer CES?

Newsgroup: comp.sys.atari.st
Date: 1993-04-12 23:52:09 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1qcvb9$6kb@usenet.INS.CWRU.Edu>
Source record: 207615
Cross-posted to: comp.sys.atari.st,rec.games.video

When is the Summer CES? Which week?

Which days?

Also, how do you get tickets?

Thanks.

--

5285. NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 00:51:33 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <28811@galaxy.ucr.edu>
Source record: 207620

Ya know, if former NeXT developers are going to write programs for
the Falcon, why doesn't Atari have them write NeXTStep ST for it.
You think Steve Jobs would go for it?

At the very least they could rewrite the development package for Atari.

Paul

5286. ST mail order places

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 02:42:54 UTC
From: boyd@gauss
Message-ID: <C5EI7I.8nw@mailer.cc.fsu.edu>
Source record: 207618

I mentioned ordering some ST stuff through the mail, and have gotten several requests for some phone numbers. I post them here for all. If you are in the continental US, call up the 800 numbers and get the catalogs!

Sideline Software: They have the latest euro ST games, and a good bargin bin. Give them a call if the product is at all old, as euro games get very cheap very quickly (I bought a $45 game for $15 about 2 months after it was released). 1-800-999-9273

Video Palace: This guy claims to have the biggest library of ST software in the country. He has found everything I have asked for (including some very obscure stuff). (407) 465-4745

Toad: These guys have lots of ST hardware and software, but are not exactly the cheapest place to buy from. Be sure to get on their mailing list (their catalogs are excellent and free). They can answer just about any ST question. 1-800-448-TOAD.

L&Y Electronics: An excellent ST store in VA (up near Springfield). The family that owns it is very nice, and they have a big inventory. They also do mail order, and have a big $10 bargin bin. Visit it if you are in the area! (703) 494-3444

D&P Computer: Mostly ST hardware, they make good HD enclosures. I bought one of these instead of a Toad, due to better quality and price. They also print a catalog, so get on the mailing list. 1-800-535-4290

E. Arthur Brown: They print a newspaper-like catalog, lots of good buys. 1-800-322-4405

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5287. Re: Falcons shipping next

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 02:54:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <319.78.uupcb@uttsbbs.uucp>
Source record: 207630

Well, as for availability of software for the Falcon, even if much software is'nt made for it, with the 386/486?? emulators being made, you'll always have IBM software compatibility, which is a BIG plus in my book.

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+---+

5288. Stupid rumors

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 02:58:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <320.78.uupcb@uttsbbs.uucp>
Source record: 207631

Eric, do you work at the Sunnyvale office? If so, perhaps you know my father, Steven Kawalick, Exec. Vice Pres. of the Law division...his office used to be right next to Jacks, know him?

```
+-------------------------------------------------------------------------+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+-------------------------------------------------------------------------+
```

5289. Desktop font - changeable?

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 03:41:41 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12918@uqcspe.cs.uq.oz.au>
Source record: 207619

Is there any way, even the ugliest machine specific kludge, to get to use
different AES fonts?

The reason I ask is that Julian R.'s excellent BigScreen program allows
someone with an ST to emulate a TTmedium screen for the purpose of
software development (not much use otherwise - it's too slow, just as
Julian indicates)... EXCEPT, the font is still the 8x8 system font,
whereas TTmedium uses the 8x16 system font.

By the end of the week, it won't matter to me - my TT will have arrived
by then (Ye-hah!), but I certainly found developing with BigScreen a
great help - and a font changer would have been an additional help.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| ___________________________|

5290. HELP! GFA Compiler Deleted!

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 04:51:43 UTC
From: circuit@csd4.csd.uwm.edu
Message-ID: <1qdgsvlNN3qm@uwm.edu>
Source record: 207621

Help! I recently just wrote a file over my compiler for GFA Basic.

The thing is, I use one of the first early versions of GFA, when Michtron was still covering it around '88. Likewise that's when the compiler I'm using first came out (seperately of course).

If anyone still has a copy of the compiler program, can they PLEASE help me out!!!!

Any help would be greatly appreciated! My work is at a standstill!

Marty

--
circuit@csd4.csd.uwm.edu Ministry of Misinformation
circuit@convex.csd.uwm.edu Clearly the rantings of madman...
"..I Believe that entropy will eventually come to..HEY where'd everybody go?"

5291. alchemy jr

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 06:18:45 UTC
From: colin@psych
Message-ID: <C5Es7A.G97@bunyip.cc.uq.oz.au>
Source record: 207623
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I have been trying to use alchemy junior as a sequencer on my
JV-30 (Roland) but have been having trouble. The sequencer will
happily play on the keyboard, the prerecorded songs work well as
does the click track. When I record as segment and drag it to a track
it always thinks there are zero events (although all the events actually
are there when observed in the patch diagram). I know I am supposed to
double click on the pattern to set a new pattern to paste the track into
but the double click never does anything. The result of this is playback never
produces any sound from the keyboard!

I know the atari is OK because 32track records and plays back properly,
it however doesn't handle patterns; my primary use is for a rhythm recorder?

The atari is and st with 4 megs, any help would be greatly appreciated!

Thanks Colin Canfield
(ps. please respond by mail)

Colin Canfield
Multimedi Project
Queensland University of Technology

5292. Re: When is Summer CES?

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 06:40:13 UTC
From: hsp4@cunixb.cc.columbia.edu
Message-ID: <1993Apr13.064013.20410@news.columbia.edu>
Source record: 207624
Cross-posted to: comp.sys.atari.st,rec.games.video

In article <1qcvb9$6kb@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>
>When is the Summer CES? Which week?
It's in Chicago in the first week of June.

>Which days?

Trade Days are 6/3-5, and Consumer day is Sunday, June 6.

>Also, how do you get tickets?

Call 1-800-388-6901 for show information or Ticketmaster at 312-559-1212 for
advance tickets. This is from the Summer CES ad in Stereo Review.

>Thanks.

You're welcome.

Sol Poretsky
hsp4@columbia.edu
(if I learn EMACS, the .sig will come)

5293. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 08:23:27 UTC
From: Mark.Lewell@bbs.actrix.gen.nz
Message-ID: <1993Apr13.082327.27417@actrix.gen.nz>
Source record: 207625
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <H.ea.51ekVsd3uB_@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
> In <wmtwen.734014020@rw8.urc.tue.nl>, Erlend Nagel writes:
> [putting 4M or 14M of real live dual-ported VRAM into Atari computers]
>
> I'm sure they didn't think of it... From the benchmarks posted here, it
> looks liket he Falcon is _slower_ than an ST in some of the 16-colour
> modes. That's a hellish performance hit due to the video, and one of the
> many reasons that I'm not going to buy one, even if they do eventually
> show up in North America.
>

Sigh. The Falcons that were benchmarked were the /slower/ developer
revision models. When some demo coders got their hands on production
Falcons, they are able to perform graphics manipulations in 65,536
colours that would probably be nearly impossible on even 50 Mhz 486s.
When Falcon-specific games are available in the coming months, it
will be demonstrated that the Falcon is the superior architecture
for many applications.

The tradeoff the designers made (resolutions <= 800x600) is more
than compensated by the flexibility of having up to 14 MB of graphics
memory with hardware scrolling support. The upgraded BliTTER rated
at /64 million/ pixels per second is unmatched by no other US$799
or even US$2000 computers that I know of.

Those are some of the reasons why I have to laugh when a Mac user
spouts off about the new Centris and Quadras. I predict that
when the new flight simulators for the Falcon are released and
compard with those available for the Quadra, the serious deficiencies
of the Macs will be graphically evident. Of course, when audio
capabilities are also accounted for, then the question will not
be whether Macs are getting cheaper, but if they are worth more
than a few hundred dollars.

I will also be watching the maturation of MultiTOS with great
interest. Its current capabilities--

- preemptive multitasking
- threading
- memory protection
- multiuser support(?, not sure of this)

The lack of memory protection in the Mac OS is reason enough to
avoid Macs, because one thing is certain--software memory requirements

are growing both in size and complexity. Atari should certainly publicize the defective and dangerous nature of Mac memory (mis)-management.

When Atari is given time to optimize MultiTOS to its fullest potential, it will be reason enough to buy a Falcon computer.

5294. Re: ICD Software ?

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 08:59:40 UTC
From: Trevor.Kirby@newcastle.ac.uk
Message-ID: <C5EznH.6ry@newcastle.ac.uk>
Source record: 207626

In article <1q6ojv$ep5@msuinfo.cl.msu.edu>, molin@ptb.cl.msu.edu (Michael Olin) writes:
>crubel@encore.com (Curtis Rubel) writes:
>
>>Hi all,
>> Where can I ftp the latest ICD boot software and utils??
>
>Look for them on the ICD BBS (815/968-2229) or in the ICD RT on
>GEnie... This is proprietary software, and they have not granted
>permission for distribution on any other sites.
>--

much to the annoyance of ICD users over here.

Trev

5295. Re: 520 STFM price cut in the UK (a re-int

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 10:30:24 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1993Apr13.103024.23789@cee.hw.ac.uk>
Source record: 207454
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Apr7.091526.7856@ericsson.se> etlgtme@etlxd30.ericsson.se writes:
>In article 19158@nosc.mil, healy@nosc.mil (Mike Healy) writes:
>>Maybe they got a pile of 520 STFms in a warehouse somewhere
>>they want to get rid of :-)
>>
>>
>Nope !! Darryl Still said that Atari do not have a warehouse full of STFMs
>somewhere. In fact, Atari are having to manufacture the new FMs from scratch
>and to be able to meet the new price point the manufacturing technique is such
>that it will be very difficult to upgrade them. ....

I think this is an April Fool joke. I first heard the story on Channel 4's
teletext magazine Digitizer which spouts drivel at the best of times.
When Grant said ST Doormat were carrying a similar story I thought it was
more credible but upon reflection I remember that Future Publishing are
in bed somewhat with Digitiser so it looks like a joint April Fool joke.

BTW> I wish they'd scrap Digitiser and bring back FX which was much better.
Digitiser seems to have gone down the same purile path as Gamesmaster.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

5296. Re: 520 STFM price cut in the UK (a re-introduction)

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 10:54:34 UTC
From: bbaird@cs.strath.ac.uk
Message-ID: <1qe65a$5s@simpson-06.cs.strath.ac.uk>
Source record: 207628

In article <1993Apr7.071430.19158@nosc.mil> healy@nosc.mil (Mike Healy) writes:
>Maybe they got a pile of 520 STFms in a warehouse somewhere
>they want to get rid of :-)
>
>
According to the teletext service on ITV in the U.K. this is exactly what has happened!Apparently the Swedish subsiduary (sp) discovered a warehouse of old, but unused,STFM boards when they were doing a stock-take,i.e.they *lost* a warehouse full of STFMs!

Another thing to remember about these new STFMs is that,according to ST Format, it is near impossible to upgrade them to one meg memory.

Brian

5297. Re: Falcon mouse, WAS: Atari mouse recommendations

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 10:57:12 UTC
From: bbaird@cs.strath.ac.uk
Message-ID: <1qe6a8$6c@simpson-06.cs.strath.ac.uk>
Source record: 207629

In article <wmtwen.734182146@rw8.urc.tue.nl> wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
>Does anyone know what kind of mouse comes with the Falcon 030? The old
>slow Atari mouse, or something newer and better? Or does it not come
>with a mouse at all?
>Erlend.

My Falcon came with the good old bog standard, off-cream,slow as treacle Atari
mouse which we all know and hate.

Brian

5298. Devpac_docs ?

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 11:08:31 UTC
From: mcsdc1wgs@dct.ac.uk
Message-ID: <1993Apr13.120831.5054@dct.ac.uk>
Source record: 207492

Greetings,

I need some help obtaining documentation for Hisofts Devpac2,3.
Having obtained 1 on a coverdisk, I am considering purchasing
one of the aforementioned. I dont have any docs. on any, so if
any one out there can help, could you e-mail me the info..?
Any information I can get would help..!

Cheers...!

-Willie-

5299. Re: ATonce emulator help ..please.

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 11:21:42 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <C5F687.Iy1@hermes.hrz.uni-bielefeld.de>
Source record: 207632

In article <1993Mar31.143614.19905@cs.nott.ac.uk>, cczdvh@unicorn.nott.ac.uk writes:

|> so I can get a replacement/updated disk. The address in the docs is in Germany,
|> though the registration card was not filled in, so I sent that off right away
|> so hopefully I'll be treated as a registered user !??

Guess that'll not bring you any forward. I'm also registrated as a user, but
have never got any updates automatically. Instead it is a wise idea to ask
them every year or so for a new version, they'll send it you immediately!

TeSche
--
TeSche (Torsten Scherer), Estudiante de la computacion en la
Universidad de Bielefeld, Calle de la Universidad 25, D4800 Ciudad de Bielefeld
internet e-mail : itschere@techfak.uni-bielefeld.de
tesche@dave.hrz.uni-bielefeld.de
**(EOT)*

5300. Re: Civilisation on a Mega STe

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 11:25:28 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <C5F6EH.J0y@hermes.hrz.uni-bielefeld.de>
Source record: 207634

In article <1pspmdINN763@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
|>] Hi!
|>] On the subject of Civ (addictive game or what?) Have any MSTe owners
|>] found that it crashes if you're not in 8MHz mode?
|>
|> Apparently so!
|>
|> Good game, but *very* badly written, it is severely bug-ridden!

Oops, that one exists for ST's???
Don't want to copy it for me :-) ???

TeSche
--
TeSche (Torsten Scherer), Estudiante de la computacion en la
Universidad de Bielefeld, Calle de la Universidad 25, D4800 Ciudad de Bielefeld
****
internet e-mail : itschere@techfak.uni-bielefeld.de
tesche@dave.hrz.uni-bielefeld.de
**(EOT)*

5301. Re: ICD Software ?

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 11:27:28 UTC
From: cmh@eng.cam.ac.uk
Message-ID: <1993Apr13.112728.24688@eng.cam.ac.uk>
Source record: 207635

Trevor.Kirby@newcastle.ac.uk (Trevor Kirby) writes:

>In article <1q6ojv$ep5@msuinfo.cl.msu.edu>, molin@ptb.cl.msu.edu (Michael Olin) writes:
>>crubel@encore.com (Curtis Rubel) writes:
>>
>>>Hi all,
>>> Where can I ftp the latest ICD boot software and utils??
>>
>>Look for them on the ICD BBS (815/968-2229) or in the ICD RT on
>>GEnie... This is proprietary software, and they have not granted
>>permission for distribution on any other sites.
>>--

>much to the annoyance of ICD users over here.

Here, here. Please, ICD, make your software available via anon ftp...

Christopher
--
==
Christopher Hicks | Paradise is a Linear Gaussian World
cmh@uk.ac.cam.eng | (also reported to taste hot and sweaty)
==

5302. MultiTOS and DESKICON.RSC

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 11:49:09 UTC
From: hn@piccomin.informatik.rwth-aachen.de
Message-ID: <hn.734701749@piccomin>
Source record: 207633

Using the MultiTOS-Release (AES-date 02/16/93) I got for my FALCON at the
CeBIT I encountered that colored icons will grab 0.6MB of RAM!

Using the Icons in DESKICON.RSC in modes which don't make use of
colored icons (i.e. <16 colors graphics mode) reduces the available RAM
(shown in Desktop Configuration - Menu) by 64KB as you'd expect, because
the DESKICON.RSC file is 64KB long.

But in graphic-modes with >=16 colors the DESKICON.RSC file will take
600KB of RAM compared to the available RAM without DESKICON.RSC.
(According to the Desktop Configuration - Menu.)

Is it a bug or is it just a problem of memory-fragmentation ?
(I think in both cases it should be fixed!)

bye,
--
Helmut Neukirchen,
hn@pool.informatik.rwth-aachen.de

5303. Re: Uniterm macro help needed!

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 12:50:12 UTC
From: herby@danubix.ulm.sub.org
Message-ID: <H.eg.0dHMIJwfEXw@danubix.ulm.sub.org>
Source record: 207474

In <1993Apr11.202924.1@sscl.uwo.ca>, John Richardson writes:
>If anyone is willing to help me get some Uniterm macro files up and running I
>would greatly appreciate it. I just can't seem to get log-on macros to work
>(eg. get('CONNECT',10) send(';') ....etc!) I'm just trying to get the macro to
[...]

Try this:

```
# Dial the number and wait for CONNECT
#
hangup()
wait(20)
echo('\r\n#1: Dialing 9600 Bd\r\n')
send('ATX4E0DT123456789\r')
if(!get('CONNECT',35)) echo('\r\nFailed\r\n') jump(19)
#
# login Host
## you can always stop with ^C
send('\r')
wait(10)
send('\r')
if (!get('Login:',40)) jump(19)
send('Loginname\r')
if (!get('Password:',15)) jump(19)
send('Password\r')
#
exit(0)
# User activity.....
#
:19
echo('\r\nLogout\r\n')
send('lo\r')
wait(20)
echo('HANGUP\n\r')
hangup()
exit(0)
```

cu l8ter mfG herby@danubix.ul.open.de
--
* E-Mail: herby@danubix.ulm.sub.org ccc_damp@rzmain.rz.uni-ulm.de *
* herby@danubix.ul.open.de ccc_damp@dulruu51.bitnet *
* Forchenweg 14 W-7900 Ulm/Donau Voice: 0731-6021657 *
* ULM: Letzte Stadt vor Bayern Don't marry, beer happy *

5304. Falcon/030 Raytracers?

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 12:53:20 UTC
From: G.Coulter@Daresbury.AC.UK
Message-ID: <1qed40$2a7@mserv1.dl.ac.uk>
Source record: 207637

Hi Everyone ::

I am trying to find some information on raytracing packages
for the Atari Falcon/030. I have heard that there are a few
in the pipe-line most notably (INSHAPE) & (Phoenix 512). If
anyone out there has seen; is using; or simply has any info
on any of the above, or any other raytracers for the Falcon/030
I would love any information.

Thanks for all your time & any information:

-Neill- (Using My friends Account .. Just reply to him he will
foward anything on to me.)

Thanks again ..

5305. FREE TOTALLY ORIGINAL GAME! "Flipped" now on Atari.Archive

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 12:58:42 UTC
From: evilandi@vnet.IBM.COM
Message-ID: <19930413.053844.680@almaden.ibm.com>
Source record: 207636

My game "FLIPPED" is now on atari.archive. To get it, send an email note to <atari@atari.archive.umich.edu> with the body of the message (not subject) as:

send Games/flipped.zoo

In its UUEncoded state it is about 130k.

I am not able to post it to the binaries newsgroup myself, so perhaps if someone could volunteer to do it for me- please email me first- thanks!

"FLIPPED" is a TOTALLY ORIGINAL puzzle game for any colour Atari ST/STE. The object of the game is to "flip" tiles over on a 9x9 grid so that all tiles are the same colour. However, flipping one tile affects others around it. There are 100 levels, and to get you started, here are the passwords for the first ten levels:

00:BEGINNER 01:WELLDONE 02:NOWTRYME 03:INITIALS 04:THECHAIN
05:STRIPES 06:HARD NOW 07:3 ARROWS 08:DIGITNOW 09:GOODLUCK

Email me please with comments and requests for hints (help file available). Please download this game to your local PD library- I want this game to go worldwide ("15 minutes of fame... dream on!").

"FLIPPED" first appeared in 1992 on the coverdisk of Atari ST User mag, but is now public domain. A souped-up version is available from most UK PD libraries on the Budgie UK Licenceware label- ALL PROCEEDS TO CHARITY. This Budgie version includes 100 new levels, original tracker music and a level randomiser to create megazillions more levels. Ring Goodman Enterprises now on UK 0782 335650 with your credit/transaction card to get it fast (I gain nothing- "its all for charity, computastic pop pickers!").

Look out for SQUARE OFF, a new arcade/maze game soon on atari.archive.

Enjoy...

Andrew Oakley, IBM Warwick, UK IBM VNet: <9oakley@asicvm1> x(7)664830
InterNet: <evilandi@vnet.ibm.com> I speak FROM IBM, not FOR IBM!
JANet: <evilandi%vnet.ibm.com@nsfnet-relay> UK 24h Tel. 0926 464830
24 Daddlebrook Road, Alveley, Near Bridgnorth, Shropshire, WV15 6NU, UK

Evil Andi of GOTHIC DOMAIN SOFTWARE: Computing for the culture-shocked
Budgie UK titles: Ballpark, Flipped & Square Off
Shareware titles: ST-Zine Disk Mag Kit, Quiz Construction Kit & others
---
Things for your kill list, number 1: The entire population of London :-)

5306. Re: April Fools Day - No FALCONs yet

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 13:02:40 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.i8wAIC6fKMI@semprini.tdkcs.waterloo.on.ca>
Source record: 207641

In <1pvau5$7j2@news.cs.tu-berlin.de>, Michael Franke writes:
> cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>
> >The Mac Centris 610 is the first '040 machine under $2000. "Power
> >without the Price!" I guess the Falcon030 is the first 16Mhz '030 to
> >take over a year to hit the stores...
>
> Hi,
> Yes it's quite cheap, but it has no FPU, right ? So a lot of power-
> hungry task like for example raytracing will not benefit from the '040,
> because to get it to work with a FPU version you need an emulator like
> SoftFPU or something like that, that really makes the machine slower than
> an '030/'882 combo.

But, for typical users, an LC040 is fine... They don't do much raytracing,
CAD, or PhotoShop work.

And I have a feeling that 25Mhz LC040 is going to be a bit speedier than
the 16Mhz '030 in the Falcon. If it ever shows up.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

5307. Looking for Wolfgang Wander

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 13:35:30 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Apr13.103530.12833@ac.dal.ca>
Source record: 207642

Sorry to waste bandwidth, but I've just sent Internet mail to Wofgang
Wander and had it bounce back. The address I used is 'wwc@dxhra1.cern.ch'.
Anyone know of another one? Thanks.

5308. Re: CuBase Compatible Screensavers

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 13:38:53 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <1qefpd$i8h@info2.rus.uni-stuttgart.de>
Source record: 207638

In <1q72vhINNqj2@shelley.u.washington.edu> palefox@hardy.u.washington.edu writes:

> Are there any screensavers/accelerators that are compatible with CuBase on
> the Atari ST? So far, none of the blankers that I've used will work. All
> they do is start blanking and lock up the machine.
>
> Any info will be greatly appreciated!

The problem is that Cubase isn't screensaver compatible. Cubase catches
each mouse- and keyboard event.
Gerd

##
internet: CASTAN@cip.physik.uni-stuttgart.de
(Neuer Rechnername! Der alte bleibt aber noch einige Zeit gueltig.)
##
Real Name: # Einem Land, dessen Sprache das Wort "Kultur - Beutel"
Gerd Castan # hervorgebracht hat, ist nicht zu trauen.
Hoehbergstr. 16 # (Luisa Francia)
D-7000 Stuttgart 60 # obHack: Writing LIFE in Lotus 1-2-3
[D-70327 Stuttgart] #

5309. Re: MultiTOS and DESKICON.RSC

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 13:56:55 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1qegr7E31@uni-erlangen.de>
Source record: 207639

hn@piccomin.informatik.rwth-aachen.de (Helmut Neukirchen) writes:

>Using the MultiTOS-Release (AES-date 02/16/93) I got for my FALCON at the
>CeBIT I encountered that colored icons will grab 0.6MB of RAM!

>Using the Icons in DESKICON.RSC in modes which don't make use of
>colored icons (i.e. <16 colors graphics mode) reduces the available RAM
>(shown in Desktop Configuration - Menu) by 64KB as you'd expect, because
>the DESKICON.RSC file is 64KB long.

>But in graphic-modes with >=16 colors the DESKICON.RSC file will take
>600KB of RAM compared to the available RAM without DESKICON.RSC.
>(According to the Desktop Configuration - Menu.)

>Is it a bug or is it just a problem of memory-fragmentation ?
>(I think in both cases it should be fixed!)

It's a kind of bug resulting from the memory protection on 68030 cpu's.
The problem will be sovlved soon - just like the XControl that uses too
much memory in this configuration.

To get MUCH more RAM rename MINT.PRG to MINTNP.PRG. No you don't have
memory protection, but much more free RAM.

--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

5310. 520ST single sided drive problem

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 14:06:25 UTC
From: cashman@silver.ucs.indiana.edu
Message-ID: <C5FDur.73y@usenet.ucs.indiana.edu>
Source record: 207640

Greetings,

I have an old Atari 520ST purchased in spring of 1986. I have
a single sided external disk drive attached to it. It has worked
fine for many years, but now has a problem.

When a disk is put in, and an access it attempted, the "disk read"
light goes on, as expected, but the disk drive motor does not
go on. Relevant warning message appears on the screen, about
connecting power, checking connections, etc.

I've taken the drive apart, checked all connections, and still no
luck. I believe the problem may be the stepping motor.

Has anyone had a similar problem? Any advice??????????????
I *really* need this drive.

- Geoff Cashman
cashman@silver.ucs.indiana.edu

5311. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 14:09:13 UTC
From: ratlifc@ctron.com
Message-ID: <ratlifc-130493090740@134.141.4.94>
Source record: 207648

In article <28811@galaxy.ucr.edu>, phruby@ucrengr.ucr.edu (paul hruby)
wrote:
>
> Ya know, if former NeXT developers are going to write programs for
> the Falcon, why doesn't Atari have them write NeXTStep ST for it.
> You think Steve Jobs would go for it?
>

While I doubt that it would be worth the investment for a company to
do it. I can see some interesting prospects in your second comment...

> At the very least they could rewrite the development package for Atari.
>

Once GNU-ObjC is complete and a port to the ST is finished it is just
a matter of working up a new object hierarchy for the Atari. I personally
think this would be cool since I have two NeXTs, and now, two Atari STs.
I co-port to both the ST and Falcon architectures would be really cool.
I just don't know nearly enough about the architecture of the ST (ie.
restrictions like memory and disk I/O speed, etc...)

christian

Christian Ratliff Cabletron Systems, Inc.
ratlifc@ctron.com <NeXTmail Accepted> Rochester, NH 03867
"I'm a NeXTSTEP man; I'm an SGI guy." (603) 337-1209
These are my opinions, not those of my employer, family, or state.

5312. Re: HELP! GFA Compiler Deleted!

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 14:29:32 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr13.142932.29608@newshost.lanl.gov>
Source record: 207643

In article 1qdgsvINN3qm@uwm.edu, circuit@csd4.csd.uwm.edu (Marty) writes:
>
>Help! I recently just wrote a file over my compiler for GFA Basic.
>
>The thing is, I use one of the first early versions of GFA, when Michtron
>was still covering it around '88. Likewise that's when the compiler I'm
>using first came out (seperately of course).
>
>If anyone still has a copy of the compiler program, can they PLEASE help
>me out!!!!
>
>Any help would be greatly appreciated! My work is at a standstill!

Marty, I wish someone could help you out by giving you a copy of the GFA compiler but unfortunately, such action would be illegal. Even though the GFA BASIC 2.0 interpreter has been placed in the public domain and the 3.5 interpreter has been published as an ST Format cover disk, the compilers for both version 2.0 and 3.0 remain copyrighted, commercial software which may _not_ be freely distributed.

Contact GFA Software Technologies in the US at 1-800-766-6GFA and they will be happy to sell you a replacement copy of the 2.0 compiler. Even better, go ahead and upgrade to 3.5 as it is so-o-o-o much better than 2.0. Either upgrade will not cost much, you'll be happy and you won't break any laws.

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5313. Re: Falcons shipping next week in USA!

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 14:47:13 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr13.144713.2703@newshost.lanl.gov>
Source record: 207644

In article 1qcnolINNqrd@tortoise.cis.ohio-state.edu, tbrown@cis.ohio-state.edu (ted croft brown) writes:
>
>If you want to be technical, the Falcon has not been "announced" in the US,
>it has been announced in Europe though (and it's for sale there too).

Er... then what would you call the BCS Falcon rollout in Boston last year?
I mean _other_ than words like "fiasco." :) Wasn't that the official US
Atari announcement of the Falcon? Remember, announcing a product and having
it available for sale are two different things... and don't we know it?!!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5314. Re: ST mail order places

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 14:56:16 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr13.145616.4318@newshost.lanl.gov>
Source record: 207645

No discussion of mail order US Atari dealers would be complete without mention of Computer Studio in Asheville, NC. Sheldon Winick has been providing excellent support to US Atari users for more years than either of us care to remember. He is an excellent source for hardware purchases as well as software.

Computer Studio
40 Westgate Parkway-Suite D
Asheville, NC 28806
(704) 251-0201
(800) 253-0201

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5315. Re: Desktop font - changeable?

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 15:02:34 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr13.150234.4446@newshost.lanl.gov>
Source record: 207646

In article 12918@uqcspe.cs.uq.oz.au, warwick@cs.uq.oz.au (Warwick Allison) writes:
>Is there any way, even the ugliest machine specific kludge, to get to use
>different AES fonts?

Warwick, yes there is a way as I've seen several little utilities over the
years to change the system font. One of the newest is included with CodeHead's
Warp 9 accelerator. You might check that out.

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5316. looking for small word processor with multiple font sizes

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 16:04:52 UTC
From: georgew@tekig1.PEN.TEK.COM
Message-ID: <9547@tekig7.PEN.TEK.COM>
Source record: 207457

I have a Deskjet 500 hooked up to a standard 520ST with 1 DS drive.
I'm currently using 1STWORD, which is fine most of the time, but
occasionally, I'd like to use a larger font than the printer's built-in
fonts. I want a WYSIWYG with bit-mapped fonts that works with a Deskjet
and doesn't require lots of RAM or a hard disk.

Any suggestions?

George.S.Walker@tek.com *OR* georgew@tekig1.pen.tek.com
OR uunet!tektronix!tekig1.pen.tek.com!georgew

5317. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 16:04:55 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1qeob7INNt4i@tortoise.cis.ohio-state.edu>
Source record: 207649

In article <28811@galaxy.ucr.edu> phruby@ucrengr.ucr.edu (paul hruby) writes:
>Ya know, if former NeXT developers are going to write programs for
>the Falcon, why doesn't Atari have them write NeXTStep ST for it.
>You think Steve Jobs would go for it?
>
>At the very least they could rewrite the development package for Atari.
>

Actually I think that NeXT has their hands full trying to port NeXTSTEP to platforms with more power than a Falcon (and better able to absorb the cost of a $700 user OS package). It's hard to sell an OS that costs about the same amount as the machine. NS/FIP Developers version costs *more* than a Falcon.

I'm not one to say that the Falcon couldn't run NeXTSTEP either...I own an 030 cube, and it runs 3.0 just fine. If they used the blitter chip intelligently, they could probably make it perform better than my cube. I haven't seen the real disk i/o specs for the SCSI II board on the Falcon, but I would think that it'd be better than the SCSI transfer rate of my cube. The only problem the Falcon would have is lack of memory space. You'd need the 14M Falcon to even think of booting NeXTSTEP (8 MB on a NeXT is extremely low).

NeXT has enough problems at the moment, and I think their resources are going to make a MIPS/PA-RISC/Sparc port first, rather than worry about porting to a machine with lower performance than a NeXTStation.

Ted

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

5318. Re: April Fools Day - No FALCONs yet

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 16:16:28 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1qep0sINNt71@tortoise.cis.ohio-state.edu>
Source record: 207650

In article <H.ea.i8wAIC6fKMI@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:

>But, for typical users, an LC040 is fine... They don't do much raytracing,
>CAD, or PhotoShop work.
>
>And I have a feeling that 25Mhz LC040 is going to be a bit speedier than
>the 16Mhz '030 in the Falcon. If it ever shows up.

Why don't you take this over to atari.advocacy where it belongs. (and the
problem of a math coprocessor is partly mute because the Falcon doesn't
ship with one installed).

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

5319. Re: Falcons shipping next week in USA!

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 16:27:49 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1qepm5INN35@tortoise.cis.ohio-state.edu>
Source record: 207451

In article <1993Apr13.144713.2703@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 1qcnolINNqrd@tortoise.cis.ohio-state.edu, tbrown@cis.ohio-state.edu (ted croft brown) writes:
>>
>>If you want to be technical, the Falcon has not been "announced" in the US,
>>it has been announced in Europe though (and it's for sale there too).
>
>Er... then what would you call the BCS Falcon rollout in Boston last year?
>I mean _other_ than words like "fiasco." :) Wasn't that the official US
>Atari announcement of the Falcon? Remember, announcing a product and having
>it available for sale are two different things... and don't we know it?!!

What do I call it? I call it a promo of a product that is going to be
released in the future...NOT an announcement of a product for sale.
Did they say anywhere in the BCS rollout "now available"? Apple does
the same thing with the Newtons only I don't think you have, up to now,
been able to touch/use a Newton, and they were supposed to be on sale already.
(Does that sound familiar?) Clarinet posts all the official product
releases. The Falcon has had one, but it was marked as released in Germany
or Belgium (I forget which), and it specifically said so! When Atari
releases the US model, I expect to see another press release stating so.
We'll see the difference in times between announcment/purchace then. I
really don't expect what Apple has done though...Apple has a better pipeline
to dealers (even if it's a bit clogged at times).

There is quite a bit of difference between demoing a beta product, and the
official announcment of it's release. Just becase that was *supposed* to be
the official release doesn't mean anything. As I said, Apple has just
learned their lesson (for the most part) and they keep all official statements
about hardware to a minimum, and just announce them when they are ready for
sale. But that doesn't mean we don't here about them...and wait for them!
(And Apple really reeks with the software announcements...they can't ship
anything on time there...Casper, Sys 7, Sys 7.1, Applescript, Worldscript,
etc, etc, etc)

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

5320. Re: Looking for Wolfgang Wander

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 16:38:45 UTC
From: hesche@cent.de
Message-ID: <1qemq6$lf6@news.cs.tu-berlin.de>
Source record: 207647

In article <1993Apr13.103530.12833@ac.dal.ca> cordes@ac.dal.ca (John Cordes) writes:

> Sorry to waste bandwidth, but I've just sent Internet mail to Wofgang
> Wander and had it bounce back.

wwc@dxhra1.desy.de

--

Herwig Schelauske, Charlottenburger Ufer 1, 1000 Berlin 10 | MAUS: @ B
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de
Please send flames to dev/null

5321. Re: April Fools Day - No FALCONs yet

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 16:56:20 UTC
From: mhembruc@tsegw.tse.com
Message-ID: <C5FLpx.1y9@tsegw.tse.com>
Source record: 207455

ken@isgtec.com (Ken Newman) writes:

>In article <1993Apr7.205118.8578@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:
>< Michael Franke (franke@cs.tu-berlin.de) wrote:
>< : Hi,
>< : Yes it's quite cheap, but it has no FPU, right ? So a lot of power-
>< : hungry task like for example raytracing will not benefit from the '040,
>< : because to get it to work with a FPU version you need an emulator like
>< : SoftFPU or something like that, that really makes the machine slower than
>< : an '030/'882 combo.
><
>< The 68040 has both an on-chip MMU (PMMU) and an on-chip FPU (PFPU??? :-).
>< The on-chip FPU is much like the 68882 but I believe some commands are left
>< out. Anyone know for sure?

>The original poster was right. Some of the new Mac Centris 040 machines
>have a crippled 040 in them called the 68LC040 which has the math coprocessor
^^^^^^^^^^^^

Not that I'm a Mac nut (I own an Atari & a PC), but which is more crippling:
disabling a math co-pro, which will affect MAYBE 10% of apps which serve
a specific purpose, or putting a 68030 on a 16 bit bus, which affects
EVERYTHING you do involving the CPU (ie not the DSP)???

(not a flame, just a comment in general)

>in them disabled. The Centris 610 is like this, and the low-end model of
>the Centris 650.
I think the 610 IS the low-end model of the 650.. And an FPU is NOT that
expensive (AFAIK you CAN buy FPU card for the 610)..

Mattias

>--

>ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman
--
Mattias Hembruch
>> My views do not necessarily reflect those of the TSE. <<
E-mail: mhembruc@tse.com

5322. Re: TT multitos & LINUX

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 17:07:47 UTC
From: jhenders@wimsey.bc.ca
Message-ID: <C5FM8z.MzC@wimsey.bc.ca>
Source record: 207452

In article <1993Apr11.193320.26329@arbi.Informatik.Uni-Oldenburg.DE>
Martin.Kunze@arbi.informatik.uni-oldenburg.de (Martin Kunze) writes:
>
>I think multitos is a nice try but there is no futur to a system that even
>cant format a disk in the backround.

Don't tell Bill Gates this. ;-)

--
John Henders

5323. Re: Falcons shipping next week in USA!

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 17:12:02 UTC
From: mhembruc@tsegw.tse.com
Message-ID: <C5FMG2.2B2@tsegw.tse.com>
Source record: 207459

sinclair2246@iscsvax.uni.edu writes:

>In article <1q34l1INN2ch@darkstar.UCSC.EDU>, anamr@cats.ucsc.edu (Ana M Rodriguez)
writes:
>>
>> I have heard from Atari as well as other sources that the Falcons will
>> be shipping next week. Well let's see who gets them first.
>>
>> bye...

>Next week of what year..... Wow....Who's going to get a Falcon if there are
>only two dealers?????????

>By monday, you can get a Performa 400 system for $1349 with monitor, modem and
>claris Works at your local sears store. Oh I forgot, 4 megs and 80 meg hd and
>on site warranty....Can Atari match that? What ever happen to Power with out
>the price????

I think the CORRECT slogan would now be: "Atari: Price without the Product"

Or Price without the Power
Power through WITHholding the Product
Using willPOWER to PRICE a PRODUCT non-competitively
Power with the Price (maybe)
overPRICED and underPOWERED
POWERtrip: how to PRICE a computer, by J. Tramiel
etc..

Mattias
--
Mattias Hembruch
>> My views do not necessarily reflect those of the TSE. <<
E-mail: mhembruc@tse.com

5324. *** Need HELP with the game "SDI" ...***

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 17:18:07 UTC
From: M14563@mwvm.mitre.org
Message-ID: <16BAFBB0F.M14563@mwvm.mitre.org>
Source record: 207456
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi There,

I am currently borrowing the game "SDI" from a friend, (using original diskettes -- no pirating). But, when I try to use it on my Atari 1040 ST, it *bombs* just as the *little man* runs through the first tunnel. Just as the image of the man leaves the screen on the left side, (after this, a disk read *should* occur, loading another part of the program into memory and allowing the player to continue with the game), two bombs appear. My Atari has 4 MB of RAM. I also tried this game on an Atari 1040 STe, (not sure of the RAM size), and it also bombed at the same point. My friend has an Atari 1040 ST with 1 MB of RAM and tells me that he has no problem running the game whatsoever.

Could someone let me know if I may be running into a problem involving my upgraded memory and this particular game? I would really like to know if there is something that I can do to get around these *bombs* so that I can play this game; (really, I am doing this for my sister -- SDI is one of her favorite games. I really know very *little* about this game. All I know is that my sister would play this game for *hours* at a friend's house. So, she would be most appreciative of any and all help 8-)).

Thank you in advance for all of your help. I truly appreciate all efforts to help, (as does my sister). Take care *each* and have a nice day!

(FYI - I am a new Atari user and am *not* an Atari programmer; I am however familiar with IBM PCs and with Macs to a degree.)

Again, THANKS! 8-)

-- Terry

-*-*-*

5325. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 17:22:29 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C5FMyG.MLC@news.cis.umn.edu>
Source record: 207453

In article <1993Apr12.175602.28664@rchland.ibm.com>, ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:

>-------------------------------------
>Raist New A1200 owner 200 meg HD 320<->1280 in x, 200<->600 in y
>in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
>*don't e-mail me* -> I don't have a valid address nor can I send e-mail
>

Is the account for 'ricardo' at IBM YOUR account? If so, why is your e-mail address invalid? If it ISN'T your account, why are you posting to this newsgroup using it? I took your advice -- you're in my kill file. Unfortunately, your signature indicates it is useless to send e-mail to what appears to be a valid e-mail address to tell you this.

-- David Paschall-Zimbel

5326. Re: Mac Corrections

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 17:44:38 UTC
From: ken@isgtec.com
Message-ID: <4548@isgtec.isgtec.com>
Source record: 207476

In article <1q7mcjINNkj5@tortoise.cis.ohio-state.edu> tbrown@cis.ohio-state.edu (ted croft brown) writes:
> An important thing to remember for macs is the price does not include
> keyd, and that will add $90-150 onto the price of the CPU (a price
> the Falcon does not incur), but, you get separate keyboard!

Not true for the NEW Macs... All the prices I saw included the
"Mac II" separate keyboard.

> And, neither the LC III, or either of the Centris's
> are going
> to really hurt the music sales of the Falcon. (I have no idea how big
> that market it though...)

I think you're wrong there, they will definitely hurt, as they have been
selling a lot of Macs for midi lately while Atari tries to make computers
and continues to "rightsize" itself. Including direct-to-disk recording
with Cubase Audio, although extra hardware is required.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

5327. Re: Warp 9 - compatibility?

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 17:46:02 UTC
From: aburgh@iastate.edu
Message-ID: <aburgh.734723162@vincent2.iastate.edu>
Source record: 207458

In <1993Apr12.170522.17573@newshost.lanl.gov> hutch@bellman.lanl.gov (John Hutchinson) writes:

>I'm a very happy Warp 9 user who finds it an extremely stable, totally
>transparent utility that makes day-to-day computing tasks much more pleasant.
>The extend-o-save modules and font manipulation goodies are neat, but just
>gimmicks IMHO. It's worth the price just for the speedup alone. Buy it.

Does it, by chance, work with the Overscan on a.a?

Aaron
aburgh@iastate.edu
>_____ John "HUTCH" Hutchinson _____
>_____ Fair Dinkum Technologies Member - IAAD _____
>_____ "No worries, mate... it's from Fair Dinkum!" _____
>_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5328. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 18:30:22 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <7340130@hpfcso.FC.HP.COM>
Source record: 207488

NeXT is still alive. They just are not making hardware anymore. They are or have ported their OS to DOS machines. Therefore, NeXT developers will still be employed.

Ted.

5329. PLEASE MAIL AGAIN (WAS: WANTED: ANY ATARI 2600 TRON GAMES

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 19:13:50 UTC
From: GRS03122@CONRAD.APPSTATE.EDU
Message-ID: <1qf3delNNa39@lester.appstate.edu>
Source record: 207462

Sorry Guys had some problems with my mail and lost every thing that was sent to me...so please resend....Thanx

Joey

5330. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 19:37:46 UTC
From: 73110.713@CompuServe.COM
Message-ID: <930413193226_73110.713_FHG18-1@CompuServe.COM>
Source record: 207460

choudhri@njmsa.UMDNJ.EDU (Ajay Choudhri) writes:

>I have been watching Atari stock for about 3 months and it has been in the
>1.25 to 1.0625(1/16) range for a while. moving an 1/8th, losing gaining etc
>basically a rather flat stockline, with a slight decline in the moving average
>until monday, where it took a hit to 13/16th's or approximately 18% drop

Apparently Atari went thru a round of layoffs so that probably was one
reason for dip. The continual delay in shipping the Falcon030s also
contributed to the movement. It's currently hovering around $1/share.

>What's up? Does atari actually have any liquidity?

Probably enough to sufficiently market two of their three main products:
the Lynx and Jaguar. Manufacturing and marketing the Falcon will most
likely take less precedence. That tactic will payoff in the longterm
because, as people pointed have pointed out, the popularity of the Lynx
will increase tremendously once the Jaguar RISC64 console is released.
Atari will have two *leading-edge* consumer electronic products that
they can cross-promote to generate the name-recognition and revenue
which will legitimize their third system, the Falcon.

>I'm not a stockholder but at 75 cents a share, and the Jaguar rollout
>'supposed' to be at summer CES(June) looks like a stock that might move?
>or evaporate? but then again you may double your money.

If the Jaguar rollout sticks and supported with marketing, we will
be witnesses to an Atari renaissance. Until its release though, all
Atari can do is churn Jaguars off manufacturing lines like potato chips
and stock their warehouses. That takes a lot of cash Atari would have
used for marketing the Lynx and developing the Falcon. That's one
reason why I think they should license the Jaguar (and Lynx) to large
Asian manufacturers and concentrate on what they do best -- hardware
and software design. I would bet the Jaguar and Lynx could easily
become standards that dominate as much as the "PC." And the Falcon can
only benefit from the success of the Lynx and Jaguar.

>I really wanted to know why it took a hit. Surely not becuase of the
>San Francisco Chronicle article that detailed the dropping of the lynx line
>[actually that was an april fools joke on alt.games.lynx]

People should expect more malicious attacks on Atari because some
people perceive them as a threat for whatever reason. Substantiated
criticism is fine, but outright lies and spiteful rumors shouldn't
be tolerated.

>Still inquiring minds want to know.

All I can say is that people get more useful information from the
New York Times than the National Enquirer.

5331. Re: 520 STFM price cut in the UK (a re-introduction)

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 19:50:16 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Apr13.195016.177417@zeus.calpoly.edu>
Source record: 207461

In article <1qe65a$5s@simpson-06.cs.strath.ac.uk> bbaird@cs.strath.ac.uk (Brian A Baird CS92) writes:
>Another thing to remember about these new STFMs is that,according to ST Format,
>it is near impossible to upgrade them to one meg memory.

I upgraded mine to 1 meg. The space is there on the board. Just need to get out a soldering gun and plan on spending a little time. After that, you need to snip a few resistors. Works fine.

I believe on some boards, Atari has soldered OVER all the places you would put the chips, to make it harder to upgrade. I am not sure if this is so.

- mike

5332. Re: 520ST single sided drive problem

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 19:51:50 UTC
From: mschaf@riemann.math.uno.edu
Message-ID: <1993Apr13.195150.15533@cs.uno.edu>
Source record: 207463

In article <C5FDur.73y@usenet.ucs.indiana.edu>
cashman@silver.ucs.indiana.edu (Geoff Cashman) writes:
> Greetings,
>
> I have an old Atari 520ST purchased in spring of 1986. I have
> a single sided external disk drive attached to it. It has worked
> fine for many years, but now has a problem.
>
> When a disk is put in, and an access it attempted, the "disk read"
> light goes on, as expected, but the disk drive motor does not
> go on. Relevant warning message appears on the screen, about
> connecting power, checking connections, etc.
>
> I've taken the drive apart, checked all connections, and still no
> luck. I believe the problem may be the stepping motor.
>
> Has anyone had a similar problem? Any advice???????????????
> I *really* need this drive.
>
> - Geoff Cashman
> cashman@silver.ucs.indiana.edu

i have an Atari 520ST (1985), which i pulled out to use in a MIDI
environment.

everything worked fine... for awhile...

shortly after running the machine,
the drive started 'acting up'.

the window would say that 0 bytes in 0 items used.

next the red light would not come on, and the drive would
just spin, and not stop until i turned the machine off.

any help would be appreciated.

is this a simple fix?
is this drive repairable?
if not, how much is a replacement?

i've heard the ST is a good MIDI machine.

sincerely,
mschaf@math.uno.edu

5333. Warp 9 - Thanks

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 20:10:12 UTC
From: bhawker@oneb.almanac.bc.ca
Message-ID: <PJoy2B1w164w@oneb.almanac.bc.ca>
Source record: 207464

Thanks everyone for the helpful posts and E-mail regarding Warp 9's compatibility. 99% of the replies I received had only positive things to say about this program - and it comes very highly recommended indeed! Needless to say, I'll be going over to my dealer to order one in right away...

L8r,
Bruce....

bhawker@oneb.almanac.bc.ca (Bruce Hawker)
The Old Frog's Almanac (Home of The Almanac UNIX Users Group)
(604) 245-3205 (v32) <Public Access UseNet> (604) 245-4366 (2400x4)
Vancouver Island, British Columbia Waffle XENIX 1.64

5334. Re: Falcons shipping next week in USA!

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 20:39:36 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr13.203936.20770@newshost.lanl.gov>
Source record: 207465

In article 1qepm5INN35@tortoise.cis.ohio-state.edu, tbrown@cis.ohio-state.edu (ted croft brown) writes:
>In article <1993Apr13.144713.2703@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>>In article 1qcnolINNqrd@tortoise.cis.ohio-state.edu, tbrown@cis.ohio-state.edu (ted croft brown) writes:
>>>
>>>If you want to be technical, the Falcon has not been "announced" in the US,
>>>it has been announced in Europe though (and it's for sale there too).
>>
>>Er... then what would you call the BCS Falcon rollout in Boston last year?
>>I mean _other_ than words like "fiasco." :) Wasn't that the official US
>>Atari announcement of the Falcon? Remember, announcing a product and having
>>it available for sale are two different things... and don't we know it?!!
>
>
>What do I call it? I call it a promo of a product that is going to be
>released in the future...NOT an announcement of a product for sale.

OK, so it's a question of semantics, then; or how one defines "product announcement." Big deal. So shoot me. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5335. Re: Falcons shipping next week in USA!

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 20:48:54 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qf8vmlNNqbu@golem.wcc.govt.nz>
Source record: 207467

```
] Well, I don't want a Falcon either...By the time the Falcon arrives on t
] shores, you can get a Power PC for the same price which is two to four t
] faster than a Mac Quadra...You get an awesome OS and beable to use the M
] Software base while the new ones are being written...

Do you think anyone in this group apart from yourself really cares!?
I don't think so!
```

5336. Re: Best Game?

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 20:52:57 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qf979INNqbu@golem.wcc.govt.nz>
Source record: 207468

] I am interested in finding out what the best and most popular new
] game is on the market. I am supose to buy one to raffle off at a show an
] I don't play many games.

Currently, Civilisation is. However, the current version is quite dodgy,
although Microprose is writing an upgrade for a bug-free versionl.
(which will replace the current version, and which can be obtained by the
owner sending in the registration card of the original verision).

It's just about the only game mentioned in Atari-Games FNET conference
at the moment!

5337. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 20:55:37 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qf9c9INNqbu@golem.wcc.govt.nz>
Source record: 207469

```
Well, there is now comp.sys.atari.advocacy - so, the Amoeba Games machine
users, MS-Doze users, and Mac-users can harass atari among themselves
in there, as none of us Atari users are interested, if we were, we could
pop down to the local dealers and find out first hand about these 'great'
machines of yours... (Okay, so the latest mac's are pretty fancy pieces
of equipment, but combine the price of the machine, and the price of
the software afterwards, and no thanks! 8-)
```

5338. Re: GIF VIEWER FOR THE ST.

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 20:57:55 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qf9gjlNNqbu@golem.wcc.govt.nz>
Source record: 207470

] And thanks for all who have supported Speed of Light so far!!
]

Problem is, over here, it doubles the cost of the registration fee's,
due to the money transferral or postage fees.....

Which is why the only shareware program I've registered is FreeZe-Dried
Terminal. (I've got the key file, and am using it as I type this)

5339. Re: <<BILL REHBOK>> ON LINE GEnie Conference

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 20:59:09 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qf9itINNqbu@golem.wcc.govt.nz>
Source record: 207471

] DOA is negotiating with several large European distributors (including

DOA is about right, most of Atari's promised hardware is dead on arrival...

5340. 15/16 sector formater for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 21:02:11 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <1993Apr13.210211.10084@freenet.carleton.ca>
Source record: 207466

Does anyone out there have a program to format floppies for 15 or
16 sectors (it is for a 5-1/4 HD drive hooked up to an ST).
I think it is called :
HCOPY
Diamond format does 18 sector format but not 15 or 16.
So if anyone out there has or knows of where to get such a program, could you
please let me know?
Many thanks in advance!
(If you don't have it an FTP site will do) Thanks !

--

!! Computer Engineering at The Carleton Country Club!!
----------ac382@freenet.carleton.ca----------

5341. Re: FALCON, 386 COMPAT?

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 21:03:51 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qf9rnINNqbu@golem.wcc.govt.nz>
Source record: 207472

```
] > Compo has planned a 286 and a 486 emulator for the Falcon; no 386 emul
] > Yes, it means the Falcon can be DOS compatible (fun, fun, fun).
]
] Keep talking here, you could win me back from the Commodore camp! :)

The 486-emulator should be completed by now.
```

Normal VGA emulation (640*480*256), as well as the usual modes below
it. Emulation at a reported 32Mhz. Full access to all of the compatible
external ports on the Falcon (So you can use SCSI-2 hard-drives on the
'IBM'. As well as 1.44meg disks of course). There's even rumours of
their being slots on the emul���S2�
2�%N&)η�8
there being slots on the emulator to plug cards onto (such as soundblaster
etc.) This I find unlikely however, Compo' *Might* be able to use
Falcon sound as an emulator of the sound-blaster (not difficult, but
whether or not they can/will/have remains to be seen)

```
So, basically, plug this thing into the falcon, and you have an 80486
running at 32Mhz, with VGA graphics, and around 4meg of RAM available
(on the 4-meg Falcon), instead of 640K!
```

5342. 68030 in ST hack & cartridge

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 22:03:33 UTC
From: fsctc@avelon.lerc.nasa.gov
Message-ID: <1993Apr13.220333.23416@eagle.lerc.nasa.gov>
Source record: 207498

Two questions:

1. Has anyone done a hack of placing a 68030 inside a ST for the fun of it? I know TOS 1.0-1.6 has problems with the '030. Will TOS 206 work on the '030? Since both Dave Small & Jim Allen have such boards and they both licensed TOS 2.06 from Atari, does that mean TOS 206 used in their board has been altered to work with the 030?

2. Cartridge boards for the ST is expensive and unusual. Do any of the cartridges for the older 8-bit Atari computers fit the port on the ST?

Clarence
--

Clarence T. Chang | phone: 216-433-8561
NASA Lewis Research Center |
Cleveland, Ohio 44135 | email: fsctc@avelon.lerc.nasa.gov

Aerothermochemistry Branch, Internal Fluid Mechanics Division,
Aeronautics Directorate

5343. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 22:11:54 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1qfdraINNfo9@shelley.u.washington.edu>
Source record: 207473
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Mark.Lewell@bbs.actrix.gen.nz writes:

>I will also be watching the maturation of MultiTOS with great
>interest. Its current capabilities--

> - preemptive multitasking
> - threading
^^^^^^^^^ -> What? I thought this was something it could NOT do!

Anyone know? Can Multitos Thread?

> - memory protection
> - multiuser support(?, not sure of this)
>
Stuart Denman
stusoft@u.washington.edu

5344. Re: looking for small word processor with multiple font sizes

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 22:25:43 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1qfel7INNqkd@golem.wcc.govt.nz>
Source record: 207475

In article <9547@tekig7.PEN.TEK.COM>, georgew@tekig1.PEN.TEK.COM (George Walker) writes:
>I have a Deskjet 500 hooked up to a standard 520ST with 1 DS drive.
>I'm currently using 1STWORD, which is fine most of the time, but
>occasionally, I'd like to use a larger font than the printer's built-in
>fonts. I want a WYSIWYG with bit-mapped fonts that works with a Deskjet
>and doesn't require lots of RAM or a hard disk.
>
>Any suggestions?
>
>George.S.Walker@tek.com *OR* georgew@tekig1.pen.tek.com
>*OR* uunet!tektronix!tekig1.pen.tek.com!georgew

No there is none, get more memory for one thing, Graphic type fonts
use a lot of Ram, I use Script, and with a ome meg machine you can only have
one font resident and I also use a DeskJet....

Most of the better word processers would need more that one meg to be
usefull..

Roger.............. sheppard_r@kosmos.wcc.govt.nz

5345. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st
Date: 1993-04-13 23:03:42 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Apr13.170342.12327@iscsvax.uni.edu>
Source record: 207477
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1993Apr13.082327.27417@actrix.gen.nz>, Mark.Lewell@bbs.actrix.gen.nz writes:
> In article <H.ea.51ekVsd3uB_@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>> In <wmtwen.734014020@rw8.urc.tue.nl>, Erlend Nagel writes:
>> [putting 4M or 14M of real live dual-ported VRAM into Atari computers]
>>
>> I'm sure they didn't think of it... From the benchmarks posted here, it
>> looks liket he Falcon is _slower_ than an ST in some of the 16-colour
>> modes. That's a hellish performance hit due to the video, and one of the
>> many reasons that I'm not going to buy one, even if they do eventually
>> show up in North America.
>>
>
>
> Sigh. The Falcons that were benchmarked were the /slower/ developer
> revision models. When some demo coders got their hands on production
> Falcons, they are able to perform graphics manipulations in 65,536
> colours that would probably be nearly impossible on even 50 Mhz 486s.
> When Falcon-specific games are available in the coming months, it
> will be demonstrated that the Falcon is the superior architecture
> for many applications.
>
> The tradeoff the designers made (resolutions <= 800x600) is more
> than compensated by the flexibility of having up to 14 MB of graphics
> memory with hardware scrolling support. The upgraded BliTTER rated
> at /64 million/ pixels per second is unmatched by no other US$799
> or even US$2000 computers that I know of.
>
> Those are some of the reasons why I have to laugh when a Mac user
> spouts off about the new Centris and Quadras. I predict that
> when the new flight simulators for the Falcon are released and
> compard with those available for the Quadra, the serious deficiencies
> of the Macs will be graphically evident. Of course, when audio
> capabilities are also accounted for, then the question will not
> be whether Macs are getting cheaper, but if they are worth more
> than a few hundred dollars.
>
> I will also be watching the maturation of MultiTOS with great
> interest. Its current capabilities--
>
> - preemptive multitasking
> - threading
> - memory protection

> - multiuser support(?, not sure of this)
>
> The lack of memory protection in the Mac OS is reason enough to
> avoid Macs, because one thing is certain--software memory requirements
> are growing both in size and complexity. Atari should certainly
> publicize the defective and dangerous nature of Mac memory (mis)-
> management.
>
> When Atari is given time to optimize MultiTOS to its fullest
> potential, it will be reason enough to buy a Falcon computer.

YEA RIGHT....When Multitos matures, if it ever does will not compete with the power PC and Taligent OS. Yes you will be able to run Mac Software off it. Go spend your money on the Falcon, but for the same price, I'll wait for the PowerPC.....

>
>
>

5346. Re: The FALCON quest

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 00:52:05 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12935@uqcspe.cs.uq.oz.au>
Source record: 207479

oconnor@took.enet.dec.com (My name is Joe O'Connor) writes:

>But I have to say that Atari is losing me and a lot of people like me....

Please follow-up this thread to comp.sys.atari.advocacy

Thanks,
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

5347. Re: April Fools Day - No FALCONs yet

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 01:16:27 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12937@uqcspe.cs.uq.oz.au>
Source record: 207482

In <C5FLpx.1y9@tsegw.tse.com> mhembruc@tsegw.tse.com (Mattias Hembruch) writes:

>which is more crippling:
>
> disabling a math co-pro ...
>
> or
>
> putting a 68030 on a 16 bit bus, which affects
> EVERYTHING you do involving the CPU ... ???

Putting a 68030 on a 16 bit bus will only effect memory-move-intensive
(as opposed to calculation-intensive) applications. And even then,
not to a huge degree. The 030's big advantage comes from the Cache -
which is unaffected by a 16-bit data bus.

Which applications do you need speed from? Your word-processor? No,
you need it for your CAD program, and your DTP program - ie. the ones
that will gain from a math co-pro.

MOST applications requiring speed (you haven't fallen into the PC marketting
trap that tries to make you think ALL applications require speed have you?)
will gain from a math co-pro.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| ___________________________|

5348. Re: Mac Corrections

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 02:45:38 UTC
From: spanky@iowegia.dsm.ia.us
Message-ID: <Ru7y2B3w165w@iowegia.dsm.ia.us>
Source record: 207486

tbrown@cis.ohio-state.edu (ted croft brown) writes:

> In article <1993Apr10.184118.15364@ultb.isc.rit.edu> mrz5149@ritvax.isc.rit.e
> >> > Estimated Price: $US2959
> >> ^^^^^^^^^^
> >> Where did this come from? This doesn't
> >> jive with any of the prices you list.
> >
> >That was the ERP of the Centris as dictated by MacWorld. As I stated
> >earlier, the stuff I quoted was info I extracted from the pages of
> >MacWorld. It was by no means complete or a review or something. It
>
> Having read the article I think the MacWorld price is the price of a
> complete retail system, including monitor and keyboard. Here at OSU, the
> 610 4/ standard keyboard and Apple 14" RGM 14" RGB monitor is about
> $2050 or so. I wouldn't think it'd be that much off retail, but it could
> be (street price is not all that much higher than OSU prices around here).
>
> An important thing to remember for macs is the price does not include
> keyd, and that will add $90-150 onto the price of the CPU (a price
> the Falcon does not incur), but, you get separate keyboard!
>
> And, let us all remember...we don't know the *real* retail/street price
> of the Falcon yet! And, neither the LC III, or either of the Centris's
> (Centri ? Centris...I think the plural of Centris is Centris) are going
> to really hurt the music sales of the Falcon. (I have no idea how big
> that market it though...)
>
> (Sorry about the spelling mess up there, but I'm typing through a line
> noise storm...my blood pressure is raising fast! Time to buy a new
> modem I suspect.....for my health at least!)
>
> Ted
> --
> Ted Brown tbrown@cis.ohio-state.edu
> tbrown@magnus.acs.ohio-state.edu

Have you ever met any of your relatives that lived? This, by the
way is an Atari area. Go byte you Apple somewhere else. PLEASE

5349. Atari Explorer

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 02:49:10 UTC
From: spanky@iowegia.dsm.ia.us
Message-ID: <N17y2B4w165w@iowegia.dsm.ia.us>
Source record: 207485

Has anyone ever gotten a subscription to Atari explorer? I sent them a check in July of 1992, they cashed it in July of 1992. I have called 65 million times and have gotten someone differnet every time. Must be a high turnover ay? I was told by Mike Lindsey that I would get one immediately! It has been two months, not counting the rest of last year!! Are they dead and covering up or what? I am PISSED!

5350. Re: Cyberdrome Demo

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 03:13:14 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1993Apr14.031314.682@a.cs.okstate.edu>
Source record: 207493

In article <1993Apr11.202947.29397@ultb.isc.rit.edu> mrz5149@ritvax.isc.rit.edu writes:
>Does anybody know if there is a demo version of Cyberdrome available
>for FTP? If there is, what address (I'm familiar with archive.umich)
>

I posted a Demo version to Atari.archive a few months ago.

But I don't see it there now. I'm expecting a month old demo version to
arrive soon. I'll post it when it gets here!

jc

5351. RE: APRIL FOOLS DAY - NO

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 03:58:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <385.78.uupcb@uttsbbs.uucp>
Source record: 207658

Well, I got my first look at a Mac Centris today...and I was NOT
impressed a bit..

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+---+

5352. Re: 15/16 sector formater for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 03:59:52 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qg27olNNrn3@golem.wcc.govt.nz>
Source record: 207483

] Does anyone out there have a program to format floppies for 15 or
] 16 sectors (it is for a 5-1/4 HD drive hooked up to an ST).
] I think it is called :
] HCOPY
] Diamond format does 18 sector format but not 15 or 16.

TLC-Format does such formats.

(I think, I'll just load it up.....)

Later....

Nope, it does 18 and 20, oh well. Fast-Copy pro' will handle this,
(shareware, recieved only upon payment for Fast-Copy III). I'm not
sure if F-Copy III is capable of higher than 11-sector per-track format,
but it's worth a try!

5353. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 04:03:09 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qg2dtlNNrn3@golem.wcc.govt.nz>
Source record: 207484
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
] YEA RIGHT....When Multitos matures, if it ever does will not compete wit
] power PC and Taligent OS. Yes you will be able to run Mac Software off
] spend your money on the Falcon, but for the same price, I'll wait for th
] PowerPC.....

Do you sell these Power-PC things or something?! Take it into a secluded
corner, and blow it out your ear!

If Dave Small decides to release it, we will have mac-emulation on
the Falcon, we already have VGA-486/32 EMulation. And the ability
to read *ANY* disk format in existance! (With just software)

un-sub to this group, and join c.s.atari.advocacy!
```

5354. US FALCONS ARE HERE!

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 04:04:32 UTC
From: jmillar@cezanne.helios.nd.edu
Message-ID: <1993Apr14.040432.16575@news.nd.edu>
Source record: 207487

I was just informed that 1000-2000 Falcons are at this moment
being tested in Sunnyvale. They are to ship as soon as possible...
say, tomorrow!

This was information pulled off of Delphi.

--
Jay T. Millar - Department of Electrical Engineering - |||
jmillar@rodin.helios.nd.edu University of Notre Dame |||
"Quick to judge, quick to anger, slow to understand; Ignorance and / | \
prejudice and fear walk hand in hand." Neil Peart, Witch Hunt

5355. RE: A COUPLE OF FALCON QU

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 04:17:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <386.78.uupcb@uttsbbs.uucp>
Source record: 207659

I second that. Why the hell are you Mac users even in this Sub? Do you think all of your Atari-Bashing will convert us Atarians over to the Mac? I DON'T think so...so why bother trying, or for that matter, even bothering to join this conference. Maybe YOU are the one who is in the process of being converted..... Have I hit the nail on the head here?

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+---+

5356. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 06:18:22 UTC
From: konopkjt@mercury.cs.uregina.ca
Message-ID: <1993Apr14.061822.697578@sue.cc.uregina.ca>
Source record: 207490

In article <1qf9c9INNqbu@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>Well, there is now comp.sys.atari.advocacy - so, the Amoeba Games machine
>users, MS-Doze users, and Mac-users can harass atari among themselves
>in there, as none of us Atari users are interested, if we were, we could
>pop down to the local dealers and find out first hand about these 'great'
^^^^^^^^

that's right, but it doesn't work the other way around(*). I can go look at
Amiga, Mac, or MS-DOG stuff, but not Atari. Why? Because the last shop
that carried Atari folded last year, and no one's bothered taking up the
system. This is in a town of ~180.000 people.
They were also the authorized Commodore-Amiga dealer, but that was quickly
taken over by another shop. It's too bad, because I'd like to be able
to go down and actually compare, say, the Falcon to the A1200, but I can't.
(*) this appears to be true in much of North America, your situation may
be different.
--
Jeremy Konopka konopkjt@cs.uregina.ca

5357. Re: Terminal programs

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 07:11:07 UTC
From: me@peki.toppoint.de
Message-ID: <C5GpAK.Mn@peki.toppoint.de>
Source record: 207676

pmkierst@flash.LakeheadU.Ca writes:

>Hi everybody!

>I am looking for a terminal program for the ST, as follows:

> - free. I can't afford commercial software right now.
> - run on an *old* 520ST. I had to install the TOS in ROM's myself on this
> baby, and waited a good while before I could even get them. I have not
> since updated the OS, so it's oooold..MONO
> - run off of one 360k diskette...thats all I got.
> - have good (this is really important) vt100 or better emulation. I don't
> need fancy dialing directories or anything like that...its a hardwired
> connection at max speed possible.
> - ooor...KA9Q??? I think that's been ported to the ST. IF someone could point
> me in the right direction...

I remember an old (very old) terminal program called PC/InterComm by
Mark of the Unicorn, Inc. That's real what you are looking for.
But it's still not available and not free.
Another good terminal program for vt100 emulation and in the public
domain is uniterm. You can use it with your machine.

Peter

--
Peter Karstens Voice +49 431 92662 USENET: peder@tpki.toppoint.de
Moellingstr. 3 peter@peki.toppoint.de
W-2300 Kiel 1 (NeXT-Mail accepted) Z-Netz: peter%peki@kriski.zer
--

5358. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 07:20:14 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1qgdvelNN84t@elroy.jpl.nasa.gov>
Source record: 207489
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1qfdraINNfo9@shelley.u.washington.edu> stusoft@hardy.u.washington.edu (Stuart Denman) writes:
>Mark.Lewell@bbs.actrix.gen.nz writes:
>>I will also be watching the maturation of MultiTOS with great
>>interest. Its current capabilities--

>> - preemptive multitasking
>> - threading
> ^^^^^^^^^ -> What? I thought this was something it could NOT do!

> Anyone know? Can Multitos Thread?

Yes, the kernel supports it. None of the GCC libraries have been modified to provide the necessary synchronization locks, though. Not sure if anyone has put it to much use...

>> - memory protection
>> - multiuser support(?, not sure of this)

yes. With the Minix filesystem, file owner and group permissions are also enforced.... Not much you can do about the TOS filesystem, I guess.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

5359. Re: <<BILL REHBOK>> ON LINE GEnie Conference

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 07:46:07 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1qgffvINN9gu@elroy.jpl.nasa.gov>
Source record: 207491

In article <1qf9itINNqbu@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>] DOA is negotiating with several large European distributors (including
>
>DOA is about right, most of Atari's promised hardware is dead on arrival...

Ye of little faith... Of course, the stuff from Digital-Optical-Analog is
not Atari hardware, so your abuse of the name is groundless.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

5360. Re: Is there good, free, hard disk repairer/optimiser software?

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 09:37:18 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bcbcdcb@Kralizec.fido.zeta.org.au>
Source record: 207236

Original to: david@bdt.com
In a message of <08 Apr 93 22:43:11>, david@bdt.com (3:713/602) writes:

>> ws> Diamond Edge & Diamond Back are good, but not exactly cheap, whereas
>> ws> Reorg & DLII are! (And apart from a few bugs, have never failed me)
>>
>> DE and DB are probably the best tools available for the task, at least
>> in english 8)
d>
d> What about Hard Disk Sentry. In english (and German). Out since
d> 1987. Absolutely the most reilable HD optimization and repair.
d> Sugg. retail only $49.95 US.

My god! You're still out there (scribbles down your postal address) - nobody
here could find HDS for me - I assumed you'd stopped work on it 8(

For that matter, what are you guy(s?) up to these days? Weren't you working
on a POS system using RTX? Curious minds want to know 8)

d> David Beckemeyer (david@bdt.com) | P.O. Box 21575, Oakland, CA

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

5361. Re:HELP:Displaying 3D objects in world

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 09:40:02 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bcbce12@Kralizec.fido.zeta.org.au>
Source record: 207235

Original to: esuoc@csv.warwick.ac.uk
In a message of <08 Apr 1993 23:37:>, esuoc@csv.warwick.ac.uk (3:713/602) writes:

e> If anyone is interested ... I've written a 3D engine in 68000 Assembly,
e> C (Sozobon), GCC (X Windows only) and currently a G++ (X windows only)
e> ...

'interested' ? ha! make it available for ftp and see 8)

e> Ajay

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

5362. TeraDesk v1.21 available

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 09:43:58 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr14.094358.27553@tdb.uu.se>
Source record: 207495

TeraDesk v1.21 is now available by anonymous FTP from:

ftp.cs.tu-berlin.de (130.149.17.7)
/pub/atari/utils/terad121.lzh

I just found it while looking at todays new files. Let's hope it's
worth the DL-cost.

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

5363. Re: 520 STFM price cut in the UK (a re-int

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 09:52:30 UTC
From: etlgtme@etlxd32l.ericsson.se
Message-ID: <ETLGTME.93Apr14105230@etlxd32l.ericsson.se>
Source record: 207514
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Apr13.103024.23789@cee.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:

>>Nope !! Darryl Still said that Atari do not have a warehouse full of STFMs
>>somewhere. In fact, Atari are having to manufacture the new FMs from scratch
>>and to be able to meet the new price point the manufacturing technique is such
>>that it will be very difficult to upgrade them. ....

>I think this is an April Fool joke. I first heard the story on Channel 4's
>teletext magazine Digitizer which spouts drivel at the best of times.
>When Grant said ST Doormat were carrying a similar story I thought it was
>more credible but upon reflection I remember that Future Publishing are
>in bed somewhat with Digitiser so it looks like a joint April Fool joke.

Can't believe its an April Fool. The article appeared in the May issue, (don't
ask me why I get it a month early) and it leads with it on the front page
plus a small article near the beginning and then a full blown article further
on. Seems a rather extravagant April Fool if it is.

Grant.
--

_/_/_/_/_/ _/_/ _/_/ _/_/_/_/_/ | Grant McFarlane, Ericsson Telecom.
_/ _/ _/ _/ _/ _/ | E-Mail: etlgtme@etlxd20.ericsson.se
_/ _/_/ _/ _/ _/ _/ | "Don't mess with anything thats got
_/ _/ _/ _/ _/ | more teeth than the whole of the
_/_/_/_/_/ _/ _/ _/_/_/_/_/ | Osmond family. (A Rimmer)

5364. Re: ICD Software ?

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 09:53:42 UTC
From: djs@jet.uk
Message-ID: <1993Apr14.095342.20667@jet.uk>
Source record: 207494

In <C5EznH.6ry@newcastle.ac.uk> Trevor.Kirby@newcastle.ac.uk (Trevor Kirby) writes:

>In article <1q6ojv$ep5@msuinfo.cl.msu.edu>, molin@ptb.cl.msu.edu (Michael Olin) writes:
>>crubel@encore.com (Curtis Rubel) writes:
>>
>>>Hi all,
>>> Where can I ftp the latest ICD boot software and utils??
>>
>>Look for them on the ICD BBS (815/968-2229) or in the ICD RT on
>>GEnie... This is proprietary software, and they have not granted
>>permission for distribution on any other sites.
>>--

>much to the annoyance of ICD users over here.

The ST Club carry the ICD utilities, so you can get them for less than two quid (they only run if you have an ICD card). The versions that the ST Club carry are, however, not particularly up-to-date. If you phone them, maybe you could persuade them to update their copy. (However, I habe *never* got anything other than an engaged tone from them).

Sorry, I don't have their number handy; you can look it up in most ST mags.
--
+---+
| David Stevenson +44 235 465028 |
+---+
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

5365. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 10:20:22 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2bcbe615@p12.f202.n281.z2.fidonet>
Source record: 207537

In a message of <Tue 13 Apr 93 01:51>, paul hruby (2:281/202.0) writes:

ph> Ya know, if former NeXT developers are going to write programs for
ph> the Falcon, why doesn't Atari have them write NeXTStep ST for it.
ph> You think Steve Jobs would go for it?
ph>
ph> At the very least they could rewrite the development package for
ph> Atari.

Not really. Atari's market is way too small for NeXT to port NeXTStep to it. They simply wouldn't make enough money out of it. So why should they rewrite anything for our platform. Atari is a niche market, not the market NeXTStep486 is pointing at...

Greetings... - Jan -
FidoNet: 2:281/202.12, UseNet: jan@nextjk.wlink.nl

--- ZapMail 1.1
* Origin: She crucified my heart in the depths of a satin grave (2:281/202.12)

5366. ftp site request

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 11:28:05 UTC
From: MPELLEGRINO@CIPCINSA.INSA-LYON.FR
Message-ID: <MPELLEGRINO.5.734786885@CIPCINSA.INSA-LYON.FR>
Source record: 207496

What means gnu , mint and minix because on each ftp site there are and i
nothing about their utility.
Moreover were could i find an interesting shareware prg alike 1st word or
something like that?

*******THANK YOU******* ;-)

5367. Re: Emulation of 386

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 11:40:00 UTC
From: judy.ranelli@the-matrix.com
Message-ID: <11874.405.uupcb@the-matrix.com>
Source record: 207503

From: judy.ranelli@the-matrix.com

Is it true that there exists a 386 emulation card and if so, how can I
get one?

judy

5368. Re: 520 STFM price cut in the UK (a re-introduction)

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 12:55:37 UTC
From: cmh@eng.cam.ac.uk
Message-ID: <1993Apr14.125537.12502@eng.cam.ac.uk>
Source record: 207500

mcookson@flute.calpoly.edu (Mark Cookson) writes:

>In article <1qe65a$5s@simpson-06.cs.strath.ac.uk> bbaird@cs.strath.ac.uk (Brian A Baird CS92) writes:
>>Another thing to remember about these new STFMs is that,according to ST Format,
>>it is near impossible to upgrade them to one meg memory.

Maybe with a commercial board - I have no experience with these, but I am certain I could do a DIY job to 1Meg, 2Meg, 2.5Meg, or 4Meg as required.

> I upgraded mine to 1 meg. The space is there on the board. Just need
>to get out a soldering gun and plan on spending a little time. After
>that, you need to snip a few resistors. Works fine.

> I believe on some boards, Atari has soldered OVER all the places you
>would put the chips, to make it harder to upgrade. I am not sure if this
>is so.

The reason the holes are full of solder is that they were not masked off when the board was flow-soldered. It is a few minutes' work with a solder sucker to clear them.

Christopher
--
==========
Christopher Hicks | Paradise is a Linear Gaussian World
cmh@uk.ac.cam.eng | (also reported to taste hot and sweaty)
==========

5369. Re: April Fools Day - No FALCONs yet

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 13:02:14 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.uTgCq_yS0Y2@semprini.tdkcs.waterloo.on.ca>
Source record: 207668

In <1q1ccf$o3v@news.cs.tu-berlin.de>, Michael Franke writes:
> m91der@tdb.uu.se (Daniel Eriksson) writes:
>
> >The 68040 has both an on-chip MMU (PMMU) and an on-chip FPU (PFPU??? :-).
> >The on-chip FPU is much like the 68882 but I believe some commands are left
> >out. Anyone know for sure?
>
> Thats's what a FULLBLOWN `040 has, I know that because my machine has one
> :-). The Centris has a crippled down `040 named 68EC040 I think, that
> makes the difference.

The Centris 610 and _one_ of the Centris 650 models has the 68EC040,
which makes _no_ difference for normal work. If you're doing heavy ray
tracing, CAD, etc, you'll buy the faster Centris 650 (with the full
'040) anyway... Or at least you'd have the option. Any new Falcon
hardware announcements lately? :-(

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

5370. Re: Best Game?

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 13:04:41 UTC
From: mebeb@liverpool.ac.uk
Message-ID: <C5H5nt.M4o@liverpool.ac.uk>
Source record: 207652

In article <1qf979INNqbu@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>] I am interested in finding out what the best and most popular new
>] game is on the market. I am supose to buy one to raffle off at a show an
>] I don't play many games.
>
> Currently, Civilisation is. However, the current version is quite dodgy,
> although Microprose is writing an upgrade for a bug-free versionl.
> (which will replace the current version, and which can be obtained by the
> owner sending in the registration card of the original verision).
>
> It's just about the only game mentioned in Atari-Games FNET conference
> at the moment!

So what bugs are there in it at the moment? I bought it yesterday, after hearing someone mention it worked on the Falcon (no point buying software for a computer I expect to have for less than a month), and so far it seems to be working fine. I'm about 40 years from finishing the easiest level of the game (after playing til 5am this morning - ouch!) and I haven't noticed anything yet.

On the subject of it running on the Falcon, the person who mentioned it said that the colors were messed up - am I missing something obvious, or can you not just adjust them with the control panel/whatever?

Kev

5371. How to tell new Falcons from old?

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 13:06:46 UTC
From: a740778@gus.tiuk.ti.com
Message-ID: <C5H5rB.CEF@csc.ti.com>
Source record: 207651

I was leafing through this month's ST Format and saw that several places in the UK are now advertising Falcons, particularly Hisoft, who are just down the road from here. Anyway, recently people have posted that the first Falcons which were available are early revision versions and have inferior performance to the actual production models (someone said production models have 64 mil. pixels/sec. blitter whereas the early versions had the crippled Mega blitter).

So, is there any way I can tell whether a given Falcon is a production model or pre-production? eg. by a serial number or other visible marking on the case? I'm not about to blow 1000 quid on a dodgy Falcon!

Any help appreciated.

TTFN, Jason

* Jason B.E. Julyan BEng(Hons) ! Texas Instruments Ltd. *
* TMS380 LAN Products Design Team ! Manton Lane, *
* a740778@server1.tiuk.ti.com (IMS: JBEJ) ! Bedford, U.K. *
* All opinions expressed herein are personal ONLY *

5372. Re: FALCON, 386 COMPAT?

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 13:07:25 UTC
From: mebeb@liverpool.ac.uk
Message-ID: <C5H5sE.M5w@liverpool.ac.uk>
Source record: 207653

In article <1qf9rnINNqbu@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
> So, basically, plug this thing into the falcon, and you have an 80486
> running at 32Mhz, with VGA graphics, and around 4meg of RAM available
> (on the 4-meg Falcon), instead of 640K!

But what if I want to plug in one of the 32 Mhz boards for the Falcon? Will it be possible to have both in at once - anyone know?

Kev

5373. Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 13:57:42 UTC
From: evilandi@vnet.IBM.COM
Message-ID: <19930414.060958.401@almaden.ibm.com>
Source record: 207499
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a nice shareware package I would like to put into one archive (.arc, .zoo, .lzh, .whatever). Problem: files are spread across different folders and this directory structure must remain intact.

Which versions of which archivers can cope with this? What would be the command I would use to archive a file with its folder info? (eg. I suppose X A:\FOLDER\FILENAME.DAT wouldn't do the trick?). I would prefer to use LZH but any archive method will do.

If I need a particular version of an archiver, are there any email servers from which I can obtain that version?

Andrew Oakley, IBM Warwick, UK IBM VNet: <9oakley@asicvm1> x(7)664830
InterNet: <evilandi@vnet.ibm.com> I speak FROM IBM, not FOR IBM!
JANet: <evilandi%vnet.ibm.com@nsfnet-relay> UK 24h Tel. 0926 464830
24 Daddlebrook Road, Alveley, Near Bridgnorth, Shropshire, WV15 6NU, UK

Evil Andi of GOTHIC DOMAIN SOFTWARE: Computing for the culture-shocked
Budgie UK titles: Ballpark, Flipped & Square Off
Shareware titles: ST-Zine Disk Mag Kit, Quiz Construction Kit & others
---
Death Culture Industrial Nightclub: Birmingham Hummingbird Alt. Fridays

5374. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 14:26:30 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr14.142630.16552@tdb.uu.se>
Source record: 207655
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Why don't you try zoo! It's not the easiest one to pack directory-trees
with, but it's no prob depacking into a tree.

You must specify each directory separately on the command-line, so if
your directory looks like:

```
ChangeLog
Makefile
README
/man/whatever.1
/src/whatever.c
/src/whatever.h
/src/atari/tailor.c
/src/atari/tailor.h
```

the command-line should look like:

```
zoo ah whatever.zoo man/* src/* src/atari/* *
```

for zoo to pack the entire tree.

To unpack use:

```
zoo x// whatever.zoo
```

zoo will automagically create the folders for you! :-)

BTW, you need zoo v2.1 to use the HIGH-compression method (the 'h' in 'ah').

Happy packing!

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

5375. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 14:45:45 UTC
From: ritz@ritz.mordor.com
Message-ID: <930414623@ritz.mordor.com>
Source record: 207654

Martin Frederiksen (martinmf@imv.aau.dk) wrote:
: Just repeating for those who did not get the message first time:

: Mac and Amiga users, shut up! Any relevant mail in this newsgroup is great,
: keep the rest out. If you do not have any interest in Atari computers, post
: in other newsgroups. Got it?

If you can't take the heat, get out of the kitchen. Usenet is a loosely
controlled anarchy (at best) and there is very little you can do to
"weed out" those horrible people who dare to have different opinions
than you. I suggest you learn how to make use of your 'n' key or
learn how to set up a kill file.

Happy computing.

Chris

ps. Atari sucks wind. Nyah...nyah! :-)

--
Christopher Mauritz | Knowledge is a deadly friend
ritz@ritz.mordor.com | When no one sets the rules.
{backbone}!rutgers!ritz!ritz | The fate of all mankind I see
King Crimson ---------------> | Is in the hands of fools.

5376. Re: Source for StXformer?

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 14:47:55 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr14.144755.26918@newshost.lanl.gov>
Source record: 207656

In article 22935@news.uit.no, borgen@stud.cs.uit.no (Boerge Noest) writes:
>
>I'll try again: Does anyone have/know where to get the source for
>StXformer?
>
>I don't know how many times I have read that the source is available, but
>no-one has been able to find it so far...
>

I don't know about its availability, but I'd think asking the author himself
would be a way to find out, don't you? Send mail to darek@microsoft.com.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5377. Re: Cyberdrome Demo

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 14:52:01 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr14.145201.27295@newshost.lanl.gov>
Source record: 207657

In article 682@a.cs.okstate.edu, cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) writes:
>In article <1993Apr11.202947.29397@ultb.isc.rit.edu> mrz5149@ritvax.isc.rit.edu writes:
>>Does anybody know if there is a demo version of Cyberdrome available
>>for FTP? If there is, what address (I'm familiar with archive.umich)
>>
>I posted a Demo version to Atari.archive a few months ago.
>
>But I don't see it there now. I'm expecting a month old demo version to
>arrive soon. I'll post it when it gets here!

Hmmmm... I thought it was in the GAMES category. But no matter, a _new_
version of the fully playable demo (even 2-player/2-computer mode is enabled)
will be uploaded shortly, along with new demos of Crossword Creator II and
Word Search Creator which have been greatly enhanced. <Thanks, JC> :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5378. Re: US FALCONS ARE HERE!

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 15:00:45 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr14.150045.29389@newshost.lanl.gov>
Source record: 207660

In article 16575@news.nd.edu, jmillar@cezanne.helios.nd.edu (jay millar) writes:
>
>I was just informed that 1000-2000 Falcons are at this moment
>being tested in Sunnyvale. They are to ship as soon as possible...
>say, tomorrow!

Well, this _could_ be true, but I think your quantities are off by a factor
of 10 according to my rumor-control-sources. And yes, I mean on the downward
side, too. But there is a good side to these delays, too. The TOS version
that will ship (eventually!) with the US Falcons will be more stable than
the early versions that were shipped to Europe.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5379. Re: Atari Explorer

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 15:06:40 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr14.150640.1199@newshost.lanl.gov>
Source record: 207661

In article N17y2B4w165w@iowegia.dsm.ia.us, spanky@iowegia.dsm.ia.us (Lannie Schafroth) writes:
>Has anyone ever gotten a subscription to Atari explorer? I sent
>them a check in July of 1992, they cashed it in July of 1992. I
>have called 65 million times and have gotten someone differnet
>every time. Must be a high turnover ay? I was told by Mike
>Lindsey that I would get one immediately! It has been two months,
>not counting the rest of last year!! Are they dead and covering
>up or what? I am PISSED!

Lannie, Atari Explorer just released their second issue (Jan/Feb 93) a couple of weeks ago. You should definitely have received one by now so I guess their books are still in a state of disarray. Like everone else at Atari, they are undergoing some "restructuring" so who knows what will eventually happen.

I'll pass your complaint on to Mike Lindsay on GEnie.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5380. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 15:15:46 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr14.151546.2562@newshost.lanl.gov>
Source record: 207662

In article 12327@iscsvax.uni.edu, sinclair2246@iscsvax.uni.edu () writes:
>
>YEA RIGHT....When Multitos matures, if it ever does will not compete with the
>power PC and Taligent OS. Yes you will be able to run Mac Software off it. Go
>spend your money on the Falcon, but for the same price, I'll wait for the
>PowerPC.....
>

Oh mighty one, your wisdom is beyond the comprehension of we mere mortals.

For example, why does one with such omnipotent intelligence refuse to take
this silly argument to comp.sys.atari.advocacy where it belongs?

I suppose there are some things that mankind will never know.... :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5381. Re: FALCON, 386 COMPAT?

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 15:19:16 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr14.151916.2642@newshost.lanl.gov>
Source record: 207663

In article 1qf9rnINNqbu@golem.wcc.govt.nz, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>
>So, basically, plug this thing into the falcon, and you have an 80486
>running at 32Mhz, with VGA graphics, and around 4meg of RAM available
>(on the 4-meg Falcon), instead of 640K!

Uh, if it's a true 386 or 486 _emulator_ , then how do they get around the 640K primary memory barrier which is an _architecture_ problem? You can have extended and expanded memory sure, but no more than 640K primary. Yes?

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5382. Re: TeraDesk v1.21 available

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 15:31:33 UTC
From: snoret@egon.unx.sas.com
Message-ID: <C5HCGM.FsC@unx.sas.com>
Source record: 207664

In article <1993Apr14.094358.27553@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:
>
>TeraDesk v1.21 is now available by anonymous FTP from:
>
> ftp.cs.tu-berlin.de (130.149.17.7)
> /pub/atari/utils/terad121.lzh
>
>I just found it while looking at todays new files. Let's hope it's
>worth the DL-cost.
>
>---
>Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

Just to let folks know, the latest version I've got is 1.30. (dated earlier
THIS YEAR!) It has some additional features that 1.21 doesn't (although I
can't remember exactly what they are :(I think the ability to define a
default editor is one). I just got it off of GEnie (or was it CompuServe?)

Anyway, if I get a chance this week, I'll try to get it to a.a.

Rick
--

Richard E. Tatem Asst. Systems Programmer
snoret@unx.sas.com UNIX Systems Support
(919) 677-8000 x4719 SAS Institute Inc.

5383. A summary of ST-magazines (paper/disk) ..

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 15:52:51 UTC
From: pieterc@wsinis01.info.win.tue.nl
Message-ID: <1qhc0j$f0o@wsinis01.info.win.tue.nl>
Source record: 207665
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Who owns a list of (inter-)national ST magazines
and would be so kind to post it for me ?

Especially disk magazines / net.magazines; possibly underground,
have my great interest !

Fast replies will be rewarded with a copy of the most complete,
luxurious, foolproof and graphically interfaced phreaktool currently
available for the ST family: The Rowdy Dialer v1.1, release this month ..

Enjoy,
and thanks in advance!

RowdyB

5384. FRAUG 6th anniversary and Falcon show

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 16:12:59 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <Apr14.161259.81087@yuma.ACNS.ColoState.EDU>
Source record: 207667

```
In cerelbrate our local Atari User group FRAUG 6th birthday and local delear
RUN PC 3rd year in town, Daivd Small is bringing his Frech Falcon along with
Holt box etc for a demo.
Time:
Time : April 14 (Tonight) 7:00 PM sharp
[Door price drawing held right after 7PM]
Place: RUN PC at Fort Collins on 524 Laurel St.
Just north of CSU's Rockwell hall
(493-5565 if you need help finding it)
```

5385. HELP! GFA Compiler Deleted!

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 16:19:09 UTC
From: circuit@csd4.csd.uwm.edu
Message-ID: <1qhdhtlNNpfe@uwm.edu>
Source record: 207666

hutch@bellman.lanl.gov (John Hutchinson) says:

>Marty, I wish someone could help you out by giving you a copy of the GFA
>compiler but unfortunately, such action would be illegal. Even though the

How so? The version I had was not 2.0 or 3.0. I believe it was 1.0 or 1.2,
and I got it public domain back in 87-88 to begin with.

>GFA BASIC 2.0 interpreter has been placed in the public domain and the 3.5
>interpreter has been published as an ST Format cover disk, the compilers for
>both version 2.0 and 3.0 remain copyrighted, commercial software which may
>_not_ be freely distributed.

Where can I find any of these newer versions of GFA public domain? And will
my older GFA (non-compiled) code work with them? I have ALOT of programs
I wrote with this old version of GFA I have.

>Contact GFA Software Technologies in the US at 1-800-766-6GFA and they will
>be happy to sell you a replacement copy of the 2.0 compiler. Even better,
>go ahead and upgrade to 3.5 as it is so-o-o-o much better than 2.0. Either
>upgrade will not cost much, you'll be happy and you won't break any laws.

And will all this stuff work on my bare bones early 520-first/with/built/in/
TOS-ST?

>John "HUTCH" Hutchinson
>Fair Dinkum Technologies Member - IAAD
>"No worries, mate... it's from Fair Dinkum!"

Thanks for the reply John. Oh, and another question: The reviews I saw
of the Falcon were for a 10 or 20MHZ Falcon. Did they come out with any
faster ones? And I'm curious as to why Atari chose the 68030 for a new
computer, when that chip was allready old news a long time ago. Why
not one of the newer 68 chips?

Thanks again...

AND ANYONE READING! I still need the compiler help!

Marty

--
circuit@csd4.csd.uwm.edu What do you care what other people think !?
circuit@convex.csd.uwm.edu Clearly the rantings of a madman...
"..I Believe that entropy will eventually come to..HEY where'd everybody go?"

5386. Help, please: BBS-soft for ST-1040...

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 16:33:23 UTC
From: JV <jvgg@inpol.vyatka.su>
Message-ID: <PnJp3phKRT@inpol.vyatka.su>
Source record: 207678

[No readable article body recovered]

5387. Re: Falcons shipping next week in USA!

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 17:13:10 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1qhgn6INN3nt@tortoise.cis.ohio-state.edu>
Source record: 207669

In article <1993Apr13.203936.20770@newshost.lanl.gov> hutch@bellman.lanl.gov writes:

>OK, so it's a question of semantics, then; or how one defines "product
>announcement." Big deal. So shoot me. :)

Ok, so I twist words to suit my point! You read enough of those
slimy market releases and you'd do the same thing!! (and it's *me*
that should be shot!!)

Anyway, no matter *how* you look at it, Apple/Microsoft still do the
same lame things that Atari does. It's that Apple also has some
sterling examples of announcing the LC III and having it for sale
the same day. (But this turn of events is quite recent for Apple
in any event!!) My whole point is, Atari does screw up, and they've
done it many times in the past. *But* if we look at the Falcon
alone...and compare it the Computer Industry track record, Atari is
not doing that badly.

Of course, I think the problem is, that if Atari had got the machine
out in September, it would have had a few months to gain share over
the new Macs, and even longer over the DSP macs,Amiga w/ DSP's.

The Falcon would have looked alot better in September's market than
it looks today--and people know that and I think that makes them
frustrated. And, I do know that Atari is losing Falcon sales as time
goes on. Up to Feb, I would have bought one. I got tired of waiting,
and a good deal for a used NeXT came up...so I took it. I don't think
I'm alone in that regard either (buying another machine that is).

>_____ John "HUTCH" Hutchinson _____
>_____ Fair Dinkum Technologies Member - IAAD _____
>_____ "No worries, mate... it's from Fair Dinkum!" _____
>_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____
>
>

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

5388. ATARI STUFF FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 18:12:10 UTC
From: aag9521@ucs.usl.edu
Message-ID: <1993Apr14.181210.24876@usl.edu>
Source record: 207689

It's finally happened, my old 1040 ST has died,

so, I'm selling all the stuff I had with it, if the

prices don't agree with you, please, feel free to let me

know, and, we could certanly agree on something.

HARDWARE

Seagate 251-1 40MB HD ..... $ 90

Supra DMA to SCSI adaptor ..... $ 25
(software included)

Adaptec SCSI to MFM HD controller ... $ 25

All three ..... $ 110

SM 124 Highres Monochrome monitor ... $ 50

All of the above .... $ 130

SOFTWARE (sorry collection, I know)

LaserC Compiler ..... $ 20
(last version from Megamax)

All of the above .... $ 135

BOOKS

Atari ST internals ..... $ 10

Atari St 3D Graphics Programming .... $ 10

Programmers guide to GEM ..... $ 10

And, the culprit:

Free, for the shipping:

1040 Atari St.

All of the above ... $ 150

BTW: buyer pays shipping.

I don't need to make a deal, just get these things out of my house.
(wifes have no sense of humor about "things" and "gray boxes"

hanging around "their houses")

Any gripes, complains or offers, please email me (tight on time)

and or call me (just about any time) at (318) 235-3489.

Thanks,

5389. Re: 68030 in ST hack & cartridge

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 18:18:22 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <7340131@hpfcso.FC.HP.COM>
Source record: 207700

I bought a cartridge port proto board back in the 80's from:

Douglas Electronics (415)-483-8770
33-DE40 Atari-ST Proto board $10.00

They were listed in the June 1987 issue of Byte magazine. They had a design for a clock in the cartridge port.

Ted.

5390. Re: A summary of ST-magazines (paper/disk) ..

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 18:19:48 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr14.181948.11371@newshost.lanl.gov>
Source record: 207670

In article f0o@wsinis01.info.win.tue.nl, pieterc@wsinis01.info.win.tue.nl (Pieter C. Filius) writes:
> Who owns a list of (inter-)national ST magazines
> and would be so kind to post it for me ?
>
> Especially disk magazines / net.magazines; possibly underground,
> have my great interest !
>
> Fast replies will be rewarded with a copy of the most complete,
> luxurious, foolproof and graphically interfaced phreaktool currently
> available for the ST family: The Rowdy Dialer v1.1, release this month ..
>
> Enjoy,
> and thanks in advance!
>
> RowdyB

Pieter,

I, for one, would be happy to honor your request but...

kindly take your illegal phone phreaking gadgetry elsewhere. If you so casually rip off the phone companies I can only assume you'd jump at the chance to pirate software as well. Please don't assume that everyone on the nets possess such low moral standards as those you publicly display.

If that is NOT your intent, do fill us in. I'd love to hear an explanation. In the meantime you might want to check the FAQ.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5391. Re: Warp 9 - compatibility?

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 18:33:32 UTC
From: jesa@s0jxb.exnet.co.uk
Message-ID: <H.aay2ELT602g@s0jxb.exnet.co.uk>
Source record: 207534

In <1993Apr12.160024.23553@syma.sussex.ac.uk>, Kevin Busby writes:
>
>There's certainly no problem with Creator (with Warp 9 set up to disable the
>screen saver while it's running), and Notator should be no different.
The latest version of Warp9 - 3.75 - works OK with Notator now except
if you try to use macros, at which point it throws a fit and does all
sorts of weird things!
--
==========
From: John Budden Email: s0jxb@exnet.co.uk

5392. sound converting program for the ATARI ST/TT/Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 18:45:39 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1qhm4jE32u@uni-erlangen.de>
Source record: 207671

Five to Five V0.9 for the ATARI ST/TT/Falcon

525 is a GEM based sound converter for all ATARI computers, running under TOS and MultiTOS.

525 can convert any of the following formats into any of them:

- DVSM (used by WinRec)
- AVR (used by many ST/TT/Falcon programs)
- AU, SND (used on SUN, NeXT)
- WAV (used on PC's)
- Raw (for many other cases)

You can also convert from 8 bit to 16 bit (and vice versa) and from Mono to Stereo. Also different packing algorithms are implemented.

525 uses the converting routines of the program Fortune V1.0 that only works on the Falcon.

525 will be available at ftp.uni-erlangen.de and atari.archive.umich.edu

--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

5393. Re: Falcon/030 Raytracers?

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 18:53:00 UTC
From: Achim_Wilhelm@m4.maus.de
Message-ID: <A27422@M4.maus.de>
Source record: 207419

Hi Neill.

I use POVray. It's a good raytracer, with sources for Apple, Amiga, PC and

for our loved ST/TT/FALCON.

It's controlled by a programming language like this:

```
// Persistence Of Vision raytracer version 1.0 sample file.
// written by Alexander Enzmann
// Demonstrates box primitive

camera {
location <0 0 -8>
direction <0 0 1.2071>
up <0 1 0>
right <1 0 0>
look_at <0 0 0>
}

object {
sphere { <0.0 0.0 0.0> 2 }
texture {
ambient 0.2
diffuse 0.8
color red 1 green 0 blue 0
phong 1
}
}

object {
box { <-2.0 -0.2 -2.0> <2.0 0.2 2.0> }
texture {
ambient 0.2
diffuse 0.8
color red 1 green 0 blue 1
}
rotate <-20 30 0>
}

object {
light_source {
<-10 3 -20>
color red 1 green 1 blue 1
}
}
```

It renders to 24bit-color-TGA-files.

regards, Jimmy


```
+------------------+-----------------------------------------+
| ||| | Name : Achim 'Jimmy' Wilhelm |
| ||| | German BTX : 089316294900-0001 |
| ||| | FidoNet : Achim Wilhelm on 2:246/13.42 |
| ||| | eMail : Achim_Wilhelm@m4.maus.de |
| / | \ | MausNet : Achim Wilhelm @ M4 |
| / | \ | Telephone : +49 89 3162949 |
| / | \ | Please send me no UU coded files and no |
| ATARI | mail larger than 16 kBytes |
+------------------+-----------------------------------------+
```

5394. Re: HELP! GFA Compiler Deleted!

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 19:34:53 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr14.193453.25790@newshost.lanl.gov>
Source record: 207672

In article 1qhdhtINNpfe@uwm.edu, circuit@csd4.csd.uwm.edu (Marty) writes:
>hutch@bellman.lanl.gov (John Hutchinson) says:
>
>>Marty, I wish someone could help you out by giving you a copy of the GFA
>>compiler but unfortunately, such action would be illegal.
>
>How so? The version I had was not 2.0 or 3.0. I believe it was 1.0 or 1.2,
>and I got it public domain back in 87-88 to begin with.

Hmmm... are you _sure_ it was 1.0? I can't seem to remember them ever coming out with a compiler for the old 1.0 version. If they did, I'm sure it's public domain by now. Anyway, I don't have a 1.0 compiler. To confirm what version of GFA you have, enter the command "PRINT ERROR 100" in the immediate mode of the interpreter. You'll get back a copyright message with the version number.

>Where can I find any of these newer versions of GFA public domain? And will
>my older GFA (non-compiled) code work with them? I have ALOT of programs
>I wrote with this old version of GFA I have.

I'm pretty sure the 2.0 interpreter will not read 1.0 tokenized (.GFA) files. You should still be able to merge 1.0 .LST files into the version 2.0 and 3.0 interpreters, however. Most user groups should have the 2.0 interpreter software in their libraries and it's also probably available on atari.archive. The 2.0 (or 3.0+) compilers are not PD. ST Format magazine published the 3.5 interpreter on their cover disk a couple of months ago. That does not legally make it public domain but there's not much difference, IMHO. Of course, it's pretty worthless without the manual! :)

>And will all this stuff work on my bare bones early 520-first/with/built/in/
>TOS-ST?

Sure, all the GFA versions are compatible with TOS 1.0 and up. Contrary to popular opinion, GFA 3.5 also works with Falcon TOS 4.0+ (although a few things require different methods). It's just not totally MultiTOS compatible.

>Thanks for the reply John. Oh, and another question: The reviews I saw
>of the Falcon were for a 10 or 20MHZ Falcon. Did they come out with any
>faster ones? And I'm curious as to why Atari chose the 68030 for a new
>computer, when that chip was allready old news a long time ago. Why
>not one of the newer 68 chips?

The Falcon030 is powered by a 16MHz 68030. My seat-o-the-pants benchmarks show it to be roughly twice as fast as the 16MHz 68000 MegaSTe and 3-4 times as fast as an 8MHz 68000 STe. It depends a lot on what you are using it for. It's most unique feature, of course, is its built-in DSP audio circuitry. Rumor control has it that Atari may bring out a Falcon040 model in a tower

case but that is just wishful thinking if Falcon sales don't hit the big time. I'm sure the decision to go with the 16MHz 030 chip was one of economics, initially. But of course, we can add short-sightedness as a reason now. :)

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5395. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 19:54:07 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr14.195407.23042@mnemosyne.cs.du.edu>
Source record: 207674
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

> [gushing praise of the Falcon]

Oh come on, we're leaving the realm of fact here and getting into dogma
and marketing buzzwords. To wit..

> The Falcon is 3 - 5 times as fast as an ST.

Well, maybe some benchmark ran that much faster. I've been using one
every day for 6 months now. 2.5-3 times as fast would be more accurate.

> [Falcon hicolor demos] that would probably be nearly impossible on
> a 50mhz 486.

Bullshit. My 25mhz 386 in 24bit truecolor mode can run circles around my
Falcon in 256-color or hicolor mode. How? Simple: the 386 machine has a
real graphics coprocessor (TMS 34020) not just a bit-mover that's fighting
the main CPU and the shifter chip for bus access.

> Upgraded blitter chip rated at 64 million pixels per second.

Here's where the marketing hype takes over. The blitter chip is clocked
at 16mhz. That doesn't imply that it can move 16 million bytes or words
per second, or that the other processors on the bus would give it that
much time even if it could. If you take the maximum rate at which it can
pump data, and use the 1-bit-per-pixel monochrome mode as the test case,
you can probably cook up a number like 64million pixels per second. As
the car commercials and other marketing hype experts like to say: your
mileage may vary. Especially if you're not fond of monochrome video.

--
==
- Ian Lepore | Thoughtlessness will gain the praise of superiors, respect
ianl@bix.com | of your coworkers, and success in business or politics.
==

5396. Re: Falcons shipping next week in USA!

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 19:56:53 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr14.195653.1225@newshost.lanl.gov>
Source record: 207675

What Ted Brown said (in post 67515, 14 Apr 93):

I agree 100%, as I'm sure a _lot_ of other users do. As every day without
the Falcon passes by, Atari loses more and more potential market share. And
that's something they desparately need to improve upon. <sigh>

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5397. Falcon books etc.

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 20:58:30 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Apr14.205830.5587@prime.mdata.fi>
Source record: 207677

Hello! Are there any available Falcon books yet? Such that are helpful
in programming, something like a Internals for Falcon? If there are,
I'd like to know the ISBN numbers and/or a place to order them from
(and the price, preferably).

I'd also want to know, wherefrom, in the London area, one could buy a
Falcon. I'm asking this for a friend who will take a trip there soon..

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

5398. Re: April Fools Day - No FALCONs yet

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 21:30:52 UTC
From: mhembruc@tsegw.tse.com
Message-ID: <C5Ht3H.5Ko@tsegw.tse.com>
Source record: 207683

warwick@cs.uq.oz.au (Warwick Allison) writes:

>In <C5FLpx.1y9@tsegw.tse.com> mhembruc@tsegw.tse.com (Mattias Hembruch) writes:

>>which is more crippling:
>>
>> disabling a math co-pro ...
>>
>> or
>>
>> putting a 68030 on a 16 bit bus, which affects
>> EVERYTHING you do involving the CPU ... ???

>Putting a 68030 on a 16 bit bus will only effect memory-move-intensive
>(as opposed to calculation-intensive) applications. And even then,
>not to a huge degree. The 030's big advantage comes from the Cache -
>which is unaffected by a 16-bit data bus.

>Which applications do you need speed from? Your word-processor? No,
>you need it for your CAD program, and your DTP program - ie. the ones
>that will gain from a math co-pro.

What apps do I NEED speed from?? Hmm.. None, really... What apps do I WANT
speed from?? All of them.. What apps do I realistically expect speed from??
Most of them..

Here are some examples of things I would like to have faster (and which I
claim will be hit by the Falcon's 16-bit bus). Databases (ok, not that many
available on the Falcon, but I use them on my 386.. I NEED to use databases..
It's part of my consulting job..) What speeds up a database? Fast disk i/o..
AND fast sorting (fast memory/cpu). Most sorting is integer-based..
One way to get fast disk i/o?? Disk Cache (typically 100-200K). Don't tell
me THAT will fit in the 68030's cache..
Compression/Decompression. Again, fast CPU/mem... Fast i/o.. (some programs
take FOREVER to install). IF you want to write the algorithm the DSP might
be able to do this quickly, BUT you still need to get the data to the DSP..
Fast i/o, fast CPU to send data to DSP.. My 33-386 will decompress things
about 8-10 times faster than my 1040.. According to all the processor debates,
it should only be 4-5 times faster (Motorola is much better than intel, etc -
I like the Motorola chip better myself, btw)..

WordPro? Hmm. We're controlling Word through DDE, so we NEED it to give
reasonable performance (ie FAST).
Compilation.. Again - fast i/o (almost all large apps could gain from this),
and fast cpu/mem.. GCC runs on a mega4, but do I want to wait until next week?
NO! (exaggeration intended)

So, it'll take twice as long for the Falcon to calculate the results, but when it's done, it'll update the screen in .01 seconds instead of .1 on a Windows system, and it'll tell me in TrueVoice "I have finally finished"??
WOW!! :-)

The one thing the video will give the Falcon an edge on? Games.. Considering that a lot of people buy machines to play games, this may NOT be such a bad idea.. :-)

>MOST applications requiring speed (you haven't fallen into the PC marketting

PC marketing??? NO - I can't even GRASP the concept of Politically Correct Marketing. "The Horror. The Horror".

SalesDroid(tm Chris H.): "I realize the 486-25sx is somewhat completion challenged, but the 200 meg SCSI drive is storage advantaged, allowing the patience-gifted user to store more data than the price-disadvanted 486-50 & 130 meg SCSI package which might accomplish the user's wishes in a more time-satisfactory duration."

>trap that tries to make you think ALL applications require speed have you?)
>will gain from a math co-pro.

>--
>Warwick
> _-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
> / * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
> _.-._/ University of Queensland, _// || _ Both are GNUish = Free |
>_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

Mattias
--
Mattias Hembruch
>> My views do not necessarily reflect those of the TSE. <<
E-mail: mhembruc@tse.com

5399. How to get into atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 21:50:01 UTC
From: freds@hpcc01.corp.hp.com
Message-ID: <1540016@hpcc01.corp.hp.com>
Source record: 207518

Hi I'm new at telneting to the atari.archive.umich.edu machine.

Must I use telnet? or can I used rlogin?

I have tryed telnet and the host asked for a login & password.
I tryed anonymous, but that did not work.

how do I get in?

A sample session would be great.

Thanks,

Fred Saavedra

freds@hpprsd1.mayfield.hp.com

5400. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 21:51:08 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1qi10clNN31l@golem.wcc.govt.nz>
Source record: 207679
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Apr14.142630.16552@tdb.uu.se>, m91der@tdb.uu.se (Daniel Eriksson) writes:
>Why don't you try zoo! It's not the easiest one to pack directory-trees
>with, but it's no prob depacking into a tree.
>
>---
>Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

NEVER EVER RECOMMEND ZOO its the worse Archiver there is, there are many
BBS sites in the world that don't alow ZOO Archives at all, even some
of the Big commercial sites will not alow ZOO Archives..

Its nar imposible to redirect the out put..

I think sticking to LZH201L or the New STZIP 2.2 will be far better,these
do work on small 520k one drive ST's...

Take it from some one thats tried them all....

Roger..... sheppard_r@kosmos.wcc.govt.nz

5401. Re: April Fools Day - No FALCONs yet

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 22:08:28 UTC
From: alex@falcon.demon.co.uk
Message-ID: <734825308snz@falcon.demon.co.uk>
Source record: 207526

>...
>I think the 610 IS the low-end model of the 650.. And an FPU is NOT that
>expensive (AFAIK you CAN buy FPU card for the 610)..
>

Seem's unlikely given that the '040 has no co-processor support in it!
Whether you can upgrade the processor though I have no idea.

>Mattias
>
>>--
>
>>ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman
>--
>Mattias Hembruch
>>> My views do not necessarily reflect those of the TSE. <<
>E-mail: mhembruc@tse.com
>

--
Alex Kiernan
akiernan@falcon.demon.co.uk

5402. Re: TT multitos & LINUX

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 22:10:46 UTC
From: alex@falcon.demon.co.uk
Message-ID: <734825446snz@falcon.demon.co.uk>
Source record: 207527

In article <C5FM8z.MzC@wimsey.bc.ca> jhenders@wimsey.bc.ca writes:

>In article <1993Apr11.193320.26329@arbi.Informatik.Uni-Oldenburg.DE>
> Martin.Kunze@arbi.informatik.uni-oldenburg.de (Martin Kunze) writes:
>>
>>I think multitos is a nice try but there is no futur to a system that even
>>cant format a disk in the backround.
>
> Don't tell Bill Gates this. ;-)
>
>--
> John Henders
>

Oh boy, I needed that grin! Thank you!!!

--
Alex Kiernan
akiernan@falcon.demon.co.uk

5403. Re: A summary of ST-magazines (paper/disk) ..

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 22:12:10 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr14.221210.22792@tdb.uu.se>
Source record: 207682
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Pieter C. Filius (pieterc@wsinis01.info.win.tue.nl) wrote:
[stuff deleted]
: Fast replies will be rewarded with a copy of the most complete,
: luxurious, foolproof and graphically interfaced phreaktool currently
: available for the ST family: The Rowdy Dialer v1.1, release this month ..

Hmm, looks to me like you don't know who Zaphood/ICS is (which is rather strange if you're into phreaking). Maybe you should have a look at his dailer (if he lets you have it ;-) before you publicly announces yours to be the most complete.

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

5404. Checkbook /Financial Programs?

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 22:24:34 UTC
From: donor@max.u.washington.edu
Message-ID: <1993Apr14.142434.1@max.u.washington.edu>
Source record: 207680

I am looking for a good PD (or if its really good, maybe commercial)
checkbook managing program. Anyone have suggestions? I did not see
anything on the umich archive, which suprised me.

Email to donor@u.washington.edu, if you will.

Thanks./

--
qpoirqpowurqpouwrpowurpowurpoquwrouwqepoiuwqepourwopurqpouwroiuwrwuwqrwourwru
d _Jim_Evans_of_The_University_of_Washington_ r
r Cows are beautiful, sincere and sacred. Kiss a cow and be a good citizen. e
eqweiourqwpourqwpoiuropwurpowuropwurowquropwqiuropiwquropwquropiwuropwqowuruw

5405. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 22:40:33 UTC
From: cf841@cleveland.Freenet.Edu
Message-ID: <1qi3t1$lhp@usenet.INS.CWRU.Edu>
Source record: 207681
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I find ZOO to be absolutely perfect. But then, I only use archivers from within ARCGSH4.1 which makes everything very simple. The only thing is, if you want to create a new archive, you have to type its name in the file selector that opens up when yoy call Zoo, then choos "add files", then select the files to be included. If you want to include a directory, and all subdirectories, simply enter the directory name at the file selector prompt, since no file selector will let you select a directory without opening it. Then, just hit OK.
Seems simple enough to me!
P.S. I try to avoid LHARC like the plague. Too many incompatible versions around!
--
Georges-Emile April (georges@vlsi.polymtl.ca)
Ecole Polytechnique de Montreal (georges@crt0.crt.umontreal.ca)
P.O.Box 6079 Station A , Montreal, Canada. H3C 3A7
Tel: (514) 340-4877 Fax: (514) 340-4147

5406. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 22:48:48 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr14.224848.25259@tdb.uu.se>
Source record: 207684
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@kosmos.wcc.govt.nz wrote:
[stuff deleted]
: NEVER EVER RECOMMEND ZOO its the worse Archiver there is, there are many
: BBS sites in the world that don't alow ZOO Archives at all, even some
: of the Big commercial sites will not alow ZOO Archives..

It's their loss! I like ZOO, and likewise do a lot of other users.
Especially users that are fond of the Unix programming/filesystem
environment.

: Its near imposible to redirect the out put..

Well, it's not impossible, but I can agree with you that it's not
widely know how to do it.

: I think sticking to LZH201L or the New STZIP 2.2 will be far better,these
: do work on small 520k one drive ST's...

I might do just that the day they can handle full Unix-filename-
compatiblity. Why don't you try packing files with filenames longer
than 8+3 which also is case-sensitive...

Also, it would be a good thing if LHArc (whith the -lh5- method) was
widely available for *ix-systems. However, even though I've looked
for the source I haven't been able to find it. Anyone got it or know
wher I can find it?

: Take it from some one thats tried them all....

FYI, so have I! And hey, no flames please. The last thing we want is
another flamewar.

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

5407. Re: Atari in BIG Trouble

Newsgroup: comp.sys.atari.st
Date: 1993-04-14 23:39:20 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.b1gb0OHOvxI@semprini.tdkcs.waterloo.on.ca>
Source record: 207275

In <2091@rwja.umdnj.edu>, Ajay Choudhri writes:
[...Atari stock drops even further, if that's possible for a $1 stock...]
> I really wanted to know why it took a hit. Surely not becuase of the
> San Francisco Chronicle article that detailed the dropping of the lynx line
> [actually that was an april fools joke on alt.games.lynx]
>
> Still inquiring minds want to know.

How about because Atari's pulled a standard Atari trick; the Falcon is NOT
available when it was supposed to be. There is also no do-or-die release
date, and no explanation for the delay.

Oh, and the fact that it's a _slow_ computer, barely able to drive its
own graphics in the 16-bit modes; maybe if they announced _plans_ to
produce faster/better machines, their stock would do better. Why invest
in a company that isn't really producing anything new?

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

5408. Re: April Fools Day - No FALCONs yet

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 01:28:22 UTC
From: rchin@jade.tufts.edu
Message-ID: <1993Apr15.012822.7246@news.tufts.edu>
Source record: 207685

In article <C5Ht3H.5Ko@tsegw.tse.com> mhembruc@tsegw.tse.com (Mattias Hembruch) writes:
>warwick@cs.uq.oz.au (Warwick Allison) writes:
>
>>In <C5FLpx.1y9@tsegw.tse.com> mhembruc@tsegw.tse.com (Mattias Hembruch) writes:
>
>>>which is more crippling:
>>>
>>> disabling a math co-pro ...
>>>
>>> or
>>>
>>> putting a 68030 on a 16 bit bus, which affects
>>> EVERYTHING you do involving the CPU ... ???
>
>>Putting a 68030 on a 16 bit bus will only effect memory-move-intensive
>>(as opposed to calculation-intensive) applications. And even then,
>>not to a huge degree. The 030's big advantage comes from the Cache -
>>which is unaffected by a 16-bit data bus.
>
>>Which applications do you need speed from? Your word-processor? No,
>>you need it for your CAD program, and your DTP program - ie. the ones
>>that will gain from a math co-pro.
>
>What apps do I NEED speed from?? Hmm.. None, really... What apps do I WANT
>speed from?? All of them.. What apps do I realistically expect speed from??
>Most of them..
>
>Here are some examples of things I would like to have faster (and which I
>claim will be hit by the Falcon's 16-bit bus). Databases (ok, not that many
>available on the Falcon, but I use them on my 386.. I NEED to use databases..
>It's part of my consulting job..) What speeds up a database? Fast disk i/o..
>AND fast sorting (fast memory/cpu). Most sorting is integer-based..
>One way to get fast disk i/o?? Disk Cache (typically 100-200K). Don't tell
>me THAT will fit in the 68030's cache..
>Compression/Decompression. Again, fast CPU/mem... Fast i/o.. (some programs
>take FOREVER to install). IF you want to write the algorithm the DSP might
>be able to do this quickly, BUT you still need to get the data to the DSP..
>Fast i/o, fast CPU to send data to DSP.. My 33-386 will decompress things
>about 8-10 times faster than my 1040.. According to all the processor debates,
>it should only be 4-5 times faster (Motorola is much better than intel, etc -
>I like the Motorola chip better myself, btw)..
>
>
>Mattias

>--
>Mattias Hembruch
>>> My views do not necessarily reflect those of the TSE. <<
>E-mail: mhembruc@tse.com

Funny, I thought this 16-bit bus limitation was answered a while ago. Bus width is important but so is bus speed. A 32-bit 16 MHz bus is equivalent to a 32 MHz 16-bit bus. The Falcon seems to have a higher bus speed than 16 MHz to make up for the 16-bit bus. If someone can take a look at the processor direct slot, we might find out how fast the bus is actually going.

A
A
A

5409. Re: A1200/4000 v. Falcon 030 FAQ

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 01:36:21 UTC
From: doiron@starpt.UUCP
Message-ID: <doiron.0q1l@starpt.UUCP>
Source record: 207692
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <runehy.61.729517778@dhhalden.no> runehy@dhhalden.no (RUNE HYLDMO) writes:
> In article <2362@vall.dsv.su.se> matt-dah@dsv.su.se (Mattias Dahlberg) writes:
> >From: matt-dah@dsv.su.se (Mattias Dahlberg)
> >Subject: Re: A1200/4000 v. Falcon 030 FAQ
> >Date: 11 Feb 93 14:26:02 GMT
> >RUNE HYLDMO (runehy@dhhalden.no) wrote:
> >
> >: Why is the A1200 faster than the Falcon since Jeff minter has made a
> >: horizontal shoot'em up with 10 paralax scrolling in 256 color per
> >: scanline. With pounding 16-bit sound and effects in the background
> >: without using the DSP?

Quite overhyped, I'm sure...

> >Not many will buy the Falcon for MIDI - they'll by Mac or PC. Not many
> >will buy the Falcon for DTV - they'll buy Amiga or Mac. Not many will
> >buy the Falcon for WP, DTP, 3D-modelling, etc. Atari is out.
> >
> >Alright, you're gonna have one or two games by Jeff Minter, but that's
> >not enough for me to switch computer...
> >
>
> Not many will buy it for MIDI.. Gee, I guess all stribing musicians can
> afford a mac or a PC with a DSP board, and extra for MIDI-ports and a 16-
> direct to harddisk recorder/sampler. I guess no one will buy it for MIDI
> since BYTE-magazine wrote no negatively about it...NOT.. That's maybe why
> Atari representatives had their hands full receiving orders for it the hole
> night after it was voted "The best MIDI-product of 1992 at the NAMM-
> conference. The Atari has always done good in the MIDI market and will
> continue to do so, perhaps even better.
>
> As for DTP, Atari has good products and better will come when they start
> using the DSP.

You should really try and comprehend what a DSP is. Especially, like, how
are you going to use a 24-bit integer math DSP for DTP, and how can that
possibly make the programs better? Aside from realtime 16-bit audio stuff,
I can't think of anything that this would really help at, primarily
becaused the 5600X DSP's are integer-math only.

> The Atari has not got a big market in Europe, but has a
> stronghold in Germany, where I wish and think they will do even better and
> after a while maybe that stronghold will spread to at least the rest of
> Europe.

Well, you can wish, anyways.

> When it comes to the rest of the computer-areas you are probably right.
> Not many will buy it just to use it for 3D-modelling since the res. is to
> low. Not for WP either since it has not got Microsoft programs. As for DTV
> only time will tell. I agree that no professional studios etc. will buy the
> Falcon, they will buy Mac. Smaller firms will maybe buy Amiga since the
> Toaster and Scala is around, but the Falcon is also able to do the same if
> just someone develops hardware like the Toaster for it. Only time will tell.

So, all you need is hardware or software. Neither of which the Falcon has.
Sounds like a big, big, big problem.

> As for games there will be alot of good games for it. As there will be for
> the A1200. Altough I belive the Falcon games will be a tad faster and
> better. (Lucas Film is thinking of making X-Wing for the Falcon..with DSP
> effects?!)

Oooh, start that rumor mill going!

> Again also here only time will tell.
>
> Greetings from
>
> Rune Hyldmo, anti sig.file activist
>
>
> Gee, I actually wrote a follow-up without saying anything irritating. (well
> at least not very irritating, well maybe very irritating, but at least not
> very, very irritating, well maybe .....)

Glenn Doiron [If you don't like my .sig,tough! You still had to pay to get
it on this message! So there.]
--
Amiga UUCP+
Origin: uunet.uu.net!starpt.UUCP!doiron (Organization:68K Software Development)
BIX: gdoiron
** Not enough memory to perform requested operation. Add 4 megs and retry.

5410. Re: A summary of ST-magazines (paper/disk) ..

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 02:12:33 UTC
From: pieterc@wsinis01.info.win.tue.nl
Message-ID: <1qigah$fcr@wsinis01.info.win.tue.nl>
Source record: 207687

>> Fast replies will be rewarded with a copy of the most complete,
>> luxurious, foolproof and graphically interfaced phreaktool currently
>> available for the ST family: The Rowdy Dialer v1.1, release this month ..
>>
>> Enjoy,
>> and thanks in advance!
>>
>> RowdyB

>I, for one, would be happy to honor your request but...
>kindly take your illegal phone phreaking gadgetry elsewhere.

Hi John,

Now WHY am I not surprised to hear this one from YOU, eh :).
The mere thought I owe you an explanation makes me giggle,
but anyways, here's some facts:

* I live in the Netherlands. Somewhere between March '92 and
December '92 I developed my beauty, during which time
phreaking was not only LEGAL here, yet even demonstrated
and discussed on national radio by a Dutch H/P magazine editor,
his roommates, one spokeswoman and two techical experts of the
Dutch Telecom (PTT), the latter applauding them for tracking
flaws in the system - a mental climate FAR from the nervous
one ruling both your home country and your mind.
(It even got better: A COMPLETE phreak-sequence has been
broadcasted at the end of the program whilst the audience
at home was instructed to record it on a music-tape.
It connected for free to the White House. (VPRO Radio, 3-5-'91)
Weeks later they still turned down any call upon hearing the
keywords 'Dutch', 'Holland', or 'The Netherlands':)
John's facial expression swaps from grave to sheer horror
Okay. Sofar for smalltalk.

* Indeed: since March '93 new computer crime laws also enable punishment
of phreak activities. Bad news, game over, time to change to
other hobbies (wanna trade stamps with me, John?:).
Still; spreading a dialer that could be re-programmed to sing your
national anthem, yet happens to be preset with in-band signalling
systems (and more!) is simply NOT illegal.
The user is solely responsible for the use of it, as it says in the
disclaimer. It can even serve YOU for storing and speed-dialling
up to 99 relatives and friends. *what a waste*

>If you so casually rip off the phone companies I can only assume
>you'd jump at the chance to pirate software as well.

* John, John. If you call THAT a train of thought, railroad accidents
must be your favorite. Apart from that, I could start explaining
the bottleneck of tollfree #'s, the way telecompanies bill eachother,
the shamelessness prices asked for international traffic and the
economical laziness monopolies yield (non-USA telcom's) etcetera -
but that'd better be taken to private mail.

>Please don't assume that everyone on the nets possess such low moral
>standards as those you publicly display.

You're cute when you're upset :).

>If that is NOT your intent, do fill us in. I'd love to hear an explanation.

And I mean *really* cute.

>In the meantime you might want to check the FAQ.

Thanks for your advice !

With kind regards,
Hoi!
RowdyB

>_____ John "HUTCH" Hutchinson _____
>_____ Fair Dinkum Technologies Member - IAAD _____
>_____ "No worries, mate... it's from Fair Dinkum!" _____
>_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5411. Re: A summary of ST-magazines (paper/disk) ..

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 02:14:36 UTC
From: pieterc@wsinis01.info.win.tue.nl
Message-ID: <1qigec$fdi@wsinis01.info.win.tue.nl>
Source record: 207688
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Pieter C. Filius (pieterc@wsinis01.info.win.tue.nl) wrote:
>[stuff deleted]
>: Fast replies will be rewarded with a copy of the most complete,
>: luxurious, foolproof and graphically interfaced phreaktool currently
>: available for the ST family: The Rowdy Dialer v1.1, release this month ..

>Hmm, looks to me like you don't know who Zaphood/ICS is (which is rather
>strange if you're into phreaking). Maybe you should have a look at his
>dailer (if he lets you have it ;-) before you publicly announces yours to
>be the most complete.

Hi there Daniel?

Not only do I KNOW Zaphod,
he also granted me free DL, unlimited session time and Elite access
on his ICS HQ board Eagles Nest halfway January '93 (as did Troed for
his Sarcastic Existence BBS - they might inform you why)
- which must be about the time I leached his dialer as well.

Oh well: "To err is human" sort of fits in here ;-). I guess you
haven't hooked up to MegaNet lately, so here are the specs of the
Rowdy Dialer again:

* DTMF
* CCITT 3, 4, 5/R1
* R2 forward and backward
* Red-/greenboxes
* ATF1 (B-Netz) signals
* Tone slots
* Line- and other signals

all preset under 10*16 MF-keys and up to 99 songs and fully user
definable wrt frequencies, timings and volumes, and features a.o.

* number scanning
* guard banding
* sweeptest
* frequency stepping
* advanced song programming/invocation
* preprogrammable songkeys (10*10)
* direct mark time/volume stepping
* pasword protected key logging
* program execution

presented through a luxurious graphical interface,
and step-by-step introduced in a clearly written 20 page manual.

(which btw is nothing BUT a user manual !)

Enjoy!
RowdyB

5412. Re: US FALCONS ARE HERE!

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 02:17:33 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Apr14.201733.12366@iscsvax.uni.edu>
Source record: 207686

In article <1993Apr14.040432.16575@news.nd.edu>, jmillar@cezanne.helios.nd.edu (jay millar) writes:
>
> I was just informed that 1000-2000 Falcons are at this moment
> being tested in Sunnyvale. They are to ship as soon as possible...
> say, tomorrow!
>
> This was information pulled off of Delphi.
>

Thats it...Thats a pathetic number... Did I hear that Apple sells over 100,000 macs a month in the U.S.

Even Commodre is selling a decent number per month in the U.S.

>
> --
> Jay T. Millar - Department of Electrical Engineering - |||
> jmillar@rodin.helios.nd.edu University of Notre Dame |||
> "Quick to judge, quick to anger, slow to understand; Ignorance and / | \
> prejudice and fear walk hand in hand." Neil Peart, Witch Hunt

5413. >>> FOR SALE SM124 <<<

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 03:00:02 UTC
From: BOYHC@CUNYVM.BITNET
Message-ID: <93104.230003BOYHC@CUNYVM.BITNET>
Source record: 207505

FOR SALE:

Monochrome monitor in excellent condition SM124 - $ 80

Regards, Bo

Please reply to: N630050@univscvm.csd.scarolina.edu

5414. Re: Looking for good .PI2, .PC2 or .NEO files

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 04:04:40 UTC
From: cf841@cleveland.Freenet.Edu
Message-ID: <1qimsp$h1t@usenet.INS.CWRU.Edu>
Source record: 207690

The way I go about it is using a combination of GemView
(a marvelous program) and some desk accessory (like James) for
instance that intercept the ALT-HELP combination and saves the
screen as a PI2 or PI3 picture according to current screen resol-
ution. Some AUTO programs do this also. Gemview will allow you to
import all kinds of images (GIF TIF IFF TIFF JPEG and lots more)
shrink them, stretch them, sut them, anythingthem! Simply request
a full screen view, MOVE THE MOUSE out of the picture (I keep for-
getting to do that) then do ALT-HELP and presto, you have your
dream picture.
--
Georges-Emile April (georges@vlsi.polymtl.ca)
Ecole Polytechnique de Montreal (georges@crt0.crt.umontreal.ca)
P.O.Box 6079 Station A , Montreal, Canada. H3C 3A7
Tel: (514) 340-4877 Fax: (514) 340-4147

5415. Re: gif files

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 04:05:57 UTC
From: cf841@cleveland.Freenet.Edu
Message-ID: <1qimv5$h3f@usenet.INS.CWRU.Edu>
Source record: 207691

Try GEMVIEW. Also to view them in B&W, mgif is INCREDIBLE
--
Georges-Emile April (georges@vlsi.polymtl.ca)
Ecole Polytechnique de Montreal (georges@crt0.crt.umontreal.ca)
P.O.Box 6079 Station A , Montreal, Canada. H3C 3A7
Tel: (514) 340-4877 Fax: (514) 340-4147

5416. US FALCONS ARE HERE!

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 04:08:00 UTC
From: brian.hart@uttsbbs.uucp
Message-ID: <433.78.uupcb@uttsbbs.uucp>
Source record: 207530

You must take in account though, that these are the FIRST Falcons to
arrive in the US, as the months go by I'm sure they will ship more.

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+---+

5417. Re: atari australia stuffs it royally yet again...

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 04:14:15 UTC
From: 8918927y@levels.unisa.edu.au
Message-ID: <1993Apr15.134416.20160@levels.unisa.edu.au>
Source record: 207541

```
>>> Yeah, it'll be here next week ...
> Well, actually they've been here and selling for about a fortnight now.
>>> About the price, well, estimate whatever you like, then totally junk the idea
> Again, $1999.00 australian is what the 4/65 unit is selling for.
>>> Where's my Falcon 030?
> Go see Multilearn. They have them. Be prepared to wait though - there are other
> people who know this already 8)
we've only sold about 5 so far.. and these were to al the die hard ST
fanatics (with the exception of Miff)..

Kym
(the MLA insider & ST Jesus)
--------------------------------------------------------------------------------
"`Get back' I screamed, `I'm an Australian!'.I new this was a pretty
lame excuse and prepared myself for the truth. `Australia is merely an
Island of Antarctica' came the voice,`and of no further significance.'
Suddenly I understood the secret of Atlantis."
--`What's Rangoon to you is Grafton to me' by Russell Guy. JJJ-FM circa 1978--
Kym B Newbery : 8918927y@lux.levels.UniSA.edu.au : 4th Year electronic eng.
```

5418. Advocacy group... Where is it?

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 05:31:05 UTC
From: kllove@vigilanti.ecn.uoknor.edu
Message-ID: <C5IFBw.LGD@constellation.ecn.uoknor.edu>
Source record: 207699

I've looked and not found a comp.sys.atari.advocacy (or a comp.sys.atari.st.advocacy for that matter). Has it been created yet?

Should I just wait a couple more days for it to show up?

adTHANKSvance,
Kenneth Love

5419. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 05:32:12 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qis0sINN4ms@golem.wcc.govt.nz>
Source record: 207693

```
] >pop down to the local dealers and find out first hand about these 'grea
] ^^^^^^^^
] that's right, but it doesn't work the other way around(*). I can go lo
] Amiga, Mac, or MS-DOG stuff, but not Atari. Why? Because the last sho
] that carried Atari folded last year, and no one's bothered taking up t

Blame the company, not the computer!

Atari makes good machines, but has virtually non-existant marketing skills!
```

5420. Re: <<BILL REHBOK>> ON LINE GEnie Conference

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 05:34:05 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qis4dINN4ms@golem.wcc.govt.nz>
Source record: 207694

```
] >DOA is about right, most of Atari's promised hardware is dead on arriva
]
] Ye of little faith... Of course, the stuff from Digital-Optical-Analog i
] not Atari hardware, so your abuse of the name is groundless.
```

Hey, I saw the letters! 8-)

It would appear that Atari have finally gotten off their bums and have put some F030's out the door, so I may even take this comment back!

(Apparently this country doesn't get any until July though, when there are enough left over to get over here, in other words, we get all the left-overs, such as the lynx's, where about 80% of them have some sort of problem - hopefully we *do* get them, and they go!

5421. Re: Best Game?

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 05:37:41 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qisb5INN4ms@golem.wcc.govt.nz>
Source record: 207695

] So what bugs are there in it at the moment? I bought it yesterday, after
] hearing someone mention it worked on the Falcon (no point buying softwar
] for a computer I expect to have for less than a month), and so far it se
] to be working fine. I'm about 40 years from finishing the easiest level

If you bought it yesterday you *Might* have an okay version.

Bugs:/

Crashing for no apparent reason occassionally
The Civilisation power graph going off the top or bottom of the screen,
and crashing the machine.
The end-of-game results screen being corrupt due to an incorrect filename
(SLAM2.BBM instead of SLAM2.LBM or some such thing)

That's some of the ones I've picked up in A_GAMES so far....

(Not nearly as good as the PC version, but hey, it was a rush-job, and
we nearly didn't get it, so I'm not complaining!)

5422. Re: FALCON, 386 COMPAT?

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 05:38:29 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qisclINN4ms@golem.wcc.govt.nz>
Source record: 207696

```
] > running at 32Mhz, with VGA graphics, and around 4meg of RAM available
] > (on the 4-meg Falcon), instead of 640K!
]
] But what if I want to plug in one of the 32 Mhz boards for the Falcon? W
] it be possible to have both in at once - anyone know?

Things such as accel' board will probably have some form of thru-port.
```

5423. Re: FALCON, 386 COMPAT?

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 05:40:23 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qisg7INN4ms@golem.wcc.govt.nz>
Source record: 207697

] Uh, if it's a true 386 or 486 _emulator_ , then how do they get around t
] 640K primary memory barrier which is an _architecture_ problem? You can
] have extended and expanded memory sure, but no more than 640K primary.

You have a point there Mr. H. It's most probably not base-RAM, (although
there are cards etc. for the IBM that will bypass this problem, quite
a laugh really....) as you say, it's probably expanded RAM.
(We'll see...)

5424. Re: Falcon books etc.

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 05:42:51 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qiskrINN4ms@golem.wcc.govt.nz>
Source record: 207698

```
] Hello! Are there any available Falcon books yet? Such that are helpful
] in programming, something like a Internals for Falcon? If there are,
] I'd like to know the ISBN numbers and/or a place to order them from
] (and the price, preferably).

There are hardly none for the ST, much less the Falcon. Wait a month
or so, and we will probably get a few interesting publications.
```

5425. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 06:57:21 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1qj10hINN4u5@golem.wcc.govt.nz>
Source record: 207501
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Apr14.224848.25259@tdb.uu.se>, m91der@tdb.uu.se (Daniel Eriksson) writes:
>sheppard_r@kosmos.wcc.govt.nz wrote:
>
>I might do just that the day they can handle full Unix-filename-
>compatiblity. Why don't you try packing files with filenames longer
>than 8+3 which also is case-sensitive...
>
>Also, it would be a good thing if LHArc (whith the -lh5- method) was
>widely available for *ix-systems. However, even though I've looked
>for the source I haven't been able to find it. Anyone got it or know
>wher I can find it?
>---
>Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

Hey, I have a GEM of a Computer not a Unix workstation, tell me how do I use
Unix file names on my ST or E..

Unix on Atari computers must be a BIG JOKE, here no one uses it, so why not
houses for cources, the Atari range of computers were built with a built in GEM
a simple GUI far better than a command line thing..

ZOO is definitely not for the first time user, its the only one that I have
problems with and even with a shell to drive it, and note, I have had a ST
since 1986 and have been in Computers for some 20 years or more..

ZIP 2.2 would be the easyest one to use, has a nice GEM interface that does help
a lot, and LZH201L has all the Features that ZOO has and more, will extract
multible files and will let you create folders that are not there to extract
to, has a simple way to set the base directory when archiving files that are
deep inside folders, LZH will allso extract, creating directories with out
having to enter a command at all, you just pass it the file name and the
optional destination (Note, Drive as well), if the destination folders are
not there they are created...

There is one bug with LZH201L, its the Time and Date, with TOS 1.0/1.2 it will
reset time/date to the current time and date of extracted files, this can
be fixed with a TSR...

So Please, we are all not Unix freeks that use Internet/Usenet,
so Please keep your bad habits to your self..:-)..

Roger.............. sheppard_r@kosmos.wcc.govt.nz

5426. PETRA sound driver

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 07:01:36 UTC
From: ricquebo@irisa.fr
Message-ID: <1qj18g$glc@irisa.irisa.fr>
Source record: 207502

I'm looking for the PETRA sound driver (which can work with the
well-known PAULA module player, and is FREEWARE)

Does anybody know where it can be found (ftp etc...), or
does anybody own it ?
In those case, a simp0le mail to me would be kind !

5427. Color emulator?

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 08:36:45 UTC
From: optimus@swix.nvg.unit.no
Message-ID: <1993Apr15.083645.12485@ugle.unit.no>
Source record: 207504

I am wondering if there exists a good PD color emulator for the ST?

Per Henrik Johansen
--
Email: optimus@swix.nvg.unit.no, perhj@fenris.dhhalden.no
Smail: Harald Bothnersv. 3, 7017 Trondheim, Norway Voice: +47 7 93 22 95

"Not now, John! We're busy!" - PWEI

5428. Re: Best Game?

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 09:26:34 UTC
From: mebeb@liverpool.ac.uk
Message-ID: <C5Iq8A.83n@liverpool.ac.uk>
Source record: 207506

In article <1qisb5INN4ms@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
> Crashing for no apparent reason occassionally
> The Civilisation power graph going off the top or bottom of the screen,
> and crashing the machine.
> The end-of-game results screen being corrupt due to an incorrect filename
> (SLAM2.BBM instead of SLAM2.LBM or some such thing)
>
Hmm, looks like they're shipping the improved version, as I don't get any of them. OTOH, there are still some problems:
There appear to be some corrupt pictures (I must check the disk files with a suitable viewer and see) as some of the later popup pictures (eg, Americans end war with French, etc) are corrupt
The 'xxxxx have built a space ship' screen has the text running off the RHS of the screen, and finishing on the left a line down.

Nothin major though, so I'm quite pleased

> (Not nearly as good as the PC version, but hey, it was a rush-job, and
> we nearly didn't get it, so I'm not complaining!)

True, true. I'm not sure whether I've spent so long on it because its such a good game or because its the only decent game I've seen in ages (first time I've used the color monitor in a good 8 months, apart from viewing GIFs). I hear they are doing an upgrade to use the enhancements on the A1200, so who knows, perhaps they'll do something similar for the Falcon. Well, I can hope.

Kev

5429. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 09:33:22 UTC
From: Mark.Lewell@bbs.actrix.gen.nz
Message-ID: <1993Apr15.093322.25194@actrix.gen.nz>
Source record: 207508
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1993Apr14.195407.23042@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> > [gushing praise of the Falcon]

Actually my evaluation of the Falcon was tempered with phrases
like 'design tradeoffs', but that concept seems to elude you.

>
> Oh come on, we're leaving the realm of fact here and getting into dogma
> and marketing buzzwords. To wit..
>
> > The Falcon is 3 - 5 times as fast as an ST.
>
> Well, maybe some benchmark ran that much faster. I've been using one
> every day for 6 months now. 2.5-3 times as fast would be more accurate.

There's the incriminating admission that was missing from Ian's
benchmark test. He has a developer's preproduction Falcon that
is substantially slower than the production models. Readers here
may remember that Atari did not start shipping the latest revision
(rev. 4?) until the latter part of December 1992. Ian, in fact,
may possess the model that was exhibited at Atari Messe/Comdex
which were definitely the 'wait-stated' units.

I don't want to say Ian is wrong in publicising benchmarks and
remarking about a machine that was still in development (though
DEC employees PLEADED with people to refrain from benchmarking
an ALPHA system that was open for public use, because it wasn't
prepared for those measures) but he or anyone else should make
clear which revision Falcon they are testing. What could be
more fair to readers simply interested in facts rather than
fallacy?

>
> > [Falcon hicolor demos] that would probably be nearly impossible on
> > a 50mhz 486.
>
> Bullshit. My 25mhz 386 in 24bit truecolor mode can run circles around my
> Falcon in 256-color or hicolor mode. How? Simple: the 386 machine has a
> real graphics coprocessor (TMS 34020) not just a bit-mover that's fighting
> the main CPU and the shifter chip for bus access.

Interesting to know that the 34020 is standard equipment in PCs.
Let's accept your claim. I want to use a graphics application

that requires a 10 MB 16-bit colour map that I am able to scroll at high speed. Let's see your 'real' computer handle that.... and also try emulating a DX-7 synth at the same time, just for fun. I suppose that 34020 is useful for all the PC games that support it too.

You see Atari had no /intention/ of creating a dragster; they made the world's most 'sportiest' computer. For reckless speed does not always win, in a world full of curves.

5430. Re: Best Game?

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 10:02:37 UTC
From: singlejf@cs.aston.ac.uk
Message-ID: <1993Apr15.100237.109@aston.ac.uk>
Source record: 207507

In article 1qisb5INN4ms@golem.wcc.govt.nz, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>] So what bugs are there in it at the moment? I bought it yesterday, after
>] hearing someone mention it worked on the Falcon (no point buying softwar
>] for a computer I expect to have for less than a month), and so far it se
>] to be working fine. I'm about 40 years from finishing the easiest level
>
>If you bought it yesterday you *Might* have an okay version.
<stuff deleted>

Does this mean that the bug fixes are done? I sent my Registration card off about 3 weeks ago and have not heard anything? Should I be writing back and complaining?

John

5431. Re: 520 STFM price cut in the UK (a re-introduction)

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 10:04:52 UTC
From: bbaird@cs.strath.ac.uk
Message-ID: <1qjc04$ck@simpson-05.cs.strath.ac.uk>
Source record: 207512

In article <1993Apr13.195016.177417@zeus.calpoly.edu> mcookson@flute.calpoly.edu (Mark Cookson) writes:
>In article <1qe65a$5s@simpson-06.cs.strath.ac.uk> bbaird@cs.strath.ac.uk (Brian A Baird CS92) writes:
>>Another thing to remember about these new STFMs is that,according to ST Format,
>>it is near impossible to upgrade them to one meg memory.
>
> I upgraded mine to 1 meg. The space is there on the board. Just need
>to get out a soldering gun and plan on spending a little time. After
>that, you need to snip a few resistors. Works fine.
>
I was not talking about the `old` STFMs,but the new ones.
I do know it is possible to upgrade the memory of 520STFMs as I myself upgraded my half meg machine to a full one meg memory.

> I believe on some boards, Atari has soldered OVER all the places you
>would put the chips, to make it harder to upgrade. I am not sure if this
>is so.
>
> - mike

Atari,being Atari,did the usual and made loads of little changes constantly.Some have the places to put the chips soldered over as you say,others just cannot connect up (or so I have been told by an electronic engineer).

Brian.

5432. Re: EkSeq...anyone use it?!

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 10:10:08 UTC
From: steve@wan.inf.rl.ac.uk
Message-ID: <13413@hardy.rl.ac.uk>
Source record: 207509

In article 1qa836INN62k@ub.d.umn.edu, awest@ub.d.umn.edu (The Piano Man) writes:
>I was wondering if anyone here uses the program "EkSequencer1" from umich and
>other places. I think it is a wonderful sequencer program but it has the
>nasty habit of crashing on me! Does anyone else use it, and do you have
>problems? Also does anyone know how to get in touch with the author through
>email? (His address given with the program is no longer valid).

I've had reports of it crashing with Tos 1.2. The problem appears to be
some interaction between the Tos 1.2 IBKD handler and my custom MIDI handler
but not having access to a Tos 1.2 machine I've never been able to pin it down.
If someone can send me a detailed bug report (ie with disassembly from arround the
crash site so I can identify the code) I'll take another look at it.

STeven steve@inf.ral.ac.uk

5433. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 10:11:12 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr15.101112.939@tdb.uu.se>
Source record: 207510

I took this out of c.s.a.s.tech, please keep it that way!

sheppard_r@kosmos.wcc.govt.nz wrote:
[stuff deleted]
: Hey, I have a GEM of a Computer not a Unix workstation, tell me how do I use
: Unix file names on my ST or E..

When I think about it you might be right. :-) I own an Atari and not a
Unix workstation. However, the filename-thing has really nothing to do
with wether it's a workststion or not, it's just a matter of filesystem-
improvement/replacement.

Another example of improving things: Any program that won't run under
TOS 2 or higher will be called incompatible and will be rejected by a
good number of Atari-owners. The program is running _on_top_ of the OS
(just like the packer runs on top of the filesystem (and the OS)). Why
shouldn't we demand that programs must handle new and improved file-
systems when we demand that they should run on any TOS-release? The
Minix filesystem has been around for a VERY long time now. I think it's
time to demand that TOS too handles it correctly! :-)

: Unix on Atari computers must be a BIG JOKE, here no one uses it, so why not
: houses for cources, the Atari range of computers were built with a built in GEM
: a simple GUI far better than a command line thing..

I'm of the opinion that a mix of GUI and CLI is the best way to go.
Right at this moment I'm running MultiTOS with TOSWIN and I _love_ it.
I also got a 85 meg HD with 3 partitions. One boot-partition with the
old filesystem, and two 32-meg Minix-partitions filled with GNU- and
Unix-utilities and also a good number of Atari-specific stuff (like
Devpac :-). If you're serious about your computer and wants to do some
developing in a Unix-like (note, Unix-like is NOT the same as Unix)
environment then you have no real choice but to use Minix-partitions.

And hey! Don't say no one uses MiNT, because lots of people do!

Also, yesterday I installed Stephen Usher's init-package which gives
me the opportunity to have a multi-user system at my hands. Try
setting owner- and group-privs on a TOS filesystem. It's impossible!

: ZOO is definitely not for the first time user, its the only one that I have
: problems with and even with a shell to drive it, and note, I have had a ST
: since 1986 and have been in Computers for some 20 years or more..

Well, you beat me there. I'm only 21! :-)

: ZIP 2.2 would be the easyest one to use, has a nice GEM interface that does help
: a lot, and LZH201L has all the Features that ZOO has and more, will extract
: multible files and will let you create folders that are not there to extract
: to, has a simple way to set the base directory when archiving files that are
: deep inside folders, LZH will allso extract, creating directories with out
: having to enter a command at all, you just pass it the file name and the
: optional destination (Note, Drive as well), if the destination folders are
: not there they are created...

Then again, where's the support for filesystems with more than 8+3
case-sensitive filenames??? ;-)

: There is one bug with LZH201L, its the Time and Date, with TOS 1.0/1.2 it will
: reset time/date to the current time and date of extracted files, this can
: be fixed with a TSR...

Nobodys perfect! ;-)

: So Please, we are all not Unix freeks that use Internet/Usenet,
: so Please keep your bad habits to your self..:-)..

Bad habits??? I'm just talking about some compatiblity (look at the
example above). When (and if) there's a ZIP- or LHArc-program for the
Atari that correctly handles the Minix filesystem you might be able
to pursuade me into leaving ZOO, but until then... though shit man! :-)

Happy packing!

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

5434. Re: A summary of ST-magazines (paper/disk) ..

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 10:21:34 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr15.102134.1079@tdb.uu.se>
Source record: 207511

Pieter C. Filius (pieterc@wsinis01.info.win.tue.nl) wrote:
:[stuff deleted]
: Not only do I KNOW Zaphod,
: he also granted me free DL, unlimited session time and Elite access
: on his ICS HQ board Eagles Nest halfway January '93 (as did Troed for
: his Sarcastic Existence BBS - they might inform you why)
: - which must be about the time I leached his dialer as well.

My fault, sorry!

: Oh well: "To err is human" sort of fits in here ;-). I guess you
: haven't hooked up to MegaNet lately, so here are the specs of the
: Rowdy Dialer again:
:[lots of nice specs removed]

Well, sounds really impressive to me. And you're right, I haven't
hooked up to MegaNet lately. :-)

Happy phreaking!

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

5435. Re: Falcons shipping next week in USA!

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 11:38:18 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.93.734873898@dhhalden.no>
Source record: 207513

In article <1993Apr11.135453.12241@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:
>From: sinclair2246@iscsvax.uni.edu
>Subject: Re: Falcons shipping next week in USA!
>Date: 11 Apr 93 13:54:53 -0600
>In article <1993Apr10.201447.9536@freenet.carleton.ca>, ac382@Freenet.carleton.ca (Jack Kitowicz) writes:
>>
>> In a previous article, sinclair2246@iscsvax.uni.edu () says:
>>
>>>In article <1q34l1INN2ch@darkstar.UCSC.EDU>, anamr@cats.ucsc.edu (Ana M Rodriguez) writes:
>>>>
>>>> I have heard from Atari as well as other sources that the Falcons will
>>>> be shipping next week. Well let's see who gets them first.
>>>>
>>>> bye...
>>>
>>>
>>>Next week of what year..... Wow....Who's going to get a Falcon if there are
>>>only two dealers?????????
>>>
>>>By monday, you can get a Performa 400 system for $1349 with monitor, modem and
>>>claris Works at your local sears store. Oh I forgot, 4 megs and 80 meg hd and
>>>on site warranty....Can Atari match that? What ever happen to Power with out
>>>the price????
>>>
>>>
>>>Later...
>>>
>>>Sinclair2246@icscvax.uni.edu
>>>
>>>Power to be your best: I love the theme.
>>>
>>>Also
>>>
>>>Amiga 1200 owner: I love it.....
>>>
>>>
>>>
>>>
>> If you want a bloody MAC then why the hell don't you go buy one
>> and leave us alone. Price comparisons is one thing but this insistent
>> pestering is getting on my nerves. If we were interested in buying/ using
>> MAC's we would not be in this newsgroup. We are interested in ATARI

>> hardware NOT because we LOVE the TRAMIELS but because we love the
>> ^^^^^ COMPUTERS!!!
>> Mac's stink! No matter how cheap expensive they are I will never buy one
>> simply because I REALLY LIKE ATARI <<<HARDWARE>>>!!
>> ^^^^^^^^^^^^^^^
>
>Who the hell in their right f_ucking mind would buy a Falcon today. It doesn't
>make sense at all. The Falcon is not out yet and will not be sold in
>reasonable numbers. By the time Atari gets off its ass to get Falcons out in
>reasonable numbers, you will be able to buy the Power PC for about the same
>time with a much better OS and Software....You have to be open minded..Your
>loyalty to Atari is religious regardless of what Atari comes out.
>
>Now saying that the Mac stinks is your opinion not fact. Any eight bit color
>mac blows any four bit color low res ST. Even the Amiga 1200 in which I own
>too blows any Atari St. We have had Multasking since 1985...
>
>I feel sorry for Atari dealers who have nothing to sell..Maybe they can become
>Power PC dealers and beable to eat too.
>
>Amiga 1200 owner and Mac user---I love it...

Atari did something right when they didn't ship the machine before it worked
properly. Unlike CBM who has forgot a codensator in every A1200 produced
before week 10, and if we are to belive all the braging of the amigans there
were about 50 000 units were by that time sold in Great Britain alone.

Hmmmm, thats 50 000 motherboards that needs soldering on a little thingy. I
guess thats for free just like all the add-on boards that A1200 owners need
to buy to get close to the Falcon 030 power. Another thing... it seems to be
problems with the A4000 too. Everyone that I know of who has bought one has
had to return the motherboard for some reason or another.

Boy CBM is sure great they don't have delivery problems.....but their
products sure suffer from a rush-job. Forgetting condensators.....and
amigans talk about Atari blunders.

Well this time it was Commodore who f@$ed up..... BIG TIME

Greetings

Rune Hyldmo, anti sig.file activist

5436. Dave Munsie ... please reply

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 12:16:25 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <3XR22B2w165w@ersys.edmonton.ab.ca>
Source record: 207515
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Dave Munsie (author of Invaders, Dark Pearl, GP Graphics Engine) please reply to this message. I am very interested in your GP Graphics Engine. Send me some info about it.


```
=========================================================================
| Gregeory C. Granger | "All these memories will be |
| (GGranger@Ersys.Edmonton.Ab.Ca) | lost in time, like tears |
| 5516-190A Street | in the rain." |
| Edmonton, Alberta T6M-2L3 Canada | |
| +1 (403) 483-2049 / 481-5110 | - Roy Batty, _Blade Runner_ |
=========================================================================
```

5437. WANTED: Atari SM124 mono monitor (Central England/Mid Wales)

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 14:16:12 UTC
From: evilandi@vnet.IBM.COM
Message-ID: <19930415.071827.566@almaden.ibm.com>
Source record: 207516

I would like to buy a second-hand Atari SM124 mono monitor. Must be in excellent functional condition; cosmetic condition of casing unimportant. Leads & plugs must be included.

I'm willing to pay around 40 UK pounds cash, and will collect from anywhere in Central England or Mid Wales. Obviously, I'd like to bring along my ST to check things out before I hand over the reddies!

Email please or 'phone me on Warwick (0926) 464830 (answering machine out of office hours).

Andrew Oakley, IBM Warwick, UK IBM VNet: <9oakley@asicvm1> x(7)664830
InterNet: <evilandi@vnet.ibm.com> I speak FROM IBM, not FOR IBM!
JANet: <evilandi%vnet.ibm.com@nsfnet-relay> UK 24h Tel. 0926 464830
24 Daddlebrook Road, Alveley, Near Bridgnorth, Shropshire, WV15 6NU, UK

5438. Mac floppies under Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 15:04:58 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <93086@hydra.gatech.EDU>
Source record: 207517

Should Spectre GCR have trouble reading Mac floppies? I recently purchased a used GCR and have trouble reading Mac floppies. Sometimes all that is required is to reinsert the disk a few times. Other times I have to juggle through several Mac disks before it will read the one I want opened. Some just can't be opened. I get a variety of errors, sometimes I'm asked if the disk should be formatted, other times I get a partial listing of what is on the disk. Sometimes it's write errors (after successfully reading from the disk). At first I suspected my Mega STE floppy B port, but I can't even format a Mac disk on a 1040ST with a known good floppy B port using this Spectre. Everything else about Mac emulation seems to work fine.

--
Opinions expressed are my own.

5439. Phreaking (was: A Summary of ST-magazines)

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 15:24:38 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr15.152438.21801@newshost.lanl.gov>
Source record: 207519

In article fcr@wsinis01.info.win.tue.nl, pieterc@wsinis01.info.win.tue.nl (Pieter C. Filius) writes:
>
> Now WHY am I not surprised to hear this one from YOU, eh :).
> The mere thought I owe you an explanation makes me giggle,
> but anyways, here's some facts:
>
<<< rampant rationalizing deleted >>>

Pieter, you display the classic symptoms of a deluded person who spends the majority of his waking hours trying to rationalize his illegal activities. And boy, you are _really_ good at it too, as you seem to have thoroughly convinced yourself that because the phone companies charge exorbitant rates, that makes it perfectly legitimate for you to steal from them, e.g.:

> the bottleneck of tollfree #'s, the way telecompanies bill eachother,
> the shamelessness prices asked for international traffic and the
> economical laziness monopolies yield (non-USA telcom's) etcetera -

Hmmm... where have we heard this logic before, folks? "XYZ software company charges too much for their software so it's OK to pirate it."

> You're cute when you're upset :).

I'm not paranoid, Pieter. But I admit your reply does bother me. It bothers me to know that you openly display such little regard for the rights and property of others. It bothers me to see such posts here in c.s.a.s. because I am an Atari software developer. And it bothers me because at least so far, no one else has taken exception to your post. Perhaps I am all alone in this regard and if such is the case, I'll cease and desist (albeit sadly).

Phreaking is illegal. It's a theft, as is the piracy of software. I don't like thieves and I don't like those who openly promote illegal activities. If you had taken the time to note the potential LEGAL uses of your dialer or made even a thinly veiled attempt to denounce telephone theft, then...

I hate to waste any more bandwidth, but I really would be interested in how other newsgroup readers feel about this. If everyone feels this kind of thing is OK, then I'm obviously misplaced here, and I'll leave you to it.

Sadly,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5440. Re: Dave Munsie ... please reply

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 15:48:13 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr15.154813.23113@newshost.lanl.gov>
Source record: 207520

In article 3XR22B2w165w@ersys.edmonton.ab.ca, ggranger@ersys.edmonton.ab.ca (Greg Granger) writes:
>Dave Munsie (author of Invaders, Dark Pearl, GP Graphics Engine) please
>reply to this message. I am very interested in your GP Graphics Engine.
>Send me some info about it.
>

Greg, I don't believe Dave Munsie has access to the net. He is on GEnie, however, so you might try sending mail to d.munsie@genie.geis.com. This will only work if he has requested the additional cost Internet-GEnie link but it's worth a shot. I "speak" with Dave frequently on GEnie, however, and will be more than happy to relay your interest in his graphics engine.

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5441. Re: WANTED: Atari SM124 mono monitor (Central England/Mid Wales)

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 17:06:54 UTC
From: s_perera@iastate.edu
Message-ID: <C5JBJn.Dvy@news.iastate.edu>
Source record: 207522

In article <19930415.071827.566@almaden.ibm.com> evilandi@vnet.IBM.COM (Andrew Oakley) writes:
>I would like to buy a second-hand Atari SM124 mono monitor. Must be in
>excellent functional condition; cosmetic condition of casing unimportant.
>Leads & plugs must be included.
>
>I'm willing to pay around 40 UK pounds cash, and will collect from anywhere
>in Central England or Mid Wales. Obviously, I'd like to bring along my ST
>to check things out before I hand over the reddies!
>

Hey, I have what you need. My SM124 is in excellent condition n I'm looking straight into it while typing this to you. Unfortunately, I'm not any where close to the places you mentioned. However, if u do change your mind, u know how to find me, n we can do some business...

thanxs

the little tan man

5442. Re: Source for StXformer?

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 18:06:11 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1993Apr15.180611.29754@news.uit.no>
Source record: 207521

In article <1993Apr14.144755.26918@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>I don't know about its availability, but I'd think asking the author himself
>would be a way to find out, don't you? Send mail to darek@microsoft.com.

Once upon a time I did send him an email. I think it must have been eaten
by some good old line-eater somewhere. He has stated that the source has
been released though (in one of these newsgroups).

That is why I ask if anybody has seen it.

>_____________________________ John "HUTCH" Hutchinson _____________________________
--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northernmost university	Life is worth living. |
#Disclaimer: This university does not speak for me.

5443. Re: Mac floppies under Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 18:50:36 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93105.42636.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 207529

Don't feel bad, you are not the only one who has problems with Spectre GCR. Spectre has plenty of bugs, and difficulty in reading Mac disks from time to time is one of them. One thing you might try is to format a disk in Mac format while still in the Atari mode (single sided seems to work, and it's quicker). Then go into the Mac part of Spectre GCR, and usually the problems with reading Mac disks go away. If Spectre GCR causes a grinding noise on one of your floppy drives, don't despair, you are not alone. This is common. It hasn't hurt anything yet, but it sure sounds nasty. There are plenty of other bugs too numerous to mention here, but just in case anyone out there plans to buy an Atari with the idea that you can have a flawless Mac emulation, think again. You will most certainly have problems, and by my experience, no support from Dave Small of Gadgets by Small. So you are basically stuck with a piece of equipment put out by a virtual one man operation who doesn't seem to want to support his customers. Yes, Dave Small apologists, I know you are out there, ready to jump to his defense and flame me for denegrating your hero, but the fact is that Spectre GCR is hopelessly outdated (it only runs system 6.5 or below) comes with a poorly written, incomprehensible manual, and doesn't have the basic facts necessary, such as the fact that a 1.44 meg drive won't work with Spectre GCR. So, if those of you out there are considering buying an Atari which will become a Mac with Spectre GCR, take my advice. BUY A MAC INSTEAD! If you already own an Atari, and find you need a Mac at home for your work, Spectre GCR can be somewhat helpful. For example, you can install an OLD version of Microsoft Word (like 3.2 or 4.0), and write text at home, and bring it into work on disk, and if you have Microsoft Word 5.0 or 5.1 at work, you can read 3.2 or 4.0 files. However, you CANNOT read Microsoft Word 5.0 or 5.1 files with Microsoft Word 3.2 or 4.0, so you can't take stuff done on the latest version of Mac Software and make it work on an older version. Only vice versa. And here's the kicker. Spectre GCR is by now so ancient, it will only accept OLD versions of software like MS Word or Aldus Pagemaker. Try finding those anywhere. In fact, try going to a Mac dealer and purchasing sytem 6.5 or 6.4 system/finder. YOU CAN'T! They don't sell them anymore. So in essence you must be a pirate by necessity. If anyone cares to jump to Dave Small's defense, be my guest. He never once got back to me or the dealer who was trying to help me get my damned thing working when I bought it six months ago. I know, I know -- he had family problems. Does this mean he just drops support to all of his paying customers? What about hiring a secretary or something? I welcome any response to this posting.
----Mark van Wyk
(408) 739-0541
---------- Original Article ----------

Path: butch!netcomsv!netcom.com!csus.edu!wupost!howland.reston.ans.net!gatech!pr
From: gt1448b@prism.gatech.EDU (de gringo)
Newsgroups: comp.sys.atari.st

Subject: Mac floppies under Spectre GCR
Message-ID: <93086@hydra.gatech.EDU>
Date: 15 Apr 93 15:04:58 GMT
Distribution: usa
Organization: Georgia Institute of Technology
Lines: 14

Should Spectre GCR have trouble reading Mac floppies? I recently
purchased a used GCR and have trouble reading Mac floppies. Sometimes
all that is required is to reinsert the disk a few times. Other
times I have to juggle through several Mac disks before it will read
the one I want opened. Some just can't be opened. I get a variety
of errors, sometimes I'm asked if the disk should be formatted, other
times I get a partial listing of what is on the disk. Sometimes it's
write errors (after successfully reading from the disk). At first I
suspected my Mega STE floppy B port, but I can't even format a Mac disk
on a 1040ST with a known good floppy B port using this Spectre.
Everything else about Mac emulation seems to work fine.

--
Opinions expressed are my own.

5444. Re: 68030 in ST hack & cartridge

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 19:35:09 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1qkdddINNcgp@elroy.jpl.nasa.gov>
Source record: 207523

In article <1993Apr13.220333.23416@eagle.lerc.nasa.gov> fsctc@avelon.lerc.nasa.gov (Clarence Chang) writes:
>Two questions:
>
>1. Has anyone done a hack of placing a 68030 inside a ST for the fun of

You mean, besides Dave Small and Jim Allen? No one else has bragged about one here, so maybe not. Then again, we don't get very up-to-date news about what German folks have hacked up...

> it? I know TOS 1.0-1.6 has problems with the '030. Will TOS 206
> work on the '030? Since both Dave Small & Jim Allen have such boards
> and they both licensed TOS 2.06 from Atari, does that mean TOS 206
> used in their board has been altered to work with the 030?

TOS 2.06 was written specifically to be compatible with all STs and 680x0 processors. The ROMs that come with Dave or Jim's accelerators are the same as you get from Atari or any other distributor (e.g. Codehead...).

Getting a 68030 running in an ST isn't easy, but if you want to try it, call up your Motorola literature office. They have app notes on fitting 68020 into 68000/68010-based systems, and notes on fitting 68030 into 68020 systems. From these docs you should be able to determine the best approach...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

5445. filter for ms write

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 19:47:16 UTC
From: sizex@bnr.co.uk
Message-ID: <1qke44INN4h1@bHARs12c.bnr.co.uk>
Source record: 207528

my wife has prepared her year project using ms write on our st. she would
like to print it more professionally than our 9-pin printer will cater for.
does anyone have a filter to convert an ms write document to either word
for windows or framemaker format?

thanks for any help.

Eric
--
_ "just a Texan a long way from home"
_| ~-. Eric Barber, BNR Europe Limited, London Road, Harlow, England CM17 9NA
\, *_} AT&T/BT/etc. +44 279 403527/429531 x 3527, ESN (NT/BNR) 6 742 3527
\(DISCLAIMER: Working at, not speaking for, BNR | Eric.Barber@bnr.co.uk

5446. Re: Phreaking (was: A Summary of ST-magazines)

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 19:47:26 UTC
From: TERRY REEVES <REEVES@SLACVM.SLAC.STANFORD.EDU>
Message-ID: <93105.114727REEVES@SLACVM.SLAC.STANFORD.EDU>
Source record: 207524

In article <1993Apr15.152438.21801@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) says:
>
>And it bothers me because at least so far,
>no one else has taken exception to your post. Perhaps I am all alone in this
>regard and if such is the case, I'll cease and desist (albeit sadly).
>

Actually, I take exception to some one openly advocating theft. And I might would have replied sooner. I just didn't know that the term for this particular form of theft was called phreaking. (I guess I just live a sheltered life, or maybe I'm just too busy finishing up my Ph.D.) I don't like theft because, as a consumer, I end up paying for his theft. You don't think the phone company is just going to eat this cost, do you?

Terry W. Reeves

Disclaimer: These opinions are mine, not the company's.

5447. Re: FALCON, 386 COMPAT?

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 19:47:33 UTC
From: stamandp@CSUSYS.CTSTATEU.EDU
Message-ID: <1993Apr15.194733.21060@cs.yale.edu>
Source record: 207525

In article <1993Apr14.151916.2642@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
>In article 1qf9rnINNqbu@golem.wcc.govt.nz, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>>
>>So, basically, plug this thing into the falcon, and you have an 80486
>>running at 32Mhz, with VGA graphics, and around 4meg of RAM available
>>(on the 4-meg Falcon), instead of 640K!
>
>
>Uh, if it's a true 386 or 486 _emulator_ , then how do they get around the
>640K primary memory barrier which is an _architecture_ problem? You can
>have extended and expanded memory sure, but no more than 640K primary. Yes?
>

You Probably can't do more than a base of 640. The limitation is in DOS not the 386/486 architecture. As Stated the rest will probably be XMS and EMS memory.

-Paul
+---+
Paul R. St. Amand | INTERNET stamandp@ccsu.ctstateu.edu
ITT Hartford, Investment Div. | DECNET(ctstateu) CCSU::STAMANDP
Central Connecticut State University | (203) 547 - 4030 (Business)
DECUS CVLUG |

Disclaimer: These comments are mine and do not reflect the administration or policies of Connecticut State University or ITT Hartford.

5448. Re: How to tell new Falcons from old?

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 20:29:24 UTC
From: alex@falcon.demon.co.uk
Message-ID: <734905764snz@falcon.demon.co.uk>
Source record: 207533

In article <C5H5rB.CEF@csc.ti.com> a740778@gus.tiuk.ti.com writes:

>I was leafing through this month's ST Format and saw that several places
>in the UK are now advertising Falcons, particularly Hisoft, who are
>just down the road from here.

Indeed we are, and next week I'll be driving your way to have my car
serviced (@ the Citroen garage!).

>Anyway, recently people have posted that
>the first Falcons which were available are early revision versions and
>have inferior performance to the actual production models (someone
>said production models have 64 mil. pixels/sec. blitter whereas the
>early versions had the crippled Mega blitter).

All current Falcons which we have a real live production models with TOS
4.02 fitted (the latest ROMed version - OK so they're OTP EPROMs), indeed
we've never sold any pre-production ones. If you're interested please feel
free to give us a call.

>...
>* Jason B.E. Julyan BEng(Hons) ! Texas Instruments Ltd. *
>* TMS380 LAN Products Design Team ! Manton Lane, *
>* a740778@server1.tiuk.ti.com (IMS: JBEJ) ! Bedford, U.K. *
>* All opinions expressed herein are personal ONLY *
>

--
Alex Kiernan
akiernan@falcon.demon.co.uk

5449. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 20:44:59 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <734906698@majors4.cs.duke.edu>
Source record: 207295
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

From the Holy Book of <1993Apr14.142630.16552@tdb.uu.se>
as spake by m91der@tdb.uu.se (Daniel Eriksson) :
>You must specify each directory separately on the [Zoo] command-line [...]

I don't think so, not with the Atari version at least. I believe that
the command:

zoo a// ...

will recursively add the contents of subfolders. Currently this is
specific to the Atari version, but I recall hearing that it was passed
on to Rahul Dhesi (or whoever is the final arbiter of things Zoo-y) for
inclusion in the next version.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@romeo.cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
bigham@hercules.acpub.duke.edu | copied or distributed without a
(but not for long) | Darn Good Reason(tm).

5450. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 21:00:50 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr15.210050.12429@mnemosyne.cs.du.edu>
Source record: 207531
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

> Ian ... has a developer's preproduction Falcon that is substantially
> slower than the production models.

I hate to burst your smug little bubble, but I in fact have *two* Falcons onsite here, a preproduction model and the more recent release you allude to which I received during the last week of December 1992.

The main difference between the two machines is that on the earlier model, memory accesses required 5 CPU cycles, on the later release they take 4. In practice, there is only a very small noticible difference in the speed of the two machines.

I was also accused of unfairly benchmarking the Falcon. In fact, I did no such thing. I specifically repudiated a prior mention of benchmarks (which as we all know are pretty worthless) and gave instead my general impression of the machine, based on the fact that I've been sitting at one and *using* it for 16 hours a day, for quite some time now. Over 4 months on the latter-model Falcon, over 6 months if you include my prior experience with the pre-production model.

Don't get me wrong, the Falcon isn't a bad machine. But it's also not comparable to a 486/50, not even close. What it is close to in many ways is my 386/25 system, when running in text modes and doing non-graphics things. The fact that the Falcon can get about the same amount of work done in text mode as a machine running almost twice as fast is pretty impressive, really. But in terms of graphics work, it lags far behind the capabilities of the mid-line 386 systems. (And as the programmer on the team for Autodesk Animator Pro who wrote all the video device drivers plus a fair amount of the rendering code, and also as the sole programmer currently working on Cyber Paint for Atari machines, I feel that I'm in a pretty good position to judge the relative merits of graphics processing between the two platforms.)

--
==
- Ian Lepore | Thoughtlessness will gain the praise of superiors, respect
ianl@bix.com | of your coworkers, and success in business or politics.
==

5451. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 21:13:47 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr15.211347.13233@mnemosyne.cs.du.edu>
Source record: 207532
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> the best archiver

I have to agree that ZOO is the lamest of the available archivers, and should be shunned by all thinking people.

LZH201L is good, it's what I use the most. The only problem is has is that it isn't very compatible with its MSDOS cousin. I frequently port source code back and forth between my Atari and MSDOS machines using LZH201L, and if the archive was created on MSDOS, then on the Atari side the 'f' and 'u' commands don't work well at all. It makes wholly bogus decisions about what files are out of date; apparently something about the timestamps in MSDOS LZH archvies confuses it.

It's also a bit annoying (I think) that the Atari version is so facist about keeping the files in alphabetical order in the archive. If I add a file on the MSDOS side, it doesn't get put in alphabetical order by the MSSDOS LHA program. If I then take the archive to the Atari side and do an 'f' or 'u' on it, the non-alphabetical entry confuses it, and it tends to add all the files to the archive again, putting duplicate copies in the archive.

Even with these problems, it beats the heck out of ZOO, though.

--
==
- Ian Lepore | Thoughtlessness will gain the praise of superiors, respect
ianl@bix.com | of your coworkers, and success in business or politics.
==

5452. Re: GIF VIEWER FOR THE ST.

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 21:32:20 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.9_hfMwGYTyY@harvee.billerica.ma.us>
Source record: 207257

In <1qf9gjINNqbu@golem.wcc.govt.nz>, Steve Wells writes:
>] And thanks for all who have supported Speed of Light so far!!
>
>Problem is, over here, it doubles the cost of the registration fee's,
>due to the money transferral or postage fees.....
>
>Which is why the only shareware program I've registered is FreeZe-Dried
>Terminal. (I've got the key file, and am using it as I type this)

Like you, the point where I won't consider sending money overseas is where the banks get too big a chunk of the money. When I paid for Hermes, I looked into the different ways of getting the money to martin. The options were basicly bank check, electronic funds transfer, or cash. mailing cash is too risky for my tastes. EFTs to martin would cost me 25$US to send (roughly) 40$US. A bank check cost me 1$US and cost martin about 10$us in bank fees if I remember correctly. martin went through a mild hassle with the bank but he got his 60DM shareware fee and a little extra.

If you (or anyone else for that matter) are sending money to another country, make sure you cover all fees for the recipient of the money so that they get all the money that they have comming to them. An example of the kind of trouble you can get into involves a telescope making journal I subscribe to. The journal costs roughly 20$US/yr. The latest issue carries a tale of recieving 20$OZ for a subscription and by the time the bank was through with it, the journal had 5$US and the australian still needed to send more money.

I have found enough neat german software that I am considering opening a german bank checking account, stuffing about 200-300$ into it and paying for shareware from that account. banks would get a *lot* less money from me that way. :-)

another way of dropping the cost of paying for international shareware is to get a bunch of folks together and send in your group payment in one check.

A third way of getting shareware money is by barter with a trusted agent. for example, I would like to get some of the "Footrot Flats" series of books and I would consider these books currency exchangable for US shareware dollars. (email me for details if anyone can help)

I hope some of these ideas help encourage folks to send more money to shareware authors overseas.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956

5453. Re: US FALCONS ARE HERE!

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 21:32:33 UTC
From: darling@cellar.org
Message-ID: <yoH32B3w164w@cellar.org>
Source record: 207538

sinclair2246@iscsvax.uni.edu writes:

> Thats it...Thats a pathetic number... Did I hear that Apple sells over 100,0
> macs a month in the U.S.

Hyundai sells a lot more cars than Ferrari, too. I'm not impressed.

> Even Commodre is selling a decent number per month in the U.S.

Is that why they posted a $76.7 million loss over the first half of the
fiscal year? Commodore itself blames iit on "sharp declines in sales."

Don't come into the Atari groups to start weenie flame wars, guy. It's
tiresome and it reflects poorly on the user base of whatever computer you
choose to attach yourself to.

^~^~^~^~^~^~^~^~^\\\^~^
Thomas A. Darling \\\ The Cellar BBS & Public Access System: 215.539.3043
darling@cellar.org \\\ GEnie: T.DARLING \\ FactHQ "Truth Thru Technology"
v~v~v~v~v~v~v~v~v~v~v~\\\~v~v~v~v~v~v~v~v~v~v~v~v~v~v~v~v~v~v~v~v~v~v~v~v~v~v~v

5454. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 21:44:52 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <734910291@majors4.cs.duke.edu>
Source record: 207296

From the Holy Book of <1993Apr15.101112.939@tdb.uu.se>
as spake by m91der@tdb.uu.se (Daniel Eriksson) :
>sheppard_r@kosmos.wcc.govt.nz wrote:
>: Hey, I have a GEM of a Computer not a Unix workstation, tell me how do I use
>: Unix file names on my ST or E..

Two words, Roger: Minix filesystem.

> [...] Why
>shouldn't we demand that programs must handle new and improved file-
>systems when we demand that they should run on any TOS-release?

Exactly. And Roger, like it or not, MiNT is part of the next TOS release,
which means if LHArc can't handle it, it's headed for trouble.

> [...] The
>Minix filesystem has been around for a VERY long time now. I think it's
>time to demand that TOS too handles it correctly! :-)

It'd be amazingly nice, but I'm not holding my breath.

>: Unix on Atari computers must be a BIG JOKE, here no one uses it [...]

Translation: you don't _know_ anyone there that uses it. All that
means is that you don't know enough Atari users.

>: [...] the Atari range of computers were built with a
>: built in GEM a simple GUI far better than a command line thing..

I used to think so, too, until I started _using_ one on a regular basis.
Until I started building shell scripts that would, say, unpack an
archive, examine all the newly unpacked files, trim off the news headers
at the top, run them through a couple of text processing filters to trim
off the superfluous stuff, and pack them all back into the original
archive -- and then looked at my GUI and realized that it would take me
almost an hour of mindless tedium to do the same thing.

>I'm of the opinion that a mix of GUI and CLI is the best way to go.

Pretty much, though the jury's still out on the appropriate ratio.

>And hey! Don't say no one uses MiNT, because lots of people do!

Here's one more.

>: ZOO is definitely not for the first time user, its the only one that I have
>: problems with and even with a shell to drive it, and note, I have had a ST
>: since 1986 and have been in Computers for some 20 years or more..

Roger, I have to ask this, just so I know the sort of person I'm talking to. You say you've "been in computers for 20 years". In those twenty years, what have you been _doing_ with computers? Have you mostly been using canned applications (word processors, spreadsheets, games, MIDI stuff, telecomm, what have you), or have you been _making_ applications, programming? In other words, are you a user or a hacker?

I think it's fair to say that Zoo is to some extent a hacker's archiver. It does demand a bit of sophistication on the part of the user, in exchange for which it provides a great deal of flexibility and bullet-proofing. After all, Zoo runs on a lot of platforms, so many of its users are going to be real "power users" that will _demand_ that level of performance.

For the user, LHArc is fine -- just type the command and go. Just don't expect it to handle the corner cases (a few of which I describe below). On the other hand, about the only thing a user is likely to do with an archive is extract it, and for that, there are stripped-down versions of Zoo (I'm thinking of Booz here) that are just as easy to use as LHArc. If you're _creating_ archives on a regular basis, it's likely that you're involved in some kind of program design or development -- that is, you're a hacker, and Zoo should be right up your alley.

>: ZIP 2.2 would be the easyest one to use, has a nice GEM interface that
>:does help a lot,

Not on any other computer, it won't. Some of us need to be able to manipulate archives on systems other than our Atari at home, Roger. Not all of us are GEM freaks; try to keep your bad habits to yourself ;).

>Then again, where's the support for filesystems with more than 8+3
>case-sensitive filenames??? ;-)

And understanding '/' as a path separator, and other assorted friendlinesses.

>: There is one bug with LZH201L

Ahem. You obviously haven't tried using it with MiNT. Just in brief usage, I've found two major unfriendlinesses with LZH201L:

- '/' is used as a command switch. I found this out when I tried to copy a .lzh archive to my RAMdisk and expand it from there:

lharc x /tmp/fred.lzh

LHArc was not happy about this.

- It steals all available memory. This may not seem to be a problem, until you try:

lharc p fred.lzh read.me | less

If the lharc process starts first, there's no memory left to start the less process. This is a _really_ obnoxious thing for a program to do, and would almost be enough to turn me off on LHArc even in the absence

of other problems.

Daniel's closing comments pretty much sum up my opinion:

> [...] When (and if) there's a ZIP- or LHArc-program for the
>Atari that correctly handles the Minix filesystem you might be able
>to pursuade me into leaving ZOO, but until then... though shit man! :-)

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(but not for long) | Darn Good Reason(tm).

5455. Re: Source for StXformer?

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 21:59:36 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Apr15.165936.17192@miavx1.acs.muohio.edu>
Source record: 207265

In article <1993Apr7.171613.22935@news.uit.no>, borgen@stud.cs.uit.no (Boerge Noest) writes:
> I'll try again: Does anyone have/know where to get the source for
> StXformer?
>
> I don't know how many times I have read that the source is available, but
> no-one has been able to find it so far...
>

I'm pretty sure it's on GEnie.

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
(On whether abstinance is a Religious term, and\rlcollins@miavx1.acs.muohio.edu
should or should not be in the schools:) \RC1DSANU@miamiu.acs.muohio.edu
"What if you're an Atheist who hates sex?" \rcollins@apsvax.aps.muohio.edu
- Andy from my EDL 304 class \ R.COLLINS1 on GEnie
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 15-APR-1993

5456. Re: How to get into atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 21:59:55 UTC
From: smiller@hertz.elee.calpoly.edu
Message-ID: <1993Apr15.215955.154124@zeus.calpoly.edu>
Source record: 207536

freds@hpcc01.corp.hp.com (Fred Saavedra) stated:
>Hi I'm new at telneting to the atari.archive.umich.edu machine.
>
>Must I use telnet? or can I used rlogin?
>
>I have tryed telnet and the host asked for a login & password.
>I tryed anonymous, but that did not work.
>
>how do I get in?
>
>A sample session would be great.
>
>Thanks,
>
>Fred Saavedra
>
>freds@hpprsd1.mayfield.hp.com
>

Hi,

I think your problem is that you are telneting when you sould be ftping.
Here is a sample session although there were too many users on the system:
You should try the hours listed below...

If you do get on the system type <ls <cr>> then go into the pub directory
then into the atari directory.

```
Script started on Thu Apr 15 14:56:48 1993
(/files/el/smiller) 26 % ftp atari.archive.un[Kmich.edu
Connected to atari.archive.umich.edu.
220-
220- Welcome to
220- the U of M Software Archives
220-
220- Local Time: Thu Apr 15 17:52:31 1993
220-
220 carpediem.ccs.itd.umich.edu FTP server (Version 6.9 Thu Oct 15 23:44:46 EDT 1992)
ready.
Name (atari.archive.umich.edu:): anonymous
530-
530- All allowed connections are being used at this time.
530-
530-Due to overwhelming usage during business hours, restrictions to ftp access
530-are now being enforced. PLEASE be considerate and ftp during non-"business
```

```
530-hours" as much as possible. Also, please keep connection times short.
530-
530-Weekends: 60 connections
530-Weekdays from 11pm 'til 4am (EST): 60 connections
530-Weekdays from 6pm 'til 11pm, and 4am 'til 6am (EST): 30 connections
530-Weekdays from 6am 'til 6pm (EST) ("business hours"): 10 connections
530-
530-The best way to access the archive files is via AFS. If you have
530-AFS installed, "cd" or make a link to /afs/umich.edu/group/itd/archive.
530-
530-We also have three mirrors that are updated daily:
530-
530- "wuarchive.wustl.edu" in the directory "mirrors/archive.umich.edu/mac",
530- "src.doc.ic.ac.uk" in the directory "packages/mac/umich",
530- and "archie.au" in the directory "micros/mac/umich".
530-
530 User anonymous access denied.
Login failed.
ftp> quit
221 Goodbye.
(/files/el/smiller) 27 % exit
exit

script done on Thu Apr 15 14:57:09 1993
*steve miller The water runs smoothly
*dept of electronics engineering like a hand over silk
*cal poly san luis obispo As it drips from her body
*superficial knowledge PhD :P it seems like pure milk -s.miller
```

5457. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 22:10:12 UTC
From: glens@natinst.com
Message-ID: <1qkmg4$cpp@falcon.natinst.com>
Source record: 207535
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1993Apr15.210050.12429@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> Don't get me wrong, the Falcon isn't a bad machine. But it's also not
>comparable to a 486/50, not even close. What it is close to in many ways
>is my 386/25 system, when running in text modes and doing non-graphics
>things. The fact that the Falcon can get about the same amount of work
>done in text mode as a machine running almost twice as fast is pretty
>impressive, really. But in terms of graphics work, it lags far behind the
>capabilities of the mid-line 386 systems.

In fact since the Atari line has no actual text mode (like the PCs do, in hardware) then the Falcon in text mode is still doing graphics! So you can be even more impressed by the Falcons ability to get the same amount of work done in text mode as a 386/25 (since the Falcon is really doing 'graphics').

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are exact opposites. InterNet: glens@falcon.natinst.com
---

5458. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 22:38:16 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr15.223816.14750@tdb.uu.se>
Source record: 207539
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ian Lepore (ilepore@nyx.cs.du.edu) wrote:
: > the best archiver
:
: I have to agree that ZOO is the lamest of the available archivers, and
: should be shunned by all thinking people.

Hey, people that think can make their own decisions, right? People like me will, whatever you say or think, use ZOO anyhow since it fills our needs. Neither LHArc nor ZIP does! If that by your definition makes us 'non-thinking-people' then it's you who doesn't think! Think about it! :-)

[stuff about LHArc removed]

: Even with these problems, it beats the heck out of ZOO, though.

Q. By who's definition?
A. By Ian's definition!

It's a matter of what you want from an archiver. If you are satisfied with what LHArc gives you, then by all means use it. If you, on the other hand, feel ZOO gives you the best value/diskspace-ratio then use that instead. In my little 'non-thinking' world I would never use an archiver that truncates some of the filenames when I'm playing around in my Unix-like environment.

Happy thinking! ;-)

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

5459. Re: Phreaking (was: A Summary of ST-magazines)

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 23:19:29 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr15.231929.17720@tdb.uu.se>
Source record: 207540

John Hutchinson (hutch@bellman.lanl.gov) wrote:
[stuff deleted]
: Pieter, you display the classic symptoms of a deluded person who spends the
: majority of his waking hours trying to rationalize his illegal activities.

Hmm, sounds like you, in a matter of hours, have become a doctor who
knows everything there is to know about 'phreaking-symptoms'. Could
you please list those symptoms so that everyone on the net can spot
a phreaker just by reading his mail, please! ;-)

: And boy, you are _really_ good at it too, as you seem to have thoroughly
: convinced yourself that because the phone companies charge exorbitant rates,
: that makes it perfectly legitimate for you to steal from them, e.g.:

I agree that phreaking is a way of stealing from the telco. However,
the human isn't perfect. We could start to discuss valuations and stuff
like that, but since every person on the net has his/her own morale/
set of values it wouldn't be of much interest. Maybe you've got a
higher morale than Pieter, but who's to judge. Phreaking is a big
sin for you, but for him it might not be that bad. Also, he might
think that something you do is a big sin, but for you it's nothing.

: Hmmm... where have we heard this logic before, folks? "XYZ software company
: charges too much for their software so it's OK to pirate it."

I really think you're jumping to conclusions here. Pieter didn't even
mention software theft in his original post. What you are doing is
something that I think is quite ugly, categorizing(sp?)! Obviously you
think every phreaker is a software pirate, which is NOT the case!

: I'm not paranoid, Pieter. But I admit your reply does bother me. It bothers
: me to know that you openly display such little regard for the rights and
: property of others. It bothers me to see such posts here in c.s.a.s. because
: I am an Atari software developer. And it bothers me because at least so far,
: no one else has taken exception to your post. Perhaps I am all alone in this
: regard and if such is the case, I'll cease and desist (albeit sadly).

You're of course not alone, but I _do_ hope you're the only one who
thinks phreaking is the same as software theft! It's NOT!!!

: Phreaking is illegal.

So is tons of other stuff people do every day. If you think really hard
I'm sure you will find that you too do something illegal every once in a
while.

: It's a theft, as is the piracy of software. I don't
: like thieves and I don't like those who openly promote illegal activities.
: If you had taken the time to note the potential LEGAL uses of your dialer
: or made even a thinly veiled attempt to denounce telephone theft, then...

When (if?) you do something illegal, do you feel like a criminal?
When I'm driving too fast I sure as hell don't feel like a criminal.
The morale is shifting from person to person. It's SAD BUT TRUE
(Metallica, yeah!)! In a perfect world we wouldn't even know of the
word morale 'coz everone would have _perfect_ morale. In a perfect
world communism might have worked very well. Unfortunately we're NOT
living in a perfect world...
(hmm, this wasn't a very good argument, but I'll leave it in anyway :-)

: I hate to waste any more bandwidth, but I really would be interested in how
: other newsgroup readers feel about this. If everyone feels this kind of
: thing is OK, then I'm obviously misplaced here, and I'll leave you to it.

You're not "misplaced"! You're just jumping to conclusions. I don't
like it, and I'm sure you wouldn't like it if someone said: "If your
name is John you must be braindead, 'coz so every John I know!".

Have a nice day!

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

5460. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-15 23:41:21 UTC
From: monnier@di.epfl.ch
Message-ID: <1qkrr1$aeo@disun41.epfl.ch>
Source record: 207262
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Apr14.224848.25259@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:
>
>It's their loss! I like ZOO, and likewise do a lot of other users.
>Especially users that are fond of the Unix programming/filesystem
>environment.

Use gtar with gzip (or compress). It MUCH more used in the unix world !

>Well, it's not impossible, but I can agree with you that it's not
>widely know how to do it.
>
>Also, it would be a good thing if LHArc (whith the -lh5- method) was
>widely available for *ix-systems. However, even though I've looked
>for the source I haven't been able to find it. Anyone got it or know
>wher I can find it?

akiu.gw.tohoku.ac.jp /pub/unix/lha

>: Take it from some one thats tried them all....asy: ftp
>
>FYI, so have I! And hey, no flames please. The last thing we want is
>another flamewar.

I really don't care what you're using, don't worry !

>Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

Stefan
--

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

5461. FPU programs

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 00:44:17 UTC
From: kfason@lamar.ColoState.EDU
Message-ID: <Apr16.004417.52373@yuma.ACNS.ColoState.EDU>
Source record: 207542
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know of programs that use the FPU? I have a Mega/STE 4 50
and am considering getting one if any of the programs I use use it...
do some everyday utils (like LZH) and other utils use it? art stuff...
word processor stuff? etc... thanx!

-Kev Atari Mega/STE 4 50

5462. Falcon programming documentation (OS & Hardware level)

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 01:00:29 UTC
From: jmccoull@bruny.cc.utas.edu.au
Message-ID: <jmccoull.734922029@bruny>
Source record: 207546
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[all replies via email if possible, I'll post a summary if the need arises]

Hello! I am posting to these news groups for a friend of mine who just bought a Falcon030 (first one in Tasmania/Australia :)). Anyway I'm an amiga coder myself so I dont know much about how the falcon documentation works, but if anyone has some documentation they can send to to send to my friend (Cepheus) it would be thankfully recieved!

Anyway If i recall the Atari ST's have a BIOS style OS interface so a list of trap numbers and registerized parameters and control blocks would be nice.

Basically I'm after any falcon programming docs:

- Operating system docs & include/definition files.
- Hardware level programming (register maps etc...)
- Maybe some docs on cycle counting for a 32 bit 68030 on a 16 bit memory interface. [ie how do the memory transactions work!]
- Also information on the exact nature of the 32 bit wide [dma/graphics and sound system] bus would be nice, so he can work out slow downs etc...

Thankyou for your time.
Regards, James McCoull.

PS. No lectures on hardware bashing over OS programming please. These docs are headed for a professional Software Engineer who likes a little fun when he is not working professionally.

PPS. Surely someone must have hardware docs on the register set? I already have similar docs for the A1200 [lame yes], and CBM dont even release these!

5463. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 01:01:36 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <734922094@majors6.cs.duke.edu>
Source record: 207543
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[Apologies if you've already seen this; it never showed up at our site.]

From the Holy Book of <1993Apr14.142630.16552@tdb.uu.se>
as spake by m91der@tdb.uu.se (Daniel Eriksson) :
>You must specify each directory separately on the [Zoo] command-line [...]

Not on the Atari version. As of v2.something, you can use the `//'
option with the `a' command to recursively add the contents of
subdirectories. This isn't, unfortunately, a feature of the main Zoo
distribution, though it has been submitted to the final arbiter of all
things Zoo-y (Rahul Dhesi?) for inclusion in a future version.

> [...] so if
>your directory looks like:
>
> ChangeLog
> Makefile
> README
> /man/whatever.1
> /src/whatever.c
> /src/whatever.h
> /src/atari/tailor.c
> /src/atari/tailor.h

you can simply use:

zoo ah// fred.zoo *

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(but not for long) | Darn Good Reason(tm).

5464. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 01:38:28 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <734924307@majors6.cs.duke.edu>
Source record: 207544

[Apologies if you've already seen this; it never showed up at our site.]

From the Holy Book of <1993Apr15.101112.939@tdb.uu.se>
as spake by m91der@tdb.uu.se (Daniel Eriksson) :
>sheppard_r@kosmos.wcc.govt.nz wrote:
>: Hey, I have a GEM of a Computer not a Unix workstation, tell me how do I use
>: Unix file names on my ST or E..

Two words, Roger: Minix filesystem.

> [...] Why
>shouldn't we demand that programs must handle new and improved file-
>systems when we demand that they should run on any TOS-release?

And bear in mind, MiNT is pretty much part of the operating system now.
If LHArc can't handle that, it's going to be in for trouble.

> [...] The
>Minix filesystem has been around for a VERY long time now. I think it's
>time to demand that TOS too handles it correctly! :-)

I'd be overjoyed, but I'm not holding my breath.

>: Unix on Atari computers must be a BIG JOKE, here no one uses it [...]

Translation: you don't _know_ anyone there who uses it. All that means
is that you don't know enough Atari users.

>: [...] the Atari range of computers were built with a
>: built in GEM a simple GUI far better than a command line thing..

I used to think so too, until I started using a CLI on a regular basis.
Until I started writing shell script that could, say, unpack an archive,
select from the newly created files those that contain certain keywords,
strip the mail headers from these, pass them through a few text filters
to get the formatting right, and pack them all back into the same
archive, in a single command -- and then looked at my GUI and realized
that the same task would require hours of doing essentially the same
thing over and over. I thought computers were supposed to _free_ us
from mindless tedium. ;)

>I'm of the opinion that a mix of GUI and CLI is the best way to go.

Exactly. Joe User doesn't want know all the ugly details required to
get his spreadsheet to balance, and a GUI is the perfect thing to hide
them with. On the other hand, if you want access to the nuts and bolts,
a GUI tends to get in the way more than anything.

>And hey! Don't say no one uses MiNT, because lots of people do!

Here's one more.

>: ZOO is definitely not for the first time user, its the only one that I have
>: problems with and even with a shell to drive it, and note, I have had a ST
>: since 1986 and have been in Computers for some 20 years or more..

Let me ask you something, Roger, because I need to know what kind of person I'm debating with. What do you actually _do_ with computers? Do you mostly run canned applications (word processors, spreadsheets, MIDI stuff, games, what have you), or do you get your hands dirty and do some programming and developing? In other words, are you a user or a hacker?

I think it's fair to say that Zoo is to some extent a hacker's archiver. It does expect a bit of sophistication from the user, in return for which it provides great flexibility, consistency and bullet-proofing. It has to, because it's available on several platforms, and therefore many of its users will be real "power users" that _demand_ that level of performance.

For the user, LHArc is fine -- just type a command and go. Don't expect it to handle the corner cases, though (a few of which I detail below). On the other hand, the only thing a user is likely to do with an archive is extract it, and there are stripped-down Zoo extractors (I'm thinking of Booz here) that are just as easy to use as LHArc. If you find yourself _creating_ archives frequently, it's likely that you're involved in some kind of program development -- in other words, you're a hacker, and Zoo is right up your alley.

>: ZIP 2.2 would be the easyest one to use, has a nice GEM interface
>: that does help a lot [...]

Not on another computer, it won't. Some of us need to be able to manipulate archives on systems other than our Atari at home -- for instance, to check it out before spending a few hours downloading it at 1200 baud. Not all of us are GEM freaks, Roger; try to keep your bad habits to yourself. ;)

>Then again, where's the support for filesystems with more than 8+3
>case-sensitive filenames??? ;-)

And using '/' as a path separator, and easy search of the archive directory structure, and intuitive handling of archived directories in general, and other assorted friendlinesses.

>: There is one bug with LZH201L [...]

Ahem. You obviously haven't tried using it with MiNT. Just after brief use, I've found two major problems with LZH201L:

- It uses '/' as a command switch. I discovered this when I tried to copy a .lzh archive to my RAMdisk and extract it from there:

lharc x /tmp/fred.lzh

LHArc was not at all happy with this, and I was not at all happy when
it barfed.

- It steals all available memory. This may not sound like a problem,
but consider the following:

lharc p fred.lzh read.me | less

If the lharc process starts first, there's no memory left to create a
process for less. This is an _extremely_ rude thing for a program to
do, and even if it were the only problem with LHArc, it would probably
be enough for me to throw it out.

In short, I think Daniel's summary pretty much describes my stand:

> [...] When (and if) there's a ZIP- or LHArc-program for the
>Atari that correctly handles the Minix filesystem
[and is stable, I might add]
> you might be able
>to pursuade me into leaving ZOO, but until then...

I'm not holding my breath.

-sbigham
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5465. Re: US FALCONS ARE HERE!

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 01:57:57 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Apr16.015757.6963@beaver.cs.washington.edu>
Source record: 207545

In article <433.78.uupcb@uttsbbs.uucp> brian.hart@uttsbbs.uucp (Brian Hart) writes:
>You must take in account though, that these are the FIRST Falcons to
>arrive in the US, as the months go by I'm sure they will ship more.

Don't count your chickens before they're hatched, eh? As far as I can
tell there are NO Falcons for sale in the U.S. yet so it's kind of
pointless to comment on the volume of them.

When the dealer calls and tells me my Falcon is ready to be picked up,
then I'll be happy. :/

>----
>+---+
>| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
>| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
>+---+

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

5466. German to English ASCII file conerters?

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 02:14:46 UTC
From: se15@claudius.nextlab.cs.qub.ac.uk
Message-ID: <1993Apr16.021446.19285@ousrvr.oulu.fi>
Source record: 207547

I am in need of a program to convert German ASCII files to English ASCII files, which is Falcon compatiable ;-) Can anyone help??
If not, can anyone please tell me where I can get a copy of PeaceBug V1.05(Or the latest version) with totally English docs?

Algo of DD

5467. SPEED OF LIGHT

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 03:14:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <481.78.uupcb@uttsbbs.uucp>
Source record: 207281

Could someone upload Speed Of Light, the GIF viewer, or any other GOOD GIF viewers for the ST to Atari.st.binary or whatever it's called? Also, how would I go about turning the messages into files? Where would I get the program to do that?

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+---+

5468. Re: US FALCONS ARE HERE!

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 03:19:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <482.78.uupcb@uttsbbs.uucp>
Source record: 207280

It has been confirmed. I have spoked to my dad tonigt, and the Falcons
ARE in. Not sure of exactly when they will start to be shipped, though,
but I'd imagine it will be soon...

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+---+

5469. Demo version of the EPSS sound system available.

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 04:25:35 UTC
From: hasse@solace.hsh.se
Message-ID: <1993Apr16.052535.10528@solace.hsh.se>
Source record: 207548

Are you a musician?
Are you working with MultiMedia?
Or are you just interested in music?

Then EPSS is something for you!

EPSS is sample synthesizer that runs on any STe, MSTe, TT or Falcon with
at least 1MB of memory. (2 or 4MB of RAM recommended).
In standard configuration it plays 8 voices polyphonic at 25KHz using the
8 bit DMA-sound engine. A Falcon version is under work that will utilize
the Falcons sound engine.

EPSS can load midi-files and play them, or it can hook itself into
most of the common sequencers available, and be used as a synth.

Why not look it over yourself and find out what it can do!

It has been uploaded to atari.archive.umich.edu and ftp.uni-kl.de and is
called 'epssatom.zip'. The archive was packed using ST Zip 2.2.

If anyone got any question or problems, please e-mail me and I'll try to
solve them as best as I can.

Enjoy!

/Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

5470. FAX software?

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 04:39:26 UTC
From: Michel Goudeseune <michelg@zooid.guild.org>
Message-ID: <1993Apr16.043926.1020@zooid.guild.org>
Source record: 207255
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just bought a v.32bis fax-modem today. Well, as a modem it works great.

I'm now wondering if there is any software out there that will allow me to use the fax capability?

Please send replies by email. I'll summarize them on the net afterwards.

Thanks in advance,

Michel Goudeseune -- michelg@zooid.guild.org

5471. Re: Phreaking (was: A Summary of ST-magazines)

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 05:12:40 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qlf88INN9r3@golem.wcc.govt.nz>
Source record: 207549

```
This is an atari conference, not alt.rec.phreaking or any such thing,
so, please continue this (virtually 2-person-only) conference in E-Mail!

(My kill file is already a mess 8-)
```

5472. Funky Floppy in a MEGA ST4!

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 06:13:33 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Apr16.011333.18154@bsu-ucs>
Source record: 207288
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I'm having a pretty severe problem croping up on my MEGA ST4.

I'm still in the process of "isolating" the problem, but am pretty sure it lies in the floppy drive.

I'm running off my HD with the floppy completely unhooked (it's sitting on the floor.:)...

When it was still hooked up and "running" I could be doing something (anything) on the computer and the system would appear to go into what I would describe as "reboot mode." Everything would stop and the system looked as if I hit the RESET button and kept hitting it about every second or 1/2 second. In between these "resets" the computer would attempt to re-access the floppy as it would normally do at boot-up time, but rather than reading the floppy woudl re-enter "rebott mode."

My first attempt at solution was to sharply smack the computer case directly ove where the floppy resides. This would temporarily allow the computer to continue with normal boot-up procedures, but would end shortly by having the system go back into "reboot mode."

My next atempt was to boot with no floppy in the floppy drive. This seemed to help, but after about 15 minutes something happened (I couldn't tell what) and the system again when into "reboot mode."

As I stated at the beginning, the floppy drive is now completely disconnected and is sitting on the floor. I've had the system up and running for about 30 minutes straight and still no "reboot mode." KNOCK ON WOOD!

Could anyone give me a positive ID to this problem?

Am I going to have to get inside the floppy drive and re-secure some loose chip , or is this indicitive of a trashed floppy drive? If so, then what sort of replacement drive is required?

Any help or comments (or condolences:) would be appreciated!

-Matt

01mbmccab@virgo.bsuvc.bsu.edu

5473. Selectric

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 07:14:04 UTC
From: ricquebo@irisa.fr
Message-ID: <1qlmbs$bko@irisa.irisa.fr>
Source record: 207550

Everybody knows the file-selectro SELECTRIC !!!
But does anybody know where an english (or even french) version of
this german program can be found ?

If you own such a version, or know where to get it (ftp etc...)
please mail to me !!!

---
ricquebo@irisa.fr

5474. Re: Uniterm macro help needed!

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 08:05:38 UTC
From: preisser@mozart.uni-koblenz
Message-ID: <1qlpciINN2bb@uniko.uni-koblenz.de>
Source record: 207252

In article 1@sscl.uwo.ca, richardson@sscl.uwo.ca (John Richardson) writes:

> recognize the prompts from the system i'm dialing to...it won't!!! It never
> realizes that 'connect' has appeared :^(Any help would be appreciated. I
Set the time-out in the Dialer-Dialog (C on the help-screen) to 99 seconds. You also have to look carefully for syntax-errors in your macro-file. Uniterm stops execution of a script without giving any warnings, if an error exists.

Hope it helps

Greetings
Andis

5475. Re: Advocacy group... Where is it?

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 08:57:40 UTC
From: brianp@netcom.com
Message-ID: <brianpC5KJK5.CLJ@netcom.com>
Source record: 207251

In article <C5IFBw.LGD@constellation.ecn.uoknor.edu> kllove@vigilanti.ecn.uoknor.edu (Kenneth L Love) writes:
*
*I've looked and not found a comp.sys.atari.advocacy (or a
*comp.sys.atari.st.advocacy for that matter). Has it been created yet?
*Should I just wait a couple more days for it to show up?

Yup, or check with your sysadmin. It has been up and
running long enough to get big and boring.
--
--> Brian Peterson, brianp@netcom.com <--
In order to remember your dreams,
you must think of them as if they were little kittens.
-- King Missile

5476. Demo on FALCON 030

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 09:25:51 UTC
From: mod2g53@cix.cict.fr
Message-ID: <3416@cix.cict.fr>
Source record: 207254

Hi Everybody !!!!!

I don't know if i must tell you this...but why not ???
There is a demo for FALCON 030 in the ftp : ftp.uni-kl.de called CEBIT93

So, this demo is the first really demo on F030...

The author of this demo:
McFly, The Exceptions, The Lost Boys, The Respectables and Unlimited Matricks

I'm not in these groups but i do pub for us because...

THE F030 IS FANTASTIC !!!!!!!!!!

Emmanuel.

Mail:mod2g53@cix.cict.fr

5477. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 10:11:01 UTC
From: evilandi@vnet.IBM.COM
Message-ID: <19930416.063120.684@almaden.ibm.com>
Source record: 207261
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993Apr15.223816.14750@tdb.uu.se>,m91der@tdb.uu.se (Daniel Eriksson) wrote:
:Ian Lepore (ilepore@nyx.cs.du.edu) wrote:
:: > the best archiver
::
:: I have to agree that ZOO is the lamest of the available archivers, and
:: should be shunned by all thinking people.
:
:Hey, people that think can make their own decisions, right? People
:like me will, whatever you say or think, use ZOO anyhow since it fills
:our needs. Neither LHArc nor ZIP does! If that by your definition makes
:us 'non-thinking-people' then it's you who doesn't think! Think about
:it! :-)

Oh dear. Thanks folks, my original questions about how to USE these arcers have been answered, and now this thread has sadly degenerated into flames.

Please move any further pros/cons/namecalling to the nice shiny brand new advocacy newsgroup. Thanks again to all those who answered with some INFORMATION rather than OPINIONS. Everyone else, well, don't call me, I'll call me... :-(

PS: How about a USENET "Not Jumping Down Each Other's Throats And Trying To Score Points From Each Other" day? How about TODAY? As that famous UK philosophiser Vic Reeves (he of the Big Nights Out) said, "LET IT LIE!!!".

Andrew Oakley, IBM Warwick, UK IBM VNet: <9oakley@asicvm1> x(7)664830
InterNet: <evilandi@vnet.ibm.com> I speak FROM IBM, not FOR IBM!
JANet: <evilandi%vnet.ibm.com@nsfnet-relay> UK 24h Tel. 0926 464830
24 Daddlebrook Road, Alveley, Near Bridgnorth, Shropshire, WV15 6NU, UK

Evil Andi of GOTHIC DOMAIN SOFTWARE: Computing for the culture-shocked
Budgie UK titles: Ballpark, Flipped & Square Off
Shareware titles: ST-Zine Disk Mag Kit, Quiz Construction Kit & others
More & more titles available on Atari Archive... stay hungry!

Usenet WOULDN'T let it lie... Usenet WOULD'VE let it lie... etc...

5478. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 11:39:39 UTC
From: hesche@granit.granit.cs.tu-berlin.de
Message-ID: <1qm2dv$pcp@news.cs.tu-berlin.de>
Source record: 207253

In article <734924307@majors6.cs.duke.edu> dsb@duke.cs.duke.edu (D. Scott Bigham) writes:

> Path: cs.tu-berlin.de!mailgzrz.TU-Berlin.DE!math.fu-berlin.de!ira.uka.de!sol.ctr.columbi
a.edu!howland.reston.ans.net!gatech!concert!duke!dsb

> Two words, Roger: Minix filesystem.

> And bear in mind, MiNT is pretty much part of the operating system now.
> If LHArc can't handle that, it's going to be in for trouble.

> - It steals all available memory.

The next release of LHarc will handle Minix filesystem, doesn't steel
al memory and is faster. Wait one or two month...
>

Ciao
Herwig
--
Herwig Schelauske, Charlottenburger Ufer 1, 1000 Berlin 10 | MAUS: @ B
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de
Please send flames to dev/null
--
Herwig Schelauske, Charlottenburger Ufer 1, 1000 Berlin 10 | MAUS: @ B
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de
Please send flames to dev/null

5479. Looking for UUCP program for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 12:03:27 UTC
From: mndell@cs.ruu.nl
Message-ID: <1993Apr16.120327.25061@cs.ruu.nl>
Source record: 207256

I'm looking for a UUCP program for the Atari ST to poll mail, news.
If there is anyone who has such a program or knows where I can find one,
please mail me.

Thanks in advance, Mike

--
M.N. Dell Telephone : +31 3434 56478
P.O. Box 134
3956 ZT Leersum Internet : mndell@cs.ruu.nl
The Netherlands.

5480. Scriba now works on ST/STE/TT/Falcon and new issue has been released

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 12:53:43 UTC
From: ga@mrih.no
Message-ID: <1993Apr16.125343.9916@ugle.unit.no>
Source record: 207258

Scriba Communis Responsi now also works on the Falcon, and should work properly on monochrome, as well. Rerelease of volume 1 has been uploaded to ftp.uni-kl.de and atari.archive.umich.edu.

Volume 2 Issue 1 was released today, and is the fattest issue so far. Also uploaded to the above mentioned sites.

_ _
/ \ / \ <== Okay! I did it! The world is upside down!
==
= Gard Eggesboe Abrahamsen PO Box 5061, Larsgaarden =
= Gard.Abrahamsen@mrih.no 6021 Aalesund, Norway =
===OO=====OO===
_____

5481. Re: FALCON, 386 COMPAT?

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 13:02:42 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1993Apr16.130242.26837@oz.plymouth.edu>
Source record: 207259

In article <1993Apr15.194733.21060@cs.yale.edu> stamandp@CSUSYS.CTSTATEU.EDU writes:
>In article <1993Apr14.151916.2642@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
>>In article 1qf9rnINNqbu@golem.wcc.govt.nz, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>>>So, basically, plug this thing into the falcon, and you have an 80486
>>>running at 32Mhz, with VGA graphics, and around 4meg of RAM available
>>>(on the 4-meg Falcon), instead of 640K!
>>Uh, if it's a true 386 or 486 _emulator_ , then how do they get around the
>>640K primary memory barrier which is an _architecture_ problem? You can
>>have extended and expanded memory sure, but no more than 640K primary. Yes?
>You Probably can't do more than a base of 640. The limitation is in DOS not
>the 386/486 architecture. As Stated the rest will probably be XMS and EMS
>memory.

Hmmm... I wouldn't be too sure about that.... assorted computers have
been able to run MS-DOS with more than 640K in the past. See a
discussion over in alt.folklore.computers over the past two weeks
about it..... examples include the DEC Rainbow and a few others.

Am I wrong or did PC-Ditto (I) give you more than 700K on a stock
1040ST for MS-DOS ??? I haven't run that in a while (It dies a
horrible death on my Mega 4/STE...) so I'm not sure if I remember
correctly.

--
|E-mail --> un*x: oddjob@oz.plymouth.edu |vms: andys@psc.plymouth.edu |
|Disclaimer > Any "end-user" software that provides NO avenue for user |
|of the week> modification or programmability is NOT user friendly. |

5482. MGIF 4.1 uploaded: JPEG, preview, bugfixes...

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 13:04:13 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <C5Kuz1.JIH@news.chalmers.se>
Source record: 207263

A new version of *the* monochrome GIF viewer, MGIF 4.1, has been uploaded to
atari.archive. It can be found in the Graphics directory as mgif41b.zoo.

This is a major update to MGIF.
The program is about twice as large and has a few major new features:

JPEG - Thanks to Frank Moehle, MGIF 4.1 reads JPEG (JFIF) files using
the Independent JPEG Group's software, version 4 10-Dec-92.
Copyright (C) 1992, Thomas G. Lane

Preview - Whenever a picture is displayed on screen it is first quickly
drawn using a half-tone algorithm before F-S dithering starts.
This means that you can see almost immediately what the picture
will look like and you can abort the F-S if you don't like it.

Convolutions
- For the first time in the history of MGIF, the convolution
functions now work! I never knew there was a problem until I
took a course in digital image processing a couple of months
ago. Apparently no one else knew either, since I never got any
complaints. :-)
The same fix has been applied to blur and median.

Buffers - The problem that caused MGIF 4.0 to exit on machines with less
than 4 (or was it 2.5?) Mb of memory is fixed.
You can now set the buffer sizes using command line switches.

Please, let me know if there are any problems, if you have any ideas for
future improvements etc.

The original author (v <= 3.7) of MGIF is Bill Rosenkranz.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

5483. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 13:15:15 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Apr16.131515.5261@csi.uottawa.ca>
Source record: 207260

In article <1qm2dv$pcp@news.cs.tu-berlin.de> hesche@granit.granit.cs.tu-berlin.de (Herwig Schelauske) writes:
>> Two words, Roger: Minix filesystem.
>
>> And bear in mind, MiNT is pretty much part of the operating system now.
>> If LHArc can't handle that, it's going to be in for trouble.
>
>> - It steals all available memory.
>
>The next release of LHarc will handle Minix filesystem, doesn't steel
>al memory and is faster. Wait one or two month...

That obviously means Yet Another LHarc version that's somewhat
incompatible with the others;

Will this new version be fully compatible with archives created using
DOS/ Unix versions of LHarc? Or will PC developers build in some
different and incompatible new features there?

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

5484. MiNT 1.04 - Mine goes boom when ESC is pressed on Desktop

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 13:52:51 UTC
From: sms@sys.uea.ac.uk
Message-ID: <sms.734968371@oxygen.sys.uea.ac.uk>
Source record: 207264

OK. I successfully got MiNT 1.04 compile a while back (about a month ago)
but after a little bit of use I discovered that it crashed when I pressed
ESC to update a window on the Desktop. Is this in fact a known bug or
have I done something wrong with compilation options.

Machine setup: TT030 with 4/4 memory, UK TOS 3.05

Software setup: Still crashes with nothing loaded but MiNT (I think)
Compiled with Lattice C 5.52 with memory protection disabled
and renamed to MINTNP.PRG

Anybody got any suggestions, words of wisdom etc. ?

BTW, I've been away for about 3 weeks so I apologise if this has already
come up.

Optimistic thanks in advance,
Steve.

- Steve Sowerby, Postgraduate Layabout (sms@sys.uea.ac.uk)
- School of Information Systems, University of East Anglia, Norwich, England.
- # The above opinions do not in any way represent the University. Most
- people here wouldn't notice an Atari unless it was disguised as a Mac #

5485. Re: Mac floppies under Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 15:06:01 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr16.150601.15376@newshost.lanl.gov>
Source record: 207268

Well, I'm NOT going to make any excuses for Dave Small's lack of visible support to his customer base. He's a big boy now and can handle his own.

I will take slight exception, however, to some of Mark van Wyk's comments. I for one, do not find the Spectre GCR "buggy" as he put it. No, it's not 100% error free (few pieces of software are!) but it's certainly stable enough to be a useable product suitable for daily use.

The majority of the problems concerning the GCR have to do with its ability (or inability) to read/write/format Mac floppies. Obviously, this is what makes the GCR special. Unfortunately, it seems that each Atari computer behaves differently and Atari's use of multiple vendors of floppy mechs doesn't help any. So it's largely a crapshoot if your drive will work with the GCR. Some do, some don't. Adding extra shielding sometimes helps but usually not. My point is that this is not due to the GCR but rather to design flaws and variances in the Atari hardware. The GCR that won't read Mac disks on your system probably will on your neighbor's. So "Caveat Emptor" seems to be good advice, here. Try before you buy if you can.

Mark did make a point I agree with, however. If you *really* need to use Mac software (not just for playing around) then you should consider buying a Macintosh. As good as the GCR is, it's an emulator after all. And a Mac Plus emulator at that. With falling Mac prices, you've got to consider the cost of the GCR+Roms vs the cost of an appropriate Mac. Depending on your need, you _might_ be better off with new hardware. You decide.

Yes, the current version of the GCR is outdated. It definitely needs System 7.0 support and support for Mac color Roms is needed too. But if he ever develops this "new" Spectre is mostly up to you. Will enough of you buy it to make it worth his while and expense? That's the $64 question, gang. With the market as it is right now, I wouldn't bet on it (IMHO).

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5486. Re: Phreaking (was: A Summary of ST-magazines)

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 15:20:58 UTC
From: HUSFELD@usmv01.usm.uni-muenchen.de
Message-ID: <1993Apr16.152058.2866@news.lrz-muenchen.de>
Source record: 207266

>
> I hate to waste any more bandwidth, but I really would be interested in how
> other newsgroup readers feel about this. If everyone feels this kind of
> thing is OK, then I'm obviously misplaced here, and I'll leave you to it.

Count me on your side in this issue.

>
> Sadly,
>
> _____________________________ John "HUTCH" Hutchinson ____________________________
> ________________ Fair Dinkum Technologies Member - IAAD _____________
> _____________ "No worries, mate... it's from Fair Dinkum!" _____________
> ___________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM ____________
>
>

Dirk Husfeld

Institute of Astronomy and Astrophysics Tel.:(FRG) 89 92 20 94 40
Scheinerstrasse 1 Fax :(FRG) 89 92 20 94 27
8000 Munich 80, FRG
Email: husfeld@astronomie.physik.uni-muenchen.dbp.de (X.400)
or husfeld@usm.uni-muenchen.de (Internet)

5487. Re: Phreaking (was: A Summary of ST-magazines)

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 15:23:00 UTC
From: HUSFELD@usmv01.usm.uni-muenchen.de
Message-ID: <1993Apr16.152300.2953@news.lrz-muenchen.de>
Source record: 207267

m91der@tdb.uu.se (Daniel Eriksson) wrote on 15 APR 1993:

>John Hutchinson (hutch@bellman.lanl.gov) wrote:
>[stuff deleted]

>: Hmmm... where have we heard this logic before, folks? "XYZ software company
>: charges too much for their software so it's OK to pirate it."

>I really think you're jumping to conclusions here. Pieter didn't even
>mention software theft in his original post. What you are doing is
>something that I think is quite ugly, categorizing(sp?)! Obviously you
>think every phreaker is a software pirate, which is NOT the case!

You don't understand what you read, do you? So, for the slow ones:
John did compare the sort of reasoning "This stuff is overprized, so
it is ok to steal it" that has been used by Pieter in one of his posts
about phreaking and also (elsewhere) by software pirates. John wants to
point out that it is this argument which is faulty. He didn't say or mean
that anybody who does one crime automatically does the other one, too.
This drowns one half of your rambling.

>I agree that phreaking is a way of stealing from the telco. However,
>the human isn't perfect. We could start to discuss valuations and stuff
>like that, but since every person on the net has his/her own morale/
>set of values it wouldn't be of much interest. Maybe you've got a
>higher morale than Pieter, but who's to judge. Phreaking is a big
>sin for you, but for him it might not be that bad. Also, he might
>think that something you do is a big sin, but for you it's nothing.
....
>So is tons of other stuff people do every day. If you think really hard
>I'm sure you will find that you too do something illegal every once in a
>while.
....
>When (if?) you do something illegal, do you feel like a criminal?
>When I'm driving too fast I sure as hell don't feel like a criminal.
>The morale is shifting from person to person. It's SAD BUT TRUE
>(Metallica, yeah!)!

I take the above as utterance from an immature mind.

>In a perfect world we wouldn't even know of the
>word morale 'coz everone would have _perfect_ morale. In a perfect
>world communism might have worked very well. Unfortunately we're NOT
>living in a perfect world...
(hmm, this wasn't a very good argument, but I'll leave it in anyway :-)

Guess that holds for the whole of your post.

>---
>Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

Dirk Husfeld

Institute of Astronomy and Astrophysics Tel.:(FRG) 89 92 20 94 40
Scheinerstrasse 1 Fax :(FRG) 89 92 20 94 27
8000 Munich 80, FRG
Email: husfeld@astronomie.physik.uni-muenchen.dbp.de (X.400)
or husfeld@usm.uni-muenchen.de (Internet)

5488. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 15:23:55 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <C5L1Fw.DLB@cs.bham.ac.uk>
Source record: 207269
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Guys, can we please move any 'Falcon's good/bad' threads into
comp.sys.atari.advocacy. That's what it's there for.

tech is for technical!

Sorry to be a pain and remind you!

David

David Oakley, proposer comp.sys.atari.advocacy.

--
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | proposer of comp.sys.atari.advocacy || || /_
Stoke On Trent | _/|| ||_/ |

5489. Re: German to English ASCII file conerters?

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 15:54:40 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <93106.105440EENG6826@RyeVm.Ryerson.Ca>
Source record: 207428

Well, GER2EN21 bombs just after selecting the file. Try to run it in Medium Resolution (640x200 w/4colors). I've no plans to update the program, so you (or somebody else) will to write their own.

The program runs fine on ST, STEs (Not the MegaSTE) and TTs. So atari must have screwed up somewhere (The TT is 68030).

Carlos Varela

5490. Re: How to get into atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 15:56:52 UTC
From: freds@hpcc01.corp.hp.com
Message-ID: <1540017@hpcc01.corp.hp.com>
Source record: 207403

Thanks to all those that have responded.

Fred Saavedra

5491. Re: Phreaking (was: A Summary of ST-magazi

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 16:07:59 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr16.160759.28157@newshost.lanl.gov>
Source record: 207270

To spare the bandwidth, I have replied via email to Daniel Eriksson's post #67585 wherein he came to the defense of "phreaking", a hobby involving theft from the phone companies.

I publicly apologize for effectively stereotyping all "phreakers" as "pirates" as that was not my intent. Both groups steal the property of others and both groups frequently use the same justification, but being a member of one group does _not_ automatically indicate membership in the other.

If Pieter, Daniel or anyone else wishes to bring this back into public discussion at your expense, I'm prepared to defend my views against the promotion of criminal activities on the net. Otherwise, we'll keep it private.

.. we now return you to your regularly scheduled flamecast. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5492. Re: Mac floppies under Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 17:24:05 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1289@usdtsg.DaytonOH.NCR.COM>
Source record: 207402

In article <93105.42636.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
L676791@LMSC5.IS.LMSC.LOCKHEED.COM (Mark Van Wyk) writes:

[misc STuff about SpectreGCR/Dave Small deleted]

>{the GCR manual} doesn't
>have the basic facts necessary, such as the fact that a 1.44 meg drive won't
>work with Spectre GCR.

At the time the Spectre came out, I'm not sure that you could even USE
a 1.4meg drive on the Atari, much less with the Spectre. Actually,
you can USE a 1.4meg drive, but *only* with the 800k disks (i.e. the
drive works, but not with 1.4meg MAC disks). Spectre seems to work
alright with my built-in 1.4meg drive on my MegaSTe (runs pretty
good at 16mhz as well)...

[misc other STuff deleted...]

>In fact, try going to a Mac dealer and purchasing
>sytem 6.5 or 6.4 system/finder. YOU CAN'T! They don't sell them anymore. So
>in essence you must be a pirate by necessity.

Little helpful info on Apple system software: versions of the System
prior to 7.0 CAN be copied (I haven't read the entire license yet).
Versions 7.0 (7.1?) and above are now charged for. Thus making
a copy of say System 6.0.5 is NOT piracy. There is even an apple FTP site
which has the system software available: bric-a-brac.apple.com.
I believe you're just limited in what you can do with the software
(i.e. where you can post it, etc) - limitations probably similar to
the latest releases of MiNT, etc... If I've goofed on anything
here, let me know (I'd hate to get on the bad side of an Apple legal rep :-)

>I know, I know -- he had family problems. Does this mean he just drops
>support to all of his paying customers?

If my son were severely ill, all my attention would be there, and not
with my job. At least those would be my priorities.

>What about hiring a secretary or
>something? I welcome any response to this posting.

I dunno how the company is run (i.e. how many employees, who they
are, etc). Maybe Dave just needs to develop a contingency plan for these
type of things. Having a backup support person would be a good idea,
however.

If you have a GEnie account, try logging in on Tuesday nights - there
is the Gadgets RTC (online conference) which

Dave Small has been dropping by lately. Probably the surest way of getting a message to him, anyways...

Of course, if you have problems with the GCR, use this network and other sources (GEnie, Compuserve, etc). There's usually at least someone who might have an idea of how to help...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"sex is like riding a bicycle: if you both wear reflectors, no one gets hurt..."
- B.Stone

5493. Re: Phreaking (was: A Summary of ST-magazi

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 17:26:10 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr16.172610.18841@tdb.uu.se>
Source record: 207272

John Hutchinson (hutch@bellman.lanl.gov) wrote:
: To spare the bandwidth, I have replied via email to Daniel Eriksson's post
: #67585 wherein he came to the defense of "phreaking", a hobby involving theft
: from the phone companies.

To which I have replied with an apologize for defending phreaking (which
_is_ an illegal activity) publicly on the net. I was wrong, I shouldn't
have defended an illegal activity on the net. Sorry for wasting bandwidth.

[stuff removed]

: .. we now return you to your regularly scheduled flamecast. :)

Sure, someone else just stomped on my foot so I'd better write a little
article to correct him. ;-)

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

5494. Re: Phreaking (was: A Summary of ST-magazines)

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 17:33:21 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr16.173321.20045@tdb.uu.se>
Source record: 207273

Husfeld, Dirk (HUSFELD@usmv01.usm.uni-muenchen.de) wrote:

a whole bunch of crap to which I have replied in email to keep the
ugly words out of this newsgroup (immature as I must be according
to him :-).

Sorry for the rather irrelevant post.

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

5495. Re: 520ST single sided drive prob

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 17:34:00 UTC
From: Jochen_Leufen@kr.maus.de
Message-ID: <A21499@KR.maus.de>
Source record: 207417

cashman@silver.ucs.indiana.edu schrieb am 13.04.93 um 15:06:

c> Greetings,
c>
c> I have an old Atari 520ST purchased in spring of 1986. I have
c> a single sided external disk drive attached to it. It has worked
c> fine for many years, but now has a problem.
c>
c> When a disk is put in, and an access it attempted, the "disk read"
c> light goes on, as expected, but the disk drive motor does not
c> go on. Relevant warning message appears on the screen, about
c> connecting power, checking connections, etc.
c>
c> I've taken the drive apart, checked all connections, and still no
c> luck. I believe the problem may be the stepping motor.
c>
c> Has anyone had a similar problem? Any advice??????????????
c> I *really* need this drive.
c>
c> - Geoff Cashman
c> cashman@silver.ucs.indiana.edu

I had the same problem with my 140 STF (double sided floppy).
The advice wich I give to is only.Don't try to repair it. It's too
expensive.
Also you won't be able to get a right justage after that.

Jochen

5496. Re: Desktop font - changeable?

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 17:34:00 UTC
From: Jochen_Leufen@kr.maus.de
Message-ID: <A21498@KR.maus.de>
Source record: 207418

warwick@cs.uq.oz.au schrieb am 13.04.93 um 4:41:

w> Is there any way, even the ugliest machine specific kludge, to get to use
w> different AES fonts?
w>
w> The reason I ask is that Julian R.'s excellent BigScreen program allows
w> someone with an ST to emulate a TTmedium screen for the purpose of
w> software development (not much use otherwise - it's too slow, just as
w> Julian indicates)... EXCEPT, the font is still the 8x8 system font,
w> whereas TTmedium uses the 8x16 system font.
w>
w> By the end of the week, it won't matter to me - my TT will have arrived
w> by then (Ye-hah!), but I certainly found developing with BigScreen a
w> great help - and a font changer would have been an additional help.
w>
w>
w> --
w> Warwick
w> _-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
|
w> / * <-- Computer Science Department, |||||| GEM++ = C++ GEM library
|
w> _.-._/ University of Queensland, _// || _ Both are GNUish =
Free |
w> _____ v ____ Brisbane, Australia. ______ |_/ || _|
_________________________|

Try a program like NVDI.It's possible to install as many system fonts as
you want.(If you have enough RAM).
I propose NVDI because it also runs on a TT.

Jochen

5497. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 17:50:52 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1qmrltINNrm8@elroy.jpl.nasa.gov>
Source record: 207271

In article <2bcbe615@p12.f202.n281.z2.fidonet>
p12.f202.n281.z2.fidonet!Jan_Willekens@nextjk.wlink.nl writes:
>In a message of <Tue 13 Apr 93 01:51>, paul hruby (2:281/202.0) writes:
> ph> Ya know, if former NeXT developers are going to write programs for
> ph> the Falcon, why doesn't Atari have them write NeXTStep ST for it.
> ph> You think Steve Jobs would go for it?
> ph>
> ph> At the very least they could rewrite the development package for
> ph> Atari.
>
>Not really. Atari's market is way too small for NeXT to port NeXTStep to
>it. They simply wouldn't make enough money out of it. So why should they
>rewrite anything for our platform. Atari is a niche market, not the market
>NeXTStep486 is pointing at...

True, the Intel market is huge, but given the tiny size of the original
NeXT user base, even the Atari market dwarfs it in comparison... But still,
there's tons more money to be made if NeXTSTep486 takes off.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

5498. Market worthwhile? (was Re: Mac floppies under Spectre GCR)

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 18:12:40 UTC
From: smiller@bcarh657.bnr.ca
Message-ID: <1993Apr16.181240.27680@zoonews.bnr.ca>
Source record: 207274

In article <1993Apr16.150601.15376@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
|> ...Will enough of you buy it
|> to make it worth his while and expense? That's the $64 question, gang. With
|> the market as it is right now, I wouldn't bet on it (IMHO).

Ah, but aren't you betting on the market too? I hope you don't have to feed many people on your Atari software sales.

As for the point you made the other day, about the number of potential Falcon buyers shrinking every day; count me among the losses.
I have had a fair-sized stack of money waiting since August, waiting for this thing. I went out and spent it last Saturday. (not on a computer)

No Falcon for me. No new software. No multisync. Not this year, anyway.

--
****
Scott Miller, in the bowels of Bell-Northern Research Voice:(613) 763-2992
.signature USES DISCLAIMER Ottawa, Ontario, Canada
smiller@bnr.ca (also aa438@freenet.carleton.ca)
****

5499. Atari in Austin?

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 19:12:18 UTC
From: mussack@austin.ibm.com
Message-ID: <C5LC0I.3DJw@austin.ibm.com>
Source record: 207276

I saw this group and got nostalgic so I pulled my old
520ST out of its box to set it up (for my kids 8-) but the
disk drive isn't working, the little light doesn't go on,
but I can here the motor whirring forever, and the computer
doesn't seem to recognize the drive. Anyways, where in Austin,Tx
can I get a single sided drive fixed, or maybe get a new one if
cost effective. Nothing is listed in the phone book.

By the way, what are good recommendations if I wanted to upgrade my
system. I have a plain 520ST bought in '85 with a color monitor
and a SS drive and 500k. I suppose hard drives and DS drives pretty
cheap, what about memory upgrades. What should I do if I only want
to spend $100, ($50)?

Gracias,
Chris Mussack

5500. Re: Mac floppies under Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 19:23:11 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93106.44591.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 207278

The purpose of my negative comments about my experiences with Spectre GCR
and the "support" (or lack of it) I got from Gadgets by Small is to serve
as a warning to anyone who is contemplating buying an Atari computer with the
idea of having a useful Mac emulation. Five years ago, it may have made
sense, but nowadays it's foolish, for the reasons I outlined in my posting
last Wednesday. As for Spectre not working with all Atari disk drives ...
you can't really blame Atari if they have disk drives made by various
manufacturers that meet Atari specifications and tolerances and work with
Atari computers in Atari mode. But potential Spectre GCR customers, beware,
you can have problems. At this stage, Spectre GCR is only for those who
already own an Atari computer, or can get a used one at bargain basement prices
etc. The days that Spectre GCR was a serious, useful application are over, I'm
afraid. It was a very clever device, but passe' today. Sorry, Dave Small.
---Mark van Wyk
(408) 739-0541
y------------------------ Original Article -------------------------

Newsgroups: comp.sys.atari.st
Path: butch!netcomsv!decwrl!concert!gatech!swrinde!zaphod.mps.ohio-state.edu!cs.
From: hutch@bellman.lanl.gov (John Hutchinson)
Subject: Re: Mac floppies under Spectre GCR
Message-ID: <1993Apr16.150601.15376@newshost.lanl.gov>
Sender: news@newshost.lanl.gov
Reply-To: hutch@bellman.lanl.gov
Organization: Los Alamos National Laboratory
References: <93105.42636.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Date: Fri, 16 Apr 1993 15:06:01 GMT
Lines: 38

Well, I'm NOT going to make any excuses for Dave Small's lack of visible
support to his customer base. He's a big boy now and can handle his own.

I will take slight exception, however, to some of Mark van Wyk's comments.
I for one, do not find the Spectre GCR "buggy" as he put it. No, it's not
100% error free (few pieces of software are!) but it's certainly stable
enough to be a useable product suitable for daily use.

The majority of the problems concerning the GCR have to do with its ability
(or inability) to read/write/format Mac floppies. Obviously, this is what
makes the GCR special. Unfortunately, it seems that each Atari computer
behaves differently and Atari's use of multiple vendors of floppy mechs
doesn't help any. So it's largely a crapshoot if your drive will work with
the GCR. Some do, some don't. Adding extra shielding sometimes helps but
usually not. My point is that this is not due to the GCR but rather to
design flaws and variances in the Atari hardware. The GCR that won't read

Mac disks on your system probably will on your neighbor's. So "Caveat Emptor" seems to be good advice, here. Try before you buy if you can.

Mark did make a point I agree with, however. If you *really* need to use Mac software (not just for playing around) then you should consider buying a Macintosh. As good as the GCR is, it's an emulator after all. And a Mac Plus emulator at that. With falling Mac prices, you've got to consider the cost of the GCR+Roms vs the cost of an appropriate Mac. Depending on your need, you _might_ be better off with new hardware. You decide.

Yes, the current version of the GCR is outdated. It definitely needs System 7.0 support and support for Mac color Roms is needed too. But if he ever develops this "new" Spectre is mostly up to you. Will enough of you buy it to make it worth his while and expense? That's the $64 question, gang. With the market as it is right now, I wouldn't bet on it (IMHO).

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5501. Re: Phreaking (was: A Summary of ST-magazines)

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 19:51:28 UTC
From: mhembruc@tsegw.tse.com
Message-ID: <C5LDts.so@tsegw.tse.com>
Source record: 207286

hutch@bellman.lanl.gov (John Hutchinson) writes:

>Phreaking is illegal. It's a theft, as is the piracy of software. I don't
>like thieves and I don't like those who openly promote illegal activities.
>If you had taken the time to note the potential LEGAL uses of your dialer
>or made even a thinly veiled attempt to denounce telephone theft, then...

Yes, phreaking is illegal in USA and Canada. According to Pieter, it was NOT
at the time when he wrote his software in the Netherlands.
Why blast him for that? Are you going to go around saying Buffalo Bill or,
Davey Crocket should be sued because they didn't have a gun license??

Now, I agree his later rationalizations about the current situation are not
credible (Just like "Costs too much, so pirate"..)

Are you going to ask the police to come and charge my parents with speeding
because they went over 100 km/h in Germany on the Autobahn while on vacation?
I mean, it's clearly wrong here in NA NOW, so it MUST be wrong for all people
everywhere, at all times, right :-)

I mean, come on - if they show on TV how to do it, including phone company
employees talking about how to beat the system... Now, if you have some inside
evidence which shows he's lying, then, please state it..

Remember that ambitious Bell engineer who published the specs for the phone
system, including operator tones, etc?? :-)

>I hate to waste any more bandwidth, but I really would be interested in how
>other newsgroup readers feel about this. If everyone feels this kind of
>thing is OK, then I'm obviously misplaced here, and I'll leave you to it.

>Sadly,

>_____________________________ John "HUTCH" Hutchinson ____________________________
>_____________________ Fair Dinkum Technologies Member - IAAD _____________________
>_____________________ "No worries, mate... it's from Fair Dinkum!" _____________________
>_____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________
^^^^^^^^^^^^^^^^

Hmm.. You involved with the phone company at all??

I have always though of you as a decent guy, John.. I have a feeling Pieter
hit one of your peeves...

Mattias

--
Mattias Hembruch

>> My views do not necessarily reflect those of the TSE. <<
E-mail: mhembruc@tse.com

5502. Re: Phreaking (was: A Summary of ST-magazi

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 20:00:56 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr16.200056.9208@newshost.lanl.gov>
Source record: 207279

Just FYI... Daniel Eriksson have amiably settled our disagreement in regards to "phreaking" via email. As is often the case, it was as much a problem of miscommunication than anything else. Thanks to those that sent email.

Let's drop this now and get back to more important Atari-related issues, OK?

Thanks,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5503. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 20:03:08 UTC
From: glens@natinst.com
Message-ID: <1qn3ds$kgp@falcon.natinst.com>
Source record: 207277

In article <1qmrltINNrm8@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>True, the Intel market is huge, but given the tiny size of the original
>NeXT user base, even the Atari market dwarfs it in comparison... But still,
>there's tons more money to be made if NeXTSTep486 takes off.

Yes, but the keyword here is if NeXTSTep486 takes off. In other words,
isn't there also much more competition in the Intel market as far as OSes go
than the Atari market? (Not that I would want NeXTSTep, I buy a computer to
run applications, not to run an operating system)

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@falcon.natinst.com

5504. Re: FPU programs

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 20:32:14 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1qn54eINN5cr@shelley.u.washington.edu>
Source record: 207282
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

kfason@lamar.ColoState.EDU (Kevin Fason) writes:

>Does anyone know of programs that use the FPU? I have a Mega/STE 4 50
>and am considering getting one if any of the programs I use use it...
>do some everyday utils (like LZH) and other utils use it? art stuff...
>word processor stuff? etc... thanx!

Speed of Light version 3.0 supports the FPU for averaging and can average
a shrunken picture in about twice the time it takes to just "cut" out the
lines. It's pretty impressive compared to the normal CPU average! There
might also be some fractal programs that use it also..one that's TT specific.

Stuart Denman
stusoft@u.washington.edu
Author of Speed of Light

5505. Re: Phreaking (was: A Summary of ST-magazi

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 20:43:34 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993Apr16.204334.16128@exu.ericsson.se>
Source record: 207406

Daniel Eriksson writes:
>
>: I hate to waste any more bandwidth, but I really would be interested in how
>: other newsgroup readers feel about this. If everyone feels this kind of
>: thing is OK, then I'm obviously misplaced here, and I'll leave you to it.
>
>You're not "misplaced"! You're just jumping to conclusions. I don't
>like it, and I'm sure you wouldn't like it if someone said: "If your
>name is John you must be braindead, 'coz so every John I know!".

There was a similar sort of discussion a month or two ago in
rec.games.video on the topic of those cartridge copying systems for the
Super Nintendo and Genesis. The pro-copier people claimed that they
were protecting their investment in expensive video games by backing up
their cartridges. Sounds great. But stop and think about it: How
many cartridges have you ever had fail? One? Two? I've played games
for over ten years and had two fail. How much does a copying system
cost? $400 or so. How many $50 games could you replace for that
$400? Hmmmm.

Phreaking is very similar. The legitimate reasons for doing so are
next to nil. If you want to phreak, I am absolutely NOT going to try
to convince you to stop. Maybe I'll make a quiet comment, but mostly
I'll put my money where my mouth is by not participating. What I can't
stand, though, is this silly "we're not really doing anything illegal"
front.

The same goes for software piracy (which has nothing to do with
phreaking, I realize). More than the actual copying and distribution
of ill-gotten software, I'm bothered by the "we're liberating the
consumers from the oppression of the Evil Software Companies"
attitude. There was a fellow in comp.sys.ibm.pc.games who claimed he
was pirating X-Wing because LucasArts' delivery schedule fell behind by
six months or so. Yeesh, at least take responsibility for your actions
and don't hide behind some imagined heroism. Hey, it would be okay if
I robbed a 7-11 as long as I give some of the money to charity...

I'm more mellow than I sound.

5506. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 21:24:17 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr16.212417.27428@mnemosyne.cs.du.edu>
Source record: 207283
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>> [My Falcon is similar to my 386/25]... when running in text mode and
>> doing non-graphics things.

> In fact since the Atari line has no actual text mode (like the PCs
>do, in hardware) then the Falcon in text mode is still doing graphics! So
>you can be even more impressed by the Falcons ability to get the same amount
>of work done in text mode as a 386/25 (since the Falcon is really doing
>'graphics').

It never ceases to amaze me how folks on usenet find a way to make a
pedantic comment, no matter how precise you try to be in working things.

Let me try again, give you pendants more to work with:

When running applications that don't involve much screen output of any
sort, for example compilers and similar file-in/file-out work, the Falcon
is pretty comparable to the 386/25 system in terms of how much work gets
done in a given amount of time. This impresses me about the Falcon.

If we're talking about screen output of any sort, even "text mode" ASCII
output, then the 386/25 beats the Falcon by hundreds-to-one type ratios,
in direct proportion to how much output is being dealt with. The 386/25
can scroll text hundreds, of times faster than the Falcon. It can move
pixels around dozens of times faster. This depresses me about the Falcon.
--
==
- Ian Lepore | Thoughtlessness will gain the praise of superiors, respect
ianl@bix.com | of your coworkers, and success in business or politics.
==

5507. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 21:29:04 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr16.212904.27599@mnemosyne.cs.du.edu>
Source record: 207284
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>Guys, can we please move any 'Falcon's good/bad' threads into
>comp.sys.atari.advocacy. That's what it's there for.

In a word: no. I thought .advocacy was a bad idea from the start. I
still think so. I don't intend to join it or use it for any reason.

>tech is for technical!

Someone posted 'technical' info about the Falcon that was not wholly
accurate. When that happens I will continue, to the best of my
abilities, to provide an alternate set of observations based on my
daily use of, and programming of, the machine.

--
==
- Ian Lepore | Thoughtlessness will gain the praise of superiors, respect
ianl@bix.com | of your coworkers, and success in business or politics.
==

5508. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 21:43:22 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr16.214322.28299@mnemosyne.cs.du.edu>
Source record: 207285
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
>> ZOO...should be shunned by all thinking people.
> [mild flamage on my use of that phrase]

Hmmm. Apparently the only thing more prevalent than pedants on usenet is
folks who will happily flame a joke. I guess my new rule for plays on
words has to be: if it would go over the head of a 6th-grader, avoid it,
because someone will take it as serious and flame it.

I guess a secondary rule will have to be: even though the entire context
of a piece makes it obvious you are stating a personal preference or
opinion, you'd better put phrases such as "in my opinion" in every
sentence, or someone will accuse you of trying to tell them how to think.

--
================================================================================
- Ian Lepore | NOW members were somewhat upset when their endorsement of
ianl@bix.com | Clinton was referred to as "Broad-based support."
================================================================================
```

5509. Re: How to get into atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 22:03:33 UTC
From: cwilliso@tuba.calpoly.edu
Message-ID: <1993Apr16.220333.185291@zeus.calpoly.edu>
Source record: 207287

To logon to atari.archive.umich.edu, you must ftp to the site.

i.e.

ftp atari.archive.umich.edu

login: anonymous (make sure you spell this right)
password: {your full e-mail address}

once you are in, you can use 'cd', and 'ls', to look around in the
directories. To download a file do this

ftp> binary

ftp> get {filename}

this will place the file in your current working unix directory.

Hope this helps!

.....cwilliso (Chris L. Willison)

5510. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 23:13:35 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr16.231335.14051@tdb.uu.se>
Source record: 207290
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ian Lepore (ilepore@nyx.cs.du.edu) wrote:
: >> ZOO...should be shunned by all thinking people.
: > [mild flamage on my use of that phrase]

I still think that "mild flamage" was called for. :-)

: Hmmm. Apparently the only thing more prevalent than pedants on usenet is
: folks who will happily flame a joke. I guess my new rule for plays on
: words has to be: if it would go over the head of a 6th-grader, avoid it,
: because someone will take it as serious and flame it.

Ok, I suppose I'm as stupid and immature as a 6th-grader. But Ian, please
tell me why I should take the following as a joke:

"I have to agree that ZOO is the lamest of the available archivers, and
should be shunned by all thinking people." and "Even with these problems,
it beats the heck out of ZOO, though."

I find it especially hard to enterpret as a joke when looking at the
other articles posted around the same time (where for example our own
Aussi-land-man (Roger :-) strongly argumented against the use of ZOO.

I'm really sorry to say that I find NOTHING funny about the two sentences.
But I guess if I had been more mature and had english as my native
language I would immediately have understood that it was a joke, or?

: I guess a secondary rule will have to be: even though the entire context
: of a piece makes it obvious you are stating a personal preference or
: opinion, you'd better put phrases such as "in my opinion" in every
: sentence, or someone will accuse you of trying to tell them how to think.

Let me put it this way:
You are a well-known personality in the Atari-community. We all know that
personalities have great impact on 'the masses'. If I'm the only one not
to understand your joke then this is of NO relevance. But if I'm not
alone (and I do hope I'm not :-) then we're looking at something that
might pursuade people not to use ZOO (just because that great personality
Ian thinks it should be shunned ;-). People that convert that way are
of course droids with no will, but they do exist - even in the Atari-
comunity.

I hope you understand my point of view.

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)
(The immature 6th-grader who never understands a joke even if it laughs

him straight in the face, right Ian? ;-)

5511. Re: How to get into atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 23:20:45 UTC
From: etlgtme@etlxd31m.ericsson.se
Message-ID: <ETLGTME.93Apr17002045@etlxd31m.ericsson.se>
Source record: 207291

>Must I use telnet? or can I used rlogin?
>
>I have tryed telnet and the host asked for a login & password.
>I tryed anonymous, but that did not work.
>how do I get in?

Fred,
You sound like your completely new to the network so here's a few
helpful hints for you:

o using 'telnet' or 'rlogin' will not enable you to "fetch" files
from an archive, it is merely a means for interactive login. To
fetch files from an archive to must establish a non-interactive
session to the host machine eg 'ftp' "File Transfer Protocol".
you can do this by simply entering the command:

ftp atari.archive.umich.edu

you should now be able to login with 'anonymous' as the username
and your own 'username@domain' as the password ie if it was me
it would be:

username: anonymous
password: etlgtme@etlxd20.ericsson.se

This should get you in. You can now do commands 'ls' & 'cd'
to navigate yourself around the archive. To fetch a file you
must type 'bin' or 'image' then type 'get <filename>'.

o Alternatively, you can use the Mail server (BART).
Send an E-Mail message to:

atari@atari.archive.umich.edu

Make the 'Subject:' field whatever you like but in the body
of the message type 'help' and the server will send you back
an E-Mail message about how to request files via this method.

Personally, I have NO ftp access to atari.archive.umich.edu so
I have to use the BART mail server which works very well,
most of the time, many thanks to Jeff Weiner,

Good Luck,
Grant.

--

_/_/_/_/_/ _/_/ _/_/ _/_/_/_/_/ | Grant McFarlane, Ericsson Telecom.
_/ _/ _/ _/ _/ _/ | E-Mail: etlgtme@etlxd20.ericsson.se
_/ _/_/ _/ _/ _/ _/ | "Don't mess with anything thats got
_/ _/ _/ _/ _/ | more teeth than the whole of the
_/_/_/_/_/ _/ _/ _/_/_/_/ | Osmond family. (A Rimmer)

5512. Re: Funky Floppy in a MEGA ST4!

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 23:36:32 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1qnfu0INNhcv@elroy.jpl.nasa.gov>
Source record: 207289
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1993Apr16.011333.18154@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>I'm having a pretty severe problem croping up on my MEGA ST4.
>
>I'm still in the process of "isolating" the problem, but am pretty sure it lies
>in the floppy drive.
>
>I'm running off my HD with the floppy completely unhooked (it's sitting on the
>floor.:)...
>
>When it was still hooked up and "running" I could be doing something (anything)
>on the computer and the system would appear to go into what I would describe as
>"reboot mode." Everything would stop and the system looked as if I hit the
>RESET button and kept hitting it about every second or 1/2 second. In between
>these "resets" the computer would attempt to re-access the floppy as it would
>normally do at boot-up time, but rather than reading the floppy woudl re-enter
>"rebott mode."

I've had this happen before with an intermittent power supply connection.
Perhaps your power supply is dying. The explanation is simple - it takes more
current to actually operate the floppy drive, so when the system tries to draw
more power and the supply can't handle it, total system voltage drops, causing
a reboot, and on and on...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

5513. Re: Mac floppies under Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 23:43:16 UTC
From: daryl@piano.adept.ih.att.com
Message-ID: <DARYL.93Apr16174316@piano.adept.ih.att.com>
Source record: 207298

There are plenty of other bugs
too numerous to mention here, but just in case anyone out there plans to buy an Atari with the idea that you can have a flawless Mac emulation, think again. You will most certainly have problems, and by my experience, no support from Dave Small of Gadgets by Small.

I use the GCR constantly. Every application has run flawlessly. The only application that I had to get help on was the ThinkC debugger. Some kind sole posted a 2 byte patch to the net some time ago. It seems it was touching the hardware in some way looking for the floating point unit.

Framemaker runs quite well, even on a 8 (now a 16) Mhz machine. (really quite interesting given how fast Frame apparently runs on my Sparc 1+) ThinkC works perfectly. Virex and Disinfectant run. Norton utilities work, including the defragger. The list goes on and on.

The fact that only system 6.0.5 runs is for many people just as well on a four meg machine. I can keep my system under 700K and get a pretty usable machine on four megs of memory. System 7 is nice, but the price in performance and memory use is high for the features it gives. Reminds me of modern versions of Unix....

Spectre GCR is an excellent way to get a Mac for a person with an Atari computer. Given the current price of an LCIII, I probably wouldn't recommend a new Atari with a Mac emulator unless you actually want the Atari (better wait for Falcon support from Dave & company then).
Of course why wouldn't you buy just the Atari computer anyway :-)

Daryl Monge AT&T Bell Labs
EMAIL: daryl@adept.att.com VOICE: 708-713-4696
GEnie: D.MONGE
PAPER: Rm 2A-448 P.O. Box 3050, Naperville, Il 60566

5514. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-16 23:54:14 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Apr16.235414.132547@zeus.calpoly.edu>
Source record: 207292

hyc@hanauma.jpl.nasa.gov (Howard Chu) stated:

{previous comments deleted... some of you people should take note :^P}
>
>True, the Intel market is huge, but given the tiny size of the original
>NeXT user base, even the Atari market dwarfs it in comparison... But still,
^^^^^^^^^^^^^^^^^^^^^^^
Howard! You are a _smart_ guy as proven by many informative posts, but
come on, the ATARI market dwarfs it? How can you compare a 68000
(before anyone flames... I said 68000 not 680x0) based
computer with the NeXT? I am one of a few TT owners in the U.S. and I have
seen numbers of over 50,000 NeXT computers sold... Granted that is nothing
compared to IBM compatibles but come on now... qualify your statements a
little better. NeXTSTEP running on a MegaSTE ::guffaw:: yah right!

>there's tons more money to be made if NeXTSTep486 takes off.
>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
>
> "You take the good with the bad" ? Nah, the good *comes with*
> the bad, but even an amoeba will choose which to accept.

*steve miller The water runs smoothly
*dept of electronics engineering like a hand over silk
*cal poly san luis obispo As it drips from her body
*superficial knowledge PhD :P it seems like pure milk -s.miller

5515. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st
Date: 1993-04-17 00:02:36 UTC
From: hasse@solace.hsh.se
Message-ID: <1993Apr17.000236.8650@solace.hsh.se>
Source record: 207293
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <1993Apr16.212417.27428@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:

[stuff deleted]

> If we're talking about screen output of any sort, even "text mode" ASCII
>output, then the 386/25 beats the Falcon by hundreds-to-one type ratios,
>in direct proportion to how much output is being dealt with. The 386/25
>can scroll text hundreds, of times faster than the Falcon. It can move
>pixels around dozens of times faster. This depresses me about the Falcon.

Could you please explain how you could get 100:1 ratings??? Especially since
a 386/25 don't have that kind of performance.

Btw, didn't you know that the Falcon has hardware scrolling? And it's faster
than any normal 386/25 ever is going to be....

Just tell me *any* graphic application that runs faster on a normal 386/25
than a Falcon.

>--
>==
>- Ian Lepore | Thoughtlessness will gain the praise of superiors, respect
> ianl@bix.com | of your coworkers, and success in business or politics.
>==

/Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

5516. Re: April Fools Day - No FALCONs yet

Newsgroup: comp.sys.atari.st
Date: 1993-04-17 00:32:13 UTC
From: ken@isgtec.com
Message-ID: <4570@isgtec.isgtec.com>
Source record: 207401

In article <H.ea.uTgCq_yS0Y2@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
> The Centris 610 and _one_ of the Centris 650 models has the 68EC040,

Not to belabour the point or anything, but NOT THE "EC"! As someone else
also pointed out, the EC has no MMU (possibly other things, don't know),
it's the 68LC040 that has a disabled FPU. That's LC!

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

5517. Wanted: DS Disk Drive

Newsgroup: comp.sys.atari.st
Date: 1993-04-17 00:39:46 UTC
From: dunham@src.honeywell.com
Message-ID: <1993Apr17.003946.14939@src.honeywell.com>
Source record: 207294

```
Wanted: a used external Double-Sided 3.5 in. drive.
Call "Marta" at (612) 228-0647, or leave email to myself at
dunham@homer.src.honeywell.com.

Thanks :)
Scott

--
Scott Dunham| Honeywell | Internet:
| Sensors & Systems Development Ctr.|
| 10701 Lyndale Ave South |
| Bloomington, MN 55420 |dunham@homer.src.honeywell.com
```

5518. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-04-17 04:07:15 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <1qnvpj$321@terminator.rs.itd.umich.edu>
Source record: 207297

```
drwxr-xr-x root 4096 Apr 11 00:07 .
drwxr-xr-x root 4096 Apr 12 20:45 .
drwxrwxr-x weiner 2048 Apr 12 10:48 ./8bit/Diskutils
-rw-r--r-- lenn 24314 Apr 12 10:48 ./8bit/Diskutils/ibm2a.zip.new
drwxrwxr-x root 4096 Apr 12 09:54 ./Archivers
-rw-r----- weiner 25236 Apr 12 09:54 ./Archivers/expand15.lzh
-rw-rw-r-- entropy 2896 Apr 12 09:55 ./Archivers/0index
drwxrwxr-x root 2048 Apr 12 10:04 ./Editors
-rw-r--r-- entropy 1123 Apr 12 10:06 ./Editors/0index
-rw-r--r-- weiner 68198 Apr 12 10:04 ./Editors/edith1_0.lzh
drwxrwxr-x root 10240 Apr 12 10:00 ./Games
-rw-rw-r-- weiner 13022 Apr 12 10:01 ./Games/0index
-rw-r--r-- weiner 92504 Apr 12 09:59 ./Games/flipped.zoo
drwxrwxr-x weiner 2048 Apr 12 10:13 ./Gnustuff/Tos/Othergnu
-rw-r----- weiner 81223 Apr 6 08:53 ./Gnustuff/Tos/Othergnu/gzip107st.zoo
-rw-r----- weiner 80643 Apr 6 08:53 ./Gnustuff/Tos/Othergnu/gzip107tt.zoo
-rw-r--r-- hyc 12260 Apr 12 10:14 ./Gnustuff/Tos/0index
drwxrwxr-x root 8192 Apr 12 17:03 ./Graphics
-rw-r--r-- entropy 10921 Apr 12 17:04 ./Graphics/0index
-rw-r----- lenn 80259 Apr 12 10:49 ./Graphics/mg2amint.lzh
-rw-r----- lenn 67016 Apr 12 17:03 ./Graphics/mgif41b.zoo
drwxrwxr-x root 6144 Apr 12 10:10 ./Telecomm
-rw-r----- weiner 22046 Apr 7 03:53 ./Telecomm/datblz27.arc
-rw-r--r-- weiner 4953 Apr 12 10:11 ./Telecomm/0index
-rw-r--r-- weiner 74647 Apr 12 10:24 ./ls-lR.Z
-rw-r--r-- weiner 180164 Apr 12 10:21 ./0index
-rw-r--r-- weiner 83759 Apr 12 10:21 ./0compind.Z
drwxrwxr-x root 10240 Apr 13 16:59 ./Games
-rw-r----- lenn 488704 Apr 13 10:35 ./Games/midibatl.lzh
-rw-rw-r-- weiner 13096 Apr 13 16:58 ./Games/0index
drwxrwxr-x root 8192 Apr 13 17:09 ./Graphics
-rw-r----- lenn 67016 Apr 12 17:03 ./Graphics/mgif41b.zoo
-rw-r--r-- entropy 10871 Apr 13 17:09 ./Graphics/0index
drwxr-xr-x root 4096 Apr 14 10:14 .
drwxrwxr-x weiner 4096 Apr 14 17:52 ./8bit/Demos
-rw-r----- lenn 24399 Apr 14 17:52 ./8bit/Demos/qikdemo1.arc
-rw-r----- lenn 29375 Apr 14 17:52 ./8bit/Demos/qikdemo2.arc
-rw-r----- lenn 20971 Apr 14 17:52 ./8bit/Demos/qikdemo3.arc
-rw-r----- lenn 13108 Apr 14 17:52 ./8bit/Demos/qikdemo4.arc
-rw-r----- lenn 12831 Apr 14 17:52 ./8bit/Demos/qikdemo5.arc
-rw-rw-r-- entropy 5118 Apr 14 10:09 ./Mint/0index
drwxr-xr-x entropy 2048 Apr 14 10:06 ./Mint/Utilities
-rw-r--r-- weiner 324154 Mar 12 09:27 ./Mint/Utilities/gdb35bin.zoo
-rw-r--r-- weiner 962837 Mar 12 09:41 ./Mint/Utilities/gdb35src.zoo
```

```
drwxrwxr-x root 4096 Apr 14 10:02 ./Music
-rw-r----- weiner 171158 Feb 14 06:57 ./Music/accomp25.tos
-rw-rw-r-- weiner 2756 Apr 14 10:03 ./Music/0index
drwxrwxr-x root 4096 Apr 14 09:56 ./Programming
-rw-r----- weiner 71911 Apr 9 08:08 ./Programming/gfabas09.lzh
-rw-r--r-- weiner 3205 Apr 14 09:58 ./Programming/0index
-rw-r--r-- weiner 74295 Apr 14 10:14 ./ls-lR.Z
-rw-r--r-- weiner 180394 Apr 14 10:12 ./0index
-rw-r--r-- weiner 83875 Apr 14 10:12 ./0compind.Z
drwxr-xr-x root 4096 Apr 15 00:15 .
-rw-r--r-- weiner 74229 Apr 15 00:14 ./0ls-lR.Z
-rw-r--r-- weiner 180394 Apr 15 00:12 ./0index
-rw-r--r-- weiner 83875 Apr 15 00:13 ./0compind.Z
drwxr-xr-x root 4096 Apr 16 10:10 .
drwxrwxr-x root 6144 Apr 16 19:39 ./8bit
-rw-r----- lenn 2402 Apr 16 19:39 ./8bit/printstar.txt
-rw-r----- lenn 13406 Apr 16 19:39 ./8bit/pstr13.arc
drwxrwxr-x root 6144 Apr 16 18:56 ./Demos
-rw-r----- dpz 254980 Apr 15 17:03 ./Demos/epssatom.zip
-rw-rw-r-- weiner 7089 Apr 16 18:57 ./Demos/0index
drwxrwxr-x root 10240 Apr 16 19:06 ./Games
-rw-rw-r-- weiner 13163 Apr 16 19:08 ./Games/0index
drwxrwxr-x root 4096 Apr 16 14:10 ./Mint
-rw-rw-r-- entropy 5433 Apr 16 14:19 ./Mint/0index
drwxr-xr-x entropy 2048 Apr 16 14:16 ./Mint/Mgr
-rw-r--r-- hyc 1201660 Mar 16 20:06 ./Mint/Mgr/VDImgr.zoo
drwxr-xr-x entropy 2048 Apr 16 10:03 ./Mint/Utilities
-rw-r----- weiner 2708 Mar 8 02:28 ./Mint/Utilities/groff-1.07.readme
-rw-r----- weiner 707675 Mar 8 02:28 ./Mint/Utilities/groffbin.zoo
-rw-r----- weiner 433493 Mar 8 02:29 ./Mint/Utilities/groffvar.zoo
-rw-r----- weiner 53859 Apr 16 08:04 ./Mint/Utilities/bison120.zoo
drwxrwxr-x root 2048 Apr 16 18:51 ./Sound
-rw-r----- dpz 66984 Apr 14 14:34 ./Sound/525.lzh
-rw-r--r-- weiner 3082 Apr 16 18:53 ./Sound/0index
-rw-r--r-- weiner 180583 Apr 16 10:10 ./0index
drwxrwxr-x weiner 2048 Apr 16 14:21 ./Falcon
-rw-rw-r-- weiner 900 Apr 16 14:22 ./Falcon/0index
-rw-r--r-- hyc 3150 Apr 16 14:05 ./Falcon/bootconf.zip
-rw-r--r-- hyc 753199 Apr 16 14:20 ./Falcon/cebit93.lzh
drwxrwxrwx root 2048 Apr 16 19:00 ./Magazines
-rw-rw-r-- weiner 328 Apr 16 19:00 ./Magazines/0index
drwxr-xr-x dpz 2048 Apr 16 19:00 ./Magazines/Diskmags
drwxr-xr-x dpz 2048 Apr 16 19:03 ./Magazines/Diskmags/Scriba
-rw-r--r-- weiner 83951 Apr 16 10:10 ./0compind.Z
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

5519. Re: Mac floppies under Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-04-17 05:14:37 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1993Apr16.221439.4541@arizona.edu>
Source record: 207299

All right, I'll come to Dave's defense (forgive me if someone alreadey has,
but I haven't been on in a couple days....)

In article L676791@LMSC5.IS.LMSC.LOCKHEED.COM, L676791@LMSC5.IS.LMSC.LOCKHEED.COM ()
writes:
> Don't feel bad, you are not the only one who has problems with Spectre GCR.
> Spectre has plenty of bugs, and difficulty in reading Mac disks from time to
> time is one of them. One thing you might try is to format a disk in Mac format
> while still in the Atari mode (single sided seems to work, and it's quicker).
> Then go into the Mac part of Spectre GCR, and usually the problems with reading
> Mac disks go away. If Spectre GCR causes a grinding noise on one of your
> floppy drives, don't despair, you are not alone. This is common. It hasn't

You might also make sure you boot up with a disk in your drive. On my TT, Spectre
won't touch a disk if I don't do this. And light-off programs don't cut it.

> hurt anything yet, but it sure sounds nasty. There are plenty of other bugs
> too numerous to mention here, but just in case anyone out there plans to buy
> an Atari with the idea that you can have a flawless Mac emulation, think again.
> You will most certainly have problems, and by my experience, no support from
> Dave Small of Gadgets by Small. So you are basically stuck with a piece of
> equipment put out by a virtual one man operation who doesn't seem to want to
> support his customers. Yes, Dave Small apologists, I know you are out there,
> ready to jump to his defense and flame me for denegrating your hero, but the
> fact is that Spectre GCR is hopelessly outdated (it only runs system 6.5 or

What's wrong with 6.0.5 (and by the way, it DOES run through 6.0.8)? I've
used System 7, and can't stand it. It cut's the computer's speed by at least
half. "But I like multitasking." But who needs it on a Mac? I'd bet you
at least 90% of Mac time is spend with a word processor, or maybe a drawing
program or a spreadsheet. Multitaskings a big help there. And what about
virtual memory. Well, if you ditch System 7, you'll free up 2 megs and you
won't need virtual memory.

Oh, and do you know about the new Mac emulator that runs on Sun Sparcs?
It emulates a Classic (not a II) in monochrome only running ONLY 6.0.7.
And I would guess its price would make Spectre look quite affordable.
(I've been trying to install the demo version here for the past day--
without sucess. It doesn't tell the price.)

> below) comes with a poorly written, incomprehensible manual, and doesn't

What???? It has got to be the best software manual ever written. Most manuals
make you want to throw them away and just hack at it. Dave's is quite
entertaining.

> have the basic facts necessary, such as the fact that a 1.44 meg drive won't
> work with Spectre GCR. So, if those of you out there are considering buying

Well, being as the latest version was released before anyone had 1.44 meg drives
might be an explanation.

> an Atari which will become a Mac with Spectre GCR, take my advice. BUY A
> MAC INSTEAD! If you already own an Atari, and find you need a Mac at home for

Well, I did what you say not to, and I haven't been too dissapointed. I had
trouble with the Atari dealer much more than with Spectre. Yeah, a real Mac
might run smoother than Spectre, but then you've only got a Mac. Big deal.
Ever try to program on a Mac? Forget it. You can't shake the lousy desktop.
And how often do you have to eject the floppy with a paper clip? I personally
prefer a button.

> your work, Spectre GCR can be somewhat helpful. For example, you can install
> an OLD version of Microsoft Word (like 3.2 or 4.0), and write text at home, and
> bring it into work on disk, and if you have Microsoft Word 5.0 or 5.1 at work,
> you can read 3.2 or 4.0 files. However, you CANNOT read Microsoft Word 5.0
> or 5.1 files with Microsoft Word 3.2 or 4.0, so you can't take stuff done on
> the latest version of Mac Software and make it work on an older version. Only

This would seem to be Microsoft's problem (excuse me, but I don't appreciate
them trying to take over the world). If they weren't so high on themselves,
they'd make their programs backward compatible. (And by the way, I prefer
Word 4.0 over 5.0 anyway.)

> vice versa. And here's the kicker. Spectre GCR is by now so ancient, it will
> only accept OLD versions of software like MS Word or Aldus Pagemaker. Try
> finding those anywhere. In fact, try going to a Mac dealer and purchasing
> sytem 6.5 or 6.4 system/finder. YOU CAN'T! They don't sell them anymore. So

That's right! It's free! You can take some empty floppies into a dealer and
they'll give you a free copy! (Yes, I have done this.) Or, if you don't want
to go to that much trouble, you can just download them off the net (from
ftp.apple.com /software/mac/sys.soft).

> in essence you must be a pirate by necessity. If anyone cares to jump to Dave
> Small's defense, be my guest. He never once got back to me or the dealer who
> was trying to help me get my damned thing working when I bought it six months
> ago. I know, I know -- he had family problems. Does this mean he just drops
> support to all of his paying customers? What about hiring a secretary or
> something? I welcome any response to this posting.
> ----Mark van Wyk
> (408) 739-0541

I'm not saying I've had no problems with Spectre, but they've been solved for
the most part and I'm quite satisfied with the product.

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

5520. SPEED OF LIGHT.

Newsgroup: comp.sys.atari.st
Date: 1993-04-17 05:33:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <530.78.uupcb@uttsbbs.uucp>
Source record: 207415

Hi Dan, thanks for the info, but a couple of problems.. Firstly, I don't have a Unix system, I'm on an Atari 1040ST.. Also, as for my address here, I really don't know it, I'm new to the whole USE/Internet thing, and don't really know how to use it yet, which is why I am responding to you in here, as I can't get the mail in Internet to work correctly. How would I go about getting my address, and how do I turn the message into a file on an ST?

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+---+

5521. A couple of Falcon qu

Newsgroup: comp.sys.atari.st
Date: 1993-04-17 05:46:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <535.78.uupcb@uttsbbs.uucp>
Source record: 207416

No, please don't move the Falcon discussion to that other sub, this is
the only Atari net we get here, and the Falcon is what I'm most
interested in reading about on here....

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+---+

5522. Re: Demo on FALCON 030

Newsgroup: comp.sys.atari.st
Date: 1993-04-17 05:59:33 UTC
From: sourada@iastate.edu
Message-ID: <sourada.735026373@vincent2.iastate.edu>
Source record: 207300

This brings to mind a question I had.

Does the existence of the Falcon mean that no more demos for the ST's
will ever be made (by the 'major' groups, at least)? I assume it does,
too bad...

Later,
Steven Ourada

--

Steven Ourada -- sourada@iastate.edu
"The State shall make no law with respect to the establishment of education"
-- Illich

5523. PD's in Australia site...

Newsgroup: comp.sys.atari.st
Date: 1993-04-17 09:45:50 UTC
From: u9003975@wraith.cs.uow.edu.au
Message-ID: <1qojke$b7b@wraith.cs.uow.edu.au>
Source record: 207404

Does anyone know the address of Public Domain in australia site? (if any)
Because it is not listed in ST Format magazine.(mostly only in UK)
Please reply to my E-Mail address u9003975@cs.uow.edu.au

Thank's in advance.

= Harry S =

5524. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-17 14:12:23 UTC
From: marsham@pell2l1.alleg.edu
Message-ID: <1993Apr17.141223.19438@alleg.edu>
Source record: 207405

In article <1993Apr16.235414.132547@zeus.calpoly.edu>
smiller@farad.elee.calpoly.edu (sTTeve the ATARI man :P) writes:
> hyc@hanauma.jpl.nasa.gov (Howard Chu) stated:
>
> Howard! You are a _smart_ guy as proven by many informative posts, but
> come on, the ATARI market dwarfs it? How can you compare a 68000
> (before anyone flames... I said 68000 not 680x0) based
> computer with the NeXT? I am one of a few TT owners in the U.S. and I
have
> seen numbers of over 50,000 NeXT computers sold... Granted that is
nothing
> compared to IBM compatibles but come on now... qualify your statements a
> little better. NeXTSTEP running on a MegaSTE ::guffaw:: yah right!

Of course the Atari market dwarfs the NeXT market! Sure, the NeXT is more
sophisticated but it seems that nobody really bought 'em. I'm using a
NeXT right now and people joke that our college has all of them. 8)

5525. Re: And the Falcon 040 ???

Newsgroup: comp.sys.atari.st
Date: 1993-04-17 14:46:36 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.VC&PO2A3vNU@semprini.tdkcs.waterloo.on.ca>
Source record: 207446

In <C5AFxI.Hss@swi.psy.uva.nl>, Herry Hubert writes:
> The best thing I read about was the Mighty Sonic 32, which has room for 32
> times 4Meg simms (so you can use 128 Megs of ram), a VME bus, and a 68030
> CPU/33Mhz, which makes your F030 as fast as a TT030.

So HOW do you plug it in? From what I've heard, neither the "Processor Direct" (aka MegaBus) Slot nor the FPU socket could be used for such a thing... RAM access through the PDS is slower than through the 16Mhz '030, so an accelarator would run _slower_ whenever it had to go out of its cache space... Do you have to clip out the CPU (bloody surface mounts...) or what?

It'd sure be nice if it was true (and not incredibly expensive, like I imagine it will be). An '040 board would be even nicer (I need an FPU of some sort; too much raytracing...).

--
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Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

5526. Re: MiNT 1.04 - Mine goes boom when ESC is pressed on Desktop

Newsgroup: comp.sys.atari.st
Date: 1993-04-17 15:09:53 UTC
From: alex@falcon.demon.co.uk
Message-ID: <735059393snz@falcon.demon.co.uk>
Source record: 207413

In article <sms.734968371@oxygen.sys.uea.ac.uk> sms@sys.uea.ac.uk writes:

>
>OK. I successfully got MiNT 1.04 compile a while back (about a month ago)
>but after a little bit of use I discovered that it crashed when I pressed
>ESC to update a window on the Desktop. Is this in fact a known bug or
>have I done something wrong with compilation options.
>
>Machine setup: TT030 with 4/4 memory, UK TOS 3.05
>
>Software setup: Still crashes with nothing loaded but MiNT (I think)
> Compiled with Lattice C 5.52 with memory protection disabled
> and renamed to MINTNP.PRG
>
>
>Anybody got any suggestions, words of wisdom etc. ?
>
>
>BTW, I've been away for about 3 weeks so I apologise if this has already
>come up.
>
>
> Optimistic thanks in advance,
> Steve.
>
>
>- Steve Sowerby, Postgraduate Layabout (sms@sys.uea.ac.uk)
>- School of Information Systems, University of East Anglia, Norwich, England.
>- # The above opinions do not in any way represent the University. Most
>- people here wouldn't notice an Atari unless it was disguised as a Mac #
>

Its a bug in tosfs.c in the function tos_dskcnhg() I posted Eric diffs
some time back but I know life's been somewhat busy for him! You need to
add a check for the directory handle bit and skip the throw away active
file handles loop (there's a number stored in a pointer which gets used).

If you can't suss it mail me and I'll grab the sources from the office.

--
Alex Kiernan
akiernan@falcon.demon.co.uk

5527. ST/TT with Multisync Monitor

Newsgroup: comp.sys.atari.st
Date: 1993-04-17 15:27:10 UTC
From: ca2ee209@troi.cc.rochester.edu
Message-ID: <1993Apr17.152710.13351@galileo.cc.rochester.edu>
Source record: 207407

I posted this in the tech group but get no reply.
Here is it again.

I would like to know what model of Panasonic Multisync monitor
works with ST/TT and what kind of swtich box do I need to get.
In general, what do I need to know about the monitor?
I have also heard that there is a monocrome model of the NEC 3D.
Does it works with the ST/TT? If so, can anyone tell me where
I can possibly get it since I never seen it advertised.
Also, does a TT need a swtich box/adapter to be used with a
multysync or VGA monitor?
Thanks in advance
...
Ling Cherd

5528. Re: Civilisation on a Mega STe

Newsgroup: comp.sys.atari.st
Date: 1993-04-17 16:00:16 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.sVsi7ObS_Vo@semprini.tdkcs.waterloo.on.ca>
Source record: 207447

In <A19787@K.maus.de>, Peter Missel writes:
> >I wondred if this is a problem particular to the Mega STe or whether anyone
> >else has had problems on other Atari variants.
>
> I ran it on a Falcon 030 a few days ago - it ran, but in obviously wrong colors
> and one of the disks was damaged.

The colours might not be wrong... they're seriously brain-damaged on my
ST. In fact, the colour choice is so bad, the menus are almost
impossible to read... Nice black text on a dark grey background.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

5529. Re: close to giving up

Newsgroup: comp.sys.atari.st
Date: 1993-04-17 16:04:24 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.t8dMqakEHLo@semprini.tdkcs.waterloo.on.ca>
Source record: 207448

In <10APR93.09190306@cc4.crl.aecl.ca>, csullogg@cc4.crl.aecl.ca writes:
> For almost five years I have promoted and sold Atari systems.
> I am very close to giving up. I have just about lost all
> faith that Atari Corp can actually do something right.
[...]
> Question: Why should any dealer market products for a company
> that appears to have no respect for its dealers (who, after all
> are the ones that keep that company alive)?

What amazes me is the fact the people can stay VERY enthusiastic (to the point of flaming anyone that says anything bad about Atari or the Falcon030) for a vaporware product that is taking a YEAR to come to market.

HOW can anyone possibly stay excited about a 16Mhz '030 system that is this late?

--
-------------------==-------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

5530. Exit phreaking-thread ..

Newsgroup: comp.sys.atari.st
Date: 1993-04-17 16:07:18 UTC
From: pieterc@wsinis01.info.win.tue.nl
Message-ID: <1qp9vm$ibq@wsinis01.info.win.tue.nl>
Source record: 207408

>... Daniel Eriksson have amiably settled our disagreement in regards
>to "phreaking" via email. As is often the case, it was as much a problem of
>miscommunication than anything else. Thanks to those that sent email.

>Let's drop this now and get back to more important Atari-related issues, OK?

>Thanks,

>John.

Hi John,

I'm glad you settled and ended this totally unnecessary thread -
it wasn't half as interesting as the many I've seen. Bravo !

Nevertheless, since I unvoluntarily initiated it here's some notes
on the side I just had to make:

* First of all, I sign my postings with RowdyB, because basically,
it matches 'Rowdy Blokland' best - the name my daft parents made up
in panic when I entered my current incarnation - please don't
mix it up with my dear friend Pieter :).

* Indeed, phreaking is since 1.5 month IL-legal in the Netherlands.
You are totally correct when saying my notions w.r.t. the relative
harmlessness of phreaking are NO defense at all - the judge would
yawn till his/her ears bleed.
It DOES indicate that 'billing decent users for the damage done'
and that sort of things is laughable NONsense; uttered time and time
again by the technologically ignorant. Phreaking via tollfree numbers
effectively causes zero-damage (mail me anytime for a thorough dis-
cussion) and simply CAN NOT affect decent citizens OR the telecom's
profits. Keywords as "moral", "the rights & property of others",
"being sad" etcetera are therefore misplaced and theatrical boohoohoo.

* Piracy, on the other hand, is indeed a serious problem. No matter
what the justification, this activity DOES cause (major!) damage,
and one need not be an Atari software developer to be worried about
it - but I understand it helps. Though both phreaking and piracy
start with a 'p', I'm glad you FInally gave up linking these two :).
(On the side; I know several Atari software developers who are/were
into phreaking. It combines effortlessly.)

* Although programming and spreading a dialer isn't the most optimal
solution to put an end to phreaking, I never "promoted" phreaking
anywhere ! In addition, the user manual that comes with it contains
NO phreak-info whatsoever, yet purely describes the variety of

functions it is so delightly larded with. The disclaimer even advices against the (illegal) use of it. I merely seek to spread my 100% legal baby via a number of ways, which is why I posted to begin with !

A fine start will be the adoption of it in the PD-library of the Dutch ACN (Atari ST) magazine (circulation: 22,000 a month) at the end of April, with possibly a hooked up article as well.

Thus ending the thread,
Enjoy!
RowdyB

5531. A boring non-question: Can I get the FAQ?

Newsgroup: comp.sys.atari.st
Date: 1993-04-17 16:10:40 UTC
From: pieterc@wsinis01.info.win.tue.nl
Message-ID: <1qpa60$ick@wsinis01.info.win.tue.nl>
Source record: 207409
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi all,

In all the fuzz I haven't seen any FAQ show up - is there a site
one could recommend? Or a posting here, or at my place etc etc. *old tune*.

Thanks in advance!
Hoi!
RowdyB

5532. Re: Mac Corrections

Newsgroup: comp.sys.atari.st
Date: 1993-04-17 16:21:34 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.GQ_b7mMesv6@semprini.tdkcs.waterloo.on.ca>
Source record: 207449

In <1993Apr10.030539.6125@ultb.isc.rit.edu>, mrz5149@ritvax.isc.rit.edu writes:
[...]
> Here's a copy of our campus book store's prices for different configs:
> (All in US dollars)
>
> LCIII w/80mb HD, 4mb RAM - $1139.00

Isn't that about what a Falcon030 4/65 is supposed to cost, roughly?
And its faster and can take more RAM (not to mention SIMMs instead of
extra-expensive proprietary RAM expansions)...

--
------------------==----------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

5533. Re: Mac Corrections

Newsgroup: comp.sys.atari.st
Date: 1993-04-17 16:24:08 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.j_Nnf00Neso@semprini.tdkcs.waterloo.on.ca>
Source record: 207450

In <1q7mcjINNkj5@tortoise.cis.ohio-state.edu>, ted croft brown writes:
> And, let us all remember...we don't know the *real* retail/street price
> of the Falcon yet! And, neither the LC III, or either of the Centris's
> (Centri ? Centris...I think the plural of Centris is Centris) are going
> to really hurt the music sales of the Falcon. (I have no idea how big
> that market it though...)

I hate to burst your bubble, but... There's _no_way_ the Falcon030
street price could _possibly_ be much less than the suggested retail
price, unlike the Macs. After all, even if Atari dealers could get the
machines, they couldn't sell enough to allow them to cut their per
machine margins.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

5534. Re: A boring non-question: Can I get the FAQ?

Newsgroup: comp.sys.atari.st
Date: 1993-04-17 17:03:19 UTC
From: sourada@iastate.edu
Message-ID: <sourada.735066199@vincent1.iastate.edu>
Source record: 207410
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1qpa60$ick@wsinis01.info.win.tue.nl> pieterc@wsinis01.info.win.tue.nl (Pieter C. Filius) writes:

> In all the fuzz I haven't seen any FAQ show up - is there a site
> one could recommend? Or a posting here, or at my place etc etc. *old tune*.

Youl'll see one again the 1st of May. Sorry I didn't get one posted this month.

In the meantime, you can get a copy of the last one from the news.answers archive at pit-manager.mit.edu:/pub/usenet/news.answers/csas-faq, parts 1, 2 and 3. I believe there is also a copy at atari.archive, but last time I checked, it was older than the newest copy...

Later,
Steven Ourada

--

Steven Ourada -- sourada@iastate.edu
"The State shall make no law with respect to the establishment of education"
-- Illich

5535. Flight Simulator Scenery ST-->PC

Newsgroup: comp.sys.atari.st
Date: 1993-04-17 17:40:15 UTC
From: dmeggins@aix1.uottawa.ca
Message-ID: <1993Apr17.174015.18844@csi.uottawa.ca>
Source record: 207412
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I used to use Flight Simulator II from subLogic on an Atari Mega 2. Now, I have Microsoft Flight Simulator 4 on a '386 notebook (I run MSDOS rather than Linux only when I am using Flight Simulator). For the Atari Flight Simulator, I had the additional European scenery disk. I have copied the only file on the disk (named F8) to an IBM-format floppy and played with it a bit, but have not found a way to get it to work with FS4. Has anyone else tried moving scenery disks across platforms and had any luck? Is this hopeless?

Thanks for any help,

David
dmeggins@aix1.uottawa.ca

5536. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-17 18:15:21 UTC
From: hesche@lira.lira.cs.tu-berlin.de
Message-ID: <1qpdvb$ohj@news.cs.tu-berlin.de>
Source record: 207411

In article <1993Apr16.131515.5261@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:

> That obviously means Yet Another LHarc version that's somewhat
> incompatible with the others;

Yes, thats right...

> Will this new version be fully compatible with archives created using
> DOS/ Unix versions of LHarc? Or will PC developers build in some
> different and incompatible new features there?

Seems to be fully compatible (also things like emty directories).

Ciao
Herwig
--
Herwig Schelauske, Charlottenburger Ufer 1, 1000 Berlin 10 | MAUS: @ B
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de
Please send flames to dev/null

5537. First look at the Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-04-17 18:24:21 UTC
From: mmartin@neumann.une.edu.au
Message-ID: <mmartin.735071061@neumann.une.edu.au>
Source record: 207414

I managed (finally) to get hold of a Falcon a couple of days ago and I thought I would post my first impressions for the benefit of anybody who may be interested (judging by the ammount of traffic/debate/abuse that has occurred on this subject recently there may be more than a few people interested). Overall I am very pleased with it, but that may not be surprising since I have been using a 1meg 1040 with TOS 1.0 for the past 7 years with occassional bouts on Megas and STE's. As far as I can tell, number crunching is 2 - 3 times faster than the 1040 and hard disk operations appear to be very quick (I reserving judgement on this for the moment but as a guide a 1060k text file takes 5 seconds to load into Pure C).

Here is the specs of the Falcon 030 and a list of the software I got with it:

- 4megs RAM/65 meg HD
- TOS V4.01 dated 2/10/92.
- standard Atari mouse (yuk).
- ST:Falcon video adapter.
- VGA:Falcon video adapter.

[The last 2 items were rumoured to be worth AUS$59 a throw but I paid no extra for them].

- owners manual for the Falcon [a big improvement over ST manuals but still not comprehensive enough IMHO]
- it cost me AUS$1950.00

The hard drive came pre-formatted and partioned and contained the following:

- hard drive utilities
- hdx.prg
- ahdi.prg
- hinstall.prg
- games
- breakout
- landmines
- calappt (calender/appointment thingy, there was a manual for this)
- procalc (scientific calculator that handles binary/hex/octal etc)
- d2d (direct-to-disk recorder - I've had some problems with this, namely large ammounts of distortion in some signals that appeared fine when they were

actually being recorded. The manual for the falcon does not talk specifically about the impedence of the mic/headphones ports [stupid mini-stereo things] and my mixer doesn't like being plugged into the mic port no matter what settings I use in the Falcon. The recording level display/meter in d2d seems to be out of whack in this version at least).
- Works (word-processor/database/spreadsheet prog. I'm using the wp to type this and it is easilly the best I have used on an Atari - the auto formatting is great. There is no dictionary/thesaurus tho.. supposed to be sent to me when available. I haven't looked at the other parts of Works yet but if the wp is anything to go by then I'll be happy (again)). When I imported a document that was created using 1st Word Plus, Works did not recognize spaces in the file (strange) so I replaced all the spaces in the original doc with '#' and replaced them with spaces in Works... a bit of a drag but you only have to do it once.
- tlkclock (a f%*&$** talking clock)
-1 disk marked 'Falcon 030 Language Disk (English-UK) Rev E' containing hd utilities mentioned above as well as CPX files and a graphics demo called lines.prg - not exactly spectacular on my SM146 monitor.
- 1 disk marked 'Falcon 030 Extra Programs (U.S.A) Rev D' containing nothing I haven't already mentioned.
- 4 disks supplied by the dealer containing speedo GDOS, afm9beta (Audio Fun Machine - haven't looked at this yet - it doesn't sample), SAM (System Audio Manager .. DA that links system calls to audio samples as well as sampling from the mic input. This sampler works well - no distortion here) and other stuff I've already mentioned.

None of the programs include either printed or disk manuals apart from calappt so it's a matter of try it and see what happens. The dealer sez manuals will follow as soon as he gets them. That's no big deal as far as I'm concerned - I'd rather have the software without manuals than no software at all, especially when it's as good as Works. There is, of course, one glaring ommission from the above list - no MultiTOS... I'm told that's due within the next week or so (haven't I heard that somewhere before?).

The desktop has been revised and is much better to work with (for example you can assign a keystroke to any menu option and assigning different icons to different file types etc). I don't have the time to go into alot of detail here but generally it's a big improvement over previous versions of the desktop.

The keyboard is also alot better than my 1040 (exactly the same layout but white lettering on dark grey keys) but I wish it was detatchable, I'm really sick of having to move the whole machine depending on what I'm using it for.

Over the past few days I've tried most of the software I commonly use on the 1040 and the vast majority of it works (and if it works it works alot better on the falcon). Here's a(nother) list:

- Pure C and Pure Debugger [V Nov 12 1991]: well the performance of these programs are almost worth the price of admission as far as I'm concerned. This is a great programming environment .. fast compilation/linking, the (wonderful) debugger runs fast and flawlessly from the Pure C shell, file i/o is positively blistering and the whole set up seems very stable (I did manage to lock it up once after several bus errors in the program I was debugging due to some deliberate errors I put into the code to see what it would take to make it fall over - it took an awfull lot before it did and then it was only when I exited Pure C to go back to the desktop. I was still able to save prior to this so nothing was lost).

- RCS [V 1.4]: no problem.

- ORCS [V 1.0]: no problem. This is a great program, you can learn alot about GEM resource structures (if that's what turns you on) from just fooling around with it.

- 1st Word Plus [V 3.14(UK)]: works fine but I won't be using it again after Works.

- Word Writer [V2.0]: works fine. An occassional bug occurrs if you click above or below a window slider (paging) - there are 2 messages if the mouse button is held slightly too long so the doc jumps 2 pages instead of 1. This maybe caused by the mouse settings - I haven't checked this yet.

- Rufus [V 1.06]: no problem - very nice in fact.

- Rufus [V 1.11 release 9]: fragile - fell over twice in 5 minutes last night. Could just be the set up though.

- Arcgsh [V 4.1]: Reiner Klutes' archiver shell - no problem. Very quick on extractions.

- Fcopy3 [V 5/2/90]: no problem - very fast (is this getting monotonous?).

- Dcformat [V 3.0]: no problem.

- Little Green Selector [V 1.8c]: no problem.

- Desk Manager 3.3: no problem.

- C-lab Creator [V3.1]: no go - locks up during load, due (I'm told) to changes to the cartridge port so Creator doesn't recognize that the key is in.
- C-lab Explorer32 [v 2.0]: no go - locks up during load.
A pity about this. As a result I'll be hanging on to the 1040 untill Emagic release Notator Logic and an equivilent synth editor. I'd be interested in hearing from anybody who has info on this. One of the main reasons for me getting a falcon is the potential for using the DSP in parallel with a sequencer and to find that one of the main sequencing priograms available for the ST is useless on a Falcon is a big drag. At this stage I have no idea of the cost of upgrading to Notator Logic but I'll bet it won't be cheap. I hope that Emagic will provide some half-way option for users who want to continue to use Notator/Creator and combine these great programs the Falcon (Notator Logic is fundamentally different from Notator on the ST). I'm also told hell may freeze over soon ... ho hum.

I make no apologies whatsoever for buying a Falcon - for me it still made sense even without Creator. I'm involved in developing a program that is screaming for the DSP capabiltities of the Falcon - all other options involved completely dumping my existing software/programming work and alot of time converting compositions to a new program and platform. Also, I actually like Atari computers (GASP!) if not the behaviour of the company.

On the off-chance that somebody else may like to get a Falcon, the name of the dealer here is MultiLearn in Sydney (I can't say if they will have any in stock though). I am grateful for their help with the whole thing and I can recommend them highly. Thanks also to Mike (miff) Smith who pointed me in the right direction in the first place.

If anybody wants more info on anything I've said here, then I'll do what I can to help.

Mark.

mmartin@neumann.une.edu.au

5538. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st
Date: 1993-04-17 21:07:35 UTC
From: cfaehl@vesta.unm.edu
Message-ID: <1qprinINNlbr@lynx.unm.edu>
Source record: 207420
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1993Apr16.212417.27428@mnemosyne.cs.du.edu>, ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> If we're talking about screen output of any sort, even "text mode" ASCII
> output, then the 386/25 beats the Falcon by hundreds-to-one type ratios,
> in direct proportion to how much output is being dealt with. The 386/25
> can scroll text hundreds, of times faster than the Falcon. It can move
^^^^^^^^^^^^^^^^^^^^^^^^
> pixels around dozens of times faster. This depresses me about the Falcon.
> --
>

To put a fine point on things, I believe that this is bullshit. I can understand the 386/25 being possibly 5 times faster than the Falcon. No way is it a hundred times faster. If I'm totally wrong, please demonstrate why I am wrong and I'll be happy to eat crow.

.

> ==
> - Ian Lepore | Thoughtlessness will gain the praise of superiors, respect
> ianl@bix.com | of your coworkers, and success in business or politics.
> ==

Chris Faehl
cfaehl@vesta.unm.edu

5539. Re: Selectric

Newsgroup: comp.sys.atari.st
Date: 1993-04-17 22:31:00 UTC
From: Andreas_Hoffmann@k.maus.de
Message-ID: <A26494@K.maus.de>
Source record: 207238

Hi Yann!

R>But does anybody know where an english (or even french) version of this
R>german program can be found ?

I haven't heard of any other version of SELECTRIC than the german one. But
then, the best thing would be to ask the author. His email address is:

Stefan_Radermacher@k.maus.de

Hope this helps.

Regards,
Andreas

5540. Re: US FALCONS ARE HERE!

Newsgroup: comp.sys.atari.st
Date: 1993-04-17 22:50:26 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qq1jiINNhua@golem.wcc.govt.nz>
Source record: 207421

] It has been confirmed. I have spoked to my dad tonigt, and the Falcons
] ARE in. Not sure of exactly when they will start to be shipped, though,
] but I'd imagine it will be soon...

The latest Z*NET says that the machines were just going through customs,
and should have arrived in Sunnyvale for dealer-distribution by now,
the Falcon should be available (in numbers) at dealers within the week!

5541. Re: Demo on FALCON 030

Newsgroup: comp.sys.atari.st
Date: 1993-04-17 22:52:53 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qq1o5INNhua@golem.wcc.govt.nz>
Source record: 207422

] Does the existence of the Falcon mean that no more demos for the ST's
] will ever be made (by the 'major' groups, at least)? I assume it does,
] too bad...

As far as programmers are concerned, the ST is just about obsolete!

(Well... we'll see! 8-)

There haven't been any half-decent demos released for ages any-way, all
the coders got sick of things & went over to the Amoeba!

BTW, has anyone out there got 'Octalyser' which is that 8-voice tracker
for the STE, apparently it has been released.

5542. Re: First look at the Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-04-17 22:57:38 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qq212INNhua@golem.wcc.govt.nz>
Source record: 207423

```
] at all, especially when it's as good as Works. There is, of
] course, one glaring ommission from the above list - no
] MultiTOS... I'm told that's due within the next week or so
] (haven't I heard that somewhere before?).
```

If you don't have M-TOS, keep harassing the dealer until you get it, because it's over $100US of software that you should have gotten free with the machine!

5543. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st
Date: 1993-04-17 23:02:56 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qq2b1INNhua@golem.wcc.govt.nz>
Source record: 207426
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

] Let me try again, give you pendants more to work with:

So, they're small dangly pieces of jewellery?! 8-)
(Sorry, couldn't resist)

5544. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st
Date: 1993-04-17 23:39:21 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr17.233921.24004@mnemosyne.cs.du.edu>
Source record: 207424
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

> just tell me *any* graphic application that runs faster on a normal
> 386/25 than a Falcon.

I have no idea what you mean by "normal". I suspect it's an attempt on
your part to pre-hedge against any answer I might give.

The answer, by the way, is simple: Cyber Paint and Autodesk Animator Pro.

Cyber Paint is a 16-color animation program that runs only in 320x200
mode. Autodesk Animator Pro is a 256-color animation program that runs in
any resolution on MSDOS machines. Ani Pro grew out of the Cyber Paint
source code, so it makes a uniquely valid comparison.

The 386/25 machine can play 256-color 640x480 animations faster than the
Falcon can play a similar (in terms of deltas) 16-color 320x200 animation.

When I tried to port Ani Pro playback to the Falcon, so that I could do a
truly direct comparison between the two machines using the exact same
animation file, I couldn't get any better than 3 frames per second on the
Falcon for an animation that will play at 30 fps or better on the 386/25.
(And I have been a 680x0 assembler programmer much longer than I've been a
80386 assembler programmer, so I don't think quality-of-implementation had
as much to do with it as you might think. The problem, quite simply, is
the Falcon's brain-dead interleaved bit plane scheme for storing pixels in
256-color mode. If the Falcon supported byte-a-pixel (aka packed-pixel)
video memory layout, I have no doubt it would run circles around the
386/25 machine.)
--
==
- Ian Lepore | NOW members were somewhat upset when their endorsement of
ianl@bix.com | Clinton was referred to as "Broad-based support."
==

5545. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-17 23:55:26 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr17.235526.24936@mnemosyne.cs.du.edu>
Source record: 207425
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> You are a well-known personality in the Atari community.

No, not at all. I am, perhaps, a well-known name in the community, although I consider that to be debatable. Y'all are just barely getting to know my personality. I think many don't like it. Tough.

I'm opinionated. I play games with words a lot. I love arguing just for the sake of arguing, long after the main point has become moot. I'm brash and obnoxious. I am, when it comes right down to it, pretty misanthropic.

On the plus side, I know a lot about computers, mainframes and Atari especially, and I don't mind sharing what I know. I also think it's a fun thing to create software and give it away for free.

Y'all will have to decide for yourselves whether you think the pluses and minuses balance out. But whatever decision you reach, keep it to yourself, I don't really care.

--
==
- Ian Lepore | NOW members were somewhat upset when their endorsement of
ianl@bix.com | Clinton was referred to as "Broad-based support."
==

5546. Re: ST/TT with Multisync Monitor

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 00:42:33 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1292@usdtsg.DaytonOH.NCR.COM>
Source record: 207431

In article <1993Apr17.152710.13351@galileo.cc.rochester.edu>
ca2ee209@troi.cc.rochester.edu (Ho Ling Cherd) writes:
>
>I would like to know what model of Panasonic Multisync monitor
>works with ST/TT and what kind of swtich box do I need to get.

Dunno about the Panasonic models, but I believe one of the "switch boxes"
that will let you use your ST with a multisync is called "Omniswitch"
(this actually lets you use a VGA/multisync, and also lets you have
an additional disk drive port as well. You plug the Atari monitor cable
into one port, and plus your multisync/VGA (15-pin) cable into another
port on it...

>In general, what do I need to know about the monitor?

I think it has to be capable of a certain scan rate or frequency
(15khz comes to mind, but don't take this as the actual number - someone
else here probably knows the correct specs)...

Hope this helps...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"being paranoid doesn't mean someone isn't actually out to get you..."

5547. Re: KW COMPUTER SHOW ?

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 01:03:21 UTC
From: bagl7208@mach1.wlu.ca
Message-ID: <C5nMxL.Lru@mach1.wlu.ca>
Source record: 207348
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Sender: bagl7208@mach1.wlu.ca
Followup-To:
Distribution: Canada
Organization: Wilfrid Laurier University
Keywords:Computer show

I understand that there is a Computer show in KW this weekend. Where, when,
how? Cost? Atari users there? Where?

5548. AMON for Devpac 3 question

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 01:58:42 UTC
From: ppospis@mtroyal.ab.ca
Message-ID: <1993Apr17.195842.3379@mtroyal.ab.ca>
Source record: 207427

I am trying to run the AUTO MON (AMON) for Devpac 3, but can't get it
to install correctly, on either a 1040 ST or STE. On the ST it dislikes
any program being before it in the AUTO folder, which is a problem since
I use poolfix and pinhead which need to go first.

On the STE the same holds true with STEfix.

Any suggestions?

Paul
ppospis@MtRoyal.ab.ca

5549. RE: Mac floppies under Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 02:45:14 UTC
From: qsi@contrast.wlink.nl
Message-ID: <735168015.AA01869@contrast.wlink.nl>
Source record: 207334

John Hutchinson wrote in a message on 16 Apr 93 to All

JH> The majority of the problems concerning the GCR have to do
JH> with its ability (or inability) to read/write/format Mac floppies.
JH> Obviously, this is what makes the GCR special. Unfortunately,
JH> it seems that each Atari computer behaves differently and Atari's
JH> use of multiple vendors of floppy mechs doesn't help any. So
JH> it's largely a crapshoot if your drive will work with the GCR.
JH> Some do, some don't. Adding extra shielding sometimes helps
JH> but usually not. My point is that this is not due to the GCR
JH> but rather to design flaws and variances in the Atari hardware.
JH> The GCR that won't read Mac disks on your system probably will
JH> on your neighbor's. So "Caveat Emptor" seems to be good advice,
JH> here. Try before you buy if you can.

Doing GCR at all can be considered a minor miracle. Especially since the floppy routines in the old Mac Plus ROMs (which Spectre uses) depend heavily on timing, and these are based on the 8 MHz 68000 in the Plus. Doing GCR on faster machines has proved a problem for Spectre, and I am doubtful if it can be made to properly on a consistent basis non-68000 machines. Mac Plus accelerators have this problem too; I don't know what the workaround is, however.

YHS:QSI!

5550. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 04:03:28 UTC
From: rosenkra@convex.com
Message-ID: <1993Apr18.040328.4077@convex.com>
Source record: 207430
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

according to Webster's:

ar-chive n., 1. a place where documents and other materials of public
or historical importance are preserved.

in the world of computing, archives have a similar meaning. only *most*
people i know of want to be able to access the archive data in (at least)
two important ways: 1) from other currently accessible systems, and 2) far
into the future.

a true "thinking person" will immediately *require* the minimum attributes
of an archiver:

1) portable source code (so porting can be accomplished). i don't
know about u, but i doubt i'll have an atari in 10 years, but
i'll still want to get at my data.
2) identical behavior on all platforms to which the archiver can be
ported. this includes version control (version x on platform
abc should work the same on platform xyz). this implies that one
person or group controls it (eg POSIX for tar, rahul dhesi for zoo,
SEA for arc, etc).
3) must make the aggregate archived data smaller in size than the
original data. how much is of relatively little importance since
today everything available is within 50% of each other.

1) is reasonably satisfied by code written in ANSI C (that's why we have the
standard in the first place). i won't even think about C's future replacement
as a language (it is supported on most systems available today and will
likely be supported for at least 10-15 years).

beyond these, everything else is convenience and to some extent fluff. this
includes packing density (convenience), speed (convenience), GUI (fluff),
directory support (convenience), support for tiny systems, eg floppy-only,
small memory from 5 years ago (convenience), etc.

based on this, i would offer the following evaluation:

zoo 2.1 source freely available, 100% ANSI C, supported by
many platforms (TOS, MS-DOS, unix, VMS, etc), stable,
controlled.
lharc of the myriad variants, the lha 1.00 code is good
enough and competetive with zoo 2.1 (note that this
does NOT include the so-called "Questor" lharc which
is written in 68k assembler). i have had good luck
(so far) with lha. still a "moving target" but better
than it was 6 months ago.

tar source freely available (GNU), 100% ANSI C. needs a
compression program to either compress the individual
files (bad) or the entire archive (good, but has
naming problems with 8+3 systems)
compress very stable, source freely available, has been the
standard for unix. only compresses single files.
GNU zip the GNU replacement for compress, source freely
available. only compresses a single file (ie is not
really an "archiver").
zip many (incompatible) versions (i have recently posted
ST .zip files i can't unpack with unix unzip, though
all MS-DOS .zip files i have found can be unpacked
with unzip)
arc 5.21 super stable, limited features (no directories), "old"
performance (huffman), source freely available
arc 6.02 no source (hence unacceptable) but does solve the
lack of directories

right now, i'd say my personal choices for "universal" archives would be (in
order): zoo 2.1, arc 5.21, tar/compress, lha 1.00, tar/GNUzip.

i put arc high in my list since about half the stuff i have on long term
storage (floppies from 5 years ago) is still .arc files and because the
general trend is for storage space gets cheaper/larger computers get faster.
i would consider lha 1.00 as a 1:1 equal with zoo except that i think it is
far less stable (which i define as too many new formats too quickly - ie it
is not managed well). i mostly use tar/compress for source code trees (ST and
unix). i am debating what impact GNU zip will have. the fact that they picked
.z as their suffix (which, on file systems like TOS which are case independent,
conflict with compress's .Z) makes it ambiguous (it also conflicts with
system V unix's pack(1) command which uses .z).

flame away (roger, ian), but think first...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

5551. Ultima 6, Atari version opinions wanted.

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 04:07:20 UTC
From: wilsont@rahul.net
Message-ID: <C5nvG8.MpD@rahul.net>
Source record: 207429

I noticed ultima 6 was ported to the ST, the box says HD installable!
Is it a decent port? I played this on a EGA clone and thought it was great.

please tell me what you think of it (or what magazines thought of it)

Thanks!

--
Timothy Wilson <wilsont@rahul.net>

5552. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 06:30:19 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qqshrlNNj04@golem.wcc.govt.nz>
Source record: 207432
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

] The answer, by the way, is simple: Cyber Paint and Autodesk Animator Pro.

Are they both compiled with the same optimisation levels etc.!?

Newer programs usually have tidied codes, and Cyber-Paint was hardly
intended as a multi-system program!

Compare things such as True-Paint and something similar on the PC, they
are recent, and are made to be multi-resolution etc.

Comparisons are pretty daft any-way, no two programs will be the same
speed, even if both machines are 16Mhz, running in 640*480*256 mode!

Different architecture, and different programming produces different
program, 'benefits'.

5553. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 06:32:32 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qqsm0INNj04@golem.wcc.govt.nz>
Source record: 207433
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
] Y'all will have to decide for yourselves whether you think the pluses and
] minuses balance out. But whatever decision you reach, keep it to yourself,
] I don't really care.

And if we think the same, and you do the same, then we'd all be happier!
8-)

If you enjoy writing software, how about a nice, fast, multi-windowed
word-processor that runs as an accessory?!
```

5554. Re: Ultima 6, Atari version opinions wanted.

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 06:36:04 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qqsskINNj04@golem.wcc.govt.nz>
Source record: 207434

] I noticed ultima 6 was ported to the ST, the box says HD installable!
] Is it a decent port? I played this on a EGA clone and thought it was great.
]
] please tell me what you think of it (or what magazines thought of it)

ST-Action gave it just on about 90%. Looks pretty similar to Ultima 5.

If you like that, get Amber-Star (or better yet, Amber-Moon), that got rated even higher, and sure looks a lot nicer! (Amber-moon will apparently be ported to the Falcon, which would be good!)

Or, if you really like Dungeon-Master3D-type games instead, check out Legends of Valour for the Falcon, full3 dimensional smooth-scroll graphics, with high-quality bitmapped graphics, morphing etc. Screen shots look *very* impressive!

5555. Jon Clarke/Z*NET

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 06:39:46 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qqt3iINNj04@golem.wcc.govt.nz>
Source record: 207435

Is Jon Clarke still around? if so/not, are the Z*NET On-Line magazines
being posted to any message base (the Atari-ST relevant ones), and
are they still making it to atari-archive?

5556. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 07:37:18 UTC
From: alien@clinet.fi
Message-ID: <1qr0feINNp6i@clinet.fi>
Source record: 207436

glens@natinst.com (Glen Sescila) writes:

> Yes, but the keyword here is if NeXTSTep486 takes off. In other words,
>isn't there also much more competition in the Intel market as far as OSes go
>than the Atari market? (Not that I would want NeXTSTep, I buy a computer to
>run applications, not to run an operating system)

NeXTStep cannot be that bad as windows is. I just don't believe that
it has any changes to run over microshit, there is too many people
who wants to believe that windows is best what they can get _before_
they have looked any other operating system.

And when I buy computer, I look first which kind of hardware it has
and after that which kind of applications I can run on it. If I'm not
happy with both, I choose other platform.

>--
>"Now You're Playing With Power Without The Price!" Glen Sescila |||
> / | \
>My opinions do not necessarily reflect those of my employer and probably are
>exact opposites. InterNet: glens@falcon.natinst.com
>--

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VISUAL ART PRODUCTION
```

Risto Juvonen Internet: alien@clinet.fi
Merisotilaantori 3 c 26 Fidonet: @SMACK! (2:220/110.0)
00160 Helsinki, Finland tel.358-(9)0-654804
Domination is the name of the Game

5557. Re: Advocacy group... Where is it?

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 09:13:18 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <Vo172B17w165w@dogbox.acme.gen.nz>
Source record: 207441

brianp@netcom.com (Brian Peterson) writes:

> In article <C5IFBw.LGD@constellation.ecn.uoknor.edu> kllove@vigilanti.ecn.uok
> *
> *I've looked and not found a comp.sys.atari.advocacy (or a
> *comp.sys.atari.st.advocacy for that matter). Has it been created yet?
> *Should I just wait a couple more days for it to show up?
>
> Yup, or check with your sysadmin. It has been up and
> running long enough to get big and boring.

That's interesting.
I haven't seen the newgroup message or any posts to that group at all.
I suspect that someone somewhere is blocking or junking the group.

--
Alan Brown. (SysAdmin) Palmerston North
dogbowl@dogbox.acme.gen.nz New Zealand
Dawghaus BBS -> +64 (6) 357-9245 "A wet and windy place in the South Pacific"

5558. Re: Ultima 6, Atari version opinions wanted.

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 09:19:58 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Apr18.091958.7762@news.unige.ch>
Source record: 207437

In article <C5nvG8.MpD@rahul.net>, wilsont@rahul.net (Timothy Wilson) writes:
> I noticed ultima 6 was ported to the ST, the box says HD installable!
> Is it a decent port? I played this on a EGA clone and thought it was great.
>

I started last weekend - love it! The screen handling is only moderately fast
(on Stacey plus a TV), but the HD installation is a blessing!
After just a couple of hours, I am still chatting to people in Britain - this
could be a BIG game.

Must try it on my TT to see if it works ...

??????????????????????????????????????
?? Mike Morris ??
?? Medical Genetics ??
?? Geneva ??
?? Switzerland ??
??????????????????????????????????????

5559. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 09:55:41 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr18.095541.11187@tdb.uu.se>
Source record: 207439
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

William Rosenkranz (rosenkra@convex.com) wrote:
[...]
: i am debating what impact GNU zip will have. the fact that they picked
: .z as their suffix (which, on file systems like TOS which are case independent,
: conflict with compress's .Z) makes it ambiguous (it also conflicts with
: system V unix's pack(1) command which uses .z).
[...]

However, since GNU zip does support decompression of both COMPRESSed
and PACKed files there shouldn't be much of a problem. The only problem
I see is if the downloaders of your program don't use gzip. Since FSF
have changed from compress to gzip in the GNU-project, I think we all
should try to throw those old compress-programs out the door.

For those who haven't noticed it yet, GNU zip supports the Atari-line of
computers directly in the sourcecode nowadays. The latest version can
always be downloaded from your local GNU-supplier, or if they haven't got
it, from prep.ai.mit.edu by anonymous FTP. If you don't have the resources
to compile it yourself the executable files have been (and will be) uploaded
to atari.archive.umich.edu, ftp.uni-kl.de and ftp.cs.tu-berlin.de.

At the moment gzip does not handle both long multiple-dot filenames and
normal 8+3 filenames in the same executable. This should change in the
near future. In the meantime there's two different programs to fill
all needs. One that correctly follows the 8+3 rule, and one that happily
adds a .z suffix to whatever filename you feed it (works great under a
Minix filesystem :-).

Happy packing!

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

5560. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 10:21:58 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1qra46INNjbd@golem.wcc.govt.nz>
Source record: 207440
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Apr18.040328.4077@convex.com>, rosenkra@convex.com (William Rosenkranz) writes:
>
>flame away (roger, ian), but think first...

No Bill, I will just leave the Flames to you..:-)..

>-bill
>rosenkra@convex.com
>
>--
>Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
>Convex Computer Corp. |ARPA: rosenkra@convex.com

By the way my Atari has disk drives A and B, and ZOO and all this other
Unix crap does not support Disk dives, so to me its some 100% useless,
facts not fiction..

Unless a Archiver has full output direction it is completely useless to
most Atari users, another fact...!!!

I did not thing that any one used the ANSI C Standard, is that why am I reading
about all these patches to MINT for the different C compilers..??

Roger.................. sheppard_r@kosmos.wcc.govt.nz

More Facts less Fiction..:-)...

5561. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 10:24:17 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Apr18.102417.138166@zeus.calpoly.edu>
Source record: 207438

marsham@pell2l1.alleg.edu (Michael Marshall) stated:

{Stuff deleted... some of you people should take note!}

>Of course the Atari market dwarfs the NeXT market! Sure, the NeXT is more

I never disagreed the ATARI market dwarfs the NeXT market... but the atari
market that the NeXT STEP can run on might as well be nothing.....
BTW the NeXT market may be small, but , there is some tremendous software
for being such a small market.

>sophisticated but it seems that nobody really bought 'em. I'm using a
>NeXT right now and people joke that our college has all of them. 8)

Who cares if they joke... people joke about my atari too... until they see
calamus or etc. running :)

*steve miller The water runs smoothly
*dept of electronics engineering like a hand over silk
*cal poly san luis obispo As it drips from her body
*superficial knowledge PhD :P it seems like pure milk -s.miller

5562. How to tell new Falcons from o

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 10:48:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A28634@K.maus.de>
Source record: 206953

-A8962@HB

>So, is there any way I can tell whether a given Falcon is a production model
>or pre-production? eg. by a serial number or other visible marking on the
>case? I'm not about to blow 1000 quid on a dodgy Falcon!

Pre-production Falcons had a dark grey case. The Falcons you can see in the
shops ARE production falcons.

The early bunch of production falcons was sold here in Germany.

5563. Civilisation

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 10:50:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A28635@K.maus.de>
Source record: 206955

-A8963@HB

>On the subject of it running on the Falcon, the person who mentioned it said
>that the colors were messed up - am I missing something obvious, or can you
>not just adjust them with the control panel/whatever?

Yes, but on STs, CIV does the job by itself.

5564. Re: JPEGs and GIFs on FALCON

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 11:14:46 UTC
From: se15@claudius.nextlab.cs.qub.ac.uk
Message-ID: <1993Apr18.111446.23510@ousrvr.oulu.fi>
Source record: 207442

In article <1267@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
> Gemview (2.20 or whatever the newest versions are) should take advantage of
> the Falcon's graphics abilities to display GIFs, JPGs, and other formats.
>
> As for the ST/e, try out Photochrome 3 for GIF viewing...
>
> Robert Anisko
> anisko@usdtsg.daytonoh.ncr.com

Anyone know if this program uses the DSP. It should be possible do uncompress jpegs pretty quick on the DSP but this program is quite slow..

Algo

5565. Elite II on Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 11:24:46 UTC
From: se15@claudius.nextlab.cs.qub.ac.uk
Message-ID: <1993Apr18.112446.24150@ousrvr.oulu.fi>
Source record: 207443

Anyone know if Elite II is coming out for the Falcon?

Algo

5566. Re: Archivers which can cope w

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 11:45:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <A6013@S2.maus.de>
Source record: 207237

D>And bear in mind, MiNT is pretty much part of the operating system now. If
D>LHArc can't handle that, it's going to be in for trouble.

The next version of LHarc will be able to handle long filenames. And it will
be much faster and has many new features and options...

D>- It uses '/' as a command switch. I discovered this when I tried to copy
D>a .lzh archive to my RAMdisk and extract it from there:
...
D>- It steals all available memory. This may not sound like a problem, but
D>consider the following:

These problems are known and already solved...

Criss ...

5567. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 11:49:59 UTC
From: se15@claudius.nextlab.cs.qub.ac.uk
Message-ID: <1993Apr18.114959.25563@ousrvr.oulu.fi>
Source record: 207444

>
> It never ceases to amaze me how folks on usenet find a way to make a
> pedantic comment, no matter how precise you try to be in working things.
>
> Let me try again, give you pendants more to work with:
>
> When running applications that don't involve much screen output of any
> sort, for example compilers and similar file-in/file-out work, the
Falcon
> is pretty comparable to the 386/25 system in terms of how much work gets
> done in a given amount of time. This impresses me about the Falcon.
>
> If we're talking about screen output of any sort, even "text mode"
ASCII
> output, then the 386/25 beats the Falcon by hundreds-to-one type ratios,
> in direct proportion to how much output is being dealt with. The 386/25
> can scroll text hundreds, of times faster than the Falcon. It can move
> pixels around dozens of times faster. This depresses me about the
Falcon.
> --
>

This is total shit!! I have a Falcon and it's at least as quick as a 25MHz
386! The hardware of the Falcon is generally quite excellent.

There hasn't been a chance for anyone to code on the Falcon properly yet.
When they do you'll see it's generally a much superior machine.

Algo

5568. Re: FALCON, 386 COMPAT?

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 12:10:17 UTC
From: Peter@tequila.oche.de
Message-ID: <C5oHt6.4pA@tequila.oche.de>
Source record: 207337

oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:

>In article <1993Apr15.194733.21060@cs.yale.edu> stamandp@CSUSYS.CTSTATEU.EDU writes:
>>In article <1993Apr14.151916.2642@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
>>>In article 1qf9rnINNqbu@golem.wcc.govt.nz, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>>>>So, basically, plug this thing into the falcon, and you have an 80486
>>>>running at 32Mhz, with VGA graphics, and around 4meg of RAM available
>>>>(on the 4-meg Falcon), instead of 640K!
>>>Uh, if it's a true 386 or 486 _emulator_ , then how do they get around the
>>>640K primary memory barrier which is an _architecture_ problem? You can
>>>have extended and expanded memory sure, but no more than 640K primary. Yes?
>>You Probably can't do more than a base of 640. The limitation is in DOS not
>>the 386/486 architecture. As Stated the rest will probably be XMS and EMS
>>memory.

>Hmmm... I wouldn't be too sure about that.... assorted computers have
>been able to run MS-DOS with more than 640K in the past. See a
>discussion over in alt.folklore.computers over the past two weeks
>about it..... examples include the DEC Rainbow and a few others.

>Am I wrong or did PC-Ditto (I) give you more than 700K on a stock
>1040ST for MS-DOS ??? I haven't run that in a while (It dies a
>horrible death on my Mega 4/STE...) so I'm not sure if I remember
>correctly.

There are two different problems:

First, DOS runs in real mode. x86 running in real mode cannot use more than 16 segments with more than 64kB each, (16 segments with 16 Bit addresses). This is for compatibility to older, pre 286 processors. This is a software problem, or, even worse, an OS problem.

Software using protected mode lives in a 32 Bit linear address space equal to MC680x0. UNIX, OS/2 and Windows NoTechnology do so. i386 and higher even have a builtin MMU (genuine, with address translation and memory protection, but fixed page lenght) as Motorolas with 68030 and higher.

Second, IBM decided to use the top part of the enormous 20 Bit address space for extension cards. So the last six segments are reserved for video, serial, parallel, etc. adapters. This is a Hardware Problem.

There are a lot of workarounds, which use memory exceeding this 20 Bit address space for various purposes. Ramdisks, device drivers etc. can use this area to keep as much of the 640kB workspace available as possible. Data in this memory

can only be accessed through an 8kB address window in the adapter area.

cu
Peter

P.S. Note the hardware registers at the end of our ST's address space bevore
flaming. Are 16MB enormous?
--
Peter Hahn Der Dativ ist dem Genitiv sein Tod! Peterstr. 26
5100 Aachen Germany
Peter@tequila.oche.de pch@pool.informatik.rwth-aachen.de
Voice: +49 241 37151

5569. Re: ST/TT with Multisync Monitor

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 13:52:35 UTC
From: gutschk@uni-muenster.de
Message-ID: <1qrmf3$22jn@obelix.uni-muenster.de>
Source record: 207445

ca2ee209@troi.cc.rochester.edu (Ho Ling Cherd) writes:

>I would like to know what model of Panasonic Multisync monitor
>works with ST/TT and what kind of swtich box do I need to get.

I do not know about Panasonic monitors, but generally speaking most MultiSyncs should work with your computer. As far as I know, any VGA will work with the TT. The TT will not require a switch box, though it might require an adaptor (I am not sure about that...); the ST will definitly need a switchbox if you want to display both color and monchrome modes. The pinout is pretty obvious, so if you cannot buy one, building it yourself is quite easy.

BTW, you will not be able to display TT High on your monitor, this requires either a special monitor or some kind of special switch box.

>In general, what do I need to know about the monitor?

If you want to connect the monitor to your TT, just get any VGA monitor, though SVGA and/or MultiSync capabilities are strongly suggested if you plan on using it at any other computer you might be buying in the future. For instace, I am currently running my Falcon with an SVGA MultiSync, which allows me to display 800x608 pixels (this is some (dirty) hack with the video regs :-)).

If you want to use the monitor on an ST, you will have to read the spec's more carefully. For monochrome mode, the monitor should allow a vertical frequency of up to at least 72Hz, though the horizontal frequency of about 30kHz can probably be handled by about every monitor. For color modes, the vertical frequency is either 50Hz or 60Hz; most monitors will be able to display this, but they might be having problems with the horizontal frequency of just 15kHz --- actually I do not know any monitor, that is still able to display such a low horizontal frequency. Anyways, for the ST I would really advice you to get a MultiSync monitor, for the timing in monochrome is kind of non-standard, which might cause problems with non-MultiSync monitors.

>I have also heard that there is a monocrome model of the NEC 3D.
>Does it works with the ST/TT? If so, can anyone tell me where
>I can possibly get it since I never seen it advertised.
>Also, does a TT need a swtich box/adapter to be used with a
>multysync or VGA monitor?
>Thanks in advance
>...
>Ling Cherd

Besides, if you can get a monitor, that is digitally controlled, this can make a lot of a difference for you. With regular MultiSync monitors you will have to adjust the screen geometry when switching between modes. With a digitally controlled monitor this is usually not necessary!

Markus

5570. Connect 1.96 still won't work!!!

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 16:13:31 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1993Apr18.121331.1@sscl.uwo.ca>
Source record: 207301

Well, I have finally given up on getting Connect 1.96 to work! I tried everything I could think of, and a few suggestions from others...to no avail!!! Whenever I tried to run it I got a message telling me that 'connect.prg must be in the same folder to run the demo'...whatever that means! I tried renaming the demo to connect.prg, renaming the folder to 'connect', placing everything on the root directory, and a few other move/rename type things...nothing! If anyone had the same problem and figured it out let me know. BTW, the docs say connect WILL work with all TOS versions, including the 1.0 I have! Any suggestions?

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-------------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-------------------------------------+ +--------------------------------+

5571. ST Items for sale

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 16:16:58 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1qrutq$6hr@usenet.INS.CWRU.Edu>
Source record: 207302

```
##############################################################################
Hardware
##############################################################################

Fortis DM1310 9-pin dot matrix printer. Works well, but I think it
might need a new print head. Uses Epson ribbons, new ribbon
included.....................................................25

Corvus Hard Disk case & power supply. Setup for one 5.25" drive,
either full or half-height, but there's enough room in it
that you can probably adapt it to fit two half heights or
several 3.5" drives.........................................40

Panasonic KX-P1124 24-pin dot-matrix printer. Six built-in fonts,
three-way paper handling, 360x360 dpi. Epson LQ compatible...175

Drive Master ST from Practical Solutiions. Switches between two
external disk drives. Good for using 5.25" drives on your
ST. Missing data cable, but works fine......................10

##############################################################################
Software
##############################################################################

Falcon (v1.0 & 1.2 plus Mission Disk 1).............................25
Flight Simulator II Scenery Disks 7 and 11 (w/all docs) both for.....15
Image Cat (fairly new version)......................................10
PC Ditto (disk only)................................................10
Base Two (Antic Software)...........................................10
NeoCLI 2.0 (for use with Neodesk 3).................................7
GFA Vector (Michtron)...............................................7
I*S Talk (Integral Solutions) Neat Package...........................7
Solapak (spooler, ramdisk, screen saver) disk only...................5
Quick ST 2.0........................................................5
Breach (Omnitrend Software).........................................5
Renegade (disk only)................................................5
Infocom's Infidel (disk only).......................................5
Strip Poker (old, disk only).........................................5
Starglider (disk only)..............................................5
Gamestar Baseball (disk only).......................................5

##############################################################################
Magazines
##############################################################################

STart Magazine
--------------
```

All of 1986 and 1987 (8 issues)
Special Issues 2 and 3
Spring 1988, Summer 1988
October through December 1988
January through December 1989 (missing July)
January through November 1990 (missing July, September)
Feb/March 1991
April/May 1991
STart disks from various issues (not sure which, but MANY)
Only a few original disks remain -- most have been converted to
high density disks and zipped with ST ZIP 2.0 (36 issues total)
Also includes STart mouse pad AND lots of disks.....55

##

Prices do not include shipping.

If you're interested in any of these items, please send me Email.
Thanks!

--
""""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
"""

5572. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 16:20:35 UTC
From: jimomura@tndb.UUCP
Message-ID: <jimomura.02te@tndb.UUCP>
Source record: 207336
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1993Apr15.093322.25194@actrix.gen.nz> Mark.Lewell@bbs.actrix.gen.nz writes:
>In article <1993Apr14.195407.23042@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>> > [gushing praise of the Falcon]
>
>Actually my evaluation of the Falcon was tempered with phrases
>like 'design tradeoffs', but that concept seems to elude you.
>
>>
>> Oh come on, we're leaving the realm of fact here and getting into dogma
>> and marketing buzzwords. To wit..
>>
>> > The Falcon is 3 - 5 times as fast as an ST.
>>
>> Well, maybe some benchmark ran that much faster. I've been using one
>> every day for 6 months now. 2.5-3 times as fast would be more accurate.
> ------------
>
>There's the incriminating admission that was missing from Ian's
>benchmark test. He has a developer's preproduction Falcon that
>is substantially slower than the production models. Readers here
>may remember that Atari did not start shipping the latest revision
>(rev. 4?) until the latter part of December 1992. Ian, in fact,
>may possess the model that was exhibited at Atari Messe/Comdex
>which were definitely the 'wait-stated' units.

...

In this case I'm just playing with semantics, but from the
history of the Falcon, it isn't true that "production Falcons"
are not "wait-state Falcons". According to the reports we got
on the Net, Falcons were sold in Europe to the public last
year, in the state that Ian's was. Maybe "wait state" Falcons
won't be sold widely in North America, but if they were "produced"
and "sold to the public", you can't call them "pre-production".
All we can do is hope that this is all true an that your "rev. 4?"
Falcon really is something different at all.

...

--

Jim Omura, (416) 652-3880
'jimomura@lsuc'

5573. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 17:08:38 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <1993Apr18.170838.5322@freenet.carleton.ca>
Source record: 207303

In a previous article, ilepore@nyx.cs.du.edu (Ian Lepore) says:

>> just tell me *any* graphic application that runs faster on a normal
>> 386/25 than a Falcon.
>
> I have no idea what you mean by "normal". I suspect it's an attempt on
>your part to pre-hedge against any answer I might give.
>
> The answer, by the way, is simple: Cyber Paint and Autodesk Animator Pro.
>
> Cyber Paint is a 16-color animation program that runs only in 320x200
>mode. Autodesk Animator Pro is a 256-color animation program that runs in
>any resolution on MSDOS machines. Ani Pro grew out of the Cyber Paint
>source code, so it makes a uniquely valid comparison.
>
> The 386/25 machine can play 256-color 640x480 animations faster than the
>Falcon can play a similar (in terms of deltas) 16-color 320x200 animation.
>
> When I tried to port Ani Pro playback to the Falcon, so that I could do a
>truly direct comparison between the two machines using the exact same
>animation file, I couldn't get any better than 3 frames per second on the
>Falcon for an animation that will play at 30 fps or better on the 386/25.
>(And I have been a 680x0 assembler programmer much longer than I've been a
>80386 assembler programmer, so I don't think
quality-of-implementation had
>as much to do with it as you might think. The problem, quite simply, is
>the Falcon's brain-dead interleaved bit plane scheme for storing pixels in
>256-color mode. If the Falcon supported byte-a-pixel (aka packed-pixel)
>video memory layout, I have no doubt it would run circles around the
>386/25 machine.)
>--
>==
>- Ian Lepore | NOW members were somewhat upset when their endorsement of
> ianl@bix.com | Clinton was referred to as "Broad-based support."
>==
>

All of the above sounds extr�emely suspect. Did you use VDI calls
to animate on the Falcon or screen flipping. Can anyone �with else out
there with a Falcon
confirm/refute the claims made above :ie Falcon being slower at graphics
proce�ssing than a 386-25?

--

!! Computer Engineering at The Carleton Country Club!!
------------------------ac382@freenet.carleton.ca-------------------

5574. Ignore 'Con. 1.96 wont work' post

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 18:02:19 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1993Apr18.140219.1@sscl.uwo.ca>
Source record: 207304

Following up my previous post about connect 1.96 not working under tos 1.0 when it is supposed to...well it doesn't! Wolfgang contacted me and apologized if the documentation may have been misleading, but 1.96 WILL NOT run on TOS versions below 1.02! I probably read the documents hoping it would run on 1.0 and it was likely my enthusiasm that led to the misinterpretation. Sorry if I gave the wrong impression about the merits of connect...since I haven't seen it work anyway :^) And yes...I am planning to upgrade as SOON as is financially possible! :^(

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-------------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-------------------------------------+ +--------------------------------+

5575. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 18:15:11 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Apr18.181511.18359@csi.uottawa.ca>
Source record: 207305
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1qra46INNjbd@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>By the way my Atari has disk drives A and B, and ZOO and all this other
>Unix crap does not support Disk dives, so to me its some 100% useless,
>facts not fiction..

That's an interesting fact that you propose; all of the Unix boxes that are purported to have disk drives attached to them must be fictional then. And the device drivers in the Atari BIOS for disk drive devices that get mapped to things like /dev/a, /dev/b, /dev/c, ... /dev/p must all be completely fictional too.

"Doesn't support disk drives..." Supporting general output devices obviously isn't good enough - you must want archivers have special code to restrict them to use with the devices Atari designed back in the early '80s.

>Unless a Archiver has full output direction it is completely useless to
>most Atari users, another fact...!!!

Which direction were you thinking of? Up? Down?

Zoo can redirect output to lots of places, including pipes. Stick THAT in Lharc's "pipe" and try and smoke it. Actually, lharc might support pipes too. I seriously doubt that zip does, though. And I still haven't found a version of zip that I can run consistently without it bombing. That being under GEM. It just ain't reliable.

If you're not clear about the nature of your complaint, it tends just to sound like so much raving.

>I did not thing that any one used the ANSI C Standard, is that why am
>I reading about all these patches to MINT for the different C
>compilers..??

No, the reason why differing C compilers require slightly different coding is that MiNT contains code that lies outside the ANSI C standard:

- CPU dependent assembly language code because C does not define a "standard assembler" (That would require that C be restricted to running on one particular CPU)
- Atari dependent libraries (for things like BIOS/device driver support), which lie outside any C standards.

MiNT is necessarily somewhat non-portable by its nature as systems software specialized to the Atari ST.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

5576. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 18:38:31 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <735158309@globe02.cs.duke.edu>
Source record: 207306

From the Holy Book of <1qra46INNjbd@golem.wcc.govt.nz>
as spake by sheppard_r@kosmos.wcc.govt.nz :
>In article <1993Apr18.040328.4077@convex.com>, rosenkra@convex.com (William Rosenkranz)
writes:
>>flame away (roger, ian), but think first...

>No Bill, I will just leave the Flames to you..:-)..

And then proceeds to flame. Sigh...

>By the way my Atari has disk drives A and B,

So use a RAMdisk, like I did when I had a 1MB, no hard drive, _single_
floppy system. Zoo worked like a charm.

> [...] and ZOO and all this other
>Unix crap does not support Disk dives,

Um, is that why `zoo x// a:/fred.zoo' works fine? Looks like support to
me.

>Unless a Archiver has full output direction it is completely useless to
>most Atari users, another fact...!!!

Sigh. Output redirection can be faked from the desktop, and even more
easily from a CLI. Your point is empty.

And I'd have to say Zoo gets enough use around here that it can hardly
be accused of being "useless to most Atari users".

>I did not thing that any one used the ANSI C Standard, is that why am I reading
>about all these patches to MINT for the different C compilers..??

That settles it, you must be a user. No hacker could be this clueless.

Roger, the Standard leaves enough details unspecified (sizes of the
various types, for instance), that even two standard-conforming compilers
can vary substantially. And if the source to MiNT takes advantage of
any of the extensions of its native compiler (GCC, I believe, which is
notorious for such features), then yes, it will have to be modified for
compilers that don't have those extensions.

>More Facts less Fiction..:-)...

I'm still not holding my breath.

-sbigham
--
Scott Bigham | The opinions expressed above are

dsb@romeo.cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
bigham@hercules.acpub.duke.edu | copied or distributed without a
(but not for long) | Darn Good Reason(tm).

5577. PC-SPEED for sale

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 18:47:29 UTC
From: marsh@gwdgv1.gwdg.de
Message-ID: <CKOCB4ZI@gwdu03.gwdg.de>
Source record: 207307

Dear Netters,

I have a PC-SPEED (version 1.4) for sale. Original (german) manual and system disk included. I used many DOS programs and did not find any which I could not get run on PC-SPEED. The manual provides a detailed description how to build in the board into 260 and 520 ST, 1040 STF and Mega ST. I have built it myself into a 1040 STFM and used it with no problem. The reason I don't need it anymore is that I want to buy a Falcon and no need to be compattible with my working place any more. As having no idea about the prices, best offer takes it.
For those who don't know what PC-SPEED is: It as a DOS emulator for the ST's consisting of a combination of hard- and software and running at about a speed of an 8MHz XT. Emulates various graphic modes, uses the ST mouse and ports, can create DOS partition on a harddisk and boot from there, read/writes DOS disks.

Please email me directly,

Tibor

5578. Re: Mac floppies under Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 19:54:32 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1qsblqINN6bm@tortoise.cis.ohio-state.edu>
Source record: 207308

In article <93105.42636.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
L676791@LMSC5.IS.LMSC.LOCKHEED.COM writes:

>your work, Spectre GCR can be somewhat helpful. For example, you can install
>an OLD version of Microsoft Word (like 3.2 or 4.0), and write text at home, an
>bring it into work on disk, and if you have Microsoft Word 5.0 or 5.1 at work,
>you can read 3.2 or 4.0 files. However, you CANNOT read Microsoft Word 5.0
>or 5.1 files with Microsoft Word 3.2 or 4.0, so you can't take stuff done on
>the latest version of Mac Software and make it work on an older version.

This is *not* true. Word 4 reads Word 5 files! I bought word 5 before our
labs were updated to Word 5, and the file format is the same. It's extensible
so the stuff that Word 5 added, is just ignored by Word 4, but Word 4 knows
leave it alone. I got snagged by this a few times when some of my graphic
additions wouldn't print on campus! I can't believe I'm defending a
Microsoft product! And in an Atari group! (Sorry!) But the statement
was just blatently FALSE! I've *done* it!

>only accept OLD versions of software like MS Word or Aldus Pagemaker. Try
>finding those anywhere. In fact, try going to a Mac dealer and purchasing
>sytem 6.5 or 6.4 system/finder. YOU CAN'T! They don't sell them anymore. So

Are you sure? My father just went down to the local computer store and
picked up Sys 6 (free!) because Sys 7 was eating too much memory on his
powerbook 100. It was probably 6 months ago but no more than that! I think
Apple might have older System versions accessable from the Net. Apple
doesn't seem so paranoid about Sys 6 and they used to. You have a
legitimate beef as far as System 7 goes though (I undersatand Dave's
working on it?). But, alot of software runs under Sys 6, just losing
Sys 7 features (Word 5 is an example.)

You can take my comments in the light that I don't own Spectre..but if
what you want is a Mac, buy a Mac. If you want an ST first...Spectre is
a good buy.

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

5579. Re: Mac Corrections

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 20:06:33 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qscc9INNlu5@golem.wcc.govt.nz>
Source record: 207313

```
] > Here's a copy of our campus book store's prices for different configs:
] > (All in US dollars)
] >
] > LCIII w/80mb HD, 4mb RAM - $1139.00
] Isn't that about what a Falcon030 4/65 is supposed to cost, roughly?
] And its faster and can take more RAM (not to mention SIMMs instead of
] extra-expensive proprietary RAM expansions)...

The fancy RAM is almost the same as SIMM's in price (I'm not going by
the mega-cheap $30 SIMM's of course)

Basically, the LC-III for general home purpose is the better machine (and
for business use). But if you want the pretty graphics/sound etc.,
the F030 wins.
```

5580. Re: ST/TT with Multisync Monitor

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 20:08:51 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC5p3yr.2s2@netcom.com>
Source record: 207309

In article <1292@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.UUCP () writes:
>
> Dunno about the Panasonic models, but I believe one of the "switch boxes"
>that will let you use your ST with a multisync is called "Omniswitch"
>(this actually lets you use a VGA/multisync, and also lets you have
>an additional disk drive port as well. You plug the Atari monitor cable
>into one port, and plus your multisync/VGA (15-pin) cable into another
>port on it...

FWIW, the Omniswitch sucks. If you can find a used Omnix3 from Omnimon
Peripherals (Wuztek), get it. The IB Computer's switchbox (I think it might
be called MultiSwitch) is also good. ATY Computers in Oakland, CA will make
a custom switchbox for you as well.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

5581. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 20:12:19 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qscn3INNlu5@golem.wcc.govt.nz>
Source record: 207314
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] That's an interesting fact that you propose; all of the Unix boxes
] that are purported to have disk drives attached to them must be
] fictional then. And the device drivers in the Atari BIOS for disk

We aren't interested in what it does on Unix. We are talking about PLAIN GEM desktop usage on an ATARI! Without a desktop-replacement, or TOS version 2.xx or higher, ZOO will not redirect on an ST!

(Apparently with 'unselected window booting' it will work on TOS 1.4 or 1.6, but I have yet to see this tried).

] Zoo can redirect output to lots of places, including pipes. Stick
] THAT in Lharc's "pipe" and try and smoke it. Actually, lharc might
] support pipes too. I seriously doubt that zip does, though. And I
] still haven't found a version of zip that I can run consistently

How many average atari users will want to use pipes?

5582. Last Try (CHEAPER): Magazines

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 20:25:04 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <93108.162504JJL101@psuvm.psu.edu>
Source record: 207310

So far folks only want some of these, which is more trouble than its worth to me. So... for the entire lot I will take 40 bucks including shipping to your door, most likely 2 boxes. The list of mags follows:
Current Notes: 10/92, 11/92, 12/92, 2/93, 3-93

ST Informer: 7/91, all 12 '92 issue

Aim: 6/91, 7/91, 8/91, 10/91, 11/91, 2/92, 3/92, 4/92, 5/92, 6/92, 7/92, fall92

Atari Advantage: 4/92, 5/92, 6/92, 10/92, 11/92

Compute's ST: 10/86, 6/87, 8/87,10/87, 12/87, 2/88, 4/88, 6/88

Compute: 7/86, 8/86, 9/86, 10/86

ST Log: 6/86, 7/86, 11/86, 12/86, 1/87, 2/87, 3/87, 4/87, 4/88, 8/88

Antic: 6/86, 7/86, 1/87, 5/87

Analog: 12/86

Start: Special Issue 1 & 2, Summer 86, Summer 88, Spring 88, Winter 87, Spring 87, Fall 87, Business Issue, Games Issue, Fall 86, 10/88, 12/88, 1/89, 2/89, 3/89, 4/89, 5/89, 6/89, 9/89, 10/89, 12/89, 7/89, 1/90, 4/90

Atari User: 6/91, 8/91, 9/91, 10/91, 11/91, 12/91, 6/92

ST Applications: 5/86, 6/86, 8/86, 9/86, 10/86, 11/86, 12/86, 1/87, 2/87, 3/87 4/87

ST User: 8/87, 9/87, 12/88

Atari Explorer: 1/92

STExpress: 3/88, 6/89, 8/89

STAction: 12/88

STWorld: 8/87

Atari Journal: 11/92

Email me with any questions.

J.J. Lehett :

- Work: JJL101@psuvm.psu.edu Penn State CAC
- Genie: J.LEHETT2
- Delphi: JLEHETT@delphi.com

5583. Re: close to giving up

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 20:29:07 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC5p4wK.3Kx@netcom.com>
Source record: 207312

In article <H.ea.t8dMqakEHLo@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>
>HOW can anyone possibly stay excited about a 16Mhz '030 system that is
>this late?

You haven't seen a Falcon.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

5584. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 20:38:32 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1qse88INN6et@tortoise.cis.ohio-state.edu>
Source record: 207311

In article <1qmrltINNrm8@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>
>True, the Intel market is huge, but given the tiny size of the original
>NeXT user base, even the Atari market dwarfs it in comparison... But still,
>there's tons more money to be made if NeXTSTep486 takes off.

When you limit the population to machines capable of running NeXTSTEP I
wonder if your statement is true? How many TT's and Falcons are there?
How many lower Ataris are excelerated to 030's with at least 8 MB of memory?
If we are talking about the NeXT market..we need to look at figures for the
NeXT potential market...and only part of the Atari market fits!

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

5585. A question of what if...

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 20:43:11 UTC
From: jared@midiline.la.ca.us
Message-ID: <oeZ82B4w165w@midiline.la.ca.us>
Source record: 207316

What if a computer come out that was much faster than the Falcon, had a 32-bit system-wide bus, more color capabilities than the Falcon, better sound than the Falcon, and was backed by a company that was better than Atari at providing what the user wanted and supporting the user and computer? The only problem was... this computer is starting out like the 520ST's and 1040ST's... no real software at first, but software (and HOW!) would come in time. As well, this greater machine cost $1500-$2000 without a monitor. Would you buy it? Would you consider buying it?

As well, this system was NOT compatible with any other systems currently made, except for the generic features like ASCII, RS-232, parallel port, etc. It had a new GUI OS. Would it be interesting? Would it set your teeth on edge? Would it turn your hair to flame? Would you run out and buy one immediately?

Make all replies to this message in Email to: jared@midiline.la.ca.us

Jared

---

jared@midiline.la.ca.us (Luposian Knightwolf)
MIDILine BBS (midiline.la.ca.us) - Altadena CA - (818)797-3285

5586. Re: Mac floppies under Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 21:29:46 UTC
From: pelletier@Nyongwa.CAM.ORG
Message-ID: <C5p7pn.GHw@Nyongwa.CAM.ORG>
Source record: 207329

I've used Spectre --on a TT!-- regularly for over 18 months now.
Once I got past the now well-known problems with floppies (works fine now),
I've been quite happy with the product. It's stable and has run everything
I've thrown at it, except for VIRTUAL (tm), a virtual memory program for
system 6.

The System 7 thing doesn't bother me, but I am looking forward to more
functionality with respect to the TT hardware (SCSI support, multiple
serial ports, etc)

I have to agree with the complaints regarding the lack of customer service.
It wasn't too bad until they temporarily shut down, but hasn't been the same
since they came back.

--

Yves Pelletier "I am resplendent in divergence"
pelletier@nyongwa.cam.org D.B.

5587. Re: Elite II on Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 21:43:43 UTC
From: alex@falcon.demon.co.uk
Message-ID: <735169423snz@falcon.demon.co.uk>
Source record: 207233

In article <1993Apr18.112446.24150@ousrvr.oulu.fi> se15@claudius.nextlab.cs.qub.ac.uk writes:

>Anyone know if Elite II is coming out for the Falcon?
>
>Algo
>

Gawd I hope so, I put a lot of hours into the original on the BBC...
Perhaps I'll give David Braben a call and ask him the score.

--
Alex Kiernan
akiernan@falcon.demon.co.uk

5588. Re: Mac floppies under Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 21:44:16 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1qsi3gINN6ld@tortoise.cis.ohio-state.edu>
Source record: 207315

In article <1993Apr16.221439.4541@arizona.edu> paul@jupiter.ame.arizona.edu writes:

>What's wrong with 6.0.5 (and by the way, it DOES run through 6.0.8)? I've
>used System 7, and can't stand it. It cut's the computer's speed by at least
>half. "But I like multitasking." But who needs it on a Mac? I'd bet you
>at least 90% of Mac time is spend with a word processor, or maybe a drawing
>program or a spreadsheet. Multitaskings a big help there. And what about
>virtual memory. Well, if you ditch System 7, you'll free up 2 megs and you
>won't need virtual memory.

The problem with Sys 7 is you really need better than a Classic to run it,
and you really need 4 megs. If you have both, and can still prefer Sys 6
we are in two different realms. I do use Sys7 on a 4M SE and I still
prefer Sys 7. The 50% figure is bogus, but Sys 7 is still slower. I still
reguralarly use a SE with Sys 6 as well...so I do have an objective point
to compare. And, when most macs fits this criterion now, it's not that
bad. And you don't need Sys 7 to multitask! Use multifinder for Sys 6!

And, to say, "Who needs it [multitasking] on a Mac?" is really strange!
Almost every user needs it! I just had a lady here who wanted to make some
Graphs so she booted Cricket, make the graphs, pasted them into MacWrite
and moved on! That 10% of the time when you need to bounce off into
another program and bounce back quickly, really makes work go easier.
When you get out of the mode of using one program at a time, you use it
all the time (I know I do!). I haven't used Multitos long enough on
a wide enough section of programs to give a comparison between it and
Sys 6/7. If there is enough interest I might find the time to familiarize
myself more and compare. (And I *do* like multitos.)

You are right about Virtual Memory. It's dog slow and ups the probability
of a crash to almost 1!

>Oh, and do you know about the new Mac emulator that runs on Sun Sparcs?
>It emulates a Classic (not a II) in monochrome only running ONLY 6.0.7.
>And I would guess its price would make Spectre look quite affordable.
>(I've been trying to install the demo version here for the past day--
>without sucess. It doesn't tell the price.)

I've seen it run. Blech. It reeks. They put it in here at OSU in some
obscence effort to move the lower CIS classes onto the Suns w/o changing
the curriculum. In most ways, a Sparc SLC running Liken is no faster than
a PLUS!! (A $500 machine they replace with a $3000 one!) OSU is also having
some legal problem with Apple, I don't know the details, and is going to
have to scrap the program because of it.

>And how often do you have to eject the floppy with a paper clip? I personally
>prefer a button.

I work in a lab with 50 Macs, and I don't have to eject flopies that way all
that often. Reboot/restore crashed macs...about every hour I'd say! But,
I'd sure like a button! Ask me about the sound of 31 Macs spinning down.

>This would seem to be Microsoft's problem (excuse me, but I don't appreciate
>them trying to take over the world). If they weren't so high on themselves,
>they'd make their programs backward compatible. (And by the way, I prefer
>Word 4.0 over 5.0 anyway.)

Ah, we are on different side of some spectrum. Other than a mild speed
issue...how can you say that! I guess you must forgive the numerous
Mac guildeline violations in Word 4, I don't! I use macs to much to do
so! How do you select all in Word 4 again...I forget...is it
Command-Option-m? I know you can reset it..but that does't help in the
lab..and then you have to redo the Find Again or whatever they mapped
Command-A to. And, as I said before, Word 4 *can* read Word 5 documents.
And Word 5 can explicitly save into Word 4 format if asked. This is one
case where Microsoft doesn't deserve the heat...and I can't *believe* I'm
saying that!

[comfirms that you can get Apple System stuff easily]

I hope this mostly Mac-info wasn't *too* offensive. But, in the context
of a Spectre discussion...I thought it (partially) relevant. (Like you need
to know if you'd *want* Sys 7 before you bemoan not being able to run it.)

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

5589. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 22:07:09 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr18.220709.4900@tdb.uu.se>
Source record: 207318

Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
:[...]
: How many average atari users will want to use pipes?

Quite a few as soon as MultiTOS is widely available and the users finds out how useful and powerful pipes and such CLI-oriented things are. I doubt the GUI-fanatics (of which there are some posting to this newsgroup every now and then ;-) will ever use a CLI, but Joe User will, with the right guidance, quite soon see the benefits of using a CLI for some of his work.

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

5590. Re: Mac Corrections

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 22:21:04 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1qsk8gINN6n8@tortoise.cis.ohio-state.edu>
Source record: 207317

In article <H.ea.j_Nnf00Neso@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <1q7mcjINNkj5@tortoise.cis.ohio-state.edu>, ted croft brown writes:
>> And, let us all remember...we don't know the *real* retail/street price
>> of the Falcon yet! And, neither the LC III, or either of the Centris's
>> (Centri ? Centris...I think the plural of Centris is Centris) are going
>> to really hurt the music sales of the Falcon. (I have no idea how big
>> that market it though...)
>
>I hate to burst your bubble, but... There's _no_way_ the Falcon030
>street price could _possibly_ be much less than the suggested retail
>price, unlike the Macs. After all, even if Atari dealers could get the
>machines, they couldn't sell enough to allow them to cut their per
>machine margins.

What I say is a sheer statement of fact. We know the retail for the
LC III, and we know the edu and street prices for it. It's for sale.
The Falcon is *not* for sale, and we don't know how much Atari padded the
figure. I have some idea, as I've seen dealer/developer prices for a
Falcon...but I can't comment on those. There *is* room for barganing.
And note, from past margins on Atari products, dealers will be happy to
make a real profit on each machine sold! The profit margin on a STE
sucked! Theres a nice margin in the Falcon prices...and Atari is trying
to get dealers to actually *make* money when they sell a CPU! And note,
no where do I say that there will be a huge difference in street prices
in both machines! Just that we don't know that yet!

I do not know how much an Apple Dealer makes on products, but I believe
it's <10% these days (or about $130 on an LC III).

And, it doesn't matter if the Falcon and the LC III are the same price!
There are people in the music crowd who will buy it irregardless. Want
to raise the Mac to the same sound level? Add the DSP sound effects?
This market is quite different from *you*. You've said you have no
use for the DSP so you choose to ignore it! Others do have a need, and
won't ignore it. And don't come back with the DSP macs. The cheapest one
is going to be about $2500! As I said, I don't know the size of this
market. But it is there. And musicians *do* know about the machine.
NAMM sure loved it as well. There is a rumor that music stores are high
up on the list to get Falcons when they come in. If true, I think it's
a wise move on Atari's part!

(Does this put into shock all those people who read my mac posts????)
--
Ted Brown tbrown@cis.ohio-state.edu

tbrown@magnus.acs.ohio-state.edu

5591. Re: Mac Corrections

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 22:35:48 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1qsl44INN6o7@tortoise.cis.ohio-state.edu>
Source record: 207319

>] > LCIII w/80mb HD, 4mb RAM - $1139.00
>] Isn't that about what a Falcon030 4/65 is supposed to cost, roughly?
>] And its faster and can take more RAM (not to mention SIMMs instead of
>] extra-expensive proprietary RAM expansions)...
>
>The fancy RAM is almost the same as SIMM's in price (I'm not going by
>the mega-cheap $30 SIMM's of course)

That's good because the LC III can't use those SIMMS anyway! For a data point, to add 4M is $120 and to add 8M is $240. You can only add one SIMM but it can be 2,4,8,16,32. But it almost costs more than the computer to buy 16M and it does cost more to get 32 ($2000 I think). And that's *add* to the base 4M. I think a 2M SIMM is $80 but I'm not sure.

I really don't know the price to add memory to the Falcon. I'm just adding the real data for the LC III.
--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

5592. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 22:55:42 UTC
From: rosenkra@convex.com
Message-ID: <1993Apr18.225542.26320@convex.com>
Source record: 207320
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1qra46INNjbd@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>By the way my Atari has disk drives A and B, and ZOO and all this other
>Unix crap does not support Disk dives, so to me its some 100% useless,
>facts not fiction..
>
>Unless a Archiver has full output direction it is completely useless to
>most Atari users, another fact...!!!

portability implies that a program should NOT have its own GUI interface
because there is no universal GUI (with the possible exception of curses).
Unix systems don't run GEM, and PCs (generic) don't in general run X. IMHO,
archivers should have command-line interfaces only. GUI interfaces on
specific platforms should be provided by driver programs (eg arcshell or
whatever). surely a GEM driver program for zoo, lharc, zip, arc, tar, etc
can be written to handle all these scenarios you constantly bring up. the
implementation details should not cloud the basic issue of portable archives
themselves.

>I did not thing that any one used the ANSI C Standard, is that why am I reading
>about all these patches to MINT for the different C compilers..??

ANSI is a standards body recognized internationally for all computing (not
just unix). the ANSI standard for the C language (per committee X3J11) has
defined a standard for the language that makes it possible to compile programs
unchanged on compliant systems. all serious programmers use ANSI C (or they
risk non-portability). while a weekend hacker on the ST may not care much
about portability, more serious people like Fortune 500 companies, the
US Government, etc (ie the "real world") do. this is not limited to the US
(there are international organizations like ISO which have similar goals).
since i regularly interact with both government (mostly DoD) and business
(most fortune 500's), i know what they want.

the implementation details of ANSI C are independent of the standard itself.
MiNT is patched to make it more ANSI and POSIX compliant so that codes can
be ported more easily to the ST platform (which should make it more useful).

note that ANSI C says nothing about a GUI interface. if they did, i am quite
certain they would not make it GEM :-).

i would think it is certainly in atari's and atari developer's interest to
make programs which could be easily ported from/to other platforms. making
everything a GEM program severely limits this in the long run. unfortunatly,
there is no universal GUI (yet) and it is highly likely that atari itself
would rather fight than switch...

ciao

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

5593. Info wanted

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 23:18:53 UTC
From: jramire@conicit.ve
Message-ID: <9304182316.AA06175@dino.conicit.ve>
Source record: 207321
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi:

Does anybody knows where can i find this cpu?:

C025913-20 , ATARI CORP. 1,985, 8520, 3H-2130-CC

Thanks in advance,

Jose Ramirez

==
= *Jose Ramirez MSc.* =
= AVINTA - Asociacion Venezolana de Inteligencia Artificial =
= P.O. Box 67079, Caracas 1061, Venezuela. Voice: +58-2-2835156 =
= Fax: +58-2-2832689. Internet: jramire@conicit.ve =
==

5594. Re: Civilisation on a Mega STe

Newsgroup: comp.sys.atari.st
Date: 1993-04-18 23:42:16 UTC
From: umcordes@ccu.umanitoba.ca
Message-ID: <C5pDuH.F47@ccu.umanitoba.ca>
Source record: 207322

In <H.ea.sVsi7ObS_Vo@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>The colours might not be wrong... they're seriously brain-damaged on my
>ST. In fact, the colour choice is so bad, the menus are almost
>impossible to read... Nice black text on a dark grey background.

Well, after hearing you guys talk about the game, I went out and bought it. It works great on my TT (even in TT-RAM!).... except once I crush the other civilization, in which case I get a screwed up screen, some music and 2 to 14 bombs.

I remembered what you guys were talking about and tried renaming the two slam[1,2].lbm to .bbm. It still bombed. I tried copying the .bbm's back to .lbm's and leaving copies of both present. It still bombed. I remembered someone saying to just choose drive A for the save games, so I did. It still bombed.

You guys have had success, right? What else can I try to get it working? Thanks!

5595. An open letter to Gadgets by Small apologists

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 00:19:21 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93108.62361.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 207323

A lot of Atari-ites and satisfied Spectre GCR users have jumped to D. Small's defense when I posted harsh words about my experiences with Gadgets by Small customer support. Yes, Spectre GCR is a clever, ingenious device that can greatly enhance an ST's usefulness, and I'm sure that the floppy drive problems that I (and others who have posted on this net) have experienced are fairly easily solved, but that wasn't my main point. Some of you mentioned a potentiometer on the GCR board that could be "tweaked" to help with floppy drive problems, and somebody posted me an "E-mail" message asking me if I got the addendum to the manual that explained this pot and what it was used for. To answer the question, no I did not get the addendum to the manual, nor did either dealer that tried to help me with the product (B&C Computer of Santa Clara, CA; and San Jose Computer of San Jose, CA). Both tried contacting Gadgets by Small by mail, phone, and GEnie E-mail. (I now have GEnie also, by the way). I tried phoning, writing letters, and FAXing. Nothing. They could have at least sent me this mystery addendum to the manual. So, if by all of this flaming I manage to get some updated literature - great. I mean how much can a photocopied piece of paper and a stamp cost? Hey, I paid $250 for Spectre GCR and another $250 for the Mac ROMS. When you're spending hours (and dollars) trying to get the thing to work, it tends to make one a bit upset when the company that sells (and continues to sell and profit from) a product, refuses to help out, especially when they purported to give such great customer support. As for the claims that Mac dealers are giving away system 6.X.X system/finder, that is NOT true. A couple of months ago, Apple clamped down on dealers giving it away. Not a major problem, but something to think about (just to set the record straight.) Of course, one might say - if you want a Mac, go out and buy a damned Mac. In fact, I do like my Mega STe, and am fairly satisfied with the fact that I can swap Word Processing files back and forth between my Atari and Macintoshes at work. (By the way, when's the last time anyone saw a company with Atari computers for its employees?) But that's another issue. So, if Dave Small wants to call me and cuss me out for badmouthing his customer support, he's welcome to. At least I won't be ignored like I was when I needed the support. Oh sure, some will call me a crybaby and tell me to go figure it out for myself, but I was pissed. As for Spectre system 7, color, and Falcon support? VAPORWARE!

I for one am not going to sit by and say nothing if an Atari developer shows contempt for me as a customer, just so as not to offend one of the few Atari developers left in the world. I'm sure D. Small is a nice guy, because he seems to have legions of faithful supporters and satisfied customers, but when I spend hours of frustration, my only recourse is to flame, flame, flame. What is the saying?? - If you can't stand the heat, get out of the kitchen.

Mark van Wyk (408) 739-0541

5596. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 00:34:09 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1993Apr19.003409.9013@oz.plymouth.edu>
Source record: 207324

In article <1993Apr18.114959.25563@ousrvr.oulu.fi> se15@claudius.nextlab.cs.qub.ac.uk (Algorhythm) writes:

>> output, then the 386/25 beats the Falcon by hundreds-to-one type ratios,
>> in direct proportion to how much output is being dealt with. The 386/25
>> can scroll text hundreds, of times faster than the Falcon. It can move

Not having a Falcon to compare to other computers I've used I'll just say a few things.....

When we are comparing the Falcon to a 386 DOS box... what exactly are we comparing ?? The hardware or software ?? And what OS (or GUI) are you using on the 386 machine that you are comparing to a Falcon ??

Subjectively, I can say the following honestly....

- My Mega STe (using Warp9 or any of its ancestors & NOT running MiNT) beats a MAC LCII for screen redraws...

- The affore-mentioned STe beats a VAXstation 3100 (running nothing but DECwindows) when redrawing its screen.

- The 486DX2@66mhz I have on my desk at work running MS-Windows is just as fast at drawing windows as my Mega STe at home.

- My Mega STE beats the pants off my PDP-8 compatible DECMate II's.

- I won't tell you how my Mega STe stacks up against our new VAX 4600's :-).

What does this prove ? Nothing !!!!!!! But until I can afford a DEC AXP workstation running OpenVMS for home I think I'll stick with the Atari ST and its descendants.

Until somebody can give me some objective numbers instead of subjective answers about the different speeds of different computers.... I'll believe my own eyes...

This sort of stuff belongs in the .advocacy group.... while any REAL Numbers [tm] belong in the .tech group.

-AndyS-
--
|E-mail --> un*x: oddjob@oz.plymouth.edu |vms: andys@psc.plymouth.edu |
|Disclaimer > Any "end-user" software that provides NO avenue for user |
|of the week> modification or programmability is NOT user friendly. |

5597. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 00:58:27 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12984@uqcspe.cs.uq.oz.au>
Source record: 207325

```
>> If we're talking about screen output of any sort, even "text mode" ASCII
>> output, then the 386/25 beats the Falcon by hundreds-to-one type
>> ratios, in direct proportion to how much output is being dealt with.
>> The 386/25 can scroll text hundreds, of times faster than the
>> Falcon. It can move pixels around dozens of times faster. This
>> depresses me about the Falcon.

Whoever it was that said this doesn't understand what is going on.

Many PC graphics boards have a Text mode that is a CHARACTER screen. No
graphics. Remember those on the 8-bit Atari? Such modes are no longer
designed into computer hardware because even though GRAPHICAL screens
take 8 to 16 times as much bit moving to process a graphical screen
(since the characters are now 8 to 16 bytes high, rather than just one byte),
text modes are generally for human-reading, which the computer can EASILY
keep up with, and the simpler graphics boards means superior engineering.

Text modes are an old compatibility shadow left over from the days of
1MHz IBM XTs that were used for totally text-based applications - simple
word-processors, simple spreadsheets, etc.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
\_.-._/ University of Queensland, _// || \\_ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || \_| _________________________|
```

5598. Diconix Printer, USR Worldport 2400

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 01:01:58 UTC
From: sandy47@cats.ucsc.edu
Message-ID: <1qstm6lNNp1@darkstar.UCSC.EDU>
Source record: 207326
Cross-posted to: misc.forsale.computers.other,comp.sys.palmtops,ba.market.misc,misc.forsale,comp.sys.atari.st

I have a few miscellaneous items for sale:

1- KODAK Diconix 150 Portable Inkjet Printer
-uses HP Inkjet cartridges
-battery or AC operated (batteries included)
-smaller than a sheet of paper
-uses Jet paper or plain bond

$150 - shipping extra

2- US ROBOTICS WorldPort 2400 Modem (NEW)
-works right out of the box with HP95LX
-recommended by HP
-9V battery or AC adaptor

$150 - shipping extra

3- Radio Shack Acoustic Adapter for above
-powered by modem
-includes USR cable

$50 - shipping extra

4- ATARI 520ST Computer w/Monochrome monitor
-includes external floppy drive
-power supplies, mouse, cables included
-two boxes of software included

$250 - shipping extra

No CODs. MO or checks accepted in advance payment.

Larry McElhiney
(408) 426-5858 x358
mack@mchome.santa-cruz.ca.us

5599. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 02:03:30 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12988@uqcspe.cs.uq.oz.au>
Source record: 207335
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> When I tried to port Ani Pro playback to the Falcon [it was 1/10th the speed]

>The problem, quite simply, is
>the Falcon's brain-dead interleaved bit plane scheme for storing pixels in
>256-color mode. If the Falcon supported byte-a-pixel (aka packed-pixel)
>video memory layout, I have no doubt it would run circles around the
>386/25 machine.)

Here is a typical case of a blind port. If Ian used the Falcon's TrueColour mode, his prayers would be answered. The TrueColour mode is 1 word per pixel.

As this is a tech group, I'd like to re-raise this point about types of video memory layout.

Basically, there are three common types of video layout:

1. Bit interleaved bitplanes.
2. Word interleaved bitplanes.
3. Bitplane interleaved bitplanes.

These mean:

1. Bit interleaved bitplanes.

Bits of a pixel are adjacent in memory. For example, 1 byte per pixel means all 8 bits of a 256colour pixel are in one byte [eg. ModeX on VGA cards]. 1 word per pixel means all 16 bits of a 65536colour pixel are in one word [eg. TrueColour on Falcons]. 2 pixels per byte means all 4 bits of a 16colour pixel are adjacent in one byte [eg. GTIA modes on 8bit Ataris]. 4 pixels per byte means all 2 bits of a 4colour pixel are adjacent in one byte [eg. graphics mode 7 on 8bit Ataris]. Got that yet?

2. Word interleaved bitplanes.

Bits of a pixel are in corresponding positions in adjacent words of memory. For example, in a 16-colour mode, the bits for a pixel are at the same bit position in 4 adjacent words of memory [eg. ST Low rez].

3. Bitplane interleaved bitplanes.

Bits of a pixel are in the same position in completely
separate bitplanes (expanses of memory). For example,
in a 16-colour mode, all the first bits of pixels are
in one area of memory, followed by all the second bits
of pixels, etc. [eg. Standard Amiga graphics modes]

Now, to say that one system is better than another (or to say that one
is more "brain-dead" than another) is pure naivety. Each style has
greater and lesser consequences.

One of the greatest advantages of (3) is that you don't have to use all
the bitplanes. (2) also has this advantage, but has the added advantage
that when you do use all bitplanes, access is still very fast (because it
is still local).

The big advantage of (1) comes when using pixel-based operations (such
as lines) rather than raster-based operations (such as sprites & blits).

It is only logical that "business oriented" machines such as PC clones
focus on pixel-oriented modes, while "games oriented" machines such as
Atari and Amiga use raster-oriented modes.

The Falcon gives you the very best of both worlds - word-interleaved
modes right up to 8 interleaved bitplanes, and a 16-bit (word-per-pixel)
bit interleaved mode.

IMO, you can't ASK for much more than that (except extremes like 24-bit,
32-bit), but Ian would complain about those too ("Waaaaa, you have to modify
4 bytes just to change one pixel!")

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

5600. For Jeff Fehlman

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 02:06:39 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <1qt1ff$ql@terminator.rs.itd.umich.edu>
Source record: 207328

Sorry for this folks, but mail bounced. Press 'n' now unless you're Jeff.

Jeff,

My mail to you has bounced. I have removed the file in question
from the archive due to the suspicious nature of its background.
Please contact me at one of my email addresses for more info.

Thanks,
Jeff

PS: Mail to jeff@mustang.sm-alc.af.mil bounces. Any idea why?

--
Jeff Weiner - weiner@terminator.rs.itd.umich.edu - Umich Atari Posse -
Coming soon to a theater near you........

5601. Atari stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 02:12:24 UTC
From: leonard@cs.UAlberta.CA
Message-ID: <1993Apr19.021224.27888@cs.UAlberta.CA>
Source record: 207327
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I have the following items for sale -

1- Olympia NP compact 9 pin printer.
Has both serial and parallel interfaces - good workhorse of a
printer - also has NLQ mode - about 100 cps
Price: $100 or best offer

2- Atari ST - 4 meg memory and 16Mhz upgrade with mouse etc.
Price: SOLD

3- 2 800K SF314 floppy drives with power supplies
Price: SOLD

4- SM125 Monochrome monitor
Price: SOLD

5- SM1224 Colour monitor
Price: $ 100.00

6- Spectre GCR with 128K MAC ROMS
Price: SOLD

7- Supra 30 Meg hard drive partitioned as 20 Meg MAC drive and
10 Meg ST drive - Tons of Mac software to use with GCR
Price: $ 200.00

8- Atari 520ST power supply
Price: $25.00

Prices are negotiable as is shipping

Contact: Leonard Harris
(403) 438-7834 or EMAIL
/leonard

5602. <<<GEnie On Line Conference>>> Bob Brodie and James Gunkle(?)

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 02:20:50 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Apr18.222050.14852@umiami.ir.miami.edu>
Source record: 207330

Yet another DateLine Atari GEnie Conference from yours truly,

Mark Santora

<_____CUT HERE_____>

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and press [RETURN]. The system will prompt you for your information.
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Dateline Atari! with Bob Brodie
Special Guest - James Grunke
Host - Lou Rocha

Wed., April 14, 1993

Ed. Note - Bob Brodie did all the online typing for
this RTC. All music-related answers were provided by
James Grunke. Non-music questions were answered by
Bob Brodie.

<[Host] ST.LOU> Welcome to the second half of this week's Double Dateline! Real Time Conferences. Tonight Music Expert James Grunke joins Bob Brodie to discuss the Falcon030's music capabilities. James has been here before so no need to be too gentle :-) You can ask him any technical questions you may have about the Falcon or the music software it will run. You are also welcomed to ask any questions regarding the Falcon in general. Without further ado, here are our guests. Bob, please introduce James and make the opening comments.

<BOB-BRODIE> Thank you, Lou. I'm pleased to welcome our members to another edition of Dateline Atari! Thanks for all of the encouraging words that were sent when I had to cancel the last one due to illness, we appreciate your understanding.

We had a wonderful time on GEnie on Monday night with Pradip to discuss Atari Works!!! It's great to be back online again so quickly for another GEnie Real Time Conference on our official online resource.

James Grunke is alongside me tonight. This is his third year as the Director of Atari Musics. He is in charge of sales and marketing in the US for the music channel. He is also responsible for international music developer marketing support. James has recently brought on board over sixteen manufacturer rep firms specializing in Music and Pro Audio channel. This effectively provides James a staff of over 50 people on the street carrying the Atari flag, and supporting Atari dealers!! Simply put, these guys are the best in the business!!!

James brings to Atari a business background in digital music sales with companies such as Mission Bay Investments, and Delian Music Systems. He's spent many hours on retail sales floors, and knows the mindset of the Atari Music customer.

His music background includes time spent as a staff synthesist and digital sound engineer with the Beach Boys/Brother Records, specifically contributing to the Still Cruisin' album. He has also played keyboards for the Beach Boys while on tour. Other bands that James has contributed his musical and technical expertise to include Crosby, Stills & Nash, The Band, and Michael W. Smith, as well as a number of video soundtracks.

James earned a Bachelor of Science in Keyboard Performance from the University of Wisconsin and also holds a degree in synthesizer programming from the Grove School in Los Angeles. He is a member of the National Association of Music Merchants (NAMM). Recently, James was elected to the Executive Board of Directors of the MIDI manufacturers Association. (MMA)

Tonight, we want to talk with you about Atari Music, and the Atari Falcon030 specifically. The Atari Falcon030 is more than a computer, it is a musical instrument. EQ Magazine recently awarded the Atari Falcon030 it's coveted "Blue Ribbon" Award - the only personal computer recognized by the award winning magazine as an important new contender in the pro music and recording industries. By blending CD quality audio, digital signal processing, video genlock, video overlay and MIDI, the Atari Falcon030 puts recording and video studio capabilities directly in the hands of pro and amateur musicians. You can't find these capabilities for this price anywhere else, proving that sometimes you have to spend a little less to get a lot more.

Music is about self-expression. Music video and computer assistance are tools that allow for greater expressiveness, and the Atari Falcon030 is the one computer that can help today's musician master both these media to create revolutionary artistic statements.

The Atari Falcon030 offers users "Quad Processing Power"!!! The Falcon030's exceptional performance comes from the smooth integration of four processors:

Motorola 68030 microprocessor running at 16Mhz
Motorola 56001 DSP chip running at 32 MHz
SDMA sound coprocessor
BLiTTER(tm) co-processor for extraordinary graphics capabilities

These function in a Direct Memory Access (DMA) environment using a multi-tasking operating system, which results in hardware so powerful that even inexperienced users can mix audio, video, animation, text, and graphics right out of the box. Atari has a long-standing relationship with the music industry. In the mid-80s, Atari was the first computer company to market to musicians at the National Association of Music Merchants (NAMM) convention and to distribute through music stores. Part of Atari's rapid acceptance was due the inclusion of MIDI ports (another Atari first), and part was Atari's "Power without the Price" philosophy. This same philosophy has culminated in the Atari Falcon030, which delivers exceptional audio and video as well as music performance.

The Atari Falcon030 ships with stereo CD quality digital audio out of the box. The system is capable of eight independent sixteen bit audio tracks. At this point in development, there are four track systems available from third party developers, such as D2D Systems Ltd. 4T/FX. Innovative products are also on the way from Barefoot Software, EMAGIC, Steinberg, Dr. T's, and many other developers. If you would like to have a complete software listing of Atari Music developers, send James email here on GEnie at JAMES-GRUNKE.

Although James hasn't been publically active on GEnie, he's been lurking for quite sometime now! <grin> He follows of course, the Atari RT Bulletin Board, and also keeps up with the MIDI RT. When James picks up a magazine, he reads the Letters to the Editor section first. When he logs on to GEnie, he goes to the MIDI RT and reads the messages in the OLD ATARI USERS LAUGHING AT FALCON (Cat 49, Topic 10/ MIDI RT). His acronym for this is OAULAF. We're told that in Swedish that means, "Thick men crashing through the woods". Appropriate, isn't it?? <GRIN>

James really appreciates those folks who support the positive postings in that topic as well as the other areas on GEnie! And with that, we're ready to take any questions that are ready for us tonight, Lou! Let's rock 'n roll!!!

<[Host] ST.LOU> Thanks for the great introduction. I feel like I've known James all my life! Our first question is from John Brenner.

<[John B.] J.BRENNER1> Well, I had other questions in mind but since James is here for music.....I have heard the output of the Falcon is heavily bass boosted to use with headphones much like a Discman. Is this equalization a hard wired circuit or is it done with the DSP and therefore can be cancelled to get flat sound for pro use?

<BOB-BRODIE> The bass boost section was killed at the request of the music developers so that audio would run flat. So it's no longer a concern, John.

<[John B.] J.BRENNER1> That is great news Bob. Will there be a listing of Canadian pricing soon?

<BOB-BRODIE> Yes, we will be doing a mailing to our Canadian dealers this week.

<E.NIKOLAISE2> Bob, I'm the Pres. of Stun (A ST Users Club in Utah), our next meeting will be April 21. Will I be able to "demo" a Falcon 030 to the club by this date?

<BOB-BRODIE> It's not out of the realm of possiblity, Erik. It depends on the relationship you have with the dealers in Utah. Be sure to check with them, as we have several new prospects as well as the existing ones, like J & J for example.

<[Rob] R.ANISKO> I am curious as to how I would go about interfacing an electric guitar with the Falcon - would it be treated specially, or could it be used with a typical MIDI application transparently?

<BOB-BRODIE> The audio input to Falcon is a stereo mini jack. You could for example using Barefoot SMPTE Track Audio, or D2D or soon to be released Cubase Audio, use MIDI tracks and combine them with your digital audio guitar tracks.

<[Rob] R.ANISKO> Also, how would MIDI be affected by accelerators such as the 32mhz accelerator mentioned in one of the RTC's about Cebit...?

<BOB-BRODIE> We haven't been able to test one yet specifically with MIDI.

<[Matt] M.RIVMAN1> My local Sam Ash guru is pro Mac. Mark of the Unicorn stuff does more than Atari software. How do we get him back? Any port of M of U stuff in the works?

<BOB-BRODIE> Although we are working with Mark of the Unicorn, we can't comment specifically on their software direction. However, it is convenient that their MIDI expansion hardware shares the same port connectors as on the Falcon. No promises, but we are looking into that relationship. As far as getting your local Sam Ash guru back with us, we're confident that when customers begin to come into their stores requesting Falcons, many Americans will re-think their perception of Atari Computers, and what they really can do. While Mark of the Unicorn software is excellent, I'd be hard pressed to find something that we cannot do on an Atari Falcon030.

<[Matt] M.RIVMAN1> He specifically mentioned the many different sync-ups allowed, SMPTE,etc. I hope the available software for Atari is VERY flexible! He was impressed with the specs I showed

him, but still was hesitant! I'll keep trying! Thanks

<[Andy] O-ZONE> I am especially interested in the capabilities of the D2D software. The opportunity to do real time sequencing and direct to disk digital audio has me enthralled. How soon can we expect availible software to offer us the use of 8 channels of digital audio?

<BOB-BRODIE> Currently the shrink wrapped D2D software uses four tracks. They are working directly with Barefoot Software to integrate MIDI into Digital Audio. We expect that it will take some time to get 8 independent channels, however we understand that four stereo channels is on the way. This is really an issue for the individual music developer companies to make their own delivery date announcements.

<[STimpy] J.TORRES17> I keep defending Atari at work (Staples) They don't think Atari exists! Are there any plans for some mainstream ads for Atari and Atari Music (like Time, Newsweek, etc.?

<BOB-BRODIE> Over the past year, we did six ads with Digital F/X, 6 with EMAGIC, formerly C-Lab, and over a dozen ads with the Fostex campaign. These were all placed in publications like Mix, EM, Keyboard. You can look for aggressive vertical marketing into the music channel in the very near future.

<[Pat] P.FORISTER> I've heard that the sound level on the Falcon is maxxed out when the computer is first turned on. Is this something that can be configured in NV-RAM? Or has the sound level been turned down?

<BOB-BRODIE> The sound system at boot up reacts just like the TT and Mega STE there is a program you can run from your auto folder that will configure the audio level called SNDXX that will be available.

<[Jason] J.BRUNKEN> I am interested in the video and genlock capabilities mentioned in the introduction. What low cost genlocks are under development and how soon do you think that they will be available? Also, I hear that some high powered NeXT apps are being converted to the falcon, any truth to this?

<BOB-BRODIE> Bill Rehbock tells us that there are no less than three under development, including the John Russell Innovations one from here in the US, OverScan which will be distributed by Compo, as well as the unnamed one from France, all of which cost less than $500. One of them should come in around $249. They will be available before June, according to the representatives from the respective companies. They all run in True Color modes. Re the NeXT apps, there are a number of different ones. They are excited about the availability of the DSP Chip...for example Singular Solutions, and DOA. Some of the other NeXT developers

are still in the TOS learning curve.

<[James] J.BRENNER1> Bob, have any Montreal dealers signed the new Atari Dealer Agreement and if you can tell me who, I'll be the first Montrealer to buy a Falcon. Will Atari Works ship with the first shipment?

<BOB-BRODIE> We are just sending out the dealer agreements to Canada this week, James. I'll be sure to put a note on all the ones for Montreal all and tell those dealers to call you. <grin> We just got back the manual for Atari Works... maybe it will make the first shipment, but I'm not 100% sure yet.

<[Guitar Cente] C.FLUEGEL> OK, so I buy a Falcon. What recording software will be available that day? I know of many in the works, but are any finished and shipping in the USA? Also, I here that D2D is quite crippled and unusable in any serious work (no editing!?) Is this true?

<BOB-BRODIE> The D2D software that is bundled with the machine is designed for consumer use. It has very limited editing.
Available shrink wrapped products from D2D include 2 and 4 track systems with the four track system having DSP audio effects. I believe the release date for Cubase Audio is sometime this spring, early summer. Please contact Steinberg/Jones for confirmation.
At CeBIT, there was a program from a company called TradeiT, reportedly using SIX tracks. We will look into obtaining a US distributor for this product in order to ensure it's availability.

<[Jeff] J.WHITE99> James, of particular interest to dealers seems to be the broadbase marketing plan. How will we attract new users. Can that be addressed here?

<BOB-BRODIE> Certainly, Jeff. The machine has natural appeal to musicians and we feel that one of the firmest ways to get footholds in this market is by reaching out to the music educators. Not only is the hardware exactly what musicians want, the price point makes it reachable for educators. We know how the recession has affected education budgets in general. Look for us to support music educators as a base for our music launch.

<S.EAKINS> Hi Bob, just got here, so I hope that I am not reasking a question. Will modems become obsolete with the new DSP chip? Are there any special adapters needed to connect up to the Falcon, I won't simply plug in my phone line, right?

<BOB-BRODIE> Scott, no problem. Glad you could make it here tonight to join us in the Dateline Atari! Session. There is no problem in using existing modems with the Atari Falcon030. The serial port works just fine. I've used STalker 3 at speeds of up to 19.2K baud, and the Supra FAX Modem as well. There is a DSP modem that is under development. It will be about the size of a pack of cards, and you will plug your phone line in there. This

product is projected to be available late this summer.

<[Pat] P.FORISTER> Bob, can you give us any _firm_ dates on availability of Falcons, and in what quantity? Hopefully the initial quantities will be enough to supply all of the starving Atarians out there. When will your warehouse be restocked?

<BOB-BRODIE> Pat, as I indicated on Monday night, the Falcons are here. We have them in the warehouse (I personally went over to check.... I didn't want to take anyone's word on this!!!) They will be going thru a Quality Assurance process that will take a couple of days (one of which is elapsed already), so I think we will be sending them out the door on Friday. These are the demo units for our dealers, and the next shipment will be in about 2-3 weeks These dates are VERY firm, Pat. I'm very pleased that the units are in stock FINALLY, and the dealer agreements have been just POURING in since we made a little announcement in AEO, got the reps on the phone, and of course, used GEnie on Monday night to tell the world that the Falcons are truly here!!!

<[(Brad)] B.SUSLOVIC> Hi Bob. I understand that the new dealer agreement has put some mail order limitations on dealers. Under what circumstances will consumers be able to purchase Falcons via mail order?

<BOB-BRODIE> Brad, we're trying to build a dealer network up again. In order to do that, we need to have storefront locations selling our product. We recognize that in some rural, or remote areas there is a likelihood that there will not be a local dealer. In these cases, we will make arrangements with the closest dealer to you to handle the customer.

<[Host] ST.LOU> Let's pause for a minute. Our door prize tonight is a subscription to Atari Explorer. What is the ID number for the DSP chip? 30 seconds to talk-mode. First two correct answers will win.

<[david k.] D.KAUFMAN> Motorola 56001
<[Matt] M.RIVMAN1> 56001
<[max denebian] P.HULSE2> 7
<[Rob] R.ANISKO> 56001?
<[Pat] P.FORISTER> Motorola DSP56001
<[Guitar Cente] C.FLUEGEL> 56001
<[Ringo] LEXICOR2> 56001
<[Tim @ AEO] AEO.8> Motorola 56000
<[Connor] CAN-ASST> 56001
<[Dr. Bob] W.PARKS3> 007
<[STimpy] J.TORRES17> motorola 56001?
<[Jason] J.BRUNKEN> motorola 56001
<V.HUTZ> 08
<[Jason] J.BRUNKEN>
<[Dr. Bob] W.PARKS3> Agent 86

<[Andy] O-ZONE> 56000
<[John B.] J.BRENNER1> 1
<[Network 23] R.MARTIN22> 56001
<[Fred] FB> 99
<[STEVEN CHAPM] S.CHAPMAN> 56001
<R.NEALE2> DSP56001
<[Jonesy] M.JONES52> ID? We don't need no...
<[Ringo] LEXICOR2> Dr bob, hahaha
<[Die/!\Hard] D.VICHA> car 54
<[James] J.VOGH> 56001
<[> GLENDALE <] JOHN.KING.T> Chip, we don't need no stinken chips.
<F.CUCCI> three
<J.ALLEN27> Actually NOT, it is a special version with maskrom code burnt in it, but 56001 will do.
<[STimpy] J.TORRES17> Yak Shaving Day!
<[Ron] Z-NET> I won already! :-) Monday!
<[Fred] FB> The BIG one?

<[Host] ST.LOU> Bunch of comics :-) David Kaufman and Matt Rivman are our winners! Please send your addresses in email to BOB-BRODIE to get your subscriptions. The answer was 56001

<[John B.] J.BRENNER1> This is not a technical question. On a personal note. Bob, what is the first thing that came to mind when you received the phone call confirming the arrival of Falcons ar customs?

<BOB-BRODIE> It was not a phone call, I was told personally by Garry Tramiel. And I told him "You better not be kidding around with me!"

<MIKE-ALLEN> Most of the talk about the dsp chip has been music related. I wonder if there are other apps that have been explored? I have particular interest in Ham Radio apps and also in using the technology to clean up some vintage recordings. My dad was in radio and tv since 1937 and I have some very interesting recordings that really need help. One in particular of my dad with Bob Hope, Jerry Colona and Frances Langford on Guadalcanal in 1944.

<BOB-BRODIE> There certainly are, Mike. Modems, Data compression, decompression, voice mail, fractal generation, and other things are very possible. Regarding using the DSP to clean up the recordings, you can use the DSP as a audio equalizer to "surgically" clean up recordings using digital audio recording to transfer these recordings into the computer and do the editing on screen there.

<[Pat] P.FORISTER> San Antonio has lost both of its Atari dealers. Do you know if we will be left in the dark for long? How can I find my closest dealer? Also, any news in IBM processor direct cards? Have any benchmarks?

<BOB-BRODIE> Pat, I am personally working with one of the prospects for San Antonio. He has assured me that he is very interested in signing on. We also have a new rep firm for the area, called Highway Marketing. They are charged with signing up new dealers in that area. I believe they are actually based in Dallas, and are primarily aimed at Music and Pro Audio dealers. Re the PC benchmarks, I believe that Bill Rehbock reported a Norton SI rating of 12.1 in his CeBIT Report CO that was held here last week. Be sure to get the transcript out of the library here to get the exact numbers. Bill also described the other emualtors that are under development for the Atari Falcon030 for the PC side of things...there is a 486SX version coming out as well!

<[Jason] J.BRUNKEN> Bob, How many commercial software packages for the Falcon do you estimate will be available by Christmas 93? And is that 2-3 weeks on the 4/65's a 'worst case' estimate? I've already paid for mine!

<BOB-BRODIE> Jason, 2-3 weeks is worst case to get the units in here to us from the factory. I'd add another week for it to get to your dealer in order to be safe...the boat probably doesn't dock near him! :) Re the Falcon apps, that's hard for me to say. I'd prefer again to refer you to the transcript from Bill's CO. I've been swamped and really haven't had much of a chance to speak to him about this yet, and I know that he is really, really excited about a number of applications that he saw at CeBIT. I will say that I envision two issues for the US: 1) How many apps, and 2) Who will sell them? We must take steps to ensure that the products have distribution in North America.

<[Host] ST.LOU> Bob, can you tell us WHO is working on a DSP modem at this time? And what baud could be expected?

<BOB-BRODIE> Non-disclosure prevents me from naming the developer, Lou. Sorry.

<[Tim @ AEO] AEO.8> Whats the latest on the Jaguar and the Lynx? I'd also like to know what the RISC chip in the Jaguar *does*? Graphics or the main brain?

<BOB-BRODIE> Hi Tim, on the LYNX side of things, we're running a full color eight page insert in the gaming magazines (like Game Pro) which is hitting the stores now... it really looks terrific! We have added an 800 number for people to call and order products for the LYNX directly from Atari... it's 1-800-221-EDGE We're really excited, as not only do the ads look great, but they have an offer to buy two games, and get one for free. Be sure to look in your favorite game magazines for the ad! Re the Jaguar, I'm afraid that I can't tell you anything about the technical end of the Jaguar at this time, Tim. Sorry. We're very pleased with the number of developers that we've signed up, and the machine is coming along VERY nicely. We have added about the staff in all of the appropriate areas, like a new VP to head up the Entertainment

Software, Gabriel Baum, and a host of new artists, programmers, testers, etc have been hired to help with Jaguar.

<[Host] ST.LOU> Bob and James, thank you for spending the evening with us. We are all really excited about the imminent availability of the Falcon and sincerely wish it provides great successes for Atari and its loyal users!

<BOB-BRODIE> Thank you Lou, it is always a great pleasure to be online on our offical on-line resource: GEnie. It's easy to see why GEnie is the number one online network for Atarians around the world. Thank you all for attending, and good night.

<[Host] ST.LOU> Everyone is invited to hang around and chat for a few minutes. Don't forget to drop in on April 19 and you could win a free copy of Outline Art 3.0 from DMC Publishing. Our guest will be Nathan Potechin!

5603. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 02:32:56 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qt30oINNn45@golem.wcc.govt.nz>
Source record: 207332

] Quite a few as soon as MultiTOS is widely available and the users finds
] out how useful and powerful pipes and such CLI-oriented things are. I

How many people in their right mind would want to use M-TOS on a 68000?

The majority of users have ST's, not TT's or Falcons, and on ST's M-TOS
is just about a waste of time! (Looks real nice but it quite slow to
say the least).

] out how useful and powerful pipes and such CLI-oriented things are. I
] doubt the GUI-fanatics (of which there are some posting to this newsgroup
] every now and then ;-) will ever use a CLI, but Joe User will, with the
] right guidance, quite soon see the benefits of using a CLI for some of

Beginning users are usually put off by CLI's, with a GUI they don't
have to remember much, just click on what they want, and it appears.
CLI's a far too slow for my purposes, I like to have lot's of RAM available,
and quick access to what I wan't without having to CD to directories
etc. The majority of users on this net seem to be against GUI's, but
the majority of ST-Users out there are not!

5604. >>> 1040 STF and 1040 STE <<<

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 02:59:39 UTC
From: BOYHC@CUNYVM.BITNET
Message-ID: <93108.225939BOYHC@CUNYVM.BITNET>
Source record: 207331
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Would you explain to me what is the difference between 1040 STF and 1040 STE?

Thanks, Bo

5605. Re: >>> 1040 STF and 1040 STE <<<

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 03:17:21 UTC
From: wbdst+@pitt.edu
Message-ID: <9359@blue.cis.pitt.edu>
Source record: 207333
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Bo: I can tell you that, at the least, the 1040STe has the following,
which are different from the older 1040's:
-blitter chip
-newer TOS (v1.06 at least)
-digital sound hardware
-funky joystick ports that have never been used, to my knowledge

Much of the hardware is the same, to the best of my knowledge.
Oh yeah, one more thing: the STe uses SIMMs

5606. Re: Info wanted

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 06:21:44 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1qtgdoINNnoe@golem.wcc.govt.nz>
Source record: 207341
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <9304182316.AA06175@dino.conicit.ve>, jramire@conicit.ve (Jose Ramirez G. (AVINTA)) writes:
>Hi:
>
>Does anybody knows where can i find this cpu?:
>
> C025913-20 , ATARI CORP. 1,985, 8520, 3H-2130-C
>
>>
>Jose Ramirez

Well the C025913-38 is a DMA Chip, this could be a very early one,
may be it should be replaced by the later one C398739-001A..

Food for thought...

Roger..... sheppard_r@kosmos.wcc.govt.nz

5607. Mega TOS 1.04 Problems (help)

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 06:24:18 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <C5pwGI.491@watserv1.uwaterloo.ca>
Source record: 207338

I have a Mega 4 with a 2 chip TOS 1.02 installed in 2 of the 6 ROM sockets. When I plug in the 6 chip TOS 1.04 from my 520 I can't get the system to boot. How can I get the 6 chip 1.04 to work in my Mega? I am not adverse to trace cutting and soldering wires. I need to get this working asap as 1.02 won't access my >16M hard disk partitions. Any help would be greatly appreciated.

brett maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

5608. Re: Funky Floppy in a MEGA ST4!

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 06:31:03 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <C5pwrr.4Jz@watserv1.uwaterloo.ca>
Source record: 207339
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1qnfu0INNhcv@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>I've had this happen before with an intermittent power supply connection.
>Perhaps your power supply is dying. The explanation is simple - it takes more
>current to actually operate the floppy drive, so when the system tries to draw
>more power and the supply can't handle it, total system voltage drops, causing
>a reboot, and on and on...

When I read the original article describing the reboot problem I wanted
to reply but had useful information to give. This explanation here from Howard
is very valid and prompted my attention. I have had a number of people with
Mega's (mega 4s) come to me with blown power supplies. One fellow even had his
entire mega trashed when his stock supply died (it produced nasty spikes that
killed a bunch of chips). The supply in the mega is a cute little switcher but
it isn't quite large enough to power all the chips (thats a lot of RAM in that
machine for that supply). I would suggest disconnecting the floppy and boot
from the hard disk, if it works then you know there is a floppy problem. I like
Howard's comment because it is consistent with my expereinces and it is not
something I sould check right away (I would zero in on the drive first). The
solution is to put a heftier supply in your mega, or adapt and external supply
with a power jack. Remeber, one person has reported his supply totally killing
his mega. Beware.

Brett Maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

5609. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 06:33:58 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1qth4mINNnoe@golem.wcc.govt.nz>
Source record: 207342
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Apr18.225542.26320@convex.com>, rosenkra@convex.com (William Rosenkranz) writes:
>In article <1qra46INNjbd@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>
>note that ANSI C says nothing about a GUI interface. if they did, i am quite
>certain they would not make it GEM :-).
>
>ciao
>
>-bill
>rosenkra@convex.com

Sorry Bill that I had to cut this up, this system will not let you reply
only a few lines and leave the article intact..

How come you are all for CLI's and use Ataries, would not a PC clone
fit your needs better...:-)..

Or may be a Amiga...;-)..

I here that this network (CityNet) that I use here in New Zealand,
has been mentioned by U.S. Congress, that we are doing a good thing, I think
that the script was posted to nz.general...!!!

I do have a copy of it...

Bye for now..

Roger..... sheppard_r@kosmos.wcc.govt.nz

5610. research

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 06:40:44 UTC
From: mpulokas@ux4.cso.uiuc.edu
Message-ID: <C5px7x.7M4@news.cso.uiuc.edu>
Source record: 207340

I am doing a researc paper for a class and I am using the net as a source.
I need some good kind hearted folks to relate to me what sort of process you
went through to decide on a computer platform to purchase. I am also in need
of the type of information that you came across.

I would like you to answer the following questions for me please.

1.) How did you research the computer market? Explain what meduim (magazine,
newspaper) you used to come to a dicision. (I am looking for mediums that are
not advertized as platform specific.)

2.)What type of information did you find in these sources? Specifically,
did you find them to be one sided or biased? I would like an explaination
and examples for this.

Any and all responces are appreciated. Please e-mail as this in not a general
interest topic and I do not read this group often.

Thank You in advance.

Mark Pulokas
mpulokas@ux4.cso.uiuc.edu

5611. Flow problems?

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 08:01:24 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qtm8kINNntt@golem.wcc.govt.nz>
Source record: 207343

I'm trying to use a 9600 modem on my st, with FreeZe Dried Terminal, on a TOS 1.02 machine (which apparently doesn't have any serial problems...)

However, as soon as I start using the Flow-control to make the ST talk to the modem at locked-19.2k speed, problems start happening, and I'm pretty sure it's something to do with my flow-control setup.

I can upload small files without problems, but larger files can cause the upload to lock up, or even disconnect. with flow control turned off on the modem, and RTS/CTS turned on in FZT, I got speeds of up to around 3400cps, which can't be right! (I was using v.42 not v.42bis).

This is my basic setup:/

```
] ACTIVE PROFILE:
] B1 E1 L0 M0 Q0 V1 X4 &C1 &D2 &G0 &L0 &P0 &R0 &S0 &X0
]
] ERROR CONTROL COMMANDS:
] \A3 \B3 \C0 \G0 \J0 \K5 \N0 \Q3 \T000 \V1 \W0 \X0 %A000 %C0 -P0
```

The flow control commands are \Q and \G

\Q has:/

```
0 Disable Flow Control
1 Bidirectional XON/XOFF enabled
2 CTS hardware flow control (default)
3 RTS/CTS hardware flow control
4 XON/XOFF send only
```

\G has

```
0 Disable modem port flow control
1 Set modem port flow control to XON/XOFF
```

(\G Selects the modem port flow control method used, and \Q Determines the flow control method used between modem and computer)

What should my settings be, and do I have RTS/CTS or XON/XOFF turned on in FreeZe Dried Terminal?

(Also, Does Z-Modem have flow control, Y-Modem G does, but I don't know about Z-Modem, I ws using Y-Modem G when I was getting the 3000cps+ speeds!)

Downloading and normal usage works fine, uploading is another matter!

Help!!

(E-Mail replies would probably be best!)

5612. Re: Archivers which can cope with directori

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 08:48:03 UTC
From: julian@math.uni-muenster.de
Message-ID: <1qtp03$1di2@obelix.uni-muenster.de>
Source record: 207208

In article 1qra46INNjbd@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz () writes:
> By the way my Atari has disk drives A and B, and ZOO and all this other
> Unix crap does not support Disk dives, so to me its some 100% useless,
> facts not fiction..

Please explain. What problems do you have with Zoo without a hard disk?

>
> Unless a Archiver has full output direction it is completely useless to
> most Atari users, another fact...!!!
>
>
> I did not thing that any one used the ANSI C Standard, is that why am I reading
> about all these patches to MINT for the different C compilers..??

The MiNT patches that I posted for PureC only cure warning messages. Different
compilers have different strengths in finding out possible errors (and then
they spit out warning messages). That's all.

_____ cut here _____
Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de
_____ correct me if I'm wrong _____

5613. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 09:02:00 UTC
From: piet@cs.ruu.nl
Message-ID: <1993Apr19.090200.3095@cs.ruu.nl>
Source record: 207344
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>>>>> ilepore@nyx.cs.du.edu (Ian Lepore) (IL) writes:

IL> When running applications that don't involve much screen output of any
IL> sort, for example compilers and similar file-in/file-out work, the Falcon
IL> is pretty comparable to the 386/25 system in terms of how much work gets
IL> done in a given amount of time. This impresses me about the Falcon.

What would interest me is how a Falcon compares to a 486 (e.g. 25MHz or
33MHz) system on gcc and/or TeX. Preferably with the 486 running Linux. Is
there anyone around that has experience with this? Or could run one of the
standard LaTeX files through these machines?
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

5614. Atari Mono and VGA

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 09:07:07 UTC
From: m88max@tdb.uu.se
Message-ID: <1993Apr19.090707.3686@tdb.uu.se>
Source record: 207346
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc.hardware

Have anybody succeded in converting a atari monomchrome monitor into a mono VGA monitor. If so please let me know exactly how you did and what graphics card you used.

/Thanx

__ __ _ _
l \ / l ___ (\/) Max Brante m88max@tdb.uu.se
l l l l l / _ \ \ /
l l_/l l((_) l / \ Institutionen f|r teknisk databehandling
l_l l_l __l_l(_/_) Uppsala Universitet

5615. Need an STe DMA chip

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 09:18:03 UTC
From: j.d.coleman@newcastle.ac.uk
Message-ID: <C5q4I3.Ins@newcastle.ac.uk>
Source record: 207347

As the subject says, I need an STe DMA chip. All the places I've contacted say that they cannot get hold of them - they only have ST DMA chips. Does anyone know anywhere I can get an STe chip?

Thanks,

Julian

--
-- Julian Coleman, Computing Service, | j.d.coleman@newcastle.ac.uk
-- Claremont Tower, University of Newcastle, | as967@cleveland.freenet.edu
-- Newcastle upon Tyne, NE1 7RU, England. | - - - - - - - - - - - - - - -
-- Phone +44-91-222-8068 Fax +44-91-222-8765 | #include <std_disclaimer.h>

5616. HD floppydrives on an ST.

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 09:25:08 UTC
From: craig@hadrian.uk.sun.com
Message-ID: <1qtr5kINNbv3@uk-news.uk.sun.com>
Source record: 207345

A while ago there were some articles on adding a HD floppy to a MEGA STE. I would like to add a HD floppy to a standard ST. I have an WD-1772-02-02 controller chip available. What else would be needed?.

Thanks in advance

Craig

5617. UNIX to Atari ST (via DOS???)

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 09:53:41 UTC
From: gah@zoo.bt.co.uk
Message-ID: <1993Apr19.095341.12483@zoo.bt.co.uk>
Source record: 207219

Please ignore my ignorance, but I am doing a favour for someone.

I recently got talking to a disabled chap at my local pub who writes his own music on an Atari 520 ST. I have told him all about Usenet, anonymous ftp etc etc, and have foolishly promised to get him some music programs etc. I have a couple of questions, though. I am on a Sun and I have no access to an Atari. I need to know whether it is possible for an Atari ST to read MS-DOS disks (low or high density), or, if not, whether a utility exists (for either Unix or the PC) to write to Atari ST-formatted disks.

I have no problem with accessing anonymous ftp sites etc, so please reply with site names, utility names and any help that you can give. E-mail preferred.

Thanks in advance.

,,,
(o o)
-----------------------oOO--(_)--OOo-------------------------
Geoff Hopson Configuration Management
Senior Professional Engineer & Network Databases
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e-mail: gah@zoo.bt.co.uk Ipswich IP5 7RE

5618. Gimme Gifs !

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 10:00:10 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <1993Apr19.100010.8132@cs.nott.ac.uk>
Source record: 207350

With all these tasty Gif viewers being talked about, I wonderd if anyone could recommend an FTP site with a supply of Gifs to put in them? Preferably in the U.K. or at least Europe.

Ta very much

Sam.

5619. Re: Civilisation on a Mega STe

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 10:33:32 UTC
From: mebeb@liverpool.ac.uk
Message-ID: <C5q7zx.2Kt@liverpool.ac.uk>
Source record: 207202

In article <C5pDuH.F47@ccu.umanitoba.ca>, umcordes@ccu.umanitoba.ca (Trevor Eaton Cordes) writes:
> In <H.ea.sVsi7ObS_Vo@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>
> >The colours might not be wrong... they're seriously brain-damaged on my
> >ST. In fact, the colour choice is so bad, the menus are almost
> >impossible to read... Nice black text on a dark grey background.
>
Actually, they seem alright on my machine (ST to trinitron via SCART lead).

> Well, after hearing you guys talk about the game, I went out and bought
> it. It works great on my TT (even in TT-RAM!).... except once I crush the
> other civilization, in which case I get a screwed up screen, some music
> and 2 to 14 bombs.
>
I've had this happen on one game. It was on prince level, and I'd spent far too long tossing around on my own continent, so when I met the chinese they were far more advanced than me. I spent the rest of the game trying to avoid being wiped out, until finally I managed to take their capital, causing a civil war and splitting their civilisation in two. This put me in the lead, and I was really looking forward to wiping them out completely, except every time I took another city it bombed (city display comes up, info button is highlighted, food in food store changes to food shortage icon, and in a few seconds it gives a bus error). I have a save game file that reliably reproduces this, so I'll stick it on a floppy and send it in with my registration card. Whether they'll do anything with it is another matter.

--

Kevin O'Donovan kebab@cix.compulink.co.uk
mebeb@uxb.liverpool.ac.uk

5620. Balance of Power for Sale

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 10:37:00 UTC
From: cs89bsm@brunel.ac.uk
Message-ID: <C5q85p.nJ@brunel.ac.uk>
Source record: 207204

```
BALANCE OF POWER 1990 Edition
ST/MEGA Dual Sided Drive
Requires 1 meg
Features Mulitpola Level

12 pounds (UK) + Shipping

---------------------------------------------------------------------
| Brendan McEnroe (Brond) | Pure SINE wave in my head |
| Applied Computer Systems Yr4 | |
| Brunel University | /\ /\ /\ /\ |
| Middlesex |/ \ / \ / \ / \ |
| England | \ / \ / \ / \ /|
| cs89bsm@brunel.ac.uk | \/ \/ \/ \/ |
---------------------------------------------------------------------

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--
---------------------------------------------------------------------
| Brendan McEnroe (Brond) | Pure SINE wave in my head |
| Applied Computer Systems Yr4 | |
| Brunel University | /\ /\ /\ /\ |
| Middlesex |/ \ / \ / \ / \ |
| England | \ / \ / \ / \ /|
```

5621. Re: Q: PC-Emulator for ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 10:37:30 UTC
From: craig@hadrian.uk.sun.com
Message-ID: <1qtvdaINNcg2@uk-news.uk.sun.com>
Source record: 207201

I have tried 3 PC Emulators so far, and all I wnat to do is run one piece of PC software to convert MIDI files to VFX-SD format. This software uses lots of calls to the BIOS for strange disk formats etc.

1. PC-Ditto 3.64 software only emulator, very, very slow and keyboard handling a bit poor, but worked ok with my one piece of PC software. Formats ok, R/W ok and conversion ok. Disk partitions DOS/TOS compatible.

2. AT-Speed C-16 hardware/software emulator (16Mhz 286). This was a much better piece of kit, quite quick and everything worked ok, but a slight bug in the floppy disk handling which made my software unusable. Disk partitions DOS/TOS compatible.

3. Vortex AT-Once 386-SX A very grand title for a very nice hardware/software emulator (16mhz 386-SX). This was the best and most expensive of all the emulators that I've tried. My software works ok, except that I can't format VFX-SD disk on it. No problem cause my VFX-SD can format it's own disks. Very fast and you can run windows and use the mouse etc. Also comes with a Switcher software that allows upto 8 virtual atari's.
I tried setting up 3 4mb ST's and it worked ok execpt that all the sequencer clocks that were running lost timing.

All of the emulators used the Hard drive, although PC-Ditto would not boot from it. Only able to use GEM partitions so size limited to 10-15mb. DOS drive C only available to DOS, other drives DOS/TOS compatible.

Rgds

Craig

5622. Internal flopppy

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 10:38:48 UTC
From: cs89bsm@brunel.ac.uk
Message-ID: <C5q88o.oD@brunel.ac.uk>
Source record: 207205

Wanted cheap internal small button STFM floppy.

--

```
---------------------------------------------------------------------
| Brendan McEnroe (Brond) | Pure SINE wave in my head |
| Applied Computer Systems Yr4 | |
| Brunel University | /\ /\ /\ /\ |
| Middlesex |/ \ / \ / \ / \ |
| England | \ / \ / \ / \ /|
```

5623. Re: Need an STe DMA chip

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 11:15:49 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1qu1l5INNocp@golem.wcc.govt.nz>
Source record: 207207

In article <C5q4I3.Ins@newcastle.ac.uk>, j.d.coleman@newcastle.ac.uk (Julian Coleman) writes:
>
>As the subject says, I need an STe DMA chip. All the places I've contacted
>say that they cannot get hold of them - they only have ST DMA chips. Does
>anyone know anywhere I can get an STe chip?
>
>Thanks,
>
>Julian

There is no such thing, the STE were using the same chip as the first ST's but that gave problems in the STE, so Atari came out with a newer DMA chip Part No, is C0398739-001A

There are other DMA part No. that I have seen with the IMP brand on the IC, they could be OK...!!!

So please quote that part No. but it looks like to me that they don't wish to sell you a chip, but they will fix it for you..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

5624. Re: Civilisation on a Mega STe

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 11:42:14 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1993Apr19.114214.24989@aston.ac.uk>
Source record: 207206

Hmm. I haven't had any success... I _still_ haven't managed to
play a game and kill all the other civilisations without the
game bombing on me. Makes me pretty annoyed, really... I mailed
Microprose about it, with no visible effect; not very encouraging.
Makes me want to zip, uuencode and post it all to comp.binaries.
atari.st to see what other people think of it (JOKE! JOKE!)...

--
Tim Wright. \ Being Human just isn't
wrighttj@uhura.aston.ac.uk \ enough fun.

5625. ? SPICE ?

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 11:51:19 UTC
From: e2nida3@etek.chalmers.se
Message-ID: <1993Apr19.115119.12805@etek.chalmers.se>
Source record: 207209

Is there any public program that is similar to SPICE ?

We will use it at school on our UNIX system so I would like to be able to
run it at home.

If not is there any comercial programs that is SPICE compatibel for the ST/TT/FALCON ?

Or are there any that will be released and use the DSP on the FALCON ?
(eg. for simulating a test signal for testing circuits..., or speed up
the calculation speed.)

Thanks in advance !

Yours,
Niklas D.

5626. Q: PC-Emulator for ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 12:02:44 UTC
From: sprute@dsf58a.desy.de
Message-ID: <C5qC4L.3zB@dscomsa.desy.de>
Source record: 207349

Hi,

I'm thinking of buying a PC-Emulator for my ST Mega2. What kind of hard- and
software emulators exists ?

What about performance and prices ?

Quality of emulation ?

Any known bugs/limitaions ?

Thanx for your help,

Lars

--

/---\
| Lars Sprute -R- Net: |
| DESY (Deutsches Elektronen Synchrotron) |
| Notkestr. 85 sprute@desy.de |
| D - Hamburg 52 SPRUTE@DESYVAX.BITNET |
| Germany 13313::SPRUTE.DECNET |
| Tel. +49 40 8998 3219 |
| FAX. +49 40 8998 3282 |
\---/

5627. Re: Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 12:04:54 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.zmNqqm4MKbk@semprini.tdkcs.waterloo.on.ca>
Source record: 207210

Uh, don't these files have to be -rw-r--r-- for us to get at them?

In <1qnvpj$321@terminator.rs.itd.umich.edu>, Atari Archive Robot writes:
[...]
> drwxrwxr-x weiner 2048 Apr 12 10:13 ./Gnustuff/Tos/Othergnu
> -rw-r----- weiner 81223 Apr 6 08:53 ./Gnustuff/Tos/Othergnu/gzip107st.zoo
> -rw-r----- weiner 80643 Apr 6 08:53 ./Gnustuff/Tos/Othergnu/gzip107tt.zoo
[...]
> -rw-r----- lenn 80259 Apr 12 10:49 ./Graphics/mg2amint.lzh
> -rw-r----- lenn 67016 Apr 12 17:03 ./Graphics/mgif41b.zoo
> drwxrwxr-x root 6144 Apr 12 10:10 ./Telecomm
> -rw-r----- weiner 22046 Apr 7 03:53 ./Telecomm/datblz27.arc
[...]
> -rw-r----- lenn 488704 Apr 13 10:35 ./Games/midibatl.lzh
[...]
> -rw-r----- lenn 67016 Apr 12 17:03 ./Graphics/mgif41b.zoo
[...]
> -rw-r----- lenn 24399 Apr 14 17:52 ./8bit/Demos/qikdemo1.arc
> -rw-r----- lenn 29375 Apr 14 17:52 ./8bit/Demos/qikdemo2.arc
> -rw-r----- lenn 20971 Apr 14 17:52 ./8bit/Demos/qikdemo3.arc
> -rw-r----- lenn 13108 Apr 14 17:52 ./8bit/Demos/qikdemo4.arc
> -rw-r----- lenn 12831 Apr 14 17:52 ./8bit/Demos/qikdemo5.arc
[...]
> -rw-r----- weiner 171158 Feb 14 06:57 ./Music/accomp25.tos
[...]
> -rw-r----- weiner 71911 Apr 9 08:08 ./Programming/gfabas09.lzh
[...]
> -rw-r----- lenn 2402 Apr 16 19:39 ./8bit/printstar.txt
> -rw-r----- lenn 13406 Apr 16 19:39 ./8bit/pstr13.arc
> drwxrwxr-x root 6144 Apr 16 18:56 ./Demos
> -rw-r----- dpz 254980 Apr 15 17:03 ./Demos/epssatom.zip
[...]
> -rw-r----- weiner 2708 Mar 8 02:28 ./Mint/Utilities/groff-1.07.readme
> -rw-r----- weiner 707675 Mar 8 02:28 ./Mint/Utilities/groffbin.zoo
> -rw-r----- weiner 433493 Mar 8 02:29 ./Mint/Utilities/groffvar.zoo
> -rw-r----- weiner 53859 Apr 16 08:04 ./Mint/Utilities/bison120.zoo
> drwxrwxr-x root 2048 Apr 16 18:51 ./Sound
> -rw-r----- dpz 66984 Apr 14 14:34 ./Sound/525.lzh
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

5628. TFMX player for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 12:30:52 UTC
From: mcsdc1ph@dct.ac.uk
Message-ID: <1993Apr19.123053.5205@dct.ac.uk>
Source record: 207203

Hi, everybody.

Does anyone know if there is a TFMX sound-player routine for st/ste?

For the unititiated - TFMX - is a particular music format akin to .MODs, but in a completely different format.

I'm after a routine so that I can play a lot of Chris Hulsbeck's Amobea tunes on my 1040Ste, I am particularly after the Monkey Island tunes.

Can anyone help?

Cheers,

Feekzoid

5629. Things are moving in OZ

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 12:31:19 UTC
From: ptucker@elli.une.edu.au
Message-ID: <821@elli.une.edu.au>
Source record: 207217

Last Sunday Atari Australia held a "Warehouse Clearance Day
to make way for some new arrivals. The FALCON030, the NEW
LYNX and the JAGUAR------"
The flier announcing the sale was sent to members of user
groups and I believe it may have also been placed in the
Sydney press.
Some bargains were; Lynx $99 -$70 saving; Computers from $399
Portfolio $260 -$135 saving; Also advertised were 7800 and
2600 machines from $38 and games from 50c. ST software from
$10 ++ "Special Hackers Bin full of hundreds of treasures".
(All prices are AUS dollars).
Apparently the day was supported by the presence of two
stars from a major Sydney FM radio station and a free
"sausage sizzle"

Maybe we will see all the empty floor space filled with
FALCONS real soon now. :)

PETER TUCKER | You know you are poor when you
UNENR | wear your own 'hand me downs'
LISMORE NSW |
AUSTRALIA | ptucker@elli.une.edu.au

5630. GUI's, CLI's, and other assorted STuff...

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 12:42:10 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1294@usdtsg.DaytonOH.NCR.COM>
Source record: 207396

In article <1qt30oINNn45@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>
>How many people in their right mind would want to use M-TOS on a 68000?

Me. (Then again, it *is* debateable whether I am in my right mind or not :-). Actually, I'm planning on using it on my MegaSTe4 - if it's nearly as useful to me as MultiGEM, then I'll be satisfied...

>The majority of users have ST's, not TT's or Falcons, and on ST's M-TOS
>is just about a waste of time! (Looks real nice but it quite slow to
>say the least).

Probably depends what you're using it for. In a real basic way, it could be used simply as a task switcher - i.e. no need to exit out of one program to access the rest. Things start slowing down when you start letting things *process* in the background (i.e. disk formats, zmodem transfers, etc). Of course, this may hinge on whether you're the casual user, or the power user (at work, I usually like to keep about 4 programs running under Windows 3.1 (usually at least 2 DOS boxes) - slows things down, but is very convenient for me at times)...

>Beginning users are usually put off by CLI's, with a GUI they don't
>have to remember much, just click on what they want, and it appears.
>CLI's a far too slow for my purposes, I like to have lot's of RAM available,
>and quick access to what I wan't without having to CD to directories
>etc. The majority of users on this net seem to be against GUI's, but
>the majority of ST-Users out there are not!

Again, it depends. If users were totally put off by CLI's, PC/clones would probably not have gotten popular. The addition of Windows to the PC-land no doubt has helped sell more machines, for the reasons you mentioned ("just click on it and go..."). I set up the PC at my parents house with a simple GUI (read: program launcher) to simplify things for them - of course the most they may use it for is basic applications such as word processing, etc. Of course, though GUI's are easy to use, you still need someone to *set it up* which is not always a treat...

The best solution (in my opinion) is to perhaps set up the GUI like the Gemini desktop (is the author still accepting registrations, btw?) - that is, have the GUI as the default, but have a CLI built-in to the GUI. That way, you could have the convenience and simplicity of using the GUI, as well as the power and flexibility of using the CLI. A reasonable compromise between the two camps, I'd think...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

doctor: "are ya hurt bad?"
patient: "ya ever hear of anyone hurt GOOD?"

5631. Re: HD floppydrives on an ST.

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 13:14:51 UTC
From: VONGUNTENR@EZINFO.VMSMAIL.ETHZ.CH
Message-ID: <1993Apr19.131451.1914@bernina.ethz.ch>
Source record: 207211

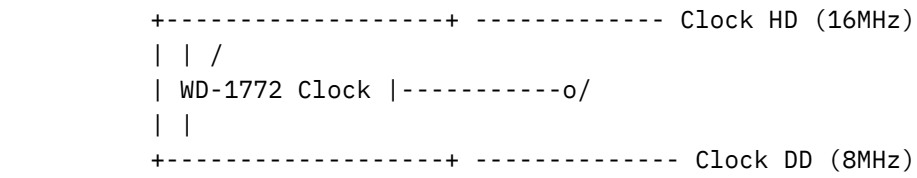
In <1qtr5kINNbv3@uk-news.uk.sun.com> craig@hadrian.uk.sun.com writes:

> A while ago there were some articles on adding a HD floppy to a MEGA STE.
> I would like to add a HD floppy to a standard ST. I have an WD-1772-02-02
> controller chip available. What else would be needed?.

Same as for a Mega...

- At least TOS 1.04 (? I'm not sure if it works already with TOS 1.0 or 1.02)
- HD drive (of course!)
- Some electronics to switch 8/16MHz Clock on the WD-1772, depending of which
type of disk is in your drive
- Software to adjust the steprate for HD use..

Principle:



The position of the electronic switch can depend of parameters like:

- HD signal (from the floppy drive)
- Drive select signal (if you operate with two drives i.e. 1 DD & 1 HD)

Hope this helps.

|Ralf von Gunten | Ecole d'Ingenieurs du Canton de Neuchatel * EICN-ETS|
|Email:VONGUNTENR@ezinfo.vmsmail.ethz.ch DECnet: 53848::VONGUNTEN|
| Happiness is the only belonging which multiplies when you share it... |

5632. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 13:16:27 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <C5qFJG.337@cs.bham.ac.uk>
Source record: 207212
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

[sigh]

I tried.

David.

--
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | proposer of comp.sys.atari.advocacy || || /_
Stoke On Trent | _/|| ||_/ |

5633. Welcome to Falcon 030-- the Sample Please

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 13:35:53 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Apr19.133553.26683@cs.ruu.nl>
Source record: 207213

Does anyone have the sample 'Welcome to Atari Falcon 030' in a processable format (like plain :)? I've got it included in an ST Sutra document, but I'd like to have it in a format that I can split and combine in order to make 'Welcome to Atari TT 030'.

Thanks in case.
--
Annius V. Groenink -- phone (private): +31 30 895261
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, (same phone)

5634. Announcement-- Demo of Edith, the Desktop Text Editress

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 13:42:50 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Apr19.134250.27928@cs.ruu.nl>
Source record: 207214

I uploaded a (quite old) pre-release of the text editress Edith to the Editors folder of atari.archive.umich.edu. It is an outdated version of the commercial editor we hope to present at the Atari Messe in August of this year. Edith is to become the Tempus of the Falcon era. For a list of features see the archive, which also tells you what will be added in the commercial version. The version on the net is shareware (25 DM). People who have registered for the shareware version will get a 25DM discount for the first commercial version.

Try it. It will work on all systems including 320x200 screens or MultiTOS (although support for the latter is still being worked on), and supports a lot of options one simply misses in editors available at present. Test it, use it (I should be saying 'her' here, sorry), and let me know what you think, and even more important: tell me what you'd like to see!

Thank you.
--
Annius V. Groenink -- phone (private): +31 30 895261
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, (same phone)

5635. _FDC cookie?

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 13:58:42 UTC
From: u2e32@keele.ac.uk
Message-ID: <1qub6i$e49@gabriel.keele.ac.uk>
Source record: 207216

Greetings,
I've being doing a little work with the cookie jar of late, and found a cookie which does not have any documentation in Doc support 2.
The cookie is _FDC and is followed by a 32-bit address. What is it? There's a 1.44Mb floppy disc in the MEGA STE, so is it something to do with that.\
Any or all information will be greatfully recieved.

Graham "Roll The Dice" Harrison.	u2e32@keele.ac.uk
University Of Keele	
Stoke On Trent	Even Death Fears Undertakers
England	

5636. help with mega upgrade

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 13:59:41 UTC
From: michaelk@titan.ucs.umass.edu
Message-ID: <1qub8dINN196@titan.ucs.umass.edu>
Source record: 207215
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
I have a Mega ST 2 with a rev 5.0 motherboard that I would like to upgrade to 4 megs, _on the board_. I can't use an upgrade that plugs into the shifter. The spots for the 16 chips are on the motherboard, currently all filled with solder. Could someone tell me what types of memory are best for this situation, and what other changes need to be made to the board? If there is a document out there already describing this, please direct me to it.

Thank you,

Michael Kieras
michaelk@titan.ucs.umass.edu

5637. Re: Market worthwhile? (was Re: Mac floppies u

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 14:21:22 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr19.142122.2686@newshost.lanl.gov>
Source record: 207220

In article 27680@zoonews.bnr.ca, smiller@bcarh657.bnr.ca (Scott Miller) writes:
>In article <1993Apr16.150601.15376@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
>|> ...Will enough of you buy it
>|> to make it worth his while and expense? That's the $64 question, gang. With
>|> the market as it is right now, I wouldn't bet on it (IMHO).
>
>Ah, but aren't you betting on the market too? I hope you don't have to feed
>many people on your Atari software sales.

Boy! Ain't THAT the truth! :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5638. Good PD assembler for the STe

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 14:37:10 UTC
From: mjcargil@dux.dundee.ac.uk
Message-ID: <1qudem$ns5@dux.dundee.ac.uk>
Source record: 207218

Hi all,

DOes anyone know of a good PD assembler with a GEM front end similar to ASMone for the Amiga for the Ste??

A sitename where I can download it would be great!!

PS: What is Turbo assembler like (TURBOASS.ZOO) on some sites????

Mark.

5639. Re: ? SPICE ?

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 14:59:24 UTC
From: otv@hal.nta.no
Message-ID: <1993Apr19.145924.5912@nntp.nta.no>
Source record: 207222

In article <1993Apr19.115119.12805@etek.chalmers.se>, e2nida3@etek.chalmers.se (Niklas Danvind) writes:
|>
|>
|> Is there any public program that is similar to SPICE ?

SPICE is a public (domain) program itself (from the university of Berkeley). A version for the ST is available via ftp from u.e.a.a. (and probably others as well). I haven't really tried this ST-version, just looked at it. It might be somewhat outdated. Some comercial software companies have made a more userfriendly interface to the SPICE simulator. But I have never seen any of those for the ST.

--

Oddvar Tveito
Norwegian Telecom Research (Televerkets Forskningsinstitutt)
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Phone: (+47) 63 80 93 73
Fax: (+47) 63 81 00 76
Internet-mail: oddvar.tveito@tf.tele.no
X400: G=Oddvar;S=Tveito;O=tf;P=tele;A=telemax;C=no;

5640. Atari 30MB HD for sale

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 15:15:20 UTC
From: dmeggins@aix1.uottawa.ca
Message-ID: <1993Apr19.151520.23876@csi.uottawa.ca>
Source record: 207223
Cross-posted to: misc.forsale,ont.forsale,tor.forsale,ott.forsale,comp.sys.atari.st

I have an Atari Megafile 30 hard drive for sale: 3 years old, works dependably. This is not a blindingly fast HD, but if you need a little more space, it is quite fast enough even for Calamus. I have sold my Atari system, and no longer need it.

Price: CAN$200 or best reasonable offer -- shipping to be negotiated. (I am open to offers, so don't be shy!)

David Megginson
dmeggins@aix1.uottawa.ca
(613) 567-7884 OTTAWA, ONTARIO, CANADA

5641. Atari posts large loss (again)

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 15:17:05 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1993Apr19.111705.5679@spcvxb.spc.edu>
Source record: 207226

FYI...Atari is trading at $0.50/share right now...it doesn't look
very hopeful, especially in light of the following...

------------snip snip-------------------

04/19 (WJ) Atari Corp. Said Wider Net Loss Posted For the 4th Qtr

Atari Corp. said its fourth-quarter net loss widened to $21.9
million, reflecting charges related to operational restructuring and
inventory.
Net loss for the maker of video games and personal computers, equal
to 38 cents a share, compares with $4.4 million, or eight cents a share,
a year ago. Sales plunged 73% to $25.6 million from $96.1 million.
The results include charges of $7.4 million for restructuring and
$14.1 million for inventory write-downs.
For the full year 1992, the company in Sunnyvale, Calif., posted a
net loss of $73.6 million, or $1.28 a share, vs. net income of $25.6
million, or 44 cents a share, in 1991. Annual sales were $127.3 million,
down 51% from $260.0 million.

5642. Atari Minix for sale

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 15:17:16 UTC
From: dmeggins@aix1.uottawa.ca
Message-ID: <1993Apr19.151716.24023@csi.uottawa.ca>
Source record: 207224
Cross-posted to: misc.forsale,ont.forsale,tor.forsale,ott.forsale,comp.sys.atari.st

Prentice Hall Minix 1.5 for sale, including manual and all original disks.
This is a Unix V7 clone which will run even on a 1040 ST with a simple
m68K processor. There is an active newsgroups, comp.os.linux, which
discusses this OS (also available on PC, Amiga, Mac, and Sun Sparcstations).
Retail is around $150, but I cannot remember the exact price.

The system includes full source code for the OS _and_ for most of the
ca. 175 utilities which come with it. MiNT can use Minix partitions,
so the two OSs will co-exist quite nicely.

PRICE: $50 -- shipping to be negotiated.

David Megginson
dmeggins@aix1.uottawa.ca
(613) 567-7884 OTTAWA, ONTARIO, CANADA

5643. Re: ? SPICE ?

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 15:19:59 UTC
From: otv@hal.nta.no
Message-ID: <1993Apr19.151959.6222@nntp.nta.no>
Source record: 207225

In article <1993Apr19.145924.5912@nntp.nta.no>, otv@hal.nta.no (Oddvar Tveito FTO) writes:
|> In article <1993Apr19.115119.12805@etek.chalmers.se>, e2nida3@etek.chalmers.se (Niklas Danvind) writes:
|> |>
|> |>
|> |> Is there any public program that is similar to SPICE ?
|>
|> SPICE is a public (domain) program itself (from the university of Berkeley). A
|> version for the ST is available via ftp from u.e.a.a. (and probably others as
|> well). I haven't really tried this ST-version, just looked at it. It might be
|> somewhat outdated. Some comercial software companies have made a more
|> userfriendly interface to the SPICE simulator. But I have never seen any of
|> those for the ST.

Sorry I got the ftp site wrong in this posting. The correct abbrevation is a.a.u.e and the full name is atari.archive.umich.edu (as you probably know).

Oddvar Tveito
Norwegian Telecom Research (Televerkets Forskningsinstitutt)
P O Box 83, N-2007 Kjeller, Norway

Phone: (+47) 63 80 93 73
Fax: (+47) 63 81 00 76
Internet-mail: oddvar.tveito@tf.tele.no
X400: G=Oddvar;S=Tveito;O=tf;P=tele;A=telemax;C=no;

5644. Spectrum Games Files

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 16:36:17 UTC
From: cs89bsm@brunel.ac.uk
Message-ID: <C5qosJ.vA@brunel.ac.uk>
Source record: 207227

Has anyone managed to upload some spectrum games to their ST.
Is there a ftp site for these games?

--

Brendan McEnroe (Brond)	Pure SINE wave in my head
Applied Computer Systems Yr4	
Brunel University	/\ /\ /\ /\
Middlesex	/ \ / \ / \ / \
England	\ / \ / \ / \ /

5645. Upload: GDB 3.6 for Atari w/ MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 16:46:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Apr19164600@issan.informatik.uni-dortmund.de>
Source record: 207221

I have just uploaded a port of gdb 3.6 for Atari w/ MiNT (source only)
to ftp.germany.eu.net (192.76.144.75), soon to be available in
pub/comp/atari-st/mint/gdb36s.zoo. It will only work with MiNT 0.98 or
newer, and has all features included except core files and remote
debugging.

This version has improved C++ support compared to gdb 3.5 (of which i
have posted atari patches to comp.sources.atari.st recently). I have
further improved this to better support GCC 2.x.

The original sources are available in
labrea.stanford.edu:pub/gnu/gdb.xtar.Z (thanks to J.Bammi for pointing
this out)

Enjoy,
--
Andreas Schwab
schwab@ls5.informatik.uni-dortmund.de

5646. Looking for MIDImate

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 16:58:03 UTC
From: bobhays@spss.com
Message-ID: <C5qpsr.In9@spss.com>
Source record: 207228

I got the new (?) issue of ST User Saturday and saw a brief review in the PD section for a program called MIDImate. I could use that one - does anyone know if it is on an anonymous FTP site yet (or could a kind person email me a uuencoded compressed version)?

Thanks and have fun! - Bob

--
==========
The opinions expressed above are those of Bob Hays and not SPSS, Inc.
bobhays@spss.com Phone: (312) 329-3529 | "I do not remember the anal probe"
Fax: (312) 329-3657 | - Passion Fish

5647. Re: Atari posts large loss (again)

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 18:25:44 UTC
From: timf@nic.cerf.net
Message-ID: <1quqr8$4im@news.cerf.net>
Source record: 207229

In article <1993Apr19.111705.5679@spcvxb.spc.edu> mauritz_c@spcvxb.spc.edu writes:
>FYI...Atari is trading at $0.50/share right now...it doesn't look
>very hopeful, especially in light of the following...
>

Atari stock is back up to 7/8-15/16. I can't wait for
STReport to come out now, because whatever the stock
is at they will claim it is "hovering" at 1/2. I think
Atari will be fine. I think they are going to sell lots
of falcons to musicians, and I think that music retailers
are going to open up a new sales avenue. Is anyone else
as fed up with STReport as I am ? I can't stand how they
leave the same negative remarks in every single issue. If you
can't think up something original you shouldn't be publishing.

Tim Fitzgerald (fitzgera@discos.com)

5648. FreeZe Dried Terminal 3

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 19:06:08 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Apr19.190608.14178@prime.mdata.fi>
Source record: 207232

I just called <<<InterNet>>> in the UK, the European support BBS for FreeZe Dried Software, because I wanted to know whether or not there is ever going to be another version of FzT.

I went to the support area and it just so happened that somebody had asked the precise question I wanted an answer for, and Sean Price (the guy who wrote FreeZe Dried Protocols) had answered to him. He said that he had talked to Aaron for about 3 weeks ago now, and that Aaron was busy doing FzT 3. He said that it was going to be in 100% assembly language, and that it was about 40% ready. He told us to look for it "sometime this summer". Features weren't revealed very much, but I think he said something about fossil drivers for ANSI/VT100/VT52. I don't know what a fossil driver is, even if I have heard of them, maybe somebody wants to tell me about them?

Oh, and for the guys that think Aaron is a cheater and doesn't send anything for the registration fee, I can only say that I at least got my key after paying, very quickly. I registered via Ben Van Bokkem, the SysOp of <<<InterNet>>>.

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

5649. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 19:29:42 UTC
From: root@discworld.oche.de
Message-ID: <2bd2f8b4710ef8@discworld.oche.de>
Source record: 207246
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993Apr14.142630.16552@tdb.uu.se>,
Daniel Eriksson (m91der@tdb.uu.se) wrote:

DE>Why don't you try zoo! It's not the easiest one to pack directory-trees
DE>with, but it's no prob depacking into a tree.
DE>
DE>You must specify each directory separately on the command-line, so if

There is a nice version of zoo where you can simply say 'zoo ah//
zoofile directory', and zoo recursively packs everything in that
directory. I think it is one of the first versions which were ported to
the ST using gcc.

I can highly recommend zoo, as I have had the fewest problems when
transfering files between SUNs, PCs and my Atari ST when using zoo -
opposed to, e.g., lharc.

cu
Michael
--
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"Nanny Ogg looked him up and down or, at least, down and further down. 'You're
a dwarf', she said." (Terry Pratchett, Witches Abroad)

5650. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 19:41:38 UTC
From: root@discworld.oche.de
Message-ID: <2bd2f8b671106b@discworld.oche.de>
Source record: 207247
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1qi10cINN31l@golem.wcc.govt.nz>,
sheppard_r@kosmos (sheppard_r@kosmos.wcc.govt.nz) wrote:

s>NEVER EVER RECOMMEND ZOO its the worse Archiver there is, there are many
s>BBS sites in the world that don't alow ZOO Archives at all, even some
s>of the Big commercial sites will not alow ZOO Archives..

Hm - atari.archive and many other sites I know use zoo for big parts of
the archive, eg. most of the GNU stuff. Could you name some of those BBS
sites ? what's the problem using zoo ?

s>Its nar imposible to redirect the out put..

As zoo is compiled with gcc, it uses the normal standard output and
standard error channel for messages, which can be redirected as easy as
any other gcc compiled program can be. If you are having problems, you
should check if the problem is caused by the shell you use.

s>I think sticking to LZH201L or the New STZIP 2.2 will be far better,these
s>do work on small 520k one drive ST's...

Don't recommend lharc - there are much too many incompatible versions
around - I use zoo with no problems to exchange files between SUN, PC
and ST, which does not work as well using lharc (the new versions are
better, but you don't know what version other people have, and try to
get a lharc-2 on a sun).

STZIP 2.2 is fine - high speed, good compression. There is a bug in the
dialog handling, but that does not disturb if you call it via command-
line, plus it has a comfortable menu-driven interface build-in.

I use STZIP to pack most program archives where I am sure that I will
only need them on the ST, and zoo otherwise.

s>Take it from some one thats tried them all....
Me, too - and I can't understand why anyone should have problems using
zoo.

cu
Michael
--
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"Not matter how fast light travels it finds the darkness has always got there
first, and is waiting for it." (Terry Pratchett, Reaper man)

5651. Wanted... Hard Drive for Atari 520ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 19:43:38 UTC
From: church@fraser.sfu.ca
Message-ID: <church.735248618@sfu.ca>
Source record: 207230

Pretty self-explanatory, isn't it?

Anybody wanna sell one to me?


```
_______
/ _ \_ __
Mike | |__| |__ __ _ ____| |__
| | _| ) | | / _\ _\ )
| |_| | | |/ | | (__ | |
\_______/_|__|_/__|__\____/_|__|
church@sfu.ca
```

5652. Sensible Soccer is too fast!

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 19:45:16 UTC
From: church@fraser.sfu.ca
Message-ID: <church.735248716@sfu.ca>
Source record: 207231

I'm running an Atari 520ST upgraded to 1Mb. When I run Sensible Soccer, it's about 2x too fast to enjoy. Is there anything in hardware or software that can be used to slow down this game?

Aiieee! It looks good, but I can't play it.

____
/ _ _ __
Mike | |__| |__ __ _ ____| |__
| | _|) | | / _\ _\ )
| |_| | | |/ | | (__ | |
_______/_|__|_/__|______/_|__|
church@sfu.ca

5653. Re: ? SPICE ?

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 20:04:12 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Apr19.200412.164231@zeus.calpoly.edu>
Source record: 207234

otv@hal.nta.no (Oddvar Tveito FTO) stated:
>
>SPICE is a public (domain) program itself (from the university of Berkeley). A
>version for the ST is available via ftp from u.e.a.a. (and probably others as
>well). I haven4t really tried this ST-version, just looked at it. It might be
>somewhat outdated. Some comercial software companies have made a more
>userfriendly interface to the SPICE simulator. But I have never seen any of
>those for the ST.

There are some interfaces for the ST like SPICELINE... it is from Germany
and there is a demo on the archive at UMICH... it is wonderful!! I wish
the man who programmed it though would post how much the thing costs in US
dollars thpugh :(.
There was something else too, a graphical program that you use to set up
the circuits so that you do not have to write a text file... I have been
using SPICE on my TT and it is very fast, although I am not sure that it
uses the mathcoprocessor (probably not).

>
>
>--
>------------------
>
>Oddvar Tveito
>Norwegian Telecom Research (Televerkets Forskningsinstitutt)
>P O Box 83, N-2007 Kjeller, Norway
>
>Phone: (+47) 63 80 93 73
>Fax: (+47) 63 81 00 76
>Internet-mail: oddvar.tveito@tf.tele.no
>X400: G=Oddvar;S=Tveito;O=tf;P=tele;A=telemax;C=no;

*steve miller The water runs smoothly
*dept of electronics engineering like a hand over silk
*cal poly san luis obispo As it drips from her body
*superficial knowledge PhD :P it seems like pure milk -s.miller

5654. Atari Mags in the Boston Area

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 20:15:40 UTC
From: rscha@ctp.com
Message-ID: <1993Apr19.201540.3562@ctp.com>
Source record: 207240

Hi,

I'm looking for some shop/newsstand in the Boston area where I can buy ST magazines (especially "Current Issues"). If you know of such a place, please let me know.

Thanks in advance,
Richard
--
/\/\ "I'm not paranoid, it's just that everyone wants to make me
/ /_ \ believe I am."
\ / /
\/\/ CTP INC rscha@ctp.com

5655. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 21:23:58 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1993Apr19.212358.3585@zooid.guild.org>
Source record: 207245

glens@natinst.com (Glen Sescila) writes:
>In article <1qmrltINNrm8@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu)
writes:
>
>>True, the Intel market is huge, but given the tiny size of the original
>>NeXT user base, even the Atari market dwarfs it in comparison... But still,
>>there's tons more money to be made if NeXTSTep486 takes off.
>
> Yes, but the keyword here is if NeXTSTep486 takes off. In other words,
>isn't there also much more competition in the Intel market as far as OSes go
>than the Atari market? (Not that I would want NeXTSTep, I buy a computer to
>run applications, not to run an operating system)

If NeXTStep 486 is priced like it is stated today (US$995 for user, close to
$3,000 for Developer Version) it will not succeed. Furthermore, the NeXT
machines have designated processor for virtually everything. The Atari
or the PC are not designed for it. I have tried NeXTStep 486 at a
local show on a 16 Meg 66 MHz PC and it is slow compared to, for example,
OS/2 2.X. It is nice but so is OS/2 2.X. If you need 24-Bit color, NeXTStep
486 requires 32 Meg of RAM, which is to much for most.

BTW, the April issue of "Computer Paper" reviews several operating systems
including System 7.1, OS/2 2.1, Windows 3.1, Windows NT and MultiTOS 4.0.
They have a nice chart comparing all those operating system. The magazine
is only available in Canada, and this issue is the Ontario Edition.

Best Regards,
Mark K.

5656. Re: Phreaking

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 21:29:56 UTC
From: ken@isgtec.com
Message-ID: <4583@isgtec.isgtec.com>
Source record: 207365

In article <1993Apr16.204334.16128@exu.ericsson.se> exuhag@exu.ericsson.se writes:
> The same goes for software piracy (which has nothing to do with
> phreaking, I realize).

Sure, they can be separated, it is quite possible to pirate software without phreaking, and vice versa, but let's be blunt, shall we - virtually all serious piracy is done through phone phreaking. Serious pirates call overseas or cross country in such volumes and frequently enough that they couldn't possibly afford the long distance charges. Scary but true. This is based on my limited observation of a couple pirate boards many years ago, I imagine it's only worse today, what with the high-speed modems.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

5657. Re: A couple of Falcon questio

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 21:38:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A28636@K.maus.de>
Source record: 207150

-A12375@HB

>If we're talking about screen output of any sort, even "text mode" ASCII
>output, then the 386/25 beats the Falcon by hundreds-to-one type ratios, in

Not difficult for the 386 to do so, since VGA cards have a real text mode and
Atari machines don't.

>direct proportion to how much output is being dealt with. The 386/25 can
>scroll text hundreds, of times faster than the Falcon. It can move pixels
>around dozens of times faster.

No, the DOS machine can't (at least not with any VGA card). Reason #1: The ISA
bus limits data transfer to approx. 1.4 MB per second. Reason #2: The Falcon
comes with a BLiTTER chip _and_ its CPU/BLiTTER->RAM bus is twice as fast.

- Peter -

5658. Re: First look at the Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 21:47:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A28575@K.maus.de>
Source record: 206951

```
>- C-lab Creator [V3.1]: no go - locks up during load, due (I'm told) to
>changes to the cartridge port so Creator doesn't recognize that the key is
>in.
>- C-lab Explorer32 [v 2.0]: no go - locks up during load.

These two also lock up on Mega STEs and STs w/ accelerator boards. The problem
isn't in the machine, but in the CPU-speed-dependant key check algorithm C-lab
used.

On Mega STEs, one could "fix" it by switching to 8 MHz before loading C-lab
stuff and flipping back to 16 after that.

On tuned STs and Falcon030, no go :-(

- Peter -
```

5659. Re: A couple of Falcon questio

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 21:50:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A28576@K.maus.de>
Source record: 206952

>The 386/25 machine can play 256-color 640x480 animations faster than the
>Falcon can play a similar (in terms of deltas) 16-color 320x200 animation.

>256-color mode. If the Falcon supported byte-a-pixel (aka packed-pixel)
>video memory layout, I have no doubt it would run circles around the

Well, why not use the 320x200 16-bit packed pixel mode then?!?

5660. 16Mhz feed on STf

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 21:50:42 UTC
From: craig@hadrian.uk.sun.com
Message-ID: <1qv6rjlNNi5n@uk-news.uk.sun.com>
Source record: 207242

Can anyone help me...

I need to know where on the STf to pick up a 16Mhz feed for the upgraded Floppy controller.
I beleive that this will then allow me to R/W 1.44 mb disks with the correct software.

Rgds Craig

5661. Re: Phreaking (was: A Summary of ST-magazines)

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 23:16:27 UTC
From: tose@lyr.dhmolde.no
Message-ID: <TOSE.93Apr19231627@lyr.dhmolde.no>
Source record: 207239

>>>>> On Fri, 16 Apr 1993 15:20:58 GMT, HUSFELD@usmv01.usm.uni-muenchen.de (Husfeld, Dirk) said:

>
> I hate to waste any more bandwidth, but I really would be interested in how
> other newsgroup readers feel about this. If everyone feels this kind of
> thing is OK, then I'm obviously misplaced here, and I'll leave you to it.

Hmm.. If people only did legal things, there would be one hell of a lot of police/feds without jobs and the world would NOT be much better.. (just look at the current unemployment figures worldwide..)

Looking at it from a rather different angle,

Torbjoern Ose - tose@brosme.dhmolde.no

5662. Re: Welcome to Falcon 030-- the Sample Please

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 23:22:02 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.145179@cix.compulink.co.uk>
Source record: 207241

Testing...

One, two...

one, two three...

Pphh

Testing...

One,
one two...

5663. Re: GIF VIEWER FOR THE ST.

Newsgroup: comp.sys.atari.st
Date: 1993-04-19 23:44:01 UTC
From: karlm@mel.dbce.csiro.au
Message-ID: <702@highett.mel.dbce.csiro.au>
Source record: 207243

Actually I think you'll find Photochrome is up to v3.01 now...

Yes, it is the way all GIF viewrs should go.

SPOFLITE is good too, but photochrome gives better results....

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au Tel: +61 3 252 6222 Fax: +61 3 252 6244 |
|_____|

5664. Re: Demo on FALCON 030

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 00:22:56 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.baMY_fZUYhE@semprini.tdkcs.waterloo.on.ca>
Source record: 207372

In <sourada.735026373@vincent2.iastate.edu>, Steven D Ourada writes:
> This brings to mind a question I had.
>
> Does the existence of the Falcon mean that no more demos for the ST's
> will ever be made (by the 'major' groups, at least)? I assume it does,
> too bad...

Not really... I'm so bloody sick of scrollbars. And there isn't a
single demo that I've found that will work on my system (mutant 4M, high
density floppy).

--
-------------------==-------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

5665. Re: FALCON, 386 COMPAT?

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 00:24:56 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.omN4XDLbCW2@semprini.tdkcs.waterloo.on.ca>
Source record: 207373

In <1993Apr16.130242.26837@oz.plymouth.edu>, Andrew C. Stoffel writes:
> Am I wrong or did PC-Ditto (I) give you more than 700K on a stock
> 1040ST for MS-DOS ??? I haven't run that in a while (It dies a
> horrible death on my Mega 4/STE...) so I'm not sure if I remember
> correctly.

I'm pretty sure it was 730k on a stock 1040 ST.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

5666. Re: First look at the Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 00:25:53 UTC
From: ken@isgtec.com
Message-ID: <4586@isgtec.isgtec.com>
Source record: 207366

In article <mmartin.735071061@neumann.une.edu.au> mmartin@neumann.une.edu.au (Mark Martin) writes:

> [nice summary of bought Falcon]

> - Works (word-processor/database/spreadsheet prog. I'm using
> the wp to type this and it is easilly the best I have
> used on an Atari - the auto formatting is great. There
> is no dictionary/thesaurus tho.. supposed to be sent to
> me when available.

I can't believe they're shipping a complex program like Works with NO MANUAL, let alone no dictionary/thesaurus... Sigh.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

5667. Re: German to English ASCII file conerters?

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 00:28:14 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.&yOD5nWNa0k@semprini.tdkcs.waterloo.on.ca>
Source record: 207378

In <93106.105440EENG6826@RyeVm.Ryerson.Ca>, <EENG6826@RyeVm.Ryerson.Ca> writes:
> Well, GER2EN21 bombs just after selecting the file. Try to run it in
> Medium Resolution (640x200 w/4colors). I've no plans to update the
> program, so you (or somebody else) will to write their own.
>
> The program runs fine on ST, STEs (Not the MegaSTE) and TTs. So atari
> must have screwed up somewhere (The TT is 68030).

That's gotta be the funniest thing I've heard all day. Actually, it
kinda ticks me off.

HOW can you possibly claim ATARI screwed up? You took what is
essentially a souped-up text filter (hey, the character-only version
worked fine on everything, no?), and made it incompatible with
everything by screwing up on your attempts to graft a GUI onto it.
IMHO, some serious programming errors went into this application.

Not that I'm saying Atari has never screwed up (or isn't right at this
minute), I just think the blame should go where it belongs.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

5668. Re: 520ST single sided drive problem

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 00:32:03 UTC
From: hbarnes@eis.calstate.edu
Message-ID: <C5rAtG.F2q@eis.calstate.edu>
Source record: 207354

--
I recently installed a drive for a friend. I replaced the single sided drive with a double sided drive. I got a Teac 1.44m drive for $55. I had to set the jumpers for 720k instead of 1.44m, but it was easy to do. I also had to replace the ribbon cable to get enough length to be able to reach. The connections are opposite (nearly) to the Atari, so I had to turn the cable over and put on a new pin connector. [Actually, I took out the old ribbon cable and put the new ribbon cable on the old board.] I got the pin info from a file called IBMDRIVE.LZH on the Umich Atari archive site.

Good Luck!

5669. Re: MiNT 1.04 - Mine goes boom when ESC is pressed on Des

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 00:33:52 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.OjoqEV&L24A@semprini.tdkcs.waterloo.on.ca>
Source record: 207374

In <sms.734968371@oxygen.sys.uea.ac.uk>, Steve Sowerby writes:
>
> OK. I successfully got MiNT 1.04 compile a while back (about a month ago)
> but after a little bit of use I discovered that it crashed when I pressed
> ESC to update a window on the Desktop. Is this in fact a known bug or
> have I done something wrong with compilation options.
>
> Machine setup: TT030 with 4/4 memory, UK TOS 3.05
>
> Software setup: Still crashes with nothing loaded but MiNT (I think)
> Compiled with Lattice C 5.52 with memory protection disabled
> and renamed to MINTNP.PRG

I can't get it to boot to the desktop; at the end of my AUTO folder
(when TOSWIN and XCONTROL load) it exits with exit code 65535 or
something like that. Compiled without -DMULTITOS, too. :(

--
-------------------==-------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

5670. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 00:36:16 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.kXcVwFKXAOQ@semprini.tdkcs.waterloo.on.ca>
Source record: 207375

In <1qn3ds$kgp@falcon.natinst.com>, Glen Sescila writes:
> In article <1qmrltINNrm8@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu)
writes:
>
> >True, the Intel market is huge, but given the tiny size of the original
> >NeXT user base, even the Atari market dwarfs it in comparison... But still,
> >there's tons more money to be made if NeXTSTep486 takes off.
>
> Yes, but the keyword here is if NeXTSTep486 takes off. In other words,
> isn't there also much more competition in the Intel market as far as OSes go
> than the Atari market? (Not that I would want NeXTSTep, I buy a computer to
> run applications, not to run an operating system)

NeXTstep '486 _will_ take off, even if 1% of the '486 owners use it.
Chrysler's already committed to buying NeXTstep '486 for all of its PCs.

If you'd seen NeXTstep, maybe you'd buy a computer to run it... it's
that amazing. Oh, and you can run FrameMaker on it. <drool>

--
-------------------==-------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

5671. Re: Ultima 6, Atari version opinions wanted.

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 00:42:02 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.tdiwbxtnsi2@semprini.tdkcs.waterloo.on.ca>
Source record: 207376

In <C5nvG8.MpD@rahul.net>, Timothy Wilson writes:
> I noticed ultima 6 was ported to the ST, the box says HD installable!
> Is it a decent port? I played this on a EGA clone and thought it was great.
>
> please tell me what you think of it (or what magazines thought of it)

Unbearably slow on an ST (it takes a LONG time just to move one square)
and incredibly red (I'm not sure why... _all_ of the graphics have this
gross red tinge).

The opening animation is embarassingly slow.

Games have outgrown the ST.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

5672. Re: 16Mhz feed on STf

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 01:00:37 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr20.010037.16135@tdb.uu.se>
Source record: 207244

Craig Barnes - Sun UK - Senior Systems Admin N + SW Group Regio (craig@hadrian.uk.sun.com) wrote:

: I need to know where on the STf to pick up a 16Mhz feed [...]

Pin 39 of the SHIFTER-chip (40 pin chip that handles the video output)
is documented as a 16MHz out signal. If you can use it for feeding the
FDC is, however, beyond my knowledge.

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

5673. Re: GIF VIEWER FOR THE ST.

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 03:12:18 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13017@uqcspe.cs.uq.oz.au>
Source record: 207355

karlm@mel.dbce.csiro.au (Karl Meyland) writes:

>Actually I think you'll find Photochrome is up to v3.01 now...
>Yes, it is the way all GIF viewrs should go.
>SPOFLITE is good too, but photochrome gives better results....

Does Photochrome support TT modes? SPOFLITE does... AWESOMELY.

(TTmedium is best mode - TTlow looks basically the same, but with lower rez!)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

5674. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 03:13:40 UTC
From: dleland@dante.nmsu.edu
Message-ID: <1qvpp4INNni1@dns1.NMSU.Edu>
Source record: 207248

I myself would appreciate it if you dodn't lump us all into the "them" category. I myself hope Atari continues to survive. I use an Amiga, but the last thing the computer industry needs now is less competiton. We already have some mighty huge conglomerates (Microslough and Imtwill come to mind, since Immense Bowel Movements is in big toruble) that need trimming, and I'm as tired of anybody of their attitude. IF you don't have a 786 with ten bajillion meg or fam, WINDOZE 5.9999 and so on, they won't give you the time of day.

So give me a break! I never posted anything nasty in your area here.

dleland@nmsu.edu

5675. Re: Atari Mono and VGA

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 05:42:00 UTC
From: arosborn@oregon.uoregon.edu
Message-ID: <19APR199322421085@oregon.uoregon.edu>
Source record: 207249
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc.hardware

In article <1993Apr19.090707.3686@tdb.uu.se>, m88max@tdb.uu.se (Max Brante) writes...
>Have anybody succeded in converting a atari monomchrome monitor into a
>mono VGA monitor. If so please let me know exactly how you did and what
>graphics card you used.
>
>
I wish I could help! I posted a similar question about two weeks ago;
I got no response at all. I've asked locally at my friendly Atari store.
I was told that it should be possible, but that they had no idea how
it might be done. Nor did they particularly care to investigate.

Please, if anyone has _any_ suggestions, post them!

Alan

5676. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 05:54:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.145841@cix.compulink.co.uk>
Source record: 207351

>BTW, the April issue of "Computer Paper" reviews several operating systems
>including System 7.1, OS/2 2.1, Windows 3.1, Windows NT and MultiTOS 4.0.
>They have a nice chart comparing all those operating system. The magazine
>is only available in Canada, and this issue is the Ontario Edition.
>
>Best Regards,
>Mark K.
>
Could you tell us what the review said about the OSs?
Ofir ogal@cix.compulink.co.uk.
send
quit
mail
to jconnor andre jeason ilaskey gminnerup ajl mwebster streview
GBench
Thanks for your help.

I will bimail you all with another test version of GBench in the next
few days.

There are a few changes - hopefully you will always get 100%
on a bare system, although the Falcon stats are a bit of a problem
because there are too many ROM and RAM versions around. I am hoping
to base the stats on TOS 4.02.

There is also a new test for justified text and some tests have been
doubled in time because they got too short on TTs to be accurate.

To save you all time, I simply need binmail of two tests from each
system.

If you have an ST, MegaST or STE -

1. Without blitter in monochrome at 8MHz
2. With blitter in monochrome at 8MHz

If you have a MegaSTE -

Same as above in 16MHz with cache on

If you have a TT -

1. In fastram - ST high res
2. In ST ram - ST high res

If you have a Falcon -

1. One test in monochrome res

ALL TESTS SHOULD BE DONE ON A BARE SYSTEM - no auto programs, no DAs.

==========

Thanks very much for your help - which will of course be noted
in the read_me file.

Ofir ogal@cix.compulink.co.uk

5677. Re: ST/TT with Multisync Monitor

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 06:02:00 UTC
From: Jochen_Leufen@kr.maus.de
Message-ID: <A21782@KR.maus.de>
Source record: 206954

ca2ee209@troi.cc.rochester.edu schrieb am 17.04.93 um 16:27:

c> I posted this in the tech group but get no reply.
c> Here is it again.
c>
c> I would like to know what model of Panasonic Multisync monitor
c> works with ST/TT and what kind of swtich box do I need to get.
c> In general, what do I need to know about the monitor?
c> I have also heard that there is a monocrome model of the NEC 3D.
c> Does it works with the ST/TT? If so, can anyone tell me where
c> I can possibly get it since I never seen it advertised.
c> Also, does a TT need a swtich box/adapter to be used with a
c> multysync or VGA monitor?
c> Thanks in advance
c> ...
c> Ling Cherd

I'm using a NE* Multsync GS. I think that's the monochrom model you mean.
I've bought my switchbox with the monitor, so I can't tell you wich
connectin have to be made. But I think this switchbox should be sold in
every Atari store.I payd 15 german merks for it. Tht's not very expensive
I think.

Jochen

5678. Re: _FDC cookie?

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 06:17:31 UTC
From: schorr@rbg.informatik.th-darmstadt.de
Message-ID: <1r04hrlNN10d4@rs2.hrz.th-darmstadt.de>
Source record: 207250

Hatari!

_FDC is the cookie for the CloppyDiskController. The highest byte contents the kind of disk that can be used, such as $01 = HD-Disks, $02=ED-Disks. Notice: This byte just says, what kind of disks the controller handles, there has not necessarily to be such a drive/disk in the computer!

Greetings - Roland

5679. Re: Atari posts large loss (again)

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 07:04:56 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Apr20.010456.12518@iscsvax.uni.edu>
Source record: 207371

In article <1993Apr19.111705.5679@spcvxb.spc.edu>, mauritz_c@spcvxb.spc.edu writes:
> FYI...Atari is trading at $0.50/share right now...it doesn't look
> very hopeful, especially in light of the following...
>
> ------------snip snip------------------
>
> 04/19 (WJ) Atari Corp. Said Wider Net Loss Posted For the 4th Qtr
>
> Atari Corp. said its fourth-quarter net loss widened to $21.9
> million, reflecting charges related to operational restructuring and
> inventory.
> Net loss for the maker of video games and personal computers, equal
> to 38 cents a share, compares with $4.4 million, or eight cents a share,
> a year ago. Sales plunged 73% to $25.6 million from $96.1 million.
> The results include charges of $7.4 million for restructuring and
> $14.1 million for inventory write-downs.
> For the full year 1992, the company in Sunnyvale, Calif., posted a
> net loss of $73.6 million, or $1.28 a share, vs. net income of $25.6
> million, or 44 cents a share, in 1991. Annual sales were $127.3 million,

Y> down 51% from $260.0 million.

And users want to buy a computer from a failing company....

Well Apple reported sales in their most recent quarter. Sales were slightly
below the two billion mark. PowerBooks sales were up by 100%.
I bet when the cyclone macs which will be comming out next month will be the
choice for musicians. Musicians will glad to pay more for a machine with lots
of horse power..

5680. Re: Gimme Gifs !

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 08:04:02 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Apr20.080402.1502@unix.brighton.ac.uk>
Source record: 207352

Here here!

I have a gif viewer and no gif's too!

Uk pref.

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix |
+---+

5681. Re: JPEGs and GIFs on FALCON

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 08:06:11 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Apr20.080611.1586@unix.brighton.ac.uk>
Source record: 207353

I have used Speed of Lite on the Falcon and it only uses 256 colour mode
and does not use the dsp. Like many programs it works on the Falcon
but really does not make much use of it. True Paint however loads JPEG's
using the DSP so it is *very* fast (so I am told!).

I hope to get it very soon and try it out.

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix |
+---+

5682. Re: UNIX to Atari ST -- Thanks

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 09:35:26 UTC
From: gah@zoo.bt.co.uk
Message-ID: <1993Apr20.093526.9012@zoo.bt.co.uk>
Source record: 207356

Thanks to everyone who responded - you are too numerous to reply to individually. Thanks to your responses I have managed to get numerous music "goodies", and have given the disks to my mate in the pub - he is extremely grateful, and bought me a pint in your honour.
I gratefully accepted on your behalf.

Thanks again

Geoff

5683. Re: UNIX to Atari ST (via DOS???)

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 10:14:07 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1993Apr20.101407.4850@unix.brighton.ac.uk>
Source record: 206998

If the PC disk fits in the drive (and <= the drive density ie not HD for stfm)
then and ST will read/write the disk perfectly.

end of story.
Dom

5684. Re: Phreaking (was: A Summary of ST-magazines)

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 10:21:37 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1993Apr20.102137.5040@unix.brighton.ac.uk>
Source record: 206997

tose@lyr.dhmolde.no (Torbjoern Ose) writes:
> >>>>> On Fri, 16 Apr 1993 15:20:58 GMT, HUSFELD@usmv01.usm.uni-muenchen.de (Husfeld, Dirk) said:
>
> >
> > I hate to waste any more bandwidth, but I really would be interested in how
> > other newsgroup readers feel about this. If everyone feels this kind of
> > thing is OK, then I'm obviously misplaced here, and I'll leave you to it.
>
> Hmm.. If people only did legal things, there would be one hell of a lot of
> police/feds without jobs and the world would NOT be much better.. (just look
> at the current unemployment figures worldwide..)
>
> Looking at it from a rather different angle,
>
> Torbjoern Ose - tose@brosme.dhmolde.no
>
>

Don't talk crap.
=-Tom.

5685. Re: _FDC cookie?

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 11:01:29 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Apr20.110129.4941@rhrk.uni-kl.de>
Source record: 207359

schorr@rbg.informatik.th-darmstadt.de (roland schorr) writes:

>_FDC is the cookie for the CloppyDiskController. The highest byte contents the
>kind of disk that can be used, such as $01 = HD-Disks, $02=ED-Disks. Notice:
>This byte just says, what kind of disks the controller handles, there has not
>necessarily to be such a drive/disk in the computer!

Hmm, this is not completely correct. The cookie value indicates what kind of
disks TOS is able to format. Normally you find the value $01, i.e. the BIOS
flopfmt() call is able to format HD disks and protobt() is able to create a
BPB prototype for HD disks. So you may have an ED controller (e.g. AJAX)
installed and the cookie still signals HD.
Keep in mind that the cookie only tells you about some BIOS or XBIOS
capabilities. If you use BIOS independent software to format disks and have
an ED controller and drive installed the _FDC cookie isn't that important.
Nevertheless the cookie should only be installed on machines that use a
fully TT/Falcon compatible way to change the FDCs clock frequency. There are
some programs that rely on the cookie when checking how to switch between
DD/HD/ED mode.

I hope this was complete and correct so far.


```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

5686. Re: US FALCONS ARE HERE!

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 11:15:20 UTC
From: ritz@ritz.mordor.com
Message-ID: <930418348@ritz.mordor.com>
Source record: 207357
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.advocacy

Thomas Darling (darling@cellar.org) wrote:
: sinclair2246@iscsvax.uni.edu writes:

: > Thats it...Thats a pathetic number... Did I hear that Apple sells over 100,0
: > macs a month in the U.S.

: Hyundai sells a lot more cars than Ferrari, too. I'm not impressed.

That is a bogus analogy. Ferraris and Hyundais use the same fuel
(more or less). Ferrari doesn't have to cajole a petrol company
to make special fuel for their cars so in effect they can
only worry about "hardware development" and forget about the
"software".

With computers, not only do you have to invent a good platform,
but you have to convince developers to write software for it.
In order for developers to be convinced that they can get any
return on their time investment, they have to be convinced that
there are enough units in circulation with an "ownerbase" willing
to purchase the product. As the number of units shipped gets
larger, this task gets much easier.

Atari is in a bad spot in that they don't have the machines
out there AND they only seem to have a tiny amount of Falcon
specific software out there.

Hell, Atari actually SOLD the STe's for how long and there
are (at best) only a few software titles that take advantage
of its features.

Cheers,

Chris

--
Christopher Mauritz | Knowledge is a deadly friend
ritz@ritz.mordor.com | When no one sets the rules.
{backbone}!rutgers!ritz!ritz | The fate of all mankind I see
King Crimson ----------------> | Is in the hands of fools.

5687. Re: close to giving up

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 11:18:56 UTC
From: ritz@ritz.mordor.com
Message-ID: <93041944@ritz.mordor.com>
Source record: 207358

Ed Krimen (ekrimen@netcom.com) wrote:
: In article <H.ea.t8dMqakEHLo@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
: >
: >HOW can anyone possibly stay excited about a 16Mhz '030 system that is
: >this late?

: You haven't seen a Falcon.

Gee, what a pithy comment. Yeah, him and most of the other people in
the world. It makes it difficult to "see a Falcon" if Atari keeps
hiding them. Sheesh...

Chris

--
Christopher Mauritz | Knowledge is a deadly friend
ritz@ritz.mordor.com | When no one sets the rules.
{backbone}!rutgers!ritz!ritz | The fate of all mankind I see
King Crimson ----------------> | Is in the hands of fools.

5688. Re: FreeZe Dried Terminal 3

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 11:19:29 UTC
From: c115109@cs.UAlberta.CA
Message-ID: <c115109.735304769@assn121>
Source record: 207360

Is FreeZe Dried Terminal shareware then? Is it available on a.a.u.e? Or some other site? Or do I have to order it from a shareware house?

5689. Re: How to tell new Falcons from old?

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 11:21:28 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C5s4vs.44o@newcastle.ac.uk>
Source record: 207361

I've now got my second Falcon, the first died a death about a month ago, and Atari replaced it with a new machine. The old machine was one of the R3 machines with TOS4.01 in it. The new machine has 4.02 in it with a date of Jan 1993. This is probably a good guide to which machine is which.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

5690. Re: Elite II on Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 11:53:32 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C5s6D9.68G@newcastle.ac.uk>
Source record: 207369

In article <735169423snz@falcon.demon.co.uk>, alex@falcon.demon.co.uk (Alex Kiernan)
writes:
>In article <1993Apr18.112446.24150@ousrvr.oulu.fi> se15@claudius.nextlab.cs.qub.ac.uk
writes:
>
>>Anyone know if Elite II is coming out for the Falcon?
>>
>>Algo
>>
>
>Gawd I hope so, I put a lot of hours into the original on the BBC...
>Perhaps I'll give David Braben a call and ask him the score.
>
>--
>Alex Kiernan
>akiernan@falcon.demon.co.uk

Don't know about that, but I was pleased to find that one game that is quite happy
on a Falcon is Elite. Runs a treat. Thrust runs to, but it's TOO fast to play....

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
-----------------/__\---
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

5691. Re: Falcons shipping next week in USA!

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 12:15:42 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.735308009@rw8.urc.tue.nl>
Source record: 207363

rost@tecrus.dec.com (My name is Brian Rost) writes:

>I don't even have a hard disk yet, so a Falcon with the 4/65 configuration
>gets me three big wins: a hard drive, four time the memory and the newest TOS
>at a price not much higher than adding these pieces separately to my 1040.
>Then of course I *also* get a processor thats a heckuva lot faster.
And even more wins: a battery backed up clock! More colors! An extra
serial port! Double the diskdrive space! So, about everything, one
would like to add to a 1040 :)

Erlend.

5692. Re: _FDC cookie?

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 12:26:34 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <C5s7wB.75q@cs.bham.ac.uk>
Source record: 207364

In article <1r04hrINN10d4@rs2.hrz.th-darmstadt.de> schorr@rbg.informatik.th-darmstadt.de (roland schorr) writes:
>Hatari!
>
>_FDC is the cookie for the CloppyDiskController. The highest byte contents the
>kind of disk that can be used, such as $01 = HD-Disks, $02=ED-Disks.

The lower three bytes are ASCII. Something like 'ADC' means Atari
floppy disk controller, my memory is hazy.

--Chris

5693. Re: Spectrum Games Files

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 12:28:16 UTC
From: ga@mrih.no
Message-ID: <1993Apr20.122816.16967@ugle.unit.no>
Source record: 207362

Brendan S McEnroe (cs89bsm@brunel.ac.uk) wrote:
> Has anyone managed to upload some spectrum games to their ST.
> Is there a ftp site for these games?

As previously mentioned, I wrote a programme to load Spectrum files
through the printer port of an 8MHz ST... The source should be around
here somewhere...

___
//--\ Gard Eggesboe Abrahamsen Birth date: August 19th 1973
|| O PO Box 5061, Larsgaarden Send a card... :)e
|| O 6021 Aalesund, Norway
|| m
//__/ Gard.Abrahamsen@mrih.no
// |

5694. Re: logic software?

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 12:33:31 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.735309130@rw8.urc.tue.nl>
Source record: 207367

pb6755@csc.albany.edu (BROWN PHILIP H) writes:

>Does anybody know of any software that will enable an atari 520st to create
>the symbols of logic (such as the upside-down A and backard E)?
Since you only have a 520st you cannot run LaTeX, which would be
perfect otherwise. I suggest you use a wordprocessor that can use GDOS
fonts, and use a fonts that has these characters, or create such a font
yourself. It is easy, using Gemfed or Fontz!.

Erlend.

5695. Falcon S/W Questions

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 12:35:11 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Apr20.123511.10237@unix.brighton.ac.uk>
Source record: 207387

I have had my falcon for about a month now and would like to ask fellow users a few questions about the s/w packaged with it in (UK bundle).

Fiestly, does anyone have the SAM package and if so, is it PD so you could send it to me?

Does Control Panel's General CPX have facilities for turning off Caching because it says so in the manual, but I cannot find it on there. I have a blank space on it which i guess is where it might well go. Maybe I have an early version? anybody?

Thanks

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix |
+---+

5696. Re: Upload: GDB 3.6 for Atari w/ MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 12:35:41 UTC
From: krinke@ips.cs.tu-bs.de
Message-ID: <1993Apr20.143541@ips.cs.tu-bs.de>
Source record: 207368

In article <SCHWAB.93Apr19164600@issan.informatik.uni-dortmund.de>,
schwab@issan.informatik.uni-dortmund.de (Andreas Schwab) writes:
> I have just uploaded a port of gdb 3.6 for Atari w/ MiNT (source only)
> to ftp.germany.eu.net (192.76.144.75), soon to be available in
> pub/comp/atari-st/mint/gdb36s.zoo. It will only work with MiNT 0.98 or
Please, can you upload a binary version? Nobody with less than 4MB is able
to compile the sources!
Thanks, Jens

Jens Krinke (krinke@ips.cs.tu-bs.de)

5697. How to upgrade a 7 year old STf

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 13:00:54 UTC
From: craig@hadrian.uk.sun.com
Message-ID: <1r0s66INNpto@uk-news.uk.sun.com>
Source record: 207370

Well I finally got there, thanks to everyone who has helped me with this so far. I have been upgrading my 1040STf for the past 6 months and here is what I've ended up with.
Two STf cases, one sawn in half and glued to the back of my existing STf case and then the CPU board slid into this new open area leaving the keyboard on it's own. This allowed me to stack add-on's on top of the CPU (TOS 2.06 and Vortex AT-Once).

The machine still looks like an STf with it's covers on, but a bit like a MEGA ST.

The TOS version is switchable between TOS 1.0 and 2.06 for compatibility, but I would like to get TOS 1.4 for it really.

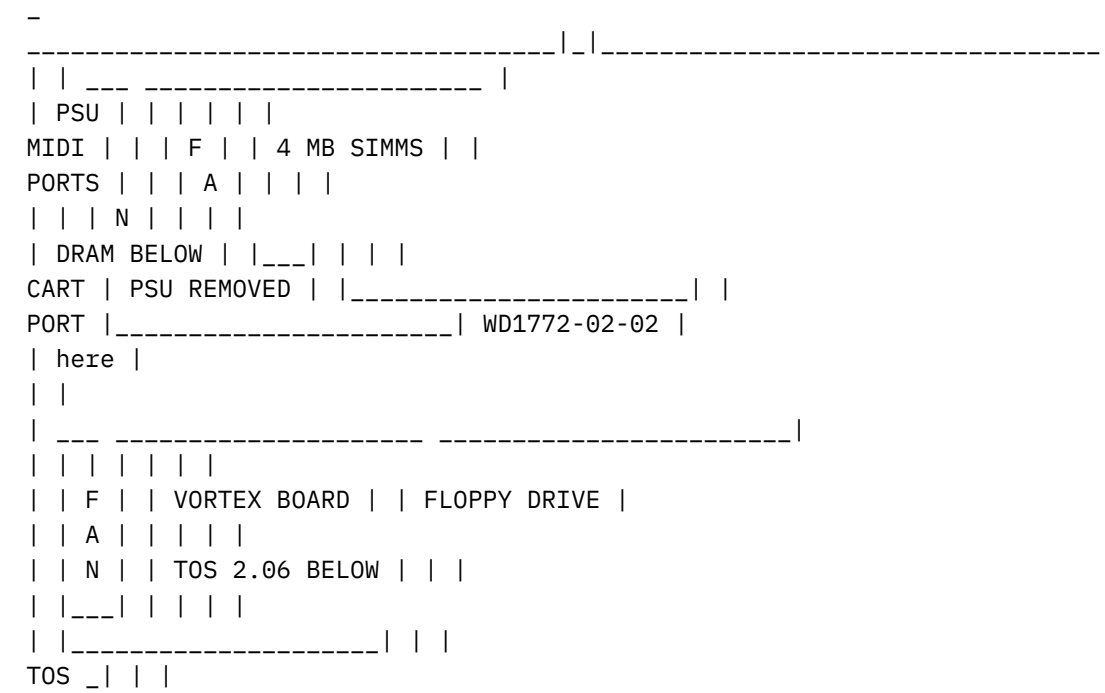
Removing all the metal casing enabled me to fit the Memory expansion (4mb) in as well and two fans for cooling. Also I removed the original 1mb of D-RAM that drained the PSU so heavily.

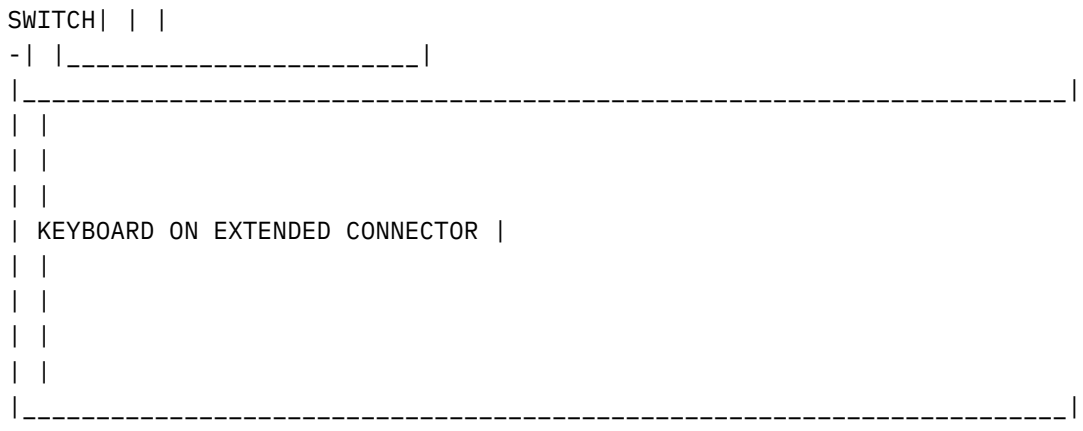
The disk drive was moved forward into the second case for easier access on my desktop and a fan grill fitted over the old. The floppy controller has been upgraded to a WD1772-02-02 and I have a switch for clock speeds so I can use a 1.44MB B: disk for DOS WINDOWS etc. I also have 400mb of disk and a 150mb tape drive on this little beauty.

Any Idea's what to call it?

ATARI 4096 STf 386-SX ?

So it looks a bit like this....
8/16 Mhz switch




SWITCH
KEYBOARD ON EXTENDED CONNECTOR

5698. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 14:08:25 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1r104pINN8dg@yacht.cis.ohio-state.edu>
Source record: 207377

In article <H.ea.kXcVwFKXAOQ@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:

>NeXTstep '486 _will_ take off, even if 1% of the '486 owners use it.
>Chrysler's already committed to buying NeXTstep '486 for all of its PCs.
>
>If you'd seen NeXTstep, maybe you'd buy a computer to run it... it's
>that amazing. Oh, and you can run FrameMaker on it. <drool>
^^^^^^^^^
You're drooling over Framemaker?

>------------------==-----------------
>Chris Herborth
>cherborth@semprini.tdkcs.waterloo.on.ca

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

5699. Fer Sale: 1040, mono and/or color monitors

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 14:47:10 UTC
From: lch3e@holmes.acc.Virginia.EDU
Message-ID: <C5sEEM.Ms3@murdoch.acc.Virginia.EDU>
Source record: 207384

Atari 1040 STf, TOS 1.0 (compatible with ALL shareware) $250

comes with WordPerfect; MagicSac+ and Spectre128

Macintosh emulators (64k roms only); pd, mag, demo software; a few

games; reference magazine library (the best; Current Notes!);

and MIDI cables. Unit has been covered and surge-protected since

birth. All ports have been tested (I was an ST salesperson).

Magnavox 8cm515 color monitor w/ custom ST cable. $250

Better than Atari! Usable as CGA or analog-rgb monitor with other

computers; as a hi-res tv with a vcr (better picture than any

regular tv); larger (14" vs. 13"); better made (Magnavox

vs. Samsung/Goldstar); separate sound jack (hook sound to stereo!

Atari SM124 mono monitor (only for sale WITH computer) $125

Better than normal; modified to use almost full screen (only

1/2" border) yet VERY sharp; brighter than new SM147's (and has

sound); better made (Goldstar vs. Samsung/whoever)

All units covered and surge-protected since birth.

Lauren Howard lch3e@virginia.edu

5700. Re: GIF VIEWER FOR THE ST.

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 14:58:36 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1993Apr20.155836.1@gst-soft.demon.co.uk>
Source record: 207380

Both viewers are excellent except they both have one very annoying
feature each! Spoflite usese the Global Image size when displaying th
eimage, rather than the local image size, which has a tendancy to
make the quality worse. Pchrome on the other always expands a GIF
smaller than 320x200 to 320x200 wich stretches the image. so a
120x200 image looks awful.

These problems means I can't use ImagePals on my PC at work to play
with GIF's without using another program to just read and re-write
them......aarrggghhh. Mind you there still a damn sight better than
what I could do, so I can't really complain.!!!!!

Chris Wood.
cwood@gst-soft.demon.co.uk
Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

5701. Re: close to giving up

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 14:58:38 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C5sExr.H56@newcastle.ac.uk>
Source record: 207381

In article <93041944@ritz.mordor.com>, ritz@ritz.mordor.com (Christopher Mauritz) writes:

>Gee, what a pithy comment. Yeah, him and most of the other people in
>the world. It makes it difficult to "see a Falcon" if Atari keeps
>hiding them. Sheesh...
>
>Chris

Well, it can't be that hard to see one.....I've owned 2 myself & seen them in shops in the UK, on display for anyone who cares to walk in & try one. Nicely hidden......

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

5702. Re: Atari Mono and VGA

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 15:04:04 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1296@usdtsg.DaytonOH.NCR.COM>
Source record: 207114
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc.hardware

In article <19APR199322421085@oregon.uoregon.edu> arosborn@oregon.uoregon.edu (Alan Osborn) writes:
>In article <1993Apr19.090707.3686@tdb.uu.se>, m88max@tdb.uu.se (Max Brante) writes...
>>Have anybody succeded in converting a atari monomchrome monitor into a
>>mono VGA monitor. If so please let me know exactly how you did and what
>>graphics card you used.
>I wish I could help! I posted a similar question about two weeks ago;
>I got no response at all. I've asked locally at my friendly Atari store.
>I was told that it should be possible, but that they had no idea how
>it might be done. Nor did they particularly care to investigate.
>
>Please, if anyone has _any_ suggestions, post them!

You might try asking on one of the comp.sys.ibm.* echos (the best one may be comp.sys.ibm.pc.hardware). I say this because the conversion seems more geared toward a PC user wanting to use that monitor, than an Atari user who already can use the monitor (unless maybe they want to really go wild - converting the monitor to VGA, then using it as a VGA monitor with a Falcon :-)

As for graphics cards, assuming that the Atari monitor can be modified/adapted to handle VGA signals, you should probably be able to use any VGA card (at least with a res around 640x400). I haven't tried this, but that would be my guess...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

...you might want to price mono VGA monitors anyways - it may be cheaper to go that route than to do the conversion; besides, with the Falcon and beyond, VGA/SVGA/multisync monitors will probably be the way to go...

5703. Re: UNIX to Atari ST -- Thanks

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 15:10:26 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1297@usdtsg.DaytonOH.NCR.COM>
Source record: 207115

In article <1993Apr20.093526.9012@zoo.bt.co.uk> gah@zoo.bt.co.uk (Geoff Hopson) writes:
>Thanks to everyone who responded - you are too numerous to reply to
>individually. Thanks to your responses I have managed to get numerous
>music "goodies", and have given the disks to my mate in the pub - he
>is extremely grateful, and bought me a pint in your honour.
>I gratefully accepted on your behalf.

How 'bout posting a pint here as well! :-)

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"never put off today what you can get out of doing altogther..."

5704. Re: First look at the Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 15:12:32 UTC
From: glens@natinst.com
Message-ID: <1r13t0$57v@falcon.natinst.com>
Source record: 207379

In article <4586@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:

>I can't believe they're shipping a complex program like Works with
>NO MANUAL, let alone no dictionary/thesaurus... Sigh.

MAJOR SIGH! When will people learn that a well written program that
is GUI driven should not even need a manual at all? (I have not seen Atari
Works and I am not saying that it is such a program) I think everybody is
missing the point of intuitivness/GUIes.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@falcon.natinst.com

5705. Re: First look at the Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 15:24:24 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C5sG4p.IzB@newcastle.ac.uk>
Source record: 207382

In article <4586@isgtec.isgtec.com>, ken@isgtec.com (Ken Newman) writes:
>In article <mmartin.735071061@neumann.une.edu.au> mmartin@neumann.une.edu.au (Mark Martin) writes:
>
>> [nice summary of bought Falcon]
>
>> - Works (word-processor/database/spreadsheet prog. I'm using
>> the wp to type this and it is easilly the best I have
>> used on an Atari - the auto formatting is great. There
>> is no dictionary/thesaurus tho.. supposed to be sent to
>> me when available.
>
>I can't believe they're shipping a complex program like Works with
>NO MANUAL, let alone no dictionary/thesaurus... Sigh.
>
>--
>
>ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

How come I got my new Falcon yesterday and didn't get Works with it ?????

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
-----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

5706. 8 Meg RAM Expansion

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 15:34:32 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C5sGLL.Jrt@newcastle.ac.uk>
Source record: 207383

Has anyone tryed one of these new 8Meg RAM boards that are on sale in the UK now?

Just interested to see how easy they are to fit.....

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

5707. Re: How to upgrade a 7 year old STf

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 16:02:22 UTC
From: neurom@u.washington.edu
Message-ID: <1r16qeINN4e@shelley.u.washington.edu>
Source record: 207385

>
> Any Idea's what to call it?
>
> ATARI 4096 STf 386-SX ?
>
> So it looks a bit like this....

WOW! Who ever said Atari owners weren't inventive was REALLY screwed. We may not have too much of a company to back us up, but what kind of user base can boast people like THAT!

Bravo!

5708. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 16:07:50 UTC
From: neurom@u.washington.edu
Message-ID: <1r174mINN9p@shelley.u.washington.edu>
Source record: 207386

> Chrysler's already committed to buying NeXTstep '486 for all of its PCs.

Err, wrong, thanks for playing. Check out the (April?) issue of NeXT World.
The Chrysler _financial_ group bought it. Money only, folks, not corprate
bigwigs or R&D.

> If you'd seen NeXTstep, maybe you'd buy a computer to run it... it's
> that amazing. Oh, and you can run FrameMaker on it. <drool>

I've seen it. I'm using it. I love it. Ain't no WAY I'm paying $1000 for it.

Just an opinion.

--Neuromancer

5709. Re: Mac floppies under Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 16:30:13 UTC
From: boyd@tait
Message-ID: <C5sJ6E.38L@mailer.cc.fsu.edu>
Source record: 207390

L676791@LMSC5.IS.LMSC.LOCKHEED.COM wrote:
> .... but the
> fact is that Spectre GCR is hopelessly outdated (it only runs system 6.5 or
> below) comes with a poorly written, incomprehensible manual .....

Spectre works with any system/finder except 7.x, up to and including 6.0.8.

> ..... For example, you can install
> an OLD version of Microsoft Word (like 3.2 or 4.0), and write text at home, and
> bring it into work on disk, and if you have Microsoft Word 5.0 or 5.1 at work,
> you can read 3.2 or 4.0 files. However, you CANNOT read Microsoft Word 5.0
> or 5.1 files with Microsoft Word 3.2 or 4.0, so you can't take stuff done on
> the latest version of Mac Software and make it work on an older version. Only
> vice versa.

Er, MS Word 5.0 is working just fine with my Spectre 128. Am I just lucky?
Is there a disaster here waiting to happen? BTW, Word 4 can read Word 5 files.

> In fact, try going to a Mac dealer and purchasing
> sytem 6.5 or 6.4 system/finder. YOU CAN'T! They don't sell them anymore.

Yup, they just give them away. You can even ftp them from ftp.apple.com.
Also, I have yet to run into anything major that does not still support 6.0.x.
On the other hand, I am not a big Mac person, just a dabbler. For this, the
Spectre products are excellent. IMHO, a Mac plus (or clone or emulator) has
these pros and cons:

Pro: Lots of mature professional applications, WP, DB, DTP, etc.
Pro: Continued support of these products.
Pro: Very consistant user interface, common to most any program

Con: Slow (but a plodding determined kind of slow).
Con: User interface is idiot proof to the point of irritation in some cases.
Con: All the games suck :-)

I use my ST as an ST most of the time, but having the Mac sitting there if
I need it is really nice. I find Spectre to be rock solid.

I do not intend for this to be a flame. Hopefully the information above will
help you make better use your Spectre.

Quick question: Anybody out there gotten a terminal program (in Spectre) to
work correctly at 19,200 baud? Zterm does not seem to be able to hack it. I
am not sure if it is the program or the ST serial port. I much prefer Uniterm
in the ST environment anyway, but it would be nice to have one on the Mac for
an occasional login.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5710. Re: Falcons shipping next week in USA!

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 16:37:26 UTC
From: gutschk@uni-muenster.de
Message-ID: <1r18s6$2af4@obelix.uni-muenster.de>
Source record: 207388

wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:

>rost@tecrus.dec.com (My name is Brian Rost) writes:

>>I don't even have a hard disk yet, so a Falcon with the 4/65 configuration
>>gets me three big wins: a hard drive, four time the memory and the newest TOS
>>at a price not much higher than adding these pieces separately to my 1040.
>>Then of course I *also* get a processor thats a heckuva lot faster.
>And even more wins: a battery backed up clock! More colors! An extra
>serial port! Double the diskdrive space! So, about everything, one
>would like to add to a 1040 :)

>Erlend.

Nonetheless, you might want to consider getting the 14/65
configuration. With MTOS loaded, 4 Meg's are very little. Since
upgrading the Falcon always means replacing the entire old memory and
getting a new memory board, it might be a good idea, to get 14Meg's in
the first place. BTW 14 Meg's is yet another thing you cannot have
with your old 1040 :-) ... and it is *really* convenient.

So long,

Markus

5711. Re: Atari posts large loss (again)

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 16:45:03 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Apr20.164503.23685@rchland.ibm.com>
Source record: 207389

In article <1993Apr20.010456.12518@iscsvax.uni.edu>, sinclair2246@iscsvax.uni.edu writes:
|> In article <1993Apr19.111705.5679@spcvxb.spc.edu>, mauritz_c@spcvxb.spc.edu writes:
|> > FYI...Atari is trading at $0.50/share right now...it doesn't look
|> > very hopeful, especially in light of the following...
|> >
|> > ------------snip snip-------------------
|> >
|> > 04/19 (WJ) Atari Corp. Said Wider Net Loss Posted For the 4th Qtr
|> >
|> > Atari Corp. said its fourth-quarter net loss widened to $21.9
|> > million, reflecting charges related to operational restructuring and
|> > inventory.
|> > Net loss for the maker of video games and personal computers, equal
|> > to 38 cents a share, compares with $4.4 million, or eight cents a share,
|> > a year ago. Sales plunged 73% to $25.6 million from $96.1 million.
|> > The results include charges of $7.4 million for restructuring and
|> > $14.1 million for inventory write-downs.
|> > For the full year 1992, the company in Sunnyvale, Calif., posted a
|> > net loss of $73.6 million, or $1.28 a share, vs. net income of $25.6
|> > million, or 44 cents a share, in 1991. Annual sales were $127.3 million,
|>
|>
|>
|> Y> down 51% from $260.0 million.
|>
|>
|> And users want to buy a computer from a failing company....
|>
|> Well Apple reported sales in their most recent quarter. Sales were slightly
|> below the two billion mark. PowerBooks sales were up by 100%.
|> I bet when the cyclone macs which will be comming out next month will be the
|> choice for musicians. Musicians will glad to pay more for a machine with lots
|> of horse power..
|>
|>

Hey Mr. Sinclair, Apple posted a *loss* in its latest sales report. Yes,
Apple is doing quite well, no doubt about that one, but its revenues were not up!
About the Cyclones, they seem to be nice machines, but let's wait for the actual
pricing...

Raist New A1200 owner 320<->1280 in x, 200<->600 in y
in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
don't e-mail me -> I don't have a valid address nor can I send e-mail

5712. Re: Spectrum Tape Loader for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 16:59:01 UTC
From: hjb@gad.th.vu.nl
Message-ID: <1993Apr20.165901.14133@cca.vu.nl>
Source record: 207391
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993Apr15.121137.17958@ugle.unit.no> ga@mrih.no (Gard Abrahamsen) writes:

>Ok! You asked for it... here it is (finally)... the source code for the
>Spectrum Tape Loader... plug tape recorder to ST like this...

Thanks a lot for posting the Tape Loader (No irony marking smileys, I really mean it!). However, after having fooled around with a few ftp-able assemblers I must admit that I do not know enough (i.e. virtually nothing) about assembly code or assemblers to get it to work.
Would it be very problematic to post the binary as well? I have an 8 mHz ST, so that should work alright.

Thanks,
Hendrik Jan Bosman

5713. Re: close to giving up

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 17:15:41 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <62941@aurs01.UUCP>
Source record: 207393

```
>: >HOW can anyone possibly stay excited about a 16Mhz '030 system that is
>: >this late?

>: You haven't seen a Falcon.

>Gee, what a pithy comment.

Yeth. What he thaid.

-Jonathan
**************************************************************************
*Jonathan Whitcomb, Alcatel Network Systems, Raleigh, North Carolina*
* UUCP: whitcomb%aurfs1.aur.alcatel.com@rockdal.aud.alcatel.com *
* GEnie: J.WHITCOMB3 *
**************************************************************************
```

5714. 1040 STf for sale

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 17:40:54 UTC
From: pjf@osiris.cs.uoguelph.ca
Message-ID: <1r1cj6$8um@nermal.cs.uoguelph.ca>
Source record: 207392

Asking for a freind: How much is a monochrome 1040ST(f) going for these days? Please respond via eMail, as I no longer read this group. If you don't know, make me an offer. No hardware hacks, no problems. External 3.5" DD disk drive.

--
/PJ "You can't grep dead trees" pjf@osiris.cs.uoguelph.ca
(519)824-4120x6309

5715. Re: First look at the Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 17:53:20 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1298@usdtsg.DaytonOH.NCR.COM>
Source record: 207117

In article <4586@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>In article <mmartin.735071061@neumann.une.edu.au> mmartin@neumann.une.edu.au (Mark Martin) writes:
>
>I can't believe they're shipping a complex program like Works with
>NO MANUAL, let alone no dictionary/thesaurus... Sigh.

I would hope that the program is easy enough to use/learn without having to reach for the manual, if possible. Something like online help screens is what I personally prefer. Besides, I look at the manual as a last resort (and I'll not just look at it, but actually open it up if I'm really desperate! :-)

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"Stash Cup Hat Trick - Let's go Pens!"

5716. Re: Falcons shipping next week in USA!

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 18:39:42 UTC
From: neurom@u.washington.edu
Message-ID: <1r1g1eINNatj@shelley.u.washington.edu>
Source record: 207394

> Nonetheless, you might want to consider getting the 14/65
> configuration. With MTOS loaded, 4 Meg's are very little. Since
> upgrading the Falcon always means replacing the entire old memory and
> getting a new memory board, it might be a good idea, to get 14Meg's in
> the first place. BTW 14 Meg's is yet another thing you cannot have
> with your old 1040 :-) ... and it is *really* convenient.

Not necessarily so. I've seen adds for a Falcon030 RAM board that can hold either 4 or 14 megs of ZIP RAM. (All of a sudden, the sound of a thousand 1 meg Falcon030's is heard).

--Neuromancer

5717. Re: GIF VIEWER FOR THE ST.

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 18:46:21 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Apr20.184621.121133@zeus.calpoly.edu>
Source record: 207395

karlm@mel.dbce.csiro.au (Karl Meyland) stated:
>Actually I think you'll find Photochrome is up to v3.01 now...
>
>Yes, it is the way all GIF viewrs should go.
>
>SPOFLITE is good too, but photochrome gives better results....

But Speed of Light works on a TT and it has virtual screen sizes!
Sorry Steve (is that your name- the guy who wrote SPOFLITE?) I have not
sent any money cuz I have not used it much since my HD partion with it on
it crashed :(. Does Photochrome work on the TT? Not to my knowledge!

BTW last night on GEnie Nathan Potechin said Calamus SL is going to be
released for Windows NT.... hmmmm might be interesting huh?

>
>Karl.
>
>
>--
>| Karl Meyland CSIRO Division of Building, Construction and Engineering |
>| Post Office Box 56, Highett, Victoria, Australia 3190 |
>| Internet: karlm@mel.dbce.csiro.au Tel: +61 3 252 6222 Fax: +61 3 252 6244 |
>|_____|

*steve miller The water runs smoothly
*dept of electronics engineering like a hand over silk
*cal poly san luis obispo As it drips from her body
*superficial knowledge PhD :P it seems like pure milk -s.miller

5718. ---> GAMES FOR SALE <---

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 19:12:34 UTC
From: andy@ice.stx.com
Message-ID: <C5sqp1.FBt@skates.gsfc.nasa.gov>
Source record: 207102

Atari ST games for sale, all eight for $50 or best offer, shipping extra:

* Dungeon Master
* Falcon
* Millennium 2.2
* Hostage Rescue Mission
* Final Assault
* Dive Bomber
* Gone Fish'n
* Kosmic Krieg

Contact Andy Moore at andy@ice.stx.com or 301-963-6920

--
_____ Andy Moore (andy@ice.stx.com) _____
Purgamentum init, exit purgamentum (Garbage in, garbage out)
Id imperfectum manet dum confectum erit (It ain't over until it's over)
[Latin courtesy of Joe]

5719. Re: Mac floppies under Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 19:46:46 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1300@usdtsg.DaytonOH.NCR.COM>
Source record: 207121

In article <C5sJ6E.38L@mailer.cc.fsu.edu> boyd@math.fsu.edu writes:

[misc STuff deleted]

{re: system files...}
>Yup, they just give them away. You can even ftp them from ftp.apple.com.
>Also, I have yet to run into anything major that does not still support 6.0.x.

About the only programs I've run across (admittedly, not many) that
seem to not want to work with Spectre are those requiring *color*
MACs. Of course, the same problem may happen on a regular Mac Plus
(or non-color Mac). BTW there's always the nice TSR's that sometimes
help with some programs - one to emulate a 68020, and I believe another
to emulate a FPU, both in Mac mode...

The one thing I have not figured out yet is how to convert those
Image files into a disk - if you've done it, can you tell me which program(s)
you used, etc?

>On the other hand, I am not a big Mac person, just a dabbler. For this, the
>Spectre products are excellent.

Ditto - another "hmm, what can this computer do?" person, huh? :-)

[pros/cons deleted]

..."remember, Pro as to Con, Progress as to Congress"...

>Quick question: Anybody out there gotten a terminal program (in Spectre) to
>work correctly at 19,200 baud? Zterm does not seem to be able to hack it. I
>am not sure if it is the program or the ST serial port. I much prefer Uniterm
>in the ST environment anyway, but it would be nice to have one on the Mac for
>an occasional login.

I've used Zterm at the 19200 setting (to be honest, I'm not
sure if the call was connected at 9600 or 19200 - high speed modem settings
are a bit confusing). Anyways, it's seemed to work okay for me
(nice to see a Mac program with *zmodem* anyways). Of course, I'm on
a MegaSTe, so I don't know if the increased CPU speed has anything to
do with that or not...

Now if there were only a Mac terminal that would take advantage of
my MegaSte's extra serial ports - would like to kick it up to 38400baud :-)

Oh, quick plug - check out Connect 1.96 (in ST mode) - has an
interface similar to that of Zterm (and all the goodies of Uniterm...)

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"sir, what is the meaning of Life?"
"you mean the board game?"

5720. Re: ATARI STUFF FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 19:49:13 UTC
From: aag9521@ucs.usl.edu
Message-ID: <1993Apr20.194913.20547@usl.edu>
Source record: 207397

Folks, everything has been sold.

Thanks to everyone that answered to my posting, it took me a

little longer that what I expected since our school was changing

the modems from 1200 to 19,200 and the system has been a mess

for the last few days (better than staying at 1200 Baud).

I really want to say that the people in the net are the greatest

bunch I have ever known of.

Thanks again,

Tony

5721. Looking for EdHak 2.0 or other editor D/A

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 20:07:32 UTC
From: erkamp@TITAN.ARC.AB.CA
Message-ID: <1993Apr20.140732.297@janus.arc.ab.ca>
Source record: 207398

I am trying to track down EdHak 2.0 or any other editor that will run as a desk accessory and handle more than 4K files. I am currently using Diary2.0S and it has the 4K limitation. It is supposed to be a trimmed down version of EdHak. Any help would be appreciated.

Bob

5722. Re: FreeZe Dried Terminal 3

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 20:42:28 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1r1n7kINN2ol@golem.wcc.govt.nz>
Source record: 207400

] was busy doing FzT 3. He said that it was going to be in 100% assembly
] language, and that it was about 40% ready. He told us to look for it

Excellent stuff!! Assembly, that should speed things up a bit, and reduce
the size of things by quite a bit!

It's going to give everything else a run for it's money if he gets it up
& running!

] "sometime this summer". Features weren't revealed very much, but I

When is that over there? (I'm on a different continent)

] think he said something about fossil drivers for ANSI/VT100/VT52. I
] don't know what a fossil driver is, even if I have heard of them,
] maybe somebody wants to tell me about them?

Basically, it just gives the ST the required character set & code to support
ANSI/VT100 etc!

(VT52, he hardly needs to 'add', as it's already in the machine, but VT-100
would go down a treat!!)

5723. Re: Demo on FALCON 030

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 20:45:05 UTC
From: kkallio@vipunen.hut.fi
Message-ID: <kkallio.735338705@vipunen.hut.fi>
Source record: 207399

In <1qq1o5INNhua@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>As far as programmers are concerned, the ST is just about obsolete!

>(Well... we'll see! 8-)

>There haven't been any half-decent demos released for ages any-way, all
>the coders got sick of things & went over to the Amoeba!

You are not on the scene, are you? It's true that many groups have left the
scene, but not everyone. The best groups still continue on ST(e).

And what do you mean with "ages", a year or a month?

What about Omegas "Grotesque", which is better than any techno-demo on Amoeba
or our latest "Armada is dead" with the fastest Julia-drawing routine ever...

There will be numerous demos released this year so stop crying!

Almost anything that can be done on Amiga, can also be done on STe
(and we will prove it and do even more...)

Lancelot (& Xenit) of Aggression
kkallio@vipunen.hut.fi

5724. Re: First look at the Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 20:45:42 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1r1ndmINN2ol@golem.wcc.govt.nz>
Source record: 207101

```
] MAJOR SIGH! When will people learn that a well written program that
] is GUI driven should not even need a manual at all? (I have not seen Ata
] Works and I am not saying that it is such a program) I think everybody i
] missing the point of intuitivness/GUIes.

I'd like to see anyone work out all the features of Pagestream 2.2 without
a manual!

Lots of programs have little 'hidden' features, and for the first time
user, learning to use the thing without a manual is no fun! (What does
this mean etc....)
```

5725. Re: JPEGs and GIFs on FALCON

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 22:49:14 UTC
From: alex@falcon.demon.co.uk
Message-ID: <735346154snz@falcon.demon.co.uk>
Source record: 207097

In article <1993Apr20.080611.1586@unix.brighton.ac.uk> mm68@unix.brighton.ac.uk writes:

>but really does not make much use of it. True Paint however loads JPEG's
>using the DSP so it is *very* fast (so I am told!).
>
>I hope to get it very soon and try it out.
>
>
>--
>+---+
>| You are knowing it is a rock when it is falling on your head. |
>| |
>| Michael May, Brighton University, Sussex, England |
>| mm68@uk.ac.bton.unix |
>+---+
>

Much as I would like to claim my TruePaint JPEG loader uses the DSP, I'm afraid honesty prevails! As yet I haven't got DSP-based IDCT working, though the CPU-based IDCT isn't bad (minimized multiplies based on the IJG code).

Half the problem is I could do with someone inventing time travel :-)

--
Alex Kiernan
akiernan@falcon.demon.co.uk

5726. German -> English translator

Newsgroup: comp.sys.atari.st
Date: 1993-04-20 23:59:08 UTC
From: boblu@tekgen.bv.tek.com
Message-ID: <2539@tekgen.bv.tek.com>
Source record: 207108

I remember sometime ago that a German to English ASCII translator was distributed around the net. I cannot remember the name nor can I seem to find it on any ftp sites. If someone can send me a copy or knows where (any anonymous ftp machine) the program is archived, I would greatly appreciate it.

Many thanks,

Bob Luneski
boblu@tekgen.bv.tek.com

5727. Re: Mac floppies under Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 00:35:03 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1993Apr20.173504.4546@arizona.edu>
Source record: 207105

In article 1qsi3gINN6ld@tortoise.cis.ohio-state.edu, tbrown@cis.ohio-state.edu (ted croft brown) writes:

> bad. And you don't need Sys 7 to multitask! Use multifinder for Sys 6!
>
> And, to say, "Who needs it [multitasking] on a Mac?" is really strange!

But there's a difference between multitasking and Multifinder. Multifinder is indeed quite useful, but it is NOT multitasking--it's only running whatever's in the selected window. Everything else is just sitting there--which is fine, being as a drawing program or whatever doesn't have much to do if I'm not telling it to do something.

> --
> Ted Brown tbrown@cis.ohio-state.edu
> tbrown@magnus.acs.ohio-state.edu

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

5728. Re: Mac floppies under Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 00:37:54 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1993Apr20.173755.4547@arizona.edu>
Source record: 207106

In article 38L@mailer.cc.fsu.edu, boyd@tait (Mickey Boyd) writes:

> Quick question: Anybody out there gotten a terminal program (in Spectre) to
> work correctly at 19,200 baud? Zterm does not seem to be able to hack it. I
> am not sure if it is the program or the ST serial port. I much prefer Uniterm
> in the ST environment anyway, but it would be nice to have one on the Mac for
> an occasional login.
>

I've had it running at 19,200 bps to a printer hooked up via serial, and to
another computer. I don't recall any problems (I'm on a TT w/TOS 3.05).

> --
> **
> * Mickey Boyd *
> * Systems Administrator *
> * Florida State University Mathematics Department *
> * email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
> **

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

5729. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 01:22:04 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Apr21.012204.153067@zeus.calpoly.edu>
Source record: 207103

tbrown@cis.ohio-state.edu (ted croft brown) stated:
>In article <H.ea.kXcVwFKXAOQ@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>
> You're drooling over Framemaker?
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Yeah Chris.. you're drooling over Framemaker? It is only good for long documents.. like books... come on and give atari some respect Calamus is awesome and so is Outline Art 3.0 (I just won a free copy from GEnie last night (yahoo!)

>
>>------------------==------------------
>>Chris Herborth
>>cherborth@semprini.tdkcs.waterloo.on.ca
>
>
>--
>Ted Brown tbrown@cis.ohio-state.edu
> tbrown@magnus.acs.ohio-state.edu

*steve miller The water runs smoothly
*dept of electronics engineering like a hand over silk
*cal poly san luis obispo As it drips from her body
*superficial knowledge PhD :P it seems like pure milk -s.miller

5730. Seeking good drawing programs.

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 02:07:51 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13032@uqcspe.cs.uq.oz.au>
Source record: 207104

What is a really good drawing program?

I want something that can handle arbitrary bitmap sizes and depths (colours).

Doesn't have to be the beez kneez packed with features (I spend 90% of the
time in Zoom-mode single clicking pixels anyway!).

Commercial, Shareware, or Freeware.

(I need details for Commercial s/w - I'd probably have to buy it o/s)

Thanks,
Warwick (sick of CrackArt and any other 320x200x16col editor)
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

5731. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 02:45:41 UTC
From: monnier@di.epfl.ch
Message-ID: <1r2cgl$7n4@disun41.epfl.ch>
Source record: 207107
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2bd2f8b671106b@discworld.oche.de> rincewind@discworld.oche.de writes:
>Don't recommend lharc - there are much too many incompatible versions
>around - I use zoo with no problems to exchange files between SUN, PC
>and ST, which does not work as well using lharc (the new versions are
>better, but you don't know what version other people have, and try to
>get a lharc-2 on a sun).

When are you going to open your eyes ????
lharc-2 is known as LHA under unix and IS available (it's even at
atari.archive.umich.edu:.../Archivers/Unix/lha-1.00.tar.Z)

I know lharc is not perfect and has some incompatibilities,
but it is available on most platforms, even version 2 !

>Michael

Stefan
--

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

5732. Gimme Gifs !

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 02:49:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <740.78.uupcb@uttsbbs.uucp>
Source record: 207130

Well, I have TONS of GIF's, and still no decent GIF viewer! I am still trying to figure out this whole USEnet thing so I can get Speed Of Light, which is susposed to be pretty good. To whoever it was that sent me mail a while back, asking for my usenet address, sorry I did'nt reply, but whenever I reply in Internet it does'nt work, says something about invalid address or something like that. So here's my request (beg?) Could someone PLEASE put Speed Of Light on the Atari.Comp.Sys.Binary? And then tell me, someone who knows absolutely NOTHING about how this works how to get it into a file? Someone mentioned uuencode command or something, but that did'nt seem to want to work....any help would be greatly appreciated.

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+---+

5733. Re: Demo on FALCON 030

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 03:50:45 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1r2gaIINN48g@golem.wcc.govt.nz>
Source record: 207109

] What about Omegas "Grotesque", which is better than any techno-demo on Am
] or our latest "Armada is dead" with the fastest Julia-drawing routine eve

They available anywhere except on GEnie & local BBS's?

Are they any good? Or just more wibbly-scrollers with the occassional sample thrown in? There aren't a lot of demos that really push the machine to the limit!

Overdose wasn't bad, had a couple of fancy bit's in it! (Really fast fractals, and good sampling!)

5734. Re: FreeZe Dried Terminal 3

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 03:53:04 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1r2gf0INN48g@golem.wcc.govt.nz>
Source record: 207110

] Is FreeZe Dried Terminal shareware then? Is it available on a.a.u.e?
] some other site? Or do I have to order it from a shareware house?

Version 3 doesn't exist yet, and probably won't for another couple of
months at least!

Version 2.2 is the latest version which is Shareware, and is available
in the ./Telecomm/ directory, as fzt_d220.lzh. Shareware fee is $25US.
(Written by Aaron Hopkins, Manhattan, California)

(Oops, I mean by available, available on atari.archive.umich.edu !!)

5735. Zmodem

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 05:01:50 UTC
From: jmcrmack@unix2.tcd.ie
Message-ID: <jmcrmack.735368510@unix2.tcd.ie>
Source record: 207116

I've been using ACSII transfers and capture buffers for a while and
I'm fed up of the time it takes to UL or DL stuff. I have a few Term
programs (inc . CoNnect which I hope to register this week) but I'd
really appreciate advice on how to set up my modem to use decent protocals
I have a 2400 modem and it's used to logon on to a decstation at a local
server prompt. From there I can connect to any of the available systems.
(like unix or vms) . The setup for connection is 2400 8 bit 1 stop bit
full duplex. I don't know about XTS etc. so this is where i'm looking
advice.
Any help on the matter would be appreciated.

Sean.

--
"""
"""""""""""""""""jmcrmack@unix2.tcd.ie"""""""""""""""""""""""""""""""""""""
""""""""""""""""""Keep on rocking in the free world""""""""""""""""""""""""
"""

5736. Sharable TCSH

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 05:41:56 UTC
From: dud@stein.u.washington.edu
Message-ID: <1r2mr4INNsb9@shelley.u.washington.edu>
Source record: 207113

I'm having a problem with the new sharable version of TCSH in that it can't seem to find my login.csh file (in the /etc folder). I tried renaming it to .login, I tried putting it in the /bin folder with TCSH, I tried putting it in my home directory, but nothing will work. When I run TCSH, the prompt is just a # and none of my env. variables are set. I have to type "source /etc/login.csh" and then it will do it fine. (My login.csh has a "source ~/tcsh.rc" in it). The old version of TCSH did not have this problem. Anyone have a clue what's wrong?

Thanks for any enlightenment...

Dan Aylward
dud@u.washington.edu

5737. Re: Atari posts large loss (again)

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 06:25:27 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Apr21.002527.12561@iscsvax.uni.edu>
Source record: 207111

Hey

H

In article <1993Apr20.164503.23685@rchland.ibm.com>, ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> In article <1993Apr20.010456.12518@iscsvax.uni.edu>, sinclair2246@iscsvax.uni.edu writes:
> |> In article <1993Apr19.111705.5679@spcvxb.spc.edu>, mauritz_c@spcvxb.spc.edu writes:
> |> > FYI...Atari is trading at $0.50/share right now...it doesn't look
> |> > very hopeful, especially in light of the following...
> |> >
> |> > ------------snip snip-------------------
> |> >
> |> > 04/19 (WJ) Atari Corp. Said Wider Net Loss Posted For the 4th Qtr
> |> >
> |> > Atari Corp. said its fourth-quarter net loss widened to $21.9
> |> > million, reflecting charges related to operational restructuring and
> |> > inventory.
> |> > Net loss for the maker of video games and personal computers, equal
> |> > to 38 cents a share, compares with $4.4 million, or eight cents a share,
> |> > a year ago. Sales plunged 73% to $25.6 million from $96.1 million.
> |> > The results include charges of $7.4 million for restructuring and
> |> > $14.1 million for inventory write-downs.
> |> > For the full year 1992, the company in Sunnyvale, Calif., posted a
> |> > net loss of $73.6 million, or $1.28 a share, vs. net income of $25.6
> |> > million, or 44 cents a share, in 1991. Annual sales were $127.3 million,
> |>
> |>
> |>
> |> Y> down 51% from $260.0 million.
> |>
> |>
> |> And users want to buy a computer from a failing company....
> |>
> |> Well Apple reported sales in their most recent quarter. Sales were slightly
> |> below the two billion mark. PowerBooks sales were up by 100%.
> |> I bet when the cyclone macs which will be comming out next month will be the
> |> choice for musicians. Musicians will glad to pay more for a machine with lots
> |> of horse power..
> |>
> |>
>
> Hey Mr. Sinclair, Apple posted a *loss* in its latest sales report. Yes,
> Apple is doing quite well, no doubt about that one, but its revenues were not up!

> About the Cyclones, they seem to be nice machines, but let's wait for the actual
> pricing...
>
> -------------------------------------
> Raist New A1200 owner 320<->1280 in x, 200<->600 in y
> in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
> *don't e-mail me* -> I don't have a valid address nor can I send e-mail
>
>

5738. Re: Atari posts large loss (again)

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 06:30:34 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Apr21.003034.12562@iscsvax.uni.edu>
Source record: 207112

In article <1993Apr20.164503.23685@rchland.ibm.com>, ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> In article <1993Apr20.010456.12518@iscsvax.uni.edu>, sinclair2246@iscsvax.uni.edu writes:
> |> In article <1993Apr19.111705.5679@spcvxb.spc.edu>, mauritz_c@spcvxb.spc.edu writes:
> |> > FYI...Atari is trading at $0.50/share right now...it doesn't look
> |> > very hopeful, especially in light of the following...
> |> >
> |> > ------------snip snip-------------------
> |> >
> |> > 04/19 (WJ) Atari Corp. Said Wider Net Loss Posted For the 4th Qtr
> |> >
> |> > Atari Corp. said its fourth-quarter net loss widened to $21.9
> |> > million, reflecting charges related to operational restructuring and
> |> > inventory.
> |> > Net loss for the maker of video games and personal computers, equal
> |> > to 38 cents a share, compares with $4.4 million, or eight cents a share,
> |> > a year ago. Sales plunged 73% to $25.6 million from $96.1 million.
> |> > The results include charges of $7.4 million for restructuring and
> |> > $14.1 million for inventory write-downs.
> |> > For the full year 1992, the company in Sunnyvale, Calif., posted a
> |> > net loss of $73.6 million, or $1.28 a share, vs. net income of $25.6
> |> > million, or 44 cents a share, in 1991. Annual sales were $127.3 million,
> |>
> |>
> |>
> |> Y> down 51% from $260.0 million.
> |>
> |>
> |> And users want to buy a computer from a failing company....
> |>
> |> Well Apple reported sales in their most recent quarter. Sales were slightly
> |> below the two billion mark. PowerBooks sales were up by 100%.
> |> I bet when the cyclone macs which will be comming out next month will be the
> |> choice for musicians. Musicians will glad to pay more for a machine with lots
> |> of horse power..
> |>
> |>
>
> Hey Mr. Sinclair, Apple posted a *loss* in its latest sales report. Yes,
> Apple is doing quite well, no doubt about that one, but its revenues were not up!
> About the Cyclones, they seem to be nice machines, but let's wait for the actual
> pricing...
>

Hey Mr. Raist..Apple posted a profit of $110 million in profits, but were below from thesame quarter last year...Revenus were up by $250 million...

The cyclones will be out soon...Probably before the Falcon...I bet Cyclone sales alone will be higher than the Falcon...Apple will be able to crank them out of their factories...

> Raist New A1200 owner 320<->1280 in x, 200<->600 in y
> in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
> *don't e-mail me* -> I don't have a valid address nor can I send e-mail
>
>

5739. Re: FreeZe Dried Terminal 3

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 07:44:32 UTC
From: xaemyl@netcom.com
Message-ID: <xaemylC5tpI8.Lr8@netcom.com>
Source record: 207118

Yeah ... FzDSTerm is pretty cool ... and I have some suggestions for it ...
to make it better! :) I hope Aaron takes them to heart ... I should reqister
My copy of it ...
--

```
/\__.__/\/\_____/\_______/\_ __ /\_.___/\__. Raa Amon Zepol
\ | /\____ \ ____/\ \/ \ \ | \_ |__ Xaemyl et Deus ...
/ \/ _ \ _|___/ ___ \/ | / | \ Devil's Load 666!
/ \\ | \\ / | \\___ \ ` \\ Turns People into clay
\ __|__ /___|__ / ____\____|__ / _____/_______ \ Radiation ... minds decay
\/ \/ \/\/ \/\/ \/ UUCP: xaemyl@netcom.com
```

5740. Re: AMON for Devpac 3 question

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 08:11:16 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.735379749@rw8.urc.tue.nl>
Source record: 207119

ppospis@mtroyal.ab.ca writes:

>I am trying to run the AUTO MON (AMON) for Devpac 3, but can't get it
>to install correctly, on either a 1040 ST or STE. On the ST it dislikes
>any program being before it in the AUTO folder, which is a problem since
>I use poolfix and pinhead which need to go first.
Pinhead2.1 does not need to go first as far as I know. It is just that
booting will be a little bit slower if AUTO MON is loaded without the
fastloadbit set. For poolfix I don't know, maybe you should use a
patched german version of poolfix that uses XBRA correctly, but then I
am not sure if AMON will use XBRA.

Erlend.

5741. Re: >>> 1040 STF and 1040 STE <<<

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 08:17:33 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.735380110@rw8.urc.tue.nl>
Source record: 207120
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

<BOYHC@CUNYVM.BITNET> writes:

>Would you explain to me what is the difference between 1040 STF and 1040 STE?

Oh yes, and one thing that the other poster forgot to mention, the STE
has a color palette of 4096 colors instead of just 512 colors.
It also has hardware scrolling (a big plus if you like demos!).
Also it has some functions integrated in one chip, so the overscan
modification will not work. And the tos version in it (1.62) has a
cookie-jar.

Erlend.

5742. Re: Looking for EdHak 2.0 or other editor D/A

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 08:46:37 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.735381881@rw8.urc.tue.nl>
Source record: 207122

erkamp@TITAN.ARC.AB.CA (Bob Erkamp) writes:

>I am trying to track down EdHak 2.0 or any other editor that will run as a desk
>accessory and handle more than 4K files. I am currently using Diary2.0S and it

Well why not buy STeno, the desk accesory. I heard it is a nice editor,
and it can interface with STalker too if you need it. It should also
run as a program. Maybe someone else can tell you more about it.
I know it is not expensive. I think 15 UK pounds or so.

Erlend.

5743. Current UK Falcon Prices (Retail and Developers') - Anybody know ?

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 08:54:25 UTC
From: sms@sys.uea.ac.uk
Message-ID: <sms.735382465@radon.sys.uea.ac.uk>
Source record: 207124

As the subject says, does anybody know the current UK prices of the various Falcon machines. As far as I know the prices have just gone up to 599 for the 1MB/0HD version and 999 for the 4MB/65HD version. Personally I'm interested in the big 14MB one... anybody know the price?

Other than UK prices would be useful too, as long as all the prices are given, as I would imagine the ratios between the prices will be the same.

Also, I'm very seriously considering registering with Atari as a Tier 2 (or whatever the non-professional level is now called) developer. Is the 25% discount for developers I heard about valid for that? I may be getting more than 1 Falcon eventually so it will definitely be worth it in the long run...

- Steve Sowerby, Postgraduate Layabout (sms@sys.uea.ac.uk)
- School of Information Systems, University of East Anglia, Norwich, England.
- # The above opinions do not in any way represent the University. Most
- people here wouldn't notice an Atari unless it was disguised as a Mac #

5744. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 08:55:10 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.735382373@rw8.urc.tue.nl>
Source record: 207123

Mark Kovarski <kovarski@zooid.guild.org> writes:

[Stuff that should be in comp.sys.atari.advocacy deleted...]

>BTW, the April issue of "Computer Paper" reviews several operating systems
>including System 7.1, OS/2 2.1, Windows 3.1, Windows NT and MultiTOS 4.0.
>They have a nice chart comparing all those operating system. The magazine
>is only available in Canada, and this issue is the Ontario Edition.

Sorry Mark, but I have to correct you on this one. TOS is at version
4.0x but MultiTOS is at the moment at version 1.01 and Atari probably
has more advanced versions already. But of course I don't know that.
Maybe they are first waiting a bit more for user impressions of
MultiTOS and are now working on more drivers. Who knows.

Erlend.

5745. Re: 520ST single sided drive problem

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 09:17:11 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.735383651@rw8.urc.tue.nl>
Source record: 207126

mschaf@riemann.math.uno.edu (Michael Schaferkotter) writes:

>shortly after running the machine,
>the drive started 'acting up'.

>the window would say that 0 bytes in 0 items used.

>next the red light would not come on, and the drive would
>just spin, and not stop until i turned the machine off.

Well I am just guessing at this. I used to have similar troubles, but
not anymore, now I have upgraded to TOS 1.4 and am using another
formatting program (that last one is probably the reason I have no more
problems).
I think the problem is that disks all have the same serial numbercaused
by the formatting program you use. It needs to be a random number,
otherwise the computer will not even see that it is a new disk that is
inserted. Oh yes, newer TOS versions also have better checking for when
disks are changed.

Erlend.

5746. Re: JPEGs and GIFs on FALCON

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 10:06:45 UTC
From: rogeraw@dhhalden.no
Message-ID: <rogeraw.51.735386805@dhhalden.no>
Source record: 207128

In article <1993Apr20.080611.1586@unix.brighton.ac.uk> mm68@unix.brighton.ac.uk (Lost Boy) writes:
>From: mm68@unix.brighton.ac.uk (Lost Boy)
>Subject: Re: JPEGs and GIFs on FALCON
>Date: Tue, 20 Apr 1993 08:06:11 GMT
>I have used Speed of Lite on the Falcon and it only uses 256 colour mode
>and does not use the dsp. Like many programs it works on the Falcon
>but really does not make much use of it. True Paint however loads JPEG's
>using the DSP so it is *very* fast (so I am told!).
>
NOT !!!!!!! I have seen it, and it does not yet use the dsp for jpeg
loading, but hopefully later versions will.

5747. New on a.a: SQUARE OFF arcade/maze game

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 10:10:40 UTC
From: evilandi@vnet.IBM.COM
Message-ID: <19930421.022342.438@almaden.ibm.com>
Source record: 207125

My game SQUARE OFF is now on atari.archive. To get it, send an email to
<atari@atari.archive.umich.edu> with the first line of the message reading:

send Games/squaroff.zoo

The game takes up just under 100k uuencoded. Requires COLOUR ST/STe.

Square Off originally appeared on a coverdisk of Atari ST Review mag in the
UK last year, but is now PD. The object is to traverse a maze of squares,
picking up points on the way. Different squares have different effects; eg.
one-way, teleport, disappearing, monster release and even some firepower!
There are 50 levels and the game includes speech synthesis to talk you through
the game with a few helpful/derisory comments.

Sadly I cannot post this to the binaries newsgroup myself, so if someone
would like to volunteer to do it for me, please email me first. Also, please
upload this game everywhere. Thanks.

A souped-up version including tracker music, sampled sound effects and a
very comprehensive level editor is available on the Budgie UK Licenceware
label at most UK PD libraries.

Andrew Oakley, IBM Warwick, UK IBM VNet: <9oakley@asicvm1> x(7)664830
InterNet: <evilandi@vnet.ibm.com> I speak FROM IBM, not FOR IBM!
JANet: <evilandi%vnet.ibm.com@nsfnet-relay> UK 24h Tel. 0926 464830
24 Daddlebrook Road, Alveley, Near Bridgnorth, Shropshire, WV15 6NU, UK

Evil Andi of GOTHIC DOMAIN SOFTWARE: Computing for the culture-shocked
Budgie UK titles: Ballpark, Flipped & Square Off
Shareware titles: ST-Zine Disk Mag Kit, Quiz Construction Kit & others
MORE & MORE TITLES AVAILABLE ON ATARI ARCHIVE... STAY HUNGRY!

Vegitarianism = Farm Animal Extinction?

5748. Re: Demo on FALCON 030

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 10:52:27 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C5ty7G.2sJ@newcastle.ac.uk>
Source record: 207131

In article <1r2galINN48g@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>] What about Omegas "Grotesque", which is better than any techno-demo on Am
>] or our latest "Armada is dead" with the fastest Julia-drawing routine eve
>
>They available anywhere except on GEnie & local BBS's?
>
>Are they any good? Or just more wibbly-scrollers with the occassional
>sample thrown in? There aren't a lot of demos that really push the machine
>to the limit!

Haven't seen 'Armada is dead', but the Grotesque demo is excellent - and it works on my Falcon as well (if you have the STE sound driver loaded first).

Oh yes - the CEBIT93 Falcon Demo - did it REALLY need the ten minutes of (ok, very pretty) topless girl at the end ? It embaressed my girlfriend no end :) Never mind - the DSP text rotation at the start is very nice.....

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

5749. Re: GUI's, CLI's, and other assorted STuff...

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 11:04:12 UTC
From: mebeb@liverpool.ac.uk
Message-ID: <C5tyr1.LtH@liverpool.ac.uk>
Source record: 207133

In article <1qt30oINNn45@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>
>CLI's a far too slow for my purposes, I like to have lot's of RAM available,
>and quick access to what I wan't without having to CD to directories
>etc.

Ah, there speaks someone who has never really used a CLI/shell.

Kevin O'Donovan kebab@cix.compulink.co.uk
mebeb@uxb.liverpool.ac.uk

5750. Re: Demo on FALCON 030

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 11:08:27 UTC
From: eye@snakemail.hut.fi
Message-ID: <EYE.93Apr21130827@delta.hut.fi>
Source record: 207129

In article <kkallio.735338705@vipunen.hut.fi> kkallio@vipunen.hut.fi (Kiia Kallio) writes:

>In <1qq1o5INNhua@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>>As far as programmers are concerned, the ST is just about obsolete!
>>(Well... we'll see! 8-)
>>There haven't been any half-decent demos released for ages any-way, all
>>the coders got sick of things & went over to the Amoeba!

>You are not on the scene, are you? It's true that many groups have left the
>scene, but not everyone. The best groups still continue on ST(e).

I haven't seen any of the new STe demos (I only have a ST), but the
ST-demos released within a year or so have been lousy or just average.
Originality has seemingly died. If the 'best' groups can only produce
'listen-to-this-new-digi-shit'- or 'hey-I-can-do-this-too'-demos
what is the future or will there be future at all?

>Almost anything that can be done on Amiga, can also be done on STe
>(and we will prove it and do even more...)

What is the point in proving that you can do the same with STe than
with Amiga? People should do real, original demos, not some lame
Amiga-imitations which show that you can do this on Atari too (90% of
the Amiga-imitations are worse than the original).

>Lancelot (& Xenit) of Aggression
>kkallio@vipunen.hut.fi

/eye (ex-demo coder)

--
The Eye of Brainwash Company	LEA POINT(PC),A3 ;Don't try
E-mail:eye@niksula.cs.hut.fi	ADD.L #$465707B7,(A3) ;this M68000
S-mail:Timpurinkuja 1 C 39	LEA $8000,A4 ;assembler
02600 Espoo, Finland	POINT: ORI.W #$5945,D5 ;program!!

5751. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 11:22:38 UTC
From: christof@wowbagger.pc-labor.uni-bremen.de
Message-ID: <1993Apr21.112238.15706@informatik.uni-bremen.de>
Source record: 207127

In article <1qt30oINNn45@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:

>] out how useful and powerful pipes and such CLI-oriented things are. I
>] doubt the GUI-fanatics (of which there are some posting to this newsgroup
>] every now and then ;-) will ever use a CLI, but Joe User will, with the
>] right guidance, quite soon see the benefits of using a CLI for some of
>
>Beginning users are usually put off by CLI's, with a GUI they don't
>have to remember much,

...and can't do much...

> ...just click on what they want, and it appears.

Can anyone tell me how to click on 'extract all the zoo archives I've
selected, each one into a separate folder' in any GUI? (You could do
it double-clicking on a shell script in Gemini... but who is to write
that script?)

>CLI's a far too slow for my purposes, I like to have lot's of RAM available,
>and quick access to what I wan't without having to CD to directories
>etc. The majority of users on this net seem to be against GUI's, but
>the majority of ST-Users out there are not!

You obviously have never used a good shell for longer than it takes to
crash a clone. The trouble that GUI fanatics seem to be having is,
that to be able to use a shell to one's advantage, a little learning,
understanding and appreciating (hey, I sound like the perl book here)
of certain ideas and concepts is necessary.

I am _not_ against GUIs. I like them, I use them. But I would never
want to live without an additional shell. The point is that GUIs only
do well what they are programmed to do, a shell, however, is much more
flexible (redirection, pipes, shell/env variables, shellscripts, etc.)
and can do what _I_ want it to do, even things the original programmer
never had in mind when he wrote the thing (incidentally, this is the
way of all good software).

Christoph
--
Christoph Koerner |
christof@pc-labor.uni-Bremen.de | "Wizard, your life force is running out."

5752. WANTED: Suggestions for Desktop program features...

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 11:40:01 UTC
From: sms@sys.uea.ac.uk
Message-ID: <sms.735392401@radon.sys.uea.ac.uk>
Source record: 207132

As you may or may not know I am currently writing a MiNT-using replacement Desktop program. A very early version is currently under testing and I am looking for suggestions of extra features to be added. I already have lots of bits to add but I would still like more. This will also help me to gauge which kind of features most people would like and so which bits I should definitely implement. I'm not going to give a list of current or future features as I would prefer a straight off the cuff list from as many people as possible. Any other comments and discussion of my program is welcome by EMAIL.

One specific area where I need some ideas is in how to implement features such as piping and redirection without a command line... I have some ideas but I'd like to hear yours.

For reference, imagine what features you would add to the existing Atari Desktop if you could... my program is effectively only a clone of that with some extra bits so far (This is getting less and less true by the day, but it still looks like my TT TOS 3.05 Desktop in essence)

Please send all comments, ideas etc via EMAIL
I'll summarize here if I deem it necessary...

BTW, have any of you who asked to test my program actually got it and done so ?
I'm lacking input on it so far. I hope my mail actually got there!!!
(If you haven't replied because you think it's crap, please tell me!!! :-))

- Steve Sowerby, Postgraduate Layabout (sms@sys.uea.ac.uk)
- School of Information Systems, University of East Anglia, Norwich, England.
- # The above opinions do not in any way represent the University. Most
- people here wouldn't notice an Atari unless it was disguised as a Mac #

5753. Re: First look at the Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 11:54:58 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Apr21.115458.4468@unix.brighton.ac.uk>
Source record: 207168

I got mine about a month or so ago and I did not get it then. Mind you I got sod all that was worth anything. I hope Atari update their package because not everyone has access to the pd libs which stock Falco stuff.

Works SHOULD come with a manual IMHO. How can you claim that a GUI program is immediately usable. Take Calamus....its a real nightmare w/out a manual and alot of programs do not offer everything through the menus and stuff, but with keyboard interaction and shortcuts too. How would you know about this. In my opinion shippin it without a manual is very amateurish. Even capappt has a manual.

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix |
+---+

5754. Who Mailed Me?

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 12:36:54 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Apr21.123654.5659@unix.brighton.ac.uk>
Source record: 207167

I got some mail from a few guys who have Falcons who wanted to know what
I was planning to do with the bird programming wise. I replied, but it
bounced back.

My email address for you is:

mm68@uk.ac.bton.unix

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix |
+---+

5755. Re: Seeking good drawing programs.

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 13:32:39 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <1993Apr21.133239.18472@freenet.carleton.ca>
Source record: 207134

In a previous article, warwick@cs.uq.oz.au (Warwick Allison) says:

>
>What is a really good drawing program?
>
>I want something that can handle arbitrary bitmap sizes and depths (colours).
>
>
>
>Doesn't have to be the beez kneez packed with features (I spend 90% of the
>time in Zoom-mode single clicking pixels anyway!).
>
>Commercial, Shareware, or Freeware.
>
>(I need details for Commercial s/w - I'd probably have to buy it o/s)
>
>Thanks,
>Warwick (sick of CrackArt and any other 320x200x16col editor)
> _-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
> / * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
> _.-._/ University of Queensland, _// || _ Both are GNUish = Free |
>_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|
>

THE best drawing program for the ST is still I think NEOCHROME!
Yes Neochrome. Even though it doesnt have many of the features of
heavyweights such as Deluxe Paint, it is still the easiest, friendliest
and most fun to use (get the comercial version!). Neochrome also has some
nice hidden features. If you have any version of .9 or higher, just click
with the left(or right?) button with the mouse pointing in the R of GRABBER
and you will get a nice surprise. Degas is another good option especially
since you can draw in all 3 ST resolutions (best in HI rez)
--

!! Computer Engineering at The Carleton Country Club!!
------------------------ac382@freenet.carleton.ca-------------------

5756. Re: First look at the Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 13:55:49 UTC
From: mmartin@neumann.une.edu.au
Message-ID: <mmartin.735400549@neumann.une.edu.au>
Source record: 206979

ken@isgtec.com (Ken Newman) writes:

>In article <mmartin.735071061@neumann.une.edu.au> mmartin@neumann.une.edu.au (Mark Martin) writes:

>> [nice summary of bought Falcon]

>> - Works (word-processor/database/spreadsheet prog. I'm using
>> the wp to type this and it is easilly the best I have
>> used on an Atari - the auto formatting is great. There
>> is no dictionary/thesaurus tho.. supposed to be sent to
>> me when available.

>I can't believe they're shipping a complex program like Works with
>NO MANUAL, let alone no dictionary/thesaurus... Sigh.

>--
I should say here that the dealer told me quite explicitly
that some of the bundled software came without manuals and that they
would be sent to me at no extra cost as soon as they are available.
While it's true that Works is a complex program it is also quite
intuitive to use 'straight out of the box' as any well written GEM
application should be. As I said in the original post, I'd rather
have the software with no manuals than no software at all. The
situation would, of course, be completely different if I was a first
time buyer (Atari has stated that they are aiming the Falcon, at least
in part, at this market), but then hardly anybody in the wider
population knows about the Falcon at this stage anyway. By 'wider
population' I mean people who don't already have an interest in this
sort of computer and non-musicians. The big question really is, will
anybody know about it in the future... and that is largely up to
Atari.
So the point is: the Falcons that have been sold in this
country so far have probably gone to people who already have some
idea of how to put the machine to use and they won't need to rely on
manuals in order to do it. Atari have told me that Falcons won't be
commercially available in Australia untill the end of May, so they
should definately have this sort of thing fixed by then. If, at that
time they are releasing Falcons with 'bits missing' then they risk
alienating new users which would obviously be bad for Atari and
indirectly bad for existing users (I guess that's us).

>ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

Mark.

5757. Re: Looking for EdHak 2.0 or other editor D/A

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 13:59:09 UTC
From: randyh@sad.hp.com
Message-ID: <C5u6un.MnD@srgenprp.sr.hp.com>
Source record: 207135

```
: >I am trying to track down EdHak 2.0 or any other editor that will run as a desk
: >accessory and handle more than 4K files. I am currently using Diary2.0S and it
:
: Well why not buy STeno, the desk accesory. I heard it is a nice editor,
: and it can interface with STalker too if you need it. It should also
: run as a program. Maybe someone else can tell you more about it.
: I know it is not expensive. I think 15 UK pounds or so.
:
Or how about EDITH? Just posted atari.archive. Runs as a prg or acc
and it's free. Does some some pretty nifty stuff but I still prefer
vi. :) Especially in a toswin.

Randy Hosler
```

5758. Re: GUI's, CLI's, and other assorted STuff...

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 14:03:59 UTC
From: fraserc@dcs.glasgow.ac.uk
Message-ID: <C5u72p.Cy3@dcs.glasgow.ac.uk>
Source record: 207136

mebeb@liverpool.ac.uk (Mr. K. O'Donovan) writes:

>In article <1qt30oINNn45@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>>
>>CLI's a far too slow for my purposes, I like to have lot's of RAM available,
>>and quick access to what I wan't without having to CD to directories
>>etc.

>Ah, there speaks someone who has never really used a CLI/shell.
>
>---
>Kevin O'Donovan kebab@cix.compulink.co.uk
> mebeb@uxb.liverpool.ac.uk

Or learned how to apostrophes ;-)

5759. Re: Looking for EdHak 2.0 or other editor D/A

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 14:15:11 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Apr21.141511.1716@csi.uottawa.ca>
Source record: 207137

In article <wmtwen.735381881@rw8.urc.tue.nl> wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
>erkamp@TITAN.ARC.AB.CA (Bob Erkamp) writes:
>
>>I am trying to track down EdHak 2.0 or any other editor that will
>>run as a desk accessory and handle more than 4K files. I am
>>currently using Diary2.0S and it...
>
>Well why not buy STeno, the desk accesory. I heard it is a nice editor,
>and it can interface with STalker too if you need it. It should also
>run as a program. Maybe someone else can tell you more about it.
>I know it is not expensive. I think 15 UK pounds or so.

Newer versions of Edhak (which has "gone commercial") can interface with STalker the same way STeno does. I think there's a copy of EdHak 1.9 at atari.archive.umich.edu that doesn't directly do "big files," but which can work with them in 4K chunks. ("Which 4K chunk do you want to work with?") Somewhat better than Diary2.0S.

You might also want to take a look at the "Edith" editor, recently posted on atari.archive.umich.edu. It runs as either a .prg or as an .acc, and from my initial testing seems pretty good. If you set it up right, it does "fast scrolling" that's similar to that of Sudden View, which is yet another text editor that also runs as a desk accessory.

Interesting. I have some edition of virtually every editor that I've heard of that runs as a DA.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

5760. Re: German -> English translator

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 14:52:57 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr21.145257.11956@newshost.lanl.gov>
Source record: 207138

In article 2539@tekgen.bv.tek.com, boblu@tekgen.bv.tek.com (Robert Luneski) writes:
>I remember sometime ago that a German to English ASCII translator was
>distributed around the net. I cannot remember the name nor can I seem to
>find it on any ftp sites. If someone can send me a copy or knows where
>(any anonymous ftp machine) the program is archived, I would greatly
>appreciate it.
>
>Many thanks,
>
>Bob Luneski
>boblu@tekgen.bv.tek.com

Bob, I downloaded GER2ENG.ZIP from GEnie last night and contrary to other reports I've heard, it ran just fine on my MegaSTe. Has a nice user interface too. Of course, the quality of the resultant translation leaves a LOT to be desired, but it might be OK for some simple translation tasks. Checking the included dictionary, I was amused to see that "anal sex" was one of the terms in the "often used" category. Guess it all depends on what _position_ you take in life, eh? :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5761. XYZmodem

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 15:01:23 UTC
From: anderss@edb.tih.no
Message-ID: <1993Apr21.150123.4797@edb.tih.no>
Source record: 207141

Is there a new version of the brilliant XYZmodem from A. Hamilton ??
I'w got the V. 2.01

5762. SC1224 color monitor as VGA

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 15:15:56 UTC
From: david@bdt.com
Message-ID: <1993Apr21.151556.12252@bdt.com>
Source record: 206963

Can someone point me to a reference for connecting an Atari
color monitor SC1224 to a PC VGA? I would just want to use
the monitor at no higher than 640x200 16 colors, which I
think it could handle.
--
David Beckemeyer (david@bdt.com) | P.O. Box 21575, Oakland, CA 94620
Beckemeyer Development | UUCP: uunet!ossi!bdt!david

5763. Re: close to giving up

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 15:31:00 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.CrKOMzdHM4U@semprini.tdkcs.waterloo.on.ca>
Source record: 206981

In <ekrimenC5p4wK.3Kx@netcom.com>, Ed Krimen writes:
> In article <H.ea.t8dMqakEHLo@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
> >
> >HOW can anyone possibly stay excited about a 16Mhz '030 system that is
> >this late?
>
> You haven't seen a Falcon.

No kidding. That's one of the problems. Bob Brodie says 2-3 weeks in
his latest RTC, which puts the actual Falcon availability date in May.
:(

I don't think I'll be impressed when I do see it. 16Mhz '030 isn't
powerful enough to run the graphics modes the Falcon supports, and
640x480 (even with extra overscan) is pathetic for a multitasking
system.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

5764. Re: Falcon S/W Questions

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 15:31:02 UTC
From: csi063@cch.coventry.ac.uk
Message-ID: <C5uB3s.HC8@cck.coventry.ac.uk>
Source record: 206977

Is there anyone out there in the vast spaces of the internet that could supply
me with some information about any of the various subjects :-

Font File Formats
Vector File Formats
Raster Graphic Formats
Compression Techniques
Package file formats ... ie Word Processors, Spreadsheets,
Databases.
Gem Resource file formats.

Anything else that would be of interest to a programmer.

Thanks in advance, this time I hope I get some advice and help.

Simon Love

-- Please reply to all Mail promptly --
Name : Simon Love, ____ _ Simon Love,
Alias : The Lover, _ _ 47 Carmelite Rd.
Phone : 0203 - 257217, ____ _ Stoke, Coventry,
E-Mail : csi063@uk.ac.cov.cck, _ _ CV1 2BX.
Course : 2nd Year BSc Computer Science. ____ ___ -- Thanks --

--

-- Please reply to all Mail promptly --
Name : Simon Love, ____ _ Simon Love,
Alias : The Lover, _ _ 47 Carmelite Rd.

5765. Re: Mac Corrections

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 15:37:28 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.rlWupSnNwhw@semprini.tdkcs.waterloo.on.ca>
Source record: 206982

In <1qscc9INNlu5@golem.wcc.govt.nz>, Steve Wells writes:
>] > Here's a copy of our campus book store's prices for different configs:
>] > (All in US dollars)
>] >
>] > LCIII w/80mb HD, 4mb RAM - $1139.00
>] Isn't that about what a Falcon030 4/65 is supposed to cost, roughly?
>] And its faster and can take more RAM (not to mention SIMMs instead of
>] extra-expensive proprietary RAM expansions)...
>
> The fancy RAM is almost the same as SIMM's in price (I'm not going by
> the mega-cheap $30 SIMM's of course)
>
> Basically, the LC-III for general home purpose is the better machine (and
> for business use). But if you want the pretty graphics/sound etc.,
> the F030 wins.

The F030's sound is better, but the LC-3's graphics are better. 1150x860x8
or something like that... a good resolution for multitasking.

Pity the Mac's idea of multitasking is as bad as Windows'.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

5766. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 15:44:44 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.b6UWWCZ8T0M@semprini.tdkcs.waterloo.on.ca>
Source record: 206983
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1qth4mINNnoe@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
> How come you are all for CLI's and use Ataries, would not a PC clone
> fit your needs better...:-)..
>
> Or may be a Amiga...;-)..

I'll bet you 80% of programmers feel MUCH more comfortable using a CLI
for development. In fact, I can think of ONE person who uses the GEM
desktop for development... the other folks use a graphical shell like
Pure C/Turbo C's.

And, without programmers, any computer is a useless hunk of plastic and
silicon.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

5767. Re: German -> English translator

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 16:24:33 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <93111.112433EENG6826@RyeVm.Ryerson.Ca>
Source record: 206980

atari.archive.umich.edu /atari/applications/other/ger2en21.lzh
ftp.un-kl.de /pub/atari/very_misc/ger2en21.lzh

Carlos Varela

5768. Cybernetix

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 16:53:38 UTC
From: boyd@tait
Message-ID: <C5uExE.35B@mailer.cc.fsu.edu>
Source record: 207139

I was hunting for the Cyberdrome demo on atari.archive.umich.edu, and grabbed cyber.lzh. This was not what I was looking for, but what a great game! Anyone from the Defender/Stargate/Asteroids era should check this out. It is shareware. Basically, it is a combo of Defender and Asteroids with a bunch of weapon choices and such thrown in. One of the best shareware games I have seen. I am surprised that I have not seen in mentioned in this group (perhaps I missed the posts).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5769. Re: Seeking good drawing programs.

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 16:54:00 UTC
From: news@newcastle.ac.uk
Message-ID: <C5uEy1.1n2@newcastle.ac.uk>
Source record: 207142

In article <1993Apr21.133239.18472@freenet.carleton.ca>, ac382@Freenet.carleton.ca (Jack Kitowicz) writes:
From: n08z7@turing.newcastle.ac.uk (Craig Graham)
Path: turing!n08z7

>
>In a previous article, warwick@cs.uq.oz.au (Warwick Allison) says:
>
>>
>>What is a really good drawing program?
>>
>>I want something that can handle arbitrary bitmap sizes and depths (colours).
>>
>>
>>
>>Doesn't have to be the beez kneez packed with features (I spend 90% of the
>>time in Zoom-mode single clicking pixels anyway!).
>
>THE best drawing program for the ST is still I think NEOCHROME!
>Yes Neochrome. Even though it doesnt have many of the features of
>heavyweights such as Deluxe Paint, it is still the easiest, friendliest

Perhaps we should differentiate here - a drawing package is VECTOR based. A PAINT package deals in pixels.

For pixel painting in ST lo-res there is only one choice - Crack Art (Shareware?).

For Vector Drawing, KANDINSKY CAD is excellent (but in German, sigh) (Shareware).

Commercially paint programs, TruePaint from HiSoft UK is good (it doesn't just work on a Falcon you know), but Chagall from Germany beats it hands down - it's better than Corel Photo-Paint on a PC !!!

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

5770. Re: Looking for EdHak 2.0 or other editor D/A

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 17:09:23 UTC
From: mhembruc@tsegw.tse.com
Message-ID: <C5uFno.MM5@tsegw.tse.com>
Source record: 207147

erkamp@TITAN.ARC.AB.CA (Bob Erkamp) writes:

>I am trying to track down EdHak 2.0 or any other editor that will run as a desk
>accessory and handle more than 4K files. I am currently using Diary2.0S and it
>has the 4K limitation. It is supposed to be a trimmed down version of EdHak. Any
>help would be appreciated.

>Bob

You might want to take a look at Sudden View... I have a 'student' version
which I paid around $20 for, it runs as a desk accessory, and lets you edit
files up to 75K or so.. However, there ARE the annoying 'study breaks'..

BUT, for another $15 or so you can get the full version.. I think it lets you
specify the size of file you want to edit..

Besides that, it also has some nifty features, like dragging colums, reflowing
paragraphs around words, etc.. If I used my ST more (rather than my PC), I'm
sure I would have gotten to like to like it by now..

Mattias
--
Mattias Hembruch
>> My views do not necessarily reflect those of the TSE. <<
E-mail: mhembruc@tse.com

5771. Re: Zmodem

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 17:13:09 UTC
From: boyd@tait
Message-ID: <C5uFtx.3x0@mailer.cc.fsu.edu>
Source record: 207140

Sean McCormack (jmcrmack@unix2.tcd.ie) wrote:
> I've been using ACSII transfers and capture buffers for a while and
> I'm fed up of the time it takes to UL or DL stuff. I have a few Term
> programs (inc . CoNnect which I hope to register this week) but I'd
> really appreciate advice on how to set up my modem to use decent protocals
> I have a 2400 modem and it's used to logon on to a decstation at a local
> server prompt. From there I can connect to any of the available systems.
> (like unix or vms) . The setup for connection is 2400 8 bit 1 stop bit
> full duplex. I don't know about XTS etc. so this is where i'm looking
> advice.
> Any help on the matter would be appreciated.

First, you need to acertain what protocols are available on your Unix or VMS systems. Email your sys admin and ask (xmodem, ymodem, zmodem, kermit, etc). I personally like ymodem-batch, lots of folks like zmodem. Anyway, after you find this out and have instructions on how to run the stuff (on the Unix or VMS end), you simply need to do so, then tell your ST terminal program to download that protocol (given, of course, that it can). For example, I use the program "xmodem" on Suns (it also does Ymodem and Ymodem-batch). So, on the Sun, I type:

xmodem sbcykl fname fname fname

(sbcykl = send binary CRC ymodem 1k-packets no-log-file)

Then, on the ST (using Uniterm), I click the "Receive files" button. The modems mutter between themselves for a moment, then start sending packets. After the transfers are done, Uniterm returns me to the terminal, and xmodem exits giving me a regular csh prompt.

The program "xmodem" for Unix is available via anonymous ftp. I would think it has been ported to Ultrix, so you could probably ask your sys admin to install it for you.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5772. Re: MiNT 1.04 - Mine goes boom when ESC is pressed on Desktop

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 17:41:42 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.93Apr21104142@hpbeo82.bbn.hp.com>
Source record: 206959

```
> I can't get it to boot to the desktop; at the end of my AUTO folder
> (when TOSWIN and XCONTROL load) it exits with exit code 65535 or
> something like that. Compiled without -DMULTITOS, too. :(

You *are* talking about accessories, aren't you? If you have put TOSWIN in the
AUTO folder, that would be a reason for crashing.
Failing that, what else have you got in the AUTO folder?

Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
------------------------------------------------------------------------------
As the air to a bird, or the sea to a fish, so is contempt to the contemptible.
```

5773. Top 10 Facts about Peter Sinclair-Day (Super Genius)

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 18:12:09 UTC
From: SML108@psuvm.psu.edu
Message-ID: <93111.141209SML108@psuvm.psu.edu>
Source record: 207144

```
10. Has a one mm penis and places a mac powerbook on his lap
to conceal this.
9. Believes Jon Scully has divine farting powers.
8. Has fantasies about being gang-raped by power-users(tm).
7. Is the long-lost brother of Robert E. Mc Elwaine.
6. Keeps seeing the Atari Fuji in his dreams and misinterprets
this to be a sign that he should continue posting drivel
to this group.
5. Will not eat any food with the letters A, T, R, or I in its
name.
4. Secretly owns every piece of Atari hardware ever made.
3. Was once mistaken for a gerbil by Richard Gere.
2. Has a copy of the rare Irving Gould/Jack Tramiel porno flick
1. Will not stop posting here until he stops wetting his bed.

Good luck learning Bladder Control Pee-ter...
```

5774. Re: And the Falcon 040 ???

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 18:41:32 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1r44gsINN95p@elroy.jpl.nasa.gov>
Source record: 207143

In article <H.ea.VC&PO2A3vNU@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>It'd sure be nice if it was true (and not incredibly expensive, like I
>imagine it will be). An '040 board would be even nicer (I need an FPU
>of some sort; too much raytracing...).

Hm. You would probably still get better performance using the DSP, if you can conveniently work in fixed-point math. The DSP is inherently a faster design than the 68881 or 68882, and in the Falcon the 56001 is clocked at 32 MHz instead of 16 MHz. It would have been nice if there were a jumper on the Falcon to select an external clock for the FPU socket, but as is, it must run at 16 MHz only. (I suppose it would be easy enough to feed a new clock in tho, if you got a faster FPU...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

5775. Falcon landed in dealer! Finally for real!

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 18:44:38 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <Apr21.184438.27679@yuma.ACNS.ColoState.EDU>
Source record: 207146

Just got out of the phone coversation with our local dealer RUN PC, they have just received their first Falcon. (They are unpacking it as I called). SpeedGDOS and MultiTOS comes with it. There maybe some more stuffs as the machine isn't compelete unpack and set-up yet. More to come if I can find some time to swing by there for a quick peek and test fly (cann't drive a bird any more:!).
Tang
sytang@lamar.colostate.edu

5776. Re: Spectrum Tape Loader for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 18:56:57 UTC
From: ga@mrih.no
Message-ID: <1993Apr21.185657.16718@ugle.unit.no>
Source record: 207145
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hendrik Jan Bosman (hjb@gad.th.vu.nl) wrote:
> In <1993Apr15.121137.17958@ugle.unit.no> ga@mrih.no (Gard Abrahamsen) writes:
> >Ok! You asked for it... here it is (finally)... the source code for the
> >Spectrum Tape Loader... plug tape recorder to ST like this...

> Thanks a lot for posting the Tape Loader (No irony marking smileys, I really
> mean it!). However, after having fooled around with a few ftp-able assemblers
> I must admit that I do not know enough (i.e. virtually nothing) about
> assembly code or assemblers to get it to work.
> Would it be very problematic to post the binary as well? I have an 8 mHz ST,
> so that should work alright.

Well... I DID use GenST, and as I believe I mentioned, there might be a bug,
and since I don't have any Spectrum tapes lying around, it is very hard to
debug it. But okay! Since you ask... I will assemble it tonight and post it
first thing tomorrow morning - after the physics lectures...

___
//--\ Gard Eggesboe Abrahamsen Birth date: August 19th 1973
|| O PO Box 5061, Larsgaarden Send a card... :)e
|| O 6021 Aalesund, Norway
|| m
//__/ Gard.Abrahamsen@mrih.no
// |

5777. Re: First look at the Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 19:20:16 UTC
From: smiller@joule.elee.calpoly.edu
Message-ID: <1993Apr21.192016.103176@zeus.calpoly.edu>
Source record: 206957

wells_s@kosmos.wcc.govt.nz stated:
>
>I'd like to see anyone work out all the features of Pagestream 2.2 without
>a manual!

I'd like to see all the features of Pagestream 2.2 work. Period. WYSIWYG
my ASS!! Calamus is so much better in the WYSIWYG area it is pitiful! I
timed a process one day and I got a 300k GIF to load and display in Calamus
in as many colors as my system has in _6_ yes count em _6_ seconds...
Pagestream took 2.5 minutes plus... and Pagestream displayed in in 1 color
and pagestream's handles were not on the exact sides of the picture.

I took an ad one day to an imagesetter like this :

::::::::::::::::::::::
::::::::::::::::::::::
::::::::::::::::::::::
:::This was a TIFF:::::
::::::::::::::::::::::
::::::::::::::::::::::
::::::::::::::::::::::
BBBBBBBBBBBBBBBBBBBB
BBBBBBBBBBBBBBBBBBBB
BBBBBBBBBBBBBBBBBBBB <- this was a black box with inverted text
that was supposed to be lined up with the TIFF

I tried every function on Pagestream.. including calling their help line
but I could never get the two to line up... This is ok with 300 DPI but
when you have 3000DPI that extra white space is damn noticeable.
And... (flame on Pagestream continuing) why is it that Softlogic produces
all kinds of cool accessory programs for the Amiga version and not the
ATARI version??? Are markets are approx. the same aren't they?

Anyone feel the same?

*steve miller The water runs smoothly
*dept of electronics engineering like a hand over silk
*cal poly san luis obispo As it drips from her body
*superficial knowledge PhD :P it seems like pure milk -s.miller

5778. Re: Mac floppies under Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 19:29:22 UTC
From: alex@falcon.demon.co.uk
Message-ID: <735420562snz@falcon.demon.co.uk>
Source record: 207027

In article <1993Apr20.173755.4547@arizona.edu> paul@jupiter.ame.arizona.edu writes:

>...
>
>I've had it running at 19,200 bps to a printer hooked up via serial, and to
>another computer. I don't recall any problems (I'm on a TT w/TOS 3.05).
>
>
>> --
>> **
>*****************************
>> * Mickey Boyd
> *
>> * Systems Administrator
> *
>> * Florida State University Mathematics Department
> *
>> * email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425
> *
>> **
>*****************************
>
>---
>
>-Paul Harris @ @
>paul@jupiter.ame.arizona.edu ___/
>
>
>

All I can say is you're one lucky camper... I can barely get a IIfx to run
at 38.4k without dropping the carrier on text transmissions.

--
Alex Kiernan
akiernan@falcon.demon.co.uk

5779. Re: Seeking good drawing programs.

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 19:30:36 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.184.735420636@dhhalden.no>
Source record: 207148

In article <C5uEy1.1n2@newcastle.ac.uk> news@newcastle.ac.uk (NEWS system) writes:
[stuff about drawing (painting actually) apps discussed]

>Perhaps we should differentiate here - a drawing package is VECTOR based. A PAINT
>package deals in pixels.

Right!

>For pixel painting in ST lo-res there is only one choice - Crack Art (
Shareware?).
>For Vector Drawing, KANDINSKY CAD is excellent (but in German, sigh)
(Shareware).
>>Commercially paint programs, TruePaint from HiSoft UK is good (it doesn't
>>just work on a Falcon you know), but Chagall from Germany beats it hands
>>down - it's better than Corel Photo-Paint on a PC !!!

TruePaint has a *very* bad looking interface. I don't know - maybe it looks
good in those weird rez (like ST medium, TT low). Chagall is good - very
good - but they still have to implement some features like for instance text
handling. I spoke to them at CeBIT and they said they waited for Speedo to
go gold before they implemented it. Their interface apparently takes up a
lot of CPU time (I tried their demo on an old Mega4 I recently got my
hands on - my TT's back anytime soon...yippee!!) so I wouldn't use it on
anything below a Falcon. Arabesque Pro should be out soom with a GEM
conforming interface and color support soon, but then again it will probably
not work on screens below 640x400. Arabesque is my b/w favorite, at least
the bitmap part. Look for DA's Picture on the horizon. Their Vector package
is really good and cheap too! Brodie or Rehbock (can't remember which one at
the moment, but I think it was Bill since he was on CeBIT.) raved about it
on one of those RTC's recently. He apparently thought it had better
presentation capabilities than Macromind Direcor on the Mac. Now, Director
is an authoring package and I personally don't think that any comparison
between the two is sensible... There is *nothing* like Director on the Atari
platform, but I sure hope those German guys make DA's Interactive some day...

Well, now I've probably confused everyone...

>Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk

Jon

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

5780. Re: JPEGs and GIFs on FALCON

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 19:30:47 UTC
From: alex@falcon.demon.co.uk
Message-ID: <735420647snz@falcon.demon.co.uk>
Source record: 207028

In article <rogeraw.51.735386805@dhhalden.no> rogeraw@dhhalden.no writes:

>In article <1993Apr20.080611.1586@unix.brighton.ac.uk> mm68@unix.brighton.ac.uk
> (Lost Boy) writes:
>>From: mm68@unix.brighton.ac.uk (Lost Boy)
>>Subject: Re: JPEGs and GIFs on FALCON
>>Date: Tue, 20 Apr 1993 08:06:11 GMT
>>I have used Speed of Lite on the Falcon and it only uses 256 colour mode
>>and does not use the dsp. Like many programs it works on the Falcon
>>but really does not make much use of it. True Paint however loads JPEG's
>>using the DSP so it is *very* fast (so I am told!).
>>
>NOT !!!!!!! I have seen it, and it does not yet use the dsp for jpeg
>loading, but hopefully later versions will.
>

Later versions certainly will, just as soon as I get the code working (why
is there so little publicly available NeXT DSP code?)

--
Alex Kiernan
akiernan@falcon.demon.co.uk

5781. Re: GIF VIEWER FOR THE ST.

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 19:43:02 UTC
From: ltduck@access.digex.com
Message-ID: <1r4846$fhb@access.digex.net>
Source record: 206956

Where is speed-of-light available?

5782. Problems with MiNT 1.04 and Minix filesystem

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 19:50:24 UTC
From: jeffmay@magnus.acs.ohio-state.edu
Message-ID: <1993Apr21.195024.7255@magnus.acs.ohio-state.edu>
Source record: 207149
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Has anyone else had problems running MiNT 1.04 with the Minix XFS (version 0.55) installed? I have the filesystem running with MiNT 0.95, but when I try to use 1.04, the computer just hangs during the bootup sequence (right after the Minix XFS message). MiNT 1.04 works fine when I don't run the XFS, so I don't think it's the problem. I using a 4MB Mega STe with a Crazy Dots video card. I've tryed running from normal video with no other auto programs or accessories, but have had no luck. Any suggestions?

--Jeff
jeffmay@magnus.acs.ohio-state.edu

5783. Re: Civilisation on a Mega STe

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 20:27:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A29159@K.maus.de>
Source record: 207009

>> I ran it on a Falcon 030 a few days ago - it ran, but in obviously wrong
>>colors
>> and one of the disks was damaged.

>The colours might not be wrong... they're seriously brain-damaged on my ST.
>In fact, the colour choice is so bad, the menus are almost impossible to
>read... Nice black text on a dark grey background.

I'll have a closer look once I have my disks back.

5784. Re: Mega TOS 1.04 Problems (help)

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 20:34:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A29160@K.maus.de>
Source record: 207010

>I have a Mega 4 with a 2 chip TOS 1.02 installed in 2 of the 6 ROM sockets.
>When I plug in the 6 chip TOS 1.04 from my 520 I can't get the system to
>boot. How can I get the 6 chip 1.04 to work in my Mega? I am not adverse

In the front left corner there is a 74LS11. Remove it and jumper the nearby 0
Ohm resistors to the opposite position.

5785. Re: GIF VIEWER FOR THE ST.

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 20:34:19 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1r4b4bINNeb2@shelley.u.washington.edu>
Source record: 206958

smiller@farad.elee.calpoly.edu (sTTeve the ATARI man :P) writes:

>But Speed of Light works on a TT and it has virtual screen sizes!
>Sorry Steve (is that your name- the guy who wrote SPOFLITE?) I have not
>sent any money cuz I have not used it much since my HD partion with it on
>it crashed :(. Does Photochrome work on the TT? Not to my knowledge!

Well, you're close, but my name is STUART, not Steve. I thought people
only made that mistake when I mumbled my name to them, not when it's
printed before them! =)

Photochrome does not work on the TT due to clock speed, and it also does
not support TT medium or low resolution! =(

Well, I understand HD crashes, so if you get speed of Light again, go
ahead and register. Don't make excuses for not registering, I HATE THAT!
You people don't realize that registering now is to your ADVANTAGE if you
even sometimes use Speed of Light. Hear me now and believe me later...

Stuart Denman
stusoft@u.washington.edu

5786. Re: help with mega upgrade

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 20:37:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A29161@K.maus.de>
Source record: 207011

>into the shifter. The spots for the 16 chips are on the motherboard,
>currently all filled with solder. Could someone tell me what types of
>memory are best for this situation, and what other changes need to be made
>to the board? If there is a document out there already describing this,
>please direct me to it.

You need

- 16 of the same sort of RAM chips that are already in there
- 16 sockets
- 16 capacitors (same type as close to the 2 MB you already have)
- 3 resistors (same type as in the long row of res. left of the RAMs)

The resistors fit into the three empty resistor locations on the left of the RAM location.

That's all - Peter

5787. Re: _FDC cookie?

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 20:41:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A29162@K.maus.de>
Source record: 207008

```
>The cookie is _FDC and is followed by a 32-bit address. What is it? There'
>s a 1.44Mb floppy disc in the MEGA STE, so is it something to do with that.\

It's the Floppy Disc Controller ID cookie.

A 0 in the highest byte or no _FDC indicates a DD system
1 is for HD
2 is for ED floppy support.

The remaining three bytes are an ASCII ID for the manufacturer of the
extension.

- Peter -
```

5788. Re: Looking for EdHak 2.0 or other editor D/A

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 20:48:05 UTC
From: Jeffrey_Kreth@fcircus.sat.tx.us
Message-ID: <Jeffrey_Kreth.17e4@fcircus.sat.tx.us>
Source record: 206960

In <1993Apr20.140732.297@janus.arc.ab.ca>, erkamp@TITAN.ARC.AB.CA (Bob Erkamp) writes:

> I am trying to track down EdHak 2.0 or any other editor that will run
as a desk accessory and handle more than 4K files. I am currently
using Diary2.0S and it has the 4K limitation. It is supposed to be a
trimmed down version of EdHak. Any help would be appreciated.

> Bob

Edhak/Diary were written by the same author. Edhak is a disk sector editor, as opposed to an ascii text editor. Earlier versions of Diary, such as 1.9 are limited to an eight K editor, and have a few less disabled features. If you want a fully working version of Diary, send the author his registration fee (I assume he still accepts them) and you should get the version that has a configurable buffer size (up to 64K, I believe).

5789. Re: Demo on FALCON 030

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 20:54:53 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C5uq3I.397@ecf.toronto.edu>
Source record: 206961

In article <kkallio.735338705@vipunen.hut.fi> kkallio@vipunen.hut.fi (Kiia Kallio) writes:
>In <1qq1o5INNhua@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
[...]
>>There haven't been any half-decent demos released for ages any-way, all
>>the coders got sick of things & went over to the Amoeba!

>You are not on the scene, are you? It's true that many groups have left the
>scene, but not everyone. The best groups still continue on ST(e).
>
>And what do you mean with "ages", a year or a month?
>
>What about Omegas "Grotesque", which is better than any techno-demo on Amoeba
>or our latest "Armada is dead" with the fastest Julia-drawing routine ever...
>
>There will be numerous demos released this year so stop crying!
>
>Almost anything that can be done on Amiga, can also be done on STe
>(and we will prove it and do even more...)
>
>Lancelot (& Xenit) of Aggression
>kkallio@vipunen.hut.fi

And bloooody luverly demo's they are too!! I've had "Grotesque" for quite
a while now..(in fact, as soon as it was uploaded to a.a.u.e.) and I can
quite honestly say that its the BEST demo I've seen yet!! I've got the
fractal one too, and that's luverly too!

Keep up the incredibly good work guys! Don't let these other people phase ya!

Vaya con Dios,
AcEzE.
--
********** WHO AM I, YOU SAY? ********** "If time is money , ��
********** Shahir Al Rashid**aka**AcEzE ********** we're all in debt!" (tm)
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

5790. Re: First look at the Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 20:57:48 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C5uq8D.3o6@ecf.toronto.edu>
Source record: 206962

```
In article <4586@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
[...]
>I can't believe they're shipping a complex program like Works with
>NO MANUAL, let alone no dictionary/thesaurus... Sigh.
>
>--
>
>ken@isgtec.com [ ...!uunet.ca!isgtec!ken ] Ken Newman

Jeez...would you rather they DON'T ship it??
At least they're trying for a change!!
```

Vaya con Dios,
AcEzE.
--
********** WHO AM I, YOU SAY? ********** "If time is money , ��
********** Shahir Al Rashid**aka**AcEzE ********** we're all in debt!" (tm)
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

5791. Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 21:33:32 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <Apr21.213332.77796@yuma.ACNS.ColoState.EDU>
Source record: 206964

Ok, here is what it has on the falcon 030 that RUN PC just received:
It's a 4/65 configuration. And they were using the ST color monitor at this moment and might switch to multisync one later.
On the hard drive is AHDX 6.*, MultiTOS (Runs and quit stable but not many program tried), SpeedoGDOS, Atari Work, AFM (Audio Fun Machine). The machine seems to be very stable, some of the programs bombed but did not lock up the Falcon. The Cebit93 demo looks OK. The Protracker player plays sounds thru the DSP sounds quit good.

Where is Falcon FTP site?
Tang
sytang@lamar.colostate.edu

5792. Re: Cybernetix

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 22:03:20 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr21.220320.28947@newshost.lanl.gov>
Source record: 206971

In article 35B@mailer.cc.fsu.edu, boyd@tait (Mickey Boyd) writes:
>I was hunting for the Cyberdrome demo on atari.archive.umich.edu, and grabbed
>cyber.lzh. This was not what I was looking for, but what a great game!

Yeh, Cybernetix is pretty sharp, especially for shareware.

BTW, a new CYBERDROME demo should be uploaded to a.a. very soon. Let me
know if you still can't find it.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5793. uue & uud on Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 22:33:00 UTC
From: jmw@tasman.cc.utas.edu.au
Message-ID: <jmw.735431580@tasman>
Source record: 206965

Query on behalf of friend who has a Falcon, but no net access (I have net access but no Falcon :-(- do uue and uud work on the Falcon. Is a particular version required, and if so, which is it?

Many thanks,

--
John M. Williams -------------> ^ _ Email: J.M.Williams@med.utas.edu.au
School of Health Sciences, / `---' \ Phone: +61 02 354751
University of Tasmania, \ / Fax: +61 02 354816
GPO Box 252C, Hobart \|^--^ Tasmania, AUSTRALIA 7001

5794. Re: Mac floppies under Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 22:35:34 UTC
From: smiller@ohm.elee.calpoly.edu
Message-ID: <1993Apr21.223534.165547@zeus.calpoly.edu>
Source record: 206967

paul@jupiter.ame.arizona.edu stated:
>In article 1qsi3gINN6ld@tortoise.cis.ohio-state.edu, tbrown@cis.ohio-state.edu (ted croft brown) writes:
>
>> bad. And you don't need Sys 7 to multitask! Use multifinder for Sys 6!
>>
>> And, to say, "Who needs it [multitasking] on a Mac?" is really strange!
>
>But there's a difference between multitasking and Multifinder. Multifinder is
>indeed quite useful, but it is NOT multitasking--it's only running whatever's
>in the selected window. Everything else is just sitting there--which is fine,
>being as a drawing program or whatever doesn't have much to do if I'm not
>telling it to do something.

Yeah, but the point is : are you really going to multitask on the atari anyway? I rarely use multitasking on my DECstation 5000 at school running x-windows... I mainly task switch. Except the time I took 90% of the cpu time calculating all of the prime numbers from 1 to 10000000 ::snicker:: Just envision the DTP maniac.. like me... running Calamus SL in one window , Outline ART 3.0 in another while d/ling a 300k file from UMICH... ahhh that will be nice, but most of my time probably will be task switching, which will make my life very convenient!

>> --
>> Ted Brown tbrown@cis.ohio-state.edu
>> tbrown@magnus.acs.ohio-state.edu
>
>---
>
>-Paul Harris @ @
>paul@jupiter.ame.arizona.edu ___/

*steve miller | TTTTTTTTTTT | Screw the semster system. |
*dept of electronics engineering| T T | Up with ATARI DTP. |
*cal poly san luis obispo | T 030 T | Who cares about Koresh? |
*superficial knowledge PhD :P | T T | Where the hell is MT 4.0? |

5795. Re: XYZmodem

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 23:01:13 UTC
From: dud@stein.u.washington.edu
Message-ID: <1r4jnpINNr0n@shelley.u.washington.edu>
Source record: 206966

anderss@edb.tih.no (Anders Skar) writes:

>Is there a new version of the brilliant XYZmodem from A. Hamilton ??
>I'w got the V. 2.01

Speaking of which, does anyone know where to get the GEM RZ SZ accessory for use with CoNnect? Do I get it when I register CoNnect? I like CoNnect better than STalker in general, except for the Z-modem downolads. STalker handles that with great finesse! :) Also, CoNnect is rather difficult to use before registering! (which I will do as soon as is financially possible...)

Dan Aylward
dud@u.washington.edu

5796. Re: First look at the Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 23:17:22 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.187.735434242@dhhalden.no>
Source record: 206970

In article <C5uq8D.3o6@ecf.toronto.edu> alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:
>(Ken Newman) writes:
>[...]
>>I can't believe they're shipping a complex program like Works with
>>NO MANUAL, let alone no dictionary/thesaurus... Sigh.
>
>Jeez...would you rather they DON'T ship it??
>At least they're trying for a change!!

Yes, they are trying, but I think that people are entitled to a full package and documentation since they are actually bundling the thing, i.e. it's not a demo. Nice thing that they're giving it away with the systems. I wouldn't hav expected this from Atari a year ago.

What I think is more weird is that they're actually trying to sell the goddamn program for 150 bucks!! OK, that includes Speedo & some fonts, but as far as I'm concerned AW is *far* from a competitive product with regards to functionality and look. This little piece of code is dying for a decent interface (read: sensible design on dialogs and the like) and there's little you can't do with sh/w packages. On the plus side, there's the sound annotations and RTF support, and, again, the willingness to give something away.

Don't take my bitching too hard, though. AW is a single man's work. He has put down a considerable effort in this program. It's just not what I'd expected from the megahype people have been giving it in the online mags.

Since this thing is Atari's baby and it screams for an upgrade, I think that they need some hints from users about what's expected form a program like that. Where's the graphics? The communications part? Take a look at the integrated suites of progs on the Macs and they have 'em all.

OK, I'll shut up now... but think about it.

>Vaya con Dios,
>AcEzE.

Jon

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

5797. Re: Mac floppies under Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 23:22:34 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1r4kvqINNsqt@tortoise.cis.ohio-state.edu>
Source record: 206968

In article <1993Apr20.173504.4546@arizona.edu> paul@jupiter.ame.arizona.edu writes:
>In article 1qsi3gINN6ld@tortoise.cis.ohio-state.edu, tbrown@cis.ohio-state.edu (ted croft brown) writes:
>
>> bad. And you don't need Sys 7 to multitask! Use multifinder for Sys 6!
>>
>> And, to say, "Who needs it [multitasking] on a Mac?" is really strange!
>
>But there's a difference between multitasking and Multifinder. Multifinder is
>indeed quite useful, but it is NOT multitasking--it's only running whatever's
>in the selected window. Everything else is just sitting there--which is fine,
>being as a drawing program or whatever doesn't have much to do if I'm not
>telling it to do something.

This is *not* true. Programs in the background can do things. You can download and type in a word processor for example. Mac multitasking is called "cooperative multitasking" meaning that each program must give up time to let others run. If they don't allow that to happen, then they can steal all the CPU cycles. But, the call you are supposed to use to get events gives up CPU time, so each time through the event loop you let other programs at whack at the CPU time. Since most programs (like the drawing program) don't do anything till they recieve an event, they just sit there, doing nothing.

Now, the important thing to note is that the ST could always do this to a limited extent. The ST will multitask it's DA's (you can download in Stalker and type in EdHak for example).

And, for notes, the multitasking in MTOS is more UNIX like, it's preemptive, so no process can hog all the CPU cycles. It's also fun to throw a process in the trash to kill it!

Thus end the little lecture on multitasking. Just because it's not preemptive, doesn't mean it's not multitasking! (Again sorry for all the Mac goo here...but no use spreading misinformation! And it does point out one of the advantages of MTOS.)

Ted
--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

5798. WANTED: SM124 Monochrome monitor

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 23:26:26 UTC
From: ladd@iftccu.ca.boeing.com
Message-ID: <15300003@iftccu.ca.boeing.com>
Source record: 207159

I'm looking for a used SM124 monochrome monitor in good condition.
I don't want to spend more than $75.00.

e-mail if interested

Thanks, Bob

5799. Re: Looking for EdHak 2.0 or other editor D/A

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 23:47:10 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1r4mduINN4m@tortoise.cis.ohio-state.edu>
Source record: 206969

In article <1993Apr21.141511.1716@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
>In article <wmtwen.735381881@rw8.urc.tue.nl> wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:

>Newer versions of Edhak (which has "gone commercial") can interface
>with STalker the same way STeno does. I think there's a copy of EdHak
>1.9 at atari.archive.umich.edu that doesn't directly do "big files,"
>but which can work with them in 4K chunks. ("Which 4K chunk do you
>want to work with?") Somewhat better than Diary2.0S.
>

I have to say EdHak is just really cool (and so is the author Craig Harvey..so buy ita nd make him rich!) If you use EdHack with STalker it's neat to use EdHack to change the occurance of "STeno" in STalker to EdHak so all the menu's and dialog boxes refer to EdHak. EdHak just has so many uses you almost can't do without it!

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

5800. comp.sys.atari.advocacy

Newsgroup: comp.sys.atari.st
Date: 1993-04-21 23:49:33 UTC
From: karlm@mel.dbce.csiro.au
Message-ID: <705@highett.mel.dbce.csiro.au>
Source record: 206973

Hi guys. Just wondering if atari.advocacy was up and running yet, as all these people keep saying 'go to advocacy', but my news system here only reports the 2 8-bit sections, comp.atari.st, c.a.s.tech, and c.a.s.binaries.

Is it going, or is my news stuffed?

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au Tel: +61 3 252 6222 Fax: +61 3 252 6244 |
|_____|

5801. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 00:16:50 UTC
From: ken@isgtec.com
Message-ID: <4610@isgtec.isgtec.com>
Source record: 206984

In article <H.ea.kXcVwFKXAOQ@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
> If you'd seen NeXTstep, maybe you'd buy a computer to run it... it's
> that amazing. Oh, and you can run FrameMaker on it. <drool>

Oh, you mean like on a Mac? 8^}

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

5802. Re: GIF VIEWER FOR THE ST.

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 00:22:25 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC5uzpE.p3@netcom.com>
Source record: 206972

In article <13017@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>
>Does Photochrome support TT modes? SPOFLITE does... AWESOMELY.
>
>(TTmedium is best mode - TTlow looks basically the same, but with lower rez!)

I haven't been using Speed of Light because it has a TREMENDOUS amount of
flicker in any mode that I have tried, including TTmedium. Is it supposed
to be this way? I get better results with ViewTT.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

5803. Re: Looking for EdHak 2.0 or other editor D/A

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 00:31:27 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC5v04G.yM@netcom.com>
Source record: 206974

In article <1993Apr20.140732.297@janus.arc.ab.ca> erkamp@TITAN.ARC.AB.CA writes:
>I am trying to track down EdHak 2.0 or any other editor that will run as a desk
>accessory and handle more than 4K files. I am currently using Diary2.0S and it
>has the 4K limitation. It is supposed to be a trimmed down version of EdHak. Any
>help would be appreciated.

STeno is a great editor. Runs as a desk accessory or program.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

5804. Re: Demo on FALCON 030

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 00:35:01 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC5v0AE.135@netcom.com>
Source record: 206975

In article <1r2galINN48g@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>] What about Omegas "Grotesque", which is better than any techno-demo on Am
>] or our latest "Armada is dead" with the fastest Julia-drawing routine eve
>
>They available anywhere except on GEnie & local BBS's?
>
>Are they any good? Or just more wibbly-scrollers with the occassional
>sample thrown in? There aren't a lot of demos that really push the machine
>to the limit!
>
>Overdose wasn't bad, had a couple of fancy bit's in it! (Really fast
>fractals, and good sampling!)

Grotesque is on atari.archive. I got it from there. It runs quite well on
my TT with 2megs of TSRs and desk accessories with NeoDesk loaded. It should
work on any other machine.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

5805. Re: MiNT 1.04 - Mine goes boom when ESC is pressed on Des

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 01:36:17 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13044@uqcspe.cs.uq.oz.au>
Source record: 206978

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>Steve Sowerby writes:
>>
>> ... MiNT 1.04 ...
>> ... on the Desktop.
>> Machine setup: TT030 with 4/4 memory, UK TOS 3.05

>I can't get it to boot to the desktop...

Me neither - not ANY version of MiNT (Well, not 0.95, 0.99, or 1.04).

I'm just running TOSWIN as the INIT from MiNT.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

5806. Re: GIF VIEWER FOR THE ST.

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 02:01:57 UTC
From: dud@stein.u.washington.edu
Message-ID: <1r4ualINNai3@shelley.u.washington.edu>
Source record: 206976

ekrimen@netcom.com (Ed Krimen) writes:

>In article <13017@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>>
>>Does Photochrome support TT modes? SPOFLITE does... AWESOMELY.
>>
>>(TTmedium is best mode - TTlow looks basically the same, but with lower rez!)

>I haven't been using Speed of Light because it has a TREMENDOUS amount of
>flicker in any mode that I have tried, including TTmedium. Is it supposed
>to be this way? I get better results with ViewTT.

On my PTC1426 I don't see much flicker at all... Some pictures that have large areas of in-between colors I see it some, but it's worth the extra colors. TT Medium in ViewTT is horrible because you only get 16 colors and it chooses the wrong ones! :) Did you try changing the color contrast and flicker contrast? That might help. On Stu's (the author of Speed of Light) TT with a CTX multisync it looks great too... Maybe your eyes are just more sensitive than ours. Try it out on different monitors if you can and see if there's any difference...

Dan Aylward

5807. Re: Top 10 Facts about Peter Sinclair-Day (Super Genius)

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 03:18:55 UTC
From: dmb@rice-chex.ai.mit.edu
Message-ID: <1r52qvlNNrji@life.ai.mit.edu>
Source record: 207153

In article <93111.141209SML108@psuvm.psu.edu> <SML108@psuvm.psu.edu> writes:
>10. Has a one mm penis and places a mac powerbook on his lap
> to conceal this.

I'm not going to ask how you know this. Anyway, personal attacks
belong in comp.sys.atari.advocacy; that's what it's for! :) [1/2]

> 7. Is the long-lost brother of Robert E. Mc Elwaine.

Eh?

Dave Baggett

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

5808. atari st for sale

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 04:57:22 UTC
From: sie_0026@bigdog.engr.arizona.edu
Message-ID: <1993Apr22.045722.27931@organpipe.uug.arizona.edu>
Source record: 206990

Ok...for sale....1 atari 520 st upgraded to 1 meg. Comes with tos 1.0 in rom and the pcditto II board installed with original software...Comes with double sided drive and a mono monitor that works but needs a little help ....will throw in every piece of atari software I own, asking $200 obo...or will trade (gasp ..moan) for ibm/amiga equipment (hard drives, deskjet, fast modem???)

Prefer buyers withing the arizona area...will split shipping with buyer....

5809. MCD in N.C. sells 24 falcons

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 05:24:14 UTC
From: oyakea@warren1a.its.rpi.edu
Message-ID: <n#15m6h@rpi.edu>
Source record: 207191

I just phone micro-computer depot in n.c.. It's official, they've
sold their first 24 Falcons ... TODAY, Wed 21 Apr 93.
They say the Falcons were fully loaded and they are back ordered by 65,000
machines. I was very surprised as my brother who lives very far away also
called me about this. This is what I was told by the sales rep.
I have no reason to start sensless rumors here .... after all
I am a staunch atari user. Please phone their 800 number for info.
1-800-845-3070.

Amal.

5810. Re: Top 10 Facts about Peter Sinclair-Day (Super Genius)

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 06:20:31 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <80027@cup.portal.com>
Source record: 206985

>Good luck learning Bladder Control Pee-ter...

Once again... truly makes me proud to be an Atari owner...

BobR

5811. Re: GUI's, CLI's, and other assorted STuff...

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 07:24:22 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1r5h76INNbth@golem.wcc.govt.nz>
Source record: 206987

] Or learned how to apostrophes ;-)

And you've obviously never learned correct grammar!

5812. Re: Atari Mono and VGA

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 07:28:51 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <siae3B1w165w@dogbox.acme.gen.nz>
Source record: 207174
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc.hardware

arosborn@oregon.uoregon.edu (Alan Osborn) writes:

> In article <1993Apr19.090707.3686@tdb.uu.se>, m88max@tdb.uu.se (Max Brante) w
> >Have anybody succeded in converting a atari monomchrome monitor into a
> >mono VGA monitor. If so please let me know exactly how you did and what
> >graphics card you used.

> I wish I could help! I posted a similar question about two weeks ago;
> I got no response at all. I've asked locally at my friendly Atari store.
> I was told that it should be possible, but that they had no idea how
> it might be done. Nor did they particularly care to investigate.

OK, here's my results so far....

1: You have to define the monitor as LCD - it doesn't really support
Analogue video input (It works, but isn't very linear...)

2: The incoming sync pulses need inverting. This is best achieved
with either a cmos XOR package or a transistor inverter.
If you don't know how to do it, don't even contemplate it.. :-)

3: It'll only work in standard VGA mode.

OK, having said that, I'm trying to either find a circuit or IC
which will act as a universal sync decoder.

I want somethikng which basically only detects the leading sync
pulse edge, and doesn't care about the polarity, outputting
the -ve going pulses that the atari monitor requires.

There are 2 reasons for doing this

1: VGA cards change their sync polarity depending which mode they're
in - herc emulation is +,- while MVGA is +,+ for example.

2: It means I don't have to put a toggle switch on the back of the
monitor in order to be able to run it off both the atari and my
IBM. Currently I have 3 (Yes, 3!) monitors sitting on my desk,
and I want to get that number down as much as possible.
Being able to use the atari monitor as a paper-white VGA
will cut things down to 2. If I forget about Atari colour,
I can get down to 1.

Ultimately, the best course of action is to get a multisync monitor,
but I'm as pressed for cash as anyone else, so it'll have to wait...

--
Alan Brown
dogbowl@dogbox.acme.gen.nz

5813. Re: Mac floppies under Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 07:37:41 UTC
From: ee90grb@brunel.ac.uk
Message-ID: <C5vJuu.84@brunel.ac.uk>
Source record: 206988

anisko (anisko@usdtsg.DaytonOH.NCR.COM) wrote:
: In article <C5sJ6E.38L@mailer.cc.fsu.edu> boyd@math.fsu.edu writes:

: [misc STuff deleted]

: {re: system files...}
: >Yup, they just give them away. You can even ftp them from ftp.apple.com.
: >Also, I have yet to run into anything major that does not still support 6.0.x.

: About the only programs I've run across (admittedly, not many) that
: seem to not want to work with Spectre are those requiring *color*
: MACs. Of course, the same problem may happen on a regular Mac Plus
: (or non-color Mac). BTW there's always the nice TSR's that sometimes
: help with some programs - one to emulate a 68020, and I believe another
: to emulate a FPU, both in Mac mode...

: The one thing I have not figured out yet is how to convert those
: Image files into a disk - if you've done it, can you tell me which program(s)
: you used, etc?

You have to use a program called DISKCOPY which can only be found on the apple
ftp site mentioned above. When I downloaded system 6.08 I had to use an actual
MAC as the disk image uncompressed onto a HD disk.

P.S Where can I get the 68020 and the FPU emulator from?

Gareth Blades

ee90grb@brunel.ac.uk

(Please reply by mail if possible)

5814. Re: uue & uud on Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 08:17:29 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1r5kapEe86@uni-erlangen.de>
Source record: 206851

jmw@tasman.cc.utas.edu.au (John Mark Williams) writes:

>Query on behalf of friend who has a Falcon, but no net access (I have net
>access but no Falcon :-(- do uue and uud work on the Falcon. Is a particular
>version required, and if so, which is it?

Any version available should work. I use the old one that I used on the St
before that is available at a.a.u.e.
--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

5815. XDebug

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 09:10:59 UTC
From: Chris.Forker@newcastle.ac.uk
Message-ID: <C5vo6C.JE3@newcastle.ac.uk>
Source record: 206993
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Has anyone bought XDebug from the ST Club in England. If you have, could you post your impressions of the product. It would be useful to know how well it integrates with Lattice C , and how it copes with multi-modules in C.

Thanks in advance.

- Chris

+-=--=--=--=--=--=--=--=--=--=--=--=--=--+--=--=--=--=--=--=--=--=--=--=--=--=

5816. Re: XYZmodem

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 09:17:59 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <C5voI0.FHw@dscomsa.desy.de>
Source record: 206986

In article <1r4jnpINNr0n@shelley.u.washington.edu> dud@stein.u.washington.edu (Dan Aylward) writes:
>
>Speaking of which, does anyone know where to get the GEM RZ SZ accessory
>for use with CoNnect? Do I get it when I register CoNnect? I like

No you'll get it from Michael_Ziegler@m.maus.de. Perhaps you'll contact
him this way first. GEMSZRZ's version is 3.4 now and knows well to
run unter MTOS and achieves even there baudrates up to 3500 cps on
my TT. It's really worthwhile using it.
The price for it is DM 30,- but you should make sure that Michael
really gets DM30,- and not only the half because of banking charges
for foreign money transfers...

Wolfgang

5817. Re: Sharable TCSH

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 09:24:38 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <C5vot2.J2v@hermes.hrz.uni-bielefeld.de>
Source record: 206989

```
In article <...>, dud@stein.u.washington.edu (Dan Aylward) writes:
|>
|> I'm having a problem with the new sharable version of TCSH in that it
|> can't seem to find my login.csh file (in the /etc folder). I tried
|> renaming it to .login, I tried putting it in the /bin folder with TCSH, I
|> tried putting it in my home directory, but nothing will work. When I run
|> TCSH, the prompt is just a # and none of my env. variables are set. I
|> have to type "source /etc/login.csh" and then it will do it fine. (My
|> login.csh has a "source ~/tcsh.rc" in it). The old version of TCSH did
|> not have this problem. Anyone have a clue what's wrong?
|>

Oops, there's something written in the DOCs that the names of the shellscripts
have been changed. Are you sure that not this is your problem?

TeSche
--
TeSche (Torsten Scherer), Estudiante de la computacion en la
Universidad de Bielefeld, Calle de la Universidad 25, D4800 Ciudad de Bielefeld
*******************************************************************************
internet e-mail : itschere@techfak.uni-bielefeld.de
tesche@dave.hrz.uni-bielefeld.de
*******************************************************************************(EOT)*
```

5818. Re: Civilisation

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 09:45:53 UTC
From: mebeb@liverpool.ac.uk
Message-ID: <C5vpsI.8JI@liverpool.ac.uk>
Source record: 206996

Incidentally, I'm getting a hell of a lot of crashes from it now.
In previous games I'd attempted to win fairly peacefully, but
the last few I decided to go all out to destroy everyone else
for a change, and now I'm frequently getting crashes on entering
a city display (notably only an enemy city I've captured, and only at
times of civil disorder). This is a real pain, since with a lot of
cities its easy to have one suddenly go into civil disorder when
an extra population unit is created, and there goes your game 8-(
Its getting to the stage where I'm having to save it every other
turn. To be honest, if it gets any worse I'd consider returning it
as unplayable - I'm certainly going to send in some of the (numerous)
save game files that will give an almost immediate crash upon loading
with my warranty card (doesn't scan very well, does it - I meant
send them in with my warranty card 8-)

Kevin O'Donovan kebab@cix.compulink.co.uk
mebeb@uxb.liverpool.ac.uk

5819. Re: GUI's, CLI's, and other assorted STuff...

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 09:46:43 UTC
From: fraserc@dcs.glasgow.ac.uk
Message-ID: <C5vptv.A5M@dcs.glasgow.ac.uk>
Source record: 206991

fraserc@dcs.glasgow.ac.uk (Campbell Fraser) writes:

>mebeb@liverpool.ac.uk (Mr. K. O'Donovan) writes:

>>In article <1qt30oINNn45@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>>>
>>>CLI's a far too slow for my purposes, I like to have lot's of RAM available,
>>>and quick access to what I wan't without having to CD to directories
>>>etc.

>>Ah, there speaks someone who has never really used a CLI/shell.
>>
>>---
>>Kevin O'Donovan kebab@cix.compulink.co.uk
>> mebeb@uxb.liverpool.ac.uk

>Or learned how to apostrophes ;-)

Spot the deliberate mistake. :-}

Campbell

5820. Re: Atari posts large loss (again)

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 09:56:38 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C5vqAE.33E@hpbbrd.bbn.hp.com>
Source record: 207017

sinclair2246@iscsvax.uni.edu wrote:

> The cyclones will be out soon...Probably before the Falcon...I bet Cyclone
> sales alone will be higher than the Falcon...Apple will be able to crank them
> out of their factories...

Any facts on these new machines?

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

5821. Re: MiNT 1.04 - Mine goes boom when ESC is

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 09:58:01 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <1r5q79$q7u@obelix.uni-muenster.de>
Source record: 206992

```
In article 13044@uqcspe.cs.uq.oz.au, warwick@cs.uq.oz.au (Warwick Allison) writes:
>cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>>Steve Sowerby writes:
>>>
>>> ... MiNT 1.04 ...
>>> ... on the Desktop.
>>> Machine setup: TT030 with 4/4 memory, UK TOS 3.05
>
>>I can't get it to boot to the desktop...
>
>Me neither - not ANY version of MiNT (Well, not 0.95, 0.99, or 1.04).
>
>I'm just running TOSWIN as the INIT from MiNT.
>
That does of course not work. Toswin is a GEM program that requires
that GEM is running on the computer (GEM means especially the AES),
so if you start toswin from the autofolder, or as mint's init program,
it must crash, as the AES has not been started yet. Try bootgem.prg
as init program and install toswin as an accessory on the boot drive
then everything will be fine.
There might be a problem when running mint on a 68030 machine, as mint
uses memory protection on such a machine, but the normal (old) AES does
not work with memory protection turned on. One can swicth off protection
by renaming mint.prg to mintnp.prg, or writing an auto folder program
that starts mint with the parameter -m.

I hope this helps

Ulrich

---

+---------------+----------------------------+-------------------------+
| Ulrich Kuehn | Internet: | Do they know that they |
| Cand.Math.Inf | kuehn@math.uni-muenster.de | cannot eat their money? |
+---------------+----------------------------+-------------------------+
```

5822. FTP: atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 10:21:35 UTC
From: xaemyl@netcom.com
Message-ID: <xaemylC5vrG0.MF2@netcom.com>
Source record: 206994

Is it just Me, or is almost everything in the "Demos" section there
corrupted beyond belief?

--
/__.__/\/_____/_______/_ __ /_.___/__. Raa Amon Zepol
\ | /____ \ ____/\ \/ \ \ | _ |__ Xaemyl et Deus ...
/ \/ _ \ _|___/ ___ \/ | / | \ Devil's Load 666!
/ \\ | \\ / | ___ \ ` \\ Turns People into clay
\ __|__ /___|__ / ________|__ / _____/_______ \ Radiation ... minds decay
\/ \/ \/\/ \/\/ \/ UUCP: xaemyl@netcom.com

5823. HS FIX 3

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 10:25:30 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1r5rqqINNcjq@golem.wcc.govt.nz>
Source record: 207151
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi some one this week posted a binary of HS FIX 3, is there a site
that I can get this from.

Thise is because that binary would not udecode,
or could you post it again to the net..

Thanks.................

Roger.............. sheppard_r@kosmos.wcc.govt.nz

5824. Falcon clock speed ; WAS Re: First look at the Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 10:38:56 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C5vs8w.1D1@newcastle.ac.uk>
Source record: 206995

```
In article <A28575@K.maus.de>, Peter_Missel@k.maus.de (Peter Missel) writes:
>>- C-lab Creator [V3.1]: no go - locks up during load, due (I'm told) to
>>changes to the cartridge port so Creator doesn't recognize that the key is
>>in.
>>- C-lab Explorer32 [v 2.0]: no go - locks up during load.
>
>These two also lock up on Mega STEs and STs w/ accelerator boards. The problem
>isn't in the machine, but in the CPU-speed-dependant key check algorithm C-lab
>used.
>
>On Mega STEs, one could "fix" it by switching to 8 MHz before loading C-lab
>stuff and flipping back to 16 after that.
>
>On tuned STs and Falcon030, no go :-(
>
>- Peter -

You can turn down the clock on a Falcon as well. Perhaps I should put the code
into a CPX or an accessory so that it can be accessed 'on the fly'.....

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
-----------------/__\-------------------------------------------------------------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....
```

5825. Re: comp.sys.atari.advocacy

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 10:51:25 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.735475811@rw8.urc.tue.nl>
Source record: 207154

karlm@mel.dbce.csiro.au (Karl Meyland) writes:

>Hi guys. Just wondering if atari.advocacy was up and running yet, as all these
>people keep saying 'go to advocacy', but my news system here only reports the 2
>8-bit sections, comp.atari.st, c.a.s.tech, and c.a.s.binaries.

We have comp.sys.atari.advocacy so that is okay, but TWO 8-bit
groups?????
We only have comp.sys.atari.8bit . Is there another group for 8bitters?

Elend.

5826. Fonts for Pagestream

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 10:53:31 UTC
From: singlejf@cs.aston.ac.uk
Message-ID: <1993Apr22.105331.22671@aston.ac.uk>
Source record: 207000

Does anyone know where I can get a fixed pitched font for Pagestream? I need to print source code in a report, and to make it readable it needs to be fixed pitch. Ideally something like a Courier font would be ideal.

If there is no such thing available on an ftp site, can anyone recommend where I can buy one from, preferably in the UK.

Thanks,

John

singlejf@cs.aston.ac.uk

5827. ACC.PRG

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 10:55:56 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1r5tjsINNctl@golem.wcc.govt.nz>
Source record: 207152
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi I have this program called ACC.PRG, it lets you have all your ACC
in a folder..

Big problem is that it causes many programs to crash, so is there a better
one than this...

Thanks...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

5828. Re: Seeking good drawing programs.

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 10:58:27 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.735476121@rw8.urc.tue.nl>
Source record: 207155

ac382@Freenet.carleton.ca (Jack Kitowicz) writes:

>THE best drawing program for the ST is still I think NEOCHROME!
>Yes Neochrome. Even though it doesnt have many of the features of
>heavyweights such as Deluxe Paint, it is still the easiest, friendliest
>and most fun to use (get the comercial version!). Neochrome also has some
>nice hidden features. If you have any version of .9 or higher, just click
How about Neochrome Master. It has even more features than neochrome.
It appeaed on a '91 coverdisk from Atari ST User. But I heard some
things that some Neochrome versions are illegal in some way.

Erlend.

5829. Request: GDOS driver IMG_0300.SYS

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 11:12:53 UTC
From: hansen@tschil.informatik.rwth-aachen.de
Message-ID: <1r5ujl$fms@urmel.informatik.rwth-aachen.de>
Source record: 206999

In a recent issue of a german Atari mag, I read about a GDOS driver for 300dpi GEM-IMG-files called IMG_0300.SYS.

Does anyone have an idea where I can get this file via ftp?

Thanx,

Oliver

hansen@pool.informatik.rwth-aachen.de

5830. 'trn' for atari?

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 11:26:13 UTC
From: gg11klbl@sbusol.rz.uni-sb.de
Message-ID: <1r5vclINNauo@sbusol.rz.uni-sb.de>
Source record: 207156

Trn is - in my opinion - the best newsreader.
My question: Has anybody ever tried to port it to the atari?

Benni

5831. Re: Request: GDOS driver IMG_0300.SYS

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 12:01:02 UTC
From: julian@math.uni-muenster.de
Message-ID: <1r61du$m23@obelix.uni-muenster.de>
Source record: 207157

In article fms@urmel.informatik.rwth-aachen.de, hansen@tschil.informatik.rwth-aachen.de (Oliver Hansen) writes:
> In a recent issue of a german Atari mag, I read about a GDOS driver for
> 300dpi GEM-IMG-files called IMG_0300.SYS.
>
> Does anyone have an idea where I can get this file via ftp?

ftp.uni-muenster.de, pub/atari/Gdos/img-0300.zoo

_____ cut here _____
Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de
_____ correct me if I'm wrong _____

5832. Re: Seeking good drawing programs.

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 12:03:13 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr22.120313.12105@tdb.uu.se>
Source record: 207160

Erlend Nagel (wmtwen@rw8.urc.tue.nl) wrote:
: How about Neochrome Master. It has even more features than neochrome.
: It appeaed on a '91 coverdisk from Atari ST User.

Sure, NeoMaster is definately a very good drawing-program. I'm not
sure if it's available anywhere on the net though. See below.

: But I heard some
: things that some Neochrome versions are illegal in some way.

Unfortunately true. Neither Atari nor the original author would
listen or make a deal with the author of NeoMaster. This is mainly
becuase NeoMaster is a souped up recompiled version of the original
Neochrome (the only thing left somewhat intact is the way the interface
feels and looks, most of the other code is totally rewritten). I
believe NeoMaster has been put on ice though...

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

5833. Wanted: GDOS driver for color PostScript

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 12:11:51 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1r6227INN2ain@rs1.rrz.Uni-Koeln.DE>
Source record: 207158

Hi folks,

as the subject says, I'm looking for a color PostScript GDOS
driver. It is needed for the DTP workstation in our institute.
Please let me know if you have any information. Both free and
commercial sources are of interest.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

5834. Re: Demo on FALCON 030

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 12:46:51 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1301@usdtsg.DaytonOH.NCR.COM>
Source record: 207200

In article <1r2galINN48g@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>] What about Omegas "Grotesque", which is better than any techno-demo on Am
>] or our latest "Armada is dead" with the fastest Julia-drawing routine eve
>
>They available anywhere except on GEnie & local BBS's?

Hmm, just might have to upload one of them to GEnie then (though at 2400 baud it would take forever). Then again, I use to be at 300 baud, so I know what it is to wait :-) (I'm at 38400 now, but normally only use one of GEnie's 2400 baud conections - for things like the RTC's, it's not worth the extra charge for the higher speeds)...

>Are they any good? Or just more wibbly-scrollers with the occassional
>sample thrown in? There aren't a lot of demos that really push the machine
>to the limit!

If Grotesque is the demo I think it is, is a very fast-paced, hyperactive demo - alot of screen flashing and what almost seems like silhouettes behind some of the flashes - sort of like MTV on speed... (if you can imagine that :-)

Hmm - people were making some complaints about lack of originality - I don't know if this idea is original, but it might have some ideas for a demo programmer: create a high-paced demo that works with those (cheap) 3D glasses that they sell evey time one of the local TV stations shows a 3D movie (you know, the glasses with one red lens and one blue lens?) - one step closer to virtual reality, maybe? [-)

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"why is it you park in a driveway, yet drive on a parkway?"

5835. Re: XYZmodem

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 12:58:52 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1302@usdtsg.DaytonOH.NCR.COM>
Source record: 207051

In article <1r4jnpINNr0n@shelley.u.washington.edu> dud@stein.u.washington.edu (Dan Aylward) writes:
[STuff deleted]

>Speaking of which, does anyone know where to get the GEM RZ SZ accessory
>for use with CoNnect? Do I get it when I register CoNnect?

Nope - GEMRZSZ is written by another author (I think it is shareware, but I'm not sure about that). Anyways, the author is from Germany, and I believe he is hooked into the internet (through Mausnet?). I sent him a message once, but I cannot remember his internet address off hand...

>I like
>CoNnect better than STalker in general, except for the Z-modem downolads.
>STalker handles that with great finesse! :)

Have you set up the downloads properly? You can have Connect automatically load in your chosen program (XYZ?) when you start up Zmodem on the host side (what some call "autozmodem"). That option is under the "Transfer" area where you set up the downloads to begin from. You'll be surprised how nice it is to simply type "sz file.lzh" from your unix prompt (assuming you're using unix :-) and have your protocol automatically kick into action. I've never used STalker, so I can't comment on how it compares, however...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

...has anyone else messed around with the "sounds" option of Connect? kinda cool to have different SNDs or MODs be triggered by various events...

5836. Re: ACC.PRG

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 13:58:42 UTC
From: dud@stein.u.washington.edu
Message-ID: <1r68aiINNf73@shelley.u.washington.edu>
Source record: 207161
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@kosmos.wcc.govt.nz writes:

>Hi I have this program called ACC.PRG, it lets you have all your ACC
>in a folder..

>Big problem is that it causes many programs to crash, so is there a better
>one than this...

>Thanks...

I haven't had a crashing problem with it, but it just seems to have no
effect on the TT. It still looks for accessories in the root directory
even when it's run. "Is there a better one than this..."?

Dan Aylward
dud@u.washington.edu

5837. Hardware scrolling on Falcon.

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 14:15:44 UTC
From: csg019@cch.coventry.ac.uk
Message-ID: <C5w2A9.30p@cck.coventry.ac.uk>
Source record: 207175

Greets all Falconers (bad start eh?)
I considering getting a Falcon to write games etc (mainly shoot-em-ups)
All i really want to know is how horizontal hardware scrolling is done on the
Falcon. The way i'm used to doing it on the Amiga is by having 2 screens
in RAM, and setting the screen modulo to 2 times the screen width, the
screen display is shifted 1 pixel by hardware, then after 16 pixels i blit
data to the left of the screen and the right of the screen, as soon as one
screen has been scrolled, i swap screens. Takes about 7 raster lines peak,
on an Amiga 500. How is the display scrolled on the Falcon.
(Were talking horizontalscrolling here.) NOT vertical.

Help appreciated.

-Steve.

--
**********Steven Haggerty**csg019@uk.ac.cov.cck ok?**********
* There is the law of GRAVITY, there is the law of CONSERVATION, there is the *
* law of DREDD. You can break the first two, but the last one plays for keeps!*
**********- 2000AD on Judge Dredd.*******

5838. Re: Falcons in the DC area?

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 14:23:48 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr22.142348.6702@newshost.lanl.gov>
Source record: 207162

In article 1r50thINN8l8@mojo.eng.umd.edu, brymastr@eng.umd.edu (Bryan Lee) writes:
>Anybody have news on Falcons in the Baltimore - DC area? Any
>confirmed sightings? By the way, where is Toad computers?

Toad Computers are in new quarters at 570F Gov. Ritchie Highway in Severna Park, Maryland. Their number is 410-544-6943 or 800-448-TOAD (for orders).

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5839. Re: Request: GDOS driver IMG_0300.SYS

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 14:26:48 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1r69v8Ec3j@uni-erlangen.de>
Source record: 206950

hansen@tschil.informatik.rwth-aachen.de (Oliver Hansen) writes:

>In a recent issue of a german Atari mag, I read about a GDOS driver for
>300dpi GEM-IMG-files called IMG_0300.SYS.

I'm quite sure I got it a while ago from

ftp.uni-muenster.de or ftp.uni-stuttgart.de

--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

5840. Re: Seeking good drawing programs.

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 14:33:27 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr22.143327.7052@newshost.lanl.gov>
Source record: 207163

For a _drawing_ program, I've always liked Migraph's Easy-Draw.

For a _paint_ program, Degas Elite has always been my standby.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5841. Re: German -> English translator

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 15:03:59 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1993Apr22.110359.5707@spcvxb.spc.edu>
Source record: 207165

In article <1993Apr21.145257.11956@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
> In article 2539@tekgen.bv.tek.com, boblu@tekgen.bv.tek.com (Robert Luneski) writes:
>>I remember sometime ago that a German to English ASCII translator was
>>distributed around the net. I cannot remember the name nor can I seem to
>>find it on any ftp sites. If someone can send me a copy or knows where
>>(any anonymous ftp machine) the program is archived, I would greatly
>>appreciate it.
>>
>>Many thanks,
>>
>>Bob Luneski
>>boblu@tekgen.bv.tek.com
>
> Bob, I downloaded GER2ENG.ZIP from GEnie last night and contrary to other
> reports I've heard, it ran just fine on my MegaSTe. Has a nice user interface
> too. Of course, the quality of the resultant translation leaves a LOT to be
> desired, but it might be OK for some simple translation tasks. Checking the
> included dictionary, I was amused to see that "anal sex" was one of the terms
> in the "often used" category. Guess it all depends on what _position_ you
> take in life, eh? :)

Also, if you have a PC emulator on your ST, you can try one of the
commercial translators. I think there is a program called "German
Assistant" and another one by Berlitz that are supposed to provide
very good translations.

Chris

5842. Re: Sharable TCSH

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 15:16:19 UTC
From: mh1@irz207.inf.tu-dresden.de
Message-ID: <1r6cs3$31m@irz401.inf.tu-dresden.de>
Source record: 207164

In article <1r2mr4INNsb9@shelley.u.washington.edu>, dud@stein.u.washington.edu (Dan Aylward) writes:

> I'm having a problem with the new sharable version of TCSH in that it
> can't seem to find my login.csh file (in the /etc folder). [...]

[description of several attempts to work around this deleted]

While it could still be a bug (I'll check this tonight), perhaps it's just one of the following reasons:

`tcsh' will only source your /etc/login.csh and $(HOME)/login.csh files if it has been started as a login shell. `tcsh' decites this by checking argv[0] (the name of the program as passed by the program that started `tcsh'): If it contains a "-" as the first character (the `login' program usually puts "-tcsh" into argv[0]) or if argv[0] does not exist (this happens if `tcsh' was run by a program that does not understand the ARGV argument passing scheme, e.g. the desktop), then it will behave like a login shell. It will _not_ behave like a login shell if it has been run by a program that does understand the ARGV scheme und doesn't put the "-" into argv[0]. (And, I believe it also won't act like a login shell if the environment variable HOME doesn't exist.)

In `TOSWIN', for example, you'll have to turn of the ARGV option if you want to behave a `tcsh' running in one of TOSWIN's windows as a login shell.

If you want to try if that's the reason why `tcsh' won't read your setup files, you could try running tcsh with the parameter "-l" which will also cause it to act as a login shell.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

5843. Re: Looking for EdHak 2.0 or other editor D/A

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 15:37:55 UTC
From: don@carson.u.washington.edu
Message-ID: <1r6e4jINNjq4@shelley.u.washington.edu>
Source record: 207166

SpiritEd is a FREE desk accessory text editor similar to STeno. It works on all versions of TOS including MultiTOS. If there is interest, I could upload the most recent version to the Atari archive.

Don Clifton
SpiritWare

5844. MORIA

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 15:39:00 UTC
From: craig.dunn@almac.co.uk
Message-ID: <8853.723.uupcb@almac.co.uk>
Source record: 207176

Hi.

I need a favour from someone...

I've found the source code to MORIA for the ST.. It's i C.
What I was wondering is if anyone would be willing to compile the code
for me..for a fee.. It's a game which is a classic.

You'll need a harddrive with at least 2Meg free to compile it and at
a fairly hefty compiler..

Anyone willing to oblige..?

Cheers
Craig
<craig.dunn@almac.co.uk>

5845. Re: Seeking good drawing programs.

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 15:39:16 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C5w65H.ICG@newcastle.ac.uk>
Source record: 207172

In article <1993Apr22.120313.12105@tdb.uu.se>, m91der@tdb.uu.se (Daniel Eriksson) writes:

>Unfortunately true. Neither Atari nor the original author would
>listen or make a deal with the author of NeoMaster. This is mainly
>becuase NeoMaster is a souped up recompiled version of the original
>Neochrome (the only thing left somewhat intact is the way the interface
>feels and looks, most of the other code is totally rewritten). I
>believe NeoMaster has been put on ice though...

RIP another good program for the Atari..........

amCraig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

5846. To: Mike Allen

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 15:51:15 UTC
From: mcgraw@titan.ppd.kodak.com
Message-ID: <4973@eastman.UUCP>
Source record: 207177

Mike, I saw your name yesterday on this news group and am very interested in your thoughts on cleaning up old recordings. I have an extensive collection of old 78's and had just begun to spec out a 486 when a friend of mine in Ireland mentioned the Falcon. When I get whatever I get, it must have the capability to do a good editing & noise reduction job on 3 to 4 minutes of music.

Although I am a novice to music software and Atari's, I have a Mac on my desk at work, am responsible for some Sun eauipment, and know my way around Dos to some extent.

Any suggestions, especially on PC's vs. Falcon, for the old recordings thing, would be most appreciated.

Ted McGraw mcgraw@titan.ppd.kodak.com

5847. Development from the Desktop

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 16:17:13 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr22.161713.16778@mnemosyne.cs.du.edu>
Source record: 207169
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> I can think of ONE person who uses the desktop as a development
> environment.

Gee, I wonder who that might be referring to? ::grin:: Chris, I'm not the only one, just perhaps the most vocal.

Mail response I've gotten for my beta testers request indicates that there are a fair number of folks out there using GEMENV and STMAKE to enable program development from the desktop. Your 80% number is probably about right, actually.

To me, it's perfectly natural to instal TEMPUS as the application to handle double-clicks on .C, .H, .S, and other common programming-related file types, and STMAKE as the application to handle .MAK files. Then it doesn't take more than a click or two on the desktop to navigate your way around your development tasks. (Substitute your favorite editor for TEMPUS, of course. I don't love TEMPUS, but it's okay.)

--
==========
- Ian Lepore | One thing you've got to admit about David Koresh:
ianl@bix.com | He sure knows how to preach to his conflagration!
==========

5848. IMG Slideshow

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 16:24:05 UTC
From: pde@liverpool.ac.uk
Message-ID: <C5w885.BEL@liverpool.ac.uk>
Source record: 207189

Does anyone know of a slideshow program like Dslide that will show IMG pictures as I am fed up converting them all to PC3.

Pete.

5849. Re: Falcons shipping next week in USA!

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 16:48:04 UTC
From: gutschk@uni-muenster.de
Message-ID: <1r6i84$1ff6@obelix.uni-muenster.de>
Source record: 207173

neurom@u.washington.edu (Neuromancer) writes:

>Not necessarily so. I've seen adds for a Falcon030 RAM board that can hold
>either 4 or 14 megs of ZIP RAM. (All of a sudden, the sound of a thousand 1
>meg Falcon030's is heard).

> --Neuromancer

That is really good news! Though I wonder, how they do this. I looked
at the memory board in my Falcon and was impressed by the tiny size.
It is not much larger than a stack of say four or five credit cards.
It will be very hard, to fit ZIP-modules in that space!

Anyways, I enjoy having bought the 14Meg version in the first place
--- it is just wonderful, running MTOS without any (hardly any)
limitations imposed on the number/size of processes... Though the
speed really needs some improvement :-(

Markus

5850. Unix/NeXT Based Lharc

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 16:49:24 UTC
From: neurom@u.washington.edu
Message-ID: <1r6iakINNo6a@shelley.u.washington.edu>
Source record: 207170

Does anybody out there have a Unix/NeXT based Lharc app that will open those damn aeo and other doc .lzh files in aaue/atari/Magazines? I have one, but it keeps throwing "Cannot extract that method." at me.

Any clues?

Please?!?!?

--Neuromancer

5851. Flashback

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 17:42:11 UTC
From: aesd1pak@dct.ac.uk
Message-ID: <1993Apr22.184211.5400@dct.ac.uk>
Source record: 207185

Can anyone help me .Is FLASHBACK coming out for the ST.I have seen it on the amiga and was quite impressed by it.

Philip

5852. Help! I'm stuck in PLANETFALL!

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 17:43:30 UTC
From: minidis@urz.unibas.ch
Message-ID: <1993Apr22.174330.42827@urz.unibas.ch>
Source record: 207171

In the deep lurking darkness of my closet i found the programme
PLANETFALL (Infocom). I played it a hundred years ago and i felt
like playing it again. But this time i got stuck:
Where can i get the elevator access card (or how can i trick the
elevator) to reach the shuttle (which means in this case the lower
elevator).
Anyone out there who remembers?

Please *email* me any answers, thanks.

--
Alexander (Capt. Jaques Mayol) <minidis@urz.unibas.ch>

- "Are some sort of special-agent?" -
- "No, I'm just the cook." -
- "Oh God, we're all gonna die!" -

5853. Looking for STe compatible music notation tool

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 17:45:00 UTC
From: uparker!sbparker@infocom.co.uk
Message-ID: <H.bJD99bSrS_w@uparker.uucp>
Source record: 207183

Hello everyone,

A friend at work has recently got hold of an STe and would be very interested
in getting hold of a shareware or PD program which can support the following:

- permit entry onto staves in standard musical notation
- support at least 2 staves
- import and export midi 0 or midi 1 format files
- the ability to play would be an advantage ;-)

Monitor resolution is not an issue: he has access to both colour and mono.

If anyone has any ideas or pointers, I would be very grateful to hear about
it. To save bandwidth, please reply by email to sbparker@infocom.co.uk and
I shall pass the messages along. Any interesting replies will be posted as
a summary.

Thanks

Steve

p.s. Apologies if you see this for a second time - the original posting
may not have succeeded in getting "out".

--

Steve Parker from home email: sbparker@infocom.co.uk

--

Steve Parker from home email: sbparker@infocom.co.uk

5854. Re: First look at the Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 17:54:11 UTC
From: ken@isgtec.com
Message-ID: <4618@isgtec.isgtec.com>
Source record: 207194

In article <1r13t0$57v@falcon.natinst.com> glens@natinst.com (Glen Sescila) writes:
> In article <4586@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
> >I can't believe they're shipping a complex program like Works with
> >NO MANUAL, let alone no dictionary/thesaurus... Sigh.
>
> MAJOR SIGH! When will people learn that a well written program that
> is GUI driven should not even need a manual at all? (I have not seen Atari
> Works and I am not saying that it is such a program) I think everybody is
> missing the point of intuitivness/GUIes.

Bulls**t. Well-written GUI programs need a much smaller, simpler manual,
but ALL complex software needs SOME kind of manual. If only to discover
what its *features* are. My first impression when I've used Mac software
like Word is that the interface is extremely sparse, which is good, but
it is also completely non-obvious what its hidden features are. Not
everything is accessible directly from a menu bar. I would say an integrated
"works" type package is a complex program. For example, something not
that intuitive like can the equation editor handle multi-line equations
and keep them all on one page. Or what is the row/col limit in the spreadsheet?
At some point you have to touch a keyboard when using a word processor, and
a technical reference is a necessity in general.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

5855. SUMMARY: FAX software for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 18:01:57 UTC
From: Michel Goudeseune <michelg@zooid.guild.org>
Message-ID: <1993Apr22.180157.13762@zooid.guild.org>
Source record: 207197
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Here's the information I received about FAX software for the ST.

[I have freely cut and pasted the various replies.]

There are several programs available:

Straight Fax!

Developed in the US by Joppa, requires 1 Meg RAM, works in colour or mono. I seem to remember the article saying they couldn't get it to work with some of the modems they tried. (I'm just guessing, but this software might be known as Joppa Fax in the US - I seem to remember seeing an ad for a product with a name like that in an old issue of Current Notes.)

You've probably already read this a gazillion times, but you can't do better than StraightFAX on the ST... It's available from Toad Computers.

Straight Fax is by Toad Computer
570-F Gov
Ritchie Hwl.Sevena Park
MD 21146 USA

Straight Fax cost 99$ [currency? us$, I think -MG]

Tele Office

Developed in Germany by TKR, requires 1 Meg RAM, works in mono. The article said they couldn't get it to work in colour, but admitted this might be because it was a beta version.

According to the review, Tele Office was much more powerful and flexible, but not quite as easy to use. Both were quoted at the same price, about 60 pounds sterling. I'm not aware of any PD or shareware FAX software being available yet...

Based on this, I recently bought Tele Office to use with my SupraFAX v32bis modem. I haven't used the software much yet, but I did get as far as testing it by successfully sending a FAX to someone. I needed help to set it up though, because the supplier sent it without a manual. They warned me about this before I bought it, so I knew what I was getting into ! :-) It was still being translated into English from German at the time; this has now been completed and I received a copy of the manual recently. And the support I got from the supplier over the phone was good enough to help me get going.

As I say, I haven't used it much, so I don't know whether all the features work well or not yet - and I haven't tried it with a colour monitor, so this is all I can tell you.

HackFAX

If you bought a ZyXEL you can use HackFAX. Search for the archive HFAX060.LZH.

Michel, I noticed on a recent pass through the Newitems driectory at atari.archive.umich.edu a program called 'hfaxbeta'...take a look, it may be a fax package!

[Note: I haven't checked out either of these yet. I have a SupraFAX modem, so I'll see if this will actually work with mine.]

There was also a referral to the December 1992 issue of Atari ST User, the UK version at least. It gave a review of StraightFAX and TeleOffice. A summary of the review is included above.

Q-FAX/Pro

[Does anybody know anything about this one? :-)]

That is all! Thanks again to the contributors. For a list of the contributors, ask me in email.

Michel Goudeseune -- michelg@zooid.guild.org

5856. availability of Speedo GDOS printer drivers

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 19:17:44 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <bd894f38@Kralizec.fido.zeta.org.au>
Source record: 206946

Having had a chance to play with/use Speedo GDOS, I'm quite impressed with its speed and robustness.

However, it seems to suffer from the typical GDOS malaise - bugger all in the way of printer drivers.

I notice that the 'old' style printer drivers don't work - that's quite understandable really, but you get BJ10, FX-80, HP deskjet & laserjet, SLM and NX-1000 drivers. Nothing useful like a 24-pin epson driver, or a proprinter driver (although the jury is out on whether or not the BJ driver will work like that).

Anyway, this is what I'm asking - Are there more drivers?

If yes, where do I get them?

Replies as you wish...

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

5857. Atari 1040 - Sell or Trade for PC

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 19:28:31 UTC
From: ladasky@netcom.com
Message-ID: <ladaskyC5wGrJ.MvD@netcom.com>
Source record: 207180
Cross-posted to:
comp.sys.atari.st,comp.sys.ibm.pc.hardware,ba.wanted,ba.market.computers,rec.music.makers.synth,rec.music.marketplace

I am considering selling an Atari 1040 and purchasing an IBM compa-
tible. I need to know what kind of money or trade I can expect to get for
the Atari before I bother. I am about to start graduate school, and that
means I'm about to be poor! (There's a price list for used synthesizers on
rec.music.makers.synth, but no equivalent list for computers...)

This system is tailor-made for a MIDI musician. Details follow:

* Atari 1040 ST
TOS 1.0
1 MB RAM
720K floppy drive

* SupraDrive 20 Mb external SCSI drive, 18 months old

* 12" Atari monochrome monitor

* Generic 2400 baud external modem

* Software: All software is registered and comes with manuals.
Passport's Master Tracks Pro, Version 2.5 (sequencing software)
Dr. T's Copyist Professional (scoring software)
First Word (word processor - *not* the PD version)
Megamax's Laser C, Version 2.0 (programming language)
VIP Professional (spreadsheet package - low-tech Lotus clone)
Partner ST (desk accessory with integrated calendar, cardfile, etc.)
Migraph's Easy Draw (an early, pre-Postscript release)
NeoDesk (improved desktop for Atari ST)
Universal III (improved file selector for Atari ST)
Miscellaneous software (including Uniterm communications software)

I will consider all prices above $900. I am also willing to
trade the Atari system for a quality (386 or 486) PC, including lap-tops.
I own some PC hardware, so a complete system may not be necessary.

--
== John J. Ladasky II ("ii") ========================= ladasky@netcom.COM ==
"Great composers do not borrow - "Talking about music is like
they steal." - John Ladasky ~ - dancing about architecture."
(quote stolen from Stravinsky, who o o - Elvis Costello? Laurie
stole it from a statement made by > Anderson? Frank Zappa?
Pablo Picasso about painting, who _/ ------------------------------
stole it from...) "Property is theft." - Groucho

"A man w/o charity in his heart - what has he to do with music?" - Confucius

==========

5858. Re: German -> English translator

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 19:47:56 UTC
From: schang@trupial.NoSubdomain.NoDomain
Message-ID: <1993Apr22.194756.1012@ee.ryerson.ca>
Source record: 207181

In article <1993Apr22.110359.5707@spcvxb.spc.edu>, mauritz_c@spcvxb.spc.edu writes:
|> In article <1993Apr21.145257.11956@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
|> > In article 2539@tekgen.bv.tek.com, boblu@tekgen.bv.tek.com (Robert Luneski) writes:
|> >>I remember sometime ago that a German to English ASCII translator was
|> >>distributed around the net. I cannot remember the name nor can I seem to
|> >>find it on any ftp sites. If someone can send me a copy or knows where
|> >>(any anonymous ftp machine) the program is archived, I would greatly
|> >>appreciate it.
|> >>
|> >>Many thanks,
|> >>
|> >>Bob Luneski
|> >>boblu@tekgen.bv.tek.com
|> >
|> > Bob, I downloaded GER2ENG.ZIP from GEnie last night and contrary to other
|> > reports I've heard, it ran just fine on my MegaSTe. Has a nice user interface
|> > too. Of course, the quality of the resultant translation leaves a LOT to be
|> > desired, but it might be OK for some simple translation tasks. Checking the
|> > included dictionary, I was amused to see that "anal sex" was one of the terms
|> > in the "often used" category. Guess it all depends on what _position_ you
|> > take in life, eh? :)
|>
|> Also, if you have a PC emulator on your ST, you can try one of the
|> commercial translators. I think there is a program called "German
|> Assistant" and another one by Berlitz that are supposed to provide
|> very good translations.
|>
|> Chris

German Assistant works much better. It also costs much more ($99 vs Free).
It does a very nice job getting almos 90% right while you`ll be lucky if
you get 50% with GER2EN21.LZH :)

If anyone has any ideas how to make a sentence to sentence program, please
drop me a line. My studies are Engineering, not programming :)

I tested it on 2 MegaSTEs on the Atari show and it bombed on both while loading.
Thanx for the comments.

Carlos Varela

5859. HP DeskJet Plus for sale

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 19:57:42 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr22.195742.541@newshost.lanl.gov>
Source record: 207187

I'm buying a new postscript laser printer so I'd like to offload my trusty Hewlett Packard DeskJet Plus. This has been a superb printer which I have used with Macintosh, Atari, and PC computers. It comes with a spare ink cart and the Epson FX emulator cartridge (works great) and the original box and manuals.

What's it worth to you? Shipping extra, of course.

Send reasonable offers via email or to FAIR-DINKUM on GEnie.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5860. Re: FTP: atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 20:02:59 UTC
From: Steven Gemma <sg47+@andrew.cmu.edu>
Message-ID: <QfpjbnO00ioXQ8AEUj@andrew.cmu.edu>
Source record: 207182

xaemyl@netcom.com (Raa Amon Zepol) says:

>Is it just Me, or is almost everything in the "Demos" section there
>corrupted beyond belief?

I've found it to be the same way. Nothing I've gotten has
worked correctly.

-Steve

5861. Re: Hardware scrolling on Falcon.

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 20:17:54 UTC
From: tose@brosme.dhmolde.no
Message-ID: <TOSE.93Apr22201754@brosme.dhmolde.no>
Source record: 207178

```
>>>>> On Thu, 22 Apr 1993 14:15:44 GMT, csg019@cch.coventry.ac.uk (-~=Zaphod=~-) said:
> Nntp-Posting-Host: cc_sysh
> Greets all Falconers (bad start eh?)
> I considering getting a Falcon to write games etc (mainly shoot-em-ups)
> All i really want to know is how horizontal hardware scrolling is done on the
> Falcon. The way i'm used to doing it on the Amiga is by having 2 screens
> in RAM, and setting the screen modulo to 2 times the screen width, the
> screen display is shifted 1 pixel by hardware, then after 16 pixels i blit
> data to the left of the screen and the right of the screen, as soon as one
> screen has been scrolled, i swap screens. Takes about 7 raster lines peak,
> on an Amiga 500. How is the display scrolled on the Falcon.
> (Were talking horizontalscrolling here.) NOT vertical.
> Help appreciated.
> -Steve.
>

Yeah, that's the way to go :)

The way you would do it on the Falcon is:

Assuming you would be using bitplane modes this is how to do it:

1. set the line width register to 2x normal screen width
2. change the pixel shifter register from 0 to 15
3. do your left/right blitting
4. swap the screens when one screen is done.

All pretty much the same as on the amiga really. One thing to remember is that
you have to subtract 1 chunk from the line width when the pixel counter is > 0
because the hardware adds 1 automatically...

This was assuming you were using bitplane modes.. BUT the big thing on the
falcon is it's word mode really.. then each pixel is a word and there's no
boring bitplanes to care about. Then you forget the whole pixel thing and
just set up the 2x line width, and add two to the screen pointer to get
scrolling. gfx will be bigger but you'll save loads on not having to have
the sprites pre-shifted in RAM so it'll make up for the larger size I'd say.
things will be more colorful too..

However the biggest problem for an ex-amiga programmer moving to Atari is
probably the fact that there's no longer a usable blitter. If you want FAST
sprites you'll have to do it yourself.

Ah well, this is getting longer than I intended really. any more questions,
email me and I'll do my best :)
```

Cheers,
Torbjoern Ose - tose@brosme.dhmolde.no

5862. Certificate Maker printer driver?

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 20:21:48 UTC
From: wallace_r@msbcs.enet.dec.com
Message-ID: <1993Apr22.192116.10257@nntpd.lkg.dec.com>
Source record: 207179

My kids use (were using :-(a program called Certificate Maker. Now that I replaced the 9 pin printer with a 24 pin Panasonic printer the program no longer works. Since Certificate Maker has a menu option for selecting a printer (out of a list of a dozen or so) I thought there might be some 24 pin printer drivers available for it somewhere.

Does anyone know where (or if) I can get a 24 pin printer driver for Certificate Maker?

Thanks,

Ray Wallace
(INTERNET,UUCP) wallace_r@msbcs.enet.dec.com
(UUCP) ...!decwrl!msbcs.enet!wallace_r
(INTERNET) wallace_r%msbcs.enet@decwrl.dec.com

5863. Re: FTP: atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 20:31:54 UTC
From: jondr@sco.com
Message-ID: <1993Apr22.203154.18739@sco.com>
Source record: 207190

Steven Gemma <sg47+@andrew.cmu.edu> writes:
> xaemyl@netcom.com (Raa Amon Zepol) says:
>>Is it just Me, or is almost everything in the "Demos" section there
>>corrupted beyond belief?
>I've found it to be the same way. Nothing I've gotten has
>worked correctly.

i downloaded the hi fi dreams demo yesterday and it worked flawlessly.
make sure that you are ftp'ing in binary (image) mode. also make sure
that you have the latest version of your un-archiver.

--
Jon Drukman (an emulsifier) jondr@sco.com

Things are more like they are now than they ever were before.

5864. Re: Atari posts large loss (again)

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 20:50:19 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.93Apr22215019@Sol41.essex.ac.uk>
Source record: 207184

In article <1993Apr21.003034.12562@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:

[60 included + 7 new lines deleted]

OK, that's it. This guy is going in my Kill-file.

--
Simon Oke, 3rd year Computer Science
undergraduate at the University of Essex, UK.

5865. modem

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 22:08:21 UTC
From: ad173@Freenet.carleton.ca
Message-ID: <1993Apr22.220821.24317@freenet.carleton.ca>
Source record: 207186

```
Hi all, I wuz wondrin if anyone out there had some modem
that they would be willing to part wigth for under 100$$, prefe
rably unat least a 2400 baud.
greg marshall
--
```

5866. Re: Seeking good drawing programs.

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 22:17:27 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr22.221727.20516@tdb.uu.se>
Source record: 207188

For those who doesn't really care if Atari likes it or not, NeoMaster v2.28 is available by anonymous FTP from ftp.cs.tu-berlin.de as /pub/atari/graphic/neo_2_28.lzh. As explained earlier this program is not 100 percent legal (at least not to my knowledge) since it really is a souped-up recompiled version of the original Neochrome.

I'll upload it to a.a.u.e, but it's up to the maintainers if they want to make it available to the public or not.

If you have problems getting the file then email me and I'll send you a uuencoded copy.

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

5867. CPU Speed Tester

Newsgroup: comp.sys.atari.st
Date: 1993-04-22 22:44:28 UTC
From: Laurent_Zimmerli@temptation.alphanet.ch
Message-ID: <Laurent_Zimmerli.07w6@temptation.alphanet.ch>
Source record: 206765

Hello!

does anyone know if there is a program which can test the CPU speed like
the Norton Commander for DOS ?
I don't mean something like "243% 100=8MHz".
This would mean to me that the 030 is just 2,43 times fast than 68000 and
not 4 times as I thought.

Thanx for answer

-- Via DLG Pro v0.995

+------------------+--+
Laurent Zimmerli	Temptation BBS +41 38553454 / Voice +41 39267037
Jacob-Brandt 81	Fidonet : 2:301/331.0 / Fax +41 39280607
CH-2300 Chx-de-Fds	Internet: Laurent_Zimmerli@temptation.alphanet.ch
+------------------+--+

5868. Re: GIF VIEWER FOR THE ST.

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 00:08:07 UTC
From: smiller@ampere.elee.calpoly.edu.elee.calpoly.edu
Message-ID: <1993Apr23.000807.135791@zeus.calpoly.edu>
Source record: 207192

stusoft@hardy.u.washington.edu (Stuart Denman) stated:
>smiller@farad.elee.calpoly.edu (sTTeve the ATARI man :P) writes:
>
>>But Speed of Light works on a TT and it has virtual screen sizes!
>>Sorry Steve (is that your name- the guy who wrote SPOFLITE?) I have not
>>sent any money cuz I have not used it much since my HD partion with it on
>>it crashed :(. Does Photochrome work on the TT? Not to my knowledge!
>
>Well, you're close, but my name is STUART, not Steve. I thought people
>only made that mistake when I mumbled my name to them, not when it's
>printed before them! =)
>
>Photochrome does not work on the TT due to clock speed, and it also does
>not support TT medium or low resolution! =(
>
>Well, I understand HD crashes, so if you get speed of Light again, go
>ahead and register. Don't make excuses for not registering, I HATE THAT!
>You people don't realize that registering now is to your ADVANTAGE if you
>even sometimes use Speed of Light. Hear me now and believe me later...
>
>Stuart Denman
>stusoft@u.washington.edu

Hey, your name did start with an 's' though... :^P

Yah, my HD crashed.. and I have not felt like backing up 100megs in partitions
so that I could redo every thing yah know?? one of these days though...
meanwhile I will point people in your direction... it is about time people
made professional software for the TT!!!!!!!!!!!!!!

*steve miller | TTTTTTTTTTT | Screw the semster system. |
*dept of electronics engineering| T T | Up with ATARI DTP. |
*cal poly san luis obispo | T 030 T | Who cares about Koresh? |
*superficial knowledge PhD :P | T T | Where the hell is MT 4.0? |

5869. DECODING

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 00:34:00 UTC
From: brian.hart@uttsbbs.uucp
Message-ID: <868.78.uupcb@uttsbbs.uucp>
Source record: 207070

Does anyone know how I can get my hands on the thing to Decode binary
text on to executiable files? Iam calling from Danville, CA if someone
can eathier mail me a Number of a board to get it, or if any californian
knows a store where i can get it? thanks to who ever can help...
-Brian

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+---+

5870. Re: New on a.a: SQUARE OFF arcade/maze game

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 01:16:05 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13065@uqcspe.cs.uq.oz.au>
Source record: 207196

warwick@cs.uq.oz.au (Warwick Allison) writes:

>Ever heard of milk? ...

OOPS! Didn't mean to post that!

--
Warwick (been a bad-boy lately)
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

5871. Re: Looking for STe compatible music notation tool

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 01:41:46 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1r7hgqINN140@elroy.jpl.nasa.gov>
Source record: 207198

In article <H.bJD99bSrS_w@uparker.uucp> uparker!sbparker@infocom.co.uk (Steve Parker) writes:
>Hello everyone,
>
>A friend at work has recently got hold of an STe and would be very interested
>in getting hold of a shareware or PD program which can support the following:
>
> - permit entry onto staves in standard musical notation
> - support at least 2 staves
> - import and export midi 0 or midi 1 format files
> - the ability to play would be an advantage ;-)
>
>Monitor resolution is not an issue: he has access to both colour and mono.

Not PD, but EZ-Score+ is only about $100, and works very well, up to 3 staves per system. You need the freeware program MIDIMover to allow it to import and export MIDI files, but it's no problem getting hold of that. Best used in monochrome, but it also works in color.

I've also used QuickScore in the Dr. T's Omega package; it's pretty much a joke. I would never use it to produce any of my music... On the other hand, the KCS sequencer in the package was terrific to use. Very powerful and pretty easy to understand.

I just switched to CuBase 3.01, which is pretty intense. Still learning here...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

5872. Re: First look at the Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 01:50:42 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Apr22.195042.12624@iscsvax.uni.edu>
Source record: 207193

In article <mmartin.735400549@neumann.une.edu.au>, mmartin@neumann.une.edu.au (Mark Martin) writes:
> ken@isgtec.com (Ken Newman) writes:
>
>>In article <mmartin.735071061@neumann.une.edu.au> mmartin@neumann.une.edu.au (Mark Martin) writes:
>
>>> [nice summary of bought Falcon]
>
>>> - Works (word-processor/database/spreadsheet prog. I'm using
>>> the wp to type this and it is easilly the best I have
>>> used on an Atari - the auto formatting is great. There
>>> is no dictionary/thesaurus tho.. supposed to be sent to
>>> me when available.
>
>>I can't believe they're shipping a complex program like Works with
>>NO MANUAL, let alone no dictionary/thesaurus... Sigh.
>
>>--
> I should say here that the dealer told me quite explicitly
> that some of the bundled software came without manuals and that they
> would be sent to me at no extra cost as soon as they are available.
> While it's true that Works is a complex program it is also quite
> intuitive to use 'straight out of the box' as any well written GEM
> application should be. As I said in the original post, I'd rather
> have the software with no manuals than no software at all. The
> situation would, of course, be completely different if I was a first
> time buyer (Atari has stated that they are aiming the Falcon, at least
> in part, at this market), but then hardly anybody in the wider
> population knows about the Falcon at this stage anyway. By 'wider
> population' I mean people who don't already have an interest in this
> sort of computer and non-musicians. The big question really is, will
> anybody know about it in the future... and that is largely up to
> Atari.
> So the point is: the Falcons that have been sold in this
> country so far have probably gone to people who already have some
> idea of how to put the machine to use and they won't need to rely on
> manuals in order to do it. Atari have told me that Falcons won't be
> commercially available in Australia untill the end of May, so they
> should definately have this sort of thing fixed by then. If, at that
> time they are releasing Falcons with 'bits missing' then they risk
> alienating new users which would obviously be bad for Atari and
> indirectly bad for existing users (I guess that's us).
>

>>ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman
>
> Mark.

The Amiga and the Mac are available worldwide..The Cyclone mac will be
available when the Falcon gets to Australia...

5873. Re: Mac floppies under Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 01:53:45 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <94371@hydra.gatech.EDU>
Source record: 207199

In article <1r4kvqINNsqt@tortoise.cis.ohio-state.edu> tbrown@cis.ohio-state.edu (ted croft brown) writes:

>Now, the important thing to note is that the ST could always do this to
>a limited extent. The ST will multitask it's DA's (you can download in
>Stalker and type in EdHak for example).

I seriously doubt Stalker relies on the limited multitasking of desk accessories to download files. Once I tested out the limited multitasking of desk accessories by making a timer that used timer events to count down the specified time. Worked great from the desktop, but execute an application and the DA was put to sleep, therefore the timer alarm never sounded. The way I was able to achieve "multitasking" in my timer was to install a vertical blank interrupt routine in the queue. Similarly, one could download files in the background using serial port interrupts.

--
Opinions expressed are my own.

5874. Re: GUI's, CLI's, and other assorted STuff...

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 01:56:37 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13069@uqcspe.cs.uq.oz.au>
Source record: 207052

mebeb@liverpool.ac.uk (Mr. K. O'Donovan) writes:

>wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>>CLI's a far too slow for my purposes ...
>>quick access to what I wan't without having to CD to directories

>Ah, there speaks someone who has never really used a CLI/shell.

If someone is only using a few applications/tools, a GUI like the later GEM desktop (or GEMINI, or NeoDESK) where icons can be dragged to the desktop is best - since that is effectively a MENU of options.

I do this with all my "applications" (DTP, GEM viewers, etc.).

But when you have 100s of tools (wanna listing of my bin directories!!), a MENU interface to them (whether all dragged onto destop, or all displayed in a file window) is too difficult. When I want to find the difference between two files, I want to run "diff filea fileb", not open the "bin" folder, find "diff.ttp", double-click, THEN type filea fileb (with absolute paths to the files!!).

GUIs are great for certain things. CLIs are great for certain things.

I'm MUCH more comfortable dragging files to the Trash than typing "rm ..." for example (better feedback).

But I also like to type "art" and have that be aliased to:

rez 0; cd /app/crackart.100; crackart; rez 1; colour

Than to try to do that from the desktop :)

Not to mention shell scripts.

```
for i in *.cc
do
if [ -f ../oldsrc/$i ]]
then
diff $i ../oldsrc/$i
else
echo "$i is a new file"
fi
done > what_is.new
```

oops.

--
Warwick

_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

5875. Re: Top 10 Facts about Peter Sinclair-Day (Super Genius)

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 01:57:59 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Apr22.195759.12625@iscsvax.uni.edu>
Source record: 207195

In article <93111.141209SML108@psuvm.psu.edu>, <SML108@psuvm.psu.edu> writes:
>
> 10. Has a one mm penis and places a mac powerbook on his lap
> to conceal this.
Your jealous that you don't own own one...Hey where is Atari's ST BOOK...Real
soon now according to Atari..

> 9. Believes Jon Scully has divine farting powers.

Like I said your jealous that Sculley is more successful than the Tramiels

> 8. Has fantasies about being gang-raped by power-users(tm).
>
How about you?

7. Is the long-lost brother of Robert E. Mc Elwaine.
> 6. Keeps seeing the Atari Fuji in his dreams and misinterprets
> this to be a sign that he should continue posting drivel
> to this group.
> 5. Will not eat any food with the letters A, T, R, or I in its
> name.
> 4. Secretly owns every piece of Atari hardware ever made.

Just the Lynx..But it lost out to the lame boy..

> 3. Was once mistaken for a gerbil by Richard Gere.
> 2. Has a copy of the rare Irving Gould/Jack Tramiel porno flick
> 1. Will not stop posting here until he stops wetting his bed.
>
> Good luck learning Bladder Control Pee-ter...

You must have alot of time on your hands...Go play with your self..

5876. Re: GIF VIEWER FOR THE ST.

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 02:57:32 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC5x1Jx.7u4@netcom.com>
Source record: 207053

In article <1r4ualINNai3@shelley.u.washington.edu> dud@stein.u.washington.edu (Dan Aylward) writes:
>On my PTC1426 I don't see much flicker at all... Some pictures that have
>large areas of in-between colors I see it some, but it's worth the extra
>colors. TT Medium in ViewTT is horrible because you only get 16 colors
>and it chooses the wrong ones! :) Did you try changing the color contrast
>and flicker contrast? That might help. On Stu's (the author of Speed
>of Light) TT with a CTX multisync it looks great too... Maybe your eyes
>are just more sensitive than ours. Try it out on different monitors if
>you can and see if there's any difference...

I'm using an NEC 3D. With ViewTT, I don't view the pictures in TT medium, but in TTlow from TTmedium (it automatically jumps to TTlow).

I tried playing with the color and flicker contrast, but it didn't do much at all.

The whole image flickers a lot, not just sections of it. A little flicker I can handle, but the images really flicker a lot -- like a strobe.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

5877. NEW ST BOARD!

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 03:22:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <874.78.uupcb@uttsbbs.uucp>
Source record: 207077

Sherwoods Forest: Pleasanton, California, USA-(510) 462-8105 is now running an Atari ST section for all of you ST users just begging for a LOCAL ST board! It's running at 1200-9600. Call today!

```
+-------------------------------------------------------------------------+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+-------------------------------------------------------------------------+
```

5878. Re: Archivers which can cope w

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 03:36:42 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.ABOp45Vwe3w@semprini.tdkcs.waterloo.on.ca>
Source record: 207054

In <A6013@S2.maus.de>, Christian Grunenberg writes:
> D>And bear in mind, MiNT is pretty much part of the operating system now. If
> D>LHArc can't handle that, it's going to be in for trouble.
>
> The next version of LHarc will be able to handle long filenames. And it will
> be much faster and has many new features and options...

Probably all completely illogical, arbitrary, and incompatible with every
other archiver on Earth (a la PK-ZIP), thus necessitating special treatment
by things like CFJ's ARCshell...

I'll stick with zoo... I have a feeling it'll be more multitasking friendly
(ie, won't hog the CPU/RAM when I'm running it in the background).

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

5879. Re: Atari posts large loss (again)

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 03:39:38 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.vKRYTJgIzqg@semprini.tdkcs.waterloo.on.ca>
Source record: 207055

In <1993Apr19.111705.5679@spcvxb.spc.edu>, mauritz_c@spcvxb.spc.edu writes:
> FYI...Atari is trading at $0.50/share right now...it doesn't look
> very hopeful, especially in light of the following...
>
> ------------snip snip------------------
> For the full year 1992, the company in Sunnyvale, Calif., posted a
> net loss of $73.6 million, or $1.28 a share, vs. net income of $25.6
> million, or 44 cents a share, in 1991. Annual sales were $127.3 million,
> down 51% from $260.0 million.

How much do you think that would be if Atari were the size of IBM?

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

5880. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 03:46:58 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.MMAGrVO01OM@semprini.tdkcs.waterloo.on.ca>
Source record: 207056

In <1993Apr19.212358.3585@zooid.guild.org>, Mark Kovarski writes:
> BTW, the April issue of "Computer Paper" reviews several operating systems
> including System 7.1, OS/2 2.1, Windows 3.1, Windows NT and MultiTOS 4.0.
> They have a nice chart comparing all those operating system. The magazine
> is only available in Canada, and this issue is the Ontario Edition.

Here, let me guess what they wrote:

Windows NT - fawning praise, "This will RULE D00D, when it's released!"

OS/2 - requires too much RAM/disk space

Windows 3.1 - RULEZ D00D! We love it!

System 7.1 - Too bad we can't afford a Mac. That's OK, we love WIND0ZE!

MultiTOS - Atari still makes computers?
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

5881. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 03:49:00 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.bPF5znmH64_@semprini.tdkcs.waterloo.on.ca>
Source record: 207057

In <1r104pINN8dg@yacht.cis.ohio-state.edu>, ted croft brown writes:
> >If you'd seen NeXTstep, maybe you'd buy a computer to run it... it's
> >that amazing. Oh, and you can run FrameMaker on it. <drool>
> ^^^^^^^^^
> You're drooling over Framemaker?

You bet your butt... After having to use Ventura for Windows, Frame is
like, oh, winning a lottery.

It's also the best thing I've seen for working on long technical manuals
(which is what I do; pity Atari hasn't caught on to the fact that
documentation is IMPORTANT these days).

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

5882. Net (KA9Q)

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 06:15:54 UTC
From: jbunch@nyx.cs.du.edu
Message-ID: <1993Apr23.061554.26015@mnemosyne.cs.du.edu>
Source record: 207058

Well, I grabbed newnet.zoo and now I have working telnet and ftp on my atari!!! I am psyched.. Now all I have to do is upgrade from my v.32 to v.32bis and I will be set. 9600 baud slip just doesn't seem fast enough.

John

P.S. I cant remeber who updated the net.ttp for me, but I appreciate it a lot!

--
John B Bunch * * * I don't want the world, I just want your
280 Quail St. 1st Floor * * * half.... -TMBG
Albany, NY 12208 * * * jbunch@nyx.cs.du.edu
(518) 436-3810 * * * Proud Albany has Gay Rights!

5883. Re: ACC.PRG

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 06:25:17 UTC
From: VONGUNTENR@EZINFO.VMSMAIL.ETHZ.CH
Message-ID: <1993Apr23.062517.5831@bernina.ethz.ch>
Source record: 207059
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1r68aiINNf73@shelley.u.washington.edu> dud@stein.u.washington.edu writes:

> sheppard_r@kosmos.wcc.govt.nz writes:
>
> >Hi I have this program called ACC.PRG, it lets you have all your ACC
> >in a folder..
>
> stuff deleted..
>
> even when it's run. "Is there a better one than this..."?

Ther's an acessory wich allows this, but in a slightly different way:

chameleon, from Julian Reschke (I think he programmed it). You put one or more copies of this one in the boot partition, the other accessories in a folder. There's a place in chameleon you can edit (with any track-to-track editor) to specify an acessory which have to be loaded when booting. That's it.
What's better is that you can later unload the accessory and replace it by another one.

Hope this helps....

|Ralf von Gunten | Ecole d'Ingenieurs du Canton de Neuchatel * EICN-ETS|
|Email:VONGUNTENR@ezinfo.vmsmail.ethz.ch DECnet: 53848::VONGUNTEN|
| Happiness is the only belonging which multiplies when you share it... |

5884. Re: close to giving up

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 07:35:05 UTC
From: thaanuj@prism.CS.ORST.EDU
Message-ID: <1r8679INN7po@flop.ENGR.ORST.EDU>
Source record: 207060

In article <H.ea.CrKOMzdHM4U@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <ekrimenC5p4wK.3Kx@netcom.com>, Ed Krimen writes:
>> In article <H.ea.t8dMqakEHLo@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>> >
>> >HOW can anyone possibly stay excited about a 16Mhz '030 system that is
>> >this late?
>>
>> You haven't seen a Falcon.
>
>No kidding. That's one of the problems. Bob Brodie says 2-3 weeks in
>his latest RTC, which puts the actual Falcon availability date in May.
>:(
>
>I don't think I'll be impressed when I do see it. 16Mhz '030 isn't
>powerful enough to run the graphics modes the Falcon supports, and
>640x480 (even with extra overscan) is pathetic for a multitasking
>system.
>
Okay, am I to understand that it is terribly difficult to multitask with
less than say, oh, 1200x960x24bit? I can get an amazing amount of throughput
just logging on to the HP9000/845 (that this is posted from) using my TT as
a dumb ASCII terminal in monochrome. I know that I could do the same at
home if I felt like downloading and setting up MiNT. At 14.4kbps it
wouldn't take that long, but I haven't felt a need, since I can do whatever
I need to do either online using a dumb ASCII term, or at home in GEM.
Maybe some people feel a compulsion to compile their source code with a nice
24bit color JPEG underneath all their open windows, but not I. So I would
suggest to potential Falcon buyers that they buy what they want to buy, and
not necessarily be persuaded by the "Faster and more colors is cooler" crowd.

>--

>--
>------------------==----------------
>Chris Herborth
>cherborth@semprini.tdkcs.waterloo.on.ca

Peace,

--
********** John Thaanum thaanuj@prism.cs.orst.edu **********
Devoted fan of American musclecars, Atari computers, large caliber
weapons, and similarly unfashionable persuits.

5885. Re: Atari posts large loss (again)

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 07:46:44 UTC
From: thaanuj@prism.CS.ORST.EDU
Message-ID: <1r86t4INN84d@flop.ENGR.ORST.EDU>
Source record: 207061

```
In article <H.ea.vKRYTJgIzqg@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <1993Apr19.111705.5679@spcvxb.spc.edu>, mauritz_c@spcvxb.spc.edu writes:
>> FYI...Atari is trading at $0.50/share right now...it doesn't look
>> very hopeful, especially in light of the following...
>>
>> ------------snip snip------------------
>> For the full year 1992, the company in Sunnyvale, Calif., posted a
>> net loss of $73.6 million, or $1.28 a share, vs. net income of $25.6
>> million, or 44 cents a share, in 1991. Annual sales were $127.3 million,
>> down 51% from $260.0 million.
>
>How much do you think that would be if Atari were the size of IBM?
>
I don't understand this sudden need I have to be an Atari Cheerleader (tm),
but Atari Corp has a well documented history of getting their butt
publicly whipped, then somehow rising out of it. During the price wars of
that happened around '84, Atari lost a huge amount of money. Chrysler Corp
lost a comprable amount of money about the same time, and required a large
federal loan to stay afloat. Atari managed on their own. You may argue
that Atari under the Tramiels is far different from Atari under Time/Warner,
but the fact remains: Atari has a knack for surviving even when under very
deep doo-doo. I don't expect them to ever claim significant market share,
but they will manage to put products out the door (however late) and
maintain an interest base just large enough keep quality software coming
down the line...

>--
>------------------==========================================------------------
>Chris Herborth
>cherborth@semprini.tdkcs.waterloo.on.ca

--
************ John Thaanum thaanuj@prism.cs.orst.edu ************
Devoted fan of American musclecars, Atari computers, large caliber
weapons, and similarly unfashionable persuits.
```

5886. Re: MORIA

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 07:57:14 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.735551716@rw8.urc.tue.nl>
Source record: 207062

craig.dunn@almac.co.uk (Craig Dunn) writes:

>Hi.

>I need a favour from someone...

>I've found the source code to MORIA for the ST.. It's i C.
>What I was wondering is if anyone would be willing to compile the code
>for me..for a fee.. It's a game which is a classic.

But Moria is already compiled for the Atari ST. I think it is at least
on atari.archive.umich.edu and its mirrors.
I think it was compiled by the same man that compiled Omega, another
classic like Moria.
By the way the version I have is version 5.4.

Erlend.

5887. Re: Unix/NeXT Based Lharc

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 08:07:50 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.735552375@rw8.urc.tue.nl>
Source record: 207063

neurom@u.washington.edu (Neuromancer) writes:

>Does anybody out there have a Unix/NeXT based Lharc app that will open those
>damn aeo and other doc .lzh files in aaue/atari/Magazines? I have one, but it
>keeps throwing "Cannot extract that method." at me.

For extracting the newer methods on Unix/NeXT workstations, use the LHA
program. I bugged our sysadm a few times and sent him source code and
now it is installed on our Decstations, so I now no longer have
problems extracting files on the workstations here.

Erlend.

5888. Re: First look at the Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 08:11:09 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.735552566@rw8.urc.tue.nl>
Source record: 207064

ken@isgtec.com (Ken Newman) writes:

>"works" type package is a complex program. For example, something not
>that intuitive like can the equation editor handle multi-line equations
>and keep them all on one page. Or what is the row/col limit in the spreadsheet?
I am not aware that Atari Works has an equation editor yet. It would be
a nice addition though. I think at the moment they have to be created
using a vector drawing program of some sort. Like Mydraw or
kandinsky.

Erlend.

5889. Re: Civilisation

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 08:13:03 UTC
From: pjc@jet.uk
Message-ID: <1993Apr23.081303.5836@jet.uk>
Source record: 207068

I am having trouble with my TOS 1.0 ST. (All right , settle down, it
has 1Mb of memory) It starts up, allows me to move my tribe, then freezes.
None of the menus or keys function. I can think of two possible reasons for
this.
1) It just doesnt run under TOS 1.0
2) Various applications (GDOS, the print spooler etc) have eaten just
enough memory to destabilise Civ.

not forgetting option 3) something else

Does anyone out there know which TOS versions might be expected to run
Civ, and how much free memory it actually needs?

--
__.-----.---.-----.--.--
__|_. ._| ._|_._._|__| Peter Card, Joint European Torus, Abingdon
| | | |_. | | | Oxfordshire OX14 3EA UK. tel 0235-464867 FAX 464404
| | | _| | | | email pjc@jet.uk or compuserve 100010,366
._| | | |_. | | | It wasnt me. It was the others. They made me do it.
--`--~'-+---+-+-+----+--
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

5890. Re: GUI's, CLI's, and other assorted STuff...

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 08:22:22 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.735553159@rw8.urc.tue.nl>
Source record: 207067

warwick@cs.uq.oz.au (Warwick Allison) writes:

>But when you have 100s of tools (wanna listing of my bin directories!!),
>a MENU interface to them (whether all dragged onto destop, or all displayed
Drag your bin folder on the desktop :)
>in a file window) is too difficult. When I want to find the difference
>between two files, I want to run "diff filea fileb", not open the "bin"
>folder, find "diff.ttp", double-click, THEN type filea fileb (with absolute
>paths to the files!!).
Oh but you could select the two files and drag them on top of diff!
If only more programs would support command line arguments.
Oh and of course CLI's certainly need to be in windows!

>But I also like to type "art" and have that be aliased to:
Wouldn't you rather like to click on an art icon that does this for
you? You can have shell scripts on the desktop.

grin

Erlend.

5891. uuencoder (decoder) wanted!

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 08:27:47 UTC
From: jared@midiline.la.ca.us
Message-ID: <1oag3B2w165w@midiline.la.ca.us>
Source record: 207065

I need the program that allows me to decode uuencoded files, but obtaining it seems to be the hard part. If anyone has it, I would be more than happy to offer my address so they can mail me a disk with it on it... plus instructions for use (grin).

Make all replies to this message in Email to: jared@midiline.la.ca.us

Thank you...

Jared

---

jared@midiline.la.ca.us (Luposian Knightwolf)
MIDILine BBS (midiline.la.ca.us) - Altadena CA - (818)797-3285

5892. >>>>Speed of Light (Was: GIF VIEWERS FOR THE ST)

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 08:33:17 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1r89kdINN5nt@shelley.u.washington.edu>
Source record: 207066

ekrimen@netcom.com (Ed Krimen) writes:

>I'm using an NEC 3D. With ViewTT, I don't view the pictures in TT medium,
>but in TTlow from TTmedium (it automatically jumps to TTlow).

>I tried playing with the color and flicker contrast, but it didn't do much
>at all.

>The whole image flickers a lot, not just sections of it. A little flicker
>I can handle, but the images really flicker a lot -- like a strobe.

Wait, I don't understand you, or maybe you don't know enough about the program. First of all, if you don't want it to flicker, JUST SET FLICKER CONTRAST TO ZERO! That way, it won't flicker at all! If it does, than you're probably doing something wrong. You can't run this version in fast Ram if you have a TT, version 3.0 will work, however (it does on mine).

Not only is Speed of Light faster that ViewTT, but it chooses the colors better as Dan said. If you want a WORSE representation of the actual GIF, but something still 100 times better that ViewTT then set the flicker contrast to zero! You've got to be doing something wrong because there is hardly any flickering on my TT in any resolution, and that's with flicker contrast set high. I'm sure a lot of people will back me up on this!! Anyone?

Stuart Denman
stusoft@u.washington.edu
Author of Speed of Light!

5893. Re: XDebug

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 09:08:29 UTC
From: djs@jet.uk
Message-ID: <1993Apr23.090829.26966@jet.uk>
Source record: 207072
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <C5vo6C.JE3@newcastle.ac.uk> Chris.Forker@newcastle.ac.uk (Chris Forker - Nav Arch-) writes:

>Has anyone bought XDebug from the ST Club in England. If you have, could you post >your impressions of the product. It would be useful to know how well it integrates with Lattice C , and how it copes with multi-modules in C.

>Thanks in advance.

Apart from convenient single stepping at the program source level, and accessing local variables by name, it doesn't offer a great deal more than the MonSTC debugger that came with Lattice. And the screen updates are much slower. And it has trouble locating sources which are in more than one directory - but I think I may be able to get this bit working, I just haven't had time to play, recently.

What amazed me was that a source level debugger can claim to be such when it does not understand typedefs and structures etc (You can only display 'simple' variables).

It's nice to be able to configure so many options, though. I did think that the key combinations in monstc were far from intuitive. The default setup for XDEBUG is based on CodeView.

4 out of 10, I reckon.

--
+---+
| David Stevenson +44 235 465028 |
| |
| How did Steve Morrow get injured at Wembley? He fell off a donkey :-) |
+---+
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

5894. FAO : Warwick Allison (warwick@cs.uq.oz.au)

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 09:56:30 UTC
From: sms@sys.uea.ac.uk
Message-ID: <sms.735558990@radon.sys.uea.ac.uk>
Source record: 207069

First of all sorry to everyone else... I can't EMAIL to that site because
of current complications with domain names and cs being changed from
Czechoslovakia at the moment and all sorts of other mail problems.

Warwick,
As it says above I can't currently mail you because of some really
weird mailing problems in the UK caused by the rearrangement of various
country domains. Anyway, here is the mail I attempted to send you before it
bounced...

If you can't make the Desktop come up under MiNT I would imagine you will
have problems getting my program up. My program needs GEM to be booted and
if you put any program as the INIT in MINT.CNF (except BOOTGEM.PRG) that
simply doesn't happen. Have you tried booting with no AUTO's or ACC's (apart
from MiNT of course) with an empty MINT.CNF file... If that doesn't work
there's something very wrong somewhere.
If you're already setting the INIT of MINT.CNF to something which isn't
BOOTGEM.PRG... this WILL stop the AES working. If the program is a GEM
application then it will throw a complete wobbler. If you want a GEM
program to autoboot, don't have an INIT line in MINT.CNF and install the
program to autoboot using Install Application (or whatever it's called)
on the Desktop 'Options' menu.
Using this method I've happily got my program to come up straight away
without starting the Desktop. I assume this method will work still for
MultiTOS... I don't know. MultiTOS boots the new AES from disk using a
file called GEM.SYS.

If you get this working let me know and I'll then add you to the list of
testers for my program...

Bye for now,
Steve.

5895. Re: Current UK Falcon Prices (Retail and Developers') - Anybody know ?

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 09:56:42 UTC
From: elendir@inf.enst.fr
Message-ID: <2659@enst.enst.fr>
Source record: 207071

In article <sms.735382465@radon.sys.uea.ac.uk>, sms@sys.uea.ac.uk (Steve Sowerby) writes:
|> various Falcon machines. As far as I know the prices have just gone
|> up to 599 for the 1MB/0HD version and 999 for the 4MB/65HD version.
|> Personally I'm interested in the big 14MB one... anybody know the price?

In France, 6500 FF for the 4Mb/65 Hd brand.
I like VERY MUCH what our governement is doing for our currency... :-)

Vincent.
--

PSG : NOTRE HISTOIRE DEVIENDRA LEGENDE.

5896. Re: ACC.PRG

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 11:21:45 UTC
From: julian@math.uni-muenster.de
Message-ID: <1r8jg9$iug@obelix.uni-muenster.de>
Source record: 207074

In article 5831@bernina.ethz.ch, VONGUNTENR@EZINFO.VMSMAIL.ETHZ.CH (Ralf von Gunten) writes:
> Ther's an acessory wich allows this, but in a slightly different way:
>
> chameleon, from Julian Reschke (I think he programmed it). You put one or more
> copies of this one in the boot partition, the other accessories in a folder.
> There's a place in chameleon you can edit (with any track-to-track editor) to
> specify an acessory which have to be loaded when booting. That's it.
> What's better is that you can later unload the accessory and replace it by
> another one.
>
> Hope this helps....

Correct, but it was written by Karsten Isakovic.

_____________ cut here _____________________
Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de
________ correct me if I'm wrong ___________________

5897. files needed to install LaTeX

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 11:22:53 UTC
From: dern@jupiter.etca.fr
Message-ID: <C5xoy5.866@etca.fr>
Source record: 207090

Hello everybody!

I want to install a version of LaTeX for my Atari TT.
I have a bubble jet printed BJ 10ex
and I want to know what files are needed for having a small but running
version of LaTeX.

I look in the directory Tex in the ftp server
and they seems to have very high number of files!

I want LaTeX,
a gem DVI viewer
and a program to print file on my BJ10ex

Could someone is able to tell me what files I need?

Thanks by advance.

Jerome.
dern@etca.fr

5898. Re: GUI's, CLI's, and other assorted STuff

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 11:54:31 UTC
From: cabp09@uk.ac.strath.ccsun
Message-ID: <C5xqEv.2uH@ccsun.strath.ac.uk>
Source record: 207073

Talking of shells .... I have a problem with a version of SH for the ST (a very old version at that). The problem (I think) is that the shell grabs roughly 20 bytes for the PATH variable. If I was using a ramdisk, then it would be ok:

PATH=m:\bin

BUT I use my 20Meg HD, which has:

c:\bin\editors
c:\bin\unix
c:\bin\utils
d:\devpac\bin
d:\lattice\bin
e:\tex\bin

(at least :)

Which is much more than it can handle.

Does anyone know of a PD version of SH for TOS (I know there's a MiNT version ... I haven't enough memory/money for that option) or a similar shell.

I have GULAM, but its filename-completion annoys me (I'm used to TSCH under UNIX), and a simple shell like SH would suit me fine.

Dave.

PS: I use the original GEM desktop, but I have a home made accessory with options like:

Enter Gulam
Edit File
Reboot Computer

A bit apple mac-ish !! And a suite of programs that correspond to .c, .o, .tex files and the like !! A handy interface, and a way round the non-draggable icons of old GEM (+ absolutely free !!)

==========
David McNicol
_____<3rd Year Laser Physics>_____
Dept. of Physics and Applied Physics
_____ Strathclyde University _____

e-mail: cabp09@cc.strath.ac.uk
==========

5899. Re: Ultima 6, Atari version opinions wanted.

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 12:00:14 UTC
From: proche@imag.fr
Message-ID: <C5xqoE.G3s@imag.fr>
Source record: 207075

In article <H.ea.tdiwbxtnsi2@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <C5nvG8.MpD@rahul.net>, Timothy Wilson writes:
>> I noticed ultima 6 was ported to the ST, the box says HD installable!
>> Is it a decent port? I played this on a EGA clone and thought it was great.
>>
>> please tell me what you think of it (or what magazines thought of it)
>
>Unbearably slow on an ST (it takes a LONG time just to move one square)
>and incredibly red (I'm not sure why... _all_ of the graphics have this
>gross red tinge).
>
OK, it's a little slow on an ST, but the game is worth buying. The story is
really complex (not the kind of game where you just have to kill every monster
and find hidden treasures), you will learn your (long) task during the game,
by talking to the people you meet and resolving little quests for them.
The exploration of dungeons is less easy than in the previous games (no more in
Dungeon Master style), and certainly more boring, but the world is incredibly
large, as for the number of persons you can meet.
About the red colors, I made some changes in the palette of some files to make
things look more pretty. If someone is interested, I can mail those files.

The only true Avatar.

--
****
* "Kill a cop, kill a cop, you lay your hand on me, I'm gonna kill you cop *
* Hey ! Let's all kill some cops..." *
* Fatima Mansions *

5900. Re: XYZmodem

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 12:39:21 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1r8o1pINNi04@golem.wcc.govt.nz>
Source record: 207078

In article <C5voI0.FHw@dscomsa.desy.de>, wwc@dxhra1.cern.ch (Wolfgang Wander) writes:
>In article <1r4jnpINNr0n@shelley.u.washington.edu> dud@stein.u.washington.edu (Dan Aylward) writes:
>>
>>Speaking of which, does anyone know where to get the GEM RZ SZ accessory
>>for use with CoNnect? Do I get it when I register CoNnect? I like
>
>No you'll get it from Michael_Ziegler@m.maus.de. Perhaps you'll contact
>him this way first. GEMSZRZ's version is 3.4 now and knows well to
>run unter MTOS and achieves even there baudrates up to 3500 cps on
>my TT. It's really worthwhile using it.
>The price for it is DM 30,- but you should make sure that Michael
>really gets DM30,- and not only the half because of banking charges
>for foreign money transfers...
>
> Wolfgang

Well Michael makes what I would call the Best Zmodem program for the Atari,
BUT its all in German and there is no GEM shell to drive it..

Michael could sell 1000 more copies if he did ,,

1. a Full English version.

2. A GEM shell that has, one support for Batch Uploads using the ARGV standard,
and be able to set the dnload path, other comms programs can then use his
program...

3. Get BankCard support, you Germans seem to lack one of the best ways
to purchase by mail order..

I do suggest you use a Bank Draft/Bank Cheque made out in Deutschmarks,
then there is no problem...

Roger..... sheppard_r@kosmos.wcc.govt.nz

5901. Re: FTP: atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 12:44:57 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <C5xsqy.H8@bailgate.gpsemi.com>
Source record: 207079

In article <xaemylC5vrG0.MF2@netcom.com>, xaemyl@netcom.com (Raa Amon Zepol) writes:
|> Is it just Me, or is almost everything in the "Demos" section there
|> corrupted beyond belief?
|>
|> --
|> /__.__/\/_____/_______/_ __ /_.___/__. Raa Amon Zepol
|> \ | /____ \ ____/\ \/ \ \ | _ |__ Xaemyl et Deus ...
|> / \/ _ \ _|___/ ___ \/ | / | \ Devil's Load 666!
|> / \\ | \\ / | ___ \ ` \\ Turns People into clay
|> \ __|__ /___|__ / ________|__ / _____/_______ \ Radiation ... minds decay
|> \/ \/ \/\/ \/\/ \/ UUCP: xaemyl@netcom.com

Works OK for me - what are you doing to get the files ? Which version of msa
are you using to recreate the demo disks ? If you want help, we need more
information really.

-- Martin

==
Martin Kite | G.P.S. Lincoln | E-mail - mkite@lincoln.gpsemi.com
================================ | Janet - mkite@com.gpsemi.lincoln
==

5902. ST/Editors and their where abouts

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 12:46:45 UTC
From: se16@titus.nextlab.cs.qub.ac.uk
Message-ID: <1993Apr23.124645.1432@ousrvr.oulu.fi>
Source record: 207081

Can anyone tell me where (or if) there exists FTP-able ENGLISH versions of the 7up,Edison or Qed editors or any good ST/Falcon editor for that matter.

5903. Re: UNIX to Atari ST (via DOS???)

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 12:55:13 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <C5xt82.Kp@bailgate.gpsemi.com>
Source record: 207080
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Apr20.101407.4850@unix.brighton.ac.uk>, ddv@unix.brighton.ac.uk (Domenico De Vitto {spider}) writes:
|> If the PC disk fits in the drive (and <= the drive density ie not HD for stfm)
|> then and ST will read/write the disk perfectly.
|>
|> end of story.
|> Dom

That's not quite true actually Dom. The Sun SPARC station 10 at work (my access to the Usenet/Internet) has a floopy drive, takes the right disks and even has some software on it (MSTOOLS circa 1989) that will copy files onto the DOS formatted disk, low or high density - it's auto sensing. But, when you put these disks in the atari text files consist of the first ~80 lines only, repeated enough time to make up the correct file length. This happens even when using the text copy mode of the software. Binary file are unusable.

If anyone has any suggestions at how I can avoid having to use a Mac as a middle man to get files from the Sun to my STe I'm all ears.

Martin

P.S. I've cross posted this to the c.s.a.s.tech group in case anyone there has any ideas about Sun UNIX to STe transfer of files.
--

==
Martin Kite | G.P.S. Lincoln | E-mail - mkite@lincoln.gpsemi.com
================================= | Janet - mkite@com.gpsemi.lincoln
==

5904. DEMOS DEMOS DEMOS

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 12:57:48 UTC
From: se16@titus.nextlab.cs.qub.ac.uk
Message-ID: <1993Apr23.125748.3514@ousrvr.oulu.fi>
Source record: 207082

How come only a small percentage of the demos produced on the Atari/s end up on the a.a?

Surely coders who have spent several months on a project would like it to reach as many users as possible, not just those in their direct chain of swappers.

If a good up-to-date demo archive exists, could someone please inform the other net users of it's whereabouts?

--
_ /\\\\\\\\ _ /\\\\\\\\ ________ \\|//
\ \////////\\\ /\\\\\\\ \ / \ E: se16@cs.qub.ac.uk
\ /\\\\/\\\ \/\\\ /\\\ \ <-O^O-> S: 22 Landseer St.,
\ \/// \/\\\ \/\\\\\\\ Digital\ \ " / Belfast,
\ /\\\\\\\\ \//\\\\\\\\ Destiny\ \o/ N. Ireland.
_\////////____\////////_________\ Infinity T: +0044 232 362436

5905. Re: MicroProse software support (was Re: Civilisation)

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 14:09:43 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1993Apr23.140943.3488@aston.ac.uk>
Source record: 207083

I sent in my warranty card about four-five weeks ago, and e-mailed
Microprose with a list of bugs as well. So far, I haven't heard
anything. I'm not overly impressed, to be honest; if I don't
get some response soon, I'll start flooding their mailbox with
"civilisation doesn't work" messages every three minutes... ;)

--
Tim Wright. \ Being Human just isn't
wrighttj@uhura.aston.ac.uk \ enough fun.

5906. Re: UNIX to Atari ST (via DOS???)

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 14:13:46 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <1993Apr23.141346.18473@cs.yale.edu>
Source record: 207084
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Martin Kite (mkite@lincoln.gpsemi.com) wrote:
: That's not quite true actually Dom. The Sun SPARC station 10 at work
: (my access to the Usenet/Internet) has a floopy drive, takes the
: right disks and even has some software on it (MSTOOLS circa 1989)
: that will copy files onto the DOS formatted disk, low or high
: density - it's auto sensing. But, when you put these disks in the
: atari text files consist of the first ~80 lines only, repeated
: enough time to make up the correct file length. This happens even
: when using the text copy mode of the software. Binary file are
: unusable.

: If anyone has any suggestions at how I can avoid having to use a Mac as a
: middle man to get files from the Sun to my STe I'm all ears.

Get the latest version of Mtools. Version v2.0.5 was posted to the
comp.sources.unix news group the 2nd week of January 92 as v25i097
thru v25i099. Subsequent patches have brought the version up to
v2.0.7. I have no trouble reading and writing Atari disks on my old
Sparc 1.

The symptoms you describe suggest a messed up FAT. This could be as
simple as a media change problem. For example, if you format a disk
on your STe, move it to the Sparc, write a file on it, and then move
it back to your Ste, the old FAT is still cached in the Atari. You
need to force a media change to cause the FAT to be reread from disk.
This can be done by opening a window on the disk and then pressing ESC
(for TOS 1.4 and later). Similar problems could conceivably occur if
the disk is not formatted properly. Try letting Mtools do the
formatting (using mformat) and then see if it is readable on the
Atari. The Atari is fairly generous about what it can read.

A couple of caveats: (1) Mtools as distributed only handles standard
9-sector disks. It is possible to get the Sparc 1 to read and write
10-sector disks, but the method is not supported by Sun and has some
problems. Things might be different on the Sparc 10. (2) Mtools
assumes MSDOS conventions for text files; namely, it converts Unix
newlines to MSDOS <CR><LF> and put a ^Z at the end of the file. An
easy code modification eliminates the ^Z for Atari use.

==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

5907. Re: UNIX to Atari ST (via DOS???)

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 14:18:04 UTC
From: julian@math.uni-muenster.de
Message-ID: <1r8tqs$iv6@obelix.uni-muenster.de>
Source record: 207086

In article Kp@bailgate.gpsemi.com, mkite@lincoln.gpsemi.com (Martin Kite) writes:
> That's not quite true actually Dom. The Sun SPARC station 10 at work (my access
> to the Usenet/Internet) has a floopy drive, takes the right disks and even has
> some software on it (MSTOOLS circa 1989) that will copy files onto the DOS
> formatted disk, low or high density - it's auto sensing. But, when you put
> these disks in the atari text files consist of the first ~80 lines only,
> repeated enough time to make up the correct file length. This happens even
> when using the text copy mode of the software. Binary file are unusable.
>
> If anyone has any suggestions at how I can avoid having to use a Mac as a
> middle man to get files from the Sun to my STe I'm all ears.

You probably need a newer versions of Mtools. I'm using 2.0.4 (1991) and it works
fine.

Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de

5908. MicroProse software support (was Re: Civilisation)

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 14:30:30 UTC
From: sprute@dsf58a.desy.de
Message-ID: <C5xxMv.1vC@dscomsa.desy.de>
Source record: 207076

Hi,

I've read a lot of crashing civilization games and people who send their complaints (incl. save disk and warranty card) to MicroProse.

Has anyone of that people got support/help meanwhile, something like an update or any kind of fix ?

I'm waiting to buy Civilization for my ST, but first I wanna be sure to get a working version.

Lars

--

/--\
| Lars Sprute -R- Net: |
| DESY (Deutsches Elektronen Synchrotron) |
| Notkestr. 85 sprute@desy.de |
| D - Hamburg 52 SPRUTE@DESYVAX.BITNET |
| Germany 13313::SPRUTE.DECNET |
| Tel. +49 40 8998 3219 |
| FAX. +49 40 8998 3282 |
\--/

5909. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 15:29:14 UTC
From: jimomura@tndb.UUCP
Message-ID: <jimomura.02tw@tndb.UUCP>
Source record: 207032
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <12988@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:
>ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>
>> When I tried to port Ani Pro playback to the Falcon [it was 1/10th the speed]
>
>>The problem, quite simply, is
>>the Falcon's brain-dead interleaved bit plane scheme for storing pixels in
>>256-color mode. If the Falcon supported byte-a-pixel (aka packed-pixel)
>>video memory layout, I have no doubt it would run circles around the
>>386/25 machine.)
>
>
>Here is a typical case of a blind port. If Ian used the Falcon's TrueColour
>mode, his prayers would be answered. The TrueColour mode is 1 word per pixel.

That's not necessarily a good answer. If the Ani Pro file format
addresses pixel colours via registers, (and I expect it does) then
it takes an extra step in the translation to map the colours. That's
going to slow things down.

>As this is a tech group, I'd like to re-raise this point about types of
>video memory layout.
>
>Basically, there are three common types of video layout:
>
> 1. Bit interleaved bitplanes.
> 2. Word interleaved bitplanes.
> 3. Bitplane interleaved bitplanes.
>
>These mean:
>
> 1. Bit interleaved bitplanes.
>
> Bits of a pixel are adjacent in memory. For example, 1
> byte per pixel means all 8 bits of a 256colour pixel
> are in one byte [eg. ModeX on VGA cards]. 1 word per
> pixel means all 16 bits of a 65536colour pixel are in
> one word [eg. TrueColour on Falcons]. 2 pixels per
> byte means all 4 bits of a 16colour pixel are adjacent
> in one byte [eg. GTIA modes on 8bit Ataris]. 4 pixels
> per byte means all 2 bits of a 4colour pixel are
> adjacent in one byte [eg. graphics mode 7 on 8bit
> Ataris]. Got that yet?
>

> 2. Word interleaved bitplanes.
>
> Bits of a pixel are in corresponding positions in
> adjacent words of memory. For example, in a 16-colour
> mode, the bits for a pixel are at the same bit position
> in 4 adjacent words of memory [eg. ST Low rez].
>
> 3. Bitplane interleaved bitplanes.
>
> Bits of a pixel are in the same position in completely
> separate bitplanes (expanses of memory). For example,
> in a 16-colour mode, all the first bits of pixels are
> in one area of memory, followed by all the second bits
> of pixels, etc. [eg. Standard Amiga graphics modes]
>
>Now, to say that one system is better than another (or to say that one
>is more "brain-dead" than another) is pure naivety. Each style has
>greater and lesser consequences.

I'm sorry, but I can't agree with that. My position is that
for cases 1 and 3 you are correct in saying there are significant
advantages and disadvantages which make either a legitimate choice,
but having worked all 3 types of displays to some extent, the Atari
form with is case 2 *is* "brain dead". It generally has the
disadvantages of both without the advantages.

>One of the greatest advantages of (3) is that you don't have to use all
>the bitplanes. (2) also has this advantage, but has the added advantage
>that when you do use all bitplanes, access is still very fast (because it
>is still local).

This isn't generally true. There are two scenarios for graphic
memory accesses, 1) by the processor(s), and 2) by display. In Ataris
and Amigas the "processors" includes blitters and any custom chips
as well as the CPU. Since the custom processing chips can be designed
to address via offsets of internal registers, they can be designed
to address bit plane size block offsets pretty much as efficiently as by
incrementing the register. As for the CPU, in theory things are
a bit trickier to analyse. There aren't many cases where it's useful
to read 2 words into a register at the same time, which is the most
efficient "Read" mode for a 68K processor, because then you end up
with, say the LSb in the high word and the NextLSb in the low word.
What are you going to do at that point? You can copy the register
to another register and then shift it. That's 2 instructions.
I don't have a cycle count handy, but if it's in cache, that's probably
just a tad quicker than 2 separate 1 word reads, but you'll lose the
advantage if you fall out of the cache (I'm assuming an 020 or above--
probably no advantage at all for 68000 or '010). On the other hand,
for a full bitplane system, if you have enough address registers free
you can set up 1 register address each, pointed at the bases for each
bitplane and address that way fairly quick. It's unlikely you'll

find any advantage to "word bitplane" addressing over regular "single bit" bitplanes. Let's leave the generalizations behind and try the "real world" test. If you can show me an example of useful code that demonstrates an advantage of the Falcon's 16 bit interleave over the Amiga 1200's full bit plane, post it and we'll look at it from that standpoint. Keeping in mind that few people have both a Falcon and an Amiga 1200 handy, we'll allow for a bit fudging on it being "real world". At least both computers exist so the ideas can be checked. But stick to *useful* code examples.

...

>The Falcon gives you the very best of both worlds - word-interleaved
>modes right up to 8 interleaved bitplanes, and a 16-bit (word-per-pixel)
>bit interleaved mode.

In my terms that would be the "crippled word-interleave modes right up to 8 interleaved bitplanes and a crippled 16-bit (word-per-pixel) mode (because it doesn't have colour registers)."

>IMO, you can't ASK for much more than that (except extremes like 24-bit,
>32-bit), but Ian would complain about those too ("Waaaaa, you have to modify
>4 bytes just to change one pixel!")

That's 1 "LONG". That's not going to bother Ian. He knows that that's a single read or write for an '030. *You* might have a problem with that if you don't understand that this is the natural addressing size of the '030 rather than 16 bits, but Ian? No, I don't think Ian would have a problem with that. :-)

--

Jim Omura, (416) 652-3880
'jimomura@lsuc'

5910. .AU sound files

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 15:39:01 UTC
From: lucas@gab.unt.edu
Message-ID: <lucas.20.735579541@gab.unt.edu>
Source record: 207087

Does anyone know a good program to convert Sun .AU sound files to something usable by the ST? Or an ST program that could play .AU files?

Bryan Lucas

5911. OS Wars: NT/OS|2/Win16/S7.1/MTOS/et al

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 15:53:13 UTC
From: neurom@u.washington.edu
Message-ID: <1r93d9INNn6q@shelley.u.washington.edu>
Source record: 207088

In article <H.ea.MMAGrVO01OM@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>
> Here, let me guess what they wrote:
>
> Windows NT - fawning praise, "This will RULE D00D, when it's released!"
>
> OS/2 - requires too much RAM/disk space
>
OS/2 take too much room?!?!?!??!??!? I don't think so. NT take 80 megs disk space, minimum, with a 20meg Swapfile. NeXTStep Intel takes 130(!!) megs for the user version and 330 for the developers version. (And if you want 24 bit color, you _NEED_ 32 megs RAM. This is getting a wee bit out of control...)

> Windows 3.1 - RULEZ D00D! We love it!
It has it's good points. Don't compare to everything else, compare it to something like GEOS.... _Then_ you'll see why so many people love it, compare it to the alternitives...

> System 7.1 - Too bad we can't afford a Mac. That's OK, we love WIND0ZE!
[Personal Note: Who would want a Mac anyway? (Boy, is it getting hot in here) Please! Just a little comment, flame me in mail or in .advocacy, PLEASE!]

> MultiTOS - Atari still makes computers?
Yup. And for the cost, they're damn good, too.

Now, before you flame me, I want everyone to know I _do_ notice that the whole premise of this article is what the magazine thinks, but 30 over 80 (and 130/330!), not too big, nice and tiny. Anybody remember what Brodie said the size of the disk portion of MTOS was? About 800k. Less that 1 disk. THAT's compact, folks. Optimized code.

Oh well, now that I've (in)advertantly started another flame war (God, I hope not), I'd like to again please ask that if your sense of pride has been seriously injured by what I've said, flame me in mail or in .advocacy, there's places for that.

I've said my peace.

--Neuromancer

5912. Re: Ultima 6, Atari version opinions wanted.

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 16:01:55 UTC
From: neurom@u.washington.edu
Message-ID: <1r93tjINNnun@shelley.u.washington.edu>
Source record: 207089

> >Unbearably slow on an ST (it takes a LONG time just to move one square)
> >and incredibly red (I'm not sure why... _all_ of the graphics have this
> >gross red tinge).

You think the ST is slow? Try a 10MHz 80286 w/ EGA graphics. _That's_ slow.

..and I beat it at that speed. The ST speed is a dream.

--Neuromancer

5913. Re: close to giving up

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 16:12:12 UTC
From: mhembruc@tsegw.tse.com
Message-ID: <C5y2CC.J5p@tsegw.tse.com>
Source record: 207092

thaanuj@prism.CS.ORST.EDU (John Thaanum) writes:

>In article <H.ea.CrKOMzdHM4U@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>>In <ekrimenC5p4wK.3Kx@netcom.com>, Ed Krimen writes:
>>> In article <H.ea.t8dMqakEHLo@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>>> >
>>> >HOW can anyone possibly stay excited about a 16Mhz '030 system that is
>>> >this late?
>>>
>>> You haven't seen a Falcon.
>>
>>No kidding. That's one of the problems. Bob Brodie says 2-3 weeks in
>>his latest RTC, which puts the actual Falcon availability date in May.
>>:(
>>
>>I don't think I'll be impressed when I do see it. 16Mhz '030 isn't
>>powerful enough to run the graphics modes the Falcon supports, and
>>640x480 (even with extra overscan) is pathetic for a multitasking
>>system.
>>
>Okay, am I to understand that it is terribly difficult to multitask with
>less than say, oh, 1200x960x24bit? I can get an amazing amount of throughput

lines deleted
>Maybe some people feel a compulsion to compile their source code with a nice
>24bit color JPEG underneath all their open windows, but not I. So I would

NO! That's not it at all. Some just wish the Falcon had an 800x600x8bit mode,
and a 1024x768x1bit mode. I use mono on my ST much more than color.. It's just
that 2 file windows of the size I like, and my screen is FULL! So I like my
windows 250x400.. That's NOT that large.. I have a 1280x1024 NEC 5D at work
here, and a 80x40 xterm in 8x13 font takes up 85% of the screen, so to see
the output of more than one window at a time, I have to reduce to a really
small 6x13 font.. So, while 21 inches provides a much nicer environment, it's
still not that great.. I rarely use color - I don't mind monochrome much..

Mattias
--
Mattias Hembruch
>> My views do not necessarily reflect those of the TSE. <<
E-mail: mhembruc@tse.com

5914. New Atari Purchase

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 16:41:02 UTC
From: neurom@u.washington.edu
Message-ID: <1r966uINNq6p@shelley.u.washington.edu>
Source record: 207091

Hello, folks. I running into a bit of an impasse at home, as I still have my 520 ST (Note: No e, no m, and no f) w/ TOS 1.0 and 512k RAM. Hey, it does what I want it to, but now I want more. I'm decideing whether I should upgrade and I'd like to ask you, the folks we all know are experts [yeah, right ;)] on what your opinion is. My choices, basicly, are:

1) Upgrade my ST to:
4 Megs RAM
TOS 1.4
120meg SCSI HD w/ ICD+ clock Host
Add NeoDesk 3.0, Universal Item Selector III (?), and Warp 9

2) Get a Falcon030 as a 4/65 config and add an external SCSI II 120 meg HD.

3) Get a Falcon030 as a 1/0 config and:
Get a RAM expansion board
Populate said board w/ 4 megs ZIP RAM
Get Internal 120meg Maxtor HD

Now, the prices differenciate about $300. (I can't tell you the prices; I can buy at dealer cost and if I revealed cost, I'd be in _ddeeeeeeeeepp_ do do.) i.e. 1) is $300 less that 2). 3) is about $60 less that 2), and I get the capability to upgrade to 14megs for just the ZIP cost. Then again, I get 65 megs more storage w/ 2), and I can get 2) now, while I have to wait for 3).....

AAAAaaaaggggggghhhhhhh!!!!!!!

You see why I've gone slightly mad? Anything would be a radical improvement over my ST now, so I'm not sure if I should spend more money, or less, and if I should.... hell with it.

Thanks for reading, if you don't care, just leave me alone...."I'm going, slightly mad."

--Neuromancer

5915. Re: XYZmodem

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 16:41:12 UTC
From: wwc@dxhra2.cern.ch
Message-ID: <C5y3oo.401@dscomsa.desy.de>
Source record: 207085

In article <1r8o1pINNi04@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>
>Well Michael makes what I would call the Best Zmodem program for the Atari,
>BUT its all in German and there is no GEM shell to drive it..

Well the docu is in german. The program is in english. But this certainly
won't help you.

>2. A GEM shell that has, one support for Batch Uploads using the ARGV standard,
> and be able to set the dnload path, other comms programs can then use his
> program...

You can pass parameters to GEMSZRZ.PRG using the ARGV-standard. Using option
-P <path> you can set the download path. And adding more than one file
to the commandline will upload them in batch upload. Try this using CoNnect
and the fileselector Selectric where you can select more than one file
in a single step. CoNnect will pass all the selected files to gemszrz
which then will upload them by batch upload.

Wolfgang

5916. Multi-Screens

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 17:03:31 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C5y4pw.6D8@sdf.lonestar.org>
Source record: 206907
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

OK, folks, here is the problem.

To use VDI commands you need to open a VDI workstation and all the commansd work on the screen. Now, I want to draw, using VDI, onto a buffer!

I thought about just opening a VDI workstation, and then moving logbase to that buffer, then I could do the VDi command, and move logbase back where it was. This doesn't seem to be the correct approach. Is there a better one?

Also, what if the other scrren (in the buffer) in in a different resolution. Is there any way to trick the VDI into doing it correctly? This has to work under MiNT/MultiTOS so I don't want to do anything global to screw up the system and I don't want to use ANY LineA. However, different resolutions are just kinda a nicety right now. It doesn't HAVE to be different resolutions.

What if I were in ST Med, and I did my drawing on a buffer screen moving logbase (assuming this will work at all), could I then bit-blit this onto a low-res buffer ? It seems the only way to draw between resolutions is through bit-blit since that is the only time you can specify different screen resolutions and number of bit-planes (which is likely why the Falcon uses bit-planes for 256 color mode. Compatibility with vro_cpyfm()). But would I be able to get the extra colors this way?? Any help would be appreciated.

Basically these screens are gonna be used as window buffers and the redraw will just be a vro_cpyfm(). And when the user hits the FULLER I'll either increase the window to full size and remove all the gadgets or move physbase to my buffer with Setscreen() - possibly changing resolution too. This option will be user selectable.

I can't store the data any other way since there could be who knows how much VDI graphics that need to go into the window, and I refuse to redraw everything just cause the user hit the arrow on the scroll bar (do you know how slow 20-30 VDI commands per line would be???). Again there is no way to know at programming time, exactly what VDI commands will be used. This is for a terminal program that uses both text and graphics and sound, etc. etc.

5917. Re: ST/Editors and their where abouts

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 17:52:36 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1304@usdtsg.DaytonOH.NCR.COM>
Source record: 206909

In article <1993Apr23.124645.1432@ousrvr.oulu.fi> se16@titus.nextlab.cs.qub.ac.uk (Paul Donnelly) writes:
>Can anyone tell me where (or if) there exists FTP-able ENGLISH versions of
>the 7up,Edison or Qed editors or any good ST/Falcon editor for that
>matter.

I think that someone uploaded an english-translated version of the
7UP editor to GEnie, if I remember right...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

5918. QUO VADIS ATARI LYNX?

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 17:58:41 UTC
From: Ikki@BEIZ.mediatex.ch
Message-ID: <2bd82e51.8e1444.0@BEIZ.mediatex.ch>
Source record: 207094

What's up with Atari's handheld-console
Lynx? It's suddenly so quiet around
this nice little machine. I mean, where
is the conversion of Lemmings and the
mega-RPG Eye of the beholder with which
it should be possible to lynx up togethe
r?
What's the reason of that quietness?

Thanks for all answers.

Internet: Ikki(at)BEIZ.mediatex.ch

|B B|
|E CH: VTX *3600# E|
|I D: BTX *28881# I|
|Z Z|

5919. Re: FreeZe Dried Terminal 3

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 17:59:04 UTC
From: ken@isgtec.com
Message-ID: <4627@isgtec.isgtec.com>
Source record: 207099

In article <1r1n7kINN2ol@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>] language, and that it was about 40% ready. He told us to look for it
>
> Excellent stuff!! Assembly, that should speed things up a bit, and reduce
> the size of things by quite a bit!
> It's going to give everything else a run for it's money if he gets it up
> & running!

Ha ha. You mean that slow, ugly non-Gem thing with no vt100 emulation at all
and menus that look like Atari 8-bit Basic? Like pick a key for the first
letter of a command? Oh god.

> Basically, it just gives the ST the required character set & code to support
> ANSI/VT100 etc!

Oooooh, aaaaaaah, like several other programs have been doing since 1986? Wow.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

5920. Re: First look at the Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 18:02:57 UTC
From: ken@isgtec.com
Message-ID: <4628@isgtec.isgtec.com>
Source record: 207100

In article <C5uq8D.3o6@ecf.toronto.edu> alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:
> Jeez...would you rather they DON'T ship it??
> At least they're trying for a change!!

Yes, I would prefer they not ship it without a manual. It's sloppy and unprofessional, and who knows how long it'll take to get your manual from somewhere.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

5921. Re: First look at the Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 18:36:02 UTC
From: smiller@hertz.elee.calpoly.edu
Message-ID: <1993Apr23.183602.105152@zeus.calpoly.edu>
Source record: 207093

mmartin@neumann.une.edu.au (Mark Martin) stated:
>>--
(bunch o junk deleted)
> I should say here that the dealer told me quite explicitly
>that some of the bundled software came without manuals and that they
>would be sent to me at no extra cost as soon as they are available.
>While it's true that Works is a complex program it is also quite
>intuitive to use 'straight out of the box' as any well written GEM
^^
>application should be. As I said in the original post, I'd rather
>have the software with no manuals than no software at all. The
>
>Mark.

Where do you get the idea that gemprogram != manuals ? (!= is does not equal)
Just because we have a GUI does not mean that you don't have to read
manuals, geesh some of you people are damn lazy!! Are you saying that
Calamus is not an effective gem program because it is not intuitive?

*steve miller | TTTTTTTTTTT | Screw the semster system. |
*dept of electronics engineering| T T | Up with ATARI DTP. |
*cal poly san luis obispo | T 030 T | Who cares about Koresh? |
*superficial knowledge PhD :P | T T | Where the hell is MT 4.0? |

5922. Re: Mac floppies under Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 18:54:47 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Apr23.135447.17392@miavx1.acs.muohio.edu>
Source record: 207022

In article <C5vJuu.84@brunel.ac.uk>, ee90grb@brunel.ac.uk (Gareth R Blades) writes:
> anisko (anisko@usdtsg.DaytonOH.NCR.COM) wrote:
> : In article <C5sJ6E.38L@mailer.cc.fsu.edu> boyd@math.fsu.edu writes:
> : About the only programs I've run across (admittedly, not many) that
> : seem to not want to work with Spectre are those requiring *color*
> : MACs. Of course, the same problem may happen on a regular Mac Plus
> : (or non-color Mac). BTW there's always the nice TSR's that sometimes
> : help with some programs - one to emulate a 68020, and I believe another
> : to emulate a FPU, both in Mac mode...
>
> P.S Where can I get the 68020 and the FPU emulator from?

I'd like to know this also!!

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
(On whether abstinance is a Religious term, and\rlcollins@miavx1.acs.muohio.edu
should or should not be in the schools:) \RC1DSANU@miamiu.acs.muohio.edu
"What if you're an Atheist who hates sex?" \rcollins@apsvax.aps.muohio.edu
- Andy from my EDL 304 class \ R.COLLINS1 on GEnie
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 23-APR-1993

5923. FALCON - Blitter vs. CPU

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 19:32:43 UTC
From: se18@titus.nextlab.cs.qub.ac.uk
Message-ID: <1993Apr23.193243.2226@ousrvr.oulu.fi>
Source record: 207095
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

According to the Falcon documentation, the Blitter is a coproceesor
which to me means it runs in parallel with the CPU. Even if it did not
have interleaved memory access (as of DMA on STE) it could still aquire a
large amount of bus cycles due to the CPU's cache(this will depend on the
Cache hit ratio).
So the question is 'Why are people saying that the Blitter is
useless', as it should be able to work in parallel with the CPU.
Please state the source of your 'facts', or system timings, and not
speculative remarks.

5924. Re: .AU sound files

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 19:57:45 UTC
From: se18@titus.nextlab.cs.qub.ac.uk
Message-ID: <1993Apr23.195745.8114@ousrvr.oulu.fi>
Source record: 207096

Try the sounds converter sox5, I can convert from .au to .snd among others
and there are plenty of snd players about.

5925. GENLOCK for the TT

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 21:02:00 UTC
From: sillas@isvax.lmsc.lockheed.com
Message-ID: <23APR199314024222@isvax.lmsc.lockheed.com>
Source record: 207026

Does anybody make a GENLOCK for the TT. I original bought the TT, cause I was told that there was going to be a truck load of VME boards for TT. Atari then annouces the FALCON and now no one seems to be developing for the TT. Just for fun how many boards are available for the TT?

Dave SILLAS@isvax.lmsc.lockheed.com

5926. Re: FALCON - Blitter vs. CPU

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 21:03:21 UTC
From: glens@natinst.com
Message-ID: <1r9lip$stj@falcon.natinst.com>
Source record: 207098
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Not to mention the Blitter has 32-bit wide access to RAM and the CPU only has 16-bit access. In some situations this might help. But in some situations you would only want to do 16-bit access to RAM with the CPU EVEN IF IT HAD 32-Bit ACCESS. Any situation where you 'calculate' the color of a pixel, you would want to go ahead and store that pixel instead of trying to calculate 2 pixels at once. I don't think that the 16-bit bus to the CPU was as bad as everyone has made it out to be. Even in the game I am working on now I would still use 16-bit accesses to RAM because it would be faster than trying to put together a 32-bit screen chunk.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are exact opposites. InterNet: glens@falcon.natinst.com

---

5927. Re: MORIA

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 21:09:33 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1r9ludINNk8j@golem.wcc.govt.nz>
Source record: 207001

] I've found the source code to MORIA for the ST.. It's i C.
] What I was wondering is if anyone would be willing to compile the code
] for me..for a fee.. It's a game which is a classic.

The compiled program is in the ./Games/ directory on atari.archive.umich.edu!
(Or at least, it was!)

5928. Re: Civilisation

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 21:19:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1r9mg4INNk8j@golem.wcc.govt.nz>
Source record: 207002

```
] 2) Various applications ( GDOS, the print spooler etc ) have eaten just
] enough memory to destabilise Civ.

Probably one of your TSR's, try clean-booting!
```

5929. Re: OS Wars: NT/OS|2/Win16/S7.1/MTOS/et al

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 21:21:24 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1r9mkkINNk8j@golem.wcc.govt.nz>
Source record: 207003

] 130/330!), not too big, nice and tiny. Anybody remember what Brodie said
] size of the disk portion of MTOS was? About 800k. Less that 1 disk. TH
] compact, folks. Optimized code.

Yep, just over 800k, if you only have the 030 or only the 000 version,
then it drops by another few k as well!

Fully installed, it only needs about 2meg of HD space for it's bits 'n'
pieces, lot less than windoze!

5930. HS-Fix 3

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 21:49:20 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1r9o90INNkbf@golem.wcc.govt.nz>
Source record: 207004

A request to the person who sent HS-Fix 3 through c.s.a.st, could they possibly re-send it either through this group, or throug comp.binaries.atari.st as the previous posting had the last few lines ending up a scrambled mess. (Looked like some sort of Unix batch file had been appended to the end, overwriting some of the uuencoded data!)

```
|||
|||
/ | \
```

5931. Megaroids wanted

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 22:26:56 UTC
From: spl@key.amdahl.com
Message-ID: <1r9qfg$cp@west.key.amdahl.com>
Source record: 207006
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc.games

I'm searching for a copy of "Megaroids" (an asteroids type game)
for an Atari 520 ST / 1040 ST

I'm also looking for version to run on a
80486 running DOS or a SUN SparcStation.

If anyone has a copy or information on the author(s)
name/addr/phone, please reply directly to me.
(not a subscriber)

Thanks in advance.

5932. Re: OS Wars: NT/OS|2/Win16/S7.1/MTOS/et al

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 22:47:57 UTC
From: azog@world.std.com
Message-ID: <C5yKny.E8y@world.std.com>
Source record: 207005

neurom@u.washington.edu (Neuromancer) writes:

>In article <H.ea.MMAGrVO01OM@semprini.tdkcs.waterloo.on.ca>
>cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>>
>> Here, let me guess what they wrote:
>>
>> Windows NT - fawning praise, "This will RULE D00D, when it's released!"
>>
>> OS/2 - requires too much RAM/disk space
>>
>OS/2 take too much room?!?!?!??!??!? I don't think so. NT take 80 megs disk
>space, minimum, with a 20meg Swapfile. NeXTStep Intel takes 130(!!) megs for
>the user version and 330 for the developers version. (And if you want 24 bit
>color, you _NEED_ 32 megs RAM. This is getting a wee bit out of control...)

OS/2 isnt even in the same class as Win-NT. Supposedly Win-NT has pretty
much nothing in common with Windows 3.x, outside of the name, and an API
(and probably the UI).

Myself, after hating Windows 3.1 for so long, am looking forware to NT,
its got quite a bit in common with VMS, like the task scheheduling,
event flags, and others. I dont think itll be much like Unix, tho...

Tho, Microsoft is known for pretty shitty code, I cant see the first
version of NT being better than VMS or Unix (who both have more than 20
years of experience behind them), and Microsoft doesnt know how
to write a real OS, theyve been writing DOS for 10 years, and CP/M stuff
prior to that...

--
Billy D'Augustine
azog@world.std.com

Lather. Rinse. Repeat. Lather. Rinse. Repeat. Lather. Rinse. Repeat. Lather.

5933. zooxx.ttp where??

Newsgroup: comp.sys.atari.st
Date: 1993-04-23 23:51:00 UTC
From: st1cf@jetson.uh.edu
Message-ID: <23APR199318515684@jetson.uh.edu>
Source record: 207007

can anyone tell me where I can annonomusly FTP zooxx.ttp BESIDES atari.archive.umich.edu? The file i get from them will let me do some stuff (list Time Verbose) but extract is not one of them. Believe me I've tried almost every variation of the commands. yes I did read the online help,And I am shure it isn't a bad d/l, I've tried 3 times with U mich.es file and it's a no go.

So, I would appriciate a new source for this file.

Thanks,
Chris Emery

5934. Re: 16Mhz feed on STf

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 00:35:02 UTC
From: bpat@cs.mcgill.ca
Message-ID: <C5ypMF.JML@cs.mcgill.ca>
Source record: 207012

In article <1qv6rjINNi5n@uk-news.uk.sun.com> craig@hadrian.uk.sun.com writes:
>Can anyone help me...
>
>I need to know where on the STf to pick up a 16Mhz feed for the upgraded Floppy controller. I beleive that this will then allow me to R/W 1.44 mb disks with the correct software.
>
>Rgds Craig
>

There is a 16Mhz feed going into port 5 of the MMU. According to the diagram
I have, it's the 5th one startting from the top, down the right hand side.
Right below it are lines D0 - D7 if it's of any help.

Patrick

5935. Re: >>>>Speed of Light (Was: GIF VIEWERS FOR THE ST)

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 01:55:04 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC5ytBt.7vH@netcom.com>
Source record: 207014

In article <1r89kdINN5nt@shelley.u.washington.edu> stusoft@hardy.u.washington.edu (Stuart Denman) writes:
>
>Wait, I don't understand you, or maybe you don't know enough about the
>program. First of all, if you don't want it to flicker, JUST SET FLICKER
>CONTRAST TO ZERO! That way, it won't flicker at all! If it does, than
>you're probably doing something wrong. You can't run this version in fast
>Ram if you have a TT, version 3.0 will work, however (it does on mine).

Ah ha! That was it. I was running it in Fast RAM. I took a quick look in the documentation and it doesn't mention anything about Fast RAM. You might want to put something in there about it.

I got to play with it a little more, and then we'll see about sending you a few bucks. ;^)

Would it be possible to have a windowed display? What about image scrolling using the mouse?

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

5936. Re: ST/Editors and their where abouts

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 01:57:40 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC5ytG4.7zE@netcom.com>
Source record: 207015

In article <1993Apr23.124645.1432@ousrvr.oulu.fi> se16@titus.nextlab.cs.qub.ac.uk (Paul Donnelly) writes:
>Can anyone tell me where (or if) there exists FTP-able ENGLISH versions of
>the 7up,Edison or Qed editors or any good ST/Falcon editor for that
>matter.

An English version of 7Up was released on GEnie recently. The "GFA Basic 4.0 Editor" isn't too bad.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

5937. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 01:57:42 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1ra6qmINNerg@tortoise.cis.ohio-state.edu>
Source record: 207013

In article <H.ea.bPF5znmH64_@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:

>> >If you'd seen NeXTstep, maybe you'd buy a computer to run it... it's
>> >that amazing. Oh, and you can run FrameMaker on it. <drool>
>> ^^^^^^^^^
>> You're drooling over Framemaker?
>
>You bet your butt... After having to use Ventura for Windows, Frame is
>like, oh, winning a lottery.
>
>It's also the best thing I've seen for working on long technical manuals
>(which is what I do; pity Atari hasn't caught on to the fact that
>documentation is IMPORTANT these days).

It certainly is good for long technical documents. (I thought that
Calumus SL had some of those features? I was led to believe so by someone
who has used both.)

Anyway, it just weird to see NeXT, Framemaker, and drooling in such close
context. I'd understand if it had been Pages/PasteUp/Virtuoso. Frame
purposely does not use the power that NeXTSTEP offers to be easily compatible
to other platforms.

Of course, PasteUp and Virtuoso don't excel at long documents...but for
short DTP they (and Calumus,Quark,and Pagemaker) all blow Frame apart.
Who knows what Pages will be like for long documents. Though you'd think
it'd do it well as businesses seem to be it's major market.

All in all, with Calumus SL, Atari is one of the best platforms for
DTP. Hey the people at Seybold really like Calumus...and why do you think
Kinko's almost bought 700 TT's? It certainly wasn't to run EdHak! One
wonders if Atari HQ has heard of Calumus!

>Chris Herborth
>cherborth@semprini.tdkcs.waterloo.on.ca

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

5938. Re: OS Wars: NT/OS|2/Win16/S7.1/MTOS/et al

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 02:27:59 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1ra8jfINNeve@tortoise.cis.ohio-state.edu>
Source record: 207016

In article <1r93d9INNn6q@shelley.u.washington.edu> neurom@u.washington.edu (Neuromancer) writes:

>premise of this article is what the magazine thinks, but 30 over 80 (and
>130/330!), not too big, nice and tiny. Anybody remember what Brodie said the
>size of the disk portion of MTOS was? About 800k. Less that 1 disk. THAT's
>compact, folks. Optimized code.
>

Ah, but let's be just a little fair. MTOS doens't have some of the things that are in those bloated releases. Those incredible NeXTSTEP sizes are due the the plethora of programs (and not all cheapys either...though you know that as you have used one!) that come with the release. Part of the OS/2 bloat is the code for Windows/DOS emulation...and some demo programs as well. (Notice the carefull non-defending of Windows and NT!)

Not to mention Fonts. Does the disk contain any fonts? System 7 does take up something like 6 disks or so, but if you remove some of the unneeded control panels, keep the fonts to a minimal level, you can make a SYS 7 boot disk to. I'd hardly call Sys 7 "optimized code". Apple does give alot of nice toys away with OS realeases...like Apple Remote and Quicktime. More toys and printer drivers is not something that *I* complain about!!

I'm sure the Amiga people think it's funny to. They say the same thing about the Amiga OS...you can easily put it on a few disks as well.

I'm not saying this to rag on you..but to point out that if small size of MTOS is lauded, it be held into the light of a more reasonable comparison. Even so, MTOS comes out as compact, and surprisingly full featured for all it's compactness.

(I hope this is non-volitle enough for a non .advocay post. if you don't think so, mail me and tell me!!)

> --Neuromancer

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

5939. fujispin for Spectre

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 03:26:55 UTC
From: boyd@gauss
Message-ID: <C5yxKv.EDC@mailer.cc.fsu.edu>
Source record: 207019

I had a great little startup for the Mac (Spectre) called fujispin, which replaced the apple in the corner with a spinning fuji (Atari symbol). However, it does not work with system 6.0.5. Does anyone have a newer version that does?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5940. Re: FreeZe Dried Terminal 3

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 03:29:16 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1rac6clNNl6c@golem.wcc.govt.nz>
Source record: 207018

] Ha ha. You mean that slow, ugly non-Gem thing with no vt100 emulation at
] and menus that look like Atari 8-bit Basic? Like pick a key for the first
] letter of a command? Oh god.

If you don't like it, no-one is forcing you to use it, there are plenty
of people who like it.

Considering it was written in his spare time whilst Aaron was sorting
out his exams etc., I reckon it's a pretty good job!

] Oooooh, aaaaaaah, like several other programs have been doing since 1986?

So, it hasn't had VT-100, but it has plenty of other stuff that those
'86 programs never had!

BTW - I can't see how you can call it slow, it's certainly a helluva lot
faster than Rufus, and Connect on this machine! Resolution independant
as well! (Works on the TT). overscan or some such things let you
have larger terminal screens etc. GEM is slow as it is, why do you think
Warp-9 was written? The only difference such programs make to FZT is
text re-drawing! Screen swapping is virtually instantaneous, which
sure ain't slow!

I don't want to turn this into another FZT Vs Flash argument, (as each
is best for the users who find it as such). But, try not to be so
negative!

5941. 520 ST w/1meg and MONO Monitor FOR SALE $200!.

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 03:49:01 UTC
From: jhurwitz@access.digex.com
Message-ID: <1radbd$98u@access.digex.net>
Source record: 207025

For Sale:

Atari 520 ST System:

- TOS 1.0
- 1meg Memory
- Surreal Clock Chip
- SM124 Mono Monitor
- Golden Image DD FD

$200+shipping

---> Will Sell CPU Separately $100 <---

Send Email or Call 301-424-4350

```
__/ / . + .
_/__/_/\
_/____/ \/ J. Hurwitz ,
. / / \/| . *
/ / /|/ The MIDI master . o
/_____/ / |
//____/\\/ / Roaming Cyberspace "Space is the place"
/ o \ ||/ .
| o o |// . -Sun Ra +
\o o// jhurwitz@access.digex.com
--^-- . *
+ ' +
```

5942. ST running at 38400 buad?

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 03:49:08 UTC
From: swhatley@blkbox.COM
Message-ID: <1993Apr24.034908.23959@nntpxfer.psi.com>
Source record: 207021

I have a Mega 4 ST running TOS 1.3. I have just bought a Trailblazer T1600 modem which has V.23 bis with V.42 error correction. It allows me to transfer files at a rate greater than 19200 buad. Is there a way to allow my ST to run at 38400 buad? Any help will be appreciated.

Thanks,
Steven Whatley
Email: swhatley@blkbox.COM

5943. Re: OS Wars: NT/OS|2/Win16/S7.1/MTOS/et al

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 04:00:30 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1rae0uINNl7l@golem.wcc.govt.nz>
Source record: 207023

] Myself, after hating Windows 3.1 for so long, am looking forware to NT,
] its got quite a bit in common with VMS, like the task scheheduling,
] event flags, and others. I dont think itll be much like Unix, tho...

A fried who went to a M-Soft showing the other night, had all the NT software talked about (and plenty shown), as well as DOS 6.

Apparently, Windows NT needs at least 30meg of Hard-Drive space to operate in! (I don't know about this, it's just what I've been told via said friend by a Micro-Soft employee with Windows NT on his HD that he had with him)

Sounds like typical Micro-Soft badly written code to me. (Although, very little on the IBM is compact code, due to the assumption they all have HD's, and can fit the large code onto it. And the support for CGA, EGA, MCGA, VGA, SVGA, Herv' etc, and Tandy, Soundblaster, PC-Speaker etc. sound. ^c

You end up with hundreds of files, and very large software!

(Someone had some Sierra software on the PC, about 100 files compared to about the 18 of the Atari version.)

What the heck, they must have done something right!! Else why are there so many of the things around! :)

5944. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 04:08:17 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <1raefh$aea@terminator.rs.itd.umich.edu>
Source record: 207020

```
drwxrwxr-x root 4096 Apr 17 11:16 ./Programming
-rw-r--r-- weiner 3205 Apr 17 11:16 ./Programming/0index
-rw-r----- weiner 311914 Apr 17 09:22 ./Programming/crys046.lzh
drwxr-xr-x root 4096 Apr 18 00:07 .
drwxrwxr-x root 10240 Apr 18 22:25 ./Games
-rw-rw-r-- weiner 13284 Apr 18 22:26 ./Games/0index
-rw-r--r-- weiner 70635 Apr 18 22:01 ./Games/squaroff.zoo
-rw-r--r-- weiner 68819 Apr 18 22:25 ./Games/dam.arc
drwxr-xr-x dpz 2048 Apr 18 22:51 ./Magazines/Str
-rw-r----- lenn 36864 Apr 18 22:51 ./Magazines/Str/str916.lzh
drwxr-xr-x dpz 2048 Apr 18 22:51 ./Magazines/Znet
-rw-r----- lenn 48256 Apr 18 22:51 ./Magazines/Znet/znet9312.lzh
-rw-r----- lenn 38912 Apr 18 22:51 ./Magazines/Znet/znet9313.lzh
drwxr-xr-x root 4096 Apr 19 10:16 .
drwxrwxr-x root 4096 Apr 19 18:38 ./Archivers
-rw-rw-r-- entropy 2886 Apr 19 18:38 ./Archivers/0index
drwxrwxr-x root 2048 Apr 19 09:11 ./Editors
-rw-r--r-- 20867 80259 Apr 19 09:11 ./Editors/mg2amint.lzh
-rw-r--r-- entropy 1182 Apr 19 09:12 ./Editors/0index
drwxrwxr-x root 4096 Apr 19 10:02 ./Mint
-rw-rw-r-- entropy 5550 Apr 19 10:07 ./Mint/0index
drwxr-xr-x weiner 2048 Apr 19 10:04 ./Mint/Tt
-rw-r--r-- weiner 142336 Feb 13 20:05 ./Mint/Tt/bash-112.zoo
-rw-r--r-- weiner 628229 Feb 13 19:56 ./Mint/Tt/emacs1859tt.zoo
drwxrwxr-x root 4096 Apr 19 09:08 ./Programming
-rw-r--r-- 20867 84799 Apr 19 09:05 ./Programming/gso22st.zoo
-rw-r--r-- 20867 119763 Apr 19 09:08 ./Programming/m2posx02.zoo
-rw-r--r-- weiner 3334 Apr 19 09:10 ./Programming/0index
-rw-r--r-- weiner 74773 Apr 19 10:16 ./0ls-lR.Z
drwxrwxr-x weiner 2048 Apr 19 18:58 ./Magazines/Aeo
-rw-r----- lenn 81664 Apr 19 18:58 ./Magazines/Aeo/aeo_0208.lzh
-rw-r--r-- weiner 181450 Apr 19 10:13 ./0index
-rw-r--r-- weiner 84441 Apr 19 10:13 ./0compind.Z
drwxrwxr-x root 6144 Apr 20 21:07 ./8bit
drwxrwxr-x weiner 4096 Apr 20 21:07 ./8bit/Demos
drwxrwxr-x weiner 2048 Apr 20 21:08 ./8bit/Graphics
drwxr-xr-x root 4096 Apr 21 08:43 .
drwxr-xr-x dpz 2048 Apr 21 18:29 ./Magazines/Diskmags/Scriba
-rw-r----- weiner 309607 Apr 20 07:34 ./Magazines/Diskmags/Scriba/scriba11.lzh
-rw-r----- weiner 217480 Apr 20 07:37 ./Magazines/Diskmags/Scriba/scriba12.lzh
-rw-r----- weiner 383867 Apr 20 07:44 ./Magazines/Diskmags/Scriba/scriba21.lzh
drwxr-xr-x root 4096 Apr 23 13:15 .
drwxrwxr-x root 4096 Apr 23 11:50 ./Archivers
-rw-r----- dpz 85141 Mar 10 16:36 ./Archivers/unarj_s1.lzh
```

```
-rw-r----- dpz 13333 Mar 10 23:27 ./Archivers/unarjshl.lzh
-rw-rw-r-- entropy 2968 Apr 23 12:34 ./Archivers/0index
drwxrwxr-x root 6144 Apr 23 11:50 ./Demos
-rw-r----- dpz 17520 Apr 2 11:06 ./Demos/elke.lzh
-rw-rw-r-- weiner 7135 Apr 23 12:35 ./Demos/0index
drwxrwxr-x root 6144 Apr 23 11:49 ./Diskutils
-rw-r----- dpz 1715 Apr 3 13:59 ./Diskutils/seekup10.lzh
-rw-rw-r-- entropy 6695 Apr 23 12:23 ./Diskutils/0index
drwxrwxr-x root 10240 Apr 23 13:20 ./Games
-rw-r----- dpz 28105 Mar 13 15:08 ./Games/abalone.zoo
-rw-r----- dpz 86879 Feb 7 18:49 ./Games/cheats.ps.Z
-rw-r----- dpz 52498 Feb 7 18:49 ./Games/cheats.rtf.Z
-rw-r----- dpz 14504 Mar 10 16:34 ./Games/downfall.zip
-rw-r----- dpz 16044 Mar 10 16:35 ./Games/killer.lzh
-rw-r----- dpz 65578 Apr 2 11:14 ./Games/swap_tls.lzh
-rw-rw-r-- weiner 13613 Apr 23 13:10 ./Games/0index
drwxrwxr-x root 2048 Apr 23 12:47 ./Gnustuff/Tos/G++
-rw-r----- dpz 316729 Mar 14 11:48 ./Gnustuff/Tos/G++/gplibo17.zoo
-rw-r--r-- hyc 12330 Apr 23 12:53 ./Gnustuff/Tos/0index
drwxrwxr-x root 8192 Apr 23 12:48 ./Graphics
-rw-r----- dpz 63972 Mar 28 14:09 ./Graphics/jpeg4a.zoo
-rw-r--r-- entropy 10926 Apr 23 12:52 ./Graphics/0index
drwxr-xr-x hyc 2048 Apr 23 12:47 ./Mint/Gcc
-rw-r----- dpz 435902 Mar 11 05:22 ./Mint/Gcc/bmgcc233p2b.zoo
drwxrwxr-x root 2048 Apr 23 12:26 ./Misc
-rw-r----- dpz 13788 Mar 20 19:47 ./Misc/cyber_co.lzh
-rw-rw-r-- weiner 1888 Apr 23 12:28 ./Misc/0index
drwxrwxr-x root 10240 Apr 23 13:03 ./Utilities
-rw-r----- dpz 29996 Feb 24 09:38 ./Utilities/cpx_mdls.zoo
-rw-r----- dpz 36804 Mar 13 15:09 ./Utilities/gembenc2.zip
-rw-rw-r-- entropy 16239 Apr 23 13:06 ./Utilities/0index
drwxrwxr-x root 6144 Apr 23 13:03 ./Telecomm
-rw-r----- dpz 120469 Mar 13 15:09 ./Telecomm/ig_edit.zip
-rw-r----- dpz 13547 Apr 9 08:08 ./Telecomm/turbors.lzh
-rw-r----- dpz 9281 Mar 20 11:43 ./Telecomm/xyzpatch.lzh
-rw-r--r-- weiner 5173 Apr 23 13:05 ./Telecomm/0index
drwxrwxr-x weiner 2048 Apr 23 12:26 ./Info
drwxrwxr-x root 4096 Apr 23 12:48 ./Programming
-rw-r----- dpz 1863 Apr 4 17:49 ./Programming/vbl.zoo
-rw-r--r-- weiner 3401 Apr 23 12:51 ./Programming/0index
-rw-r--r-- dpz 75257 Apr 23 13:15 ./0ls-lR.Z
-rw-r--r-- dpz 182574 Apr 23 13:13 ./0index
-rw-r--r-- dpz 84909 Apr 23 13:13 ./0compind.Z
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

5945. Re: OS Wars: NT/OS|2/Win16/S7.1/MTOS/et al

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 06:06:07 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <80174@cup.portal.com>
Source record: 207024

Heck.. DIAMOND OS on the Atari 800 fits into one cartridge..!

So it MUST be better than MTOS, right..?

Let's ignore that it doesn't come close to the functionality
of that "bloated" MTOS...

Likewise...

MTOS fits into 800K because it does so much less than the
other guys...

BobR

5946. HD backup

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 06:35:58 UTC
From: tpars@codewks.nacjack.gen.nz
Message-ID: <N3RJ3B2w165w@codewks.nacjack.gen.nz>
Source record: 207035

I've just started using the DVT(tm) VCR HD back-up system(v1.15) from Seymor/Radix (Toad:$69), and love it - with qualifications.

I'd write S/Rad in TX direct, but it hardly seems worth the postage just to find that they don't exist anymore - copyright on the manual is 1989. Or I could ask Toad, but that's also expensive from here. And if S/Rad *does* still exist, they deserve some publicity for a very useful product.

It lets me back up a full syquest 44 disk onto a videotape (drive by drive or file by file) and recover the files singly or by drive or all together. I can now archive tons o' stuff that belongs in the electronic attic and transfer massive things from one 44meg cartridge to another, besides feeling secure about my data.

BUT... there had to be a but, didn't there..?

The backup program starts out with a self-test which informs me that something's wrong with the plug-in cartridge, the VCR, or...? and that I should proceed only with great caution. I did, and everything works fine except for occasional harmless lockups which require reboots.

This is on a 1985 1040STF with 4Meg RAM (from the Zubair DIY kit - which I found *hellish* to install,coupla years ago), still running TOS 1.0, usually with the SM124. On the one hand, this feels like the best buy I've made in years, glitches and all. OTOH, it would be nicer *without* the glitches.

Ideas? Experiences? Does S/Rad live yet? Thanks.

Tom

Tom Parsons ==
Beware false illusion... |Keep them ignorant and they're easier to fool
Insist on the real thing |Keep them divided and they're easier to rule.
==

5947. Re: >>>>Speed of Light (Was: GIF VIEWERS FOR THE ST)

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 08:47:02 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Apr24.084702.121471@zeus.calpoly.edu>
Source record: 207029

stusoft@hardy.u.washington.edu (Stuart Denman) stated:
>ekrimen@netcom.com (Ed Krimen) writes:
>
>>I'm using an NEC 3D. With ViewTT, I don't view the pictures in TT medium,
>>but in TTlow from TTmedium (it automatically jumps to TTlow).
>
>>I tried playing with the color and flicker contrast, but it didn't do much
>>at all.
>
>>The whole image flickers a lot, not just sections of it. A little flicker
>>I can handle, but the images really flicker a lot -- like a strobe.
>
>Wait, I don't understand you, or maybe you don't know enough about the
>program. First of all, if you don't want it to flicker, JUST SET FLICKER
>CONTRAST TO ZERO! That way, it won't flicker at all! If it does, than
>you're probably doing something wrong. You can't run this version in fast
>Ram if you have a TT, version 3.0 will work, however (it does on mine).
>
>Not only is Speed of Light faster that ViewTT, but it chooses the colors
>better as Dan said. If you want a WORSE representation of the actual GIF,
>but something still 100 times better that ViewTT then set the flicker
>contrast to zero! You've got to be doing something wrong because there is
>hardly any flickering on my TT in any resolution, and that's with flicker
>contrast set high. I'm sure a lot of people will back me up on this!!
>Anyone?
>
>Stuart Denman
>stusoft@u.washington.edu
>Author of Speed of Light!

*steve miller | TTTTTTTTTTT | Screw the semster system. |
*dept of electronics engineering| T T | Up with ATARI DTP. |
*cal poly san luis obispo | T 030 T | Who cares about Koresh? |
*superficial knowledge PhD :P | T T | Where the hell is MT 4.0? |

5948. Re: >>>>Speed of Light (Was: GIF VIEWERS FOR THE ST)

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 10:25:00 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1rb4hsINN4rn@shelley.u.washington.edu>
Source record: 207030

ekrimen@netcom.com (Ed Krimen) writes:

>>You can't run this version in fast
>>Ram if you have a TT, version 3.0 will work, however (it does on mine).

>Ah ha! That was it. I was running it in Fast RAM. I took a quick look
>in the documentation and it doesn't mention anything about Fast RAM. You
>might want to put something in there about it.

>I got to play with it a little more, and then we'll see about sending you
>a few bucks. ;^)

>Would it be possible to have a windowed display? What about image scrolling
>using the mouse?

Well, I'm glad I figured it out for you, I thought the "strobe" flickering
was weird. A few bucks would help.

As far as a windowed display, I'm not ready to impliment that, especially
since I flicker the screen, this would be slow, look weird with windows, I
think.

You should read the docs THOROUGHLY, because in them they tell you how to
scroll around the screen with the mouse. All you do is move it in the
direction you want to scroll, and it will scroll until you move the mouse
back to where it was when the screen wasn't moving. You can't see the
mouse, but it's easy to "feel." The farther you move it in a certain
direction, the farther the screen jumps as it scrolls. This is kind of a
weird scrolling system, and it takes time to get used to, but I like it
the best of all the ones I've seen.

Stuart Denman
stusoft@u.washington.edu

5949. Re: FreeZe Dried Terminal 3

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 11:04:22 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Apr24.110422.7217@prime.mdata.fi>
Source record: 206889

In article <c115109.735304769@assn121> c115109@cs.UAlberta.CA (Chow Donald) writes:
> Is FreeZe Dried Terminal shareware then? Is it available on a.a.u.e? Or
>some other site? Or do I have to order it from a shareware house?
>
>

It's available at a.a.u.e, in the Telecomm directory. I think the name
is something like "fzt_d220.arj".

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

5950. Decent QWK-readers for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 12:13:52 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Apr24.121352.7481@prime.mdata.fi>
Source record: 206888

I have tried many QWK-readers, but none have satisfied me. MT QWK was maybe the best of those I tried, but it was instabile and bombed at certain things. Particulary the newer version, 1.10a, was instabile. I also tried CQWK and Red Wine reader. I have heard of Maximiser and something called IMHO, that is supposed to run only on 1MB machines. I'd be interested in hearing wherefrom to get these two, or maybe something else that is good.
--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

5951. Re: OS Wars: NT/OS|2/Win16/S7.1/MTOS/et al

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 12:58:34 UTC
From: azog@world.std.com
Message-ID: <C5zo1o.AHu@world.std.com>
Source record: 207031

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>] Myself, after hating Windows 3.1 for so long, am looking forware to NT,
>] its got quite a bit in common with VMS, like the task scheheduling,
>] event flags, and others. I dont think itll be much like Unix, tho...

>A fried who went to a M-Soft showing the other night, had all the NT
>software talked about (and plenty shown), as well as DOS 6.

>Apparently, Windows NT needs at least 30meg of Hard-Drive space to
>operate in! (I don't know about this, it's just what I've been told
>via said friend by a Micro-Soft employee with Windows NT on his HD that
>he had with him)

>Sounds like typical Micro-Soft badly written code to me. (Although, very
>little on the IBM is compact code, due to the assumption they all have
>HD's, and can fit the large code onto it. And the support for CGA, EGA,
>MCGA, VGA, SVGA, Herv' etc, and Tandy, Soundblaster, PC-Speaker etc.
>sound. ^c

>You end up with hundreds of files, and very large software!

Oh come now, NT is a mainframe class operating system; its going to run
on Intel crap boxes, as well as MIPS, HP, and the Alpha chip (on the
Alpha, your talking about replaceing VAX 6000s with AXP 7000s running
NT). Of course the code is going to be large.

I have a VAXstation 2000 on my desk, running VMS 5.4, and VMS takes up
80mb of disk space. This is the same OS that runs all the way up to
VAX 10000s.

NT and VMS are written by the same person (I read this in Digital News &
Review), and this person also wrote RSX-11 and others, so I may retract
my statement about MS writing bad code.

--
Billy D'Augustine
azog@world.std.com

Lather. Rinse. Repeat. Lather. Rinse. Repeat. Lather. Rinse. Repeat. Lather.

5952. Re: SUMMARY: FAX software for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 14:19:25 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1rbi9dINNnmr@golem.wcc.govt.nz>
Source record: 207036

In article <1993Apr22.180157.13762@zooid.guild.org>, Michel Goudeseune
<michelg@zooid.guild.org> writes:
>
>Here's the information I received about FAX software for the ST.

>Michel Goudeseune -- michelg@zooid.guild.org

HI Michel..

I do have a Copy of ST-Fax, its all in German, and I think in mono,
and I think there is OSF GNU Fax, I think this mention on one of the groups,
I think the comms one..

tu-berlin.de has a file with mention of Fax and so does GEnie..

Roger.......... sheppard_r@kosmos.wcc.govt.nz

5953. Gevraagd: Atari Megafile 20 of 30

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 14:24:43 UTC
From: gijs@mbase97.hacktic.nl
Message-ID: <H.eg.nF&sK6r3V0c@mbase97.hacktic.nl>
Source record: 207033
Cross-posted to: nlnet.markt,comp.sys.atari.st

For the Dutch only:

Wie wil er af van zijn Atari Megafile 20 of 30?
Mail me en we maken een prijs.

Groetjes,
--
gijs@mbase97.hacktic.nl (Gijs Bok)
Systems analyst/Midi freak/bass player
Listen to M-BASE music; it'll blow your mind!

5954. How to connect a 2nd MEGAFILE?

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 14:24:50 UTC
From: gijs@mbase97.hacktic.nl
Message-ID: <H.eg.fQUuW5dQwnw@mbase97.hacktic.nl>
Source record: 207034

Hi,
I'm planning to connect a second MEGAFILE to my 520ST+. The manual
says "The DIP switches in the second hard drive must be reset so
that your computer can recognize it. Take your drive to an authorized
Atari service center to have the switches reset."

I'd rather do it myself, though. I haven't opened my drive yet,
but can anybody tell me which DIP switches must be reset?

Thanks very much,
--
gijs@mbase97.hacktic.nl (Gijs Bok)
Systems analyst/Midi freak/bass player
Listen to M-BASE music; it'll blow your mind!

5955. Re: XYZmodem

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 14:26:50 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1rbinaINNnmr@golem.wcc.govt.nz>
Source record: 207037

In article <1302@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
>In article <1r4jnpINNr0n@shelley.u.washington.edu> dud@stein.u.washington.edu (Dan Aylward) writes:
>[STuff deleted]
>
>>Speaking of which, does anyone know where to get the GEM RZ SZ accessory
>>for use with CoNnect? Do I get it when I register CoNnect?
>
> Nope - GEMRZSZ is written by another author (I think it is shareware,
>but I'm not sure about that). Anyways, the author is from Germany,
>and I believe he is hooked into the internet (through Mausnet?).
>I sent him a message once, but I cannot remember his internet
>address off hand...
> Robert Anisko
> anisko@usdtsg.daytonoh.ncr.com

Well here is the Authors full name and site address..

Michael_Ziegler@m.maus.de (Michael Ziegler)

Also from what I have been told by Wolfgang, when GZRZACC.ACC is used this way it will dnload files in the background...

Roger..... sheppard_r@kosmos.wcc.govt.nz

5956. Re: FTP: atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 15:15:30 UTC
From: dunham@src.honeywell.com
Message-ID: <1993Apr24.151530.2195@src.honeywell.com>
Source record: 207039

In article <xaemylC5vrG0.MF2@netcom.com> xaemyl@netcom.com (Raa Amon Zepol) writes:
>Is it just Me, or is almost everything in the "Demos" section there
>corrupted beyond belief?
>
>--
> /__.__/\/_____/_______/_ __ /_.___/__. Raa Amon Zepol
> \ | /____ \ ____/\ \/ \ \ | _ |__ Xaemyl et Deus ...
> / \/ _ \ _|___/ ___ \/ | / | \ Devil's Load 666!
>/ \\ | \\ / | ___ \ ` \\ Turns People into clay
>\ __|__ /___|__ / ________|__ / _____/_______ \ Radiation ... minds decay
> \/ \/ \/\/ \/\/ \/ UUCP: xaemyl@netcom.com

I've also had some disappointments - but is it due to which computer & TOS we
are using? (i.e. the "Cuddly" Demo does not work on my STE properly).

--
Scott Dunham| Honeywell | Internet:
| Sensors & Systems Development Ctr.|
| 10701 Lyndale Ave South |
| Bloomington, MN 55420 |dunham@homer.src.honeywell.com

5957. Re: FTP: atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 15:27:41 UTC
From: dunham@src.honeywell.com
Message-ID: <1993Apr24.152741.2834@src.honeywell.com>
Source record: 207038

In article <xaemylC5vrG0.MF2@netcom.com> xaemyl@netcom.com (Raa Amon Zepol) writes:
>Is it just Me, or is almost everything in the "Demos" section there
>corrupted beyond belief?
>
>--
> /__.__/\/_____/_______/_ __ /_.___/__. Raa Amon Zepol
> \ | /____ \ ____/\ \/ \ \ | _ |__ Xaemyl et Deus ...
> / \/ _ \ _|___/ ___ \/ | / | \ Devil's Load 666!
>/ \\ | \\ / | ___ \ ` \\ Turns People into clay
>\ __|__ /___|__ / ________|__ / _____/_______ \ Radiation ... minds decay
> \/ \/ \/\/ \/\/ \/ UUCP: xaemyl@netcom.com

I've also had some disappointments - but I wonder if it is due to which
computer & TOS we are using (i.e. the CUDDLY.MSA demo does not work right on
my STE).

--
Scott Dunham| Honeywell | Internet:
| Sensors & Systems Development Ctr.|
| 10701 Lyndale Ave South |
| Bloomington, MN 55420 |dunham@homer.src.honeywell.com

5958. Re: OS Wars: NT/OS|2/Win16/S7.1/MTOS/et al

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 16:36:56 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993Apr24.163656.4624@ultb.isc.rit.edu>
Source record: 207041

>NT and VMS are written by the same person (I read this in Digital News &
>Review), and this person also wrote RSX-11 and others, so I may retract
>my statement about MS writing bad code.

The guy who wrote VMS should be shot. I can't stand VMS. The only thing
I do with our VAX/VMS system is send mail/messages and rlog into a
REAL OS like Unix.

Give the guys at ATARI credit, at least they TRY and keep the OS size
smaller while still getting a nice amount of power out of it.
Heck, most of the OS fits into 256k ROMs and Multi-TOS fits onto a disk.
Now, if you'll remember correctly, Multi-TOS evolved out of MINT which
is alot like Unix (which is a LARGE OS).

Well, that's my 0.34656253 cents (with an uncertainty in the 43rd
decimal place :-D)

+---+------------------------------+
Michael "Zoooks!" Zucca	Spam, spam, spam, spam, spam
Internet: mrz5149@ritvax.isc.rit.edu	Spam, spam, spam, spam, spam
Printing And Applied Computer Science	Lovely spam, woderful spam!
RIT - Rochester Institute Of Technology	Shut up. Shut up! Shut Up!
+---+------------------------------+

5959. Re: JPEGs and GIFs on FALCON

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 16:59:32 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1rbrlkINNgvn@tortoise.cis.ohio-state.edu>
Source record: 207040

In article <735420647snz@falcon.demon.co.uk> alex@falcon.demon.co.uk writes:
>Later versions certainly will, just as soon as I get the code working (why
>is there so little publicly available NeXT DSP code?)

To answer your question, I think most people using the NeXT DSP are using it for data acquistion or for projects for DoD where they can't release the source.

Anyway, there are some excellent examples. For general DSP code you can call the Moto BBS (if it's still up ... I think they might have took it down!). Here's the info on it:

The V.22bis -2400 baud number is (512) 891-DSP3
Format: 7 data bits, even parity, 1 stop bit
User ID = guest

There is a great 56001 DSP Manual (more than just NeXT specific) at ccrma-ftp.stanford.edu in /pub/DSP.

And, as for source, how about the entire NeXT MusicKit and DSPTools (sans low level drivers)? It's being upkept by CCRMA of Stanford and the source is available. I think the address is the same as above. Or, since it's not exaclty small, you can join BANG for $35 and get it on CD. If you want I can send you CCRMA's release which details all of this (it's just much to long to post.)

And though it doens't directly use the DSP, the NeXT program Loochine does use it throgh system calls. It shouldn't be too hard to port it as a test program...and it's fun in a silly sort of way. Drives my cat nuts!

Don't ask me about any specifics...I've not develed into my DSP yet!

>--
>Alex Kiernan
>akiernan@falcon.demon.co.uk

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

5960. zoo!

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 17:37:53 UTC
From: gt7610c@prism.gatech.EDU
Message-ID: <94601@hydra.gatech.EDU>
Source record: 207042

Alright I've given up. I simply cannot unzoo something (specifically
zoo.ttp) that I got from a.a.u.e... and all the shells are zoo'ed!
What happened to lzh! sheesh...
anyhow, I tried zoo -x filename.
--
TEAGUE,JOHN EDWARD Electrical Engineering
Georgia Institute of Technology Vox: (404) 676-1670
27610 Ga. Tech Sta. Fax: ditto, hours vary
Atlanta, Georgia 30332 Internet: gt7610c@prism.gatech.edu

5961. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 17:58:02 UTC
From: monnier@di.epfl.ch
Message-ID: <1rbv3a$h0u@disun41.epfl.ch>
Source record: 206904

In article <wmtwen.735382373@rw8.urc.tue.nl> wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
>Sorry Mark, but I have to correct you on this one. TOS is at version
>4.0x but MultiTOS is at the moment at version 1.01 and Atari probably
>has more advanced versions already. ^^^^^
^^^^^^^

feel like there is a contradiction here !

But of course I don't know that.
>Maybe they are first waiting a bit more for user impressions of
^^^^^^^^ ^^^^^^^

you got it right, here !

>MultiTOS and are now working on more drivers. Who knows.

>Erlend.

Atari has always been slow to come up with updates for their OS:
1.0, 1.2, 1.4, 1.6, 2.06, 3.06, 4.01 between 83 and 93 !!

Of course, you'll say that there's been more (2.05 f.ex) but I'll just
answer that 1.4 and 1.6 are the same, just like 2.06 and 3.06 !

Stefan
--

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

5962. Re: GENLOCK for the TT

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 17:59:19 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Apr24.135919.14898@umiami.ir.miami.edu>
Source record: 207043

In article <23APR199314024222@isvax.lmsc.lockheed.com>, sillas@isvax.lmsc.lockheed.com writes:
> Does anybody make a GENLOCK for the TT. I original bought the TT, cause I was
> told that there was going to be a truck load of VME boards for TT. Atari then
> annouces the FALCON and now no one seems to be developing for the TT. Just for
> fun how many boards are available for the TT?
>
> Dave SILLAS@isvax.lmsc.lockheed.com
>

THe main Genlock producer for the Atari systems is JRI Industries. I own the Mega ST Genlock. I know they have one for the Falcon. You might want to call them and find out about compatability with the TT. The number is 510-458-9577

I have no further communications.

/^^\
[Mark Santora]
[DLK0MS9S@umiami.ir.miami.edu]
[GEnie : M.SANTORA2 Look with more than your eyes...]
____/

5963. Re: FALCON - Blitter vs. CPU

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 19:02:20 UTC
From: monnier@di.epfl.ch
Message-ID: <1rc2rs$h36@disun41.epfl.ch>
Source record: 206905
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1r9lip$stj@falcon.natinst.com> glens@natinst.com (Glen Sescila) writes:
>calculate 2 pixels at once. I don't think that the 16-bit bus to the CPU was
>as bad as everyone has made it out to be. Even in the game I am working on
>now I would still use 16-bit accesses to RAM because it would be faster than
>trying to put together a 32-bit screen chunk.

Are you serious ?
Do you mean you're convinced your Falcon is only putting pixels on the screen ?
Don't you know that all pointers are 32bits and (even worse) that instructions
can be advantageously read 32bits at once ?

Even with your 'exclusively graphics' application, I'm convinced a 32bits
access to memory would give you more than 50% speedup !!

Stefan
--

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

5964. Re: zoo!

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 19:30:00 UTC
From: st1cf@jetson.uh.edu
Message-ID: <24APR199314302102@jetson.uh.edu>
Source record: 207045

In article <94601@hydra.gatech.EDU>, gt7610c@prism.gatech.EDU (TEAGUE, John Edward) writes...
>Alright I've given up. I simply cannot unzoo something (specifically
>zoo.ttp) that I got from a.a.u.e... and all the shells are zoo'ed!
>What happened to lzh! sheesh...
>anyhow, I tried zoo -x filename.
>--
>TEAGUE,JOHN EDWard Electrical Engineering

I think there's a problem with that coppy of ZOO.TTP
I've had the same problems.

5965. Re: zoo!

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 19:40:12 UTC
From: gt7610c@prism.gatech.EDU
Message-ID: <94611@hydra.gatech.EDU>
Source record: 207046

If this is indeed the case (the copy of zoo on a.a.u.e is bad) can someone please let me know where there is a working copy and/or email me a working copy.

TIA,
John
--
TEAGUE,JOHN EDWARD Electrical Engineering
Georgia Institute of Technology Vox: (404) 676-1670
27610 Ga. Tech Sta. Fax: ditto, hours vary
Atlanta, Georgia 30332 Internet: gt7610c@prism.gatech.edu

5966. Re: FreeZe Dried Terminal 3

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 20:21:16 UTC
From: gregs@eskimo.com
Message-ID: <C608JI.1qF@eskimo.com>
Source record: 206911

>Ha ha. You mean that slow, ugly non-Gem thing with no vt100 emulation at all
>and menus that look like Atari 8-bit Basic? Like pick a key for the first
>letter of a command? Oh god.

You can use the ansi emulation to do vt100.

Like Gem applications are NOT slow and ugly? I hate GEM terminal programs.
Freeze Dried is much nicer, in my opinion.
>
>Oooooh, aaaaaaah, like several other programs have been doing since 1986? Wow.

Maybe you should just stick with the vt52 emulator .ACC that came on your
language disk.
>--
>ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman
--
Gregory Sumner
gregs@eskimo.com
Seattle, WA.

5967. Re: New Atari Purchase

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 20:21:48 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Apr24.142148.12665@iscsvax.uni.edu>
Source record: 207044

In article <1r966uINNq6p@shelley.u.washington.edu>, neurom@u.washington.edu (Neuromancer) writes:
>
> Hello, folks. I running into a bit of an impasse at home, as I still have my
> 520 ST (Note: No e, no m, and no f) w/ TOS 1.0 and 512k RAM. Hey, it does
> what I want it to, but now I want more. I'm decideing whether I should upgrade
> and I'd like to ask you, the folks we all know are experts [yeah, right ;)] on
> what your opinion is. My choices, basicly, are:
>
> 1) Upgrade my ST to:
> 4 Megs RAM
> TOS 1.4
> 120meg SCSI HD w/ ICD+ clock Host
> Add NeoDesk 3.0, Universal Item Selector III (?), and Warp 9
>
> 2) Get a Falcon030 as a 4/65 config and add an external SCSI II 120 meg HD.
>
> 3) Get a Falcon030 as a 1/0 config and:
> Get a RAM expansion board
> Populate said board w/ 4 megs ZIP RAM
> Get Internal 120meg Maxtor HD
>
> Now, the prices differenciate about $300. (I can't tell you the prices; I can
> buy at dealer cost and if I revealed cost, I'd be in _ddeeeeeeeeepp_ do do.)
> i.e. 1) is $300 less that 2). 3) is about $60 less that 2), and I get the
> capability to upgrade to 14megs for just the ZIP cost. Then again, I get 65
> megs more storage w/ 2), and I can get 2) now, while I have to wait for 3).....
>
>
> AAAAaaaaggggggghhhhhhh!!!!!!!
>
> You see why I've gone slightly mad? Anything would be a radical improvement
> over my ST now, so I'm not sure if I should spend more money, or less, and if I
> should.... hell with it.
>
> Thanks for reading, if you don't care, just leave me alone...."I'm going,
> slightly mad."
>
> --Neuromancer

Or you can get an Amiga 1200/80 meg for $868.00
or Mac Centris 610 for about $1600 street.

Both are available today and at any hour, minutes and seconds....

Later...

Amiga 1200/80 megs- I love it..

'Atari competed on the cheap' - Nintendo Lawyer....

5968. Re: JPEGs and GIFs on FALCON

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 20:24:13 UTC
From: alex@falcon.demon.co.uk
Message-ID: <735683053snz@falcon.demon.co.uk>
Source record: 207050

In article <1rbrlkINNgvn@tortoise.cis.ohio-state.edu> tbrown@cis.ohio-state.edu writes:

>In article <735420647snz@falcon.demon.co.uk> alex@falcon.demon.co.uk writes:
>>Later versions certainly will, just as soon as I get the code working (why
>>is there so little publicly available NeXT DSP code?)
>
>To answer your question, I think most people using the NeXT DSP are using
>it for data acquistion or for projects for DoD where they can't release
>the source.

That I can believe.

>Anyway, there are some excellent examples. For general DSP code you can
>call the Moto BBS (if it's still up ... I think they might have took it
>down!). Here's the info on it:
>
>The V.22bis -2400 baud number is (512) 891-DSP3
>Format: 7 data bits, even parity, 1 stop bit
>User ID = guest

Thanks, but I already have an account on the Moto DSP BBS. Sure they have
lots of examples, but nothing on anything that really interests me (graphics
more than sound is what I'm after).

>There is a great 56001 DSP Manual (more than just NeXT specific) at
>ccrma-ftp.stanford.edu in /pub/DSP.

Hmmm, don't think I've read that one yet, Ta!

--
Alex Kiernan
akiernan@falcon.demon.co.uk

5969. Re: FTP: atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 21:22:57 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr24.212257.12362@tdb.uu.se>
Source record: 207047

FYI, Cuddly Demos was released before the STE. It was programmed to
do amazing things on the ST. On the STE the scrolling parts isn't
that impressive. :-)

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

5970. Re: zoo!

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 22:13:41 UTC
From: braner@trantor.emba.uvm.edu
Message-ID: <1993Apr24.221341.15984@uvm.edu>
Source record: 207049

I got ZOO.TTP from umich recently and had the same problem.
Found out that "zoo -extract archivename" does work. (That's
the "novice" form of the command.) ZOO _is_ defect, but this
is a way around the problem for now.

LHARC seems to be an old version, it SAYS "beta", it works but slowly.

The programs that seem to be do-it-all un-arc-ers are really just
shells, you still need the actual ARC, LHARC, ZOO, etc programs.
If somebody knows of a true multi-format de-arc-er please tell me.

Personally, I wish we stuck with ARC521 way back then...

Other bug reports: POMPEY is VERY slow and the executables I packed
sometimes bomb. Too bad, it makes them HALF the size! PACKER seems
to work fine although it does not pack executable quite as small.

All the Kids-Games are for low-resolution only. I wish that was mentioned
in the index. If anybody knows of good educational games for a 5-year-old
that work in monochrome hi-res please tell me. Thanks.

- Moshe
--
Moshe Braner braner@emily.emba.uvm.edu
47 McGee Road, Essex, VT 05452 (802) 879-0876

5971. Atari SLM 804 Laser Printer for sale

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 22:15:11 UTC
From: dmeggins@aix1.uottawa.ca
Message-ID: <1993Apr24.221511.4814@csi.uottawa.ca>
Source record: 207048
Cross-posted to: comp.sys.atari.st,ott.forsale,ont.forsale,misc.forsale.computers

Thank you to everyone who responded -- I have sold my Atari megafile 30
and agreed to sell my Minix for the full asking price.

Now, I have the biggie for sale, since it has just been given
a clean bill of health by my local Atari dealer.

The Atari SLM804 laser printer is a very fast (up to 8ppm) heavy-duty
printer, the first laser put out by Atari. This one is about 3.5
years old, and has had one new drum installed (about 1000 pages ago).
It requires at least a 2MB Atari ST computer, and works very well
with Calamus. The computer comes with all necessary cables and
the original software (emulating a Diablo printer) -- there is also
free software on the net to emulate an Epson for wordprocessing
purposes, and there is fairly cheap software for Postscript emulation.

PRICE: CAN$500 (I will pay shipping within Central Canada)

For more info, please reply by private mail, or phone me at
(613) 567-7884. I promised someone down east to tell him first
when I was selling this, but I lost his address -- if you are
reading this, reply within 24 hours and I will give you first dibs.

David Megginson
dmeggins@aix1.uottawa.ca
(613) 567-7884

5972. Re: ST running at 38400 buad?

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 22:36:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1rcfcgINNp4t@golem.wcc.govt.nz>
Source record: 206901

] I have a Mega 4 ST running TOS 1.3. I have just bought a Trailblazer T16

TOS 1.3? Does this exist?

5973. Re: Ultima 6, Atari version opinions wanted.

Newsgroup: comp.sys.atari.st
Date: 1993-04-24 23:18:26 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.9U3j7k&SN76@semprini.tdkcs.waterloo.on.ca>
Source record: 206923

In <H.ea.tdiwbxtnsi2@semprini.tdkcs.waterloo.on.ca>, Chris Herborth writes:
> In <C5nvG8.MpD@rahul.net>, Timothy Wilson writes:
> > I noticed ultima 6 was ported to the ST, the box says HD installable!
> > > Is it a decent port? I played this on a EGA clone and thought it was great.
> > >
> > > please tell me what you think of it (or what magazines thought of it)
> >
> > Unbearably slow on an ST (it takes a LONG time just to move one square)
> > and incredibly red (I'm not sure why... _all_ of the graphics have this
> > gross red tinge).

Surprisingly enough, I managed to get two email flames about that
posting... Odd.

Allow me to rephrase my _opinion_ about Ultima 6 on the ST:

It is incredibly frustrating to play due to the intense slowness.

On a TT, it's great. Yup, they did the port right, not only is it
hard-drive installable, it runs on the TT. Maybe it'll run on a Falcon,
where it'll also be nice and playable. IMHO, it's not playable on an
8Mhz machine.

Apparently some people would rather I didn't point that out; I'd rather
have people give it a second thought before plunking down their $60 or
whatever.
--
-------------------==-------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

5974. Re: >>>>Speed of Light (Was: GIF VIEWERS FOR THE ST)

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 00:14:57 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1rcl61INNfbl@shelley.u.washington.edu>
Source record: 206902

Oh, one other thing I forgot to mention is that in version 2.1, you can press the mouse button to center the mouse and stop the picture from scrolling. This makes it easy to scroll around and stop when you want. Of course, you can just move the mouse there physically, too.

Stuart Denman
stusoft@u.washington.edu

5975. Re: OS Wars: NT/OS|2/Win16/S7.1/MTOS/et al

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 01:16:33 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1993Apr25.011633.7762@oz.plymouth.edu>
Source record: 206903

In article <1993Apr24.163656.4624@ultb.isc.rit.edu> mrz5149@ritvax.isc.rit.edu writes:
[The roots of an OS religious war that doesn't even belong in this
newsgroup.... there's a thread in this vein over in one of the vms
newsgroups..]

>>NT and VMS are written by the same person (I read this in Digital News &
Only in the very general sense..... writing an OS is not a one man
project any more (Except for MiNT & Linux but those are exceptions.).
David CUtler (I think that's his name) wrote a very early version of
VMS from my understanding.....

>The guy who wrote VMS should be shot. I can't stand VMS. The only thing

There's one in every crowd..... I've found that the people who don't
like VMS are the ones who can't understand it. It has a certain
elegant-ness about it that other OS's that I've used haven't come even
close to having..... but then it's designed for people (non
programmers) who have things to do, not for those who want to hack.

>I do with our VAX/VMS system is send mail/messages and rlog into a
>REAL OS like Unix.

Careful who you say that to. VMS is a very real OS that earns more
than a few of us a decent yearly wage.

>Now, if you'll remember correctly, Multi-TOS evolved out of MINT which
>is alot like Unix (which is a LARGE OS).

I'm not too sure MiNT is very Unix-ish. It just happens to be written
so that Unix utilities & tools can be compiled to work with it. More
of a tribute to Eric Smith's skill at designing an OS.

What you are talking about are the ports of various styles of unix
shells.

I'd love to have a DCL compatible shell for MiNT or MultiTOS
How POSIX compatible is MiNT & MultiTos ??

Unix itself is actually quite small...... its all the add-ons that
make it bloated.

Guess I'll stop for now..... debating VMS vs any variety of UNIX is a
waste of time. Sort of like comparing any of the OS's that run on IBM
minicomputers (other than AIX) to OS/2. They're not the same type of
animal.

-AndyS-
--

```
|E-mail --> un*x: oddjob@oz.plymouth.edu |vms: andys@psc.plymouth.edu |
|Disclaimer > Any "end-user" software that provides NO avenue for user |
|of the week> modification or programmability is NOT user friendly. |
```

5976. Re: Falcons in the DC area?

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 02:11:51 UTC
From: ken@isgtec.com
Message-ID: <4637@isgtec.isgtec.com>
Source record: 206914

In article <1r50thINN8l8@mojo.eng.umd.edu> brymastr@eng.umd.edu (Bryan Lee) writes:
> Anybody have news on Falcons in the Baltimore - DC area? Any
> confirmed sightings? By the way, where is Toad computers?

Toad Computers
556 Baltimore Annapolis Blvd.
Severna Park, MD 21146-3818

(410)544-6943
(800)448-TOAD

Ask for catalog.

BTW, there's something I don't understand. Toad is currently saying in their ads that they're taking advance orders for Falcons (i.e. a waiting list). Now, Rehbock said in some online conference recently that there will be NO mail-ordering of Falcons. 8^} Looks like somebody is in for a big surprise.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

5977. Orphan TT's

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 02:31:56 UTC
From: ken@isgtec.com
Message-ID: <4638@isgtec.isgtec.com>
Source record: 206915

We interrupt the current flamefest for the following bulletin:

Just read in the new Current Notes that the TT has been discontinued
by Atari due to lack of interest. Seriously. Well I guess if you really
wanted one they'll probably be real cheap soon.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

5978. EPSS

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 02:58:50 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1rcupaINNpl8@golem.wcc.govt.nz>
Source record: 206908

*** Copy of Article that was posted to comp.sys.atari.st on the 16 April 93...

Keywords: EPSS SYNTH SEQUENCER CUBASE MULTIMEDIA
Lines: 34

Are you a musician?
Are you working with MultiMedia?
Or are you just interested in music?

Then EPSS is something for you!

EPSS is sample synthesizer that runs on any STe, MSTe, TT or Falcon with
at least 1MB of memory. (2 or 4MB of RAM recommended).
In standard configuration it plays 8 voices polyphonic at 25KHz using the
8 bit DMA-sound engine. A Falcon version is under work that will utilize
the Falcons sound engine.

EPSS can load midi-files and play them, or it can hook itself into
most of the common sequencers available, and be used as a synth.

It has been uploaded to atari.archive.umich.edu and ftp.uni-kl.de and is
called 'epssatom.zip'. The archive was packed using ST Zip 2.2.

Enjoy!

/Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \

****
Please can some one post this Program to a Better Site, A.A. Takes for ever
to to validate files, and uni-kl.de does not look like it has a mailer,
unless mail-server@uni-kl.de is wrong ...

Thanks.......

Roger..... sheppard_r@kosmos.wcc.govt.nz

5979. Re: OS Wars: NT/OS|2/Win16/S7.1/MTOS/et al

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 03:19:07 UTC
From: neurom@stein2.u.washington.edu
Message-ID: <1rcvvbINNq4h@shelley.u.washington.edu>
Source record: 206910

In article <1rae0uINNl7l@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>] Myself, after hating Windows 3.1 for so long, am looking forware to NT,
>] its got quite a bit in common with VMS, like the task scheheduling,
>] event flags, and others. I dont think itll be much like Unix, tho...
>
>A fried who went to a M-Soft showing the other night, had all the NT
>software talked about (and plenty shown), as well as DOS 6.
>
>Apparently, Windows NT needs at least 30meg of Hard-Drive space to
>operate in! (I don't know about this, it's just what I've been told
>via said friend by a Micro-Soft employee with Windows NT on his HD that
>he had with him)
>

30 megs? I think not. Installing the Beta on my 4/66 at work ate up 85 megs
of hard disk space. 16 megs of RAM was barely enough to run it! Running any
DOS programs [read: X Wing ;)] is slow as hell. Reason: The wonderful
virtual '86 mode. A smooth as silk anim turned to a 4 frame animation that
sent a sprite accross a 17 inch monitor. 4 frams! Eck.

It's nice. It's powerful. It's $500.

Verdict: If you're not on a network, don't even bother.

--Neuromancer

5980. Re: Atari posts large loss (again)

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 03:26:12 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Apr24.212612.12670@iscsvax.uni.edu>
Source record: 206906

In article <C5vqAE.33E@hpbbrd.bbn.hp.com>, clausb@hpbbrd.bbn.hp.com (Claus Brod) writes:
> sinclair2246@iscsvax.uni.edu wrote:
>
>> The cyclones will be out soon...Probably before the Falcon...I bet Cyclone
>> sales alone will be higher than the Falcon...Apple will be able to crank them
>> out of their factories...
>
> Any facts on these new machines?
>
> --
> --clausb@hpbeo79.bbn.hp.com--
> Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
> --#include <std_disclaimer>---

Check out the system Mac Hardware..I am sure users have posted the MacWeek articles...These Machines will be hot. Cyclones will be shipping in June.

The cyclones have been dubbed the 'Mac111"

New archetecture like nothing you will have seen...These will be rich in features...Such as:

Dual DSP's for sound and video. ISDN for live video. Be able to directly hook upto camcorders, VCR's and other video equipment.

Two Cyclones..

Tempest cyclone: Same case as the Centris 610 with 25mhz 040..Will cost $2500 and up.

Cyclone 11(Quadra 800 case) 33 mhz 040(40mz. maybe) Will have losts of expansion...

Later...

5981. Re: Seeking good drawing programs.

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 03:44:22 UTC
From: bpat@cs.mcgill.ca
Message-ID: <C60t1z.BJA@cs.mcgill.ca>
Source record: 206912

In article <13032@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>
>What is a really good drawing program?
>
>I want something that can handle arbitrary bitmap sizes and depths (colours).
>
>Doesn't have to be the beez kneez packed with features (I spend 90% of the
>time in Zoom-mode single clicking pixels anyway!).
>
>Commercial, Shareware, or Freeware.
>

Although it can't handle "arbitrary depth", my personnal favorite is
Neochrome Master. It can even handle Spectrum type pictures, and does
anti-aliasing, and a whole bundle of other things !!! And you can save
your bitmaps in any size in "bitmap files" (The layout is described, so
you can use them in your programs) In fact, there's so much stuff, I
don't remember half of the features ! (Haven't done much ST'ing lately)
And you can specify the size of the real-time zoom, so you can single
click pixels all you like ;-)

Patrick.

5982. Gemulator

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 04:00:02 UTC
From: kslate@MtHolyoke.edu
Message-ID: <1rd2c2$o8q@slab.mtholyoke.edu>
Source record: 206913

Does anyone use the Gemulator out there? If so I was wondering
how it is? I'm thinking of a IBM notebook and want to keep my st software.
Is Gemulator compatable with Pagestream and Arabesque? Does it play games?

Kevin

5983. Calamus Question

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 05:51:15 UTC
From: aburns@plains.NoDak.edu
Message-ID: <C60yxF.Kwu@ns1.nodak.edu>
Source record: 206916

I used to be a Atari/Calamus user. (long story) I'm just curious to see how Calamus is doing and what the more recent versions advancements are/were.

Does Calamus support PostScript yet? What are the options for high-res printing? Are the icon based navigational tools still a little bit hard to deal with? Are the Calamus users still faithful?

thanks

AB

5984. Re: close to giving up

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 11:53:56 UTC
From: gutschk@uni-muenster.de
Message-ID: <1rdu4k$25mg@obelix.uni-muenster.de>
Source record: 206917

mhembruc@tsegw.tse.com (Mattias Hembruch) writes:

>NO! That's not it at all. Some just wish the Falcon had an 800x600x8bit mode,
>and a 1024x768x1bit mode. I use mono on my ST much more than color.. It's just
>that 2 file windows of the size I like, and my screen is FULL! So I like my
>windows 250x400.. That's NOT that large.. I have a 1280x1024 NEC 5D at work
>here, and a 80x40 xterm in 8x13 font takes up 85% of the screen, so to see
>the output of more than one window at a time, I have to reduce to a really
>small 6x13 font.. So, while 21 inches provides a much nicer environment, it's
>still not that great.. I rarely use color - I don't mind monochrome much..

Well, if you are just an average user, you will not be able to afford
an expensive monitor anyways, so any resolution that is higher than
800x600 will be useless to you. Since the Falcon allows displaying
800x608x8bit by hacking the (undocumented) video registers (and
changing the appropriate negative Line-A variables), this will be all
you need. OK, this resolution will decrease the refresh rate to
slightly more than 50Hz, but it is still a very useful mode --- in
fact, I am using it right now.

On the other hand, if you are a power user, who spends about $1000 on
a 17" monitor, then you will easily be able to afford a ScreenBlaster
or any similar hardware, that allows you a megapixel display. These
devices cost just about $100, so that should be OK...

Markus

>Mattias
>--
>Mattias Hembruch
>>> My views do not necessarily reflect those of the TSE. <<
>E-mail: mhembruc@tse.com

5985. ConNect

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 13:03:37 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1re279INNrgf@golem.wcc.govt.nz>
Source record: 206919

Well I just had a Play with ConNect in ST Mono mode, after finding that its usless in ST medium res mode.

Well from what I can see of it its not worth a cent, the window is far to small and the program seems a little bugy, it did not save the conn0.set file the first time I tried, the Text in that mono mode is far to small..

Also no background dnload with gzrzacc at all, I was informed that if I had gzrzacc version 3.xx it would dnload in the background, NO IT DID NOT..!!

PLEASE can some one produce a decent comms program for the Atari, I am still waiting, or do I have to buy a PC clone..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

5986. SpiritEd

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 13:16:33 UTC
From: don@carson.u.washington.edu
Message-ID: <1re2vhINNint@shelley.u.washington.edu>
Source record: 206918

I have received a number of requests for SpiritEd, so I have uploaded it to the Atari archive at umich. (SpiritEd is a GEM-based text editor desk accessory.)

-Don Clifton
SpiritWare

5987. STeno/STalker/STunned

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 14:07:06 UTC
From: rrice@ccat.sas.upenn.edu
Message-ID: <122797@netnews.upenn.edu>
Source record: 206921

```
[ Article crossposted from comp.sys.atari.st.tech ]
[ Author was Rob S. Rice ]
[ Posted on 25 Apr 93 13:29:18 GMT ]
```

5988. ST SOftware for sale

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 14:14:54 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1re6cu$onn@usenet.INS.CWRU.Edu>
Source record: 206920

```
##############################################################################
Hardware
##############################################################################

Fortis DM1310 9-pin dot matrix printer. Works well, but I think it
might need a new print head. Uses Epson ribbons, new ribbon
included.....................................................25

Corvus Hard Disk case & power supply. Setup for one 5.25" drive,
either full or half-height, but there's enough room in it
that you can probably adapt it to fit two half heights or
several 3.5" drives.........................................40

Panasonic KX-P1124 24-pin dot-matrix printer. Six built-in fonts,
three-way paper handling, 360x360 dpi. Epson LQ compatible...175

Drive Master ST from Practical Solutiions. Switches between two
external disk drives. Good for using 5.25" drives on your
ST. Missing data cable, but works fine......................10

##############################################################################
Software
##############################################################################

Falcon (v1.0 & 1.2 plus Mission Disk 1).............................25
Flight Simulator II Scenery Disks 7 and 11 (w/all docs) both for.....15
Image Cat (fairly new version)......................................10
PC Ditto (disk only)................................................10
Base Two (Antic Software)...........................................10
NeoCLI 2.0 (for use with Neodesk 3).................................7
GFA Vector (Michtron)...............................................7
I*S Talk (Integral Solutions) Neat Package...........................7
Solapak (spooler, ramdisk, screen saver) disk only...................5
Quick ST 2.0........................................................5
Breach (Omnitrend Software).........................................5
Renegade (disk only)................................................5
Infocom's Infidel (disk only).......................................5
Strip Poker (old, disk only).........................................5
Starglider (disk only)..............................................5
Gamestar Baseball (disk only).......................................5

##############################################################################
Magazines
##############################################################################

STart Magazine
--------------
```

All of 1986 and 1987 (8 issues)
Special Issues 2 and 3
Spring 1988, Summer 1988
October through December 1988
January through December 1989 (missing July)
January through November 1990 (missing July, September)
Feb/March 1991
April/May 1991
STart disks from various issues (not sure which, but MANY)
Only a few original disks remain -- most have been converted to
high density disks and zipped with ST ZIP 2.0 (36 issues total)
Also includes STart mouse pad AND lots of disks.....55

##

Prices do not include shipping.

If you're interested in any of these items, please send me Email.
Thanks!

--
""""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
"""

5989. Re: Falcon clock speed ; WAS Re: F

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 15:18:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A29666@K.maus.de>
Source record: 206701

>You can turn down the clock on a Falcon as well. Perhaps I should put the
>code into a CPX or an accessory so that it can be accessed 'on the fly'.....

No, please don't. Let's make the software authors correct their stuff.

(you don't limit a Ferrari to 120 km/h so that old Volkswagen tires can be
used, don't you?!?)

5990. Re: Fonts for Pagestream

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 15:19:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A29667@K.maus.de>
Source record: 206705

>Does anyone know where I can get a fixed pitched font for Pagestream? I

Hmmm, my copy of Pagestream had a fixed pitch typewriter style font with it.
(German version 2.1)

5991. Re: SC1224 color monitor as VGA

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 15:21:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A29668@K.maus.de>
Source record: 206706

>Can someone point me to a reference for connecting an Atari color monitor
>SC1224 to a PC VGA? I would just want to use the monitor at no higher than
>640x200 16 colors, which I think it could handle.

On a PC VGA, no way. They emulate 640x200 by doubling each scan line, just the
way Falcon 030 does it when hooked up to a VGA monitor.

And the SCxxxx monitors don't quite like 31,5 kHz...

5992. Re: Orphan TT's

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 15:21:02 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC61pB2.Cry@netcom.com>
Source record: 206922

In article <4638@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>
>We interrupt the current flamefest for the following bulletin:
>
>Just read in the new Current Notes that the TT has been discontinued
>by Atari due to lack of interest. Seriously. Well I guess if you really
>wanted one they'll probably be real cheap soon.

This is old news. They stopped making TTs a long time ago.

But that's Current Notes for ya'.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

5993. Re: And the Falcon 040 ???

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 15:23:32 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.bXsa_CHj10s@semprini.tdkcs.waterloo.on.ca>
Source record: 206924

In <1r44gsINN95p@elroy.jpl.nasa.gov>, Howard Chu writes:
> Hm. You would probably still get better performance using the DSP, if you can
> conveniently work in fixed-point math. The DSP is inherently a faster design
> than the 68881 or 68882, and in the Falcon the 56001 is clocked at 32 MHz
> instead of 16 MHz. It would have been nice if there were a jumper on the
> Falcon to select an external clock for the FPU socket, but as is, it must run
> at 16 MHz only. (I suppose it would be easy enough to feed a new clock in tho,
> if you got a faster FPU...)

Modelling programs like CAD-3D would be awesome in a Falcon-specific
version... it uses all fixed-point math. I have a feeling that
converting POV-Ray to use the DSP and fixed-point math instead of
floating might be a painful exercise... then again, I haven't looked at
the code much, just compiled and ran.

Lexicor will probably come out with nice DSP renderers, but Phase-4 is
just a bit steep for a hobbyist. :-(
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

5994. Re: Demo on FALCON 030

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 15:28:58 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.bzj5SMRE63I@semprini.tdkcs.waterloo.on.ca>
Source record: 206926

In <1r2galINN48g@golem.wcc.govt.nz>, Steve Wells writes:
[re; demos]
> Are they any good? Or just more wibbly-scrollers with the occassional
> sample thrown in? There aren't a lot of demos that really push the machine
> to the limit!

The coolest thing I ever saw in a demo wasn't even something the users
were aware of... It was using the DMA chip as a BLiTTER! That's pretty
neat...

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

5995. Re: First look at the Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 15:33:04 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.IGRwQTmqSrw@semprini.tdkcs.waterloo.on.ca>
Source record: 206925

In <1r13t0$57v@falcon.natinst.com>, Glen Sescila writes:
> In article <4586@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>
> >I can't believe they're shipping a complex program like Works with
> >NO MANUAL, let alone no dictionary/thesaurus... Sigh.
>
> MAJOR SIGH! When will people learn that a well written program that
> is GUI driven should not even need a manual at all? (I have not seen Atari
> Works and I am not saying that it is such a program) I think everybody is
> missing the point of intuitivness/GUIes.

Ahem. I'm a tech writer; you can trust me when I say that no matter
how good a UI is, there will _always_ be features that the user will
miss or that aren't easy to figure out. These days a good manual is as
likely to sell a product as good software is.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

5996. Re: First look at the Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 15:36:50 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.OREZpEwU5ao@semprini.tdkcs.waterloo.on.ca>
Source record: 206927

In <C5uq8D.3o6@ecf.toronto.edu>, AL RASHID SHAHIR writes:
> In article <4586@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
> [...]
> >I can't believe they're shipping a complex program like Works with
> >NO MANUAL, let alone no dictionary/thesaurus... Sigh.
>
> Jeez...would you rather they DON'T ship it??
> At least they're trying for a change!!

How many times do we have to point this out? It's not the mid-80s
anymore; _trying_ isn't good enough! In the face of polished
applications like Claris Works that actually have:

a) the support of the company who wrote them (1-800 number, no?)
b) upgrades (we'll see if AW ever gets upgraded)
c) A MANUAL

AtariWorks is an oddity that only a few people will ever give a second
look.
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

5997. Re: OS Wars: NT/OS|2/Win16/S7.1/MTOS/et al

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 15:41:37 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <93115.104137EENG6826@RyeVm.Ryerson.Ca>
Source record: 206949

Of course MultiTOS is small. It doesn't do anything :)
Exemples: Virtual Memory (No), Pallete Management (No), New Filesystem (No)
Split Loading (Loading only the parts of the program that are needed)
Etc, etc, etc...

Lets face it, all these features take space.

Carlos Varela

5998. Re: MiNT 1.04 - Mine goes boom when ESC is pressed on Des

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 15:43:36 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.pUw8PEDTfl6@semprini.tdkcs.waterloo.on.ca>
Source record: 206929

In <JENSK.93Apr21104142@hpbeo82.bbn.hp.com>, Jens Kilian writes:
> > I can't get it to boot to the desktop; at the end of my AUTO folder
> > (when TOSWIN and XCONTROL load) it exits with exit code 65535 or
> > something like that. Compiled without -DMULTITOS, too. :(
>
> You *are* talking about accessories, aren't you? If you have put TOSWIN in the
> AUTO folder, that would be a reason for crashing.
> Failing that, what else have you got in the AUTO folder?

Yes... ;-) Also, everything in the AUTO folder is stuff I've been
using with MiNT for years; even with MiNT 0.98/0.99. MiNT is at the end
of my AUTO in an attempt to minimize vector stealing problems with other
TSRs. The only two ACCs I was loading are TOSWIN 1.2 and XCONTROL 1.0.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

5999. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 15:46:18 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.tSjt6QelJlo@semprini.tdkcs.waterloo.on.ca>
Source record: 206928

In <1993Apr21.012204.153067@zeus.calpoly.edu>, sTTeve the ATARI man :P writes:
> tbrown@cis.ohio-state.edu (ted croft brown) stated:
> >In article <H.ea.kXcVwFKXAOQ@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
> >
> > You're drooling over Framemaker?
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> Yeah Chris.. you're drooling over Framemaker? It is only good for long
> documents.. like books... come on and give atari some respect Calamus is
> awesome and so is Outline Art 3.0 (I just won a free copy from GEnie last
> night (yahoo!)

Like I've said before, I work on LONG documents all the time... I'm a
professional writer. I wouldn't want to use PageStream or Calamus for a
book, and everything I've used on the PC has been hellish...

When Calamus does PostScript, I might consider it for small documents...
I'd hate to have the LaserJet IIIsi go to waste.

--
-------------------==-------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

6000. Re: Problems with MiNT 1.04 and Minix filesystem

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 15:47:56 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.bduUV1yxD2Q@semprini.tdkcs.waterloo.on.ca>
Source record: 206930
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993Apr21.195024.7255@magnus.acs.ohio-state.edu>, Jeff A May II writes:
> Has anyone else had problems running MiNT 1.04 with the Minix
> XFS (version 0.55) installed? I have the filesystem running
> with MiNT 0.95, but when I try to use 1.04, the computer just
> hangs during the bootup sequence (right after the Minix XFS
> message). MiNT 1.04 works fine when I don't run the XFS, so
> I don't think it's the problem. I using a 4MB Mega STe with
> a Crazy Dots video card. I've tryed running from normal video
> with no other auto programs or accessories, but have had no luck.
> Any suggestions?

It works fine for me; I've got a ~5M minix partition for playing around
in. I still can't boot to GEM with MiNT 1.04 loaded though...

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

6001. Re: uue & uud on Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 17:14:00 UTC
From: Achim_Wilhelm@m4.maus.de
Message-ID: <A28164@M4.maus.de>
Source record: 206702

J>Query on behalf of friend who has a Falcon, but no net access (I have net
J>access but no Falcon :-(- do uue and uud work on the Falcon. Is a
J>particular version required, and if so, which is it?

Hi there.

I use GEM-UUCoder 1.0 from Stevie Yelvington. It works fine and since Dec. '92
without any problem or error.

regards, Jimmy


```
+------------------+-----------------------------------------+
| ||| | Name : Achim 'Jimmy' Wilhelm |
| ||| | German BTX : 089316294900-0001 |
| ||| | FidoNet : Achim Wilhelm on 2:246/13.42 |
| ||| | eMail : Achim_Wilhelm@m4.maus.de |
| / | \ | MausNet : Achim Wilhelm @ M4 |
| / | \ | Telephone : +49 89 3162949 |
| / | \ | Please send me no UU coded files and no |
| ATARI | mail larger than 16 kBytes |
+------------------+-----------------------------------------+
```

6002. Re: SUMMARY: FAX software for the

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 17:22:00 UTC
From: Achim_Wilhelm@m4.maus.de
Message-ID: <A28165@M4.maus.de>
Source record: 206704

M>Q-FAX/Pro
M>[Does anybody know anything about this one? :-)]

I Use Tele Office on mono with my FALCON. It works fine. Now I use the 2.0 beta. It works fine, too.

A nickname for Q-FAX in germany is Q-FUCKS. Think, thins name says it all. In german MausNet most people aren't satified with Q-FAX.

regards, Jimmy

6003. Re: close to giving up

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 18:17:56 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <80262@cup.portal.com>
Source record: 206931

>Well, if you are just an average user, you will not be able to afford
>an expensive monitor anyways...

> ...Since the Falcon allows displaying
>800x608x8bit by hacking the (undocumented) video registers (and
>changing the appropriate negative Line-A variables), this will be all
>you need.

"Average users" hack undocumented video registers and Line-A
variables...?

BobR

6004. Re: Archivers which can cope w

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 18:18:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <A6228@S2.maus.de>
Source record: 206703

C>Probably all completely illogical, arbitrary, and incompatible with every
C>other archiver on Earth (a la PK-ZIP), thus necessitating special treatment
C>by things like CFJ's ARCshell...

Just wait and see...

C>I'll stick with zoo... I have a feeling it'll be more multitasking
C>friendly (ie, won't hog the CPU/RAM when I'm running it in the background).

LHarc 2.17ï¿½ _is_ multitasking friendly :-)

Criss...

6005. Re: Orphan TT's

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 18:20:10 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <80263@cup.portal.com>
Source record: 206932

>
>Just read in the new Current Notes that the TT has been discontinued
>by Atari due to lack of interest. Seriously.

So Atari has finally admitted they had no interest in the TT...

BobR

6006. Re: MiNT 1.04 - Mine goes boom when ESC is pressed on Des

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 19:07:21 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Apr25.190721.10207@alw.nih.gov>
Source record: 206933

In article <H.ea.OjoqEV&L24A@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <sms.734968371@oxygen.sys.uea.ac.uk>, Steve Sowerby writes:
>>
>> OK. I successfully got MiNT 1.04 compile a while back (about a month ago)
>> but after a little bit of use I discovered that it crashed when I pressed
>> ESC to update a window on the Desktop. Is this in fact a known bug or
>> have I done something wrong with compilation options.
>>
>> Machine setup: TT030 with 4/4 memory, UK TOS 3.05
>>
>> Software setup: Still crashes with nothing loaded but MiNT (I think)
>> Compiled with Lattice C 5.52 with memory protection disabled
>> and renamed to MINTNP.PRG
>
>I can't get it to boot to the desktop; at the end of my AUTO folder
>(when TOSWIN and XCONTROL load) it exits with exit code 65535 or
>something like that. Compiled without -DMULTITOS, too. :(

I've had the ESC key on the desktop problem ever since I had TOS 1.4 installed in my STf and the memory expanded to 4 MB. I always have to close the GEM window for drive A: and reopen it if I change disks; if I press ESC, I get an immediate re-boot.

6007. Re: Multi-Screens

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 19:42:21 UTC
From: monnier@di.epfl.ch
Message-ID: <1repit$i9t@disun41.epfl.ch>
Source record: 206947
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Logbase is no better than LineA !

Stefan

--
-------------------------------------------------------------
----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----
```

6008. Re: close to giving up

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 19:49:42 UTC
From: legrand@chem.psu.edu
Message-ID: <C621qu.3vp@cs.psu.edu>
Source record: 206934

In article <80262@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
|> "Average users" hack undocumented video registers and Line-A
|> variables...?

Hey if you can't stand the heat, get out of the kitchen...
People who can't hack undocumented video registers and Line-A
variables don't deserve 800x608x8bit. Friggin' whiners... Those
are the kind of people who go around worshipping John Sculley's
butt vapor. Sheesh, when I was their age all I had was an Atari 800
and a secret 160x192 16 color mode and I WAS GRATEFUL! :-)

But seriously, you know as well as I do that there will be a P/D utility
to set this mode out really soon... Of course, the chances of me buying
a falcon are pretty slim, but I can still think it has some neat
features...

Toodles...

6009. Re: First look at the Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 20:19:38 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Apr25.201938.10917@alw.nih.gov>
Source record: 206935

In article <4618@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>In article <1r13t0$57v@falcon.natinst.com> glens@natinst.com (Glen Sescila) writes:
>> In article <4586@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>> >I can't believe they're shipping a complex program like Works with
>> >NO MANUAL, let alone no dictionary/thesaurus... Sigh.
>>
>> MAJOR SIGH! When will people learn that a well written program that
>> is GUI driven should not even need a manual at all? (I have not seen Atari
>> Works and I am not saying that it is such a program) I think everybody is
>> missing the point of intuitivness/GUIes.
>
>Bulls**t. Well-written GUI programs need a much smaller, simpler manual,
>but ALL complex software needs SOME kind of manual. If only to discover
>what its *features* are. My first impression when I've used Mac software
>like Word is that the interface is extremely sparse, which is good, but
>it is also completely non-obvious what its hidden features are. Not
>everything is accessible directly from a menu bar. I would say an integrated
>"works" type package is a complex program. For example, something not
>that intuitive like can the equation editor handle multi-line equations
>and keep them all on one page. Or what is the row/col limit in the spreadsheet?
>At some point you have to touch a keyboard when using a word processor, and
>a technical reference is a necessity in general.

I learned to use MS Word on the Mac w/o the manual, because of it's extensive
HELP facility available from the menu bar. I can't say the same for 1st Word
or 1st Word Plus, or any other ST package I've used; perhaps that's deliberate,
to discourage piracy. With sufficient disk space, manuals can be superfluous,
but software vendors may feel uneasy about that approach...

6010. Re: close to giving up

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 20:44:21 UTC
From: gutschk@uni-muenster.de
Message-ID: <1ret75$1nlt@obelix.uni-muenster.de>
Source record: 206936

Bob_BobR_Retelle@cup.portal.com writes:

>"Average users" hack undocumented video registers and Line-A
>variables...?
>
>BobR

OK, you are right; you can probably not expect the "average user" to know, how to hack the video registers, but he could still ask (on the net) for a program, that does this hacking. I can understand that people criticise Atari's decision not to enable these enhanced video modes by legal system calls, but on the other hand, these modes will definitely cause damage to a VGA monitor, even though they work perfectly fine on an SVGA monitor, thus the "average user" could accidentally destroy his VGA monitor if he selects a higher resolution. Thus Atari's decision makes sense: if you want 800x600 you can do it, but then you should know what you are doing, otherwise just stick to 640x480, which is fine on any kind of monitor.

Markus

6011. A few Qs

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 21:15:47 UTC
From: an938@cleveland.Freenet.Edu
Message-ID: <1rev23$9as@usenet.INS.CWRU.Edu>
Source record: 206937

I have a 520ST and a 1040ST. Both systems have double
sided drives. i wanted to know if there is any way to convert
Mac (Sytem 7 and below) format disks to MS-DOS disks on the ST.
I need to do this without additional hardware. I do not want to
emulate a Mac, I just want to convert files.
Also, I recently got a Canon BJ-200 bubble jet that works
with my STs. But is there anyone who could help me develop a
driver for it to use the more advanced featur
s rather than the FX emulation?

THanx,
--
"I'll let you in on a little secret.
The whole universe is totally INSANE!!!!"
Mr. Natural

6012. Re: MiNT 1.04 problems

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 21:24:35 UTC
From: jeffmay@magnus.acs.ohio-state.edu
Message-ID: <1993Apr25.212435.10050@magnus.acs.ohio-state.edu>
Source record: 206938

I also had problems with MiNT 1.04 crashing before reaching the
desktop--it turned out that combining MiNT 1.04, the Minix filesystem,
and an early version of AHDI (version 4) was causing the problem.
After replacing AHDI with a more recent version (5.0), the problem went
away. (Thanks to Geoffrey Noyes for suggesting this--I tried to e-mail
you a thank-you, but it kept bouncing).

Since there were a number of people having problems with the ESC
key updates, follwing is a repost of the fix:

Try adding one line to the function tos_dskchng() in TOSFS.C:

```
New> if ( (ti->attr & FA_DIR)==0 ) /* NOT a subdirectory */
while ( (f = nextf) != 0 ) {
nextf = f->next;
f->next = 0;
}
ti->open = 0;
/* if there are any cookies pointing at this name, they're not
* valid any more, so we will *want* to get an error if they're
* used.
*/
```

and the problem should go away; without this fix, tos_dskchng() occasionally
(depending on TOS and Desktop versions) overwrites system vectors.

This fix is from Martin_Koehling@un.maus.de

--Jeff

jeffmay@magnus.acs.ohio-state.edu

6013. Looking for QWK-reader

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 21:31:43 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr25.213143.159@tdb.uu.se>
Source record: 206939

PANIC!!!

I need a QWK-reader but haven't been able to locate one on the net.
Are there any available for anonymous FTP or FSP?

(couldn't locate one on my local BBSes either, and the PC-BBS I'm about
to call to get the Fido-posts doesn't carry any Atari-software yet)

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

6014. Re: Atari posts large loss (again)

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 21:33:47 UTC
From: boening.pad@sni.de
Message-ID: <mboen.735773627@offbeat>
Source record: 206853

Hey, y'awl,

In <1993Apr21.002527.12561@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:

>Hey

>In article <1993Apr20.164503.23685@rchland.ibm.com>, ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
>> In article <1993Apr20.010456.12518@iscsvax.uni.edu>, sinclair2246@iscsvax.uni.edu
writes:
[everything deleted]

and every one of these people include the whole base article from Chris
and then go on to make a couple of remarks. This way, I've read the
original article about four times now.

This last one tops it though: just inclusions, no additions. (not even a
signature). While this is probably due to a failure in the guy's
machinery: I humbly suggest that in discussing a subject you include
only that little bit which you are going to remark on and leave the rest
of the previous article out. Most news readers give the user the option
to skip back to the original (or base) article of a thread to read up on
it.

Just a side remark from a guy with a slow modem :-)

And now back to our regular flame war,

Martin
--
Email.....: boening.pad@sni.de
Paper Mail: Martin Boening, Siemens Nixdorf Informationssysteme AG;
Dept.: MR STO SI 325, Riemekestr. 160, 4790 Paderborn, W.-Germany
Phone.....: +49 5251 835641

6015. Re: Orphan TT's

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 22:23:14 UTC
From: bdiederi@flute.calpoly.edu
Message-ID: <1993Apr25.222314.169598@zeus.calpoly.edu>
Source record: 206940

In article <80263@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>
>>Just read in the new Current Notes that the TT has been discontinued
>>by Atari due to lack of interest. Seriously.
>
>So Atari has finally admitted they had no interest in the TT...
>
>BobR

When I called a dealer asking about upgrading to a TT (from my 1040STe), he told me Atari no longer made the TT's because they were coming out with a faster (040) Falcon...was he delerious, or has anyone heard about it?

I'd have to agree that a 68030 machine is fine and dandy, but let's be reasonable, there needs to be high-end machines in the works and Atari just is too late too many times...

6016. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 22:27:04 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Apr25.182704.14900@umiami.ir.miami.edu>
Source record: 206941

In article <H.ea.tSjt6QelJlo@semprini.tdkcs.waterloo.on.ca>,
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
> <H.ea.kXcVwFKXAOQ@semprini.tdkcs.waterloo.on.ca>
> <1r104pINN8dg@yacht.cis.ohio-state.edu>
> <1993Apr21.012204.153067@zeus.calpoly.edu>

{stuff deleted}

>
> Like I've said before, I work on LONG documents all the time... I'm a
> professional writer. I wouldn't want to use PageStream or Calamus for a
> book, and everything I've used on the PC has been hellish...
>
> When Calamus does PostScript, I might consider it for small documents...
> I'd hate to have the LaserJet IIIsi go to waste.
>
> --
> ------------------==------------------
> Chris Herborth
> cherborth@semprini.tdkcs.waterloo.on.ca

Calamus DOES Postscript(Nike does it too). You must have S or SL to use the
DATAFORMER module. BTW< I have SL and wouldn't move to anything else for
loosing so much power...

I have no further communications.

/^^\
[Mark Santora]
[DLK0MS9S@umiami.ir.miami.edu]
[GEnie : M.SANTORA2 Look with more than your eyes...]
____/

6017. Re: OS Wars: NT/OS|2/Win16/S7.1/MTOS/et al

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 22:41:28 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1993Apr25.184128.5739@spcvxb.spc.edu>
Source record: 206942

In article <80174@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
> Heck.. DIAMOND OS on the Atari 800 fits into one cartridge..!
>
> So it MUST be better than MTOS, right..?
>
> Let's ignore that it doesn't come close to the functionality
> of that "bloated" MTOS...
>
> Likewise...
>
> MTOS fits into 800K because it does so much less than the
> other guys...

That would seem to be the case.

Also, for those people who are whining about how much they
like GEM, there is always the original DRI GEM which has
improved at a much faster rate than the bastardized version
produced by Atari. Then you can migrate over to cheap
intel hardware and keep the same (relatively) interface
you've grown to love/hate.

Cheers,

Chris

6018. Re: Orphan TT's

Newsgroup: comp.sys.atari.st
Date: 1993-04-25 22:49:09 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1993Apr25.184909.5740@spcvxb.spc.edu>
Source record: 206943

In article <4638@isgtec.isgtec.com>, ken@isgtec.com (Ken Newman) writes:
>
> We interrupt the current flamefest for the following bulletin:
>
> Just read in the new Current Notes that the TT has been discontinued
> by Atari due to lack of interest. Seriously. Well I guess if you really
> wanted one they'll probably be real cheap soon.

I'd be curious to know just how many of those things they even
sold. I wonder if it is more than the ill-fated ABAQ?

In all seriousness, they probably don't have the resources to
support more than one or two machines (two at best) so I'm
not surprised to see the TT discontinued.

These bozos take such a huge hit on their inventory each time
they report earnings, one has to wonder that they do with all
the semi-worthless parts and equipment every year.

Skoal,

Chris

6019. Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 00:27:58 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <25APR93.20275874@cc4.crl.aecl.ca>
Source record: 206945

The following is the text of a FAX I sent to Atari recently:

==========
To: Bob Brodie
From:Greg Csullog

As Director of Communications (I believe that's your title), would you
please review the following copy of a FAX sent to Atari Corp on
April 23rd? Is Atari having trouble contacting me? As far as I know,
no other supplier has been unable to provide me with basic information,
such as "when can I expect to receive my order?" or "has my order been
shipped?"

Would someone at Atari please FAX me info about my order for a 4meg
TT RAM board and for a case for a 1040STe. My customers are getting
somewhat p*****d off at the delay!
==========

I sent the above FAX because I had been unable to get anyone at
Atari to tell me the status of an order I placed almost a month
earlier. My customers were getting impatient (in my FAX I put
asterisks, I did not spell out the "p" word) and, once again,
here I was having to beg Atari for basic information that would
help me sells ITS products. I had sent three FAXes to Atari
asking for the status of my order, prior to FAXing the above
to Bob Brodie, and no one at Atari replied to me.

Bob Brodie's response to me (which incidentally did NOT include
answers to my questions) included the following:

"The intention of the fax appears not to be simply an attempt
at getting answers, but also to be insulting and inflammatory.
If you had written to me with that tone, the fax would go to
the bottom of the pile. I might add that the pile is rather
substantial, and it would be a prolonged period of time before
you would hear from me".

Jeez!, try a little prodding to get info out of Atari and you
incur the wrath of Bob. Obviously his backgound in communications
did not include any discussion of customer focus (as a dealer
I am Atari's customer) or diplomacy. Since when did the use
of the phrases like "please review" and "please FAX me info"
constitute insulting and inflammatory dialog. And yes, Bob,
as your customer, it is within my rights to state that I do
not have similar problems with other corporations - sorry
if that strikes too deep at the heart.

Atari damn well better start treating its dealers with a bit more respect than indicated by Bob's fax to me or it can forget any hope of a recovery or survival. No doubt, because of this posting, I will probably see even worse service out of Atari (if that's at all possible!)

An Mr. Mihoka, don't say I told you so. I have had nothing but headaches dealing with Atari (Canadian and US offices) over the last 4 years - it is only stubborn determination to promote Atari hardware (not the corporation) that has kept me in the Atari camp.

6020. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 00:55:39 UTC
From: Mark Kovarski <kovarski@zooid.guild.org>
Message-ID: <1993Apr26.005539.6724@zooid.guild.org>
Source record: 206872

wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
>Mark Kovarski <kovarski@zooid.guild.org> writes:
>
>[Stuff that should be in comp.sys.atari.advocacy deleted...]
>
>>BTW, the April issue of "Computer Paper" reviews several operating systems
>>including System 7.1, OS/2 2.1, Windows 3.1, Windows NT and MultiTOS 4.0.
>>They have a nice chart comparing all those operating system. The magazine
>>is only available in Canada, and this issue is the Ontario Edition.
>
>Sorry Mark, but I have to correct you on this one. TOS is at version
>4.0x but MultiTOS is at the moment at version 1.01 and Atari probably
>has more advanced versions already. But of course I don't know that.
>Maybe they are first waiting a bit more for user impressions of
>MultiTOS and are now working on more drivers. Who knows.
>
>Erlend.

You might be right and the author might be wrong. They listed it as MultiTOS 4.0, but I would imagine that it is 1.0.

Than again, Microsoft will market Windows NT as Windows NT 3.1. Whatever happened to V1, V2, and V3. Maybe Atari will do the same...<g>

Best Regards,
Mark K.

6021. ConNect

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 01:07:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <1026.78.uupcb@uttsbbs.uucp>
Source record: 206855

Well, I am using Interlink, have been using it for years. It's a really good term prg. I suggest you check it out.

```
+-------------------------------------------------------------------------+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+-------------------------------------------------------------------------+
```

6022. Re: ConNect

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 01:15:14 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <C62GtF.KJ@dscomsa.desy.de>
Source record: 206944

In article <1re279INNrgf@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>Well from what I can see of it its not worth a cent, the window is far to
>small and the program seems a little bugy, it did not save the conn0.set file
>the first time I tried, the Text in that mono mode is far to small..

Obviously you were not able to read the manual - its still in german
and this will excuse your strong statement. There are lots of people
working in mono mode in CoNnect having 24x80 character size windows
with appropriate font sizes.

Anyway, when you cal CoNnect buggy, I want to have a better description
of a possible bug. CoNnect has the by far best an bug free emulation
avaiable on the ST. Where - I really ask you - did you find bugs?

>Also no background dnload with gzrzacc at all, I was informed that if I had
>gzrzacc version 3.xx it would dnload in the background, NO IT DID NOT..!!

Of course it does. While downloading you can still work in CoNnects
Unix-like Built-in shell named Coshy. You may not call screen blocking
applications but downloading in background - as far as GEM allows background
tasks (Accessories) works fine. Which version of GSZRZ.ACC did you
actually use?

Wolfgang

6023. Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 03:25:02 UTC
From: anamr@cats.ucsc.edu
Message-ID: <1rfkmeINNoqj@darkstar.UCSC.EDU>
Source record: 206859

I would have to say that it has been more than just you that has problems with Atari. I hear that Mr. Brodie has a long list of enemies. I would say that if you want something done, don't leave it to Mr. Brodie. I have heard of other people getting some "uncaring" responses. Send your FAX to someone else other than Brodie...

Good luck, things are really hopping at Atari, there seems to be rarely anyone around to talk too.

6024. Re: Orphan TT's

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 03:30:34 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC62n2z.ADz@netcom.com>
Source record: 206948

In article <1993Apr25.222314.169598@zeus.calpoly.edu> bdiederi@flute.calpoly.edu (der Brewmeister) writes:
>
> When I called a dealer asking about upgrading to a TT (from my
>1040STe), he told me Atari no longer made the TT's because they were
>coming out with a faster (040) Falcon...was he delerious, or has anyone
>heard about it?

He was delirious.

Sure, TT's are no longer made, but you can still find them, new and used.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

6025. Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 07:52:02 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <80316@cup.portal.com>
Source record: 206852

Congratulations, Greg...

Welcome to Bob Brodie's "list"...

In addition to your service from Atari becoming even worse, you'll now also have the benefit of having Bob joke about you on GEnie.

Incidentally, his "background in communications" consists of driving an armored car.

This is how a professionally run company deals with its customers, and its dealers.

I'd suggest that you FAX your story to the President of Atari Corp., but one guess who'd get it.

BobR

6026. ED Disks/Drives

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 08:11:26 UTC
From: "Gerry O'Rourke"
Message-ID: <1993Apr26.081126.23270@bmers95.bnr.ca>
Source record: 206854

In article <A29162@K.maus.de> Peter_Missel@k.maus.de (Peter Missel) writes:
>>The cookie is _FDC and is followed by a 32-bit address. What is it? There'
>>s a 1.44Mb floppy disc in the MEGA STE, so is it something to do with that.\
>
>It's the Floppy Disc Controller ID cookie.
>
>A 0 in the highest byte or no _FDC indicates a DD system
> 1 is for HD
> 2 is for ED floppy support.
>
>The remaining three bytes are an ASCII ID for the manufacturer of the
>extension.
>
>- Peter -
>

By ED floppy support, do you mean that there are atari machines that can
connect to 4Mbyte (2.88 formatted) floppy drives. What hardware/TOS combination
is required for this?

Gerry O'Rourke

6027. Re: XYZmodem

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 08:21:00 UTC
From: Juergen_Hahn@m4.maus.de
Message-ID: <A28201@M4.maus.de>
Source record: 206850

a> Nope - GEMRZSZ is written by another author (I think it is shareware,
a>but I'm not sure about that). Anyways, the author is from Germany, and
a>I believe he is hooked into the internet (through Mausnet?).

Try michael_ziegler@m.maus.de

JH.

6028. Shells for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 08:31:06 UTC
From: cabp09@uk.ac.strath.ccsun
Message-ID: <C630zv.6E9@ccsun.strath.ac.uk>
Source record: 206799

[I sort of asked this in a previous post, but no-one answered !]

Does anyone know of the existance of the Bourne Shell (sh) on the ST.
I have one version, but it seems to allow only two directories in the
PATH sentence. I need lots. Downer.

Any ideas ?? [Mail would probs be better, thanx]

Dave.

==================================
David McNicol
_____<3rd Year Laser Physics>_____
Dept. of Physics and Applied Physics
_____ Strathclyde University _____

e-mail: cabp09@uk.ac.strath.cc
==================================

6029. Re: MicroProse software support (was Re: Civilisation)

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 08:48:41 UTC
From: mebeb@liverpool.ac.uk
Message-ID: <C631t6.EJ@liverpool.ac.uk>
Source record: 206878

In article <1993Apr23.140943.3488@aston.ac.uk>, wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:
> I sent in my warranty card about four-five weeks ago, and e-mailed
> Microprose with a list of bugs as well. So far, I haven't heard
> _anything_. I'm not overly impressed, to be honest; if I don't
> get some response soon, I'll start flooding their mailbox with
> "civilisation doesn't work" messages every three minutes... ;)
>
Hmm, what is microprose's email address?

Kevin O'Donovan kebab@cix.compulink.co.uk
mebeb@uxb.liverpool.ac.uk

6030. Re: ACC.PRG

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 09:24:02 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Apr26.102402@cs.bham.ac.uk>
Source record: 206828
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I haven't had any crashing problems with it...

And it works perfectly!

I'm using Mega/STE TOS 2.05 so I don't know what the problem is on TOS 3 (on the TT...)

Brilliant program!

David.

PS. No idea whether it works with MiNT...

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | Thanks to all who voted for || || /_
Stoke On Trent | comp.sys.atari.advocacy! _/|| ||_/ |
ST7 8QQ England.| [Peace at last!] |_/ |_| _|/

6031. Re: Problems with MiNT 1.04 and Minix filesystem

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 09:24:49 UTC
From: ut@informatik.uni-kiel.dbp.de
Message-ID: <1rg9p1INN3pp@samson.informatik.uni-kiel.dbp.de>
Source record: 206894
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993Apr21.195024.7255@magnus.acs.ohio-state.edu> jeffmay@magnus.acs.ohio-state.edu (Jeff A May II) writes:

>Has anyone else had problems running MiNT 1.04 with the Minix
>XFS (version 0.55) installed? I have the filesystem running
>with MiNT 0.95, but when I try to use 1.04, the computer just
>hangs during the bootup sequence (right after the Minix XFS
>message). MiNT 1.04 works fine when I don't run the XFS, so
>I don't think it's the problem. I using a 4MB Mega STe with
>a Crazy Dots video card. I've tryed running from normal video
>with no other auto programs or accessories, but have had no luck.
>Any suggestions?

Hmmm....
I think the reason is that for MiNT >= 0.99 and especially for the filesystems things have changed a bit (Eric explained it in this group). Recompile the XFS with a new MiNT lib. (I have PL 30).

Uli

--
Ulrich Teichert Voice : +49 4321 71582
Stormweg 24 E-mail: ut@informatik.uni-kiel.dbp.de
2350 Neumuenster 8, Germany

6032. Re: MicroProse software support (was Re: Civilisation)

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 09:41:14 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Apr26.104114@cs.bham.ac.uk>
Source record: 206829

Oh, go on, tell us Microprose's mail address!!!!

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | Thanks to all who voted for || || /_
Stoke On Trent | comp.sys.atari.advocacy! _/|| ||_/ |
ST7 8QQ England.| [Peace at last!] |_/ |_| _|/

6033. Re: MicroProse software support (was Re: Civilisation)

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 09:41:42 UTC
From: brianp@netcom.com
Message-ID: <brianpC6349I.KJI@netcom.com>
Source record: 206856

In article <1993Apr23.140943.3488@aston.ac.uk> wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:
*I sent in my warranty card about four-five weeks ago, and e-mailed
*Microprose with a list of bugs as well. So far, I haven't heard
*_anything_. I'm not overly impressed, to be honest; if I don't
*get some response soon, I'll start flooding their mailbox with
*"civilisation doesn't work" messages every three minutes... ;)

I'm not going to flood their mbox, but could you please post
their email address? I have F19 Stealth Fighter, and it
won't save entries in the top ten list.
Thanks.

--
--> Brian Peterson, brianp@netcom.com <--
In order to remember your dreams,
you must think of them as if they were little kittens.
-- King Missile

6034. Re: ED Disks/Drives

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 09:53:16 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr26.095316.5344@tdb.uu.se>
Source record: 206860

Gerry O'Rourke wrote:
: [...]
: By ED floppy support, do you mean that there are atari machines that can
: connect to 4Mbyte (2.88 formatted) floppy drives. What hardware/TOS combination
: is required for this?

You definately need an AJAX floppy controller since there's no way you
can get a WD1772 to accept a 32 MHz clock-input (which I think is needed
to be able to r/w ED disks). In the MSTE/TT/Falcon you can software-wise
toggle the clock-input between 8 and 16MHz (DD and HD), but I don't think
there's a way to feed the FDC 32MHz from software (not really sure about
the Falcon though). What you need is a simple hardware-hack. :-)

Also, as far as I know no current TOS-version supports formatting of ED-
disks from the desktop. Writing your own formatting-software shouldn't
be too hard though...

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

6035. Hermes and online newsreader

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 10:09:28 UTC
From: seacat@carson.u.washington.edu
Message-ID: <1rgccoINNqtl@shelley.u.washington.edu>
Source record: 206857

Hello folks.

Looking for some kinda of interface software that will allow the users of a bbs
to access news groups. The bbs runs on an atari st. Hermes is used to gather news, what we
need is program that will work over modem as a news reader and mailer.
A shell that redirects I/O would be great, allowing us to use existing software.

Any help on this would be great!

Thank you.

6036. Re: New Atari Purchase

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 10:14:33 UTC
From: brianp@netcom.com
Message-ID: <brianpC635s9.zq@netcom.com>
Source record: 206858

In article <1993Apr24.142148.12665@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:
*In article <1r966uINNq6p@shelley.u.washington.edu>, neurom@u.washington.edu (Neuromancer) writes:
*>
*> Hello, folks. I running into a bit of an impasse at home, as I still have my
*> 520 ST (Note: No e, no m, and no f) w/ TOS 1.0 and 512k RAM. Hey, it does
*> what I want it to, but now I want more. I'm decideing whether I should upgrade
*> and I'd like to ask you, the folks we all know are experts [yeah, right ;)] on
*> what your opinion is. My choices, basicly, are:
*>
*> 1) Upgrade my ST to:
*> 4 Megs RAM
*> TOS 1.4
*> 120meg SCSI HD w/ ICD+ clock Host
*> Add NeoDesk 3.0, Universal Item Selector III (?), and Warp 9
*>
*> 2) Get a Falcon030 as a 4/65 config and add an external SCSI II 120 meg HD.
*>
*> 3) Get a Falcon030 as a 1/0 config and:
*> Get a RAM expansion board
*> Populate said board w/ 4 megs ZIP RAM
*> Get Internal 120meg Maxtor HD
*>
*> Now, the prices differenciate about $300. (I can't tell you the prices; I can
*> buy at dealer cost and if I revealed cost, I'd be in _ddeeeeeeeeepp_ do do.)
*> i.e. 1) is $300 less that 2). 3) is about $60 less that 2), and I get the
*> capability to upgrade to 14megs for just the ZIP cost. Then again, I get 65
*> megs more storage w/ 2), and I can get 2) now, while I have to wait for 3).....
*>
*>
*> AAAAaaaaggggggghhhhhhh!!!!!!!
*>
*> You see why I've gone slightly mad? Anything would be a radical improvement
*> over my ST now, so I'm not sure if I should spend more money, or less, and if I
*> should.... hell with it.
*>
*> Thanks for reading, if you don't care, just leave me alone...."I'm going,
*> slightly mad."
*>
*> --Neuromancer
*
*
*Or you can get an Amiga 1200/80 meg for $868.00
*or Mac Centris 610 for about $1600 street.

*
*Both are available today and at any hour, minutes and seconds....
*
*Later...
*
*Amiga 1200/80 megs- I love it..
*
*'Atari competed on the cheap' - Nintendo Lawyer....
*
*
*
*
*

--
--> Brian Peterson, brianp@netcom.com <--
In order to remember your dreams,
you must think of them as if they were little kittens.
-- King Missile

6037. Re: OS Wars: NT/OS|2/Win16/S7.1/MTOS/et al

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 10:59:15 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Apr26.105915.4811@sol.ctr.columbia.edu>
Source record: 206861

In article <93115.104137EENG6826@RyeVm.Ryerson.Ca>, <EENG6826@RyeVm.Ryerson.Ca> writes:
} Of course MultiTOS is small. It doesn't do anything :)
} Exemples: Virtual Memory (No), Pallete Management (No), New Filesystem (No)
} Split Loading (Loading only the parts of the program that are needed)
} Etc, etc, etc...
}

Hmm. New filesystems it has in a *very* elegant fashion. Virtual
memory is not present (yet!) I agree, but shared libs are underway -
although not available yet. As for Pallete Management - that's a
windowing systems job, not an operating systems job; look at X.

What it has got are multi-threading, shared memory, pipes etc., multi-
user ability, and a clean programming interface.

There are obviously priorities in developing a new operating system,
and I dare say that Eric is doing his best to get a stable platform
out to atarians before adding all the goody bits on. MultiTos is disk
based so upgrading it oughtn't be a problem. There is also the problem
that NT doesn't face - that of trying to implement the system on <030.
(Imagine an 8086 running NT - after all the 68k was out at about the
same time!)

As an aside, I read in a magazine that NoT took ~10 man-years work to
get to it's present state.
--

```
_______________________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

6038. Re: FTP: atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 11:03:28 UTC
From: sbyec@westminster.ac.uk
Message-ID: <1993Apr26.110328.22606@westminster.ac.uk>
Source record: 206862

[No readable article body recovered]

6039. FALCONS at MIDI Music Show in UK

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 11:40:23 UTC
From: thumpy@dcs.qmw.ac.uk
Message-ID: <C639rC.HK7@dcs.qmw.ac.uk>
Source record: 206863

I popped along to the MIDI & Electronic Music Show last Friday, and I have to say I was very happy to see the level of support for the Falcon there. Highlights included:

Harman Audio demo'ing Cubase Audio - running 8 tracks of digital audio of the machine @ 44.1KHz sampling rate (they use an external clock to generate the 44.1KHz frequency - it'll come with the s/w). The software displays audio on-screen along with MIDI sequence tracks. It can also use RAM either as a cache to make up for a slow (ie not blindingly fast) hard disk, or as a simple sampler. Each audio track has an effect send, but don't expect pro-quality reverb, cos the DSP is quite busy routing the audio already. Steinberg see the product as NOT pro-quality (it is limited by the Falcons A/D and D/A converters - they may release a higher quality 2in/2out board depending on demand) but as a VERY GOOD introduction to hard - disk recording. Release predicted: June/July.

Compo Software (?) did a BIG push for the Falcon - demo'ing Cubase 3.0, their FX processor s/w and the Tina Turner video/audio demo. "This is the future of music computing..." the man said.
They also showed off a very nice drawing program, running in 256 colours with German menus... looked powerful, but I have to say it looked a bit slow when compared to my (humble) Mac II running various packages.
They also advertised their Falcon Tower - a big box to put your Falcon motherboard in and plug in a PC keyboard.

ABC Music and another dealer I can't remember had D2D's 4TFX and 2-Track hard disk recording programs - they look OK, but the UI could do with some work. Compared with Cubase Audio's lovely custom windows, poor old GEM looks, well, crap. One advantage the 4TFX program (4 Track recorder) should have over the Steinberg software is it's predicted external hardware giving 2 high quality A/D converters, 4 D/A converters plus digital I/O.

There were still loads of ST's around as well. I'd say Atari outnumbered other all other types of computer at the show - Macs were few and far-between but PC's seem to be getting more popular. What a horrible thought...

--
Richard Parr (thumpy@dcs.qmw.ac.uk)
Department of Computer Science, QMW, University of London

6040. Re: availability of Speedo GDOS printer drivers

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 11:41:02 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.735824376@rw8.urc.tue.nl>
Source record: 206864

Well the entire package is for sale in the Netherlands finally.
Price fl119,- so about $60 and UK Pound 40,-.
Seen for sale last weekend on the Atari EXPO in Utrecht, the
Netherlands. More info in a coming post.

Erlend.

6041. Re: ConNect

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 11:53:21 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1rgifhINN1vh@golem.wcc.govt.nz>
Source record: 206865

In article <C62GtF.KJ@dscomsa.desy.de>, wwc@dxhra1.cern.ch (Wolfgang Wander) writes:
>In article <1re279INNrgf@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>>Well from what I can see of it its not worth a cent, the window is far to
>>small and the program seems a little bugy, it did not save the conn0.set file
>>the first time I tried, the Text in that mono mode is far to small..
>
>Obviously you were not able to read the manual - its still in german
>and this will excuse your strong statement. There are lots of people
>working in mono mode in CoNnect having 24x80 character size windows
>with appropriate font sizes.

Well I used the Font suppied, the CONNLIGH and its far to small in mono
as it does not work in Medium res, what I need is a full screen window,
not 2/3, as that is what I am getting..??

Most users here don't have mono screens..

>Anyway, when you cal CoNnect buggy, I want to have a better description
>of a possible bug. CoNnect has the by far best an bug free emulation
>avaiable on the ST. Where - I really ask you - did you find bugs?

It did not save the conn0.set file the first time and the software is a bit
unpredictable ..

>>Also no background dnload with gzrzacc at all, I was informed that if I had
>>gzrzacc version 3.xx it would dnload in the background, NO IT DID NOT..!!
>
>Of course it does. While downloading you can still work in CoNnects
>Unix-like Built-in shell named Coshy. You may not call screen blocking
>applications but downloading in background - as far as GEM allows background
>tasks (Accessories) works fine. Which version of GSZRZ.ACC did you
>actually use?
>
> Wolfgang
>

I am using GSZRZACC as a ACC version 3.4, how do I remove the Zmodem window,
when I click on the close window button it crashed out of the dnload..

What I wish to do when dnloading is to get Directories of disks, type replies
to e-mails, ie, simple things...

Is this not posible..??

May be I need a PC Clone..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

6042. comp.binaries.atari.st & atari.archive submissions addresses

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 12:00:50 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.bSx8vl33p8o@elfhaven.ersys.edmonton.ab.ca>
Source record: 206806

Hi,

Could someone please tell me the submissions addresses for comp.binaries.
atari.st and atari.archive?

I asked about this a few weeks ago, but got no response.

Please respond by E-Mail.

--
Regards,

() - - -

6043. Re: First look at the Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 12:01:52 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.735825497@rw8.urc.tue.nl>
Source record: 206866

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

> upgrades (we'll see if AW ever gets upgraded)

Well, I recently learnt from Atari that AW 1.5 and 2.0 were already planned. Of course I am not sure that these will also be given away for free with Falcons with HD's. They told me, because I asked for some features that are not present in the current version, but these are planned for the future versions. I cannot go into further detail, since Atari may always change their product specifications.

Erlend.

6044. Migraph

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 12:05:57 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1rgj75INN1vh@golem.wcc.govt.nz>
Source record: 206873

**** Help with MIGRAPH...****

I have been trying to get my Copy of TouchUp upgraded,
I contacted MIGRAPH-TECH on GEnie and did get one reply,
I left them my address but never go a reply or any mail from them,
I left 2 more messages on GEnie, but still no reply..

I have since mailed to them by post but still no reply, to there new address,
well I think it was..

So is MIGRAPH sill around or do I forget about my TouchUp upgrade..??

Gee why in the hell did I by a Atari, the support stinks..

So, can some one Please let me know if MIGHRAPH is sill around, if so
could you give me there new address and phone number, Please not a 800 number..

Thanks.....

Roger.............. sheppard_r@kosmos.wcc.govt.nz

6045. Re: New Atari Purchase

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 12:08:16 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.735825860@rw8.urc.tue.nl>
Source record: 206867

As more people may have the same dilemma, I am posting this to the net.

neurom@u.washington.edu (Neuromancer) writes:

>1) Upgrade my ST to:
> 4 Megs RAM
> TOS 1.4
> 120meg SCSI HD w/ ICD+ clock Host
> Add NeoDesk 3.0, Universal Item Selector III (?), and Warp 9

Well you would also need a faster processor so add a few bucks.

>2) Get a Falcon030 as a 4/65 config and add an external SCSI II 120 meg HD.

Definately the best option. You get Speedo GDOS and Atari Works and
MultiTOS for free with this system. An estimated value of $250.

>3) Get a Falcon030 as a 1/0 config and:
> Get a RAM expansion board
> Populate said board w/ 4 megs ZIP RAM
> Get Internal 120meg Maxtor HD

You will probably not have enough room to add both the ZIP ram and a
120 Meg 2.5" disk in the Falcon. Using the Matrix chip lots of programs
will likely be more harddisk intensive than ram intensive. So the exrta
speed an external SCSI disk provides and the extra space the internal
disk provides make the second option the best for you I think.

Erlend.

6046. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 12:12:05 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.735826155@rw8.urc.tue.nl>
Source record: 206868

monnier@di.epfl.ch (Stefan Monnier) writes:

>Atari has always been slow to come up with updates for their OS:
>1.0, 1.2, 1.4, 1.6, 2.06, 3.06, 4.01 between 83 and 93 !!

If you have OS in ROM it is more economical have fewer updates. And we
already are confused with this amount of TOS versions, so I think it is
quite good we have not that many. Of course I also wish that Atari
corrected some bugs earlier on.

>Of course, you'll say that there's been more (2.05 f.ex) but I'll just
>answer that 1.4 and 1.6 are the same, just like 2.06 and 3.06 !
1.4 and 1.6 are not the same. 1.6 has a few bugs removed and supports
cookie jar and the dma sound.
3.06 is 68030 optimized if I am correct. 2.06 just has 68030 support
but is not optimized for it.

Erlend.

6047. For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 12:18:30 UTC
From: glens@natinst.com
Message-ID: <1rgjum$1ve@falcon.natinst.com>
Source record: 206869

I have CyberStudio for sale. It includes CAD 3D 2.0 and CyberMate.
I'm asking $25 and I will pay shipping.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@falcon.natinst.com

6048. Re: ConNect

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 12:24:50 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.735827051@rw8.urc.tue.nl>
Source record: 206870

sheppard_r@kosmos.wcc.govt.nz writes:

>Well from what I can see of it its not worth a cent, the window is far to
>small and the program seems a little bugy, it did not save the conn0.set file
>the first time I tried, the Text in that mono mode is far to small..

The only bug I found, was that I could not switch to the really tiny
system font.

Erlend.

6049. Re: First look at the Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 12:29:38 UTC
From: mmartin@neumann.une.edu.au
Message-ID: <mmartin.735827378@neumann.une.edu.au>
Source record: 206891

smiller@hertz.elee.calpoly.edu (sTTeve the ATARI man :P) writes:

>mmartin@neumann.une.edu.au (Mark Martin) stated:
>>>--
>(bunch o junk deleted)
>> I should say here that the dealer told me quite explicitly
>>that some of the bundled software came without manuals and that they
>>would be sent to me at no extra cost as soon as they are available.
>>While it's true that Works is a complex program it is also quite
>>intuitive to use 'straight out of the box' as any well written GEM
> ^^
>>application should be. As I said in the original post, I'd rather
>>have the software with no manuals than no software at all. The
>>
>>Mark.

>Where do you get the idea that gemprogram != manuals ? (!= is does not equal)
>Just because we have a GUI does not mean that you don't have to read
>manuals, geesh some of you people are damn lazy!! Are you saying that
>Calamus is not an effective gem program because it is not intuitive?

Did I say gemprogram != manuals?
Did I say forget the manual, push some buttons?
Did I say Calamus is not an effective program?
I don't think so.

One of the great things about a GUI is that the basic interface
remains consistent from one program to another. Basic operations like
loading and saving files are usually done in the same way - if a
program does not allow this then it's defeating at least part of the
purpose of a GUI. Beyond this level I would agree that you often need
to read the manual, although it is often possible to make an educated
guess about an operation given the visual feedback of a GUI. I don't
think that it's actually 'lazy' to try things first and then look at
the manual -especially with a program like the one I was mentioned in
the original post, the wp part of Atari Works.

Mark.

>*steve miller | TTTTTTTTTTT | Screw the semster system. |
>*dept of electronics engineering| T T | Up with ATARI DTP. |
>*cal poly san luis obispo | T 030 T | Who cares about Koresh? |
>*superficial knowledge PhD :P | T T | Where the hell is MT 4.0? |

6050. Wanted

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 12:35:41 UTC
From: glens@natinst.com
Message-ID: <1rgkut$230@falcon.natinst.com>
Source record: 206871

I am looking to buy a sound sampler for the ST. I want to use it to
sample some sounds for the game I am working on so I must be able to use it
to get samples at the standard STE DMA sample rates (preferably 6.25KHz ;-).
Or I guess if there is a sample rate converter that would work too.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@falcon.natinst.com

6051. Re: ST running at 38400 buad?

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 12:48:05 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.735828454@rw8.urc.tue.nl>
Source record: 206874

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>] I have a Mega 4 ST running TOS 1.3. I have just bought a Trailblazer T16

>TOS 1.3? Does this exist?

Yes, but it will only work with v 23 bis modems :)

Erlend.

6052. Re: MiNT 1.04 - Mine goes boom when ESC is pressed on Des

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 12:53:18 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.735828704@rw8.urc.tue.nl>
Source record: 206875

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>Yes... ;-) Also, everything in the AUTO folder is stuff I've been
>using with MiNT for years; even with MiNT 0.98/0.99. MiNT is at the end
Using MiNT for years??? How strange :) Oh, byt the way in a new smart
marketing move, we might consider naming MiNT : Mint New Technology :)
>of my AUTO in an attempt to minimize vector stealing problems with other
>TSRs. The only two ACCs I was loading are TOSWIN 1.2 and XCONTROL 1.0.
Toswin 1.2 never worked for me. But TOSWIN 1.4 is great. Try that
instead.

Erlend.

6053. Re: New Atari Purchase

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 13:13:43 UTC
From: julian@math.uni-muenster.de
Message-ID: <1rgn67$1n3n@obelix.uni-muenster.de>
Source record: 206880

In article 735825860@rw8.urc.tue.nl, wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
> As more people may have the same dilemma, I am posting this to the net.
> You will probably not have enough room to add both the ZIP ram and a
> 120 Meg 2.5" disk in the Falcon. Using the Matrix chip lots of programs
> will likely be more harddisk intensive than ram intensive. So the exrta
> speed an external SCSI disk provides and the extra space the internal
> disk provides make the second option the best for you I think.

I don't see why an internal 120mb harddisk (2.5") should consume more room
than an internal 60mb harddisk of the same form factor. In fact, I know
a developer who *has* a 120mb Quantum drive in his falcon.

Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster (from July, 1st: D-48161)
eMail: julian@math.uni-muenster.de, jr@ms.maus.de

6054. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 13:15:36 UTC
From: julian@math.uni-muenster.de
Message-ID: <1rgn9o$1n3n@obelix.uni-muenster.de>
Source record: 206881

In article 735826155@rw8.urc.tue.nl, wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
> monnier@di.epfl.ch (Stefan Monnier) writes:
>
> >Atari has always been slow to come up with updates for their OS:
> >1.0, 1.2, 1.4, 1.6, 2.06, 3.06, 4.01 between 83 and 93 !!
>
> If you have OS in ROM it is more economical have fewer updates. And we
> already are confused with this amount of TOS versions, so I think it is
> quite good we have not that many. Of course I also wish that Atari
> corrected some bugs earlier on.

And of course the first TOS 1.0 ROMs came in February *1986*.

Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster (from July, 1st: D-48161)
eMail: julian@math.uni-muenster.de, jr@ms.maus.de

6055. Re: Mac floppies under Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 13:17:33 UTC
From: rosenqui@ncs.dnd.ca
Message-ID: <1993Apr26.131733.14565@netfs.dnd.ca>
Source record: 206877

In article <94371@hydra.gatech.EDU> gt1448b@prism.gatech.EDU (de gringo) writes:
>In article <1r4kvqINNsqt@tortoise.cis.ohio-state.edu> tbrown@cis.ohio-state.edu
>(ted croft brown) writes:
>
>>Now, the important thing to note is that the ST could always do this to
>>a limited extent. The ST will multitask it's DA's (you can download in
>>Stalker and type in EdHak for example).
>
>I seriously doubt Stalker relies on the limited multitasking of desk
>accessories to download files.
>...

Sorry, but your serious doubts are unfounded :-)

STalker relies on nothing more than GEM's cooperative multitasking to perform in the background. When you run a non-GEM application you cut off event processing, but otherwise the operation is generally quite smooth. Any Mac or MS-Windows background-capable comms package would use similar techniques btw since all three systems use cooperative multitasking.

Eric
--
Eric Rosenquist - Software Kinetics Limited __ __
65 Iber Road, Stittsville Ontario Canada, K2S 1E7 / // /
Tel: (613) 831-0888, Fax: (613) 831-1836 \ _\
email: Eric.Rosenquist@sofkin.ca /_/

6056. Sound problems on new TT

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 13:18:44 UTC
From: scott@dmi.stevens-tech.edu
Message-ID: <1993Apr26.131844.3871@dmi.stevens-tech.edu>
Source record: 206876
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello all,

I have the following hardware problem. I recently put a new TT
into a German tower case made for holding a TT. After instalation of the
TT motherboard and all my drives the machine booted and worked fine.
The problem is that I managed to screw up the sound subsytem. I get no
keyclicks, bell or any audio.

I though the problem was the Yamaha chip as the tower case comes
with a front mount reset switch that clips a lead to the Yamaha. However
I replaced the yamaha chip and still no sound? Does anyone know how I can
go about finiding out what the problem is? bye the way I also get no ouput
from the two RCA jacks at the back of the machine.

Altough I do not use sound that much it is anoying to me that I
have a nice new TT with all the trimmings but a broken sound subsystem.

Cheers,
Scott. "scott@dmi.stevens-tech.edu"

6057. Re: OS Wars: NT/OS|2/Win16/S7.1/MTOS/et al

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 13:37:05 UTC
From: saj@chinet.chi.il.us
Message-ID: <C63F5u.11s@chinet.chi.il.us>
Source record: 206883

In article <1993Apr25.184128.5739@spcvxb.spc.edu> mauritz_c@spcvxb.spc.edu writes:
>
>That would seem to be the case.
>
>Also, for those people who are whining about how much they
>like GEM, there is always the original DRI GEM which has
>improved at a much faster rate than the bastardized version
>produced by Atari. Then you can migrate over to cheap
>intel hardware and keep the same (relatively) interface
>you've grown to love/hate.
>
>Cheers,
>
>Chris

This one is too good to pass up (from the guy who's been predicting the imminent bankruptcy of Atari for at least 3 years).

DRI has been gone for about a year now. The pieces belong to Novell, who are continuing development on DR DOS, but not GEM. Before that, the last time DRI updated GEM was about the time the Mega ST came out (GEM 3). And at that it wasn't really an improvement, more a patch to keep out of Apple's way on copyright disputes.

TTFN, Chris
Steve

6058. Re: MicroProse software support (was Re: Civilisation)

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 13:40:47 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1993Apr26.134047.23698@aston.ac.uk>
Source record: 206879

Someone asked... Here's what I have for Microprose's e-mail address.
(Courtesy of Achim Held, who mailed it to me...) but they aren't
particularly responsive.

MicroProse@aol.com

Have fun...

--
Tim Wright. \ Being Human just isn't
wrighttj@uhura.aston.ac.uk \ enough fun.

6059. PD Word Processors with GDOS

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 13:51:21 UTC
From: awest@ub.d.umn.edu
Message-ID: <1rgpcpINNqsl@ub.d.umn.edu>
Source record: 206882

I was wondering, are there any PD or Shareware Word Processors or DTP programs that use GDOS fonts? I know that there is a Calamus demo on AAUE, does it work on a single drive 1040? Does it have print and save features? Any help or suggestions greatly appreciated!

(Please email responses...)

--
^ ^ "Never tease a weasel" | Andrew West (awest@ub.d.umn.edu)
(o o)\ -Jean Conder Soule | University of Minnesota-Duluth (Brr...)
\ /\ "Never give a sucker an | aka: "The Piano Man" (who is Billy Joel?)
v \ even break" -WC Fields | Disclaimer: Everything I type is false.

6060. Re: Sound problems on new TT

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 14:55:10 UTC
From: julian@math.uni-muenster.de
Message-ID: <1rgt4e$1n8e@obelix.uni-muenster.de>
Source record: 206885

In article 3871@dmi.stevens-tech.edu, scott@dmi.stevens-tech.edu (Scott Kolodzieski) writes:
> Altough I do not use sound that much it is anoying to me that I
> have a nice new TT with all the trimmings but a broken sound subsystem.

Well. The most common reasons for 'no sound' are: (1) speaker not connected properly, (2) one of the DIP switches was changed. You might want to verify that :-)

Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster (from July, 1st: D-48161)
eMail: julian@math.uni-muenster.de, jr@ms.maus.de

6061. compiling MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 14:57:57 UTC
From: azog@world.std.com
Message-ID: <C63Iwn.Hnv@world.std.com>
Source record: 206884

Whats the deal with compiling MiNT 1.04? Anything special I should know? I have GCC, and the GCC libraries, and also the MiNT libraries for GCC, along with GnuMake. All of which I snagged off umich, along with MINT104S.ZOO

So I un-zooed everything, and in the mint.src directory created was a makefile, so I typed MAKE, had some coffee, and about an hour later, it was sorta finished. THe only thing the makefile didnt do was strip the symbol tables (since I dont have a strip.ttp), and chmod to 777 (which I did by hand). Placed MINT.PRG in C:\auto, and rebooted.

Seems that firstly, the CNF file has changed, since my CNF from 095 had a HARDSCROLL statement which it blew up on. So anyways, I fixed most of the CNF statements, and now, MiNT just pukes, and exits with an error code of 65502???

Any clues? Thanx

--
Billy D'Augustine
azog@world.std.com

Lather. Rinse. Repeat. Lather. Rinse. Repeat. Lather. Rinse. Repeat. Lather.

6062. Re: Mac floppies under Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 15:29:00 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1305@usdtsg.DaytonOH.NCR.COM>
Source record: 206896

In article <1993Apr23.135447.17392@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
[STuff deleted about Spectre GCR]

>> P.S Where can I get the 68020 and the FPU emulator from?

I'm not 100% positive, but they *may* be at atari.archive.umich.edu under the mac/ directory (I assume there is a MAC-specific FTP address that would get you to the same place, but I'm not sure).

And of course, maybe check its mirror over at wuarchive.wustl.edu...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

...I think the mac/ directory is mirrored at some other sites as well...

6063. Re: OS Wars: NT/OS|2/Win16/S7.1/MTOS/et al

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 15:41:53 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1306@usdtsg.DaytonOH.NCR.COM>
Source record: 206897

In article <1993Apr24.163656.4624@ultb.isc.rit.edu> mrz5149@ritvax.isc.rit.edu writes:
>
>The guy who wrote VMS should be shot. I can't stand VMS. The only thing
>I do with our VAX/VMS system is send mail/messages and rlog into a
>REAL OS like Unix.

It's not *totally* terrible - I wrote a semi-functional BBS in VMS's
DCL-batch language - it was pretty much just a message place, but
was cool to see what could be done in a simple batch language like that.
Okay, so who's going to port VMS to the Atari? :-)

>Well, that's my 0.34656253 cents (with an uncertainty in the 43rd
>decimal place :-D)

--
And after the BC tax, you're refund will be .0000000001 cents :-)

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

...just wish unix would have the file-generation setup like VMS
(i.e. keep backups of every older version until you decide to PURGE
the away) - unix's "delete into a vacuum" method can be scary sometimes;

hmmm, I wonder how difficult that would be to implement as a TSR -
each time a file is saved, to keep the previous versions around in some
facet; probably would work best under a Minix partition - then you
could have filenames like work.doc;1, work.dos;2 etc...

6064. Re: OS Wars: NT/OS|2/Win16/S7.1/MTOS/et al

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 15:45:01 UTC
From: tony@gst-soft.demon.co.uk
Message-ID: <1993Apr26.164501.1@gst-soft.demon.co.uk>
Source record: 206892

> This one is too good to pass up
Yup <grin>.

> last time DRI updated GEM was about the time the Mega ST came out (GEM 3).
What about GEM/4 which added in far better colour handling etc, plus
our modified version which allowed support for scalable fonts.

> And
> at that it wasn't really an improvement, more a patch to keep out of Apple's
> way on copyright disputes.
Wrong - that was GEM/2. GEM/3 was generally improved and made faster.
The font handling was changed, the ASSIGN.SYS file died and fonts
were compressed. Also in 3.1 support for bezier curves were added.

This was well before any of this made it to the Atari range.

Tony
Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

6065. Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 16:04:25 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Apr26.160425.106375@zeus.calpoly.edu>
Source record: 206900

anamr@cats.ucsc.edu (Ana M Rodriguez) stated:
>
>I would have to say that it has been more than just you that has problems
>with Atari. I hear that Mr. Brodie has a long list of enemies. I would
>say that if you want something done, don't leave it to Mr. Brodie. I
>have heard of other people getting some "uncaring" responses. Send
>your FAX to someone else other than Brodie...
>
>Good luck, things are really hopping at Atari, there seems to be rarely
>anyone around to talk too.

I would have to agree... I met the guy at the show in Glendale last summer
and he was such a weenie it wasn't even funny... talk about being a major
jerk jeesh!

Not only does atari not know how to advertise, but they also don't know
how to treat _loyal_ customers!

*steve miller | TTTTTTTTTTT | Screw the semster system. |
*dept of electronics engineering| T T | Up with ATARI DTP. |
*cal poly san luis obispo | T 030 T | Who cares about Koresh? |
*superficial knowledge PhD :P | T T | Where the hell is MT 4.0? |

6066. Re: ConNect

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 16:07:29 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1307@usdtsg.DaytonOH.NCR.COM>
Source record: 206899

In article <1re279INNrgf@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>Well from what I can see of it its not worth a cent, the window is far to
>small and the program seems a little bugy, it did not save the conn0.set file
>the first time I tried, the Text in that mono mode is far to small..

Have you tried a different font (one other than the system font)? I've found the Gemini fonts to work reasonably well, as well as the Connect ANSI font (a smaller point size perhaps?). If you use the ANSI font (in size10, I think) and get rid of the scroll bar, then everything fits in on the screen.

I'd imagine on the TT and Falcon that it may be more "comfortable" on the screen (i.e. using a higher resolution and thus a bigger font size).

What version of Connect did you try, BTW?

>PLEASE can some one produce a decent comms program for the Atari, I am still
>waiting, or do I have to buy a PC clone..??

I dunno if you'll find a better one over there or not. I can't speak of the Windows world, but two of the better terms on the PC are Telix and Procomm (Plus) - and these are not GUI-based (exception: Procomm for Windows, which I've only seen)...

One of the things about Connect is that to get what you want, sometime you have to set it up ahead of time (i.e. the defaults may not be what you expect - line drawing in VTxxx mode, for instance). I dunno if maybe this is the case with gemszrz?

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

...have you checked atari.archive.umich.edu in the atari/Telecomm area? they have enough term programs there to keep you busy for a while :-)

6067. Re: MiNT 1.04 - Mine goes boom when ESC is pressed on Des

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 16:13:30 UTC
From: randyh@sad.hp.com
Message-ID: <C63MEJ.2xL@srgenprp.sr.hp.com>
Source record: 206890

Erlend Nagel (wmtwen@rw8.urc.tue.nl) wrote:
: cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
:
: >TSRs. The only two ACCs I was loading are TOSWIN 1.2 and XCONTROL 1.0.
: Toswin 1.2 never worked for me. But TOSWIN 1.4 is great. Try that
: instead.

We all know that the new versions of MiNT are not distributable as binaries, but does this also apply to TOSWIN? I'm using MiNT .95 and would like to use the new TOSWIN if it will run with that old of a MiNT. Before you tell me to compile it myself, I don't have a large enough HD for GCC and for the little hacking I do HSC is fine. I just want the latest goodies.

Thanks, Randy

6068. Re: ConNect

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 16:19:50 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1308@usdtsg.DaytonOH.NCR.COM>
Source record: 206805

In article <C62GtF.KJ@dscomsa.desy.de> wwc@dxhra1.cern.ch (Wolfgang Wander) writes:
>
>>Also no background dnload with gzrzacc at all, I was informed that if I had
>>gzrzacc version 3.xx it would dnload in the background, NO IT DID NOT..!!
>
>Of course it does. While downloading you can still work in CoNnects
>Unix-like Built-in shell named Coshy. You may not call screen blocking
>applications but downloading in background - as far as GEM allows background
>tasks (Accessories) works fine. Which version of GSZRZ.ACC did you
>actually use?

I think he *might* have been associating the background-downloading
with multitasking (i.e. exiting out of Connect, etc?). I haven't tried
gszrz, but with MiNT loaded, I had one window downloading some files
(I used NICE.TTP as the "protocol" calling zmodem, so I could use
my own priority settings) and was LHARCing some files in another
window.

Maybe the best way to put it is that the downloading will be
background, but you'll still be within Connect, but you can run
other things from within Connect as well (hmm - Connect is almost like
an alternative GUI if ya start doing that :-)

Come to think of it, you could probably even call another shell
from Coshy - like tc shell, and then Mupfel, and then...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

definition of an egotist with vertigo:
"either the world revolves around me,
or I'm getting very dizzy right now..."

6069. Re: ConNect

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 16:32:46 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1309@usdtsg.DaytonOH.NCR.COM>
Source record: 206809

In article <1rgifhINN1vh@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard) writes:
[STuff deleted]

>What I wish to do when dnloading is to get Directories of disks, type replies
>to e-mails, ie, simple things...
>
>Is this not posible..??

Assuming you get the GSZRZ figured out, it should be possible. If you have the space, try loading MiNT in, and running something like XYZ.TTP as the protocol (I'd advise using NICE.TTP as the protocol, and then XYZ.TTP as a parameter to that - gives ya some control over how much of the systems time resources are gonna be tied up). I'd think that an ACC would probably seem less intrusive on the time-slicing, however...

If ya get the downloading backgrounded, you should be able to maybe use Chameleon or some other means to access the file selector to mess with disk directory stuff (assuming you're using UIS III, LGS, or something of the like); or just use Connect's Coshy interface and do stuff from there...

As for replying to emails, do you mean on the system that you'd be presently downloading from, or on your ST itself? I've only seen one protocol that allows simultaneous downloading and typing to the remote system (Jterm or something like that).

I haven't tried this yet, but if you set up a window in Connect to be in VT52 or VT100 mode, you can then run a program (VI, perhaps?) that maybe will take advantage of the terminal emulation type via termcap? (just a thought).

>May be I need a PC Clone..??

If you can find a PC term program that does all you've mentioned, let me know. 'Twould be something to mess with on my 286... :-)

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

6070. Re: FALCON - Blitter vs. CPU

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 16:46:54 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1993Apr26.164654.14378@unix.brighton.ac.uk>
Source record: 206803
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> Don't you know that all pointers are 32bits and (even worse) that instructions
> can be advantageously read 32bits at once ?
>
> Even with your 'exclusively graphics' application, I'm convinced a 32bits
> access to memory would give you more than 50% speedup !!
>
> Stefan
> --

50% speed up, you must be joking.

Not all instructions are 32bit, not all pointers are 32bit.
You are not taking into account the cache or the fact that the COBEL chip
which is on a 32bit bus makes up for some of the speed lose (there are obviously
no wait states between the 68030 and the COMBEL).

Also there is the DSP and BLITTER which reduce the load off the processor.
In addition the SDMA sound system requires no processing time for the output
of sound.

Within this architecture there is no way you'd get anywhere near 50% speedup.

----------------------------Tom.

6071. Atari in the news

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 17:00:57 UTC
From: saj@chinet.chi.il.us
Message-ID: <C63oLL.7n0@chinet.chi.il.us>
Source record: 206895

In Info World for April 26, 1993, Robert X. Cringely (best known for his fantasies of Pammy-the girl next door) reports that Atari's fantastic new game machine will be introduced next month. So at least HE believes.

Steve

6072. Re: ConNect

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 17:01:35 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <C63oMn.CtL@dscomsa.desy.de>
Source record: 206886

In article <1rgifhINN1vh@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

>Well I used the Font suppied, the CONNLIGH and its far to small in mono
>as it does not work in Medium res, what I need is a full screen window,
>not 2/3, as that is what I am getting..??

Why don't you use TMail-ANSI then? If you are not able to find a proper
font I really can give you no help.

>It did not save the conn0.set file the first time and the software is a bit
>unpredictable ..

Perhaps you met the Cancel-Button. Is this behaviour reproducible?
Only reproducible bugs we can talk of. Certainly the nearly 1000
registrated CoNnect-Users qould have told me about his bug, if
it existed.

And what do you mean by unpredictable? Be more specific!

>I am using GSZRZACC as a ACC version 3.4, how do I remove the Zmodem window,
>when I click on the close window button it crashed out of the dnload..

;) Closing the window will cancel transmission (RTFM!;-) Could you
think about any other possibility to get rid of a topped window
in GEM? Really not? What about selecting another window? Perhaps
CoNnects terminal window? In case you don't know how to do this:
Move the mouse to an area above CoNnects Terminal-Window and press
the left mouse button.

Wolfgang

6073. Re: ConNect

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 17:03:36 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <C63oq1.CvF@dscomsa.desy.de>
Source record: 206887

In article <wmtwen.735827051@rw8.urc.tue.nl> wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
>sheppard_r@kosmos.wcc.govt.nz writes:
>
>>Well from what I can see of it its not worth a cent, the window is far to
>>small and the program seems a little bugy, it did not save the conn0.set file
>>the first time I tried, the Text in that mono mode is far to small..
>
>The only bug I found, was that I could not switch to the really tiny
>system font.

This is no bug in CoNnect but in your version of NVDI. It is probably
2.01? In NVDI 2.01 you could not select a 8pt size system font.
An update to 2.12 will help you a lot.

Wolfgang

6074. Re: New Atari Purchase

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 17:05:36 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr26.170536.17781@newshost.lanl.gov>
Source record: 206812

In article <1r966uINNq6p@shelley.u.washington.edu>, neurom@u.washington.edu (Neuromancer) writes:

<< request for ST upgrade vs Falcon purchase advice deleted >>

In article 12665@iscsvax.uni.edu, sinclair2246@iscsvax.uni.edu () writes:
>
>Or you can get an Amiga 1200/80 meg for $868.00
>or Mac Centris 610 for about $1600 street.
>
>Both are available today and at any hour, minutes and seconds....
>
>Amiga 1200/80 megs- I love it..

Sinclair --

Oh, c'mon and grow up, will ya? Did the original poster (Neuromancer) crosspost his request for advice to comp.sys.amiga or comp.sys.mac? If he had, your reply would have been quite appropriate. But it's obvious he wants to stick with an _Atari_ system so your reply was... well, a waste.

Neuromancer --

With hardware prices as they are, I would avoid upgrading any older ST as you can buy a complete new or used system for little more. Your upgraded 520 would still be a far cry from a Falcon. So if you want a Falcon, go ahead and get one! The only choice now is the Falcon configuration. Has anyone actually seen a 1/0 configuration yet? And remember that the Falcon internal hard drive must be a 2.5" IDE drive (not 3.5" SCSI), so keep that in mind when making your price comparisons. Also, you won't get AtariWorks and some of the other free software goodies with a 1/0 Falcon.

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6075. TexDraw

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 17:14:00 UTC
From: ms@p103.informatik.Uni-Bremen.DE
Message-ID: <1993Apr26.171400.2160@informatik.uni-bremen.de>
Source record: 206893
Cross-posted to: de.comp.tex,comp.sys.atari.st

Hallo, ich poste folgendes f"ur einen Freund ohne e-mail-Zugang:

Hallo TeXdraw-User,

ich melde mich mit einer Frage und mit einem Angebot.
Zuerst die Frage:
- Da Jens Pirnay den Support von TeXdraw eingestellt hat, moechte
ich anfragen, ob sich schon jemand bereit erklaert hat, seine
Nachfolge anzutreten.

Nun das Angebot:
- Sollte sich noch niemand gefunden haben, wuerde ich mich gern
dazu bereit erklaeren TeXdraw weiter zu pflegen. Zwar habe
ich auch nicht gerade Zeit im Ueberfluss, aber es waere
schade, wenn ein so gutes Produkt wie TeXdraw einfach sterben
wuerde. Ich werde also mit Sicherheit nicht mit Versionen die
nur so vor neuen Features strotzen um mich schmeissen, aber
wenigstens versuchen,
a) die jetzige TeXdraw-Version zu debuggen (d.h. alle
Bugreports zu mir, und falls auch schon verbesserte Module
vorliegen, diese ebenfalls, damit ich dafuer sorgen kann,
dass jeweils die fehlerfreieste und am weitesten entwickelte
Version in Umlauf kommt)
b) die von Jens Pirnay angekuendigten Features zu beenden
(ich hoffe dabei auf seine Mithilfe und werde mich auch
bei ihm direkt melden, vielleicht kann er mir ja einige
seiner Unterlagen zukommen lassen, damit ich nicht nur auf
die Quelltexte angewiesen bin).

Ansonsten bin ich natuerlich fuer Anregungen jeder Art
dankbar und habe auch schon selbst einiges im Hinterkopf:
- kontextsensitive (das Wort musste ich einfach bringen)
Popupmenues mit den Bearbeitungsikons fuer kuerzere
Mauswege,
- Portierung auf den Falcon (scheitert momentan am
Megamax-Modula, aber vielleicht laesst sich da ja was
machen)

Ich warte gespannt auf Eure Antworten. Bis dann
Jochen.

P.S. Ich habe momentan noch keine eigene E-Mail-Adresse (kommt
noch), bin aber ueber Martin Schroeder zu erreichen.
Wen die Post noch nicht so veraergert hat, dass er eventuell noch
Briefe schreibt, meine Adresse:

Jochen Skupin
Kopenhagener Str. 161
W-2820 Bremen 77 (neue Postleitzahl folgt nach)
Tel.0421 / 636 70 35

/--\
|Martin Schr{\"o}der, Computer Science Student, University of Bremen |
|Internet: L15D@ALF.ZFN.UNI-BREMEN.DE (preferred) |
| or MS@INFORMATIK.UNI-BREMEN.DE |
|Snail Mail: Fr.-Humbert-Str. 124, W-2820 Bremen 70, Germany |
\--/

6076. Re: >>>>Speed of Light (Was: GIF VIEWERS FOR THE ST)

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 17:20:14 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1993Apr26.172014.15254@unix.brighton.ac.uk>
Source record: 206804

Speed of Light does support scrolling using the mouse, just place you hand on the mouse and move it!
Its a little weird as it gives the scrolling momentum in the direction of mouse movement!

Tom.

6077. Re: Orphan TT's

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 17:24:54 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr26.172454.18032@newshost.lanl.gov>
Source record: 206813

In article Cry@netcom.com, ekrimen@netcom.com (Ed Krimen) writes:
>In article <4638@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>>
>>We interrupt the current flamefest for the following bulletin:
>>
>>Just read in the new Current Notes that the TT has been discontinued
>>by Atari due to lack of interest. Seriously. Well I guess if you really
>>wanted one they'll probably be real cheap soon.
>
>This is old news. They stopped making TTs a long time ago.
>
>But that's Current Notes for ya'.
>--
> Ed Krimen
> ekrimen@netcom.com
> AEO.5 (GEnie)
> FoReMNet Node 761

Gee, Ed... I've always kinda liked Current Notes. And please don't make
any comparisons about how "current" it is compared with Atari Explorer's
hardcopy issues. :) And from what I understand, it looks like CN will
soon be this country's ONLY glossy covered Atari rag if AE goes to a
newsprint format. <sigh>

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6078. searching for online games

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 17:57:23 UTC
From: m0ali001@ulkyvx.louisville.edu
Message-ID: <1993Apr26.135723.1@ulkyvx.louisville.edu>
Source record: 206801

Hello...

I'm trying to find some good online games to put up on my BBS, the Triv-Atari at (502) 245-0386. I've got about 10, but am looking for other good ones other than the ones I've got right now. Can someone point me the right direction on where I can find some good ones here on the Internet or Telenet?

Thanks!

6079. Re: Falcons in the DC area?

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 17:59:25 UTC
From: ken@isgtec.com
Message-ID: <4648@isgtec.isgtec.com>
Source record: 206846

```
< >BTW, there's something I don't understand. Toad is currently saying
< >in their ads that they're taking advance orders for Falcons (i.e. a
< >waiting list). Now, Rehbock said in some online conference recently
< >that there will be NO mail-ordering of Falcons. 8^} Looks like
< >somebody is in for a big surprise.

Posting this from Chris Mauritz...
< Frankly, I'm baffled by their snooty no-mail-order attitude. You'd
< think that a company with one foot in bankruptcy and the other
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
< on a bananna peel would be happy to get machines out the door any
^^^^^^^^^^^^^^^^^

Great line! :^}

< way they can. It is no secret how that have boned their distributors
< in the past so attracting new ones will be difficult at best. Who
< are they hoping to impress with this policy???
<
< Inquiring minds want to know.
<
< Cheers,
<
< Chris

--

ken@isgtec.com [ ...!uunet.ca!isgtec!ken ] Ken Newman
```

6080. Re: Sound problems on new TT

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 18:39:27 UTC
From: mast@cubalaya.engin.umich.edu
Message-ID: <1rha8vlNNmjg@srvr1.engin.umich.edu>
Source record: 206802

> Well. The most common reasons for 'no sound' are: (1) speaker not connected
> properly, (2) one of the DIP switches was changed. You might want to verify that :-)
>
>
> ---
> --
> Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster (from July, 1st: D-48161)
> eMail: julian@math.uni-muenster.de, jr@ms.maus.de
> --
>

Could someone post what the dip switches control? I'm interested in disabling the internal speaker without snipping anything. It's annoying that these machines default to full-speaker-crackling-volume whenever a game or demo is booted.

-mike

6081. Help: Capturing Video onto HD

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 19:02:04 UTC
From: cse0947@desire.wright.edu
Message-ID: <1993Apr26.140204.8995@desire.wright.edu>
Source record: 206898

What will I need to grab images from a VCR to a hard drive via an Atari Mega4 ST running TOS 1.2?

6082. Re: ACC.PRG

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 19:15:19 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.164825@cix.compulink.co.uk>
Source record: 206807

In article <1993Apr23.062517.5831@bernina.ethz.ch>, VONGUNTENR@EZINFO.VMSMAIL.ETHZ.CH (Ralf von Gunten) writes:
>chameleon, from Julian Reschke (I think he programmed it). You put one or more
>copies of this one in the boot partition, the other accessories in a folder.
>There's a place in chameleon you can edit (with any track-to-track editor) to
>specify an acessory which have to be loaded when booting. That's it.
>What's better is that you can later unload the accessory and replace it by
>another one.
>
>Hope this helps....
>
>|Ralf von Gunten | Ecole d'Ingenieurs du Canton de Neuchatel * EICN-ETS|
>|Email:VONGUNTENR@ezinfo.vmsmail.ethz.ch DECnet: 53848::VONGUNTEN|
>| Happiness is the only belonging which multiplies when you share it... |
>
>

Chameleon was written by Karsten Isakovitz of the Overscan team.
Great little program. Shame it doesn't run 100% on F030.

Ofir ogal@cix.compulink.co.uk

"The fact that I have changed my mind
doesn't change the fact that I'm right"

6083. Microprose e-mails (was Re: Civilisation)

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 19:26:12 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <1rhd0k$er3@irz401.inf.tu-dresden.de>
Source record: 206808

In article <1993Apr26.134047.23698@aston.ac.uk>,
wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:

>Someone asked... Here's what I have for Microprose's e-mail address.
>(Courtesy of Achim Held, who mailed it to me...) but they aren't
>particularly responsive.
>
>MicroProse@aol.com
>
Try 76004.2223@compuserve.com - i've got very fast replys.

Matthias

P.S. They are - until now - the only one major comp. who responced to
my mails.

```
------------------------+-------------------------------------.
| Matthias Rauhut | TCP/IP-Mail: rauhut@freia.sax.de |
| | IRC:st-guru |
| | |
+------------------------+-------------------------------------+
| My profession? .GIF-hunter as a full-time-job,what else? |
| 'Only a dead GIF is a good GIF!' |
| God bless True Color! |
`-------------------------------------------------------------'
```

6084. Getting GCC/G++ to work.

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 20:02:53 UTC
From: jhp@sactoh0.sac.ca.us
Message-ID: <1993Apr26.200253.4315@sactoh0.sac.ca.us>
Source record: 206819

It wasn't very long ago(this past week), that I had GCC up and running (Thanks to Warwick Allison). I tried adding the files to get G++ up and running and this seems to be my problem.

When compiling a C++ program, I get a HUGE list of errors. These are not from the program itself but from the header files. Now, when I try to compile a regular C program, I get the message "unterminated character constant." I don't know if this has to do with the errors for the C++ program.

I pulled all my files from the "mirrors" directory at wuarchive.wustl. I thought I saw a couple of messages saying that there were problems with the files from this site. Was I hallucinating?

I also recall that someone finally got the thing working after FTPing the files from some site in Europe. If anyone happens to know what the site is, could you e-mail it to me?

I'd be greatful for any suggestions that anyone might have also.

Thanks alot.
--

- jhp@sactoh0.SAC.CA.US What else can I say? -

6085. Looking for 'find'

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 20:17:42 UTC
From: nollert@nova.tat.physik.uni-tuebingen.de
Message-ID: <nollert.735855462@nova>
Source record: 206810

Hello,

all UNIX haters please hit 'n' now ...

I'm looking for a utility which does essentially the same as the UNIX
command 'find'. I've found several programs which have something like
'find' in their names, but what they do generally corresponds to the
function of 'grep', rather than find.

All hints welcome!

Hans-Peter
--
Lehr- und Forschungsbereich Theoretische Astrophysik (TAT),
Universitaet Tuebingen, Auf der Morgenstelle 10, D-7400 Tuebingen, Germany
Tel.: 49-7071-295921 Telefax: 49-7071-295400 Telex: 726 2867 UTNA D
nollert@tat.physik.uni-tuebingen.de PSI%45050260314::NOLLERT

6086. EA support??

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 20:39:18 UTC
From: kfason@lamar.ColoState.EDU
Message-ID: <Apr26.203918.27592@yuma.ACNS.ColoState.EDU>
Source record: 206811

Hey, whats the deal on Electronic Arts? They stop producing for the Atari?
I just got off the phone with them and found out that they arnt doing
it any more?? I am interested in the Space Hulk Game. I play the board
version of it all the time... It said that there is a PC and Amiga version...

Did atari try to talk to them about developing on the Falcon030? Or is that
someone else... thanx.

-Kevin Fason Atari Mega/STE 4 50

6087. Re: ConNect

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 21:16:08 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2bdc5248@p12.f202.n281.z2.fidonet>
Source record: 206723

In a message of <Sun 25 Apr 93 14:03>, sheppard r (2:281/202.0) writes:

sr> Well I just had a Play with ConNect in ST Mono mode, after finding
sr> that its usless in ST medium res mode.

Is there any professional program which can be used in ST Medium in a
serious manner?? ;-)

sr> Well from what I can see of it its not worth a cent, the window is
sr> far to small and the program seems a little bugy, it did not save the
sr> conn0.set file
sr> the first time I tried, the Text in that mono mode is far to
sr> small..

Well, I can only suggest you play around with it a bit more. I myself am
useing it in TT Medium and find it a great program. In combination with
FSER094 I can use my ZyXEL on Serial2 flawlessly and there are a lot (I
mean a lot) of options in CoNnect. In the beginning you have to get used to
it a bit, but after that you'll love it.

sr> Also no background dnload with gzrzacc at all, I was informed that if
sr> I had gzrzacc version 3.xx it would dnload in the background, NO IT
sr> DID NOT..!!

Of course it will not! Not unless you're running MultiTos that is. Under
MultiTos, background d/l is possible with only a small amount of CPS loss.

Greetings... - Jan -
FidoNet: 2:281/202.12 UseNet: jan@nextjk.wlink.nl

--- ZapMail 1.1
* Origin: 5-6-1993... Fish swimming in Uden... :-) (2:281/202.12)

6088. Re: Orphan TT's

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 21:23:14 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2bdc5433@p12.f202.n281.z2.fidonet>
Source record: 206722

In a message of <Sun 25 Apr 93 19:20>, Bob BobR Retelle (2:281/202.0) writes:

>> Just read in the new Current Notes that the TT has been discontinued
>> by Atari due to lack of interest. Seriously.
BB>
BB> So Atari has finally admitted they had no interest in the TT...

Not quite. Users had no interest in the TT. TT's didn't sell anymore. Furthermore, Atari redefined their stategy. They are now focussing on the consumer market, not on the low-end DTP market, which upsets a lot of people in Germany, since quite some people are useing their TT's just for that. Also with DMC porting Calamus SL to the Windows NT platform, lots of users are afraid that one of the programs worth buying an Atari for will be discontinued.

Greetings... - Jan -
FidoNet: 2:281/202.12 UseNet: jan@nextjk.wlink.nl

--- ZapMail 1.1
* Origin: 5-6-1993... Fish swimming in Uden... :-) (2:281/202.12)

6089. Re: MCD in N.C. sells 24 falcons

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 21:23:43 UTC
From: ken@isgtec.com
Message-ID: <4650@isgtec.isgtec.com>
Source record: 206845

In article <n#15m6h@rpi.edu> oyakea@warren1a.its.rpi.edu (Amalaye Oyake) writes:
> and they are back ordered by 65,000 machines.

What!!! Yeah right. You probably mean 65.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

6090. Re: Orphan TT's

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 21:29:50 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2bdc5518@p12.f202.n281.z2.fidonet>
Source record: 206724

In a message of <Sun 25 Apr 93 23:23>, der Brewmeister (2:281/202.0)
writes:
dB> When I called a dealer asking about upgrading to a TT (from my
dB> 1040STe), he told me Atari no longer made the TT's because they
dB> were coming out with a faster (040) Falcon...was he delerious, or has
dB> anyone heard about it?

Pff, TT's don't sell anymore, because they aren't competitive. Atari
definitely is working on a Falcon040 (Sam Tramiel said that in some
real-time conference, if I remember correctly), but I wouldn't wait for it.
By the time the 040 hits the shelves even a SparcStation Classic will be
cheaper...

dB> I'd have to agree that a 68030 machine is fine and dandy, but let's
dB> be reasonable, there needs to be high-end machines in the works and
dB> Atari just is too late too many times...

And now Atari has stated they want to be a consumer company, I am afraid
high end machines just won't fit in that image...

Greetings... - Jan -
FidoNet: 2:281/202.12 UseNet: jan@nextjk.wlink.nl

--- ZapMail 1.1
* Origin: 5-6-1993... Fish swimming in Uden... :-) (2:281/202.12)

6091. Re: 16Mhz feed on STf

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 21:59:40 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.165660@cix.compulink.co.uk>
Source record: 206818

In article <1qv6rjINNi5n@uk-news.uk.sun.com>, craig@hadrian.uk.sun.com
(Craig Barnes - Sun UK - Senior Systems Admin N + SW Group Regio) writes:
>Can anyone help me...
>
>
>I need to know where on the STf to pick up a 16Mhz feed for the upgraded Floppy
controller.
>I beleive that this will then allow me to R/W 1.44 mb disks with the correct software.
>
>Rgds Craig

There is 16MHz from the shifter chip. (pin 39)

Obviously you must buffer it and you may also want to get the drive to switch between 8 and 16 automagically. i am doing the same thing, so let me know how you get on.

Adam.

6092. Re: ConNect

Newsgroup: comp.sys.atari.st
Date: 1993-04-26 23:40:07 UTC
From: aburgh@iastate.edu
Message-ID: <aburgh.735867607@vincent1.iastate.edu>
Source record: 206814

In <wmtwen.735827051@rw8.urc.tue.nl> wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:

>The only bug I found, was that I could not switch to the really tiny
>system font.

>Erlend.

It worked for me, though I wouldn't want to actually use a font that small.

Cheers,

Aaron

6093. Re: SC1224 color monitor as VGA

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 00:37:10 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <Ns1m3B10w165w@dogbox.acme.gen.nz>
Source record: 206838

david@bdt.com (David Beckemeyer) writes:

>
> Can someone point me to a reference for connecting an Atari
> color monitor SC1224 to a PC VGA? I would just want to use
> the monitor at no higher than 640x200 16 colors, which I
> think it could handle.

It won't handle it.

The atari color monitor runs at tv standards - 525lines/60Hz or
625lines/50Hz, which translates to a horizontal line frequency of
15.75 or 15.625kHz (Lines*refresh speed, but they're interlaced -
only half the total number of lines in each screen refresh).

Almost all VGA cards output a horizontal frequency around 30kHz
or higher. The mono monitors can display VGA because this is the
approximate spped they run at. The color monitors can't handle
these high frequencies.

Another thing to bear in mind is that the dot pitch (spacing of each
triad of display dots) on the atari color monitor is only .4mm. VGA
monitors these days sit around .28mm - the image from the atari
monitor isn't as clear as a VGA.

Sorry, you'll have to buy a VGA monitor, or a Multisync if you want
to use if on your atari too.

The reason for converting atari mono monitors to VGA is that they're
extremely good low radiation paper-white monitors with long
persistance phospher, and as such are brilliant for DTP or word
processing applications.

--
Alan Brown
dogbowl@dogbox.acme.gen.nz

6094. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 00:59:29 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <1993Apr27.005929.7541@magnus.acs.ohio-state.edu>
Source record: 206815

I use MTOS regularly on a 68000, sure it's slow in someways but with each update it get's better and better. It's very addictive. And as I say to the locals who whine about it. Once you get a legitimate copy instead of one of the early hacks you'll see what it's like.

Dan

6095. Re: Orphan TT's

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 03:01:00 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC64GDo.97y@netcom.com>
Source record: 206816

In article <1993Apr26.172454.18032@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>
>Gee, Ed... I've always kinda liked Current Notes. And please don't make
>any comparisons about how "current" it is compared with Atari Explorer's
>hardcopy issues. :) And from what I understand, it looks like CN will
>soon be this country's ONLY glossy covered Atari rag if AE goes to a
>newsprint format. <sigh>

There are a few problems with Current Notes, and I and another author/editor on GEnie tried to help last year, but our efforts were unwanted. These problems include misinformation by the columnists, half-baked "reviews," and blatant typoes, misspellings, and grammatical errors.

The only redeeming value of the magazine is Dave Troy's articles, but I don't want to pay for a single article each month; I want a whole magazine, and that's not what I was getting.

I don't have a subscription to a single ST magazine anymore. I get much better info from GEnie. I do get AtariUser at my user group meetings, and Atari Explorer comes every so often, but that's it. And if you ask about that other ST magazine that's based in Oregon, well, I got a whole 'nuther set of comments for that one. :^)

I wish I had more positive comments about this topic, but I don't.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

6096. Re: compiling MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 03:28:55 UTC
From: azog@world.std.com
Message-ID: <C64Ho8.33y@world.std.com>
Source record: 206817

At one point in time, I wrote:

>Whats the deal with compiling MiNT 1.04? Anything special I should
>know? I have GCC, and the GCC libraries, and also the MiNT libraries
>for GCC, along with GnuMake. All of which I snagged off umich, along
>with MINT104S.ZOO

>So I un-zooed everything, and in the mint.src directory created was
>a makefile, so I typed MAKE, had some coffee, and about an hour
>later, it was sorta finished. THe only thing the makefile didnt do
>was strip the symbol tables (since I dont have a strip.ttp), and
>chmod to 777 (which I did by hand). Placed MINT.PRG in C:\auto, and
>rebooted.

>Seems that firstly, the CNF file has changed, since my CNF from 095
>had a HARDSCROLL statement which it blew up on. So anyways, I fixed
>most of the CNF statements, and now, MiNT just pukes, and exits
>with an error code of 65502???

Well, its been figured out. Someone kindly pointed out to me that I
need to remove the MULTITOS options in the makefile, and also
rename the compiled mint.prg to mintnp.prg. Of course, if I had
taken the time to read the file readme in mint.src, it would have
been plain for me to see, but since I have no paitence...

duh

oh well!

--
Billy D'Augustine
azog@world.std.com

Lather. Rinse. Repeat. Lather. Rinse. Repeat. Lather. Rinse. Repeat. Lather.

6097. Re: Looking for QWK-reader

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 05:59:34 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <2bdd7f32e6173a@yonder.equinox.gen.nz>
Source record: 206825

In <1993Apr25.213143.159@tdb.uu.se>,
Daniel Eriksson (m91der@tdb.uu.se) wrote:

>PANIC!!!

Don't.

>I need a QWK-reader but haven't been able to locate one on the net.
>Are there any available for anonymous FTP or FSP?

Yup, try atari.archive.umich.edu, I even posted a message to this group
last week stating that i'd just sent another one there.

The best one there to get is Captains QWK. (CQWKE2?.??? rouhly!)

I've also got the IMHO one that everyone on the FIDO atari echo's
raves about, but I don't think it's that great, I found Captains better.

Craig.

--
Craig Shore. (Christchurch, New Zealand)
(using a 2 Meg STE, ICD interface to a 105Meg Quantum drive)
(Okami reader with Hermes usenet software)

6098. help with mega upgrade

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 06:54:00 UTC
From: guy.goerres@almac.co.uk
Message-ID: <9434.723.uupcb@almac.co.uk>
Source record: 206638

In message #4617, MICHAEL KIERAS writes:

> From: michaelk@titan.ucs.umass.edu (Michael Kieras)
> Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech
> Subject: help with mega upgrade
> Date: 19 Apr 1993 09:59:41 -0400
> Message-ID: <1qub8dINN196@titan.ucs.umass.edu>
>
> Hi,
> I have a Mega ST 2 with a rev 5.0 motherboard that I would like to
> upgrade to 4 megs, _on the board_. I can't use an upgrade that plugs
> into the shifter. The spots for the 16 chips are on the motherboard,
> currently all filled with solder. Could someone tell me what types of
> memory are best for this situation, and what other changes need to be
> made to the board? If there is a document out there already describing
> this, please direct me to it.
>
That's very simple. Just buy 16 RAM-Chips 411024-120 (1Mbit-120ns) and put
them in these empty slots. Then get 16 condensators of 330nF and put them
near the RAM-chips. The places are marked. Finally check if CASL1, CASH1
and RAS1 are connected over resistor of 33 ohms to the RAM-chips.
MMU: CASL1 Pin 21, CASH1 Pin 22, RAS1 Pin 18
RAM: CAS Pin 16, RAS Pin 3
CASL1 is going to 8 RAM-chips, CASH1 is going to the other 8 RAM-chips.

have fun with 4 MB.

bye,Guy

. QNet3. . ILink . ComNet Luxembourg BBS . Luxembourg . (++352) 466893 .

6099. CALAMUS SL

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 07:55:22 UTC
From: elendir@inf.enst.fr
Message-ID: <2707@enst.enst.fr>
Source record: 206820

Hi !

Does anyone know whether Calamus SL is Falcon-compatible or not ? And if it
can handle the 640x480x256 colors mode ?

Thanks.
Vince.

--

PSG : NOTRE HISTOIRE DEVIENDRA LEGENDE.

6100. Re: Demo on FALCON 030

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 08:00:59 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C64u9o.wB@hpbbrd.bbn.hp.com>
Source record: 206712

Chris Herborth (cherborth@semprini.tdkcs.waterloo.on.ca) wrote:
> The coolest thing I ever saw in a demo wasn't even something the users
> were aware of... It was using the DMA chip as a BLiTTER! That's pretty
> neat...

That's really cool! What did it do with the DMA chip? Clear memory?

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

6101. Re: availability of Speedo GDOS printer drivers

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 08:49:33 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1ris2tEon8@uni-erlangen.de>
Source record: 206821

michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:

>Having had a chance to play with/use Speedo GDOS, I'm quite impressed with
>its speed and robustness.

>Anyway, this is what I'm asking - Are there more drivers?

You forgot to mention the NEC 24 pin driver, at least. And did you mention
the two (or three) colour printer driver?

--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

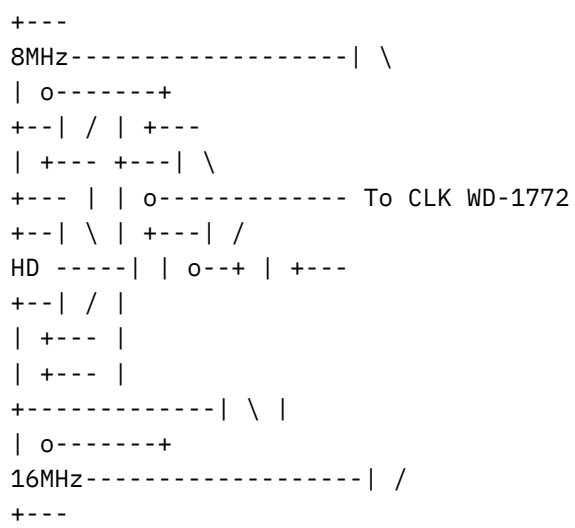
6102. Re: 16Mhz feed on STf

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 08:53:14 UTC
From: VONGUNTENR@EZINFO.VMSMAIL.ETHZ.CH
Message-ID: <1993Apr27.085314.26873@bernina.ethz.ch>
Source record: 206822

In <memo.165660@cix.compulink.co.uk> apelled@cix.compulink.co.uk writes:

>
> Obviously you must buffer it and you may also want to get the drive to
> switch between 8 and
> 16 automagically. i am doing the same thing, so let me know how- you get on.

You can do it with one NAND chip (74HC00). Connect the gates as following...



When the HD signal is LOW 8MHz clock is transmitted. When HD goes HIGH (for HD operation) 16MHz is feeded to the controller.

If your drive has an inverted HD signal, exchange 8 and 16 MHz.

If you plan to use a second drive, then you have to check that clock switching happens only when you access an HD disk. This may be solved adding some gates to control the switching depending also on which drive you are accessing.

You can also use following signals:(for example)

DS0 (Drive select 0 normally A)
DS1 (Drive select 1 normally B)
HD0
HD1
MON (motor on, if you want to feed 16MHz only when accessing a HD, avoid the WD 1772 to overheat)

Eventually you can also make an automatic step-rate adjust (but this is well done (i believe so) by the Ajax floppycontroller)

Hope this helps...

|Ralf von Gunten | Ecole d'Ingenieurs du Canton de Neuchatel * EICN-ETS|
|Email:VONGUNTENR@ezinfo.vmsmail.ethz.ch DECnet: 53848::VONGUNTEN|
| Happiness is the only belonging which multiplies when you share it... |

6103. Re: Decent QWK-readers for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 09:02:10 UTC
From: John_Collis@equinox.gen.nz
Message-ID: <John_Collis.eqce@equinox.gen.nz>
Source record: 206826

Rasmus Paetau (paetau@mits.mdata.fi) wrote:

: I have tried many QWK-readers, but none have satisfied me. MT QWK was
: maybe the best of those I tried, but it was instabile and bombed at
: certain things. Particulary the newer version, 1.10a, was instabile. I
: also tried CQWK and Red Wine reader. I have heard of Maximiser and
: something called IMHO, that is supposed to run only on 1MB machines.
: I'd be interested in hearing wherefrom to get these two, or maybe
: something else that is good.

Finding a good QWK reader is rather difficult on the Atari. Our local user group has been trying to find a decent one for a while. At the moment IMHO 1.03 and CQWK 2.2 seems to be the favourites depending on who you talk to. IMHO was written by a guy called Ian Print in the U.K. so I think that it should be available somewhere nearer you than us. If you can't find it on one of the european archives that carry Atari stuff I'm sure that Me or someone else could send it to atari.archive.umich.edu.
Maximiser is a little older and it works but is not as good as either CQWK or IMHO.

Cheers

|John Collis |Email to: john@albemuth.equinox.gen.nz
|53 Springfield Rd |or: John_Collis@equinox.gen.nz
|Christchurch 8001 |
|New Zealand |Phone: +64-3-379-8921

6104. Re: OS Wars: NT/OS|2/Win16/S7.1/MTOS/et al

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 09:23:38 UTC
From: walter@lkn.e-technik.tu-muenchen.de
Message-ID: <walter.735902618@sun>
Source record: 206824

oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:

>In article <1993Apr24.163656.4624@ultb.isc.rit.edu> mrz5149@ritvax.isc.rit.edu writes:
>[The roots of an OS religious war that doesn't even belong in this
>newsgroup.... there's a thread in this vein over in one of the vms
>newsgroups..]

:-))))))

>>The guy who wrote VMS should be shot. I can't stand VMS. The only thing

>There's one in every crowd..... I've found that the people who don't
>like VMS are the ones who can't understand it. It has a certain
>elegant-ness about it that other OS's that I've used haven't come even
>close to having..... but then it's designed for people (non

>I'm not too sure MiNT is very Unix-ish. It just happens to be written
>so that Unix utilities & tools can be compiled to work with it. More
>of a tribute to Eric Smith's skill at designing an OS.

>I'd love to have a DCL compatible shell for MiNT or MultiTOS
>How POSIX compatible is MiNT & MultiTos ??

DCL on Atari would be a _very neat thing_ to have.

POSIX, i guess, needs a memory indirection which the Atari cannot do
(therefore, swapfiles are not possible in the way Unix or VMS do).

--
Greetings from Munich, Bavaria!

Walter.
+.....+
+ Internet: walter@lkn.e-technik.tu-muenchen.de +
+ Fidonet: Walter Loepsinger on 2:246/61 +
+.....+

6105. Musical score writing

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 09:35:17 UTC
From: arjm@dcs.ed.ac.uk
Message-ID: <C64yMu.546@dcs.ed.ac.uk>
Source record: 206839

Does anyone out there know of a PD/shareware program that does score writing and has a print option. I often transcribe tunes and it would be very useful to have a way to print out from Quartet (which I often use to help me) but failing this a seperate package would do. PLease tell me where I can get it or mail to to me uuencoded if you know of such a package. Ta muchly.

--
Andy MacCormack, aka armless, aka arjm@uk.ac.ed.dcs
"I am not ashamed of the Gospel of Jesus Christ for it is the
power of God to salvation of all who believe."
--

6106. Re: Looking for 'find'

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 09:36:22 UTC
From: walter@lkn.e-technik.tu-muenchen.de
Message-ID: <walter.735903382@sun>
Source record: 206823

Did you try Geminis Mupfel shell?
it has a find command nearly like Unix`s.

--
Greetings from Munich, Bavaria!

Walter.
+...+
+ Internet: walter@lkn.e-technik.tu-muenchen.de +
+ Fidonet: Walter Loepsinger on 2:246/61 +
+...+

6107. Re: ConNect

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 09:45:52 UTC
From: Alexander_Bochmann@traveller.fido.de
Message-ID: <2bdd1063@p1.f7803.n241.z2.fidonet.org>
Source record: 206738

...message from sheppard_r to All :

> Well from what I can see of it its not worth a cent, the window is far
> to small and the program seems a little bugy, it did not save the
> conn0.set file the first time I tried, the Text in that mono mode is far
> to small..

How about installing GDOS or NVDI and using another font? (What version of ConNect was it?) Also you must see, that 99.99% of the STs used in germany run in Mono mode, and that it's not much use for a program supporting the lower resolutions.

> Also no background dnload with gzrzacc at all, I was informed that if I
> had gzrzacc version 3.xx it would dnload in the background, NO IT DID
> NOT..!!

The manual doesn't say anything about that...

Most probably you should try MultiTOS? :-)

/\|ex.

6108. Any US Falcons Yet?

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 09:58:38 UTC
From: rost@tecrus.dec.com
Message-ID: <1993Apr27.135738.20355@ryn.mro4.dec.com>
Source record: 206841

After a week on vacation, I cabn't take the time to scan through 400 new posts,
I assume that there are still no Falcons being sold in the US?

Brian Rost @tecrus.enet.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

6109. Re: Orphan TT's

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 10:00:36 UTC
From: Alexander_Bochmann@traveller.fido.de
Message-ID: <2bdd13b2@p1.f7803.n241.z2.fidonet.org>
Source record: 206737

...message from mauritz_c to All :

>> Just read in the new Current Notes that the TT has been discontinued
>> by Atari due to lack of interest. Seriously. Well I guess if you
> I'd be curious to know just how many of those things they even
> sold. I wonder if it is more than the ill-fated ABAQ?

It seems to me that Atari doesn't know very much about the market they were
in...

The TT is/was the only _professional_ machine Atari had.

Maybe Atari can sell the Falcon in the US, but they will loose (or, have
already lost, seems more correct to me) the european market.

The company I was working for last year sold nearly as many TT's as 1040ST's
(what was sold more, was the Mega STe, and that one was
discontinued, too :-(...). Atari is really great at shooting itself...

/\|ex.

6110. Looking for manufacturer of PRO24

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 10:19:02 UTC
From: csd35@keele.ac.uk
Message-ID: <1rj1am$57l@gabriel.keele.ac.uk>
Source record: 206827

I have a friend who's had some disks stolen. The package that was on them was called PRO24. He's looking for the manufacturer to try and get a new copy. If anyone knows who makes this or a distributer the could they mail me the address and phone number (preferably in the UK).

6111. EMACS 18.58 on ST ! No way to dump it ! Please help !

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 10:38:45 UTC
From: am@Materna.DE
Message-ID: <am.735907125@materna>
Source record: 206832

Hello !
I want to dump EMACS 18.58 under MiNT 0.95 and BASH-Shell on my Mega-ST with
4 MB RAM. But I will get the following messages when I start the program
dumpemac.tos in /e-bin .
FIRST DUMP Commandline: ./temacs -batch -l loadup.el dump
CANNOT OPEN LOAD FILE: loadup.el
COULD NOT RENAME FIRST DUMP TO XEMACS.1 !!

MY ENVIROMENT - Variables for EMACS may be correct :
EMACSLOADPATH=/dev/D/emacs/e-bin
EMACSLIB=/dev/D/emacs/e-lisp
EMACSDOC=/dev/D/emacs/e-etc

What is my problem ? If you can help me, please mail me !

Thank you, even yet !

e-mail: am@materna.de
Name: Achim Millinghaus
Tel.: 0049 - 231/5599223

6112. Re: New Atari Purchase

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 11:13:18 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.735908988@rw8.urc.tue.nl>
Source record: 206831

I write:

>> As more people may have the same dilemma, I am posting this to the net.
>> You will probably not have enough room to add both the ZIP ram and a
>> 120 Meg 2.5" disk in the Falcon. Using the Matrix chip lots of programs

Julian Reschke writes:

>I don't see why an internal 120mb harddisk (2.5") should consume more room
>than an internal 60mb harddisk of the same form factor. In fact, I know
>a developer who *has* a 120mb Quantum drive in his falcon.

Of course it is perfectly possible to have a 2.5" IDE drive in the
falcon, but I think it might perhaps not be possible to have both the
ZIP ram and 2.5" hard disk in the Falcon. I heard that room is very
tight in the Falcon and that might make it necessary to use an external
drive with the ZIP ram board installed. But of course I could be wrong
so if someone has a Falcon, please check if it might still be possible
to fit both.

Erlend.

6113. Re: MiNT 1.04 - Mine goes boom when ESC is pressed on Des

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 11:17:06 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.735909335@rw8.urc.tue.nl>
Source record: 206833

randyh@sad.hp.com (Randy Hosler) writes:

> We all know that the new versions of MiNT are not distributable as binaries,
> but does this also apply to TOSWIN? I'm using MiNT .95 and would like to
> use the new TOSWIN if it will run with that old of a MiNT. Before you
> tell me to compile it myself, I don't have a large enough HD for GCC and
> for the little hacking I do HSC is fine. I just want the latest goodies.

I do not use GCC even though I have the resources, so I only have used
the 0.95 binary. And with that the TOSWIN1.4 program. It works fine in
this combination. Toswin 1.4 should be available on the major archives
in both source and binary form.

Erlend.

6114. GDB 3.6 for Atari/MiNT (Update)

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 12:07:08 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Apr27120708@issan.informatik.uni-dortmund.de>
Source record: 206830

I have just uploaded an update to my port of gdb 3.6 for Atari/MiNT to ftp.germany.eu.net (192.76.144.75). It will soon be available in pub/comp/atari-st/mint/gdb36p2s.zoo. I have also prepared a binary, available in pub/comp/atari-st/mint/gdb36p2b.zoo. The first version didn't include the sources for readline (mea culpa), and a small patch was needed.

For all who didn't see the first announcement, this is a full featured port of GDB 3.6, which works with MiNT 0.98 or later. Only core files and remote debugging are not supported. It also includes an improved support for C++ and GCC 2.x.

The original sources are still available in labrea.stanford.edu:pub/gnu/gdb.xtar.Z (i hope :-)

Enjoy,
--
Andreas Schwab
schwab@ls5.informatik.uni-dortmund.de

6115. GNU Fax??

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 12:16:20 UTC
From: FARAMIR@EZINFO.VMSMAIL.ETHZ.CH
Message-ID: <1993Apr27.121620.6903@bernina.ethz.ch>
Source record: 206834

hi!

Someone in this group mentioned the existence of GNU fax once. Is this
a project or does the program already exist? Is there an Atari version?
where can you get it (if possible _NOT_ via ftp, I have no FTP)? Can
somebody put it on atari.archive.umich.edu (we have a mirror of that
one at our university...)?

thanks in advance...

martin

P.S.: there's been a lot of talk about bugs in CoNnect lately. Well, I am
a registered user and can only say that it is a _GREAT_ program. Go ahead,
register it too. (it makes work with the program much easier, after all the
free version _IS_ only a demo). The only bug I found in v1.96 (the most
recent one?) is a graphic bug in the "Gebuehrenzaehler" (tax counter).
This one is known to Wolfgang, the author of CoNnect, and he promised to
correct it. Anyway, CoNnect is the best shareware program I know for the
Atari..

==
Martin Braschler, Brunngasse 16, CH-4124 Schoenenbuch, Switzerland
Voice: ++41-61-481-59-50, Fax: upon agreement only.
EMail: Internet: faramir@ezinfo.vmsmail.ethz.ch or martin_braschler@fr.maus.de
MausNET: Martin Braschler @ FR // Fido: Martin Braschler % maus fr 2:242/2.6
Zerberus: martin_braschler%fr@zermaus.zer // GEnie/Compuserve available soon
----
============== If you have chosen a way that is without obstacles, ==========
====================== you will find that it leads nowhere. ==================

6116. Re: Looking for 'find'

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 12:21:51 UTC
From: julian@math.uni-muenster.de
Message-ID: <1rj8gv$11c0@obelix.uni-muenster.de>
Source record: 206835

In article 735903382@sun, walter@lkn.e-technik.tu-muenchen.de (Walter Loepsinger) writes:
> Did you try Geminis Mupfel shell?
> it has a find command nearly like Unix`s.
>

Definitively not. That's why I wrote a standalone find.ttp, but currently it's
not on our ftp server.

Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster (from July, 1st: D-48161)
eMail: julian@math.uni-muenster.de, jr@ms.maus.de

6117. Re: files needed to install LaTeX

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 13:04:31 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <1rjb0vlNNabr@rs2.hrz.th-darmstadt.de>
Source record: 206836

Hi there!

In article <C5xoy5.866@etca.fr>, dern@jupiter.etca.fr (Jerome Dern) writes:
> Hello everybody!
>
> I want to install a version of LaTeX for my Atari TT.
> I have a bubble jet printed BJ 10ex
> and I want to know what files are needed for having a small but running
> version of LaTeX.
>
> I look in the directory Tex in the ftp server
> and they seems to have very high number of files!
>
> I want LaTeX,
> a gem DVI viewer
> and a program to print file on my BJ10ex
>
> Could someone is able to tell me what files I need?
>
> Thanks by advance.
>
> Jerome.
> dern@etca.fr
>
>

It is important to know, that LaTeX is only a Macropackage for TeX, so running
LaTeX without TeX is impossible.

I recommend cs-TeX 4.0, which is available on several ftps, since it is a complete
system with dvi-drivers for almost every printer and a window-based dvi-viewer.
It also includes Metafont, which is necessary to create the fonts needed for each
output device (here: the screen and the BJ10ex).

cs-TeX 4.0 needs 8 Disks and can only be installed on an HD (a fact some people
don't realize when they want to run TeX). I don't know if it runs with 1 Meg only,
but i recommend to have 2.5 or more Megs, since TeX needs much memory sometimes.

For the beginning, cs-TeX 4.0 offers all you need to work with TeX. (At most
ftps, cs-TeX 4.0 has it's own directory.)

Hope I could help a bit

Thomas

- Thomas Binder binder@rbg.informatik.th-darmstadt.de -

- -
- "It all seems so stupid, it makes me wanna give up, but why should I give up -
- when it all seems so stupid" -
- M. Gore -

6118. Re: OS Wars: NT/OS|2/Win16/S7.1/MTOS/et al

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 13:33:34 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1993Apr27.133334.27062@digi.lonestar.org>
Source record: 206840

In article <1993Apr26.164501.1@gst-soft.demon.co.uk> tony@gst-soft.demon.co.uk (Tony Brown) writes:
>What about GEM/4 which added in far better colour handling etc, plus
>our modified version which allowed support for scalable fonts.
>
>Tony
>Someone @ GST Software Products.

I never heard of GEM/4. Is it (or your modified version) commerically available in the USA? Still? :-) What versions of 1stWordPlus and GEMDraw are required to use it? Where could I buy it (in the USA)?

Roy C. Gosewehr

--

| GEnie: R.C.Gosewehr | rgoseweh@digi.lonestar.org | uunet!digi!rgoseweh |

6119. Re: MiNT 1.04 - Mine goes boom when ESC is pressed on Des

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 13:46:50 UTC
From: randyh@sad.hp.com
Message-ID: <C65AA3.DM8@srgenprp.sr.hp.com>
Source record: 206837

Erlend Nagel (wmtwen@rw8.urc.tue.nl) wrote:
: randyh@sad.hp.com (Randy Hosler) writes:
:
: > We all know that the new versions of MiNT are not distributable as binaries,
: > but does this also apply to TOSWIN? I'm using MiNT .95 and would like to
: > use the new TOSWIN if it will run with that old of a MiNT. Before you
: > tell me to compile it myself, I don't have a large enough HD for GCC and
: > for the little hacking I do HSC is fine. I just want the latest goodies.
:
: I do not use GCC even though I have the resources, so I only have used
: the 0.95 binary. And with that the TOSWIN1.4 program. It works fine in
: this combination. Toswin 1.4 should be available on the major archives
: in both source and binary form.
:

Blush, Blush. I am using TOSWIN1.4! Didn't know what version I had so
when I saw 1.4 mentioned I figured it was a newer version. Is 1.4
indeed the latest and greatest? Or is this all a moot point and I should
just run out and buy MULTITOS? And one more thing related to the slowness
of text writing in TOSWIN. Where can I get NVDI here in America and how
much is it?

1000 pardons,
Randy

Erlend.

6120. Re: Migraph

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 14:09:01 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr27.140901.4217@newshost.lanl.gov>
Source record: 206708

In article 1rgj75INN1vh@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz () writes:
>**** Help with MIGRAPH...****
>
>I have been trying to get my Copy of TouchUp upgraded,
>
..
>
>So, can some one Please let me know if MIGHRAPH is sill around, if so
>could you give me there new address and phone number, Please not a 800 number..

I haven't seen a Migraph ad for some time, Roger, but I'll check around for
you to see if they are still alive. Anyone have a phone number for them?

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6121. German -> English Translator

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 14:17:59 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <93117.091759EENG6826@RyeVm.Ryerson.Ca>
Source record: 206718

OK from the mail I've been getting, GER2EN21 works fine with TOS 4.04
but it won't work with TOS 4.01 (The machine I tested had TOS 4.01 :))
So there you have it, to run the program you need TOS 4.04 on the F030

Carlos Varela

6122. Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 14:23:43 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr27.142343.6950@newshost.lanl.gov>
Source record: 206709

In article 1rfkmeINNoqj@darkstar.UCSC.EDU, anamr@cats.ucsc.edu (Ana M Rodriguez) writes:
>
>I would have to say that it has been more than just you that has problems
>with Atari. I hear that Mr. Brodie has a long list of enemies. I would
>say that if you want something done, don't leave it to Mr. Brodie. I
>have heard of other people getting some "uncaring" responses. Send
>your FAX to someone else other than Brodie...
>
>Good luck, things are really hopping at Atari, there seems to be rarely
>anyone around to talk too.

That's just exactly the problem. Although there is no excuse for rudeness, the Atari "revolving door" has been so busy of late that there is only a handful (literally!) of people left to do the job required of a hundred. Long time developer support person, Gail Bacani, just recently left the company. Atari Explorer magazine is being reorganized (again!). John Townsend (aka the "TOS God") has left. And they are having a fire sale of ridiculous "odds and ends" of parts left over in Atari warehouses (send GEmail to G.LABREC on GEnie for info). If this does not sound like a desperately cash poor organization, I don't know what does!

It may not be over just yet, but a fat lady is warming up in the wings.

:-(<sigh>

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6123. Re: files needed to install LaTeX

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 15:37:33 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1993Apr27.153733.7385@news.rhrz.uni-bonn.de>
Source record: 206842

In article <1rjb0vINNabr@rs2.hrz.th-darmstadt.de> binder@rbg.informatik.th-darmstadt.de (Thomas Binder) writes:
>I don't know if it runs with 1 Meg only,
>but i recommend to have 2.5 or more Megs, since TeX needs much memory sometimes.

Yes, CS-TeX does run in 1 MB RAM. The problem with TeX in general is that the amount of RAM the program will use is hardcoded in the binary. So, if you want to use more RAM, you need a version that has more RAM compiled in. This version is usually called "bigtex" or something similar.

I forgot exactly what versions of CS-TeX are included in the 4.0 distribution, but if I remember correctly there are versions for 1, 2.5 and 4 MB.

-- Volker

--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
Internet: volker@sfb256.iam.uni-bonn.de Angewandte Mathematik
Phone: +49 228 73 3427 (Bonn, Germany)

6124. Re: New Atari Purchase

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 16:01:10 UTC
From: neurom@u.washington.edu
Message-ID: <1rjlc6INNeu2@shelley.u.washington.edu>
Source record: 206843

In article <brianpC635s9.zq@netcom.com> brianp@netcom.com (Brian Peterson)
writes:
> *
> *Or you can get an Amiga 1200/80 meg for $868.00
> *or Mac Centris 610 for about $1600 street.
> *
> *Both are available today and at any hour, minutes and seconds....
> *
> *Later...
> *
> *Amiga 1200/80 megs- I love it..
> *

If I wanted an Amiga or a Mac, I would go to my store and order one. I don't.

Period.

--Neuromancer

6125. Atari Purchase, WOW!

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 16:19:52 UTC
From: neurom@u.washington.edu
Message-ID: <1rjmf8INNg5o@shelley.u.washington.edu>
Source record: 206844

Well, that was interesting. Four days with no response and then oodles within two. I want to thank everyone who helped my with my decision, and I want to give a special thanks to Mr. Peterson for reminding me why I don't want a Mac or Amiga. Namely, you don't barge into other people homes and start insulting their family. Thanks, Brian. ;)

Anyway, for all concerned, I'm going with option two. Reasons:
1. Atari Works, SpeedoGDOS, and Falcon2D2. I just got confirmation that they don't come with the 1/0. Biggest reason.
2. More Hard Drive space.
3. SCSI-II vs. IDE. Hmmm, tough choise..... ;)
4. I can't afford 14 megs in the near future anyway, so why plan. Besides, if things go poorly (knock on wood), I can get the propriatary RAM really cheap, while Zips is Zips is Zips. That and the fact that I saw some SIMMS made by sticking nine ZIPS on a board. Must not be too much demand.

As a side note, like I said I am a dealer. I know that 2.5" drive limitation, I've put drives in a dozen A1200's, so I'm very familiar w/ Maxtors "Deck 'o Cards" drives. [Please, no trator posts, it wasn't my decision, I don't own the place.] And as far as the ZIP ram goes, there's an expansion board out that holds either 4 or 14 megs in 1 or 4mb ZIPS. It does fit w/ the HD in there, it replaces the existing RAM board, and I believe the ZIPS fit on their sides.

Thanks again!

Quote of the Day:
"My dear Watson, if you eliminate the impossible, whatever's left, however improbable, must be the truth."
"What if there's nothing left?"
"Then you're screwed."

--Neuromancer

6126. Re: CALAMUS SL

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 16:28:37 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Apr27.122837.14905@umiami.ir.miami.edu>
Source record: 206849

In article <2707@enst.enst.fr>, elendir@inf.enst.fr writes:
>
> Hi !
>
> Does anyone know whether Calamus SL is Falcon-compatible or not ? And if it
> can handle the 640x480x256 colors mode ?
>
> Thanks.
> Vince.
>
> --
>
> PSG : NOTRE HISTOIRE DEVIENDRA LEGENDE.
>

I know that the Falcon IS F030 compatable. And it does run in the TT modes
as well, which includes 640x480x256. There is an update coming this summer
that takes more advantage of the Falcon's abilities as well as fixes several
bugs. ALso look for some maor updates in the modules.

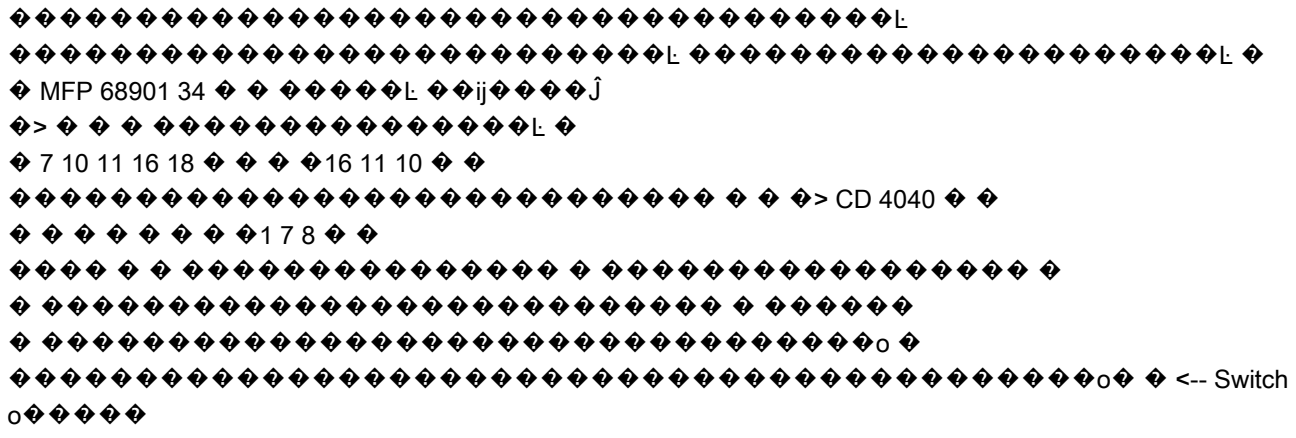
Mark Santora

6127. Re: ST running at 38400 buad?

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 16:36:08 UTC
From: albi@life.sub.org
Message-ID: <2bdd6110@f70.n2407.z2.fidonet.org>
Source record: 206513

Hello swhatley@blkbox.COM,

s> Is there a way to allow my ST to run at 38400 buad? Any help will be
s> appreciated.
Here is a cheap version to get 38400bps on the 8 mhz Atari, I try to translate
the important parts:



IMPORTANT:
Pin 16 (MFP) cut and bend up !!

Connection list:

1.) Pin 7 (MFP) together with Pin 10 (MFP) switch - MID
2.) Pin 11 (MFP) nach Pin 16 (CD 4040)
3.) Pin 16 (MFP) (bend up !) switch - RIGHT/UP
4.) Pin 18 (MFP) nach Pin 10 (CD 4040)
5.) Pin 34 (MFP) nach Pin 11 und 8 (CD 4040)
6.) switch - LEFT/DOWN nach Pin 7 (CD 4040)

I run this now for some month and it is great. I don't have a switch, I always
run 38400bps with my Zyxel modem.
Price should be unter 1$

_
/_\ ||_ *
/ \||_/|

Uucp: albi@ba-stuttart.de
albi@life.sub.org
Fido: 2:2407/70.0

6128. Re: MiNT 1.04 - Mine goes boom when ESC is pressed on Des

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 17:03:28 UTC
From: opalla@issan.informatik.uni-dortmund.de
Message-ID: <1rjp10INN1ge@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 206847

My 68000 version of MINT 1.04 is not capable to cope with more than
one accessory. I compiled it several times (and let someone else do
it for me once, cos I could've forgotten something) with different
GCC-Versions (-DMULTITOS erased, renamed to mintnp, ...),
but each time with the same result.

- after the first accessory is installed exception #11 is raised (should
be linef), and mint exits.

- If only one accessory is there everything works fine.

tested with:
toswin 1.4
xcontrol 1.2
mouse (very small acc)
desktop1 (displays pictures on desktop)

A guess: (Maybe some MMU-Instructions found their way to the 68000 version)

Ciao
Rudolf.

6129. Re: OS Wars: NT/OS|2/Win16/S7.1/MTOS/et al

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 17:55:53 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1rjs39INNilr@elroy.jpl.nasa.gov>
Source record: 206848

In article <93115.104137EENG6826@RyeVm.Ryerson.Ca> <EENG6826@RyeVm.Ryerson.Ca> writes:
>Of course MultiTOS is small. It doesn't do anything :)
>Exemples: Virtual Memory (No), Pallete Management (No), New Filesystem (No)
> Split Loading (Loading only the parts of the program that are needed)
> Etc, etc, etc...
>
> Lets face it, all these features take space.

Memory protection (yes). How many other microcomputer OS's provide that?
Palette management - already addressed in someone else's posting.
New filesystem - already addressed. You've obviously never spent any time
looking at the loadable filesystem and device driver support in the kernel.
Split Loading - do you mean demand paging? That tends to be a feature of
a virtual memory system, which you've already written off. MultiTOS *does*
support shared-text executables though, where subsequent loads of a program
that is already in memory will only load the data segment off the disk,
reusing the text segment in memory.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

6130. Re: CALAMUS SL

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 19:26:54 UTC
From: muttooi@wm-mercer.ca
Message-ID: <C65q0u.Jrr@wm-mercer.ca>
Source record: 206707

Calamus SL does run on the Falcon! As far as I understand, the res it was running in at DMC when I saw it was 640 X 480 X 256 colours. Even better was SL running on Mario's TT w/ a MAG colour monitor running 1024 X 768 X 256 colours with Cybercube's Cyrel Sunrise VME colour card!

--

==========
Ian Muttoo - William M. Mercer Limited - Toronto, Ontario, Canada
PHONE: (416) 868-2133 - MAIL ADDRESS: muttooi@wm-mercer.ca@mail.uunet.ca
==========

6131. Re: Looking for manufacturer of PRO24

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 19:55:11 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.169008@cix.compulink.co.uk>
Source record: 206743

In article <1rj1am$57l@gabriel.keele.ac.uk>, csd35@keele.ac.uk (Jonathan Knight) writes:
>I have a friend who's had some disks stolen. The package that was on them
>was called PRO24. He's looking for the manufacturer to try and get a new
>copy. If anyone knows who makes this or a distributer the could they mail
>me the address and phone number (preferably in the UK).
>
>
Pro24 is protected with a cartridge dongle. If your friend still
has the dongle he could contact Harman UK M0753 576911 and ask
for disks.

Ofir ogal@cix.compulink.co.uk

"The fact that I have changed my mind
doesn't change the fact that I'm right"

6132. Any US Falcons Yet?

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 20:21:54 UTC
From: millerm@CS.ColoState.EDU
Message-ID: <Apr27.202154.66676@yuma.ACNS.ColoState.EDU>
Source record: 206733

```
>After a week on vacation, I cabn't take the time to scan through 400 new posts,
>I assume that there are still no Falcons being sold in the US?
>
> Brian Rost @tecrus.enet.dec.com
>
> 508-568-6115
>
> ************************************************
> * *
> * The above does not reflect the opinions of *
> * my employer. *
> * *
> * If music is outlawed, only outlaws will be *
> * musicians. *
> * *
> ************************************************

Kinda yes and kinda no. Run PC, the Atari dealer in Ft. Collins, CO.
just got its demo unit in last week. It came fully equiped with
MultiTOS, SpeedoGDOS, Atari Works, and the Audio Fun Machine. They are
expecting to get a shipment of saleable ones in another couple weeks.

|Mark Miller, computer science |"The most important human endeavor is the |
|major at C.S.U. |striving for morality in our actions. Our |
|millerm@cs.colostate.edu |inner balance and even our very existence |
|mmiller@nyx.cs.du.edu |depend on it. Only morality in our |
| Atari friend! ||| |actions can give beauty and dignity to |
| )|( |life." --- Albert Einstein |
| World Peace / | \ There's nothing else quite like it. |
```

6133. Re: Gimme Gifs !

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 20:39:00 UTC
From: geoffc@zebedee.uucp
Message-ID: <H.2pYIEotPu0E@zebedee.uucp>
Source record: 206766

In <1993Apr19.100010.8132@cs.nott.ac.uk>, S. Marshall writes:
>
>With all these tasty Gif viewers being talked about, I wonderd if
>anyone could recommend an FTP site with a supply of Gifs to put in
>them? Preferably in the U.K. or at least Europe.
>
>
>Ta very much
>
>Sam.
>
The best GIF site I've found is at the Finnish State Computing Centre (nic)
in Finland, There is FTP but I've only used the mail server, the address of
which is:

mailserver@nic.funet.fi

mail it the text 'HELP' for instructions on how to use it.

There are some really nice GIF's in /pub/pics/gif/pics/sports/skydiving (my
sport) and /pub/pics/jpeg/views/eclipse (solar eclipses). There is so many
pics in the gif and jpeg directories you'll be spoilt for choice !

Geoffrey

--
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!uunet!ibmpcug!jshark!zebedee!geoffc

6134. Re: Any US Falcons Yet?

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 21:48:47 UTC
From: ujwb@uxa.ecn.bgu.edu
Message-ID: <1rk9nv$35n@uxa.ecn.bgu.edu>
Source record: 206736

I already have one ordered. Two weeks ago I called my dealer, he said he was going to get demo units last week, and units for shipping this week. Of course, earlier they said they would be in earlier.

Jeff

6135. Re: Orphan TT's

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 22:32:15 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr27.223215.535@newshost.lanl.gov>
Source record: 206727

In article 97y@netcom.com, ekrimen@netcom.com (Ed Krimen) writes:
>
<< Ed's comments ref the sad state of US Atari magazines deleted >>

>I wish I had more positive comments about this topic, but I don't.

Message received and understood, Ed. :)

While I still subscribe to the remaining Atari mags primarily just to know
"who is saying what about whom", I admit I largely agree with your comments.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6136. FOR SALE: Misc. ST and HD stuff

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 22:40:35 UTC
From: u1427@cs.uiuc.edu
Message-ID: <C65yzn.ExA@cs.uiuc.edu>
Source record: 206740

FOR SALE:

** General HD equipment **

Miniscribe 40/60MB Hard drive (40 Meg MFM / 60 Meg RLL):
(I don't have the model number with me because I'm at work,
but I can get it at home later.)

*** $70 ***

Adaptec 4070 SCSI to RLL HD controller/converter:
(or is it RLL to SCSI?)
This allows you to hook two RLL hard drives up to a
SCSI controller.

*** $50 ***

** Atari ST Equipment **

Atari SC1224 Color Monitor: *** $75 ***

Atari SM124 Monochrome Monitor: *** $50 ***

ICD SCSI Host Adapter w/clock: *** $30 ***
(This is not the LINK cable or the newer
Host adapter, but it works fine and
should work with the current software.)

Navarone 8-bit audit digitizer: *** $25 ***
(This plugs into the cartridge
port and allows you to record and
play back sounds on your ST)

Reason for selling: My 1040ST that I used all of this with died.

Eric Brown
University of Illinois
u1427@sparc0b.cs.uiuc.edu

home phone: 359-0010
work phone: 244-8298 (after 4) - (yes, really after 4)

** Even if you call me, please send e-mail. I will give preference
** to the order that e-mail gets to me.

I would prefer to sell this locally, as I don't have the boxes for
the monitors with me at school. (BUT, I will consider anything)

6137. Re: OS Wars: NT/OS|2/Win16/S7.1/MTOS/et al

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 23:21:49 UTC
From: spanky@iowegia.dsm.ia.us
Message-ID: <3quo3B3w165w@iowegia.dsm.ia.us>
Source record: 206714

walter@lkn.e-technik.tu-muenchen.de (Walter Loepsinger) writes:

> oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:
>
> >In article <1993Apr24.163656.4624@ultb.isc.rit.edu> mrz5149@ritvax.isc.rit.e
> >[The roots of an OS religious war that doesn't even belong in this
> >newsgroup.... there's a thread in this vein over in one of the vms
> >newsgroups..]
>
> :-))))))
>
> >>The guy who wrote VMS should be shot. I can't stand VMS. The only thing
>
> >There's one in every crowd..... I've found that the people who don't
> >like VMS are the ones who can't understand it. It has a certain
> >elegant-ness about it that other OS's that I've used haven't come even
> >close to having..... but then it's designed for people (non
>
>
>
> >I'm not too sure MiNT is very Unix-ish. It just happens to be written
> >so that Unix utilities & tools can be compiled to work with it. More
> >of a tribute to Eric Smith's skill at designing an OS.
>
> >I'd love to have a DCL compatible shell for MiNT or MultiTOS
> >How POSIX compatible is MiNT & MultiTos ??
>
> DCL on Atari would be a _very neat thing_ to have.
>
> POSIX, i guess, needs a memory indirection which the Atari cannot do
> (therefore, swapfiles are not possible in the way Unix or VMS do).
>
>
> --
> Greetings from Munich, Bavaria!
>
> Walter.
> +.....+
> + Internet: walter@lkn.e-technik.tu-muenchen.de +
> + Fidonet: Walter Loepsinger on 2:246/61 +
> +.....+

I work with VMS every day. It is one of the best written
operating systems available. I would say it was hard to learn,
but never did I think it was bad. Learn some more than judge it.

You will like it.

6138. Re: FOR SALE: Misc. ST and HD stuff

Newsgroup: comp.sys.atari.st
Date: 1993-04-27 23:39:29 UTC
From: u1427@cs.uiuc.edu
Message-ID: <C661pu.FAK@cs.uiuc.edu>
Source record: 206741

```
In article <C65yzn.ExA@cs.uiuc.edu> u1427@cs.uiuc.edu (Eric Steven Brown) writes:
>
>FOR SALE:
>
> ** General HD equipment **
>
> ** Atari ST Equipment **
>
> Eric Brown
> University of Illinois
> u1427@sparc0b.cs.uiuc.edu
>
> home phone: 359-0010
> work phone: 244-8298 (after 4) - (yes, really after 4)
^^^^^^^^
The area code for these is (217).

- Eric
```

6139. Re: Migraph

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 00:09:42 UTC
From: hsp4@cunixb.cc.columbia.edu
Message-ID: <1993Apr28.000942.11559@news.columbia.edu>
Source record: 206710

My TouchUp manual says:
Migraph Inc.
200 S. 333rd St. Suite 220
Federal Way, WA 98003
(206)838-4677

Sol Poretsky
hsp4@columbia.edu

6140. Re: Migraph

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 00:58:25 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Apr28.005825.21069@alw.nih.gov>
Source record: 206711

In article <1993Apr27.140901.4217@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 1rgj75INN1vh@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz () writes:
>>**** Help with MIGRAPH...****
>>
>>I have been trying to get my Copy of TouchUp upgraded,
>>
>>So, can some one Please let me know if MIGHRAPH is sill around, if so
>>could you give me there new address and phone number, Please not a 800 number.
>
>
>I haven't seen a Migraph ad for some time, Roger, but I'll check around for
>you to see if they are still alive. Anyone have a phone number for them?
>

From one of their manuals, copyright 1991,'92:

Migraph, Inc.
32700 Pacific Highway S., Suite 12
Federal Way, WA 98003
USA

Vox: (206) 838-4677
Fax: (206) 838-4702

Rick Venable | "Eschew
FDA/CBER Biophysics Lab | Obfuscation"
rvenable@helix.nih.gov | -- the Phantom Nerd

6141. Re: New Atari Purchase

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 01:29:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A29898@K.maus.de>
Source record: 206470

>3) Get a Falcon030 as a 1/0 config and: Get a RAM expansion board Populate
>said board w/ 4 megs ZIP RAM Get Internal 120meg Maxtor HD

Just yesterday, the Falcon became available in a 4 MB RAM/no HD configuration
for DM 1898 here in Germany. 4/65 config is DM 2298

1 US$ = 1.51 DM approx.

- Peter -

6142. Re: How to connect a 2nd MEGAFILE?

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 01:34:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A29899@K.maus.de>
Source record: 206467

>I'd rather do it myself, though. I haven't opened my drive yet, but can
>anybody tell me which DIP switches must be reset?

Steps for the future SECOND drive:
- hook it to your computer and remove any auto-boot driver by using HINSTALL -
remove top cover: 9 screws (rectangular holes).
- through one of the bigger holes in the metal shielding, you see 3 DIP
switches. Flip the middle one.
- Reassemble.

Steps for the future FIRST drive:
(None)

Good luck - Peter

6143. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 01:40:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A29900@K.maus.de>
Source record: 206469

>1.0, 1.2, 1.4, 1.6, 2.06, 3.06, 4.01 between 83 and 93 !!

In fact, we had:

RAM TOS 8.8.85, 11/20/85, 2/6/86.

TOS 1.00 1.02 1.04 1.06 1.62 2.05 2.06 3.01 3.05 3.06 4.00 4.01 4.02 4.04

More updates than MS-DOS had in the same period, and even more real improvements...

6144. Re: Orphan TT's

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 01:43:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A29901@K.maus.de>
Source record: 206468

>Just read in the new Current Notes that the TT has been discontinued by
>Atari due to lack of interest. Seriously. Well I guess if you really wanted
>one they'll probably be real cheap soon.

Hmmm...

Atari Germany just announced in the MausNet that they will put a new bunch of TTs onto the production lines because they've almost sold out of them and buyers' interest is high.

6145. Need Color Emulator

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 01:57:08 UTC
From: c60b-3jz@e260-1e.berkeley.edu
Message-ID: <1rko9k$5oq@agate.berkeley.edu>
Source record: 206713

I desperately need a color emulator. If anyone has one (uncompressed)

I will trade software or pay $$ for a copy of Omnires, or I can

call long distance and get it directly.

Thanks

Allen

6146. UPLOAD: GEM++ v1.5 - Free GNU C++ GEM class library

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 02:04:48 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13143@uqcspe.cs.uq.oz.au>
Source record: 206715
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Available from atari.archive.umich.edu...
(in the /atari/Programming directory)

GEM++ is a class library for C++ that adds a layer of abstraction to
the GEM/AES/VDI system functions.

Included are all sources, makefiles, and an EXAMPLE program - ready compiled,
so you don't even need a compiler to see what it is all about. The example
program simply exercises a few of the features of the library.

A large range of classes are available, representing most of the GEM concepts:

FILE CLASS : BASE DESCRIPTION
-------- -------------------- ---------------------------------------
gemap GEMapplication - One for every program.
gemda GEMdeskaccessory
: GEMapplication - One for every desk accessory.

gemr GEMrsc - Loads and frees RSC files.
gema GEMactivity - A user interaction - the main loop.
geme GEMevent - A GEMactivity generates these.
gemfb GEMfeedback - The result of GEMevent processing.
gemks GEMkeysink - Key event consumer in a GEMactivity.
gemt GEMtimer - Timer event consumer in a GEMactivity.

gemw GEMwindow - Standard GEM windows.
gemf GEMform - Standard GEM forms / dialog boxes.
gemm GEMmenu
: GEMform - Standard GEM menus are forms.
gemhf GEMhotform
: GEMform - A GEMform that with extra features.
gemfw GEMformwindow
: GEMwindow, GEMform - A GEMform in a GEMwindow.
gemfiw GEMformiconwindow
: GEMformwindow - Iconifiable GEMformwindow.
gemd GEMdesktop
: GEMformwindow - Standard GEM desktops are forms.

img IMG - Standard GEM image format.

vdi VDI - Standard GEM vdi calls.

gemrawo GEMrawobject - GEMforms are made up of these.
gemo GEMobject - Extensible layer on GEMrawobject.
gemsl GEMslider
: GEMobject - A slider extension.
```

gemto GEMtextobject
: GEMobject - A text extension.
gemimgo GEMimageobject
: GEMobject, IMG - An extension that displays an IMG.
gemuo GEMuserobject
: GEMobject - Extension with user defined graphics.
gemvo GEMvdiobject
: GEMuserobject - User graphics drawn using a VDI.

gemal GEMalert - Standard GEM alert boxes.
gemfs GEMfileselector - Standard GEM file selector.

gemsb GEMstreambuf
: streambuf - Interprocess communication.
gemrec GEMrecorder - Records GEM events.

GEM++ has been developed with the GNU C++ compiler (G++), and so I can't garauntee it will work on other compilers (but hey, if you manufacture a C++ compiler for the Atari ST/TT, give me a free copy and I'll gladly port GEM++ to use it!).

GEM++ is Free software, protected by the GNU Library General Public License, which basically means you can use it for free, and even SELL it, or sell any programs you write using it. You just have to distribute (or make available) the ***GEM***** sources (not your own code) with the product. And you can't get much fairer than that!

(MOST OF) THE NEW THINGS IN GEM 1.5 SINCE GEM++ 1.2:

- Detailed manual entries for every class.
- Added user-loaded RSC files (as opposed to GEM loaded single RSC file)
- Scroll bars now fully automated - even with GEMformwindow.
- Added new class: GEMformiconwindow - iconifiable windows!
- Vastly extended GEMslider interface - matches window slider conventions.
- Moved GEMmenu::DoItem(...) up to GEMform::DoItem() - allow the simple interface of GEMmenu to be used on all GEMforms.
- Updated VDI to latest standard (thanks Bammi!)
- Added extension methods to GEMhotform.
- Added example desk accessory.
- Added new examples to example.cc.
- Improved overall consistency of filenames and classnames.
- Added etc/default.mak to avoid set-up problems.
- Top-level include file is now "gem++.h", not "gem.h".
- Added split main-loop to GEMactivity.
- Added direct-text and PRINTF-style GEMalerts
- Improved completeness of GEMevent
- Added GEMform::Map() - object traversal
- Moved GEMrealobject to own file, and renamed to GEMrawobject.
- Heaps of bug fixes, including bringing GNU C++ 2.3.3 compatibility.

Sorry I don't distribute GEM++ in patches yet. It has been quite dynamic in the past - but is settling down a lot now, especially since I used it

to write my GEM port of NetHack.

Any help you need in setting up GEM++ or GNU C++, I'm right here on the net.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

6147. HELP

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 02:12:43 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C668t8.FsB@sdf.lonestar.org>
Source record: 206483
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've been trying to get at the GNU C and MiNT files from atari.archive for a long time now. I've sent out Email questions, and have sent all the proper mail with the "help" message as the FAQ said to do. However, I have been unable to achieve success.

Please help me by sending instructions on how to recieve files from atari.archive through Email and how to get some sort of file index. It would be greatly appreciated.

If you recieve duplicate postings of this message, send duplicate replies! Maybe I won't get them all! I'm going to try sending a copy of this to a bunch of places, so you may see it more than once.

Send all Mail to evanlang@sdf.lonestar.org

Thank You for any help you can send,
Evan Langlois

6148. atari.archive.umich.edu bi-annual faq

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 02:22:48 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <1rkppo$m57@terminator.rs.itd.umich.edu>
Source record: 206716
Cross-posted to:
comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,umich.archives,umich.post.myke.post,alt.felching.gerbils

The atari.archive.umich.edu "Just the 'faqs' faq" - an Umich Atari Posse Product

This faq has been revamped to provide just the "faqs", less talk
and more rock. Ready?

1. How the hell do I get to atari.archive?

By order of preference:
1. AFS (if you don't know what it is, you don't have it, forget I
mentioned it).

2. Gopher (Other gophers/North America/USA/Michigan/Merit/Software
Archives).

3. FTP - Be sure to check for mirrors that are closer to home. For
instance src.doc.ic.ac.uk (/computing/systems/atari/umich) and
wuarchive.wustl.edu (/mirrors/archive.umich.edu/atari).

4. Mail - Send mail to atari@atari.archive.umich.edu with a body
of help for the help file. Questions about BART to
brode@atari.archive.umich.edu

2. Uploads?

You bet we want 'em. Via afs, cp into /afs/umich.edu/group/itd/archive
/atari/New. Via ftp, ftp into atari/New (will not work at mirrors).
Via gopher, impossible, see mail. By mail, uuencoded chunks to
weiner@atari.archive.umich.edu.

3. Sacrifices in our honour?

You bet. Small children and farm animals only please.

4. Why the hell do things take so long to get from New to the
archive?

Lack of spare time. Lack of sacrifices. We're working on it. Really.

5. I'm completely confused by this post, who can clarify it for me?

I'll do my best, weiner@atari.archive.umich.edu. If that don't work,
weiner@terminator.rs.itd.umich.edu. If that don't work,
weiner@stat.umn.edu. If that don't work, weiner@beryl.labmed.umn.edu.
If that don't work, Jeff Weiner 414 Erie St SE #14, Mnpls, MN 55414.

Good night,
--

Jeff Weiner - weiner@terminator.rs.itd.umich.edu - Umich Atari Posse -
Coming soon to a theater near you.....

6149. Re: Orphan TT's

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 02:48:39 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13145@uqcspe.cs.uq.oz.au>
Source record: 206717

ken@isgtec.com (Ken Newman) writes:

>We interrupt the current flamefest for the following bulletin:

>Just read in the new Current Notes that the TT has been discontinued
>by Atari due to lack of interest. Seriously. Well I guess if you really
>wanted one they'll probably be real cheap soon.

This is NEWs?

I've known that for AGES. And I still bought my TT. The TT is the current Atari HIGH END machine. It's the best thing for people who need speed from the machine. When the Falcon040 is released, the TT will have no purpose.

[aside..]

... then my girlfriend can have the TT and her ST (my old one) can filter down to my young sister. (No computer these days is worth selling - unless you've only had it for 12 months, in which case, you just threw money away when you bought it).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

6150. Re: CALAMUS SL

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 03:30:35 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1rktorINNi9d@golem.wcc.govt.nz>
Source record: 206719

```
] Does anyone know whether Calamus SL is Falcon-compatible or not ? And if
] can handle the 640x480x256 colors mode ?

Yes x 2!
```

6151. Re: Looking for 'find'

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 03:55:31 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13151@uqcspe.cs.uq.oz.au>
Source record: 206721

nollert@nova.tat.physik.uni-tuebingen.de (Hans-Peter Nollert) writes:

>I'm looking for a utility which does essentially the same as the UNIX
>command 'find'. I've found several programs which have something like
>'find' in their names, but what they do generally corresponds to the
>function of 'grep', rather than find.

Just grab the sources to "find". I've got it compiled at home right now.
(I use it under MiNT, but it probably works under TOS too).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

6152. SC1224 as tv monitor?

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 04:04:34 UTC
From: gt7610c@prism.gatech.EDU
Message-ID: <95069@hydra.gatech.EDU>
Source record: 206720

Since there is discussion on the SC1224, I was wondering if it is possible to use the monitor as a tv monitor via a tuner source such as a vcr or cable box. If so, how. If not, why not? Since it is similar to a CGA monitor, why couldn't it work?

TIA,
John
--
TEAGUE,JOHN EDWARD Electrical Engineering
Georgia Institute of Technology Vox: (404) 676-1670
27610 Ga. Tech Sta. Fax: ditto, hours vary
Atlanta, Georgia 30332 Internet: gt7610c@prism.gatech.edu

6153. **** FOR SALE **** (big sale)

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 05:47:00 UTC
From: v115lue3@ubvmsb.cc.buffalo.edu
Message-ID: <C66IoJ.CH1@acsu.buffalo.edu>
Source record: 206725
Cross-posted to: comp.sys.atari.st,misc.forsale,rec.music.synth

I'm graduating and have to move this equipment out. It has served me
extremely well and will be missed. [sniff, sniff..] So here we go!

This is the perfect musician's machine, all you need to
do is pick the right MIDI software that fits your needs. Then
when you aren't using the MIDI you can do word processing, desktop
publishing, log-in to bbs', print out whatever you need, etc.

The prices work as follows: if I were to consider selling the items
individually, the prices I would be asking are listed w/ each piece. BUT,
I'm graduating in 2 weeks and would like to sell everything as a package; so
at the end of this message is what I'd like to get for the entire haul.
Depending upon the responses I get, I may be negotiable (try me :).

Package includes: all hardware, over 300 disks of software

*** Mega ST2 $600 (includes all upgrades listed)
- nice design, comfortable external keyboard, has room on the
motherboard to easily be upgraded to 4 meg

- MIDI ports

- TWEETY board installed (splits the ST's sound output into 2
channels to be played through your stereo)

- SWITCHABLE TOS 1.2/2.06 (the newest TOS, I installed the switch
myself; it allows you to have complete compatability with any
software by choosing the operating system it's most compatible
with. 2.06 is extremely fast and has TONS of features - nicer to
use than macs or windows IMHO)

- all the usual ports- parallel, serial, hard drive, 2nd floppy,
monitor, etc.

- golden image mouse

- extra atari mouse

- Warp 9 registered & installed

**20 meg hard drive $200

**SC1224 Color Monitor $200
- will accept either 60 or 50 Megahertz sinc

**SM124 Mono Monitor $125
- internally adjusted for maximum screen size

**2400 baud modem & software $50

**external DS/DD floppy $50

**Epson LQ-850 high speed 24 pin printer $200

**Navarone Video Digitizer $40

**Monitor Master $40

**Mouse Master $30

**2 Wico joy sticks $20

**software: $600
|
- I have almost EVERYTHING you could ever need/want - word processing, telecomm, programming, graphics, music, games.

I have *** 335 *** disks of software. Plus an additional 40 or so blanks.

All appropriate cables, power supplies, and manuals are included. All of the equipment is in extremely good condition. Everything is clean and has been VERY well kept.

- I also have some of the boxes for the hardware (computer & 1 monitor I think.

****
Total cost = $2,155
****
******
I will sell it all for $1,300
******

plus 1/2 shipping (or will deliver within 1 hour driving time of Buffalo, NY)

If you are interested in what I've got, E-mail me at this account. I log in daily..

.Philip

6154. Re: Atari Purchase, WOW!

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 06:55:13 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Apr28.005513.12742@iscsvax.uni.edu>
Source record: 206726

In article <1rjmf8INNg5o@shelley.u.washington.edu>, neurom@u.washington.edu (Neuromancer) writes:
>
> Well, that was interesting. Four days with no response and then oodles within
> two. I want to thank everyone who helped my with my decision, and I want to
> give a special thanks to Mr. Peterson for reminding me why I don't want a Mac
> or Amiga. Namely, you don't barge into other people homes and start insulting
> their family. Thanks, Brian. ;)

Sinclair-Day to you..

>
> Anyway, for all concerned, I'm going with option two. Reasons:
> 1. Atari Works, SpeedoGDOS, and Falcon2D2. I just got confirmation that
> they don't come with the 1/0. Biggest reason.
> 2. More Hard Drive space.
> 3. SCSI-II vs. IDE. Hmmm, tough choise..... ;)
> 4. I can't afford 14 megs in the near future anyway, so why plan. Besides,
> if things go poorly (knock on wood), I can get the propriatary RAM really
> cheap, while Zips is Zips is Zips. That and the fact that I saw some
> SIMMS made by sticking nine ZIPS on a board. Must not be too much
> demand.
>
> As a side note, like I said I am a dealer. I know that 2.5" drive limitation,
> I've put drives in a dozen A1200's, so I'm very familiar w/ Maxtors "Deck 'o
> Cards" drives. [Please, no trator posts, it wasn't my decision, I don't own
> the place.] And as far as the ZIP ram goes, there's an expansion board out
> that holds either 4 or 14 megs in 1 or 4mb ZIPS. It does fit w/ the HD in
> there, it replaces the existing RAM board, and I believe the ZIPS fit on their
> sides.

Knowing what you know about the A1200, you would buy an ST over one? You must not have used an A1200 or turned one on?

Later....

Amiga 1200/80 meg Conner- I love it. There must be a God!!!

"Atari competed on the cheap" Nintendo Lawyer.....

>
> Thanks again!
>
> Quote of the Day:
> "My dear Watson, if you eliminate the impossible, whatever's left,
> however improbable, must be the truth."

> "What if there's nothing left?"
> "Then you're screwed."
>
> --Neuromancer

6155. Re: SUMMARY: FAX software for the

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 07:04:00 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <DDDP3B2w165w@sys6626.bison.mb.ca>
Source record: 206729

Whoever wrote the 'fax summary', could you e-mail me a copy.

6156. Re: ConNect

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 07:13:08 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.UDQoNsS1bQw@elfhaven.ersys.edmonton.ab.ca>
Source record: 206476

In <C62GtF.KJ@dscomsa.desy.de>, Wolfgang Wander writes:

[> In article <1re279INNrgf@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

[> >Well from what I can see of it its not worth a cent, the window is far to
[> >small and the program seems a little bugy, it did not save the conn0.set file
[> >the first time I tried, the Text in that mono mode is far to small..
[>
[> Obviously you were not able to read the manual - its still in german
[> and this will excuse your strong statement. There are lots of people
[> working in mono mode in CoNnect having 24x80 character size windows
[> with appropriate font sizes.

Actually, it does not excuse his statement at all. I have never read
the manual (as you said, it is written in German) and I never had a
problem with the fonts. After all, how hard is it? Choose a font,
install it, select. Different font sizes give you different size
windows (which is obvious). I personally do not need to see every
column on the screen, so I use the Rufus 12 Point font. Excellent
looking ANSI, in a nice big font.

CoNnect is a great program. If he has problems using it, blaming you
(or the world at large) will not help him. At the very least he could
have sent you an E-Mail explaining the problem instead of ranting at
the whole world that it is worthless. An old saying comes to mind; can
he do better?

--
Regards,

() - () - - - - - - - - - - - ()
() Michel Forget () My cat recently ()
() ~ () stole my opinions ()
() mforget@elfhaven.ersys.edmonton.ab.ca () (along with all of ()
() ~ () my other worldly ()
() The story so far; in the beginning the () possessions). If ()
() Universe was created. This has made a lot () you discover them, ()
() of people very angry and has been widely () please contact me ()
() regarded as a bad move. -Douglas Adams () immediately. ()
() - () - - - - - - - - - - - ()

6157. Re: ** PRESS RELEASE: MasterBrowse 2.0

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 07:32:38 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.dXcPYV8F0jk@elfhaven.ersys.edmonton.ab.ca>
Source record: 206775

In <H.eg.qFsdcQFNkHI@elfhaven.ersys.edmonton.ab.ca>, Michel Forget writes:

[a press release for MasterBrowse 2.0]

[> MasterBrowse has been sent to comp.binaries.atari.st and the
[> atari.archive mail/FTP (mbrowse.zoo or MBROWSE.ZOO) site.

Sorry, this should be mbrowse2.zoo or MBROWSE2.ZOO.

Damn, what a silly mistake for me to make.

--
Regards,

() - - -

6158. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 07:38:47 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13159@uqcspe.cs.uq.oz.au>
Source record: 206728
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

jimomura@tndb.UUCP (Jim Omura) writes:

>It's unlikely you'll find any advantage to "word bitplane" addressing
>over regular "single bit" bitplanes. Let's leave the generalizations
>behind and try the "real world" test. If you can show me an
>example...

Simple. Scrolling.

By using the movem instruction, you can easily load 48 bytes at a time into registers, then write 48 bytes back out. With word-interleaved bitplanes, in a 16 colour (4 bitplane) mode such as ST-Low, you can therefore move 96 pixels (96 pixels = 24 CONSECUTIVE words). With a bitplane-interleaved system, you must move 6 words of the first bitplane, then 6 words of the next, then 6 words of the third bitplane, then 6 words of the final bitplane.

See. Examples are easy. That's why I said there are Pros and Cons for each. But no, you just *had* to insist that one was absolutely better or absolutely worse than another. Oh well.

>In my terms that would be the "crippled word-interleave modes
>right up to 8 interleaved bitplanes and a crippled 16-bit (word-per-pixel)
>mode (because it doesn't have colour registers)."

How many video output systems have 128K of colour lookup table?????????????

Do you think 24-bit video is equally crippled? They NEVER have CLUTs.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| ___________________________|

6159. WP to ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 09:08:52 UTC
From: optimus@tigern
Message-ID: <1993Apr28.090852.13949@dhhalden.no>
Source record: 206730

I wondering if someone could help me with a little problem I got.
My girlfriend uses a PC to write reports at school, but would like to
sit at home to work on them in the evening. The problem is that she
is using Word Perfect for her reports and I cant load them into any of
the wordprocessing programs I got at home.

My question is this: Does there exist a program on the ST which reads
and writes Word Perfect files(v5.1 I think)? Or a program which can
convert WP files to a common ST format?

I really hope that it does, because she is threathening me to buy a PC(cant
understand why, really) :)

Per Henrik Johansen
--
Email: optimus@nvg.unit.no | Computer Science student
perhj@fenris.dhhalden.no | University of Trondheim
Smail: Harald Bothnersv. 3, 7017 Trondheim, Norway | Norway
Voice: +47 (0)7 93 22 95 |

6160. ** PRESS RELEASE: MasterBrowse 2.0

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 09:29:34 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.qFsdcQFNkHI@elfhaven.ersys.edmonton.ab.ca>
Source record: 206776

MasterBrowse 2.0: PRESS RELEASE

Press release? Sounds a little formal for a free program, huh?
Still, what can you do?

After a month of bug fixes, new features, documentation writing, and
beta-testing the second release of MasterBrowse is ready. So much has
changed that the program is nearly unrecognizable! Here is an excerpt
from the documentation which should give you an idea of why MasterBrowse
is the best text file viewer available!

MasterBrowse has been sent to comp.binaries.atari.st and the
atari.archive mail/FTP (mbrowse.zoo or MBROWSE.ZOO) site.

MasterBrowse is a replacement text file viewer for any Atari
computer, in any resolution with a size greater than or equal to
640 X 200. It offers many features that the Atari text file viewer
does not:

o MasterBrowse has a very fast GEM user interface, with special
features such as flying dialogs raster-copy redraws, and pop-up
menus. Of course, all functions in MasterBrowse can be accessed
through the keyboard as well as the mouse.

o MasterBrowse has -extensive- documentation.

o MasterBrowse allows you to have a virtually unlimited number of
documents open at the same time, restricted only by the number
of free window handles and the amount of memory available.

o MasterBrowse can use the command line (of course) to open
documents (or open a document batch). The ARGV, xArg, and standard
command line formats are supported.

o MasterBrowse allows you to use all of your familiar movement keys.
You can use the arrow keys, the application keypad, or the space
bar and the return key.

o MasterBrowse allows you to move in any direction inside a
document, as you would expect. What you might not expect is that
you can tell MasterBrowse how far it should move when the movement
keys are pressed. How about moving two lines down instead of one?
or perhaps three lines suits you better?

Do you still want more? Keep reading.

-You can jump to a specific line, a specific page, or any
of ten personal "bookmarks" that MasterBrowse supplies (for

each window).

o MasterBrowse also offers you the ability to search for up to three strings (at the same time) inside a document (case sensitive or case insensitive), starting at the top of the document or the current position. If a search is performed starting at the current position within the document, MasterBrowse can be told to search in forward mode or reverse mode. After the string is found, another command may be used to find the next (or previous) occurrence of the string.

o MasterBrowse also has block functions. You can mark a block off, and then save it to disk, print it, or write it to the clipboard. You (!) can decide how the block is marked on the screen. MasterBrowse can also be told to remove the block markers after a block operation is completed. Unlike previous versions of MasterBrowse, blocks can now be marked using the *MOUSE*.

o MasterBrowse is a master printer. It can print a document (or a block) with page headings, page numbers, line numbers, a description of the file or block, or a combination of the four. It can even print an identification string for those people who share a printer between more than one computer.

o MasterBrowse gives you complete control over your windows. You can cycle through them, change their titles, shrink them, close one, close them all, or get information about them all from the keyboard (or the mouse).

o MasterBrowse saves the positions of the first seven windows, so you have complete control over where your documents appear and how your screen looks.

o MasterBrowse allows you to load and save different configuration files.

o MasterBrowse displays (optional) progress maps, just like the Desktop.

o Every window has a set of block markers and and a set of ten bookmarks to itself.

o MasterBrowse supports batch files! If you use a certain group of documents often, just load them up and tell MasterBrowse to create a batch file. One double-click on the batch file, and they will all be loaded again.

o MasterBrowse also has support for the clipboard! A block can be written to the clipboard (with or without text formatting) or the clipboard can be read into memory and treated like a document.

The features listed above barely scratch the surface of MasterBrowse!

[This is not an advertisement - MasterBrowse comes free of charge,
although people who send in donations get bonus programs and an
optimized (a little faster and smaller), personalized version of
MasterBrowse.]

MasterBrowse has been sent to comp.binaries.atari.st and the
atari.archive mail/FTP (mbrowse.zoo or MBROWSE.ZOO) site.

--
Regards,

() - () - - - - - - - - - - - - ()
() Michel Forget () My cat recently ()
() ~ () stole my opinions ()
() mforget@elfhaven.ersys.edmonton.ab.ca () (along with all of ()
() ~ () my other worldly ()
() The story so far; in the beginning the () possessions). If ()
() Universe was created. This has made a lot () you discover them, ()
() of people very angry and has been widely () please contact me ()
() regarded as a bad move. -Douglas Adams () immediately. ()
() - - - - - - - - - - - - - - - - - - -

6161. Re: Orphan TT's

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 09:30:04 UTC
From: wz@echo.chem.tu-berlin.de
Message-ID: <wz.735989404@echo>
Source record: 206731

>>I wish I had more positive comments about this topic, but I don't.
>Message received and understood, Ed. :)

Hi,
there is an official statment of Atari Germany that say's that a new edition
of TT's is produced now.

Bye Wolfgang

6162. Re: Orphan TT's

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 09:37:56 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.193.735989876@dhhalden.no>
Source record: 206732

In article <2bdc5518@p12.f202.n281.z2.fidonet> Jan_Willekens@p12.f202.n281.z2.fidonet writes:
>
>Pff, TT's don't sell anymore, because they aren't competitive. Atari
>definitely is working on a Falcon040 (Sam Tramiel said that in some
>real-time conference, if I remember correctly), but I wouldn't wait for it.
>By the time the 040 hits the shelves even a SparcStation Classic will be
>cheaper...

Well, let's just hope they *think* when they design it. Maybe they'll make it upgradeable - make an architecture that can accept another CPU and graphics engine.

Jon

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

6163. The Audio Fun machine

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 09:41:02 UTC
From: elendir@inf.enst.fr
Message-ID: <1rljfe$fbm@cismsun.univ-lyon1.fr>
Source record: 206734

Hi !!!

That s just a poll.
What do you think about the Audio Fun Machine ? (I am the author of it)

Thanks for any posted or E-mailed answer.

Vince.

--

PSG : NOTRE HISTOIRE DEVIENDRA LEGENDE.

6164. Re: Atari Purchase, WOW!

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 10:13:02 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Apr28.111303@cs.bham.ac.uk>
Source record: 206735

Right, that'll do.

Sorry, but if we're going to have Amiga user(s) singing praise of the A1200 and such, lets move to the new advocacy section.

Follow up for this mail item!

Thanks,

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | Thanks to all who voted for || || /_
Stoke On Trent | comp.sys.atari.advocacy! _/|| ||_/ |
ST7 8QQ England.| [Peace at last!] |_/ |_| _|/

6165. Re: Migraph

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 10:59:10 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1rlo1uINNjo2@golem.wcc.govt.nz>
Source record: 206739

In article <1993Apr28.000942.11559@news.columbia.edu>, hsp4@cunixb.cc.columbia.edu (Haim S. Poretsky) writes:
>My TouchUp manual says:
> Migraph Inc.
> 200 S. 333rd St. Suite 220
> Federal Way, WA 98003
> (206)838-4677
>
> Sol Poretsky
> hsp4@columbia.edu
>

Well I think that they have moved, this is what I cut from a GEnie round table on TouchUp...

Migraph, Inc., 32700 Pacific Highway S. #12, Federal Way, WA 98003, (800) 223-3729.

They moved when version 1.8x came out..

Roger..... sheppard_r@kosmos.wcc.govt.nz

6166. Re: Fonts for Pagestream

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 12:18:17 UTC
From: singlejf@cs.aston.ac.uk
Message-ID: <1993Apr28.121817.14725@aston.ac.uk>
Source record: 206742

In article A29667@K.maus.de, Peter_Missel@k.maus.de (Peter Missel) writes:
>>Does anyone know where I can get a fixed pitched font for Pagestream? I
>
>Hmmm, my copy of Pagestream had a fixed pitch typewriter style font with it.
>(German version 2.1)

My UK verson 2.2 has Times, Triumverate and Garamond compugraphic
fonts, and several SoftLogik fonts (can't remember which ones), but no
Typewriter font, and no fixed pitch font.

6167. GFA Help! (Damned compiler!)

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 12:25:39 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <g2uP3B1w165w@ersys.edmonton.ab.ca>
Source record: 206745
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have the following GFA Basic code as part of a program to track
lottery numbers:

```
totalcount=16
DIM mstrip$(totalcount+1)
RESTORE strip_data
FOR i%=1 TO totalcount+1
READ mstrip$(i%)
NEXT i%
strip_data:
DATA Desk , Lotto 6/49 Tracker ,------------------,1,2,3,4,5,6,""
DATA Numbers , Get occurences , Enter lotto numbers , Check lotto numbers , Exit
,""
DATA "","
```

Now, here's my dilemna. It works fine when being run in the GFA
Basic editor, but when it is compiled, it gives me an address error
(3 bombs). I don't understand why it would give me that error. I
have an OPTION BASE 1 statement in my INIT module (if that helps).
Any help would be greatly appreciated, as I am nearly to the end of
my rope with this bug.


```
=====================================================================
| Gregeory C. (Greg) Granger | |
| (GGranger@Ersys.Edmonton.Ab.Ca) | "If only you could see what |
| 5516-190A Street | I've seen with your eyes." |
| Edmonton, Alberta T6M-2L3 Canada | |
| +1 (403) 483-2049 / 481-5110 | - Roy Batty, _Blade Runner_ |
=====================================================================
```

6168. Typos!

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 12:48:44 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <X4VP3B2w165w@ersys.edmonton.ab.ca>
Source record: 206746
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I noticed a typo in the previous message. The double quotes in the
second last line should be in the first DATA statemnet. Other than that,
I still don't understand why that thing doesn't work in a compiled state.
The more I use GFA Basic, the more I hate that stinking language!


```
=========================================================================
| Gregeory C. (Greg) Granger | |
| (GGranger@Ersys.Edmonton.Ab.Ca) | "If only you could see what |
| 5516-190A Street | I've seen with your eyes." |
| Edmonton, Alberta T6M-2L3 Canada | |
| +1 (403) 483-2049 / 481-5110 | - Roy Batty, _Blade Runner_ |
=========================================================================
```

6169. Re: OS Wars: NT/OS|2/Win16/S7.1/MTOS/et al

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 13:03:54 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C672yJ.51@newcastle.ac.uk>
Source record: 206747

In article <93115.104137EENG6826@RyeVm.Ryerson.Ca> <EENG6826@RyeVm.Ryerson.Ca> writes:
>Of course MultiTOS is small. It doesn't do anything :)
>Exemples: Virtual Memory (No), Pallete Management (No), New Filesystem (No)
> Split Loading (Loading only the parts of the program that are needed)
> Etc, etc, etc...
>
> Lets face it, all these features take space.

Ok, multiTOS doesn't have VM by default, but there are VM drivers available for
it (check out OUTSIDE) if you own a TT/F030.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

6170. Falcon serial == ST serial?

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 13:29:45 UTC
From: thumpy@dcs.qmw.ac.uk
Message-ID: <C6745M.47n@dcs.qmw.ac.uk>
Source record: 206744

Obviously the Falcon serial port is physically dissimilar from the old ST one, (it's short by around 16 pins), but I'm just wondering if the two are otherwise the same? Specifically what I want to do is add an additional MIDI out port to my Cubase set-up... can I just buy a 9-25 pin RS-232 converter and plug in something like MODEMMIDI that usually plugs into the ST serial port?

Thanks for any suggestions...
--
Richard Parr (thumpy@dcs.qmw.ac.uk)
Department of Computer Science, QMW, University of London

6171. Re: FOR SALE: Misc. ST and HD stuff

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 13:38:46 UTC
From: slp9m@cc.usu.edu
Message-ID: <1993Apr28.073846.66877@cc.usu.edu>
Source record: 206787

In article <C65yzn.ExA@cs.uiuc.edu>, u1427@cs.uiuc.edu (Eric Steven Brown) writes:

[...]

> ICD SCSI Host Adapter w/clock: *** $30 ***
> (This is not the LINK cable or the newer
> Host adapter, but it works fine and
> should work with the current software.)

Hi Eric...I'd like to buy this item from you.

> ** Even if you call me, please send e-mail. I will give preference
> ** to the order that e-mail gets to me.

But....mail to:

> u1427@sparc0b.cs.uiuc.edu

comes back "user unknown" :^(

Scott E. Parker WA7VYJ \ INTERNET: sparker@cedar.hao.ucar.edu
Center for Atmospheric & Space Sciences \ slp9m@cc.usu.edu
Utah State University \ Twisted pair: (801) 750-2975
Logan, UT 84322-4405 \ Home: (801) 753-3924

6172. Re: Migraph

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 13:58:41 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <C675Hu.MyH@mentor.cc.purdue.edu>
Source record: 206748

Here are Migraph's numbers if anyone cares:

800-223-3729 or 206-838-4677

Jody Lenn
ST and 8bit archivist

6173. CoNnect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 14:25:32 UTC
From: zzl027@uni-muenster.de
Message-ID: <1rm44s$qa4@obelix.uni-muenster.de>
Source record: 206751

Hi !
I was just reading somebody complaing about CoNnect (BTW where can I FTP
the latest version ?), and I felt the strong urge to defend that program.

I use it daily (or used to since I got no phone now :( ) and I think it is
the best terminal program there is, and I tried a lot. It is a clean GEM-
application and has everything one possibly will need. There are regular
updates and the handbook (in German :)) is well written.

DO give it a try, you will never use anything else.

BTW:I am not related to the author in any way, but I just thought it unfair
to start a discussion about nothing.

Arne

Arne Stoffregen,Warendorferstr. 141, D-W4400 Muenster
Email:srb129@math.uni-muenster.de

Call Mr. Plow,that�s my name, that name again is Mr. Plow

6174. Re: WP to ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 14:27:41 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93118.26861.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 206749

The only way I know of (and somebody please correct me if I'm wrong), is to number one, get the Atari Macintosh emulator called Spectre GCR, and also use a relatively new application called "MacSee", which converts Mac files saved in ASSCI format to Atari files, and vice versa. Spectre GCR also has a so-called "transverter" program, but I had no luck with it on my Mega STe. I also found that "MacSee" had some bugs, but did work. I can't remember the name of the maker of "MacSee". I have it at home. Good luck :-) Mark van Wyk
------------------------ Original Article ------------------------

Newsgroups: comp.sys.atari.st
Path: butch!netcomsv!decwrl!elroy.jpl.nasa.gov!usc!howland.reston.ans.net!torn!n
From: optimus@tigern (Per Henrik Johansen)
Subject: WP to ST
Message-ID: <1993Apr28.090852.13949@dhhalden.no>
Summary: How do I transfer WP files to the ST
Keywords: Word Perfect, wordprocessing
Sender: news@dhhalden.no (Network News User)
Nntp-Posting-Host: tigern.nvg.unit.no
Organization: Ostfold College
X-Newsreader: TIN [version 1.1 PL6]
Date: Wed, 28 Apr 1993 09:08:52 GMT
Lines: 19

I wondering if someone could help me with a little problem I got.
My girlfriend uses a PC to write reports at school, but would like to
sit at home to work on them in the evening. The problem is that she
is using Word Perfect for her reports and I cant load them into any of
the wordprocessing programs I got at home.

My question is this: Does there exist a program on the ST which reads
and writes Word Perfect files(v5.1 I think)? Or a program which can
convert WP files to a common ST format?

I really hope that it does, because she is threathening me to buy a PC(cant
understand why, really) :)

Per Henrik Johansen
--
Email: optimus@nvg.unit.no | Computer Science student
perhj@fenris.dhhalden.no | University of Trondheim
Smail: Harald Bothnersv. 3, 7017 Trondheim, Norway | Norway
Voice: +47 (0)7 93 22 95 |

6175. Re: WP to ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 14:32:51 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93118.27171.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 206750

Oops. Disregard my previous post. I re-read your question, and I notice you
are talking about converting PC files, not Mac files. Never mind. :-) -MV
------------------------ Original Article ------------------------
Newsgroups: comp.sys.atari.st
Path: butch!netcomsv!decwrl!elroy.jpl.nasa.gov!usc!howland.reston.ans.net!torn!n
From: optimus@tigern (Per Henrik Johansen)
Subject: WP to ST
Message-ID: <1993Apr28.090852.13949@dhhalden.no>
Summary: How do I transfer WP files to the ST
Keywords: Word Perfect, wordprocessing
Sender: news@dhhalden.no (Network News User)
Nntp-Posting-Host: tigern.nvg.unit.no
Organization: Ostfold College
X-Newsreader: TIN [version 1.1 PL6]
Date: Wed, 28 Apr 1993 09:08:52 GMT
Lines: 19

I wondering if someone could help me with a little problem I got.
My girlfriend uses a PC to write reports at school, but would like to
sit at home to work on them in the evening. The problem is that she
is using Word Perfect for her reports and I cant load them into any of
the wordprocessing programs I got at home.

My question is this: Does there exist a program on the ST which reads
and writes Word Perfect files(v5.1 I think)? Or a program which can
convert WP files to a common ST format?

I really hope that it does, because she is threathening me to buy a PC(cant
understand why, really) :)

Per Henrik Johansen
--
Email: optimus@nvg.unit.no | Computer Science student
perhj@fenris.dhhalden.no | University of Trondheim
Smail: Harald Bothnersv. 3, 7017 Trondheim, Norway | Norway
Voice: +47 (0)7 93 22 95 |

6176. Re: WP to ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 14:37:13 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <1993Apr28.143713.27070@cs.nott.ac.uk>
Source record: 206752

In article <1993Apr28.090852.13949@dhhalden.no> optimus@tigern (Per Henrik Johansen) writes:

>My question is this: Does there exist a program on the ST which reads
>and writes Word Perfect files(v5.1 I think)? Or a program which can
>convert WP files to a common ST format?
>

There's a utility by Robert Best that converts between WP5 and First Word Plus (not graphics). Email him on mbdqbest@diamond.sara.nl (costs about $20 I think - pretty steep).

If WP5 takes Rich Text Format (RTF) there's a small utility on atari.archive called 1wp2rtf.zoo to convert at least _from_ Wordplus to RTF.

Finally there's Redacteur3, a wordprocessor that reads/writes Word Perfect files. Prices range from #39 (junior version) to #99 (full version) (about US$60 - 150). Not a cheap option, but its supposed to be a very good WP, and not as much as a new PC :-)

regards,

Sam

6177. Re: EA support??

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 15:07:58 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr28.150758.19541@newshost.lanl.gov>
Source record: 206771

In article 27592@yuma.ACNS.ColoState.EDU, kfason@lamar.ColoState.EDU (Kevin Fason) writes:
>Hey, whats the deal on Electronic Arts? They stop producing for the Atari?
>I just got off the phone with them and found out that they arnt doing
>it any more?? I am interested in the Space Hulk Game. I play the board
>version of it all the time... It said that there is a PC and Amiga version...

Old news, Kevin. EA stopped support for the Atari ages ago.

>Did atari try to talk to them about developing on the Falcon030? Or is that
>someone else... thanx.

I doubt seriously if Atari has talked to them. And you can bet that EA will
not seriously consider supporting the Falcon until there have been thousands
of them sold. It costs just as much to develop (or port) a game for the Atari
as it does for any other platform so why should they do it for so little return?

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6178. Re: Falcons shipping next

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 15:12:29 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Apr28.151229.9720@apgea.army.mil>
Source record: 206753

In article <319.78.uupcb@uttsbbs.uucp> jeff.spink@uttsbbs.uucp (Jeff Spink) writes:
>Well, as for availability of software for the Falcon, even if much
>software is'nt made for it, with the 386/486?? emulators being made,
>you'll always have IBM software compatibility, which is a BIG plus in my
>book.

Could someone explan the logic to me of someone buying a Falcon to run
pc software? Its strange to me, thats all..

Rob Merritt
+---+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "When a Girl like K3-Myrlu bonds with you, you got to remember I
I two things. First, its for life. Second, its with your Central I
I Nervous System!" I
+---+
If you have any 8bit Atari Computers you'd like to get rid of. email me.

6179. Re: CALAMUS SL

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 15:23:27 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr28.152327.22409@newshost.lanl.gov>
Source record: 206772

In article 2707@enst.enst.fr, elendir@inf.enst.fr () writes:
>
> Does anyone know whether Calamus SL is Falcon-compatible or not ?

Yes.

>And if it can handle the 640x480x256 colors mode ?

Dunno. I doubt it but will check.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6180. Re: Orphan TT's

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 15:32:21 UTC
From: julian@math.uni-muenster.de
Message-ID: <1rm825$1gn0@obelix.uni-muenster.de>
Source record: 206754

In article 13145@uqcspe.cs.uq.oz.au, warwick@cs.uq.oz.au (Warwick Allison) writes:
> ken@isgtec.com (Ken Newman) writes:
>
> >We interrupt the current flamefest for the following bulletin:
>
> >Just read in the new Current Notes that the TT has been discontinued
> >by Atari due to lack of interest. Seriously. Well I guess if you really
> >wanted one they'll probably be real cheap soon.
>
> This is NEWs?
>
>
> I've known that for AGES. And I still bought my TT. The TT is the current
> Atari HIGH END machine. It's the best thing for people who need speed from
> the machine. When the Falcon040 is released, the TT will have no purpose.

During CeBIT, Atari has stated several times that TT's produced until a new
(faster) machine is ready (and as long people want to buy it :-).

Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster (from July, 1st: D-48161)
eMail: julian@math.uni-muenster.de, jr@ms.maus.de

6181. Re: CALAMUS SL

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 16:28:33 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C67CFL.GHF@newcastle.ac.uk>
Source record: 206755

An aside for this is that if anyone is considering cutting corners & buying calamus 1.09n ('coz it's 200 pound(uk) cheaper), be warned that it doesn't like anything but ST MONO mode, & buggers up under MultiTOS really bad.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

6182. Re: Any US Falcons Yet?

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 17:21:21 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <C67Evp.H2q@cbnewse.cb.att.com>
Source record: 206760

Just to let y'all know, CompuSeller West in St. Charles, Il got their demo unit in last week Thursday. 4M with a 65M HD. Software that we have heard would be included was - - - except for D2D. My son and I tested a few packages and they worked great - although we often had to disable MTOS to get them to work. We also tested a couple that didn't work and we didn't try much else to try to get them up so I wouldn't say they don't work - just don't work under the conditions we attempted to run them under. CompuSeller West expects saleable units in about 3 Atari weeks (you know what that means.)

Was I excited - you bet. Haven't felt that good about my computing since Dave Small's Spectre GCR. Hope all your local dealer's get their demo units in so we too can join the rest of the world in exploring this new beast. Wayne Booth

6183. Re: Falcons shipping next

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 17:38:19 UTC
From: rcarter@nyx.cs.du.edu
Message-ID: <1993Apr28.173819.14039@mnemosyne.cs.du.edu>
Source record: 206756

rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:

>jeff.spink@uttsbbs.uucp (Jeff Spink) writes:

>>Well, as for availability of software for the Falcon, even if much
>>software is'nt made for it, with the 386/486?? emulators being made,
>>you'll always have IBM software compatibility, which is a BIG plus...

>Could someone explan the logic to me of someone buying a Falcon to run
>pc software? Its strange to me, thats all..

Well, a few reasons come to me:

- A person works with MS-DOS machines at work, and on occasion have to
do work at home with those same MS-DOS programs (eg 1-2-3, etc.).

- The user can't live without some of the programs (games, etc.) that
(for some reason, ummm, larger market?) won't get released on the
Falcon platform.

- The user just plain likes little gadgets just so they can say `My
computer will out emulate your computer'.

With the ability of Falcon to read/write MS-DOS compatible disks, and
the possibility of Falcon being able to do close to `real' thing's
speed, etc. emulation, it doesn't sound like a bad thing to have
around. And saves some room at home to boot!

Regards,
--
Ron Carter \ Director \ Center for the Study of Creative Intelligence
CSCI \ Denver, CO USA \ "A ... mind stretched by a new idea can never
rcarter@nyx.cs.du.edu \ go back to its original dimensions." -Holmes

6184. Re: Falcon serial == ST serial?

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 17:59:31 UTC
From: ujwb@uxa.ecn.bgu.edu
Message-ID: <1rmgm3$i37@uxa.ecn.bgu.edu>
Source record: 206757

In article <C6745M.47n@dcs.qmw.ac.uk> thumpy@dcs.qmw.ac.uk (Richard Parr) writes:
>Obviously the Falcon serial port is physically dissimilar from the old ST
>one, (it's short by around 16 pins), but I'm just wondering if the two are
>otherwise the same? Specifically what I want to do is add an additional
>MIDI out port to my Cubase set-up... can I just buy a 9-25 pin RS-232 converter
>and plug in something like MODEMMIDI that usually plugs into the ST serial
>port?
>
>Thanks for any suggestions...

Actually, what worries me is if the 9-25 converter will work on the
Hybrid Arts SMPTE box. I know they use some of the extra signals on the
DB 25 connector to work.

Jeff

6185. Re: Any US Falcons Yet?

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 18:12:52 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Apr28.121253.12749@iscsvax.uni.edu>
Source record: 206761

In article <Apr27.202154.66676@yuma.ACNS.ColoState.EDU>, millerm@CS.ColoState.EDU (mark miller) writes:
>>After a week on vacation, I cabn't take the time to scan through 400 new posts,
>>I assume that there are still no Falcons being sold in the US?
>>
>> Brian Rost @tecrus.enet.dec.com
>>
>> 508-568-6115
>>
>> **
>> * *
>> * The above does not reflect the opinions of *
>> * my employer. *
>> * *
>> * If music is outlawed, only outlaws will be *
>> * musicians. *
>> * *
>> **
>
> Kinda yes and kinda no. Run PC, the Atari dealer in Ft. Collins, CO.
> just got its demo unit in last week. It came fully equiped with
> MultiTOS, SpeedoGDOS, Atari Works, and the Audio Fun Machine. They are
> expecting to get a shipment of saleable ones in another couple weeks.
>
> |Mark Miller, computer science |"The most important human endeavor is the |
> |major at C.S.U. |striving for morality in our actions. Our |
> |millerm@cs.colostate.edu |inner balance and even our very existence |
> |mmiller@nyx.cs.du.edu |depend on it. Only morality in our |
> | Atari friend! ||| |actions can give beauty and dignity to |
> |)|(|life." --- Albert Einstein |
> | World Peace / | \ There's nothing else quite like it. |

What is the street price of the Falcon?

Thanks....

New Amiga 1200/80 meg Connor- I love it...Is there a God!!!

"Atari competed on the cheap" Nintendo lawyer

>

6186. Re: GFA Help! (Damned compiler!)

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 18:23:15 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1rmi2jINN1gbm@rs1.rrz.Uni-Koeln.DE>
Source record: 206758
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <g2uP3B1w165w@ersys.edmonton.ab.ca> ggranger@ersys.edmonton.ab.ca (Greg Granger) writes:

```
> totalcount=16
> DIM mstrip$(totalcount+1)
> RESTORE strip_data
> FOR i%=1 TO totalcount+1
> READ mstrip$(i%)
> NEXT i%
> strip_data:
> DATA Desk , Lotto 6/49 Tracker ,------------------,1,2,3,4,5,6,""
> DATA Numbers , Get occurences , Enter lotto numbers , Check lotto numbers , Exit
> ,""
> DATA "","""
```

>Now, here's my dilemna. It works fine when being run in the GFA
>Basic editor, but when it is compiled, it gives me an address error
>(3 bombs). I don't understand why it would give me that error. I
>have an OPTION BASE 1 statement in my INIT module (if that helps).
>Any help would be greatly appreciated, as I am nearly to the end of
>my rope with this bug.

I just tried to reproduce this bug, and I was successful. And when I tried to analyze where the bombs occurred, I was even more surprised: After inserting a diagnostic PRINT statement between all lines of the above program, the bug had disappeared -- no bombs anymore.
I can dimly recall that I ran into a similar problem quite a while ago, the exact situation escapes me right now. Back then, my solution was to insert dummy statements into the program until it worked, as far as I recall. I'm afraid the only "real" solution to such weird compiler problems will be to wait for the release of the Richter version of GFA basic.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

6187. GFA (was: Typos!)

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 18:38:56 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1rmj00INNvh8@rs1.rrz.Uni-Koeln.DE>
Source record: 206759
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <X4VP3B2w165w@ersys.edmonton.ab.ca> ggranger@ersys.edmonton.ab.ca (Greg Granger) writes:

[...]

>The more I use GFA Basic, the more I hate that stinking language!

Come on... the compiler is doubtlessly rotten, but the language
is one of the most elegant ones around. As an example, just
compare

```
DIM a&(x&,y&)
```

to:

```
int **a;

a = (int **) malloc(x * sizeof(int *)); /* this piece of code is */
a[0] = (int *) malloc(x * y * sizeof(int)); /* after an example given */
for (i = 1; i < x; i++) /* in some FAQ file about C */
a[i] = a[0] + i * y; /* off the top of my head */
```

I really do hope that the Richter version of GFA will turn out to
be as good as it sounds. At the CeBIT, I was thold by Mr. Richter
himself that the compiler they are building is based on the GNU
compiler. If they do that properly, we may soon see the
convenience of GFA combined with the power of GNU.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

6188. Re: Falcon serial == ST serial?

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 18:42:43 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1310@usdtsg.DaytonOH.NCR.COM>
Source record: 206768

In article <C6745M.47n@dcs.qmw.ac.uk> thumpy@dcs.qmw.ac.uk (Richard Parr) writes:
>Obviously the Falcon serial port is physically dissimilar from the old ST
>one, (it's short by around 16 pins), but I'm just wondering if the two are
>otherwise the same? Specifically what I want to do is add an additional
>MIDI out port to my Cubase set-up... can I just buy a 9-25 pin RS-232 converter
>and plug in something like MODEMMIDI that usually plugs into the ST serial
>port?

I'm not familiar with the MIDI out, but assuming it doesn't use any
pins other than what most modems use, it might work.

The MegaSTe (and alot of newer PC's) use the 9-pin serial port (this
caught me by surprise when I upgraded from a 1040ST to my MSTE - had to
got and get a new cable (or 9-25pin converter)). I guess they did the
same with the Falcon. (actually, the MSTE have 3 of these ports, 1 being
on the VME slot). I suppose not enough people made use of the other
lines...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

6189. Re: WP to ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 18:46:58 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1311@usdtsg.DaytonOH.NCR.COM>
Source record: 206769

In article <93118.26861.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
L676791@LMSC5.IS.LMSC.LOCKHEED.COM writes:
[some STuff deleted]

>Spectre GCR also has a so-called
>"transverter" program, but I had no luck with it on my Mega STe.

Which version of the transverter do you have? I've had no problem
using 4.50 with my MegaSTe, though I *cannot* get 4.51 to work on it
(some real funky error message appears). Anyways, you might try
a different version of the transverter...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

...is there any way for the hard drive partition under Spectre to be
treated as a *hard drive* and not a floppy? I ask because I'm having
trouble using Diskcopy/DiskDup - it doesn't recognize I have a
hard drive (and thus cannout mount any Image files on the partition :-(

6190. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 19:23:12 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Apr28.192312.7248@apgea.army.mil>
Source record: 206762
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

Ok, I've posted this message acrose the 3 main atari groups.

Is there a good history of atari and its machines?
Here is what I have constructed from word of mouth, my memory and old
issues of Compute!.

1. Early 70's. Atari founded by Bushnell releases the pong arcade game. It
was a use sucess and atari began its climb.
2. 1976, Atari had made a cartridge game system called the VCS (Video computer
system, later called the 2600). However it took a year to reach to market
because most stores didn't think people would buy such an expensive toy.
3. 1979, the VCS was a huge success. With the release of the Apple, Atari
started to develop its own home computer. I'm not sure when the 400 was
released but I assume before 1981.
The computer they release was the 400. it has 16k ram and uses the 6502
chip for the CPU. As far as I can tell it ran a 1 mhz. An upgrade
version called the 800 was released with a real keyboard and 48 k ram.
4. 1983. While the computers sold well, they appear to be losing a war against
the commadore 64 and other computers. And while their billion dollar baby
the VCS keeps making money, systems like the Intellivision, Collecovision
, computers and time itself has warn it down.
(at some tome they released the 5200. A video game system based on the
atari 400. I'm not sure when this happened. It was a failer)
5. 1984. The video game industry when bust and alot of companies where
destoryed by it. The company that own it, warner bros sold it to Jack Tramiel
in mid 84.
Also, atari developed the 7800. a revolutionary game system that was delayed
for so long ~(I think 86 was when it offical was released in real numbers and`
the nintendo, a surperior machine, although also developed in 84 had bet them
to the punch)
5. 1985. With the winter CES Tramiel Atari released the 130ST, the 520 ST and
the 65 XE. The ST line (ST stands for Sixteen/Thirtytwo) were revolutionary
machines that were twice as power as anything else on the market. They used
the GEM windowing system and had Color and used the 68000 chip. They were
nick-named the Jackintosh.
The 65 XE and the 130 XE were updated 8bit versions of the 800xl. I can't
find what xl were released and when.
6. the time between 86 and 91 is very hard for me to track info down. I was
very into the IBM PC world and got few mags that said anything about Atari.
I do know at some time the 5200 and 2600 (VCS) were dropped. The 8bit
line was taken down to one game computer called the XEGS. And ST's didn't
sell well or were run over by PCs Also there were other ST models released
called 1024, STE, and the TT.
7. 1991. Atari bought the Lynx hand held game system from EPXY and cannceled

the 7800 and the XEGS.
8. 1992 to present. Things look pretty bad..

ok, anyone care to fill in details or point out my mistakes in the time line?

Rob Merritt
+---+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "When a Girl like K3-Myrlu bonds with you, you got to remember I
I two things. First, its for life. Second, its with your Central I
I Nervous System!" I
+---+
If you have any 8bit Atari Computers you'd like to get rid of. email me.

6191. Re: Looking for 'find'

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 19:35:13 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.93Apr28123513@hpbeo82.bbn.hp.com>
Source record: 206460

GNU find is OK, but you need GCC to compile it. You probably also need to hand-configure the Makefiles (I never found a shell that could handle GNU configure scripts).

Greetings,

Jens.

PS: Du bist in Tuebingen - ich wohne in Herrenberg ...
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

6192. Re: MiNT 1.04 - Mine goes boom when ESC is pressed on Desktop

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 19:39:55 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.93Apr28123955@hpbeo82.bbn.hp.com>
Source record: 206459

YES! That could be the reason for a mysterious bug I've been hunting these last weeks.

More strange behavior: On my ST, TOSWIN immediately opens its file selector and crashes if I use another accessory beside it. With three accesories, the system comes up, but crashes when I try to start a program.

If anybody has a fix (or even just a suggestions for the cause of the problem), *please* make it public.

Jens.

PS: Claus - ich muss Dich wohl um Entschuldigung bitten :-)
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

6193. want to buy g+plus

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 20:18:50 UTC
From: rmadill@ccu.umanitoba.ca
Message-ID: <C67n3F.Erx@ccu.umanitoba.ca>
Source record: 206789

i'm looking to buy a used copy of g+plus, codehead's gdos replacement. can anyone help me?

6194. faq guides wanted

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 20:19:41 UTC
From: rmadill@ccu.umanitoba.ca
Message-ID: <C67n4t.EtB@ccu.umanitoba.ca>
Source record: 206764
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

is there a source for all the f.a.q. guides that apply to the atari? if not maybe anyone who has an atari-faq could mail it to my?

thanks.

6195. Re: Orphan TT's

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 21:01:56 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Apr28.150156.12752@iscsvax.uni.edu>
Source record: 206763

In article <2bdc5518@p12.f202.n281.z2.fidonet>, Jan_Willekens@p12.f202.n281.z2.fidonet writes:
> In a message of <Sun 25 Apr 93 23:23>, der Brewmeister (2:281/202.0)
> writes:
> dB> When I called a dealer asking about upgrading to a TT (from my
> dB> 1040STe), he told me Atari no longer made the TT's because they
> dB> were coming out with a faster (040) Falcon...was he delerious, or has
> dB> anyone heard about it?
>
> Pff, TT's don't sell anymore, because they aren't competitive. Atari
> definitely is working on a Falcon040 (Sam Tramiel said that in some
> real-time conference, if I remember correctly), but I wouldn't wait for it.
> By the time the 040 hits the shelves even a SparcStation Classic will be
> cheaper...

The TT's could not compete with the A3000 and the MAC SI in the same price range. I remember those days about the delivery date of the TT. Atari said: Real soon now.....Same thing happen with the Falcon.

I remember the day when Apple introduced the MAC SI on October 15, 1990. That day you could walk into the dealer and take one home. Apple sold about a million Si's versus 800 TT's in North America..

By the time an 040 Falcon comes out: Did someone say Power PC....

Atari should produce a Power PC box and all the the Atari users whould buy one because its from Atari..

Later

==========

Amiga 1200/80 megs!!!! I love it-----Is there a God!!!!

"Atari competed on the Cheap" Nintendo Lawyer...

==========

>
> dB> I'd have to agree that a 68030 machine is fine and dandy, but let's
> dB> be reasonable, there needs to be high-end machines in the works and
> dB> Atari just is too late too many times...
>
> And now Atari has stated they want to be a consumer company, I am afraid
> high end machines just won't fit in that image...
>
> Greetings... - Jan -

> FidoNet: 2:281/202.12 UseNet: jan@nextjk.wlink.nl
>
>
> --- ZapMail 1.1
> * Origin: 5-6-1993... Fish swimming in Uden... :-) (2:281/202.12)
>

6196. Re: CoNnect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 21:44:42 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1rmtsaINNmhe@golem.wcc.govt.nz>
Source record: 206770

In article <1rm44s$qa4@obelix.uni-muenster.de>, zzl027@uni-muenster.de (Arne Stoffregen) writes:
>
>Hi !
>I was just reading somebody complaing about CoNnect (BTW where can I FTP
>the latest version ?), and I felt the strong urge to defend that program.
>
>I use it daily (or used to since I got no phone now :( ) and I think it is
>the best terminal program there is, and I tried a lot. It is a clean GEM-
>application and has everything one possibly will need. There are regular
>updates and the handbook (in German :)) is well written.
>
>DO give it a try, you will never use anything else.
>
>BTW:I am not related to the author in any way, but I just thought it unfair
>to start a discussion about nothing.

>>Arne>

>Arne Stoffregen,Warendorferstr. 141, D-W4400 Muenster
>Email:srb129@math.uni-muenster.de
>

The people that claim that ConNect is the best thing since sliced bread
have obviously never ever tried Flash...

I need a full screen window not 2/3, Flash gives me a full screen window with a
8 * 8 Font..

There are no fonts to work with ConNect and give 80 * 24 lines at medium res,
the window of ConNect is far to small and cluttered..

Trapido is the Only German comms program that comes any were near Flash..

Roger.............. sheppard_r@kosmos.wcc.govt.nz

6197. Re: Falcon serial == ST serial?

Newsgroup: comp.sys.atari.st
Date: 1993-04-28 21:54:59 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1rmufjINNlmm@elroy.jpl.nasa.gov>
Source record: 206767

In article <C6745M.47n@dcs.qmw.ac.uk> thumpy@dcs.qmw.ac.uk (Richard Parr) writes:
>Obviously the Falcon serial port is physically dissimilar from the old ST
>one, (it's short by around 16 pins), but I'm just wondering if the two are
>otherwise the same? Specifically what I want to do is add an additional
>MIDI out port to my Cubase set-up... can I just buy a 9-25 pin RS-232 converter
>and plug in something like MODEMMIDI that usually plugs into the ST serial
>port?

Hm, lessee if I can remember what's there... The port is not only physically different, it is logically different. The standard ST port (that all STs, STEs. and TTs have) is connected to an MC68901 MFP. The Falcon's serial port is connected to port A of the Zilog 8530 SCC. (I wish I knew why this was done; in both the TT and Mega STe you get both the MFP serial port *and* the SCC serial ports. On the Falcon, there is no MFP serial port. Sigh...)

9 pins. hmm... RXD, TXD, RTS, CTS, DTR, DSR, DCD, RI, GND. I think that's it. Btw, the pinout is the same as the IBM AT 9-pin serial pinout.

Software that only uses BIOS and XBIOS functions to control the serial port should work unmodified, since the XBIOS emulates some of the 68901 status bits for the 8530 ports, but if you try to tweak 68901 registers directly, no results will be seen... (The 68901 is still there, it just doesn't have anything connected to its serial port.)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

6198. Re: HD backup

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 01:58:42 UTC
From: michael@mosaic
Message-ID: <1rncoiINNi13@ymir.cs.umass.edu>
Source record: 206773

tpars@codewks.nacjack.gen.nz (Tom Parsons) writes:
: I'd write S/Rad in TX direct, but it hardly seems worth the postage
: just to find that they don't exist anymore - copyright on the manual
: is 1989. Or I could ask Toad, but that's also expensive from here.
: And if S/Rad *does* still exist, they deserve some publicity for
: a very useful product.

They were still in business as of a few months ago; I had a bad DVT
cartridge that I sent back for replacement.

I don't remember if the address in the manual was current or not.
:
: The backup program starts out with a self-test which informs me that
: something's wrong with the plug-in cartridge, the VCR, or...? and that
: I should proceed only with great caution. I did, and everything works
: fine except for occasional harmless lockups which require reboots.

Mine does this, too. I was always curious if it was ok or not. Since
it's worked for me so far, I haven't worried about it.

michael@cs.umass.edu

6199. Re: How to upgrade a 7 year old STf

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 02:39:01 UTC
From: karlm@mel.dbce.csiro.au
Message-ID: <710@highett.mel.dbce.csiro.au>
Source record: 206774

Does anyone know/have the latest versions of the software for the Discovery Cartridge? I bought one about 3 or 4 years ago, and the software was 2.6. A friend found 2.6a for me, but it wasn't much of an upgrade. What I want to know is if Happy Computers are still alive, and can I get/will someone tell me where I can get the software for the cartridge!?

Help Please!

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au Tel: +61 3 252 6222 Fax: +61 3 252 6244 |
|_____|

6200. Re: FreeZe Dried Terminal 3

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 02:53:54 UTC
From: Dconroy@outb.wimsey.bc.ca
Message-ID: <Dconroy.0dbp@outb.wimsey.bc.ca>
Source record: 206777

Ha, Lets see you Program something like that you Programming Wizard You! I bet you could not even program a simple 'HeLLO World!' Program!

Think before you speak K?

6201. Falcons shipping next

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 04:25:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <1193.78.uupcb@uttsbbs.uucp>
Source record: 206792

Well, your not buying it JUST for the IBM compatibiltiy, but the IBM compatibility does NOT hurt..

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+---+

6202. Re: Orphan TT's

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 04:49:07 UTC
From: gfarrell@cs.sfu.ca
Message-ID: <1993Apr29.044907.24001@cs.sfu.ca>
Source record: 206778

In article <4638@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>
>We interrupt the current flamefest for the following bulletin:
>
>Just read in the new Current Notes that the TT has been discontinued
>by Atari due to lack of interest. Seriously. Well I guess if you really
>wanted one they'll probably be real cheap soon.

All I can say to this is: I WANT MY %^*@^$ TOS 3.06!!!
My local delaer has had absolutely no luck with the local distributor
OR Atari. Anyone out there know if Toad has any in stock?

Much appreciated.
>
>--
>
>ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

--

Gordon Farrell
gfarrell@cs.sfu.ca
farrellc@sfu.ca

6203. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 05:17:46 UTC
From: gfarrell@cs.sfu.ca
Message-ID: <1993Apr29.051746.24112@cs.sfu.ca>
Source record: 206779

In article <1993Apr26.005539.6724@zooid.guild.org> Mark Kovarski
<kovarski@zooid.guild.org> writes:
>wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
>>Mark Kovarski <kovarski@zooid.guild.org> writes:
>>
>>[Stuff that should be in comp.sys.atari.advocacy deleted...]
>>
>>>BTW, the April issue of "Computer Paper" reviews several operating systems
>>>including System 7.1, OS/2 2.1, Windows 3.1, Windows NT and MultiTOS 4.0.
>>>They have a nice chart comparing all those operating system. The magazine
>>>is only available in Canada, and this issue is the Ontario Edition.
>>
>>Sorry Mark, but I have to correct you on this one. TOS is at version
>>4.0x but MultiTOS is at the moment at version 1.01 and Atari probably
>>has more advanced versions already. But of course I don't know that.
>>Maybe they are first waiting a bit more for user impressions of
>>MultiTOS and are now working on more drivers. Who knows.
>>
>>Erlend.
>
>You might be right and the author might be wrong. They listed it as MultiTOS
>4.0, but I would imagine that it is 1.0.
>

Well, from what I saw, this wasn't the only mistake. Under IPC, they
just had "Clipboard" for MTOS (named pipes, anyone?), No multiple
resolutions (I have 6 on my TT) except for 3rd party add-ons, and a very
short list of output devices (Epson, IBM, Atari, VGA). Hopefully these
were their mistakes and not Graham's (if they were, I'll have to give
him a really bad time :-)). Either way, a correction is in order.

>
>Best Regards,
>Mark K.
>

--

Gordon Farrell
gfarrell@cs.sfu.ca
farrellc@sfu.ca

6204. Revisionist history?

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 05:18:53 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1rnoftINNdkq@life.ai.mit.edu>
Source record: 206782

In article <1993Apr28.192312.7248@apgea.army.mil> rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>5. 1985. With the winter CES Tramiel Atari released the 130ST, the 520 ST and
>the 65 XE. The ST line (ST stands for Sixteen/Thirtytwo) were revolutionary
>machines that were twice as power as anything else on the market. They used
>the GEM windowing system and had Color and used the 68000 chip. They were
>nick-named the Jackintosh.

Nit:

The ST was a price/performance breakthrough, but it wasn't "twice as
powerful as anything else on the market." Macs were using the same
8Mhz 68000, and Amiga prototypes (with the same CPU and better
graphics) were already out and about.

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

6205. Re: How to upgrade a 7 year old STf

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 06:20:43 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1rns3rlNN2pf@golem.wcc.govt.nz>
Source record: 206780

In article <710@highett.mel.dbce.csiro.au>, karlm@mel.dbce.csiro.au (Karl Meyland) writes:
>Does anyone know/have the latest versions of the software for the Discovery
>Cartridge? I bought one about 3 or 4 years ago, and the software was 2.6. A
>friend found 2.6a for me, but it wasn't much of an upgrade. What I want to

Well they drop Atari after Dave Small to them to court for slander, the latest
version was 2.7, they did have a BBS in the USA but it was a read only one,
nothing has ever come from them since..

Roger..... sheppard_r@kosmos.wcc.govt.nz

6206. WP to ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 07:22:39 UTC
From: rchan@Tatertot.COM.UUCP
Message-ID: <gate.Hc4q3B1w164w@tatertot.com>
Source record: 206781

Re: WP to ST

> I wondering if someone could help me with a little problem I got.
> My girlfriend uses a PC to write reports at school, but would like to
> sit at home to work on them in the evening. The problem is that she
> is using Word Perfect for her reports and I cant load them into any of
> the wordprocessing programs I got at home.
> My question is this: Does there exist a program on the ST which reads
> and writes Word Perfect files(v5.1 I think)? Or a program which can
> convert WP files to a common ST format?
> I really hope that it does, because she is threathening me to buy a PC(cant
> understand why, really) :)
> Per Henrik Johansen

Well, here is an interim measure. If you have a wordprocessor that can load
RFT Format, you can tell her to save that instead of WP 5.1 or 4.2.

If you can't do that, there is a program that will convert RFT to
WordWriter/1st word which almost any program will import. I forget the names
of the utilities, but I know they exist. You will lose some information like
fonts and such, but you'll retain common attributes like italics, margins,
bold, etc.

```
*-----------------------------------**-------------------------------------*
| Ronald Chan || USDA Agricultural Research Service |
| rchan@tatertot.com || Albany, California |
| A Pocket Knight *--{----------- || rchan@pw.usda.gov |
*-----------------------------------**-------------------------------------*
[ ][ ][ ][ ][ ][ ] engineering better crops nobody will eat [ ][ ][ ][ ][ ]
```

The views of the message above are those of the sender only.
Split Infinity BBS WWIVlink:@14552 Internet:@tatertot.COM
San Francisco, CA +1.415.255.8340 Free E-mail/Newsgroups

6207. Re: CoNnect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 07:45:51 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Apr29.024551.18843@bsu-ucs>
Source record: 206474

> The people that claim that ConNect is the best thing since sliced bread
> have obviously never ever tried Flash...
>
>
> I need a full screen window not 2/3, Flash gives me a full screen window with a
> 8 * 8 Font..
>
> There are no fonts to work with ConNect and give 80 * 24 lines at medium res,
> the window of ConNect is far to small and cluttered..

Roger,

I think I agree with you about ConNect...not too god for Med.res (what I use)...The window is too small and the font, though workable, isn't very nice. I bet another reason some might go "ape" over ConNect is that they have a mono monitor and can take _full_ advantage of ConNect.

It does seem like it has a lot of nice things about it. (Excluding the price differnce between it ans Uniterm -- my favorite!)

-Matt

6208. Re: GFA Help! (Damned compiler!)

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 09:24:28 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Apr29.102428@cs.bham.ac.uk>
Source record: 206784
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Hate to say it, but it's a pretty obvious error.

If you DIM a$(10), then elements go 0 to 9, NOT 10

you need

FOR i%=0 to totalcount

OK?

David.
.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | Thanks to all who voted for || || /\_
Stoke On Trent | comp.sys.atari.advocacy! _/|| ||\_/ |
ST7 8QQ England.| [Peace at last!] |_/ |_| \_|/
```

6209. Re: GFA Help! (Damned compiler!)

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 09:25:52 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Apr29.102552@cs.bham.ac.uk>
Source record: 206785
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Oops!

Didn't notice you had an option base 1. In that case, dunno!

Try sticking the OPTION BASE in the main program, right at the start?

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | Thanks to all who voted for || || /_
Stoke On Trent | comp.sys.atari.advocacy! _/|| ||_/ |
ST7 8QQ England.| [Peace at last!] |_/ |_| _|/

6210. Neodesk 3.03 patch (UK)

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 09:50:16 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1993Apr29.095016.19978@aston.ac.uk>
Source record: 206788

Hi all. I've just been informed by GST software by e-mail, that
the Patch Disk to update UK versions of NeoDesk is effectively
shareware/freeware whatever, and the 4.95 fee is only for handling.
Hence, they have no problems with anyone uploading the patch disk
to an ftp site, or posting to comp.binaries.atari.st or whatever.
Also, it's available by modem on their BBS - 0480 492 025.
I don't have a modem, but if some nice person who does, and
wants the upgrade, could later archive it up and post / upload
it somewhere, I'm sure a lot of us would be grateful. Cheers...

--
Tim Wright. \ Being Human just isn't
wrighttj@uhura.aston.ac.uk \ enough fun.

6211. Re: WP to ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 10:14:30 UTC
From: pmakital@snakemail.hut.fi
Message-ID: <PMAKITAL.93Apr29121430@alpha.hut.fi>
Source record: 206783

From: optimus@tigern (Per Henrik Johansen)
Subject: WP to ST
Summary: How do I transfer WP files to the ST
Keywords: Word Perfect, wordprocessing
Sender: news@dhhalden.no (Network News User)
Nntp-Posting-Host: tigern.nvg.unit.no
Organization: Ostfold College
Date: Wed, 28 Apr 1993 09:08:52 GMT
Lines: 19

I wondering if someone could help me with a little problem I got.
My girlfriend uses a PC to write reports at school, but would like to
sit at home to work on them in the evening. The problem is that she
is using Word Perfect for her reports and I cant load them into any of
the wordprocessing programs I got at home.

My question is this: Does there exist a program on the ST which reads
and writes Word Perfect files(v5.1 I think)? Or a program which can
convert WP files to a common ST format?

I really hope that it does, because she is threathening me to buy a PC(cant
understand why, really) :)

Per Henrik Johansen
--
Email: optimus@nvg.unit.no | Computer Science student
perhj@fenris.dhhalden.no | University of Trondheim
Smail: Harald Bothnersv. 3, 7017 Trondheim, Norway | Norway
Voice: +47 (0)7 93 22 95 |

WP for Atari can do PC-WP 4.1 files, I remember. If 5.1 can export files in
4.1 format (I also remember it can do) then there is no problem. Get
yourself a WP for Atari. Export your PC-WP files to Atari formatted 3.5" DD
floppy and import them to your own Atari and vice versa. That's all.

--
//
//// pmakital@snakemail //// Helsinki University of Technology /////
//// pmakital@vipunen //
//

6212. Re: WP to ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 10:19:55 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <1993Apr29.101955.25652@cs.nott.ac.uk>
Source record: 206790

>
>My question is this: Does there exist a program on the ST which reads
>and writes Word Perfect files(v5.1 I think)? Or a program which can
>convert WP files to a common ST format?
>

There's a utility by Robert Best that converts between WP5 and First Word Plus (not graphics). Email him on mbdqbest@diamond.sara.nl (costs about $20 I think - pretty steep).

If WP5 takes Rich Text Format (RTF) there's a small utility on atari.archive called 1wp2rtf.zoo to convert at least _from_ Wordplus to RTF.

Finally there's Redacteur3, a wordprocessor that reads/writes Word Perfect files. Prices range from ₣39 (junior version) to ₣99 (full version) (about US$60 - 150). Not a cheap option, but its supposed to be a very good WP, and not as much as a new PC :-)

Sam

6213. Re: WP to ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 10:24:44 UTC
From: pmakital@snakemail.hut.fi
Message-ID: <PMAKITAL.93Apr29122444@alpha.hut.fi>
Source record: 206786

In article <PMAKITAL.93Apr29121430@alpha.hut.fi> pmakital@snakemail.hut.fi (Pertti M{kitalo) writes:

WP for Atari can do PC-WP 4.1 files, I remember. If 5.1 can export files in 4.1 format (I also remember it can do) then there is no problem. Get yourself a WP for Atari. Export your PC-WP files to Atari formatted 3.5" DD floppy and import them to your own Atari and vice versa. That's all.

Sorry. Of course you have to use some formatter or format your floppy IN YOUR PC.

--
//
//// pmakital@snakemail //// Helsinki University of Technology /////
//// pmakital@vipunen //
//

6214. Re: OS Wars: NT/OS|2/Win16/S7.1/MTOS/et al

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 10:45:02 UTC
From: tony@gst-soft.demon.co.uk
Message-ID: <1993Apr29.114502.1@gst-soft.demon.co.uk>
Source record: 206503

Good question - I'll try and find someone who knows about things
American to answer you

Tony
Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

6215. Re: Looking for manufacturer of PRO24

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 10:54:25 UTC
From: djs@jet.uk
Message-ID: <1993Apr29.105425.7324@jet.uk>
Source record: 206793

In <1rj1am$57l@gabriel.keele.ac.uk> csd35@keele.ac.uk (Jonathan Knight) writes:

>I have a friend who's had some disks stolen. The package that was on them
>was called PRO24. He's looking for the manufacturer to try and get a new
>copy. If anyone knows who makes this or a distributer the could they mail
>me the address and phone number (preferably in the UK).

Manufacturer was Steinberg, from Germany. Pro24 is still available, I saw
a copy yesterday at 99 pounds. The distributors for Steinberg used to be
Evenlode Soundworks, though Harman UK seems to be handling the support now.

Harman UK: 0753 something (Slough). Try directory enquiries or
find their number in their Sound-on-Sound ad.
Evenlode Soundworks: 099389 8484.

--
+---+
| David Stevenson +44 235 465028 Yeo 2, Boston 1 3rd in GMVC! |
+---+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

6216. xxx.msa files. what format is it ?

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 11:16:08 UTC
From: am@Materna.DE
Message-ID: <am.736082168@materna>
Source record: 206791

Hello !
I have ftped some demos from atari.archive.umich.edu. But this demos are
XXX.msa files and i dont know this file-format. Who can tell me what it is ?
how can i get this demos work on my ST. Please help me ! Thanks... Achim.
e-mail : am@materna.de

6217. Re: Falcons shipping next

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 12:23:50 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1313@usdtsg.DaytonOH.NCR.COM>
Source record: 206451

In article <1993Apr28.173819.14039@mnemosyne.cs.du.edu> rcarter@nyx.cs.du.edu (Ron Carter) writes:
>rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>
>>jeff.spink@uttsbbs.uucp (Jeff Spink) writes:
>
>>Could someone explan the logic to me of someone buying a Falcon to run
>>pc software? Its strange to me, thats all..
>
>Well, a few reasons come to me:
>
>- A person works with MS-DOS machines at work, and on occasion have to
> do work at home with those same MS-DOS programs (eg 1-2-3, etc.).

For some of these programs, such as Lotus, there do exist ST versions or clones of those programs. Of course, using the MSDOS versions lets the users get used to those, which they will probably hit in the majority of jobs, etc.

>- The user can't live without some of the programs (games, etc.) that
> (for some reason, ummm, larger market?) won't get released on the
> Falcon platform.

Never hurts to expand your software base. That's one of the niceties of emulation. When you do get an IBM/MAC/whatever software that runs under the emulation, it might be helpful to note so on the registration card that you send in - let them know what actual platform their software is really being run on.

>- The user just plain likes little gadgets just so they can say `My
> computer will out emulate your computer'.

Or more general: users that simply like gadgets (this coming from someone who has his MSte, 286, TV, monitor, cassette desk, VCR, and boom box all interconnected in one way or the other :-)

And finally, one of the best answers to a "why" question:
"because we can" (said in the voice of the one Heather from "Heathers" :-)

>With the ability of Falcon to read/write MS-DOS compatible disks, and
>the possibility of Falcon being able to do close to `real' thing's
>speed, etc. emulation, it doesn't sound like a bad thing to have
>around. And saves some room at home to boot!

Would be nice. I have a MSTe and a NCR3390 (286 - sort of rectangular and low-height) stacked on top of each other - looks like a bunch of pizza boxes stacked on each other :-)

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"I'm your fearless leader and no questions asked..."
"Can there be any doubt?"
"Now cut that out!"

6218. Ghostscript and ATM

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 12:28:23 UTC
From: y0000028@ws.rz.tu-bs.de
Message-ID: <1993Apr29.122823.8489@ibr.cs.tu-bs.de>
Source record: 206794

Help!

I copied some pfb files used with ATM to my Ghostscript
font folder and installed the fonts in fontmap, but i can't
use them.

Every time i'm going to find a font i get a loading message
and than an /undefined in ... error, where ... is something
barely readable.

To use the fonts i removed some character before the %!PS,
but i changed nothing else.

The ATM (Adobe Type Manager?) is supposed to be a simple
Type 1 font rasterizer, I believe. How does he cope with these
fonts?

BTW, the fonts came as an archive which unpacked without error.

Many thanks in advance

Axel Kielhorn

6219. Re: EA support??

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 12:28:34 UTC
From: tony@gst-soft.demon.co.uk
Message-ID: <1993Apr29.132834.1@gst-soft.demon.co.uk>
Source record: 206502

Atari talked to them. How those talks went and what EA decided I have
no idea.

Tony
Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

6220. Sprite Desktop?

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 12:29:27 UTC
From: glens@natinst.com
Message-ID: <1rohn7$k2h@falcon.natinst.com>
Source record: 206795

Has anyone seen the Sprite TV commercial? Does the GUI look familiar
to anyone else? I only saw a glimps of it and did not get a chance to look
closer at it but to me it looked like an ST Low resolution desktop.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@falcon.natinst.com

6221. ASTRAsoft DeskTracker MT release

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 12:40:54 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Apr29.134054@cs.bham.ac.uk>
Source record: 206796

Hi!

If you get this down from atari.archive or clauthal, then you'll probably notice that there's a bug in it. Yup, it's admission time!

The DeskTracker accessory sometimes doesn't appear on the menu bar until you run another program. We're quickly working on it and we'll send the FTP sites another version in the next few days.

Other than that it doesn't work under a memory-protecting version of MiNT. If anyone's got an idea why a Lattice C5 PROGRAM should come up with a Stack overflow error under MiNT, then PLEASE let me know because I don't have an 030 myself so it's difficult to find solutions.

Thanks for your patience and please do send comments and ideas to me!

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | Thanks to all who voted for || || /_
Stoke On Trent | comp.sys.atari.advocacy! _/|| ||_/ |
ST7 8QQ England.| [Peace at last!] |_/ |_| _|/

6222. Re: xxx.msa files. what format is it ?

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 12:47:51 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1993Apr29.124751.19284@cs.nott.ac.uk>
Source record: 206798

In article <am.736082168@materna> am@Materna.DE (Achim Millinghaus) writes:
>Hello !
>I have ftped some demos from atari.archive.umich.edu. But this demos are
>XXX.msa files and i dont know this file-format. Who can tell me what it is ?
>how can i get this demos work on my ST. Please help me ! Thanks... Achim.
>e-mail : am@materna.de

These files are created and depacked using magic shadow archiver.
This should be in Archivers as shadow.??? or newmsa.???

Forget it if you can't get a BIG ramdisk or have 2 drives or hard drive; it
uses a LOT of disk swapping!!

Martin

6223. Re: CoNnect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 14:10:13 UTC
From: cfaehl@vesta.unm.edu
Message-ID: <1ronk5INN5on@lynx.unm.edu>
Source record: 206797

In article <1rmtsaINNmhe@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
[deleted response claiming that ConNect is great]
> >
>
> The people that claim that ConNect is the best thing since sliced bread
> have obviously never ever tried Flash...

Yuckola. I smell the stench of a religion war fast approaching...

>
>
> I need a full screen window not 2/3, Flash gives me a full screen window with a
> 8 * 8 Font..
>
> There are no fonts to work with ConNect and give 80 * 24 lines at medium res,
> the window of ConNect is far to small and cluttered..

Look, it's a different design philosophy. Connect decides to use GEM and
windows. That's one way to go, and has certain advantages. A disadvantage is
that you'll NEVER get a full screen window with an 8x8 font. Can't be done in
med res. You're railing against limitations of your system, and pegging
Connect as the culprit. This is wrong.

About cluttered windows, Connect is by far the most flexible GEM program I've
ever seen. The only thing that you must live with is the info bar and the
move bar. All the rest of the gadgets can be turned off, allowing for more
window real-estate. It seems to me that the author did everything he possibly
could to get Connect to work on lower-res screens. I appreciate that.

If you can't use it, fine. Use something else.

>
> Trapido is the Only German comms program that comes any were near Flash..

I like Trapido. It is, at least in the version (1.10?) I used, incredibly buggy.
It uses a different philosophy for display. It isn't "better" than Connect.

>
>
> Roger.............. sheppard_r@kosmos.wcc.govt.nz
>

Chris Faehl
cfaehl@vesta.unm.edu

6224. Re: xxx.msa files. what format is it ?

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 14:19:31 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1993Apr29.151931.1@gst-soft.demon.co.uk>
Source record: 206501

MSA files are from the Magic Shadow Archiver, that extracts a whole disk saving it as a single file, using RLE encoded. To get the original disk back you need msa141 from atari.archive in the Archivers directory.

Chris Wood.
cwood@gst-soft.demon.co.uk
Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

6225. Teradesk... where is it then ?

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 14:29:20 UTC
From: sms@sys.uea.ac.uk
Message-ID: <sms.736093760@oxygen.sys.uea.ac.uk>
Source record: 206800

Could someone please EMAIL me the address of an FTP site where I can find it.

Thanks,
Steve.

6226. Power Packer

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 14:59:42 UTC
From: anderss@edb.tih.no
Message-ID: <1993Apr29.145942.7481@edb.tih.no>
Source record: 206456

Does anyone know of an Power Packer prog.
I have some Amiga files i want to depack !!
jker

6227. Wanted: Sounds

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 15:07:40 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1roqvsINN2elb@rs1.rrz.Uni-Koeln.DE>
Source record: 206452
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth

Hi folks,

recently I got a sequencer program (cubase /atari). Now I'd like to get some splashing sounds (for a roland D-50) that make my friends jerk and my grandma jump out of the window. Any help is welcome.

Thanx in advance.

goebel@vax.mpiz-koeln.mpg.dbp.de

6228. ST monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 15:16:28 UTC
From: porterb@acf4.nyu.edu
Message-ID: <1rorgc$q04@calvin.NYU.EDU>
Source record: 206458

Bought this monitor only to discover that the 1040ST was broken and not worth fixing. It is sitting in its box waiting to be shipped to someone who will pay a few bucks (I bought it for $170 + tax -- don't know what anyone will find it worth)... eager for the room in my small apartment.

I sent out the previous paragraph a couple of months ago and there was more interest in the broken computer than the new monitor. Sorry - I did throw the computer out. The answer to the other question asked is monochrome. I am eager to get rid of this -- hope someone can use it.

Please reply to:

porter@cs.nyu.edu

6229. Atari STf for sale

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 15:34:03 UTC
From: jeffmay@magnus.acs.ohio-state.edu
Message-ID: <1993Apr29.153403.10630@magnus.acs.ohio-state.edu>
Source record: 206453

I'm posting this for a friend:

For sale:

$350 Atari 1040STf
50 Meg hard drive with ICD FA-ST host adaptor
second double-sided foppy drive
1200 baud modem
miscellaneous software including Flash and
Word Writer ST
$150 Atari 12" color monitor

Reason for selling: upgrading to Mega STe

As my friend has no network access, please send
any replies to me, and I'll forward them to him.

--Jeff May
jeffmay@magnus.acs.ohio-state.edu

6230. NVDI/ET-4000

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 15:52:27 UTC
From: jeffmay@magnus.acs.ohio-state.edu
Message-ID: <1993Apr29.155227.11187@magnus.acs.ohio-state.edu>
Source record: 206455

Hi. Does anyone know where NVDI/ET-4000 (the version for Crazy Dots)
is available from? I once had the address of the company that sells
it, but have managed to lose it somehow. Thanks.
--Jeff
jeffmay@magnus.acs.ohio-state.edu

6231. Re: Atari Purchase, WOW!

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 16:01:51 UTC
From: neurom@stein.u.washington.edu
Message-ID: <1rou5fINN7d1@shelley.u.washington.edu>
Source record: 206454

>Knowing what you know about the A1200, you would buy an ST over one? You must
>not have used an A1200 or turned one on?

I assume you've used a Falcon then, to be making the same judgement. And BTW,
I'm NOT choosing an ST, it's a Falcon030. The ST's are 68k based machines
w/o a Multitasking O/S. The Falcon is 68030 base w/ Multitasking.

Big difference.

Not, of course, that you'd understand.

--Neuromancer
Becoming more and more convinced that ST users are the best in the world.

6232. Re: Orphan TT's

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 16:06:28 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1993Apr29.120628.5777@spcvxb.spc.edu>
Source record: 206462

In article <jonal.193.735989876@dhhalden.no>, jonal@dhhalden.no (JON ARVID LOVSTAD) writes:
> In article <2bdc5518@p12.f202.n281.z2.fidonet> Jan_Willekens@p12.f202.n281.z2.fidonet writes:
>>
>>Pff, TT's don't sell anymore, because they aren't competitive. Atari
>>definitely is working on a Falcon040 (Sam Tramiel said that in some
>>real-time conference, if I remember correctly), but I wouldn't wait for it.
>>By the time the 040 hits the shelves even a SparcStation Classic will be
>>cheaper...
>
> Well, let's just hope they *think* when they design it. Maybe they'll make
> it upgradeable - make an architecture that can accept another CPU and
> graphics engine.

Hi Jon,

No offense, but how long have you been involved with Atari products?
Anyone who has followed the bumbling Atari saga over the years knows
that foresight and planning are not in the Atari vocabulary. The
machine will certainly not be upgradable since the usual Atari upgrade
path involves one easy step...buy their latest box. No thanx. I
just upgraded one of my 486-33 boxes by taking out the SOCKETED 33mhz
cpu and replacing it with a 486DX2-66. After selling my old chip,
the net cost of this upgrade was about $300 for a roughly 70% increase
in performance (I don't do much disk intensive work and I have a lot
of RAM in that box).

The person who has probably single-handedly kept Atari out of Chapter 11
is David Small. His sense of business ethics, as well as an array of
well supported upgrades for Atari computers is what keeps the "faithful"
going.

Cheers,

Chris

6233. Re: GFA Help! (Damned compiler!)

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 16:23:33 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1rove5INN266g@rs1.rrz.Uni-Koeln.DE>
Source record: 206457
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993Apr29.102428@cs.bham.ac.uk> dxo@cs.bham.ac.uk (David Oakley) writes:

>Hate to say it, but it's a pretty obvious error.

>If you DIM a$(10), then elements go 0 to 9, NOT 10

>you need

>FOR i%=0 to totalcount

>OK?

No. GFA ist not that C-ish, after DIM a$(10), elements go from 0
to 10 if OPTION BASE 0 (default) is used. With OPTION BASE 1
elements go form 1 to 10.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

6234. Re: Orphan TT's

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 17:07:06 UTC
From: fsctc@avelon.lerc.nasa.gov
Message-ID: <1rp1vq$dpr@eagle.lerc.nasa.gov>
Source record: 206461

Just wondering out aloud... can the FALCON's ROM be used on a TT?

Clarence

--

Clarence T. Chang | phone: 216-433-8561
NASA Lewis Research Center |
Cleveland, Ohio 44135 | email: fsctc@avelon.lerc.nasa.gov

Aerothermochemistry Branch, Internal Fluid Mechanics Division,
Aeronautics Directorate

6235. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 17:46:21 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <C69ApD.Eyw@cbnewsc.cb.att.com>
Source record: 206463
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

From article <1993Apr28.192312.7248@apgea.army.mil>, by (Robert C. Merritt):
>
> Ok, I've posted this message acrose the 3 main atari groups.
>
> Is there a good history of atari and its machines?

Last year Jim Trageser posted a summary or the different models of the
Atari computers which was also a kind of history of Atari. I can repost
his article if he isn't around to do it again himself.

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

6236. Re: Atari Purchase, WOW!

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 17:48:07 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Apr29.174807.28818@rchland.ibm.com>
Source record: 206465

In article <1rou5fINN7d1@shelley.u.washington.edu>, neurom@stein.u.washington.edu (Neuromancer) writes:
|>
|> >Knowing what you know about the A1200, you would buy an ST over one? You must
|> >not have used an A1200 or turned one on?
|>
|> I assume you've used a Falcon then, to be making the same judgement. And BTW,
|> I'm NOT choosing an ST, it's a Falcon030. The ST's are 68k based machines
|> w/o a Multitasking O/S. The Falcon is 68030 base w/ Multitasking.
|>
|> Big difference.
|>
|> Not, of course, that you'd understand.
|>
|> --Neuromancer
|> Becoming more and more convinced that ST users are the best in the world.
^^

Tsk tsk tsk.
|>
|>

--

Raist New A1200 owner 320<->1280 in x, 200<->600 in y
in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
don't e-mail me -> I don't have a valid address nor can I send e-mail

6237. Re: Shells for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 18:02:39 UTC
From: mh1@irz407.inf.tu-dresden.de
Message-ID: <1rp57v$4kb@irz401.inf.tu-dresden.de>
Source record: 206464

In article <C630zv.6E9@ccsun.strath.ac.uk>, cabp09@uk.ac.strath.ccsun ("David McNicol", 3rd Year LPO) writes:

> Does anyone know of the existance of the Bourne Shell (sh) on the ST.
> I have one version, but it seems to allow only two directories in the
> PATH sentence. I need lots. Downer.

I have a working port of the BSD Bourne Shell and one of tcsh 6.03 ready
and will release 'em as soon as the next MiNT Library PatchLevel comes out,
probably even a bit earlier.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

6238. Re: FOR SALE: Misc. ST and HD stuff

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 18:11:56 UTC
From: bnell@scr.siemens.com
Message-ID: <bnell.736107116@siemens.com>
Source record: 206472

u1427@cs.uiuc.edu (Eric Steven Brown) writes:

>FOR SALE:
> Navarone 8-bit audit digitizer: *** $25 ***
> (This plugs into the cartridge
> port and allows you to record and
> play back sounds on your ST)

Hi,
Your email address doesn't seem to be right, all my mail bounced, so I
am going to post a reply here. I'd like to buy the digitizer. I assume it
comes with some software too, right? If you want I can pay for shipping or
we can split it or something like that, ok?

Thanks,
Bill
--
bnell@scr.siemens.com | Anytime something screeches and flies across
Siemens Corporate Research | the room and attaches itself to some guy's neck
755 College Road East | and he can't get it off, I just have to laugh.
Princeton, NJ 08540 | Because, what is that thing?

6239. Re: GFA Help! (Damned compiler!)

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 18:13:02 UTC
From: schaerer@isi.ethz.ch
Message-ID: <1993Apr29.181302.6896@bernina.ethz.ch>
Source record: 206466
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Jan T. Kim (aeg03@rrz.uni-koeln.de) wrote:
: In <g2uP3B1w165w@ersys.edmonton.ab.ca> ggranger@ersys.edmonton.ab.ca (Greg Granger) writes:

: I just tried to reproduce this bug, and I was successful. And
: when I tried to analyze where the bombs occurred, I was even more
: surprised: After inserting a diagnostic PRINT statement between
: all lines of the above program, the bug had disappeared -- no
: bombs anymore.

I tried it as well, but I was not successful. Important is: The value of 'totalcount' was false. Not 16, 17 is okay. My compiler version is 3.5 with the follow options: S& S< F<

(Hallo Jan, schau doch bitte mal in Deine Mailbox. Da steht wegen Deinem Profiler von mir was drin. Das Mail ist vom 16. April Gruss vom Thomas)

Bye Thomas

6240. Re: Sound problems on new TT

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 18:49:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A30215@K.maus.de>
Source record: 206604

>Could someone post what the dip switches control? I'm interested in
>disabling the internal speaker without snipping anything. It's annoying
>that these

So why not click on Control Panel-General-Speaker OFF ?!?

6241. Re: CALAMUS SL

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 18:50:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A30216@K.maus.de>
Source record: 206605

>Does anyone know whether Calamus SL is Falcon-compatible or not ? And if it
>can handle the 640x480x256 colors mode ?

It is. But do get a 14 meg Falcon if you want to do color DTP.

The 256 color mode isn't supported yet, it works but only displays 16 colors...

6242. Re: New Atari Purchase

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 18:54:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A30217@K.maus.de>
Source record: 206606

>Of course it is perfectly possible to have a 2.5" IDE drive in the falcon,
>but I think it might perhaps not be possible to have both the ZIP ram and 2.
>5" hard disk in the Falcon. I heard that room is very tight in the Falcon
>and that might make it necessary to use an external drive with the ZIP ram
>board installed. But of course I could be wrong so if someone has a Falcon,
>please check if it might still be possible to fit both.

There is room for a 2,5" hard drive, of course. That's exactly what ATARI puts in there if you order a 4/65 Falcon.

_If_ the ZIP RAM extension replaces the original RAM card, there won't be a space problem. The extension locations are:

68882 - socket under the mains transformer

processor direct slot (286 emulators, graphics cards) - left side, just below the transformer

RAM slot - in the center of the machine

ROM socket - _under_ the RAM board

Hard drive - inbetween transformer and floppy drive, mounted on a metal rack.

Questions?

have fun - Peter

6243. Re: WP to ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 20:09:22 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.176291@cix.compulink.co.uk>
Source record: 206505

In article <gate.Hc4q3B1w164w@tatertot.com>, rchan@Tatertot.COM.UUCP writes:
>Re: WP to ST
>
>> I wondering if someone could help me with a little problem I got.
>
>Well, here is an interim measure. If you have a wordprocessor that can load
>RFT Format, you can tell her to save that instead of WP 5.1 or 4.2.
>
>
The only WP I know that supports RTF is Calligrapher 3.

Ofir ogal@cix.compulink.co.uk

"The fact that I have changed my mind
doesn't change the fact that I'm right"

6244. Ethernet for AHDI?

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 20:33:12 UTC
From: sourada@iastate.edu
Message-ID: <sourada.736115592@vincent2.iastate.edu>
Source record: 206471

I seem to remember someone mentioning an Ethernet that works on the ST's
hard drive port. If that's true, who makes these and how much do they cost?

Thanks,
Steven Ourada

--

Steven Ourada -- sourada@iastate.edu
"The State shall make no law with respect to the establishment of education"
-- Illich

6245. Re: Any US Falcons Yet?

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 20:46:01 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Apr29.144601.12776@iscsvax.uni.edu>
Source record: 206473

In article <C67Evp.H2q@cbnewse.cb.att.com>, trek@cbnewse.cb.att.com (wayne.a.booth) writes:
> Just to let y'all know, CompuSeller West in St. Charles, Il got their
> demo unit in last week Thursday. 4M with a 65M HD. Software that we
> have heard would be included was - - - except for D2D. My son and I
> tested a few packages and they worked great - although we often had
> to disable MTOS to get them to work. We also tested a couple that
> didn't work and we didn't try much else to try to get them up so I
> wouldn't say they don't work - just don't work under the conditions
> we attempted to run them under. CompuSeller West expects saleable
> units in about 3 Atari weeks (you know what that means.)
>
> Was I excited - you bet. Haven't felt that good about my computing
> since Dave Small's Spectre GCR. Hope all your local dealer's get
> their demo units in so we too can join the rest of the world in
> exploring this new beast. Wayne Booth

How do Atari dealers survive without CPU's to sell for most of the time. I bet they are Amiga dealers too and are moonliting as Atari dealers. Atari dealers can't survive without the Amiga...

==========

Amiga 1200/80 meg HD. I love it ----- Is there a god...

"Atari competed on the Cheap" Quoted by a Nintendo Lawyer

My Dream: Amiga 4000 with the Video Toaster 4000. Oh yea....

==========

"Amiga users had multitasking since '85'

6246. Re: NVDI/ET-4000

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 20:50:28 UTC
From: alex@falcon.demon.co.uk
Message-ID: <736116628snz@falcon.demon.co.uk>
Source record: 206506

In article <1993Apr29.155227.11187@magnus.acs.ohio-state.edu>
jeffmay@magnus.acs.ohio-state.edu writes:

>Hi. Does anyone know where NVDI/ET-4000 (the version for Crazy Dots)

Sorry I don't have an answer for this one, but when you do have a copy,
how on earth do you get it to work? I simply cannot persuade it to work,
at the point where it should hit the desktop, I get absolutely zippo.
Complete and utter hang from the whole machine.

--
Alex Kiernan
akiernan@falcon.demon.co.uk

6247. RE: GFA Help! OPTION BASE 1

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 20:56:00 UTC
From: Gerhard_Oppenhorst@bn.maus.de
Message-ID: <A23781@BN.maus.de>
Source record: 206509

```
Hi Gregory,

G>I have the following GFA Basic code as part of a program to track
G>lottery numbers:
G>
G> totalcount=16
G> DIM mstrip$(totalcount+1)
G> RESTORE strip_data
G> FOR i%=1 TO totalcount+1
G> READ mstrip$(i%)
G> NEXT i%
G> strip_data:
G> DATA Desk , Lotto 6/49 Tracker ,------------------,1,2,3,4,5,6,""
G> DATA Numbers , Get occurences , Enter lotto numbers , Check lotto
numbers , Exit ,""
G> DATA "",""
G>
G>Now, here's my dilemna. It works fine when being run in the GFA Basic
G>editor, but when it is compiled, it gives me an address error (3 bombs).
G>I don't understand why it would give me that error. I have an OPTION
G>BASE 1 statement in my INIT module (if that helps). Any help would be
G>greatly appreciated, as I am nearly to the end of my rope with this bug.

The compiler works fine, but the Interpreter is to smart to punish you. :-)

OPTION BASE 1 does _not_ mean, that the numbers of cells in the array
are the same like OPTION BASE 0

OPTION BASE 1 only saves memory by not initializing the cell '0'.

I.e.: If you type

OPTION BASE 0
DIM A%(1)

then the field has two cells (#0 and #1)

If you type

OPTION BASE 1
DIM A%(1)

then the field has one cell (#1)

So you can remember:

DIM sets the _highest_ cell number!
```

Good luck!

Gerhard (LogiLex, Germany)

6248. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 21:07:23 UTC
From: alex@falcon.demon.co.uk
Message-ID: <736117643snz@falcon.demon.co.uk>
Source record: 206520

In article <A29900@K.maus.de> Peter_Missel@k.maus.de writes:

>RAM TOS 8.8.85, 11/20/85, 2/6/86.
>
>TOS 1.00 1.02 1.04 1.06 1.62 2.05 2.06 3.01 3.05 3.06 4.00 4.01 4.02 4.04

I think you left out 1.06 (part 1), and 1.06 (part 2), 3.00, and 4.03.
Sure all developer only versions (apart from 1.06/2), but then again
so were 4.00 and 4.01.

--
Alex Kiernan
akiernan@falcon.demon.co.uk

6249. Re: WP to ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 21:08:35 UTC
From: alex@falcon.demon.co.uk
Message-ID: <736117715snz@falcon.demon.co.uk>
Source record: 206519

In article <memo.176291@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:

>
>
>In article <gate.Hc4q3B1w164w@tatertot.com>, rchan@Tatertot.COM.UUCP writes:
>>Re: WP to ST
>>
>>> I wondering if someone could help me with a little problem I got.
>>
>>Well, here is an interim measure. If you have a wordprocessor that can load
>>RFT Format, you can tell her to save that instead of WP 5.1 or 4.2.
>>
>>
>The only WP I know that supports RTF is Calligrapher 3.

Try Papyrus or Atari Works, both do RTF.

--
Alex Kiernan
akiernan@falcon.demon.co.uk

6250. Re: Falcons shipping next

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 21:17:16 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr29.211716.14842@newshost.lanl.gov>
Source record: 206493

In article 9720@apgea.army.mil, rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>
>Could someone explan the logic to me of someone buying a Falcon to run
>pc software? Its strange to me, thats all..

Buying a Falcon solely to run pc software _would_ be foolish, IMHO.
However, the ability to occasionally run software from several platforms on one machine is certainly enticing and saves a heap of desktop space. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6251. Re: ConNect

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 21:35:12 UTC
From: Alexander_Bochmann@traveller.fido.de
Message-ID: <2be0590e@p1.f7803.n241.z2.fidonet.org>
Source record: 206486

...message from Wolfgang Wander to All :

> description of a possible bug. CoNnect has the by far best an bug free
> emulation avaiable on the ST. Where - I really ask you - did you find
> bugs?

There's only one problem... The Emulation may be 100% ANSI standard compatible,
but it's not at all compatible to what's commonly used in BBS's...

(That's why several terminalprograms have a special emulation called
"ANSI-BBS", wich is basically the same as the codes supported by PC-DOS's
ANSI.SYS device driver, as far as I know...)

I'm quite missing that, as I'm calling more private BBS systems than places
where I need a "real" ANSI emulation...

/\|ex.

Alexander Bochmann -*- W7800 Freiburg -*- Voice 0761 39913 -*- BBS 07664 95185
NeST 90:400/101 -*- FidoNet 2:241/7803 -*- alexander_bochmann@traveller.fido.de

6252. ATARI ST stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1993-04-29 23:22:06 UTC
From: valentin@netcom.com
Message-ID: <valentinC69q8v.8GD@netcom.com>
Source record: 206475

ATARI ST stuff for sale

Please DO NOT REPLY to valentin@netcom.com
Reply address at end of article!

====================== HARDWARE (good for parts) ====================
- 1040 STf, TOS 1.0, flaky floppy and power connector ... [$50]
- Broken SM124 monitor. 2 amp main fuse blows ... [$10]

====================== DOCUMENTATION ================================
Programmer's manuals ($9 each)
- Compute's Technical Reference Guide VOL 1 VDI
- Compute's Technical Reference Guide VOL 2 AES
- Abacus Atari ST Internals
- Abacus Atari ST Tricks and Tips
- Abacus Atari ST Graphics and Sound
- Abacus Atari ST GEM Programmer's Reference

Manuals ONLY (NO software!)
- Dr. T's Tiger Cub ... [$9]
- Calamus user's manual, font editor manual, tutorial ...[$10]

====================== SOFTWARE =====================================
Programmer's software
- Personal Pascal, disk, manual ...[$15]

MIDI software
- Steinberg Synthworks M1, box, manual, disks, dongle ... [$90]
- Steinberg Synthworks MT-32,D-5/10/20/110, manual, disks, dongle ...[$90]
- Sonus SST 2.0 sequencer ... [$20]

Free with any purchase ST Basic and manual

NOTE: I really want to sell this locally! If I ship, I ask you to take
care of shipping and packaging charges.

Thank you,

Darius (dart@canal.org or call (215)430-7040)

6253. BART

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 02:30:51 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C69yzG.2HC@sdf.lonestar.org>
Source record: 206528
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just got the index for atari.archive and mint 1.04 wasn on the list. What's the filename and path for it so I can get it E-Mail? Also, the MiNT Distribution Kit was listed as a path, but there were no filenames listed, what's the filename.

6254. Groups...

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 02:41:53 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1rq3lhINN7nk@golem.wcc.govt.nz>
Source record: 206477

People say that the addition of one group to atari was too much, look what just came through:/

```
] %NEWS-I-NEWGROUP, found new group comp.sys.ibm.pc.games.misc
] %NEWS-I-NEWGROUP, found new group comp.sys.ibm.pc.games.rpg
] %NEWS-I-NEWGROUP, found new group comp.sys.ibm.pc.games.flight-sim
] %NEWS-I-NEWGROUP, found new group comp.sys.ibm.pc.games.action
] %NEWS-I-NEWGROUP, found new group comp.sys.ibm.pc.games.adventure
] %NEWS-I-NEWGROUP, found new group comp.sys.ibm.pc.games.announce
] %NEWS-I-NEWGROUP, found new group comp.sys.ibm.pc.games.strategic
```

Sheez!

6255. Re: xxx.msa files. what format is it ?

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 02:46:05 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1rq3tdINN7nk@golem.wcc.govt.nz>
Source record: 206478

] I have ftped some demos from atari.archive.umich.edu. But this demos are
] XXX.msa files and i dont know this file-format. Who can tell me what it i
] how can i get this demos work on my ST. Please help me ! Thanks... Achim.

There is a file in the

./Archivers/

directory in the atari section of atari.archive.umich.edu called

msa_ii.prg

this has in-built instructions, and is nice & easy to use, even with
only one floppy drive! It will quite happily convert entire disks to
files, or (what you want), files back into the entire-disk format!

6256. Re: CoNnect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 02:49:26 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1rq43mINN7nk@golem.wcc.govt.nz>
Source record: 206479

] Look, it's a different design philosophy. Connect decides to use GEM and
] windows. That's one way to go, and has certain advantages. A disadvantage
] that you'll NEVER get a full screen window with an 8x8 font. Can't be don
] med res. You're railing against limitations of your system, and pegging
] Connect as the culprit. This is wrong.

Unless you use overscan (hardware or software 'emulators')

The biggest problem I have with Connect is that it does use GEM windows
which makes screen updating quite sluggish!
(Stick Warp-9 on and it improves, but still not as fast as say a plain
full-screen terminal, GEM trying to keep up with 19.2K text
on the screen is laughable!)

6257. Re: Teradesk... where is it then ?

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 02:52:37 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1rq49lINN7nk@golem.wcc.govt.nz>
Source record: 206480

For those wishing to know where Teradesk is, it can be obtained at:/

cs.tu-berlin.de

(mail-server@cs.tu-berlin.de)

somewhere in the pub/atari/ section!

(Loads file....)

pub/atari/utils/

filename tera????.lzh

6258. Re: Power Packer

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 02:54:52 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1rq4dsINN7nk@golem.wcc.govt.nz>
Source record: 206481

] Does anyone know of an Power Packer prog.
] I have some Amiga files i want to depack !!

The program is amiga only! (Why can't they use LZH?!)

6259. Re: SC1224 as tv monitor?

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 04:03:50 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Apr30.040350.12198@alw.nih.gov>
Source record: 206482

In article <95069@hydra.gatech.EDU> gt7610c@prism.gatech.EDU (TEAGUE, John Edward) writes:
>Since there is discussion on the SC1224, I was wondering if it is
>possible to use the monitor as a tv monitor via a tuner source such
>as a vcr or cable box. If so, how. If not, why not? Since it is
>similar to a CGA monitor, why couldn't it work?
>
>TIA,
>John

You know, I was wondering if the SC1224 could be used with my old Atari 800 ...

Any clues?

Rick Venable (O O) | "Back off, I'm a scientist."
FDA/CBER Biophysics Lab)|(| -- Bill Murray in
rvenable@helix.nih.gov (=) | 'Ghostbusters'

6260. Going rate on a used 520ST?

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 04:48:29 UTC
From: bjbernstein@miavx1.acs.muohio.edu
Message-ID: <1993Apr29.234829.17526@miavx1.acs.muohio.edu>
Source record: 206499

A friend of mine found his 520ST under his bed this week (don't ask)..
Anyway, he is considering getting rid of it and his IBM and buying an Amiga
so he can run all that stuff in one box (sorry to those anti-amiga people)

What is the going rate on a color 520ST?

And don't say $5 because you want a cheap one; I'm looking for the
AVERAGE PRICE..

thanks..

please reply by EMAIL...

```
@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
@@ Brian Bernstein (Drone) @@ "I'm a white dread, I'm a white @@
@@ bjbernstein@miavx1.acs.muohio.edu @@ dread, so? I got a little ring @@
@@-----------------------------------@@ and I hang it from my nose.." @@
@@ the Fabulous Furry Freak Brothers!@@ -Jane's Addiction @@
@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
```

6261. Re: UNIX to Atari ST (via DOS???)

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 09:02:26 UTC
From: censjg@clust.hw.ac.uk
Message-ID: <1993Apr30.090226.18563@cee.hw.ac.uk>
Source record: 206485
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

If I remember correctly, mstools is a fairly old ms-dos compatibility package, I believe it has some problems of it's own. I would suggest getting and installing mtools, a freeware ms-dos program suite for Unix machines, it compiles no problems on Sun/DEC and many other hosts and has been working well here for months.

I 'm not sure I've actually used it to write disks I subsequently read on an ST, but I've had no problems reading, writing & formatting ms-dos disks that are usable in a Unix box or a PC equally easily. Also, I have never had any problems reading PC 720K disks in my ST, so I think mtools could solve your problems.

It's available from loads of archive sites, eg gatekeeper.dec.com in the states and src.doc.ic.ac.uk in the Uk (check with archie to be sure).

Hope this helps,

Simon

Simon Greaves | Janet: censjg@uk.ac.hw.clust
Systems & Comms programmer | Internet: censjg@clust.hw.ac.uk
Computer Centre | Fax: +44 31 451 3261
Heriot-Watt University | Voice: +44 31 451 3265
Edinburgh EH14 4AS |
Uk | "Pretty with hairy legs" --A.Belew

6262. Re: 16Mhz feed on STf

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 09:44:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <2be163ae393361@discworld.oche.de>
Source record: 206511

In <1993Apr27.085314.26873@bernina.ethz.ch>,
Ralf von Gunten (VONGUNTENR@EZINFO.VMSMAIL.ETHZ.CH) wrote:

RvG>Eventually you can also make an automatic step-rate adjust (but this is well
RvG>done (i believe so) by the Ajax floppycontroller)

The Ajax does nothing different than the 1772, so there is no automatic
step-adjust. You have to add a MMV with just a bit less than 3ms
pulswidth which is triggered by the STEP signal from the FDC. Then, when
the MMV is active, you have to supply 8MHz to the FDC.

cu
Michael
--
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"Contrary to general belief, the Tezumen *did* invent the wheel. They had just
radically different ideas about what you used it for." (Terry Pratchett, Eric)

6263. Re: 16Mhz feed on STf

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 09:46:26 UTC
From: rincewind@discworld.oche.de
Message-ID: <2be163b0393495@discworld.oche.de>
Source record: 206512

In <memo.165660@cix.compulink.co.uk>,
Adam Pelled (apelled@cix.compulink.co.uk) wrote:

AP> There is 16MHz from the shifter chip. (pin 39)

Don't use that for own expansions, unless you absolutely need a phase-
synchronous 16MHz clock. That signal is very weak and can cause trouble
if it has to drive an additional load.

For HD Floppy support, it is best to use an integrated 16MHz quarz
oszillator - these are cheap and provide a good quality signal.

cu
Michael
--
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"The only way housework could be done in this place was with a shovel or, for
preference, a match." (Terry Pratchett, Witches Abroad)

6264. Re: CoNect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 10:22:12 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <30APR93.06221202@cc4.crl.aecl.ca>
Source record: 206484

<The biggest problem I have with Connect is that it does use GEM windows
<which makes screen updating quite sluggish!

This message written on a VAX via STalker 3 at 19,200 in a 150colx55row
window GEM window. Absolutely NO problems with sluggishness. Works
perfectly. Have you included serialfx in your auto folder. What about
a serial buffer?
BTW, what is a "window GEM window" anyway?

6265. Kids Software

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 11:00:20 UTC
From: cs89bsm@brunel.ac.uk
Message-ID: <C6AMKM.Iz@brunel.ac.uk>
Source record: 206487

Is their any other ftp sites apart from a.a that has childrens software?

--
```
-------------------------------------------------------------------
| Brendan McEnroe (Brond) | Pure SINE wave in my head |
| Applied Computer Systems Yr4 | |
| Brunel University | /\ /\ /\ /\ |
| Middlesex |/ \ / \ / \ / \ |
| England | \ / \ / \ / \ /|
```

6266. Re: GFA Help! (Damned compiler!)

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 11:23:19 UTC
From: mebeb@liverpool.ac.uk
Message-ID: <C6AnMw.1yu@liverpool.ac.uk>
Source record: 206488
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1rmi2jINN1gbm@rs1.rrz.Uni-Koeln.DE>, aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
> I just tried to reproduce this bug, and I was successful. And
> when I tried to analyze where the bombs occurred, I was even more
> surprised: After inserting a diagnostic PRINT statement between
> all lines of the above program, the bug had disappeared -- no
> bombs anymore.
> I can dimly recall that I ran into a similar problem quite a
> while ago, the exact situation escapes me right now. Back then,
> my solution was to insert dummy statements into the program until
> it worked, as far as I recall. I'm afraid the only "real"
> solution to such weird compiler problems will be to wait for the
> release of the Richter version of GFA basic.
>

I believe there is a memory allocation bug in the latest version
of the GFA compiler. I can think of one person at least (Hi Andre 8-)
who is desperately waiting for a bug for this, as he gets a fair
number of complaints about his program crashin, and its not his fault.

Kevin O'Donovan kebab@cix.compulink.co.uk
mebeb@uxb.liverpool.ac.uk

6267. Re: xxx.msa files. what format is it ?

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 12:52:44 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <C6Arrx.2FJ@mach1.wlu.ca>
Source record: 206624

In article <1rq3tdINN7nk@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>] I have ftped some demos from atari.archive.umich.edu. But this demos are
>] XXX.msa files and i dont know this file-format. Who can tell me what it i
>] how can i get this demos work on my ST. Please help me ! Thanks... Achim.
>
>There is a file in the
>
>./Archivers/
>
>directory in the atari section of atari.archive.umich.edu called
>
>msa_ii.prg
>
>this has in-built instructions, and is nice & easy to use, even with
>only one floppy drive! It will quite happily convert entire disks to
>files, or (what you want), files back into the entire-disk format!

BE CAREFULL WITH MSA_II, it is much faster then magic shadow archiver BUT it
has troubles with some disk formats (can't remember off hand,) There is
also reports of someone who tried to use it as an accessory and it wiped his
hard drive. Once the disk recognition problem is fixed the new msa-ii will
be the only one to use. It is HUGELY faster.

Keith

6268. Z modem

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 13:01:40 UTC
From: jmcrmack@unix2.tcd.ie
Message-ID: <jmcrmack.736174900@unix2.tcd.ie>
Source record: 206491

Just to say thanks to all who emailed me on Z modem. I got sz.exe.and r
rz .exe for th VAX and am using them to get file from my account after ftp.
Cheers
Sean.

--
====jmcrmack@unix2.tcd.ie ==
++++++++++++++++++++++++++++++++++++Moria in Final Year+++++++++++++++
====AARRRGGGGHHHHHH!!!!!! ==
++++++++++++++++++++++++++++++++++++NO HOPE NOW++++++++++++++++++++++

6269. serial port config from C or assembler

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 13:08:07 UTC
From: censjg@clust.hw.ac.uk
Message-ID: <1993Apr30.130807.19287@cee.hw.ac.uk>
Source record: 206497
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can anyone tell me how I configure the ST's serial port from C or assembler? I need to be able to set baud rate, word format, parity etc, and perhaps the size of the buffer associated with the port, though this is of less importance.

Before you ask, I'm just writing a MIDI <-> serial converter so I can plug it into a Sun and dump/load/process midi data from there.

email preferred, thanks

Simon

Simon Greaves | Janet: censjg@uk.ac.hw.clust
Systems & Comms programmer | Internet: censjg@clust.hw.ac.uk
Computer Centre | Fax: +44 31 451 3261
Heriot-Watt University | Voice: +44 31 451 3265
Edinburgh EH14 4AS |
Uk | "Pretty with hairy legs" --A.Belew

6270. Re: CoNnect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 13:34:09 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1314@usdtsg.DaytonOH.NCR.COM>
Source record: 206495

In article <1rq43mINN7nk@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>Unless you use overscan (hardware or software 'emulators')

Just to test things out, I booted in ST Low res with MonSTEr,
and effectively got a 640x400x16 scrolling screen (it was nice
to see 16 color ANSI, even with the scrolling). Should be cool
on a Falcon (as well as a TT)...

>The biggest problem I have with Connect is that it does use GEM windows
>which makes screen updating quite sluggish!
>(Stick Warp-9 on and it improves, but still not as fast as say a plain
>full-screen terminal, GEM trying to keep up with 19.2K text
>on the screen is laughable!)

Do you have it set to smooth scroll or jump scroll? Smooth scroll
may be a bit slow for 19.2k, but jump scroll (though jumpy?) seems
to keep up with it (I have Warp9 3.60 installed, BTW)...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

6271. Re: ConNect

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 13:51:04 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1315@usdtsg.DaytonOH.NCR.COM>
Source record: 206496

In article <2be0590e@p1.f7803.n241.z2.fidonet.org> Alexander_Bochmann@traveller.fido.de (Alexander Bochmann) writes:
>There's only one problem... The Emulation may be 100% ANSI standard compatible,
>but it's not at all compatible to what's commonly used in BBS's...
>
>I'm quite missing that, as I'm calling more private BBS systems than places
>where I need a "real" ANSI emulation...

Have you gone to the "Language" option and changed the language
from "ATARI" to "VTxxx"? If you do this, you'll see the normal
ANSI character set. Hope this helps you...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

6272. Re: CoNect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 13:53:11 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <C6AuKo.6D4@dscomsa.desy.de>
Source record: 206489

In article <30APR93.06221202@cc4.crl.aecl.ca> csullogg@cc4.crl.aecl.ca writes:
><The biggest problem I have with Connect is that it does use GEM windows
><which makes screen updating quite sluggish!
>
>This message written on a VAX via STalker 3 at 19,200 in a 150colx55row
>window GEM window. Absolutely NO problems with sluggishness. Works
>perfectly. Have you included serialfx in your auto folder. What about
>a serial buffer?
>BTW, what is a "window GEM window" anyway?

It definatly depends on the computer you are using. With a GEM-based
terms programm on a 1040 ST without NVDI or Warp9 redraw really is
a pain. NVDI helps a lot.
Using CoNnect on my TT with NVDI I even can display at a 57600 baud
line without remarkable delay, which is much faster than 'real'
terminals like a Falco...

Wolfgang

6273. Re: ConNect

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 13:54:53 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <C6Aunl.6Et@dscomsa.desy.de>
Source record: 206490

In article <2be0590e@p1.f7803.n241.z2.fidonet.org> Alexander_Bochmann@traveller.fido.de (Alexander Bochmann) writes:
> > description of a possible bug. CoNnect has the by far best an bug free
> > emulation avaiable on the ST. Where - I really ask you - did you find
> > bugs?
>
>There's only one problem... The Emulation may be 100% ANSI standard compatible,
>but it's not at all compatible to what's commonly used in BBS's...
>
>(That's why several terminalprograms have a special emulation called
>"ANSI-BBS", wich is basically the same as the codes supported by PC-DOS's
>ANSI.SYS device driver, as far as I know...)

You probably should have a look in CoNnects Compatibilty dialogue...

;-0
Wolfgang

6274. Re: SC1224 as tv monitor?

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 14:00:24 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <DZLT3B2w165w@dogbox.acme.gen.nz>
Source record: 206545

gt7610c@prism.gatech.EDU (TEAGUE, John Edward) writes:

> Since there is discussion on the SC1224, I was wondering if it is
> possible to use the monitor as a tv monitor via a tuner source such
> as a vcr or cable box. If so, how. If not, why not? Since it is
> similar to a CGA monitor, why couldn't it work?

It'll work. - provided that you can break the composite video
into separate RGB and H/V sync. There are IC's available to do the
job.

BTW: the atari monitor is analogue RGB. CGA monitors use TTL levels.

--
Alan Brown
dogbowl@dogbox.acme.gen.nz

6275. Re: Shells for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 14:15:02 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1993Apr30.151502.1@gst-soft.demon.co.uk>
Source record: 206514

> Does anyone know of the existance of the Bourne Shell (sh) on the ST.
> I have one version, but it seems to allow only two directories in the
> PATH sentence. I need lots. Downer.

Isn't there one in the Mint directory on atari.archive; or
the Gnustuff/Tos directories.

CW.
==========
Chris Wood. "You Screwy Rabbit" - Yosemite Sam
cwood@gst-soft.demon.co.uk
GST Software Products (R&D) Tel: (+44) 0480 496789.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG. Fax: (+44) 0480 496189.
==========

6276. ********** /|ari ST for sale **********

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 14:26:09 UTC
From: cs902117@ariel.yorku.ca
Message-ID: <1993Apr30.142609.11592@newshub.ariel.yorku.ca>
Source record: 206494
Cross-posted to: comp.sys.atari.st,misc.forsale,misc.forsale.computers,misc.forsale.computers.other,ont.forsale,ott.forsale,kw.forsale,phl.forsale,pa.forsale

Atari ST for sale:
* 1040ST with SM124 Monochrome monitor (b&w)
* PC Ditto (IBM emulator - software)
* Magic Sac+ and Translator One (old Mac emulator - hardware)
* Final Cut (Midi Software)
* 1st-Word, DB Master, etc. etc.

I am taking the best offer(s). I had a few people interested and a few deals arranged, but they must have been busy with exams because I haven't heard from them since. I am willing to break up the package, but the monitor sticks with the computer unless I sell the computer separately first. For those who have asked if I was willing to break up the system for the separate parts, if you're still interested, please email me.

The system is in Mint condition as the only purpose I have for it now is as a terminal emulator.

_______ The Tonester
_ _ _ cs902117@ariel.yorku.ca
_ _ _ "I don't ever want to play the part
_ ___ Of a statistic on a government chart
There has to be an invisible sun ... |'Invisible Sun'
that gives its hope when the whole day's done" | The Police

6277. Re: Atari Purchase, WOW!

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 15:05:04 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Apr30.090504.12792@iscsvax.uni.edu>
Source record: 206492

In article <1rou5fINN7d1@shelley.u.washington.edu>, neurom@stein.u.washington.edu (Neuromancer) writes:
>
>>Knowing what you know about the A1200, you would buy an ST over one? You must
>>not have used an A1200 or turned one on?
>
> I assume you've used a Falcon then, to be making the same judgement. And BTW,
> I'm NOT choosing an ST, it's a Falcon030. The ST's are 68k based machines
> w/o a Multitasking O/S. The Falcon is 68030 base w/ Multitasking.
>
> Big difference.
>
> Not, of course, that you'd understand.

No. I have not used a Falcon and probably will not due to lack of dealers.

>
> --Neuromancer
> Becoming more and more convinced that ST users are the best in the world.

Thats a thought...If you like putting up with Atari's crap...

>
==========

Amiga 1200/80 owner ---- Is there a god!!!! I love it..

My dream machine --- Amiga 4000 Toaster system---- I can dream all I want

==========

6278. How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 15:59:47 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1rridj$9dd@usenet.INS.CWRU.Edu>
Source record: 206498

How is the Falcon030 doing in Europe?

The reason I ask is that Atari is supposely making around 50,000 of these systems each month. And since none are in the U.S. besides developers and dealer units, I'm wondering where they are all going?

There has to be around 250,000 out there so far.

How are they doing NEAR you? Dealers?

--

6279. Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 16:18:34 UTC
From: ken@isgtec.com
Message-ID: <4681@isgtec.isgtec.com>
Source record: 206525

In article <1993Apr27.142343.6950@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
> the Atari "revolving door" has been so busy of late that there is only a
> handful (literally!) of people left to do the job required of a hundred.
> Long time developer support person, Gail Bacani, just recently left the
> company. Atari Explorer magazine is being reorganized (again!). John
> Townsend (aka the "TOS God") has left. And they are having a fire sale of
> ridiculous "odds and ends" of parts left over in Atari warehouses (send
> GEmail to G.LABREC on GEnie for info). If this does not sound like a
> desperately cash poor organization, I don't know what does!
>
> It may not be over just yet, but a fat lady is warming up in the wings.

Wow. Is Townsend a recent casualty? Or did he split a while ago? You know,
one impressive thing about Atari these days is how Brodie and Rehbock hang
in there, keeping their chins up while the whole company crashes down
around them. Rehbock even sounds *optimistic* about their future - don't
know how he does it. :)

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

6280. Re: Orphan TT's

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 16:27:12 UTC
From: ken@isgtec.com
Message-ID: <4682@isgtec.isgtec.com>
Source record: 206526

In article <13145@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
> >...the TT has been discontinued by Atari...
>
> This is NEWs?
> I've known that for AGES. And I still bought my TT.

Well, congratulations, yes you win a free official Atari cheerleader badge
and free copies of all of the final editions of Atari magazines that went
bankrupt, as well as a copy of our home game, enjoy...

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

6281. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 16:41:26 UTC
From: elendir@fr
Message-ID: <1rrkrm$a0b@cismsun.univ-lyon1.fr>
Source record: 206500

Len Stys (aa399@cleveland.Freenet.Edu) wrote:

: How is the Falcon030 doing in Europe?

: The reason I ask is that Atari is supposely making around 50,000 of these
: systems each month. And since none are in the U.S. besides developers
: and dealer units, I'm wondering where they are all going?

Well, in France, everything is sold out as soon as they arrive at the
dealers. But, it's now difficult to say, because all 'National HQ' have been
completely re-organized and stock has been moved to Holland.
But, you can assume that every Falcon arrived in Europe is already reserved.

Vincent.
--

PSG : NOTRE HISTOIRE DEVIENDRA LEGENDE.

6282. Light Traffic

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 16:47:57 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr30.164757.22964@newshost.lanl.gov>
Source record: 206524

Why is traffic in c.s.a.s. so light today? Is everyone away from their terminals today but me? Is it a Clinton conspiracy? Is this a national holiday? Why didn't anyone tell me??? :)

'aveagoodweekendanyway!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6283. Re: Any US Falcons Yet?

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 16:49:50 UTC
From: neurom@stein2.u.washington.edu
Message-ID: <1rrlbeINNkob@shelley.u.washington.edu>
Source record: 206504

In article <1993Apr29.144601.12776@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:
>
>How do Atari dealers survive without CPU's to sell for most of the time. I
>bet they are Amiga dealers too and are moonliting as Atari dealers. Atari
>dealers can't survive without the Amiga...
>

Atari Delaer without CPU's? Excuse me, but as an _Amiga_ dealer (yup, I sell
Amigas but buy Atari ;)), I had one hell of a time getting 1200's and
4000's in stock. Not to mention the fact that he had to send a 4000 back
because it's display was wasted (kept showing a green tinge on everything.)
Lost a sale because of that. It took us six weeks to get 1200's in, and
when they did they were the shitty (pardon the language, but it's true) 1200HD
models. What were they that bad? They came with 45 megs SEAGATES!!! Aggg!
All Commodore HD models w/ IDE come w/ Seagates! For _less_ money we wanted
the 1200 w/o HD and put 85 megs Maxtors in them. The best drive for less
money, hmmm. So, it took six weeks from sending those 1200HD's back to get
the 1200 no HD.

I won't even discuss the problems we're having getting 4000's in...

>
>
>==
>
>
>Amiga 1200/80 meg HD. I love it ----- Is there a god...
Try a Falcon030 (see that "3", it's not a "2".) with a 65meg IDE and 120meg
SCSI, and I'll probably still spend less than you.

>
>"Atari competed on the Cheap" Quoted by a Nintendo Lawyer
>
Have you ever opened your 1200? Talk about cheap case...

>
>My Dream: Amiga 4000 with the Video Toaster 4000. Oh yea....
>
Did you see what Commodore did to NewTek, talk about biteing the hand that
feeds you. Jeez.

>
>"Amiga users had multitasking since '85'
Most humans had it since they were born...

--Neuromancer

6284. Caesar

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 16:50:01 UTC
From: andrews@zimmer.CSUFresno.EDU
Message-ID: <C6B2rE.Lpy@zimmer.CSUFresno.EDU>
Source record: 206508

Is anybody out there playing the ST version of Caesar. If so, I would appreciate hints, tips, suggestions, etc.

I keep reading this newsgroup but it seems nobody here is playing games on their Ataris! How come? There is a newsgroup for PC gamers and a group for Amiga gamers, is there one for Atari gamers that I don't know about?

Andy Simmons

6285. For sale 1MB ST520, ds drive, color monitor as a set

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 17:47:54 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <Apr30.174754.28608@yuma.ACNS.ColoState.EDU>
Source record: 206507

```
Selling the spare set of ST:
520ST : TOS in ROM, upgraded to 1MB.
External double side floppy drive with cable and power supply. (The ST is
the old modle without internal floppy drive).
SC1224 the original better quality JVC color monitor (no burn).
mouse, cable included.
Prefer local, as the color monitor has no original shipping box (also the
floppy drive).
Price: $200 plus shipping.
If interested, please reply to sytang@lamar.colostate.edu
P.S. I got this original to put the ST into tower case and planning to
modify it for SST but didn't started as Falcon was announced.
Thanks
Tang
sytang@lamar.colostate.edu
Yes, they are in good working condition.
```

6286. Re: SUMMARY: FAX software for the

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 18:30:34 UTC
From: albi@life.sub.org
Message-ID: <2be17070@life.sub.org>
Source record: 206547

Hello winnipg@sys6626.bison.mb.ca,

w> Whoever wrote the 'fax summary', could you e-mail me a copy.
Me to please.
Send it to albi@ba-stuttgart.de

_
/_\ ||_ *
/ \||_/|

Uucp: albi@ba-stuttart.de
albi@life.sub.org
Fido: 2:2407/70.0

6287. Cannon BL-200 Bubble Jet

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 19:57:09 UTC
From: an938@cleveland.Freenet.Edu
Message-ID: <1rs0am$27u@usenet.INS.CWRU.Edu>
Source record: 206510

I just bought a BJ-200 printer. It works fine with the ST
in Epson emulation mode, but I would like to get beyond the built
in fonts. Are there any suggestions?
If anyone knows who wrote the DBWriter PD wordprocessor
please pass his E-mail address along to me. I would like to ask
him if it would be possible to create a BJ-200 printer driver for
that program.

Thanx,
G. II. L.
--
"I'll let you in on a little secret.
The whole universe is totally INSANE!!!!"
Mr. Natural

6288. Re: First look at the Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 20:32:22 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1rs2cmlNNc3@elroy.jpl.nasa.gov>
Source record: 206515

In article <A28575@K.maus.de> Peter_Missel@k.maus.de (Peter Missel) writes:
>>- C-lab Creator [V3.1]: no go - locks up during load, due (I'm told) to
>>changes to the cartridge port so Creator doesn't recognize that the key is
>>in.
>>- C-lab Explorer32 [v 2.0]: no go - locks up during load.
>
>These two also lock up on Mega STEs and STs w/ accelerator boards. The problem
>isn't in the machine, but in the CPU-speed-dependant key check algorithm C-lab
>used.
>
>On Mega STEs, one could "fix" it by switching to 8 MHz before loading C-lab
>stuff and flipping back to 16 after that.
>
>On tuned STs and Falcon030, no go :-(

Actually, I found that, though you could boot up the program, switching back
to 16 MHz would cause their custom IKBD handler to fail. (Wouldn't recognize
most key and mousebutton presses.) This was on a Mega ST with Turbo-16 and on
a 4160 STe with Adspeed. That was one of the factors that had me going with
Cubase 3.01 instead...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

6289. Re: Fonts for Pagestream

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 20:50:46 UTC
From: daroloso@math.uwaterloo.ca
Message-ID: <C6BDwM.8nH@math.uwaterloo.ca>
Source record: 206516

In article <1993Apr28.121817.14725@aston.ac.uk> singlejf@cs.aston.ac.uk writes:
>In article A29667@K.maus.de, Peter_Missel@k.maus.de (Peter Missel) writes:
>>>Does anyone know where I can get a fixed pitched font for Pagestream? I
>>
>>Hmmm, my copy of Pagestream had a fixed pitch typewriter style font with it.
>>(German version 2.1)
>
>My UK verson 2.2 has Times, Triumverate and Garamond compugraphic
>fonts, and several SoftLogik fonts (can't remember which ones), but no
>Typewriter font, and no fixed pitch font.

Quoted from Soft-Logik via GENIE during Feb/93:

"The Font Plus Pack has been discontinued because new copies of PageStream 2.21
include these fonts in the package. (PageStream now comes with 47 fonts!) If
you purchased PageStream prior to the start of this offer, you can buy the
former Plus Pack fonts from Soft-Logik sales for $10. Call 1-800-829-8608."

"Font Plus Pack: there are 11 families, 35 fonts. These are the same as in most
PostScript laser printers. You get the DMF font for each family, plus the
metric for each weight/style, so that there are 35 fonts. Plus screen fonts."

"Font Plus Pack: they are DMF/FM format fonts. ... They are still commercial
fonts which we sell as part of PageStream."

The fonts (as named on a HP LaserJet IIIsi Printer PostScript Font Page)

ITC Avant Garde Gothic * Book, Book Oblique, Demi, Demi Oblique
ITC Bookman * Light, Light Italic, Demi, Demi Italic
Courier * -, Oblique, Bold, Bold Oblique
Helvetica * -, Oblique, Bold, Bold Oblique
Helvetica Narrow * -, Oblique, Bold, Bold Oblique
New Century Schoolbook * Roman, Italic, Bold, Bold Italic
Palatino * -, Italic, Bold, Bold Italic
Times * Roman, Italic, Bold, Bold Italic

plus Symbol, ITC Zapf Chancery Medium Italic, ITC Zapf Dingbats

Since you already have Times & Triumverate,
they don't include Times & Helvetica.
They also don't include the .PS files since they assume your PostScript
printer has them.
If your PostScript printer doesn't have them, I guess you're out of luck.
(The Digital ScriptPrinter that I sometimes use doesn't have
ITC Bookman, Helvetica Narrow, Palatino, ITC Zapf Chancery Medium Italic, or

ITC Zapf Dingbats but does have ITC Lubalin Graph and ITC Souvenir)
If your printer isn't PostScript, they'll print fine.

The fixed-pitch, constant-width, typewriter-like font is Courier.
I used this for 8 1/2" x 44" banner and it came out quite nice on my 9-pin.

Nine additional font families for $10 is worthwhile whether you have
a PostScript printer or not.

Dani Roloson
KWEST
Kitchener-Waterloo Eight Sixteen Thirty-two Atari User Group

Warning: This message has enough registered trademarks to sink a ship.

6290. Re: Any US Falcons Yet?

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 21:05:29 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Apr30.210529.24584@rchland.ibm.com>
Source record: 206517

In article <1rrlbeINNkob@shelley.u.washington.edu>, neurom@stein2.u.washington.edu (Neuromancer) writes:
|> In article <1993Apr29.144601.12776@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:
|> >
|> >How do Atari dealers survive without CPU's to sell for most of the time. I
|> >bet they are Amiga dealers too and are moonliting as Atari dealers. Atari
|> >dealers can't survive without the Amiga...
|> >
|>
|> Atari Delaer without CPU's? Excuse me, but as an _Amiga_ dealer (yup, I sell
|> Amigas but buy Atari ;)

Neuromancer Amiga dealer... Hmmmm.....

), I had one hell of a time getting 1200's and
|> 4000's in stock. Not to mention the fact that he had to send a 4000 back
|> because it's display was wasted (kept showing a green tinge on everything.)
|> Lost a sale because of that. It took us six weeks to get 1200's in, and
|> when they did they were the shitty (pardon the language, but it's true) 1200HD
|> models. What were they that bad? They came with 45 megs SEAGATES!!! Aggg!
|> All Commodore HD models w/ IDE come w/ Seagates! For _less_ money we wanted
|> the 1200 w/o HD and put 85 megs Maxtors in them. The best drive for less
|> money, hmmm. So, it took six weeks from sending those 1200HD's back to get
|> the 1200 no HD.
|>
|> I won't even discuss the problems we're having getting 4000's in...
|>
|>
|> >
|> >
|>
>==========
|> >
|> >
|> >Amiga 1200/80 meg HD. I love it ----- Is there a god...
|> Try a Falcon030 (see that "3", it's not a "2".) with a 65meg IDE and 120meg
|> SCSI, and I'll probably still spend less than you.

I doubt it.

|>
|> >
|> >"Atari competed on the Cheap" Quoted by a Nintendo Lawyer
|> >

|> Have you ever opened your 1200? Talk about cheap case...

I guess both machines have cheap cases.

|>
|> >
|> >My Dream: Amiga 4000 with the Video Toaster 4000. Oh yea....
|> >
|> Did you see what Commodore did to NewTek, talk about biteing the hand that
|> feeds you. Jeez.

No Sir, they just announced a joint venture for marketing purposes of both
the A4000 and the Video Toaster 4000.

|>
|> >
|> >"Amiga users had multitasking since '85'
|> Most humans had it since they were born...

But the Atari is trying to have it now.

|>
|> --Neuromancer

--

Raist New A1200 owner 320<->1280 in x, 200<->600 in y
in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
don't e-mail me -> I don't have a valid address nor can I send e-mail

6291. Re: Fonts for Pagestream

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 21:17:16 UTC
From: daroloso@math.uwaterloo.ca
Message-ID: <C6BF4t.BCC@math.uwaterloo.ca>
Source record: 206518

In article <C6BDwM.8nH@math.uwaterloo.ca> daroloso@math.uwaterloo.ca (Dani A. Roloson) writes:
>They also don't include the .PS files since they assume your PostScript
>printer has them.
>If your PostScript printer doesn't have them, I guess you're out of luck.

Silly me. In the READ.ME, if your PostScript printer doesn't have them,
remove the .PSF file and they will be printed using the .DMF file.

Dani Roloson
KWEST
Kitchener-Waterloo Eight Sixteen Thirty-two Atari User Group

6292. Re: CoNect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 21:26:02 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1rs5halNNd5h@golem.wcc.govt.nz>
Source record: 206521

```
] This message written on a VAX via STalker 3 at 19,200 in a 150colx55row
] window GEM window. Absolutely NO problems with sluggishness. Works
] perfectly. Have you included serialfx in your auto folder. What about
] a serial buffer?

I'm not using a VAX machine, I am using an *ATARI*!
With GEM, not CLI's!

All the programs I've seen have been incapable of keeping up with redraw
speeds of 19.2K (Connect, using the 8-point font can't even keep up with
2400 on this machine, STFM, without any screen-accelerators), it's
not too bad with the standard system font though!

Serial-fx makes very little difference to screen updating speed!

I can use FZDSTerm at 19.2K perfectly, screen keeps up quite happily
with the RD light on the modem!
```

6293. Re: CoNnect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 21:29:26 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1rs5nmINNd5h@golem.wcc.govt.nz>
Source record: 206522

```
] >full-screen terminal, GEM trying to keep up with 19.2K text
] >on the screen is laughable!)
]
] Do you have it set to smooth scroll or jump scroll? Smooth scroll
] may be a bit slow for 19.2k, but jump scroll (though jumpy?) seems
] to keep up with it (I have Warp9 3.60 installed, BTW)...

Jump-scroll, with no accelerator installed. (I shouldn't *Have* to use
extra software to make things work properly!)

If I turn the scroll-bars off, things are a bit better!
```

6294. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1993-04-30 23:12:52 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1rsbpkEmv1@uni-erlangen.de>
Source record: 206523

aa399@cleveland.Freenet.Edu (Len Stys) writes:

>How is the Falcon030 doing in Europe?

>The reason I ask is that Atari is supposely making around 50,000 of these
>systems each month. And since none are in the U.S. besides developers
>and dealer units, I'm wondering where they are all going?

I always thought they would do about 300 a day, that would make about
10000 a month - if all works fine. What it didn't do until last month.

>There has to be around 250,000 out there so far.

Really? Where? Not here in Germany - and nowhere else, too. I would say
10000 is the maximum at the moment. ATARI sold some 50000 computers
last year - not in a single month.

>How are they doing NEAR you? Dealers?

But the FALCONs are coming now, and they are sold out as soon as they
land at any dealer in Germany. Some dealers got 10 to 15 during the last
2 month - nor much really.

--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

6295. Ultimate Ripper

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 01:23:44 UTC
From: Dconroy@outb.wimsey.bc.ca
Message-ID: <Dconroy.0dgc@outb.wimsey.bc.ca>
Source record: 206610

I'm looking for the 'Ultimate Ripper' the cartridge that is like PROBE ST,
for the st, it's very nice, and done by POWER COMPUTING.. If anyone ahs one,
please leave me mail...

6296. Re: Light Traffic

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 01:57:54 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1rslf2INN2th@tortoise.cis.ohio-state.edu>
Source record: 206527

In article <1993Apr30.164757.22964@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>Why is traffic in c.s.a.s. so light today? Is everyone away from their
>terminals today but me? Is it a Clinton conspiracy? Is this a national
>holiday? Why didn't anyone tell me??? :)
>

If it'll make you happy,

HONK. HONK. HONK. Hey! Use your turn lights you $#%^&##@@!
Don't pull into my lane and SLOW DOWN! AAAAAAHHHHGG!!

Hey, eat at Arby's, Drink Dr. Pepper, and buy Atari.

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

6297. FALCON COMPATIBILITY

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 03:05:50 UTC
From: BOYHC@CUNYVM.BITNET
Message-ID: <93120.230550BOYHC@CUNYVM.BITNET>
Source record: 206537
Cross-posted to: comp.music,rec.music.makers.synth,comp.sys.atari.st

Does anyone know if Dr T's M, Music Mouse and Passport - Mastertracks Pro
will run on FALCON 030???

I asked Dr. T and they could not tell me anything.

Regards, Bo

6298. Re: CoNect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 03:35:08 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993May1.033508.7139@csi.uottawa.ca>
Source record: 206529

In article <1rs5haINNd5h@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>] This message written on a VAX via STalker 3 at 19,200 in a 150colx55row
>] window GEM window. Absolutely NO problems with sluggishness. Works
>] perfectly. Have you included serialfx in your auto folder. What about
>] a serial buffer?
>
>I'm not using a VAX machine, I am using an *ATARI*!
>With GEM, not CLI's!

You missed the point.

Actually, I have to ask a stupid question at this point; what exactly
DO you use terminal software for?

Many of us use programs like STalker, Connect, Uniterm, etc. to
connect to minicomputers/mainframes that are (among other things)
Usenet hosts. I.e. - I'm using Uniterm at this very moment to connect
to a Sun Sparc 10 (and I then telnetted to another Sun Sparc 10, but
you don't want to know about that :-), and am running a process called
"trn" - the Threaded Newsreader.

On top of that, in order to followup your post, I'm running a
subprocess to trn called "emacs," which I'm using to compose this
message.

I have found that Connect and Uniterm provide flawless support of
VT200 and VT220, which means (for instance) that GNU-Emacs works
correctly. At 2400 baud, a ^L takes an unfortunately perceptible
amount of time, but the IMPORTANT point is that it works CORRECTLY.

There's a CLI here in the process; that's really completely
irrelevant, and it is silly of you to bring it up as an issue. It's
not as if we're likely to be running a GEM interface to UNIX over a
serial line. Possibly technically plausible, but a really stupid
idea, as it would take more effort than it would be worth to develop
it.

If CLIs are evil, then why do YOU use terminal software that clearly
is NOT designed to interface with the "other end" using a proper GUI
interface? I believe that there's some special software out there
(Aladdin?) that provides a GUI interface to GEnie; I suppose that
you've found an Atari product that does the same thing for Usenet?

>All the programs I've seen have been incapable of keeping up with redraw
>speeds of 19.2K (Connect, using the 8-point font can't even keep up with
>2400 on this machine, STFM, without any screen-accelerators), it's
>not too bad with the standard system font though!

>
>Serial-fx makes very little difference to screen updating speed!
>
>I can use FZDSTerm at 19.2K perfectly, screen keeps up quite happily
>with the RD light on the modem!

Yeah, but what terminal support does it have? I played with it, and
was very unimpressed. It has a pretty user interface, but if it ain't
VT100 compatible (or better), and I mean TRULY compatible, then it's
really not worth using.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

6299. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 03:57:24 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.180732@cix.compulink.co.uk>
Source record: 206532

In article <1rridj$9dd@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>
>How is the Falcon030 doing in Europe?
>
>The reason I ask is that Atari is supposely making around 50,000 of these
>systems each month. And since none are in the U.S. besides developers
>and dealer units, I'm wondering where they are all going?
>
>There has to be around 250,000 out there so far.
>
>How are they doing NEAR you? Dealers?

Yup, loads.

i hear they _are_ in the U.S though. You say different...

Adam.

6300. Re: GFA Help! (Damned compiler!)

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 03:57:24 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.180731@cix.compulink.co.uk>
Source record: 206533

In article <C6AnMw.1yu@liverpool.ac.uk>, mebeb@liverpool.ac.uk (Mr. K. O'Donovan) writes:
>
>I believe there is a memory allocation bug in the latest version
>of the GFA compiler. I can think of one person at least (Hi Andre 8-)
>who is desperately waiting for a bug for this, as he gets a fair
^^^^^^^^^^^^^^^^^

He won't have long to wait ;-)))

>number of complaints about his program crashin, and its not his fault.

Me? Complain ? Perish the thought....

Adam

6301. Re: 16Mhz feed on STf

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 03:57:29 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.180735@cix.compulink.co.uk>
Source record: 206534

In article <2be163b0393495@discworld.oche.de>, rincewind@discworld.oche.de (Michael Schwingen) writes:
>In <memo.165660@cix.compulink.co.uk>,
>Adam Pelled (apelled@cix.compulink.co.uk) wrote:
>
>AP> There is 16MHz from the shifter chip. (pin 39)
>
>Don't use that for own expansions, unless you absolutely need a phase-
>synchronous 16MHz clock. That signal is very weak and can cause trouble
>if it has to drive an additional load.

i did say it should be buffered i think. Or maybe i didn't here.

Actually there is no chance i will do any such thing for the simple reason that i have an STe with the combined mmu/blitter. Do you know of a 16MHz source on such a machine.

>For HD Floppy support, it is best to use an integrated 16MHz quarz
>oszillator - these are cheap and provide a good quality signal.

i wanted to keep component count down. But i suspect you may be right.

Here in England nothing is cheap. (except words ;-)

Adam.

6302. Re: 16Mhz feed on STf

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 03:57:29 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.180733@cix.compulink.co.uk>
Source record: 206535

In article <2be163ae393361@discworld.oche.de>, rincewind@discworld.oche.de (Michael Schwingen) writes:
>In <1993Apr27.085314.26873@bernina.ethz.ch>,
>Ralf von Gunten (VONGUNTENR@EZINFO.VMSMAIL.ETHZ.CH) wrote:
>
>RvG>Eventually you can also make an automatic step-rate adjust (but this is well
>RvG>done (i believe so) by the Ajax floppycontroller)
>
>The Ajax does nothing different than the 1772, so there is no automatic
>step-adjust. You have to add a MMV with just a bit less than 3ms
>pulswidth which is triggered by the STEP signal from the FDC. Then, when
>the MMV is active, you have to supply 8MHz to the FDC.

What is an MMV ? <FX: penny drops>.... Monostable multivibrator ?

i was just going to have a 6ms step rate. i can't visualise exactly what you are saying: Some kind of delay before you switch step rates i gather ?

Adam.

6303. ST:TKW, v4.04 - (TREK0404.ZIP) - fix!

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 05:38:49 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1rt2d9INNe2a@golem.wcc.govt.nz>
Source record: 206530

To anyone who has downloaded the file TREK0404.ZIP from the
./Games/
directory in the atari section of atari.archive.umich.edu, and not
been able to get it to work, here is the reason!

The files need to be put into directories, as such:/

Create directory called STARTREK
In this directory create 3 other directories, called GRAPHICS, SAVEGAME,
and SAMPLES
In the STARTREK\GRAPHICS\ directory, put all files ending in PUT
(Copy *.PUT into that directory)
In the STARTREK\SAMPLES\ directory, put all files ending in SMP
(Copy *.SMP into that directory) - also, copy the BASCODE.EXE file into it!
In the STARTREK\SAVEGAME\ directory, if you wish to start the game
anew, then don't copy anything into this, and lose the GAME.0?? files,
as well as the HISTORY files!

Into the STARTREK\ directory, copy the TREK0404.PRG file, and if you
wish, the TREK0404.DOC file. (Sorry ^^^^^^^^^^^^ should be
STKW0404.PRG!)

After copying these files into the correct directories, the game will
then load & run correctly!

(I'm not the author - just someone who was determined to make it work!)

6304. Atari ST stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 05:47:58 UTC
From: dth@cs.brown.edu
Message-ID: <1993May1.054758.23487@cs.brown.edu>
Source record: 206531

I have two Atari ST systems plus software for sale.

Atari 1040STf w/ 1M RAM, 720K floppy $150
Atari 520ST w/ 1M RAM*, modulator, 360K floppy $50
* piggyback memory addon, flakey
Atari SM124 monochrome monitor, unmodified $75
Atari SC1224 color monitor $100
720K external floppy, home upgraded $40
homemade adapter for multisync monitor $15
Epyx joystick $5
GEM Programming book $5
lots of Start disks and games (original disks) free*
* will split between systems

Will split shipping with buyer.
--

Dzung T. Hoang Graduate Student
dth@cs.brown.edu Brown University, Providence, RI

6305. Re: ST:TKW, v4.04 - (TREK0404.ZIP) - fix!

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 08:13:02 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1rtbeeINN3m4@shelley.u.washington.edu>
Source record: 206536

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>To anyone who has downloaded the file TREK0404.ZIP from the
>./Games/
>directory in the atari section of atari.archive.umich.edu, and not
>been able to get it to work, here is the reason!

>The files need to be put into directories, as such:/

>Create directory called STARTREK
>In this directory create 3 other directories, called GRAPHICS, SAVEGAME,
>and SAMPLES
>In the STARTREK\GRAPHICS\ directory, put all files ending in PUT
>(Copy *.PUT into that directory)
>In the STARTREK\SAMPLES\ directory, put all files ending in SMP
>(Copy *.SMP into that directory) - also, copy the BASCODE.EXE file into it!
>In the STARTREK\SAVEGAME\ directory, if you wish to start the game
>anew, then don't copy anything into this, and lose the GAME.0?? files,
>as well as the HISTORY files!

>Into the STARTREK\ directory, copy the TREK0404.PRG file, and if you
>wish, the TREK0404.DOC file. (Sorry ^^^^^^^^^^^^ should be
>STKW0404.PRG!)

>After copying these files into the correct directories, the game will
>then load & run correctly!

>(I'm not the author - just someone who was determined to make it work!)

Does this program work on the TT -- I can't seem to get it to work...

Stuart Denman
stusoft@u.washington.edu

6306. Re: MACophiles and Amigoids, p

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 09:33:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A30957@K.maus.de>
Source record: 206559

>6. the time between 86 and 91 is very hard for me to track info down. I was
>very into the IBM PC world and got few mags that said anything about Atari.
>I do know at some time the 5200 and 2600 (VCS) were dropped. The 8bit line
>was taken down to one game computer called the XEGS. And ST's didn't sell
>well or were run over by PCs Also there were other ST models released called
>1024, STE, and the TT.

The 2600 and 7800 consoles and the 130 XE can still be bought NOW!
Atari Germany even still has the 1050 floppy and other 8bit stuff.

ST model release dates here in Germany were:

September '85 - 520 ST
December '85 - 520 ST+
February '86 - 260 ST
April '86 - 1040 STF
'87 - Mega ST
'88 - 520 STM, 1040 STFM
'89 - 1040 STE, TT
December '90 - Mega STE
March '92 - ST Book
December '92 - Falcon 030

- Peter -

6307. Re: CALAMUS SL

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 09:36:15 UTC
From: stigj@dhhalden.no
Message-ID: <stigj.47.736248975@dhhalden.no>
Source record: 206538

In article <1993Apr28.152327.22409@newshost.lanl.gov> hutch@bellman.lanl.gov (John Hutchinson) writes:
>From: hutch@bellman.lanl.gov (John Hutchinson)
>Subject: Re: CALAMUS SL
>Date: Wed, 28 Apr 1993 15:23:27 GMT
>In article 2707@enst.enst.fr, elendir@inf.enst.fr () writes:
>>
>> Does anyone know whether Calamus SL is Falcon-compatible or not ?
>
>Yes.
>
>>And if it can handle the 640x480x256 colors mode ?
>
>Dunno. I doubt it but will check.

A friend of mine has runs Calamus SL in 800x600x256 colours mode, and then
it should work in 640x480x256 colours mode, shouldn't it??

>_____ John "HUTCH" Hutchinson _____
>_____ Fair Dinkum Technologies Member - IAAD _____
>_____ "No worries, mate... it's from Fair Dinkum!" _____
>_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

Stig

_/_/ _/_/ A _/_/ _/_/ | E-mail: stigj@dhhalden.no
_/ _/ _/ _/ S _/ _/ _/ _/ | Snail-mail: Stig J�rgensen
_/ _/ _/ T _/ _/ _/ I | Hovslagerveien 7C
_/ _/ E _/ _/ N | N-1712 Gr�lum
_/ _/ R _/ _/ D | Norway

6308. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 09:48:20 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1rth14lNNeg6@golem.wcc.govt.nz>
Source record: 206539

In article <736117643snz@falcon.demon.co.uk>, alex@falcon.demon.co.uk (Alex Kiernan) writes:
>In article <A29900@K.maus.de> Peter_Missel@k.maus.de writes:
>
>>RAM TOS 8.8.85, 11/20/85, 2/6/86.
>>
>>TOS 1.00 1.02 1.04 1.06 1.62 2.05 2.06 3.01 3.05 3.06 4.00 4.01 4.02 4.04
>
>I think you left out 1.06 (part 1), and 1.06 (part 2), 3.00, and 4.03.
>Sure all developer only versions (apart from 1.06/2), but then again
>so were 4.00 and 4.01.
>
>--
>Alex Kiernan
>akiernan@falcon.demon.co.uk

Yes but don't forget that the firsts Falcons came out with TOS 2.07..??

And there were 2 versions of TOS 1.4, the later was called Rainbow TOS..

But then again the Amiga has had some 1000 of versions, far more than the Atari..

Roger..... sheppard_r@kosmos.wcc.govt.nz

6309. Re: Light Traffic

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 09:56:48 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1rthh0INNeg6@golem.wcc.govt.nz>
Source record: 206540

In article <1993Apr30.164757.22964@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
>Why is traffic in c.s.a.s. so light today? Is everyone away from their
>terminals today but me? Is it a Clinton conspiracy? Is this a national
>holiday? Why didn't anyone tell me??? :)
>
>'aveagoodweekendanyway!
>---
>
>_____ John "HUTCH" Hutchinson _____

Na John, they have all moved to the PC groups,
who would in his right mind own a Atari to-day..??:-)..

Up in Auckland New Zealand, thay did have the best support for the Atari here,
well there have no Atari BBS's there now..

Here in Wellington we have the Z-Net Atari support BBS, with a direct
feed from Bob Brodie, plus all the Atari Fido feeds..

May be you need to come to Wellington John, plenty of PC cloned around..:-)..

Roger.............. sheppard_r@kosmos.wcc.govt.nz

6310. TU-BERLIN

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 09:59:47 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1rthmjINNeg6@golem.wcc.govt.nz>
Source record: 206541

Can some one tell me why the Mailer is not working at tu-berlin.de,
it accepts your request but it does not send anything..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

6311. Re: Any US Falcons Yet?

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 11:47:24 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <C6CJF1.6oq@cbnewse.cb.att.com>
Source record: 206542

> In article <1993Apr29.144601.12776@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:
> >
> >How do Atari dealers survive without CPU's to sell for most of the time. I
> >bet they are Amiga dealers too and are moonliting as Atari dealers. Atari
> >dealers can't survive without the Amiga...

Sorry to disappoint you, but there are NO Amiga's in Don's store. Now
what were you betting? Wayne

6312. QUESTION: Spooler which supports DMA

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 13:33:38 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.197.736263218@dhhalden.no>
Source record: 206543

Hia,

I recently got my hand on a used SLM804 and aer now looking for a spooler
that supports the DMA port or whatever it takes to prevent it from locking
up the screen while it prints. I'm quite pissed off by this.

Anyone knows?

Grateful if anyone can send me a pointer as this is killing me slowly...

Jon

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

6313. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 14:06:45 UTC
From: generic@rahul.net
Message-ID: <C6Cpv9.5xI@rahul.net>
Source record: 206544
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

The Atari 800 and 400 almost identical internally. The key differences
that make an Atari 400 different than an 800 are the plastic membrane
keyboard and only one rom cartridge slot instead of two. Things like the
processor, graphics chips, etc are the same.

Atari 800/400 cpu is a 6502B running at 1.79 megahertz.
The orginal graphics chip was the CTIA followed some years laster by the GTIA.

The 800 was introduced with only 8k of memory, (I have seen a 4k cartridge
so I assume at one point they were thinking about that).

It may interest some of you to know that the 16k cartridge and the 8k cartridge
are also very nearly identical. Both carry 16k chips, but the 8k cartridge
has been wired so that only 8 of the 16k are accessable. For those with
some soldering experience the conversion of the 8k board to the 16k board
is not difficult.

Chris (generic@rahul.net)

--
Chris Rosenthal <generic@rahul.net>

6314. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 14:34:16 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993May1.153416@cs.bham.ac.uk>
Source record: 206546

Interesting though it is, is it something to be proud of to have loads of versions of the OS? I'd much rather them get it right when they release it and only release major upgrades to the OS, such as 1.0 -> 1.6 -> 2.0 -> 4.0. I think they are when the OS really changed a significant amount (though you may say that 1.02 was fairly important too).

6315. FALCON INFO

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 16:29:00 UTC
From: chris.burgess@outlan.ersys.edmonton.ab.ca
Message-ID: <15741.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 206641

I'm not sure if this is the right newsgroup to post this in, but my server has few Atari groups and this seems the most likely place to post. Anyway, I would like to request some information about the new Falcon 030 from fellow netters.

1) Are the rumours of a price increase true?

2) Is there going to be a MultiTOS OS shipped with the machine, or will it have to be purchased separately?

All info is welcome. Please respond via E-Mail, as I do not read this newsgroup. Thanks much.

Chris Burgess
chris.burgess@outlan.ersys.edmonton.ab.ca

Message was posted at outlan.ersys.edmonton.ab.ca
#403-478-4010 HST and v.32bis Try it, you'll like it!

6316. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 16:56:42 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1rua4a$94v@usenet.INS.CWRU.Edu>
Source record: 206548

In a previous article, elendir@fr () says:

>Len Stys (aa399@cleveland.Freenet.Edu) wrote:
>
>: How is the Falcon030 doing in Europe?
>
>: The reason I ask is that Atari is supposely making around 50,000 of these
>: systems each month. And since none are in the U.S. besides developers
>: and dealer units, I'm wondering where they are all going?
>
> Well, in France, everything is sold out as soon as they arrive at the
>dealers. But, it's now difficult to say, because all 'National HQ' have been
>completely re-organized and stock has been moved to Holland.
> But, you can assume that every Falcon arrived in Europe is already reserved.
>
> Vincent.
>--

Well then, it would explain why the U.S. hasn't seen any yet.

I don't think I would send units to the U.S. if I could sell them without
even advertising in France or Germany.

I wonder if Atari will increase production?

>
> PSG : NOTRE HISTOIRE DEVIENDRA LEGENDE.
>
>

--

6317. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 17:06:17 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1ruam9$a3a@usenet.INS.CWRU.Edu>
Source record: 206549

In a previous article, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) says:

>aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>
>
>>How is the Falcon030 doing in Europe?
>
>>The reason I ask is that Atari is supposely making around 50,000 of these
>>systems each month. And since none are in the U.S. besides developers
>>and dealer units, I'm wondering where they are all going?
>
>I always thought they would do about 300 a day, that would make about
>10000 a month - if all works fine. What it didn't do until last month.

That is pretty bad. 10,000 a month? If they do 10,000 a month, they MIGHT
be able to sell 100,000 the entire year.

For a company that bases everything on MASS production and MASS selling,
Atari isn't doing so hot.

The reason they price their computers as low as they do is so that they
can make money when selling in volume.

>
>>There has to be around 250,000 out there so far.
>
>Really? Where? Not here in Germany - and nowhere else, too. I would say
>10000 is the maximum at the moment. ATARI sold some 50000 computers
>last year - not in a single month.

Yes, but we both know the computers that they were selling last year were
old technology. As soon as news about the Falcon030 hit sometime in
March, sales of all their computers fell tremendously.

I'd be surprised if they are selling ANY computers now.

>
>>How are they doing NEAR you? Dealers?
>
>But the FALCONs are coming now, and they are sold out as soon as they
>land at any dealer in Germany. Some dealers got 10 to 15 during the last
>2 month - nor much really.

No, that isn't that good. But at least they are selling. AND, Atari isn't
even advertising the Falcon030 yet.

>
>--
> Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
> mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.
>

--

6318. Question about Music Synthesizer programs

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 17:20:04 UTC
From: cordes@ac.dal.ca
Message-ID: <1993May1.142004.13324@ac.dal.ca>
Source record: 206602

Hello,

Our club disk librarian is interested in music programs and he just sent
me the message below. If anyone can offer a useful suggestion I'd be
pleased to hear about it. Thanks.

==========
Re: Music Synthesizer

I'm interested in finding a program that allows continuous, variable sound
production from the sound chip using either mouse or keyboard. The ones I've
seen so far either allow one to design a single sound, or to read from a file,
but nothing that really allows instrument like playing with all the variables
the chip can produce. Could you check Internet for me? I looked through the
Michigan database ansd didn't see anything quite like this. Thanks.
==========

John Cordes
email: cordes@ac.dal.ca

6319. The future of Atari...

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 17:40:02 UTC
From: frisk@complex.is
Message-ID: <340@complex.complex.is>
Source record: 206601
Cross-posted to: comp.sys.atari.st,misc.invest

I am looking for some opinions on the future of the Atari company...the reason being simply that the Atari stock (ATC) is now trading around an all-time low, at around $0.81/share and I was wondering if the stock might be a good buy right now.

Once I really liked what the company was doing - I had an Atari 800 back in '80 or '81, but for the past few years the company does not seem to have been able to do anything but lose money.

However, they recently started shipping (at least in Europe) the first decent product I have seen from from them in years ... the Falcon 030 - which will probably not affect their earnings until the next quarter - in the last one they lost a good bit of money, as expected. I don't know exactly how the production of the Falcon is growing, but the local distributor tells me the demand here is far higher than the supply.

So, does anybody have any opinions on the future of Atari ?

-frisk

--
Fridrik Skulason Frisk Software International phone: +354-1-694749
Author of F-PROT E-mail: frisk@complex.is fax: +354-1-28801

6320. Re: CoNect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 17:50:53 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993May1.125053.17542@miavx1.acs.muohio.edu>
Source record: 206607

In article <C6AuKo.6D4@dscomsa.desy.de>, wwc@dxhra1.cern.ch (Wolfgang Wander) writes:
> In article <30APR93.06221202@cc4.crl.aecl.ca> csullogg@cc4.crl.aecl.ca writes:
>><The biggest problem I have with Connect is that it does use GEM windows
>><which makes screen updating quite sluggish!
>>
>>This message written on a VAX via STalker 3 at 19,200 in a 150colx55row
>>window GEM window. Absolutely NO problems with sluggishness. Works
>>perfectly. Have you included serialfx in your auto folder. What about
>>a serial buffer?
>>BTW, what is a "window GEM window" anyway?
>
> It definatly depends on the computer you are using. With a GEM-based
> terms programm on a 1040 ST without NVDI or Warp9 redraw really is
> a pain. NVDI helps a lot.
> Using CoNnect on my TT with NVDI I even can display at a 57600 baud
> line without remarkable delay, which is much faster than 'real'
> terminals like a Falco...

Well, my biggest problem with GEM based programs that scroll is the fact
that even with Quick ST, scrolling is painful on the eyes because the text
changes color as it scrolls. (With the default colors you can make out the
text being red, green, and then black as it scrolls.)

The only way around this I've found is to make all the colors black.

Later.......

----------=========}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
(On whether abstinance is a Religious term, and\rlcollins@miavx1.acs.muohio.edu
should or should not be in the schools:) \RC1DSANU@miamiu.acs.muohio.edu
"What if you're an Atheist who hates sex?" \rcollins@apsvax.aps.muohio.edu
- Andy from my EDL 304 class \ R.COLLINS1 on GEnie
----------=========}}}}}}}}(((((((((())))))))))}}}}}}}}=======----- 1-MAY-1993

6321. Re: availability of Speedo GDOS printer drivers

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 18:07:48 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.jvTdNaWEgLU@semprini.tdkcs.waterloo.on.ca>
Source record: 206613

In <bd894f38@Kralizec.fido.zeta.org.au>, michael smith writes:
>
> Having had a chance to play with/use Speedo GDOS, I'm quite impressed with
> its speed and robustness.
>
> _However_, it seems to suffer from the typical GDOS malaise - bugger all in
> the way of printer drivers.
>
> I notice that the 'old' style printer drivers don't work - that's quite
> understandable really, but you get BJ10, FX-80, HP deskjet & laserjet, SLM
> and NX-1000 drivers. Nothing useful like a 24-pin epson driver, or a
> proprinter driver (although the jury is out on whether or not the BJ driver
> will work like that).

What?!?! No PostScript driver? Atari truly is run by boneheads.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

6322. Flame for Ricardo.

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 18:08:35 UTC
From: cse0507@desire.wright.edu
Message-ID: <1993May1.130835.9132@desire.wright.edu>
Source record: 206550

>>> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) says:
>>> "Amiga users had multitasking since '85'

>> and somebody else says:
>> Most humans had it since they were born...

> Ricky replies:
> But the Atari is trying to have it now.

Then Bob Sayeth to Ricky:
Do you know what multitasking is? Atari has had it since the ST came out.
Macs have had multitasking for a long time. Amigas. Unix boxes. And
now, MushDOS machines have it with WhineDoze. Take an operating systems
course at your friendly neighborhood college, huh? Dweeb. Dweeb. Dweeb.

What Atari is getting now is PRE-EMPTIVE multi-tasking, something Macs and
SquishDOS machines don't have with System 7 and LoseDoze, the primary GUI of
those platforms.

P.S. Purists please note, I speak of the PRIMARY OS of each platform, not the
obvious plentitude of third-party products that do anything you want to do,
anyway. Richard, please get an Email address so I can flame you in private.
And no, we can't get c.s.atari.advocacy at this site.
--
||| Bob "SubGenius" Schulze (%!#) @%(-)&$$
)|(
/ | \ Es brilig war. Die schlichte Toven, Wirrten und wimmelten in Waben;
Und aller-mumsige Burggoven, Dir mohmen Rath ausgraben.

6323. Re: compiling MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 18:22:34 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.rDG0jHx&Bs6@semprini.tdkcs.waterloo.on.ca>
Source record: 206615

In <C63Iwn.Hnv@world.std.com>, azog writes:
> Whats the deal with compiling MiNT 1.04?
[...]
> Seems that firstly, the CNF file has changed, since my CNF from 095
> had a HARDSCROLL statement which it blew up on. So anyways, I fixed
> most of the CNF statements, and now, MiNT just pukes, and exits
> with an error code of 65502???

That's the same problem I've had; even after taking out -DMULTITOS, I
still haven't been able to build a kernel that will let me get to the
GEM desktop. It loads tcsh finely as a shell, but dies if I try to go
to GEM.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

6324. Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 18:27:42 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.eqVHsAV8QkM@semprini.tdkcs.waterloo.on.ca>
Source record: 206622

In <1rfkmeINNoqj@darkstar.UCSC.EDU>, Ana M Rodriguez writes:
>
> I would have to say that it has been more than just you that has problems
> with Atari. I hear that Mr. Brodie has a long list of enemies. I would
> say that if you want something done, don't leave it to Mr. Brodie. I
> have heard of other people getting some "uncaring" responses. Send
> your FAX to someone else other than Brodie...

As Director of Communications (or whatever), it's his responsibility to
be looking after everyone and anyone that calls Atari. He should have
lackeys to answer his FAX machine and look for lost orders, etc.

> Good luck, things are really hopping at Atari, there seems to be rarely
> anyone around to talk too.

Taking the phone off the hook would have the same effect... and is
probably more likely.
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

6325. Re: Demo on FALCON 030

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 18:33:08 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.5TVjBSSjJJk@semprini.tdkcs.waterloo.on.ca>
Source record: 206614

In <C64u9o.wB@hpbbrd.bbn.hp.com>, Claus Brod writes:
> Chris Herborth (cherborth@semprini.tdkcs.waterloo.on.ca) wrote:
> > The coolest thing I ever saw in a demo wasn't even something the users
> > were aware of... It was using the DMA chip as a BLiTTER! That's pretty
> > neat...
>
> That's really cool! What did it do with the DMA chip? Clear memory?

I have no idea! :) An assembly guru friend of mine was going through
the code (don't ask me why...) and told me about it. He was slack-jawed
with amazement...

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

6326. Re: German -> English Translator

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 18:40:10 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.wwuX_LHSWpU@semprini.tdkcs.waterloo.on.ca>
Source record: 206616

In <93117.091759EENG6826@RyeVm.Ryerson.Ca>, <EENG6826@RyeVm.Ryerson.Ca> writes:
> OK from the mail I've been getting, GER2EN21 works fine with TOS 4.04
> but it won't work with TOS 4.01 (The machine I tested had TOS 4.01 :))
> So there you have it, to run the program you need TOS 4.04 on the F030

Can you tell us why a text filter should have OS incompatibilities?
Inquiring minds wanna know...

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

6327. Re: Looking for 'find'

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 18:43:50 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.hcsjp24pIy2@semprini.tdkcs.waterloo.on.ca>
Source record: 206617

In <13151@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> nollert@nova.tat.physik.uni-tuebingen.de (Hans-Peter Nollert) writes:
>
> >I'm looking for a utility which does essentially the same as the UNIX
> >command 'find'. I've found several programs which have something like
> >'find' in their names, but what they do generally corresponds to the
> >function of 'grep', rather than find.
>
> Just grab the sources to "find". I've got it compiled at home right now.
> (I use it under MiNT, but it probably works under TOS too).

I think there's a copy of a port of "find" (ported by Hildo; a very busy
guy!) on cs.ruu.nl (or is that ftp.cs.ruu.nl?).
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

6328. Re: MiNT 1.04 - Mine goes boom when ESC is pressed on Des

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 18:47:16 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.QzzPoZqiAhs@semprini.tdkcs.waterloo.on.ca>
Source record: 206618

In <wmtwen.735828704@rw8.urc.tue.nl>, Erlend Nagel writes:
> cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>
> >Yes... ;-) Also, everything in the AUTO folder is stuff I've been
> >using with MiNT for years; even with MiNT 0.98/0.99. MiNT is at the end
> Using MiNT for years??? How strange :) Oh, byt the way in a new smart
> marketing move, we might consider naming MiNT : Mint New Technology :)

I think the first one I grabbed was MiNT 0.80... years, man! :)

> >of my AUTO in an attempt to minimize vector stealing problems with other
> >TSRs. The only two ACCs I was loading are TOSWIN 1.2 and XCONTROL 1.0.

> Toswin 1.2 never worked for me. But TOSWIN 1.4 is great. Try that
> instead.

Is TosWin 1.4 available? As far as I know, 1.2 is the last one that Eric released to the general public (the source was released at that time as well).

--
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Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

6329. Re: Orphan TT's

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 18:56:24 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.Mdfq6V62ozw@semprini.tdkcs.waterloo.on.ca>
Source record: 206619

In <2bdc5518@p12.f202.n281.z2.fidonet>, Jan_Willekens@p12.f202.n281.z2.fidonet writes:
> Pff, TT's don't sell anymore, because they aren't competitive. Atari
> definitely is working on a Falcon040 (Sam Tramiel said that in some
> real-time conference, if I remember correctly), but I wouldn't wait for it.
> By the time the 040 hits the shelves even a SparcStation Classic will be
> cheaper...

Heh. Sam's said lots of things... like that they'd be shipping thousands
of Falcon030s every month starting in Aug.92; it's almost Aug.93 and they're
still rarer than diamonds.

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------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

6330. Re: Orphan TT's

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 18:58:32 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.zU7W1Yt5Fno@semprini.tdkcs.waterloo.on.ca>
Source record: 206620

In <2bdd13b2@p1.f7803.n241.z2.fidonet.org>, Alexander Bochmann writes:
> The company I was working for last year sold nearly as many TT's as 1040ST's
> (what was sold more, was the Mega STe, and that one was
> discontinued, too :-(...). Atari is really great at shooting itself...

So, does this mean that the Falcon030, which isn't available, is the only
computer Atari still makes? No wonder no one is answering the phones/FAXes.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

6331. Re: Problems with MiNT 1.04 and Minix filesystem

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 19:08:52 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.K&TXRZCGUXg@semprini.tdkcs.waterloo.on.ca>
Source record: 206621
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1rg9p1INN3pp@samson.informatik.uni-kiel.dbp.de>, Ulrich Teichert writes:
> I think the reason is that for MiNT >= 0.99 and especially for the
> filesystems things have changed a bit (Eric explained it in this
> group). Recompile the XFS with a new MiNT lib. (I have PL 30).

Where do the sources for the minix fs live?
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

6332. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 19:43:59 UTC
From: malak@grebyn.com
Message-ID: <1993May1.194359.5917@grebyn.com>
Source record: 206603
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993Apr28.192312.7248@apgea.army.mil> rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>
>Ok, I've posted this message acrose the 3 main atari groups.
>
>Is there a good history of atari and its machines?
>Here is what I have constructed from word of mouth, my memory and old
>issues of Compute!.
>
>1. Early 70's. Atari founded by Bushnell releases the pong arcade game. It
>was a use sucess and atari began its climb.
>2. 1976, Atari had made a cartridge game system called the VCS (Video computer
>system, later called the 2600). However it took a year to reach to market
>because most stores didn't think people would buy such an expensive toy.
>3. 1979, the VCS was a huge success. With the release of the Apple, Atari
>started to develop its own home computer. I'm not sure when the 400 was
>released but I assume before 1981.
>The computer they release was the 400. it has 16k ram and uses the 6502
>chip for the CPU. As far as I can tell it ran a 1 mhz. An upgrade
>version called the 800 was released with a real keyboard and 48 k ram.

The Atari 400 and 800 were released in 1979. They ran at 1.79 MHz,
exactly half the NTSC colorburst frequency. The 800 was released at
the same time as, if not before, the 400. It also came with 16K of RAM,
officially upgradable to 48K (as opposed to the 400 which had no Atari-
supported RAM upgrade path).

>4. 1983. While the computers sold well, they appear to be losing a war against
>the commadore 64 and other computers. And while their billion dollar baby
>the VCS keeps making money, systems like the Intellivision, Collecovision
>, computers and time itself has warn it down.
>(at some tome they released the 5200. A video game system based on the
>atari 400. I'm not sure when this happened. It was a failer)

Commodore had better marketing than Atari. Their advertisments actually
made it look like a better machine.

>5. 1984. The video game industry when bust and alot of companies where
>destoryed by it. The company that own it, warner bros sold it to Jack Tramiel
>in mid 84.
>Also, atari developed the 7800. a revolutionary game system that was delayed
>for so long ~(I think 86 was when it offical was released in real numbers and`
>the nintendo, a surperior machine, although also developed in 84 had bet them
>to the punch)

I've said it on many other newsgroups, and I'll say it here. My belief is that Warner's selling of Atari to Jack Tramiel was the _cause_ of the industry downslide, not the result. If Warner had not split apart and sold Atari, the 7800 would have been released in 1984, possibly holding Nintendo to a tiny market share. Also, Atari probably would have retained the Amiga, and with Atari's arcade licenses intact all the popular arcade games would have been available for the Amiga.

Atari was the undisputed videogame maker from 1977 - 1984, from videogames to computers to arcade games. But as Atari grew it was managed more as a traditional big business, a fatal mistake for a market that requires creativity and innovation. Warner, instead of trying to salvage the company, took a tax write-off and sold it.

The intense interest in comp.sys.atari.8bit and rec.games.video.classic proves that the videogame demand was not dead in the early 80's. It was the _supply_ that was dead. With Atari out of the picture, there was no supply.

>5. 1985. With the winter CES Tramiel Atari released the 130ST, the 520 ST and
>the 65 XE. The ST line (ST stands for Sixteen/Thirtytwo) were revolutionary
>machines that were twice as power as anything else on the market. They used
>the GEM windowing system and had Color and used the 68000 chip. They were
>nick-named the Jackintosh.
>The 65 XE and the 130 XE were updated 8bit versions of the 800xl. I can't
>find what xl were released and when.

The introduction of the Atari ST was an incredible marketing coup against Amiga. When Commodore stole the Amiga from Jack Tramiel, Jack had the ST designed in six months. The price/performance ratio was phenominal, mostly because the entire OS, a very much Apple-like GUI, fit in less than 512K of ROM. Compare that to 10MB of hard drive space for Microsoft Windows. Coupled with 3.5" floppy drives that weren't brain-dead like the Amiga's, it was not necessary to purchase a hard drive for an ST. In fact, with an entire megabyte of memory to burn, you just put everything in a RAMdisk which of course was even faster than a hard drive. The slowness of followups, couple with the release of the Amiga 500, 2000, and its Kickstart 1.3 OS killed the ST a bit prematurely.

>6. the time between 86 and 91 is very hard for me to track info down. I was
>very into the IBM PC world and got few mags that said anything about Atari.
>I do know at some time the 5200 and 2600 (VCS) were dropped. The 8bit
>line was taken down to one game computer called the XEGS. And ST's didn't
>sell well or were run over by PCs Also there were other ST models released
>called 1024, STE, and the TT.

That's 1040ST.

>7. 1991. Atari bought the Lynx hand held game system from EPXY and cannceled
>the 7800 and the XEGS.
>8. 1992 to present. Things look pretty bad..
>

>ok, anyone care to fill in details or point out my mistakes in the time line?

You did not cover the splitting of Atari explicitly. When Warner sold Atari to Jack Tramiel, it kept the arcade games division. Warner eventually broke that off too, and it became Atari Games. Last I heard, Warner bought back Atari Games. Also, Tengen is a subsidiary of Atari Games; Tengen makes software for the NES, Genesis, Amiga, etc.

6333. Re: CoNnect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 20:15:31 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1316@usdtsg.DaytonOH.NCR.COM>
Source record: 206611

In article <1rs5nmINNd5h@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>
>Jump-scroll, with no accelerator installed. (I shouldn't *Have* to use
>extra software to make things work properly!)

Regardless of whether I used Connect or not, I'd still have a screen accelerator installed to speed up the desktop, etc. That slowness is attributable to the Atari itself (well, the code used in its AES/VDI I suppose). My guess is that Connect was written to use AES/VDI so it should be compatible with future systems/resolutions etc, and thus had to live with the good points and bad points of AES/VDI. BTW Connect works fine without Warp9, but does alot better with it :-)

>If I turn the scroll-bars off, things are a bit better!

It makes it easier to work with VI as well :-) (since if I have scroll bars on, the top line is hidden behind the menu bar, but with no scroll bars, everything looks fine)

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

...I'd be curious to see how Connect works on a TT or Falcon (with and without a screem accelerator)...

6334. Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 20:21:19 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1317@usdtsg.DaytonOH.NCR.COM>
Source record: 206612

In article <4681@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>
>Wow. Is Townsend a recent casualty? Or did he split a while ago? You know,
>one impressive thing about Atari these days is how Brodie and Rehbock hang
>in there, keeping their chins up while the whole company crashes down
>around them. Rehbock even sounds *optimistic* about their future - don't
>know how he does it. :)

Apparently Townsend got "an opportunity he couldn't refuse" :-)
He's hooked up with some company
that I *think* deals with object-oriented software, etc. (something
he mentioned he was interested in, if I remember correctly)...

However, he still drops by some of the GEnie Atari RTC's. (so I'm not
sure he could be called a "casualty" but rather just moving on with the
career)...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

6335. GFA Help! (Damned compiler!)

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 21:06:28 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <736364996.AA04474@tdkt.kksys.com>
Source record: 206665

In a message of 30 Apr 93 12:23:19, Mr. K. O'donovan wrote:

MK> From: mebeb@liverpool.ac.uk (Mr. K. O'Donovan)
MK> Newsgroups: comp.sys.atari.st, comp.sys.atari.st.tech
MK> Subject: GFA Help! (Damned compiler!)
MK> Organization: The University of Liverpool
MK>
MK> I believe there is a memory allocation bug in the latest version
MK> of the GFA compiler. I can think of one person at least (Hi Andre 8-)
MK> who is desperately waiting for a bug for this, as he gets a fair
MK> number of complaints about his program crashin, and its not his fault.

The bug in GFA version 3.6 is that it fails to restore the memory when the interpreter enounters a second RESERVE statement. I haven't encountered any other memory bugs in GFA either, but then I've switched to using Mshrink() due to the interpreter bug.

3.5 doesn't have that bug, if memory serves, and in the bug isn't there when 3.6 programs are complied (it's a bug only in the interpreter).

* Origin: FlightLine PointNet Point 1 (1:282/47.1)

6336. GFA Help! (Damned compiler!)

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 21:11:02 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <736364996.AA04475@tdkt.kksys.com>
Source record: 206666

In a message of 28 Apr 93 07:25:39, Greg Granger wrote:

```
GG> From: ggranger@ersys.edmonton.ab.ca (Greg Granger)
GG> Newsgroups: comp.sys.atari.st, comp.sys.atari.st.tech
GG> Subject: GFA Help! (Damned compiler!)
GG> Organization: Edmonton Remote Systems #3, Edmonton, AB, Canada
GG>
GG> I have the following GFA Basic code as part of a program to track
GG> lottery numbers:
GG>
GG> totalcount=16
GG> DIM mstrip$(totalcount+1)
GG> RESTORE strip_data
GG> FOR i%=1 TO totalcount+1
GG> READ mstrip$(i%)
GG> NEXT i%
GG> strip_data:
GG> DATA Desk , Lotto 6/49 Tracker ,------------------,1,2,3,4,5,6,""
GG> DATA Numbers , Get occurences , Enter lotto numbers , Check lotto
GG> numbers , Exit
GG> ,""
GG> DATA "","""
GG>
GG> Now, here's my dilemna. It works fine when being run in the GFA
GG> Basic editor, but when it is compiled, it gives me an address error
GG> (3 bombs). I don't understand why it would give me that error. I
GG> have an OPTION BASE 1 statement in my INIT module (if that helps).
GG> Any help would be greatly appreciated, as I am nearly to the end of
GG> my rope with this bug.
```

```
Turn off OPTION BASE 1 (use temporarily OPTION BASE 0) and then edit your
FOR...NEXT loop to be
FOR i%=0 to totalcount

That'll fix it. GFA *needs* menu(0)!

* Origin: FlightLine PointNet Point 1 (1:282/47.1)
```

6337. Atari SC1224 (JVC) for sale

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 21:25:51 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1rupsv$5vg@usenet.INS.CWRU.Edu>
Source record: 206608

I have an original JVC-made Atari SC1224 for sale. Unit is in
excellent physical and working conditino and include original
box. I no longer need it as I have changed platforms.

$125 plus shipping.

--
""""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
"""

6338. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 21:28:38 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1993May1.212838.1524@mnemosyne.cs.du.edu>
Source record: 206609
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

One interesting note about the 'price wars' that Atari and
Commodore engaged in. While Commodores marketing did indeed
tend to depict the C-64 as a better machine than the Atari,
the ultimate victim of this battle was Texas Instruments.
The TI-99 was being sold for *less* than it cost TI to
produce the thing. We all know what happened.
TI dropped out of both the war, and the market to produce
a viable home machine.

I can also remember some stuff that K-Mart was using to sell
the C-64 over the Atari. It was a 4 or 5 page comparison of
the two machines that was loaded with blatant lies and
mis-truths about the Atari. Too bad Atari didn't sue the
crap out of them for that, but 'tis no use crying over spilt
milk. When it comes to aggresiveness, Atari had and still has,
a backbone made of jelly.

Uncle Fester

--
: What God Wants : God wants gigolos :
: God gets : God wants giraffes :
: God help us all : God wants politics :
: *thester@nyx.cs.du.edu* : God wants a good laugh :

6339. Re: WP to ST

Newsgroup: comp.sys.atari.st
Date: 1993-05-01 21:37:03 UTC
From: bdiederi@flute.calpoly.edu
Message-ID: <1993May01.213703.127008@zeus.calpoly.edu>
Source record: 206691

In article <memo.176291@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>
>
>In article <gate.Hc4q3B1w164w@tatertot.com>, rchan@Tatertot.COM.UUCP writes:
>>Re: WP to ST
>>
>>> I wondering if someone could help me with a little problem I got.
>>
>>Well, here is an interim measure. If you have a wordprocessor that can load
>>RFT Format, you can tell her to save that instead of WP 5.1 or 4.2.
>>

There is a shareware program out there that converts RTF to WWST and
vice-versa. Word Writer ST is probably the best "true" word processor
out there for the ST (not some graphics-dump program like Word Up, et.
al.)

Maybe someone knows the ftp site that has this (I have the program
on disk, and could up load it if no one knows its where-a-bouts.

Brian

6340. Re: CoNect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 00:02:59 UTC
From: erlingh@fiolilla.fiolilla.pvv.no
Message-ID: <ERLINGH.93May2000259@fiolilla.fiolilla.pvv.no>
Source record: 206623

In article <1993May1.125053.17542@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:

> terminals like a Falco...

Well, my biggest problem with GEM based programs that scroll is the fact that even with Quick ST, scrolling is painful on the eyes because the text changes color as it scrolls. (With the default colors you can make out the text being red, green, and then black as it scrolls.)

The only way around this I've found is to make all the colors black.

Later.......

Well, what machine are you on ? Tos 3.05 or 3.06 on the TT does not have this problem, while 3.01 did. (That is without screen accelerators, I dunno what they do to the blitting code)

Erling

6341. Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 00:07:34 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC6DHoM.2CK@netcom.com>
Source record: 206625

In article <1317@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.UUCP () writes:
>
> Apparently Townsend got "an opportunity he couldn't refuse" :-)
>He's hooked up with some company
>that I *think* deals with object-oriented software, etc. (something
>he mentioned he was interested in, if I remember correctly)...

That "some company" is only Taligent. :-)
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

6342. Re: CoNect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 00:24:32 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1rv4c0INNhk1@golem.wcc.govt.nz>
Source record: 206626

Yeah, but what terminal support does it have? I played with it, and
was very unimpressed. It has a pretty user interface, but if it ain't
VT100 compatible (or better), and I mean TRULY compatible, then it's
really not worth using.

It works fine for what I use, apart from the boxes looking a bit odd, it
works perfectly well!

I'm only running an 8Mhz STFM, with a color monitor, so STalker, Connect
etc. is completely useless to me! FZDSTerm however works quit well!

I coinne

I connect to this VAX/Unix machine, assorted BBS's, chat modes, IRC,
all of which work fine with FZDSterm. I don't need the latest fanciest
bits 'n' pieces with all the unnecessary (in my case) terminal emulations.

I just stick to what I like, and what works, and that's fine!

6343. Re: ST:TKW, v4.04 - (TREK0404.ZIP) - fix!

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 00:27:14 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1rv4h2INNhk1@golem.wcc.govt.nz>
Source record: 206627

Does this program work on the TT -- I can't seem to get it to work...

Was it really necessary to quote the entire message?

Any-way, there is no reason it shouldn't work on the TT apart from the;
usual TT problems, so try a clean-boot and running it withoutif
cache turned on!
(And make sure the files are in the correct directorys, or you will be
given a TOS error #33 (I think that's which one it is), it also mustt@
be played in ST-LOW resolution!

6344. Re: CoNnect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 01:25:47 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.182260@cix.compulink.co.uk>
Source record: 206640

In article <1316@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
>
>...I'd be curious to see how Connect works on a TT or Falcon (with and
>without a screem accelerator)...
>
>
>
Works fine on F030 with NVDI. I agree with comments about VDI, etc. NVDI
should have been put in the ROMs. As it is not, everyone should buy
a copy. It works in _all_ F030 resolutions and Connect looks very good
in 640*480*16colours.

Ofir ogal@cix.compulink.co.uk

"The fact that I have changed my mind
doesn't change the fact that I'm right"

6345. Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 01:33:35 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1rv8dfINNhnq@golem.wcc.govt.nz>
Source record: 206628

```
In article <ekrimenC6DHoM.2CK@netcom.com>, ekrimen@netcom.com (Ed Krimen) writes:
>In article <1317@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.UUCP () writes:
>>
>> Apparently Townsend got "an opportunity he couldn't refuse" :-)
>>He's hooked up with some company
>>that I *think* deals with object-oriented software, etc. (something
>>he mentioned he was interested in, if I remember correctly)...
>
>That "some company" is only Taligent. :-)
>--
> Ed Krimen
> ekrimen@netcom.com
```

From what I have read Taligent would now have some 3 ex, Atari programers working for them, (Ken, Pratt, Towns), may be they got fed up being treated like mushrooms, kept in the dark and just fed bull shit...

Roger..... sheppard_r@kosmos.wcc.govt.nz

6346. TeX for Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 02:03:47 UTC
From: azog@world.std.com
Message-ID: <C6Dn2C.HFM@world.std.com>
Source record: 206629

Is there a TeX for Atari? If so, where can I ftp it from?

Thanx

--
Billy D'Augustine
azog@world.std.com

Lather. Rinse. Repeat. Lather. Rinse. Repeat. Lather. Rinse. Repeat. Lather.

6347. ****** For sale, Atari 1040STf and other stuff

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 02:17:52 UTC
From: GOMBMIK@chico.acc.iit.edu
Message-ID: <1993May2.021752.26253@iitmax.iit.edu>
Source record: 206630

For Sale ....

Atari 1040 STf, Tos 1.0, 2.5 Meg using ZRam, socketed CPU all in a vertical
and very LARGE tower case. IBM style 200W power supply.
Keyboard is the original from the 1040. The
mother board is installed in the tower case along with a 720K 3.5 and a
360K 5.25 drive. 1 drive slot empty. All the ports are brought to the
outside except the MIDI and the expansion connector(never used them).
Audio out is also available.
A clock is installed on the motherboard but I no longer have the software
to set it. I do have the software to read it and set the keyboard clock.

This is a total hackers machine but can be used by anyone.
All the modifications done by yours truly. The system works really well
and hasn't given me problems for ages.
Asking for $350.

Color Monitor SC1224. No burn in but the speaker has a notable noise problem.
Asking for $100.

Epson LX80 9 pin printer. This is a workhorse of a printer that has served
me for over 6 years. Still works great.
Asking for $50.

Seagate 20Meg hard drive and a ICD SCSI AdPlus controller with clock. The drive
is in a seperate box with space for another one. The box is kind of beat up
so its yours for free.
Asking for $200 for the ICD and the hard drive. Software already loaded
and preconfigured.

720K 3.5 drive. Plug and play with intenal ST connector $30.

RS232 25 pin T switch $5 or free to anyone that purchases the 1040 as a system.

Atari ST Internals and Atari ST Gem Programmers Reference. Free with system.

I am willing to part with it all for a mere $600. I would prefer to sell
as a system but will seperate. I would also prefer to sell in the Chicago
or within a 1.5 hour drive, however I will ship the hard drive or the printer.

Reason for selling. Upgrading to either a Falcon or a laptop and I can't
justify two machines. (Sigh...)

THX
Michail Gomberg
GOMBMIK@karl.iit.edu

6348. Welcome to comp.sys.atari.st!

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 03:00:03 UTC
From: sourada@iastate.edu
Message-ID: <gen_736311594@iastate.edu>
Source record: 206631
Cross-posted to: comp.sys.atari.st,news.answers,comp.answers

```
Archive-name: csas-faq/part1

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed
before the dates were added.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
EMILY Hints from Emily Postnews
BOOKS What books are available for the Atari ST?
DEV How do I become a developer for the Atari ST?
ERR What does TOS ERROR nn mean?
FREE What is Free-Net and how can I get access?
*MAGS What magazines are available for the Atari ST?
TIPS TIPS AND HINTS from other users
ZNET Where can I get copies of ZNET?
EXPLOR Where can I get copies of Atari Explorer Online?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
FTP Anonymous FTP servers
COMP Atari-related companies
IAAD Independent Atari Developers
*CREDIT Who has contributed to the FAQ?

:WEL: ??.??.??
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:
```

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:EMILY: ??.??.??
Hints from Emily Postnews
==========

(Thanks to John Henders (jhenders@jonh.wimsey.bc.ca) for this bit of _humor_.)

Emily Postnews Visits comp.sys.atari.st

(Due to popular demand, (well at least one persone asked anyways), Emily has taken time out of her busy schedule to answer a few commonly asked questions specific to c.s.a.st.)

Dear Emily.
Some Amiga user is raving on c.s.a.st about how wonderful
his computer is, and how awful mine is. What should I do?
signed My Computer is NOT a Toy.

Dear My Computer, etc,etc.
Many people's egos are so tied to their possessions, they
have to affirm their existance by raving about the superiority
of their machine to anyone who will listen. You should immediately
flame these people into cinders, using every rumour or misconception
you've ever heard about their brand of computer, as this will cause
lots of posts, and develop into a massive flame war, which is one
of the main reasons most people read c.s.a.st. If this didn't happen
every six months, everybody would unsubscibe to this newsgroups from
boredom.
Or, you could put comp.sys.amiga.advocacy in the Followup to:
line, and any article replying to yours would go to the newsgroup
designed for this discussion.
Or, if your newsreader supports it, you could build a KILL FILE,
which eliminates any post that has the word Amiga in it.

Kill files can be created in rn and trn by hitting the 'K' key.
This will make a kill file based on the article you were reading
at the time. Then control K will put that file in the editor for you
to play with. You use the same regexp commands here that are in rn.
For example. /[Ff]oo/h:j would search all headers of unread articles
for both Foo and foo, and junk them. Check the docs for your newsreader
for further details.

Dear Emily.
I like flame wars, and want to start one of my own, so my name
will be as famous as Richard Covert's.
Signed, Too much Time on My Hands.

Dear Too much time.
Sorry it took so long to reply, but Richard's in my kill file
and someone had to forward your post to me, or I'd never have seen it.

Flame wars are fun. They're the main reason people creted Usenet,
and should be encouraged at every opertunity.
Some of the most common tricks for starting flame wars are as
follows.
1: Post a note in another newsgroup telling all the users there that
they own a piece of junk, and if they had a half a brain, they'd have the
same computer you do, as it's obviously the best.
2: Toss a bit of slander against another computer in a totally
unrelated post. This guarantees a follow up, even if your original
post wasn't of any interest.
3: Create a signature file that has a put down of another computer
in it. This will get flame wars going in threads that have completely
unrelated Subject: lines, thus slipping through all but he most exacting
kill files.
I hope you find these tips handy in creating your next flame war.
And just remember, your computer MUST be the best, after all, it's yours.

:BOOKS: ??.??.??
What books are available for the Atari ST?
==========

The (Almost) Complete Guide to Atari Reference Books

Atari Coropration
1196 Borregas Avenue
Sunnyvale, CA 94089

Atari TOS Developer's Kit

Atari has now make the developer's documentation public. See DEV above
for more information.

Atari UK Software Support
Atari
Atari House
Railway Terrace
Slough, BERKS
United Kingdom
SL2 5BZ
Tel 0753 53344

"A few people have asked for more info on the release by Atari UK of
the programming docs. They have been released as 5 books."

Programming Guides GEMDOS/BIOS & general programming. 238 pages. #29.99.
(# = the British pound). Still Another Line A Doc (SALAD), Intelligent
keyboard protocol, chkdsk3 docs, midi assoc address sheet.

Programming Guides New machines. 184 pages. #29.99.
Rainbow TOS release notes, STE developers addendum, STE TOS release
notes, TT030 TOS release notes, TT030 hardware ref manual, VMS expansion
for TT & MegaSTe. Includes 2 disks of utilities, examples, xcontrol &
docs.

Programming Guides - GEM VDI
Programming Guides - GEM AES - combined books. 514 pages. #49.99

All the above together #99.99

Hardware and Chip Specs. 228 pages. #29.99
Engineering hardware spec, ACSI, MC6850, 68901, ay3-8910, wd1770, blitter
Monitor & cartridge port. Also schematics.

[Info from a posting by Iain Laskey dated 30 Nov 1991]

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman
ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

Taylor Ridge Books
PO Box 48
Manchester, Connecticut (no zip listed) usa

(203)643-9673

C-manship Complete, $19.95
Calyton Walnum
No ISBN

"a decent book on programming your st gem/aes/vdi plus other stuff that is based on the 31 articles that Clayton Walnum wrote for Analog. It was written on a mega 4 with Calamus."

Addison-Wesley Pub.

68000 Assembly Language
Donal Kantz & James Stanley
ISBN 0-201-11659-6

"An interesting book on 68000 for the Atari (and amiga too, but both in the abstract)"

atari.archive.umich.edu

Assembly Language Programming
Robert Arp
Disk archives, not published in paper at this time.

"It is an excellent guide to assembly languuage programming. It is very large and takes quite a while to make a hard copy if you desire to do so. The file names are arp68k-book.tar (the text) and arp68k-pix.Z.tar (.img files to go along with the text)."

****
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar
ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

```
************************************************************
*
* This List can be freely distributed and added to
* All I ask is that people identify the added information as
* their own
* John Henders
* Vancouver,BC
* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
* C-Manship & 68000 Assembley Language suggested by Joe Gaudreau [DPZ]
* Robert Arp's Assembley Language book suggested by David P. Forrai [DPZ]
```

:DEV: ??.??.??
How do I become a developer for the Atari ST?
==========

Contact Gail Bacani, Atari Rep Person, (408)745-2022

[UNITED STATES ONLY. IF YOU LIVE OUTSIDE THE UNITED STATES, CONTACT
YOUR COUNTRY'S ATARI HEADQUARTERS FOR MORE INFORMATION.]

Gail can explain the program to you, and send an information packet if you
desire.

Atari has gone to a 2-tier developer membership. The 'higher quality'
developer support goes to commercial developers, and costs $250. The
'no-hand-holding, no announcement of company future products, no access
to discounted hardware' goes to noncommercial developers, at an initial cost
of $125, plus $50 renewal fee each year.

Both tiers receive the ST/TT Developer Kit and all developers have to fill
in an application form and a non-disclosure agreement. Contact Gail for
more information.

Atari is now selling the developer's kit (or parts of it) seperately. No
project-in-development or non-disclosure agreement is necessary.

:ERR: ??.??.??
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on GEnie in January (of ????) by John Townsend. The original also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170). It has since found its way to me, and is being posted to comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but that it cannot be dubbed "official" unless it originates, on paper, from Atari. This makes sense, as electronic communications are easily modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and GEM return codes which appears to be correct. The tables have been modified to reflect his information.

The following is an unofficial list of the errors that can appear while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6
Unknown media.....-7
Sector not found.....-8
No paper.....-9
Write fault.....-10
Read fault.....-11
General error.....-12
Write protect.....-13
Media change.....-14
Unknown device.....-15
Bad sectors on format.....-16
Insert other disk.....-17
Invalid function number.....-32.....1
File not found.....-33.....2
Path not found.....-34.....3
No handles left.....-35.....4
Access denied.....-36.....5
Invalid handle.....-37.....6
Insufficient memory.....-39.....8
Invalid memory block address...-40.....9
Invalid drive specified.....-46.....15

No more files..................-49...........18
Range error....................-64...........33
Internal error.................-65...........34
Invalid program load format....-66...........35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
==========
Reset: Initial PC2..............1
Bus Error.....................2
Address Error.................3
Illegal Instruction............4
Zero Divide...................5
CHK Instruction...............6
TRAPV Instruction.............7
Privilege Violation............8
Trace.........................9
Line 1010 Emulator...........10
Line 1111 Emulator...........11
[unassigned, reserved].......12
[unassigned, reserved].......13
Format Error.................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt...........24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255

:FREE: ??.??.??
What is Free-Net and how can I get access?
==========

A "Remodeled" Atari S.I.G. Opens

By now many of you have heard of the Cleveland Freenet, or more specifically the Atari S.I.G. on the Cleveland Freenet. For those who haven't, the Cleveland Freenet is an experimental computer system providing free public community telecomputing. Basically, it's a lot like a public library of the future. Many of these systems are popping up all over the country. Don't be surprised if one pops up in your neighborhood in the future.

Recently the Atari SIG has undergone a significant face-lift. All the regular areas are intact including its news sections, user group newsletter, online magazine sections, general as well as specific computer discussion boards (8 bit, 16/32 bit, Lynx, Portfolio), and our weekly Sunday night multi-chat conference.

The conference starts at 8pm EST sharp and is on channel "+Ataricon". What the staff at the Atari SIG has added, has given the Atari SIG the potential to cover all grounds of Atari and its related products.

The most noticeable addition to the Atari SIG is the Programming and Development Forum. This forum is intended to be used by developers, professional programmers, and Atari hackers (the old definition of "hacker") as a means to share ideas, help each other out, and find out the latest technical information on Atari's products. This board is ran by newly acquired SIG Operator, Peter Haller, a professional programmer who is running developer sections on hardware and software development, programming, MIDI applications development, Graphics Design, plus many other sections that can definitely become a programmer and developer's dream come true!

Last, but definitely not least, the Atari SIG has a restructured Product Info and Support Board and a new Special Applications Board. The Support Board includes a vast library of support lists. These lists range anywhere from phone numbers of Atari dealers and producers, to software reviews for 8 bit, 16/32 bit, Lynx, and Portfolio software. To sum it all up this area covers what's out there, who makes it, and how to get it for all Atari products. The Special Applications Board is just starting out. Currently there is an area for users of MIDI on the ST. MIDI users are encouraged to use this as a means to discuss MIDI related topics. This section is expected to expand in the future.

Accessing the Atari SIG has never been easier. One can access it via Internet by telenet'ing to 129.22.8.75 or "Freenet-in-b.cwru.edu" or by calling (216) 368-3888 300/1200/2400 bps. Once on the system, a user can apply for an account application and logon as a visitor. Once here, simply type "Go Atari" to get to the Atari SIG. A visitor can go anywhere on the Freenet and can read anything. They can't post messages until they get their permanent accounts, however.

For additional information on obtaining access to Freenet write to myself via the e-mail addresses above or by writing the SIG at its US mail address:
The Atari SIG

P.O. Box 21815
Cleveland, OH 44121 USA

Lastly, a freenet application is available in the mail by writing a
request to the above address if you rather not download it from Freenet.

The Atari SIG is ready to serve the thousands of Atarians throughout
the world. We look forward to seeing you all real soon! Remember the
staff of the Atari SIG are volunteering their time for no pay and the
Cleveland Freenet, as well as the Atari S.I.G., is a non-profit organization
existing for the free exchange of information.

--

Mark Leair
Atari SIG Public Relations

Internet e-mail: aa338@Cleveland.Freenet.edu
CIS e-mail : internet>aa338@Cleveland.Freenet.edu

:MAGS: 93.05.01
What magazines are available for the Atari ST?
==========

If you've got updates, mini-reviews,
or more information on other magazines, please send them to me via e-mail.

As always, WRITE to a company before sending them money for a subscription.

US mags:

AtariUser, published by Quill Publishing Company

Cover Price: US $1.00 Canada $1.45 UK 1.50 (AtariUser is available for free
[$6.00/50 magazine shipping charge] from participating computer dealers,
bookstores & user groups!)

Subcription Rate: $21.30 US Bulkrate, $41.30 US First Class.
Address: AtariUser, 113 W. College Street, Covina, CA 91723 USA

Current Notes, published by Current Notes Inc.

Cover Price: US $3.95

Subscription Rate: $27.00/year (Atari clubs registered with Current Notes may
subscribe at $23.00/year) US, $35.00/year (Canadian club members at $31/year)
Canadian, Foreign rate $44/year.

Address: Current Notes Inc., 122 N. Johnson Rd., Sterling, VA 22170 USA

Atari Interface:

Write for a free sample copy of the Atari Interface magazine
(Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108)

AIM is soon to be available in Canada, Europe and Mexico, and should be in all local WaldenSoftware stores and many bookstores. If your "local" Atari dealer doesn't have it, he should be able to get it for you...

UK Mags:
(Thanks to Sam Marshall <samm@castle.edinburgh.ac.uk> and Kevin Busby <kevinb@syma.sussex.ac.uk> for some of the info here.)

ST Applications:
---

formerly the ST Club Newsletter, this is now the only non-games mag in the UK (although see ST World below). Approx. 4,500 copies per issue sold. News, reviews, interviews, tech tips, general forum, programmers' forum, PD catalogue. DTP'd on an ST. Retains a 'user-driven' feel. Recommended. The associated ST Club runs a PD distribution service and distributes a couple of commercial programs too (Fontkit Plus, UIS III, Molgraph, CRL Virus Killer, etc.).

Subscription costs: UK - 15 pounds; Europe - 18 pounds (Air Mail); worldwide - 28 pounds (Air Mail)

Address: ST Club, 2 Broadway, Nottingham, NG7 1PS, UK.

ST World:
---

formerly the leading UK non-games mag. Became a quarterly 'buyer's guide' in Autumn 90. Now, allegedly, about to be revived as a monthly (under the stewardship of Jean Gollner, mother of ex-editor Hugh) in the wake of Atari UK's new push into the 'serious' market.

ST Format:
---

all-purpose 150-page monthly, mainly aimed at young people. Lively, but of uneven quality. Big leisure section, but other areas covered too. Includes cover disk - mix of games demos and (usually out of date) PD utilities. Probably the biggest-selling UK ST mag. Has had several public rows with Atari UK.

Future Publishing, Somerton, Somerset, TA11 6TB Tel. 0458 74011
Fax 0458 74378

Atari ST User:
---

like ST Format. Generally (amongst online users) thought to be not quite as good.

ST Action:
---

games, games and more games. And games.

Atari ST Review:

Lots of info, more mature editorial style than Format, but not so polished. 2 cover disks per issue.

Subscriptions: PO Box 500, Leicester, LE99 0AA. Tel: 0858 410510.

There are also, I think, some MIDI mags with strong ST content. I don't have their names.

German Mags:

Atari PD Journal:

('Suspened' from publishing...)

Reviewed in the May '91 issue of Current Notes [from which I'm cribbing this information, DP-Z]. Hardware and Software reviews, some commercial software reviewed. Typical issue runs around 90 pages. Special "Katalog" section.

Subscription: DM 70 (normal mail), DM 100 (air mail). Prices may be for domestic distribution -- write first!

Address: Heim Verlag, PD Abonnement, Heidleberger Landstrasse 194, 6100 Darmstadt 13 GERMANY

ST-Magazin (formerly 68000er):

(monthly) Typical issue: around 150 pages. Includes DTP-magazine CICERO.

Subscription: DM 77 (domestic distribution); foreign - write for information

Address: ST-Magazin, Bretonischer Ring 13, 8011 Grasbrunn, West Germany, Phone: ++49 89 456 160

ST Computer:
---

11 issues/year, typical around 180 pages

Subscription: DM 80 (domestic), DM 100 (normal mail), DM 130 (air mail)

Address: Heim Verlag, Heidelberger Landstr. 194, D-6100 Darmstadt 13 GERMANY

French Mags:

ST Magazine

Monthly in French. Oriented towards developers, professional users. Comes with a disk each month.
ST Magazine - 10, rue Hegesippe Moreau - 75018 Paris - France
(French Teletel users: 3615 Teletel access, code STMAG)

STart Micro

Monthly, includes a cover disk. 11 issues per year. 64 + 16 (separated) pages.
Price: FF38 per issue, subscription: FF360. Subjects: Desktop publishing,
graphics, initiations to C and GFA Basic, survey of outcoming software, music,
folders. Minitel access: 3615 code ATARI. Address: FC Press, 57 rue Danton,
92300 Levallois-Perret, France.

Dutch Mags

ST, published by Stichting ST , postbus 11129 2301 EC Leiden the Netherlands
---
cover price: fl 6,95
Independent magazine by and for atari ST users.
covers all different topics from applications to games and hardware.
60 pages.

6 times a year. One year subscription fl 35,-
black and white pages.

Atacom, by Atari Club Groningen.

Never seen this one. I suppose you have to be a member of the club or so.
price is fl 4,95.
Adress of the club: Atari Club Groningen, Postbus 9164
9703 LD Groningen, the Netherlands.

Atari Nieuws, by Atari ST computer club Nederland

News paper sized publication. Lots of colour on newspaper pages. Not too many
pages though.
price is fl 3,95 (cheap cheap)
monthly publication.
adress: ACN, Postbus 5011, 2000 CA Haarlem, the Netherlands.

GFA-info, by GFA gg (usergroup)

Publication of the GFA-basic usergroup. This group has a lot of mainly
educational software available.
price is fl 5,00

adress: GFA gg, Frankrijklaan 14, 2034 BA Haarlem, the Netherlands

ST News, by Stichting Computers Eindhoven

This is an electronic magazine. It has been around for about 6 years now
and is completely in English!!! The first issues were in Wordplus format
back in 1986 but from the 6th issue on it included a readerprogram
both for color and monochrome. Even with music.
price is fl 10,00
adress: S.C.E., Kornoeljelaan 22, 5552 RC Valkenswaard

Swiss mags:

Atari ST News Schweiz

Dutch Atari ST Nieuws translated into German for the Swiss :-)

:TIPS: 93.03.01
TIPS AND HINTS from other users
==========

Any 'multisync' monitor which handles 70 video fields a second can be used with the ST; the custom cable involves no tricks, or commercial ones are available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are tricky.

An ST-formatted disk which is not readable by a PC can be made readable by putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning of the boot sector (sector 1 of track 0, I believe). This can be done with either an ST or PC absolute sector editor. The Desktop of TOS 1.4 and higher does this automatically.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced by ST formatters. On those drives, ST-formatted disks are not readable, independent of their boot sector contents. The other way, however, does always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access a disk with a different serial number in between disk changes.

For those with the 'inaccessible' mouse and joystick ports, a joystick extender cable will make life easier. The Y-cable joystick extenders make it extremely easy to keep mouse and joystick connected to port 0, and a joystick extender cable in port 1 makes for easy hookup after you've moved the machine.

BARREL is a program which can redirect printer-data to a file. It comes in handy when your printer is unavailable, and the program does not already have an option to 'print-to-a-file'. (It is available on the atari.archive server.)

DBLEFEAT is a program which can redirect disk access from, say, drive A to drive B. Handy when a program 'hard-codes' the data drive, and you wish to use your hard drive instead. (It is available on the atari.archive server.)

On the Desktop, holding the right mouse button allows
you to manipulate files in other windows. This is useful for a number of reasons. An example is this: say D:\BLAH.ARC is a file you would like to extract to D:\, but ARC.TTP is on C:\. Top D:\'s window, then hold the right button while double-clicking ARC.TTP in an inactive window.

:ZNET: ??.??.??
Where can I get copies of ZNET?
==========

ZNET is now Atari Explorer Online. Please see EXPLOR for more info.

:EXPLOR: ??.??.??
Where can I get copies of Atari Explorer Online?
==========
Atari Explorer Online magazine is available on CompuServe and GEnie. You can also get copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg Lindahl provides an excellent service to the networking community by sending these out.

Atari Explorer Online and some information from the Current Notes user magazine are also available from the atari.archive server under /atari/magazines.

:PD: ??.??.??
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st mail server. You can also try the commercial on-line services such as GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.) into their original form.

:MAIL: ??.??.??
E-Mail file servers

archive-server@spud.hyperion.com:

Spud holds all of the comp.sources.atari.st / comp.binaries.atari.st postings. If you aren't reading these two newsgroups, you should consider doing so. You may obtain uuencoded files as e-mail. You can obtain a help file by mailing a message to archive-server@spud.hyperion.com, with the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains a multitude of Atari ST PD and shareware programs. If you don't have access via FTP you can obtain many of the files via e-mail. You should first obtain a help file by mailing a message to atari@atari.archive.umich.edu, with the main body of the message being the word 'help.'. If you are from a uucp site, please enclose this statement also 'path host1!host2!....', where

host1!host2!... is your path. Please read the help file completely before you ask questions, and then send any you may have to jon@atari.archive.umich.edu. Any questions about the archive or specific files go to weiner@atari.archive.umich.edu (or weiner@terminator.rs.itd.umich.edu, jeff.weiner@um.cc.umich.edu, weiner@zircon.labmed.umn.edu, or weiner@umnstat.stat.umn.edu :-)

archive-server@micros.hensa.uk.ac:

This is a UK public domain archive, available to sites within the UK via via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your message. If this is the first time you use our mail server, we suggest you first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions to INFO-A16 are also available on this server. INFO-A16 is a digest of messages from comp.sys.atari.st.

:FTP: 93.03.01
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
----

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

ftp.cs.ruu.nl [131.211.80.17]

src.doc.ic.ac.uk

This site has a mirror of atari.archive.umich.edu.

:COMP: 93.03.01
Atari-related companies
==========

This is a (still under construction) list of companies and addresses that
might be of use to Atari ST users. Please send me addresses for the blank ones
on this list. See also IAAD, it lists many more companies that are not on
this list.

Berkeley MicroSystems
P.O. Box 20119
Oakland, CA 94620

(510) 547 - 2191

E.A. Brown
3404 Pawnee Drive
Alexandria
Minnesota 56308
Info: 612-762-8847

Orders: 800-322-4405
Product: Software and Hardware distributor

GengTec

JRI

Marvin AG

Matrix Datensystem

Supra
7101 Supra Drive
Tangent, Oregon 97389
(503) 967-9075

TKR GmbH & Co. KG
Stadtparkweg 2
W-2300 Kiel 1
Tel. +49-431-3378881
Fax. +49-431-35984

Wittich Computer

:IAAD: ??.??.??
Independent Atari Developers
==========
(Thanks to Ed Krimen (ekrimen@wet.com) for sending this along)
(And to Joachim Vance (jvance@einstein.oac.uci.edu) for reformatting)

The Independent Association of Atari Developers
Member Directory
Compiled 6/7/92

Please note: Most IAAD members support users through the bulletin
board areas on GEnie. References in this file to "Cat" or "Top"
refer to the ST RT bulletin board area; other RTs are designated
by name. We welcome your comments and inquiries!

James C Allen Todd Bane
FAST TECHNOLOGY Soft-Aware Unlimited
P.O. Box 578 334B North Euclid Avenue
Andover, MA 01810 Upland, CA 91786
508 475 3810 (fax) 714 985 2348 (fax)
508 475 3810 714 982 8409
GEnie: J.ALLEN27 GEnie: R.SKRALY
Cat4 Top11 Cat6 Top4

Steve Barker David Beckemeyer
Flying Pigs Software Beckemeyer Development Tools
P.O. Box 688 P.O. Box 21575
St. George, UT 84771 Oakland, CA 94620
801 628 5764 (fax) 510 530 0451 (fax)
801 628 5713 510 530 9637

GEnie: STEVE-B GEnie: D.BECKEMEYER
BBS: 801 628 5773 Intrnt: david@bdt.CO
Cat2 Top34

Robert M Birmingham Dorothy A Brumleve
13630 SW 101 Lane D.A. Brumleve
Miami, FL 33186-2814 P.O. Box 4195
305 385 1942 Urbana, IL 61801-8820
GEnie: R.BIRMINGHA4 217 337 1937
CIS: 73637,1120 GEnie: D.A.BRUMLEVE
Cat25 Delphi: DABRUMLEVE
CIS: 71451,1141
Cat29 Top6

Gilbert Callaghan Phil Comeau
Double Click Software Phil Comeau Software
P.O. Box 741206 43 Rueter Street
Houston, TX 77274-1206 Nepean, Ontario Canada K2J 3Z9
713 977 6520 (fax jack) 613 596 4081 (fax P.C. Soft)
713 977 6520 613 825 6721
GEnie: DOUBLE-CLICK GEnie: P.COMEAU1
CIS: 75300,577 Cat13 Tops7,20
BBS: 713 944 0108
Cat30

Jay Craswell Craig W Daymon
Dover Research Corp. ICD Inc.
321 W. 4th Street 1220 Rock Street
Jordan, MN 55352 Rockford, IL 61101
612 492 3913 815 968 6888 (fax)
GEnie: J.CRASWELL 815 968 2228
CIS: 73016,27 GEnie: C.DAYMON
ICD RT

John Eidsvoog Lauren Flanagan-Sellers
CodeHead Technologies Goldleaf Publishing Inc.
P.O. Box 74090 700 Larkspur Landing Circle, Suite 199
Los Angeles, CA 90004 Larkspur, CA 94939
213 386 5789 (fax) 415 257 3515
213 386 5735 GEnie: WORDFLAIR
GEnie: J.EIDSVOOG1 Cat35
Cat32

Rick Flashman David Fletcher
Gribnif Software Ditek International
P.O. Box 350 2800 John Street, Unit 15
Hadley, MA 01035 Markham, Ontario Canada L3R 0E2
413 584 2565 (fax) 416 479 1882 (fax)
413 584 7887 416 479 1990
GEnie: R.FLASHMAN GEnie: DITEK
Cat17 Cat6 Top9 / Cat7 Top7

George Geczy Keith Gerdes
JMG Software International, Inc. Double Click Software
892 Upper James Street P.O. Box 741206
Hamilton, Ontario Canada L9C 3A5 Houston, TX 77274-1206
416 575 0283 (fax) 713 977 6520 (fax jack)
416 575 3201 713 977 6520
GEnie: JMGSOFT GEnie: DOUBLE-CLICK
BBS: 416 389 9064 CIS: 75300,577
Cat6 Top32 BBS: 713 944 0108
Cat30

Tyson T Gill Tom Harker
GT Software ICD, Inc.
12114 Kirton Avenue 1220 Rock Street
Cleveland, OH 44135-3612 Rockford, IL 61101
216 252 4272 815 968 6888 (fax)
GEnie: T.GILL7 815 968 2228
CIS: 73467,777 GEnie: ICDINC
Cat17 ICD RT

Doug Harrison Craig Harvey
1018 Quail Creek #303 Clear Thinking
Shreveport, LA 71105 P.O. Box 715
318 869 1292 Ann Arbor, MI 48105
GEnie: D.S.HARRISON 313 971 8671
Cat2 Top15 GEnie: C.HARVEY
BBS: 313 971 6035
Cat2 Top40

John 'Hutch' Hutchinson Hagop Janoyan
Fair Dinkum Technologies PDC, Inc.
P.O. Box 2 515 Wing Street
Los Alamos, NM 87544 Glendale, CA 91205
505 662 7236 206 348 4276 (fax)
GEnie: FAIR-DINKUM 818 242 5692 or 206 745 5980
Cat29 Top4 GEnie: H.JANOYAN3 or PDC.SW
Cat13 Tops12,21,22 / Cat10 Top11 /
others

Charles F Johnson Todd Johnson
CodeHead Technologies Cherry Fonts
P.O. Box 74090 Unit #4, 2250 Tyner Street
Los Angeles, CA 90004 Port Coquitlam, B.C. Canada V3C 2Z1
213 386 5789 (fax) 213 386 5735 (CodeHead)
213 386 5735 GEnie: CHERRY.FONTS
GEnie: C.F.JOHNSON Cat32 Top27
Delphi: CFJ
CIS: 76004,2232
Cat32

Deron Kazmaier Gene Kane
Soft-Logik Publishing Xerox Corp
P.O. Box 290070 101 Continental Blvd. M/S ESC1-945

St. Louis, MO 63129 El Segundo, CA 90245
314 894 8608 310 333 2707
GEnie: DERON.K GEnie: GENEXRX
SOFTLOGIC RT CIS: 70475,440

Alex Kiernan Hans-Peter Labude
HiSoft Managing Director
The Old School, Greenfield ICD Europe GmbH
Bedford, England MK45 5DE Postfach 13 17 Am Goldberg 9
+44 525 713716 (fax) 6056 Heusenstamm Germany
+44 525 718181 +49 6104 67581 (fax)
GEnie: HISOFT +49 6104 6403
Cat3 Top11,14,15 / Cat2 Top30 GEnie: ICD.GMBH
ICD RT

Paul W Lee Dave Link
Double Click Software HiSoft
P.O. Box 741206 The Old School, Greenfield
Houston, TX 77274-1206 Bedford, England MK45 5DE
713 977 6520 (fax jack) +44 525 713716 (fax)
713 977 6520 +44 525 718181
GEnie: DOUBLE-CLICK GEnie: HISOFT
CIS: 75300,577 Cat3 Top11,14,15 / Cat2 Top30
BBS: 713 944 0108
Cat30

Bob Luneski Henry Murphy
Oregon Research Associates MS Design
16200 S.W. Pacific Hwy. Suite 162 611 West Illinois Street
Tigard, OR 97224 Urbana, IL 61801
503 638 6182 (fax) 217 351 6412 (fax)
503 620 4919 217 384 8469
GEnie: B.LUNESKI1 GEnie: H.MURPHY
Cat2 Top42 Cat5 Top2

Tom Nielsen Dave Nutkins
eSTeem, inc. HiSoft
72 Shades Crest Road The Old School, Greenfield
Hoover, AL 35226-1014 Bedford, England MK45 5DE
205 942 8390 (fax) +44 525 713716 (fax)
Answ. Serv.: 205 941 4910 +44 525 718181
GEnie: ESTEEM GEnie: HISOFT
Cat29 Top7 Cat3 Top11,14,15 / Cat2 Top30

W. David 'Dr. Bob' Parks William Penner
WizWorks! Medical Designs Software
P.O. Box 45 3235 Wright Avenue
Girard, OH 44420 Bremerton, WA 98310
216 539 5623 206 373 4840
GEnie: W.PARKS3 GEnie: BPENNER
Cat7 Top5 BBS: 206 479 2157

Jay Pierstorff Nathan Potechin
Safari Fonts ISD Marketing, Inc.
606 W. Cross Street 2800 John Street, Unit 15
Woodland, CA 95695 Markham, Ontario Canada L3R 0E2
916 666 1813 (fax) 416 479 1882 (fax)
916 666 1813 416 479 1880
GEnie: J.PIERSTORFF GEnie: ISD
CIS: 76004,2246
Delphi: ISDMARKETING
Cat16

Roger Richards George Richardson
Synergy Resources Merlin Group, Inc.
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317 231 4158 (fax) 201 998 0932 (fax)
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Cat2 Top19

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Canoe Computer Services DragonWare Software Inc.
GEnie: A.RIDLEY1 P.O. Box 1719
Havre, MT 59501-1719
406 265 9609
GEnie: DRAGONWARE
Cat13 Top4

Eric Rosenquist Scott Sanders
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94 Rowe Drive 996 Redondo Avenue, #404
Kanata, Ontario Canada K2L 3Y9 Long Beach, CA 90804
613 591 1922 (fax) 310 987 2205 (fax)
613 591 1922 310 595 9799
GEnie: E.ROSENQUIST Orders: 800 237 4SDS
CIS: 72711,2503 GEnie: S.SANDERS2
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Cat17 Cat2 Top39

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415 453 0271 496-A Hudson Street, Suite F39
GEnie: L.SEILER New York City, NY 10014
Cat25 212 627 5830
GEnie: NEVIN-S
Cat6 Top23

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40 West Littleton Blvd., #210-211 611 West Illinois Street
Littleton, CO 80120 Urbana, IL 61801
303 791 0253 (fax) 217 351 6412 (fax)
303 791 6098 217 384 8469

GEnie: DAVESMALL GEnie: C.STANFORD
GADGETS RT Cat5 Top2

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612 825 4215 419 529 5197 (fax)
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Internet: jls@dynasoft.mn.org GEnie: DATAQUE.1
CIS: 71777,3223
Delphi: DATAQUE

Darren Stevens Craig S Thom
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PO Box 56522 1220 Rock Street
Lougheed Mall Postal Outlet Rockford, IL 61101
Burnaby, B.C. Canada V3J 7W2 815 968 6888 (fax)
604 420 6266 (fax) 815 968 2228
604 444 4424 GEnie: CRAIG.S.THOM
GEnie: MINDOVERMIDI ICD RT
Cat 10 Top 15

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892 Upper James Street 354 N. Winston Drive
Hamilton, Ontario Canada L9C 3A5 Palatine, IL 60067-4132
416 575 0283 (fax) 708 359 9565
416 575 3201 GEnie: J.TRAUTSCHOL
GEnie: D.THOMPSON66 BIX: jtrautschold
BBS: 416 389 9064 CIS: 73250,572
Cat6 Top32 Cat8 Top2

Melinda Turcsanyi Ralph Turner
MUSICODE Software Index Legalis Publishing Company
5575 Baltimore Drive, Suite 105-127 P.O. Box 1822-3
La Mesa, CA 91942 Fairfield, IA 52556
619 469 7194 515 472 2293
GEnie: M.TURCSANYI GEnie: R.TURNER10

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Double Click Software Taylor Ridge Books
P.O. Box 741206 P.O. Box 78
Houston, TX 77274-1206 Manchester, CT 06040
713 977 6520 (fax) 203 643 9673
713 977 6520 GEnie: C.WALNUM1
GEnie: DOUBLE-CLICK Delphi: ANALOG4
CIS: 75300,577
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Cat30

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P.O. Box 45 3236 Velma Drive
Girard, OH 44420 Los Angeles CA 90068
216 539 5623 213 876 7704
GEnie: C.WALTERS1 GEnie: N.WEINRESS
Cat7 Top13 Cat4 Top12

Doug Wheeler Steve Whitney
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1220 Rock Street Sunnyvale, CA 94086
Rockford, IL 61101 815 968 6888
815 968 6888 (fax) GEnie: S.WHITNEY
815 968 2228 Cat13 Top14
GEnie: DOUG.W
ICD RT

Dan Wilga Paul Wu
Gribnif Software Omnimon Peripherals, Inc.
P.O. Box 350 One Technology Drive, Bldg 1E, Suite 301
Hadley, MA 01035 Irvine, CA 92718
413 584 2565 (fax) 714 753 9255 (fax)
413 584 7887 714 753 9253
GEnie: GRIBNIF GEnie: WUZTEK.OPI
Cat17 Delphi: OPI
Cat4 Tops12,17,31,32
:CREDIT: 93.05.01
Who has contributed to the FAQ?
==========

If you've contributed to this FAQ but aren't mentioned here, tell me!

David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) compiled the bulk
of the FAQ.
Steven Ourada (sourada@iastate.edu) is the current maintainer.

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Wayne (?) (trek@ihlpb.att.com)
John Townsend
Joachim Vance (jvance@einstein.oac.uci.edu)
Roland Waldi

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments,
suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Later,
Steven Ourada
--

Steven Ourada -- sourada@iastate.edu
"The State shall make no law with respect to the establishment of education"
-- Illich

6349. Welcome to comp.sys.atari.st! (Software)

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 03:00:16 UTC
From: sourada@iastate.edu
Message-ID: <soft_736311594@iastate.edu>
Source record: 206632
Cross-posted to: comp.sys.atari.st,news.answers,comp.answers

```
Archive-name: csas-faq/part2

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed
before the dates were added.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
MSA Some info on Magic Shadow Archiver
CLI What Command Line Interpreters are available?
ERR What does TOS ERROR nn mean?
GDOS What is GDOS, and where can I get it?
GNU What GNU software is available for the ST?
HAM Where can I find Ham Radio software for the ST?
LANG Public Domain/Shareware languages...
MINIX Is MINIX available on the Atari ST?
MINT What is MiNT?
XWIN Is there a version of XWindows for the ST?
DEMOS Why won't demo x run on my machine?
PAINT What is the format for [x] paint program data?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
FTP Anonymous FTP servers
TEX Is TeX/LaTeX available on the Atari ST?

:WEL: ??.??.??
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.
```

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:ARCS: 93.01.30
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC, .ZIP and .LZH are archive files. They are binary files which may contain one or more other files in a compressed format. Archive files usually take up less disk space, and for this reason have become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive program. Here are the correspondences:

ZIP Use UNZIP.TTP or STZIP.PRG
ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

A few hints for first-time users:

* Most archivers will give a short summary of commands if invoked with no arguments.
* If in doubt, to extract a file, copy the archiver to the directory that the file is in, and run the archiver with the arguments 'x [filename]'.
* If you have TOS 1.4 or higher, and/or a CLI, you can avoid copying the archiver by just changing the current directory to where the file is. See TIPS for a tip on how to do this from the desktop on TOS 1.4 or higher.
* Read the documentation for the archivers you use, they will almost certainly answer all your questions. Documentation is usually included in both the source and binary distributions (such as zoo21bin.zoo).

ARCHIVERS
These programs are all available via FTP from the atari.archive server, in the /atari/archivers directory. Recommended files are:

arc602.ttp - version 6.02 of ARC, includes features to archive subdirectories and also include comments with files.

arc602.arc - contains documentation. UnArc using arc602.ttp.

arc521e.arc - older version of ARC. Used mostly by those who want speed, better compression, and don't care about archiving subdirectories. UnArc using arc602.ttp.

lharc.ttp - version 2.0 of LHARC.

lzh201i.lzh - Thomas Questors lzh utility. German documentation. UnArc using lharc.ttp

stzip21.lzh - STZip, with GUI interface

unzip41.lzh - Old version of unzip

zoo21.ttp - version 2.1 of ZOO

zoo21bin.zoo - ZOO archive includes documentation. UnArc using
zoo21.ttp.

:MSA: ??.??.??
Some info on Magic Shadow Archiver
==================================
(This was provided by Chris Herborth)

MSA Archives

The Magic Shadow Archiver (MSA) is a disk archiving program that allows an entire disk to be compressed into one file for transmission. The Magic Shadow Archiver (in shadow.[arc?|lzh?|zoo?] on atari.archive.umich.edu in ~/Archivers) creates .MSA files, which are often compressed using a normal archiver, such as zoo or lharc.

Magic Shadow is notoriously bad when used on a 1/2 meg ST and only one floppy drive. Its disk access and memory use are very badly thought out, and could result in over 160 disk swaps when unpacking an 80 track, double-sided disk.

Due to the fact that it was the _only_ disk image archiver around for quite a long time, Magic Shadow is the de-facto standard for creating disk images of computer demos and other pieces of software that cannot be easily compressed as files.

Because MSA files are disk images, they can only be used to recreate a floppy disk. There is (currently, see below) no way to extract the files from an MSA archive without writing it to a floppy disk.

Magic Shadow works perfectly with any legal TOS floppy format, even high density disks found in modified STs and most MegaSTes and TTs.

Chris Herborth (herborth@pinot.waterloo.ncr.com at work,
cherborth@semprini.tdkcs.waterloo.on.ca at home,
C.HERBORTH on GEnie) is writing a much more efficient MSA extractor, called UnMSA. UnMSA will minimize the number of disk swaps, and speed decompression considerably.

Daryl Richards (no email address, yet) is working on an MSA-Mounter, which will allow someone to unpack an MSA archive to RAM or a file on a hard disk. This uncompressed disk image will then be added to the system as a logical drive (much the same way a RAMdisk adds a drive to the system). MountImage on the Mac is an example of the way MSA-Mounter will eventually work (MountImage is so good, you can install new versions of the Mac OS using floppy disk images stored on your hard drive).

:CLI: ??.??.??
What Command Line Interpreters are available?
===

There are a large number of Command Line Interpreters for the Atari ST.
Some of the more popular ones include:

gulam the 'classic' cli, somewhat UNIX in flavor

BASH GNU Bourne Again Shell

ksh Korn Shell - available under MINT

gemini MUPFEL is the shell used by the gemini environment

master MS-DOS/Unix mixture, shareware.

okami a German shell with many useful utilities built in

pcommand an MS-DOS-like shell

csh C-shell, standard on Unix

tcsh Enchanced C-shell - available under MiNT

Check atari.archive under /atari/cli or /atari/mint, or check one of the
other FTP sites for files.

:ERR: ??.??.??
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on
GEnie in January (of ????) by John Townsend. The original also appeared in
the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA
22170). It has since found its way to me, and is being posted to
comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but
that it cannot be dubbed "official" unless it originates, on paper, from
Atari. This makes sense, as electronic communications are easily
modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and
GEM return codes which appears to be correct. The tables have been modified
to reflect his information.

The following is an unofficial list of the errors that can appear
while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6

```
Unknown media...................-7
Sector not found................-8
No paper........................-9
Write fault.....................-10
Read fault......................-11
General error...................-12
Write protect...................-13
Media change....................-14
Unknown device..................-15
Bad sectors on format...........-16
Insert other disk...............-17
Invalid function number.........-32............1
File not found..................-33............2
Path not found..................-34............3
No handles left.................-35............4
Access denied...................-36............5
Invalid handle..................-37............6
Insufficient memory.............-39............8
Invalid memory block address...-40............9
Invalid drive specified.........-46...........15

No more files...................-49...........18
Range error.....................-64...........33
Internal error..................-65...........34
Invalid program load format....-66...........35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.......................2
Address Error...................3
Illegal Instruction.............4
Zero Divide.....................5
CHK Instruction.................6
TRAPV Instruction...............7
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
```

```
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

```
:GDOS: ??.??.??
What is GDOS, and where can I get it?
====================================
```

GDOS stands for Graphic Device Output System (at least that's what my copy of STart, volume 1 number 1 said...)

There is a newer version, called FSMGDOS, which should be available commercially from Atari. It is currently included with WordFlair II. FSMGDOS uses scaleable fonts - you do not need to create a font file for every point size. Current word is that the street price for FSMGDOS will be about $50. The Lucida font family comes with FSMGDOS, and the output is very nice, even on a 9-pin Epson printer. There are desk accessories which allow you to manipulate available fonts, and also CPX programs for the newer Atari Control Panel. For those who only have limited memory, a newer version of GDOS is also included with the distribution. For those with investments in older bit-mapped GDOS fonts, they may be used with the new version of GDOS or used as bit-mapped (ie. non-scaleable) fonts within FSMGDOS.

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and more)" by Douglas N. Wheeler from the atari.archive server. The file is /atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server. The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files or font files (at least those supplied by Atari). You can get these files with many commercial programs, such as Degas Elite, WordFlair, etc. You might also want to check your local user group to see if they received a copy of the WordFlair demo program (also available on GEnie). The demo program appears to have the GDOS system and font files.

```
:GNU: 93.01.30
What GNU software is available for the ST?
=========================================
```

The Free Software Foundation C compiler, commonly known as GNU C (or gcc) is avaiable for the Atari ST. The minimal memory required to do any useful (i.e. beyond 'hello world') programming is 2 megabytes. A 4 megabyte system is recommended.

There is an extensive archive of the latest GNU C programs via anonymous FTP on atari.archive. GNU C is also available at most European FTP sites. The latest version of GCC available for the ST is 2.3.2, this version includes built-in support for C++.

Note that most GNU documentation comes in TeXinfo format. Documentation in this format can be fed into TeX for printing. It can also be processed by Emacs' texinfo to make an info file, which can be viewed on-screen with Emacs' info mode. These two functions can also be performed by the standalone programs 'texinfo' and 'info' (on atari.archive as /atari/tex/tnxf241b.zoo).

The following can be found in the /atari/gnustuff/tos directory of atari.archive: (Note: all of these have Unixmode and MiNT support)

BASH Bourne-again shell
BISON Yet another YACC (Yet Another Compiler Compiler)
COMPRESS Compatible with Unix compress
DIFF Compares files; PATCH does the inverse
EMACS Extreme editor :-)
Fileutils Unix file utilities
FLEX Lexical analyzer, like Unix lex
GAWK AWK report generation language
GCC 2.1 C, C++ compiler
GDB GNU debugger, with source level C support
Ghostscript Postscript clone
GROFF Text formatting system
GREP Regular expression search, like Unix grep
MAKE Like Unix make
MAKEINFO Stand-alone system to process .info files
PATCH Changes files from diffs; DIFF does the inverse
PROF Profiles executable code
RCS Revision Control System
SED Stream editor
Smalltalk Smalltalk; object oriented language
TAR Tape archiver like Unix tar

:HAM: ??.??.??
Where can I find Ham Radio software for the ST?
==========

Plenty of Ham Radio software is available for the Atari ST:

Morse code
Radio Teletype (RTTY)
Packet Radio (W0RLI BBS and K9AQ TCP/IP)
Satellite Tracking
WEFAX

Color Slow Scan TV (SSTV)
etc.

For more information contact the Atari Microcomputer Network:

Newsletter Editor - Gil Frederick, VE4AG
130 Maureen Street
Winnipeg, Manitoba
R3K 1M2 Canada
or
Program Librarian - John Adams, KC5FW
17106 Happy Hollow
San Antonio, TX 78232
U.S.A.
or
Tune into the weekly net Sundays 16:00 UTC on 14.325 MHz.

73,
John Langner, WB2OSZ

:LANG: ??.??.??
Public Domain/Shareware languages...
==========

There are a large number of programming languages available for use with the Atari ST. Programmers seem to flock to the Atari ST, and if you know of a language, you can probably find it, or an equivalent, for the ST.

68000 assembler/disassembler
abc
APL
AWK
BASIC
C
C++
cross assemblers (z80, 6502, 68xx,8031/80xx)
Elan
FORTRAN
FORTH
FP
Hope
ICON
LISP
Little Smalltalk
Modula2
OPS5
perl
PROLOG
SCHEME
SIOD
Smalltalk
XLisp

XProlog
XScheme

Check the atari.archive server under /atari/languages. Most other archive sites will have a language directory which you can also check.

:MINIX: ??.??.??
Is MINIX available on the Atari ST?
==========

MINIX is a UNIX-like operating system for the IBM PC, XT, AT, 386, and PS/2, as well as the Apple Macintosh, Commodore Amiga, Atari ST, and later in 1991, Sun SPARC. It is available with all the source code for the entire operating system, the libraries, and nearly 200 UNIX-like utilities.

Demonstration disks for the IBM PC line and Atari ST are available for free via anonymous FTP for people on the Internet. A Macintosh version will be online soon. (If you can't wait, see below.)

To get a free demo disk and the manual, use ftp to connect to ftp.cs.vu.nl (192.31.231.42) and look in pub/minix/demo. The READ_ME file describes the contents of the directory and how to use it. Be sure to fetch and read this first. It contains important information.

If you don't have FTP access, you can buy the demo disk package from Prentice-Hall for $10 by calling (201) 767-5969 or FAX (201) 767-5625. Please DON'T ask me to send it by email. I have quite enough work already thank you. The ordering numbers for Prentice-Hall are:

- MINIX 1.5 IBM demo disk (0-13-582768-x) (in stock now)
- MINIX 1.5 Atari demo disk (0-13-582792-2) (in stock now)
- MINIX 1.5 Macintosh demo disk (0-13-582784-1) (in stock now)

Please note that although the demo disks are available for free on line, MINIX itself is copyrighted software and is not available on line. The demo disks are also copyrighted, but permission is hereby granted to upload and use them for evaluation purposes. The READ_ME file tells how MINIX can be ordered.

AS A COURTESY TO US, PLEASE DO NOT FTP DURING BUSINESS HOURS (EUROPEAN TIME). PLEASE FTP AFTER 11 A.M. EASTERN STANDARD TIME.
If you want to follow the MINIX discussion, read the comp.os.minix newsgroup, which is quite active and has almost 50,000 subscribers.

Have fun!

Andy Tanenbaum (ast@cs.vu.nl)

:MINT: ??.??.??
What is MiNT?
==========
MiNT is a free multitasking operating system extension for TOS. It is somewhat like BSD Unix from the programmer's perspective. MiNT can run up to 1 GEM

program along with a lot of character-based programs simultaneously. MGR and MW2 can both put multiple terminal windows on screen, and bgacc can put a number of terminal windows on a GEM screen. MiNT and lots of stuff to go with it can be found at atari.archive.umich.edu:/atari/mint.

TOSWIN is the new replacement for bgacc: it provides lots of nice features like variable fonts, menus, selectable window gadgets, etc. GEMTERM is a similar package (it's not part of the standard MiNT distribution) modelled after TOSWIN and XTerm.

A somewhat interesting note: MiNT is now the kernel of Atari's multitasking OS, MultiTOS. Originially MiNT stood for 'MiNT is Not TOS', but it's now 'MiNT is Now TOS'. :-)

:XWIN: 93.03.01
Is there a version of XWindows for the ST?
==========

There actually is a port of XWindows to the ST now, although it is pricey. Here's the (slightly hacked up) announcement for it:

X/TOS/window/server and X/TOS/window/server/color

Vendor:
X/software Michael Gehret
X/TOS division
Marktstrasse 8
W-8944 Groenenbach
Germany
TEL: +49 8334 1411
FAX: +49 8334 6245
email: xtosinfo@xsoft.uucp
CPU:
Atari Mega ST, STE, TT
68000 to 68040
Memory:
2 Mbytes (4 Mbytes recommended)
Operating System:
TOS 1.4 or higher
Mouse:
Atari mouse
Graphics:
X/TOS/window/server:
monochrome 640x400x1,
monochrome 1280x960x1 (TT, SM194)
X/TOS/window/server/color:
monochrome 640x400x1,
monochrome 1280x960x1 (TT, SM194)
color 320x200x4
color 640x200x2
color 640x480x4
color 320x480x8

Ethernet Card:
Atari Card (Mega or VME bus)
Riebl/Wacker (Mega or VME bus)
Biodata BioNet 100 II (DMA port or VME bus)
Network Software:
Atari/Riebl/Wacker ANS TCP/IP
Biodata TCP/IP
Disk Space:
none (two floppy disks, may load fonts from second disk or font server)
Features:
full X11 Release 5 implementation
Shape, Multi-Buffering, MIT-SUNDRY-NONSTANDARD extensions
PEX extension optional
support of font server protocol
support of X Display Manager Protocol
access control support
compatible to OSF/Motif and OpenLook
high performance (more than 32,000 Xstones on TT)
fast cursor tracking
backing store and save unders support
size of virtual screen limited by memory only, automatic panning
X/TOS/window/server/color supports all video modes at the same time,
including dynamic visuals
loadable key maps (xmodmap format), full support for European keyboard
layouts
3-button mouse emulation with Atari 2-button mouse
may run parallel to GEM (switching with hot key), configurable multi
tasking priorities
about 50 fonts supplied

:DEMOS: ??.??.??
Why won't demo x run on my machine?
==========

90% of the time, if a demo does not run on your American ST, you probably
need to be in 50Hz mode to use it. Get a program like 50hzboot.prg from
atari.archive to allow this.

:PAINT: ??.??.??
What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett.
The file is on the atari.archive server under /atari/graphics/picfmts.doc.

:PD: ??.??.??
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st
mail server. You can also try the commercial on-line services such as
GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those
ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in
order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.)
into their original form.

:MAIL: ??.??.??
E-Mail file servers

archive-server@spud.hyperion.com:

Spud holds all of the comp.sources.atari.st / comp.binaries.atari.st
postings. If you aren't reading these two newsgroups, you should consider
doing so. You may obtain uuencoded files as e-mail. You can obtain a
help file by mailing a message to archive-server@spud.hyperion.com, with
the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains
a multitude of Atari ST PD and shareware programs. If you don't have access
via FTP you can obtain many of the files via e-mail. You should first obtain a
help file by mailing a message to atari@atari.archive.umich.edu, with the main
body of the message being the word 'help.'. If you are from a uucp site,
please enclose this statement also 'path host1!host2!....', where
host1!host2!... is your path. Please read the help file completely before you
ask questions, and then send any you may have to jon@atari.archive.umich.edu.
Any questions about the archive or specific files go to
weiner@atari.archive.umich.edu (or weiner@terminator.rs.itd.umich.edu,
jeff.weiner@um.cc.umich.edu, weiner@zircon.labmed.umn.edu, or
weiner@umnstat.stat.umn.edu :-)

archive-server@micros.hensa.uk.ac:

This is a UK public domain archive, available to sites within the UK via
via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st
and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just
comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---

send the following message

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

:FTP: 93.03.01
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
---

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

ftp.cs.ruu.nl [131.211.80.17]

src.doc.ic.ac.uk

This site has a mirror of atari.archive.umich.edu.

:TEX: ??.??.??
Is TeX/LaTeX available on the Atari ST?
=======================================

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the
atari.archive server under /atari/tex. Fonts and device drivers
(including one for the Epson 9-pin printers) are available on the
atari.archive server.

The latest version of TeX (3.14) has recently been made available on the
atari.archive server. The files are in a subdirectory of their own.

Graham Higgins recently wrote a message in comp.sys.atari.st indicating the
minimum files needed to get a working TeX/LaTeX system up and running on the
Atari ST. He said:

You'll need, at minimum:

The binaries for LaTeX/TeX :StTeXBin
The style files :StTeXSty
The font macros :StTeXTfm

If you want to screen-preview, you'll need screen font files (showdvi)
If you want to print locally, you'll need printer font files (dvifont)

Allow 5Mb.

For a step-by-step article on setting up Tex and LaTeX, send an e-mail request
to davidli@simvax.labmed.umn.edu. Be sure to mention 'tex.setup'.

There is also a complete, ready-to-install distribution called CS-TeX. The
latest version, 4.0, is available at atari.archive: /atari/tex/cs-tex-4.0.
This consists of 8 disks full of TeX stuff, plus an installation program
that takes care of the details for you.

==
Hope you liked the comp.sys.atari.st FAQ. If you have comments,
suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Later,
Steven Ourada
--

Steven Ourada -- sourada@iastate.edu
"The State shall make no law with respect to the establishment of education"
-- Illich

6350. Welcome to comp.sys.atari.st! (Hardware)

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 03:00:24 UTC
From: sourada@iastate.edu
Message-ID: <hard_736311594@iastate.edu>
Source record: 206633
Cross-posted to: comp.sys.atari.st,news.answers,comp.answers

Archive-name: csas-faq/part3

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed
before the dates were added.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
MODELS All the models in the ST line
FALCON What are the specs on the Falcon?
ACCEL Hardware Accelerators
DRIVES What should I know about hard drives and the ST?
FLOPPY Can I use 1.44 meg floppy disks?
GRAPHIC How can I enjoy enhanced graphics on my ST?
JOY What joysticks work best with the Atari ST?
MODEM What modems work with the Atari ST?
MONITOR What should I know about monitors and the ST?
PCEM How can I turn my Atari ST into a PC emulator?
SPECTRE How can I turn my Atari ST into a Macintosh emulator?
UPGRADE Can/should I upgrade my ST?

:WEL: ??.??.??
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics

comp.sources.atari.st ! uuencoded/shar sources

:MODELS: 93.01.30
All the models in the ST line
==========

This is a pretty complete list of all the ST/TT models and their main features. If you have any additions/correction, of course, send them to me.

Feature key:
CPU's:
8 8 MHz 68000
16 16 MHz 68000
16/3 16 MHz 68030
32/3 32 MHz 68030

RAM:
/1 128kB
/5 512kB
1 1MB
2 2MB
4 4MB
S SIMM slots for expansion

Built-in:
F Floppy
M TV modulator

Extra:
AV 8 bit digital stereo audio, 4096 colors, hardware scrolling, analog joystick ports
MB MegaBus processor-direct bus slots
6U 6U VME bus slots, second serial port
FC Motorola 56000 DSP, 16 bit stereo audio, much enhanced video

TOS:
Highest built-in TOS

Models:

Name	CPU	RAM	TOS	B.I.	Extra	Comment
130 ST	8	/1	1.0	M		Never marketed
260 ST	8	/5	1.0	M		
520 ST	8	/5	1.0	M		
520 ST+	8	1	1.0	M		
520 STm	8	/5	1.2	M		
520 STfm	8	/5	1.2	FM		
1040 ST	8	1	1.0	FM		
1040 STf	8	1	1.2	F		
1040 STm	8	1	1.2	M		
1040 STfm	8	1	1.2	FM		
Mega 1	8	1	1.2	F	MB	

Mega 2 8 2 1.2 F MB
Mega 4 8 4 1.2 F MB
STacy 8 1 ??? F Laptop
STBook 8 1 ??? F Notebook
520 STe 8 .5S 1.62 FM AV
1024 STe 8 1S 1.62 FM AV
Mega STe 16 1S 2.06 F AV,MB,6U
TT 16/030 Just for developers
TT 32/030 S 3.06 F AV,MB,6U Various mem/HD configs
Falcon 16/030 S 4.?? F AV,FC Many enhancements!

:FALCON: ??.??.??
What are the specs on the Falcon?
==========

Here's some stuff I culled from the (reposted) Delphi conference with Sam Tramiel.

--- Start Quoted material ---
Here's the specs on the Atari Falcon 030:

CPU: Motorola 68030 running at 16 Mhz
32-bit Bus
Optional 68881 or 68882 FPU
RAM: 1,4, or 14 megs
Standard Atari Cartridge Port
Motorola 56001 DSP chip

Expansion Bus:

Internal direct processor slot for 386SX PC emulation, or other coprocessor

Graphics:

Super VGA graphics: 640x480 with 256 colors
True color 16 bit mode allowing a display of up to 65,536 colors
Accepts external video sync signal to allow high quality genlocking
Overlay mode for easy video titling and special effects
Overscan on TV's and ST Color monitors
262,144 possible colors
hardware-assisted horizontal fine scrolling
BLiTTER graphics co-processor

Sound features:

Eight 16 bit audio DMA record and playback channels
Stereo 16 bit digital DMA input
Stereo 16 bit DMA audio output
SDMA sound/DMA Coprocessor

Standard Ports

SCSI II port with DMA
High speed LocalTalk compatible LAN
Connector for analog RGB color (ST or VGA) or composite video
RS232C serial port
Bidirectional parallel port
MIDI IN/MIDI OUT
Stereo microphone input, miniature stereo plug
Stereo audio out, miniature stereo plug
Two joystick connectors
Two enhanced digital/analog controller/light pen connectors

Data Storage

1.44 Mbyte floppy disk drive
Optional internal IDE Hard Disk

System software

Pre-emptive Multitasking with adaptive prioritzation (MultiTOS)
Inter process communication
NewDesk desktop and eXtensible control panel
Multiple window user interface; number of windows limited
only by memory or software in use.
--- End Quoted Material ---

:ACCEL: ??.??.??
Hardware Accelerators
=====================
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

68000 based: ICD adspeed ST/STe
Fast Tech Turbo T-16 (16MHz)
T-20 (20MHz)
T-25 (25MHz)
68030 based: Gadget by Small SST (16MHz to 40MHz user changeable, 8 SIMM slot
68882 FPU socket, 1 expansion slot, TOS 2.0x).
Fast Tech : Tiny Turbo
Full size version

:DRIVES: ??.??.??
What should I know about hard drives and the ST?
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

To get a hard drive for ST, STe, Mega, Mega STe or TT(using DMA port):
1. Host adapter (convert the ST's DMA to SCSI standard):
ICD, Supra, BMS are the three major manufature. ICD has very good
software updating support and updates very often.
2. SCSI hard drive or MFM/RLL drive with SCSI adapter:
i). SCSI drive:
Like Quantum Pro80LPS, Seagate ST-xxxN series, they have a 50 pins IDC
connector, and usually say SCSI hard drive or Mac drive. (Any Mac except
Mac128, Mac512, FatMac has SCSI built in, so a drive that works with Mac
usually has SCSI interface).
No other adapter needed, just connect to the host adapter in 1.

ii). MFM/RLL drive:
These types of drive is older and used in older IBM machines. To use them you need an adapter to convert them to SCSI. Adaptec 4000/4000A is for MFM, 4070 for RLL drive, Emulex and OMTI also has similar cards availible. Adaptec has stopped production for quite sometime so look for these in used/liquidation place. (usually goes $40 to $75 each).

Connect the drive to the adapter (said Adaptec 4000) then connect the adapter to the host adapter. (said ICD). It looks like following:

```
-------------- ----------- ------------ ----------
| MFM drive |------->|ACB 4000 |------>| ICD |------>| ST DMA |
-------------- ----------- ------------ ----------
```

3. Case, power supply and cabels for the drive system:
Unless you have Mega, Mega STe, TT and the drive is 3.5" so you will put the drive internally, you will need a case with power supply to house the adapter and hard drive. IBM case is very easy to get and has a lot of space for expansion.
For older drive you need about 40 watts each drive, for newer 3.5" drive they use about 20 watts or less, Quantum LPS drive use about 10 watts each, make sure your power supply has more than the drives need. Again if you use IBM case, the 150 watts power supply for that type case can drive at least 3 drives without problwm.
Cables: DMA cable usually comes with the host adapter.
power cable from power supply to drive usually comes with power sup
SCSI cable from host adapter to SCSI drive or adapter(for MFM/RLL), it's 50pins IDC female connector on each end with 50 conductors cable. Should be availible at place you get the drive.
For MFM/RLL drive you will need the usual MFM/RLL drive cable:
(a 34 conductors cable and a 20pins connector, again should be available at the place you get the drive).

Now, connect them all together. Before power up, check the connection again. And check the jumper setting on the drive (consult the drive's manual). If you are using more than one drive with the system, make sure only the last drive has the terminator (either a DIP or a signle inline package of resistor, which usually is socketed and close to the SCSI connector on the drive circle board. Remove the terminator from other drives. [only the last drive should have the terminator]

Software usually comes with the host adapter, or you can FTP atari's AHDX5 from ftp sites.

:FLOPPY: ??.??.??
Can I use 1.44 meg floppy disks?

1.4 megabyte floppy drives will soon be available from Atari for MegaSTe and TT machines. If you own an older Atari ST, there is a company which offers a $199 kit (including floppy) to install and use the drive. (I will supply the name next month, sorry...)

Note that Tos versions prior to 2.05 will not format a 1.4 meg floppy from the desktop.

:GRAPHIC: ??.??.??
How can I enjoy enhanced graphics on my ST?

For stock STs, JRI makes a chip which allows a 4096 color palette.
There is also a public domain enhancement that allows 32768 colors on
older STs. This can be found as 32kcolor.lzh on some archives.

There are a number of graphics boards on the market. Here is a first pass
at listing some of them. The information is based on postings by Ben Gilbert
and Jari Lehto.

C32 board by Matrix Datensystem (Germany)
* 800x608, 256 colors
* all ST/TT models
* 256k, 512k and 1meg versions

C75Z board by Matrix Datensystem (Germany)
* 1024x768, 256 colors
* Mega ST or STe, TT VME Buss

(Matrix GmbH has over 15, maybe over 20 with all versions, different
graphics boards available, from hobbyist to professional, from CAD
to GenLock and digitizing.)

ISAC board by Dover Research Company (U.S.)
* 1024x768, 16 colors from palette of 4096
* makes hi-res look like ST low res, just with a huge window
* Mega ST buss
* Dover Research Co. (612) 492-3913

The Imagine by Wittich Computer GmbH (Germany)
* 1024x768, 256 colors
* Mega ST only

(Versions available for all ST/TT models. Several possible resolutions.
Reasonable price, but slow and not very compatible..)

Crazy Dots by TKR (Germany)
* 1024x768, 256 colors
* Mega ST only

(1280x800, 256 colors out of 16.7 million color palette. 1664x1200 for
both 16 color and monochrome. True color option available. Mega ST,
Mega STe and TT.)

reSOLUTION SuperVGA by GengTec (Germany)
* 8 resolutions, 320x200 through 1600x1200
* 16 colors without driver, 256 out of 256,000 with driver
* 1 mb RAM
* uses a standard VGA monitor
* Mega ST or regular ST
* available in U.S. from Rio Datel, 1-800-782-9110, (702) 454-700

(1024x768 is the highest resolution with 256 colors. Driver is called
Multicolor VGA option. Compatible with NVDI and Blitter. Multisync

monitor recommended.)

AlberTT
* like ISAC card, but specific for TT VME buss

MegaScreen
* 832x624 monochrome
* connects to MegaBus
* works with Spectre

Reflex
*1024x1024 with SM124 monitor
*2048x2048 possible with expansion
*usable with most big-screen displays

ODIN by Marvin AG (Switzerland)
* external expansion
* gives TT-resolutions to a regular ST

Cyrel
* RISC-based card
* extremely costly

Here's a few more cards, available from OverScan GbR, Saentisstrasse 166,
1000 Berlin 48, West Germany, ++49 30 721 94 66, ++49 30 721 56 92 (FAX),
++49 30 727 05 6 (Mailbox, language: German)

Autoswitch OverScan for the ST (NO STE compatibility) is DM 129.--, you
don't have to buy a new monitor. The maximum resolution on a SM 124
is variable, but in most cases at about 732*480.
AutoSwitch OverScan TT is a VME board. It's about 249.-- DM, you also can use
your old monitor, but it only works in the TTs five color modes
(3 ST-compatible modes, 2 TT-modes). Resolutions are variable, ask
OverScan about the values for your monitor.
Falcon ScreenBlaster blows up your Falcons resolution to a maximum of nearly
900*600 on SVGA-monitors. It'll be shipping as soon as Falcon030s
become available, and the pricing will be near 150.-- DM.

Graphics cards for which information is sought:

OmniChrome board by Omnimon Peripherals

JRI GenLock

Atari/Lexicor 24 bit color card

Jari Lehto proposed the following recommendations:

Low budget SVGA - reSOLUTION
Professional high-end use Cyrel (or is it Cyrix?)
Hobby or semi-pro DTP Reflex
Hobby DTP MegaScreen
To obtain TT resolution ODIN

:JOY: ??.??.??
What joysticks work best with the Atari ST?

The Atari ST works with joysticks with a 'standard' D-Socket. IBM-style joysticks, Apple joysticks, and Nintendo joysticks will -not- work.

Some recommended joysticks:

Konix Navigator - "best .. if you want to use it for any length of time"
Gravis - "responsive ... great for games like MidiMaze"
WICO - "strong reed switches, hard plastic and metal components"
Atari - "FAR more controllable and responsive than other, more durable units"

:MODEM: ??.??.??
What modems work with the Atari ST?

Any external modem should work fine with the Atari ST-series of computers. You will need to purchase or build an RS-232 cable. Be sure the cable is capable of establishing DTR with your modem, as many telecommunications packages check the status of the DTR line. (Ask your local hardware guru if you don't know what DTR is...)

The ST can connect to modems at up to 19,200 baud. Practically, you will purchase either a 2400-baud or 9600-baud modem. The cost of 2400-baud modems has dropped so much in the past few years that you should not even consider a slower modem. Believe me, modem speeds under 2400-baud are going to seem SLOOOOOOOW to you!

You will probably need a serial port patch program to use high speed modems on your ST; most versions of TOS have a bug in CTS/RTS handling.

:MONITOR: ??.??.??
What should I know about monitors and the ST?

The monitor is your connection to the ST. Without a monitor, you're typing blind. (Unless, of course, you have an RF modulator on your ST and attach it to your TV set. This is discouraged, as the bandwidth and resolution are pretty terrible for anything other than arcade games.)

There are three monitor choices for those of us owning Atari ST/STe equipment:

1. Monochrome monitors - these include the venerable SM124, one of the sharpest monochrome monitors on the market. Street price is about $150, used monitors should run around $80-90. You can also purchase a 19" monochrome monitor. This gives you a 'big screen' to play around in, and is best for work with DTP and CAD systems. The price is a bit high at $1500+, and you'll need a plug-in board, which is generally set up for the Mega ST machine.

2. Color monitors - including the SC1224 in all of its incarnations (JVC and Goldstar being the primary vendors). The newer monitor, the SC1435, has a 14" screen and stereo sound.

3. Multisync monitors - these monitors provide monochrome and color access in one monitor. The street price is around $450, about $100 more than a standard Atari color monitor. You need to reset your computer to change resolutions. In many cases, a nice little switch box is provided (or you can build one) which does this for you. Examples of multisync monitors include the OMNIMON RAINBOW MONITOR.

There are any number of monitor choices for those owning Atari TT equipment, although they all boil down to 'multisync VGA'. There 14" color VGA monitor from Atari is quite nice, as is the 19" monochrome monitor. Any standard 14" multisync VGA monitor will do as well. Forget moving your SM124 or SC1224 monitor to your new system, the cabling and electronics is just not going to work.

:PCEM: ??.??.??
How can I turn my Atari ST into a PC emulator?
==========
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

Supercharger is the only external PC emulator with 8MHz V30 and 1MB RAM in a nice lunch box. It connects to ST's DMA port and defaults as device 3. It's powered by external power supply. Has 8087 socket and one expansion slot. The 1MB RAM can be used as RAM drive by ST when the IBM side not used.

:SPECTRE: ??.??.??
How can I turn my Atari ST into a Macintosh emulator?
==========
(Thanks to Wayne (trek@ihlpb.att.com) for this info.)

Product: Spectre GCR from Gadgets by Small, Inc
40 W. Littleton Blvd
#210-211
Littleton, CO 80120
Retail: $299.95

Description:
The Spectre GCR is a combination of software and hardware that allows the Atari Mega/ST/STe/TT line of computers to emulate an Apple MacIntosh Plus(tm) Computer. The emulation is so good that most Apple software runs out of the package using your Atari Disk drives to read in the Mac software. It does all of this while running 20% faster than the program would on a MacIntosh Plus and provides you a 30% larger screen area.

The Spectre GCR is a combination of software (written by Gadgets by Small, Inc), a cartridge (also from Gadgets), and a pair of 128K Apple ROMs (from either a MAC 512kE(tm) or Mac Plus - part numbers 342-0341 and 342-0342 which you purchase separately from an Apple source.) The Apple ROMs can currently be purchased for around $150. MacIntosh documentation and software, including the operating system (referred to as System/Finder), are also required to round out the package.

The Spectre software is currently at release Version 3.0. Gadgets supplies fairly frequent updates to allow you to keep up with the Apple OS releases.

The Version 3.0 update retails for $20. Version 3.0 supports 15 of the 128K OS releases up to, but not yet including System 7 releases.

Spectre software supports Mac formatted disks (including formatting your own) with your Atari drives, Mac sound, large screen displays (1280x960) Mac harddisks via SCSI through a Megatalk board (retail $299.95 from Gadgets) or through an ACSI-SCSI host adapter (my Syquest works beautifully- and the excessive use of disk accesses in Mac software will have you wanting a hard drive). Spectre 3.0 also supports DOS Mounter and Apple File Exchange if you are needing MS-DOS data disks for Mac work. Language configuration support, keyboard support, A4 paper size support for Lasers have also been added to 3.0.

Running Spectre:
The feeling you will get when you see your Atari transformed into a MacIntosh with a decent screen is indescribable. The extra flexibility that you get will also make you feel more confident in the greatness of your Atari. You will also get to see some of the frustrations with one of the other sides of the fence - frustrations like excessive disk access, remembering not to remove/change a disk unless the OS tells you to, etc.

Speaking of changing disks, there are major differences in the operating philosophies of an ST and of a MacIntosh. You really must read the documentation that comes with the Spectre GCR (and I for one found that a real delight. Dave and Sandy have a very different approach to software documentation that makes it enjoyable reading.) You should also read the Mac Operating System docs. One other reference you may need if you are going to do much with Mac software is one of the reference manuals referred to as the MacIntosh Bible.

If you ask an Apple dealer if a particular piece of software runs on a GCR, don't figure you will get a straight answer. They won't know. The current compatibility list from Gadgets lists about 450 programs and their release numbers that have been tried and found to work with Spectre GCR. In general, if a piece of software won't work with the GCR, it is probably becuase of copy protection. Most serious Mac software is not copy protected.

One last note - earlier versions of the emulator exist that were not capable of reading Mac disks directly. It's a capability you will want.

(Thanks to Shoou-yu Tang (sytang@lamar.colostate.edu) for this info.)

Spectre GCR is the best availible, you need to obtain a set of 128KB ROM from Apple (they are used in Mac 512KE and Mac Plus, noted that Mac512 use older 64 KB ROM which is not good) to fully utilize the device. Also it's recommanded to use it with MONO monitor and at least 2MB RAM. The Spectre software takes about 300 some KB of memory, so on a 1040 there is not very much left for Mac, especially after the Mac system is loaded. 4MB memory and MONO is best.
It can read/write Mac disk direct using ST's drive (double side drive, as most Mac drive is double side). With DOS mounter or software like that you can read /write ST, IBM disk from the Mac desktop as well (don't try to run the ST, IBM

binary. It's only for file transfer). Or you can use Apple File Exchange to read/write ST, IBM disk.
Syatem 6.0.5 runs fine, system 6.0.6, 6.0.7 runs also. But system 7 will not run with it.

:UPGRADE: ??.??.??
Can/should I upgrade my ST?

The answer depends on the type of ST you currently have, and what you want to do in the future. Be aware that there are a large number of modifications one can perform on the venerable 1040ST, and that newer machines are coming down in cost so much that to obtain a certain feature it may be cheaper to purchase new than to upgrade.

1. Memory - most ST machines may be upgraded to 4 megabytes. The newer STe machines use either SIP or SIMM

2. TOS - for those still running TOS 1.0, now is the time to consider an upgrade. TOS 1.4 has been around for at least 2 years now, and is -much- faster (and safer) for those using hard drives. TOS 2.06 is available as a hardware upgrade to ST and MegaST machines for about $150 from CodeHead

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments, suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Later,
Steven Ourada
--

Steven Ourada -- sourada@iastate.edu
"The State shall make no law with respect to the establishment of education"
-- Illich

6351. FALCON COMPATIBILITY

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 03:41:14 UTC
From: BOYHC@CUNYVM.BITNET
Message-ID: <93121.234114BOYHC@CUNYVM.BITNET>
Source record: 206634
Cross-posted to: comp.sys.atari.st,comp.music

Does anyone know would Dr T's M and MUSICMOUSE as well as Passport MASTERTRACKS PRO run on FALCON030???

Please, let me know.

Regards, Bo

6352. Re: Any US Falcons Yet?

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 04:03:43 UTC
From: aa728@Freenet.carleton.ca
Message-ID: <1993May2.040343.23465@freenet.carleton.ca>
Source record: 206635

In a previous article, sinclair2246@iscsvax.uni.edu () says:

>
>How do Atari dealers survive without CPU's to sell for most of the time. I bet
>they are Amiga dealers too and are moonliting as Atari dealers. Atari dealers
>can't survive without the Amiga...
>
>
I understood that once the comp.sys.atari.advocacy newgroup was started,
these kind of posts would be cease interrupting the free flow of information
in this newsgroup. I also understand that there ARE other newsgroups where
Amigoids can post all the drivel they can dream up.
--
Blair A. Dean :) Products coming REAL SOON NOW:
aa728@freenet.carleton.ca :) Atari Mega Falcon
I deny everything! :) ORACLE V7 & SQL*FORMS 3.0
I know nothing about anything! :) for the Data General

6353. File Problem...

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 04:40:00 UTC
From: palefox@carson.u.washington.edu
Message-ID: <1rvjb0INNemq@shelley.u.washington.edu>
Source record: 206636

OK, let me see if I can explain this clearly...

I'm trying to download sample files for my Ensoiq EPS sampler, using my Amiga, since I don't have a working term program on my ST. Once they're downloaded, I uncompress the file, which turns it into a disk image file that is about 820K. How do I transfer this file to my ST? I have a program that will write these EPS disk images to disk from the ST, but I need some way of getting the files onto the ST first.

6354. Re: File Problem...

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 06:57:15 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1rvrcbINNijq@golem.wcc.govt.nz>
Source record: 206637

] that is about 820K. How do I transfer this file to my ST? I have a
] program that will write these EPS disk images to disk from the ST, but I
] need some way of getting the files onto the ST first.

Pretty much the only way you can do it, is to download a terminal program
from somewhere, then de-archive it onto an Atari-ST or IBM compatible
3.5 disk. Then once you've done that, connect the two machines together
via null-modem cable, set both ends to 19200 baud (On the ST you will
need HS-Fix 1.4 or some such thing in the AUTO folder), then start
sending the file from the machine & receive it on the ST! (Preferably
with Z-Modem, but even grotty old X-Modem will work okay for this
task!)

Or, if available, one machine can call the other via-telephone & transfer
the data at the maximum-common baudrate of the machines!

(If you have access to an Amiga, you can download the file onto there
and use a program like Cross-DOS, to convert the files onto an IBM
type disk (ask in comp.sys.amiga for more info on this program & it's
similar clones). If you have access to an IBM, or machine with a
compatible disk-format, then download the file onto that, and use
that disk in the ST! (If you don't have the program to dearchive the
files on the ST, it will need to be done on one of the other units!)

Or, if you really can't get the terminal software, try to locate a
PD-library, they'll have *something*!
(Or, maybe some kind netter near you could help - go 4 it guys!)

6355. Anyone know what happened to SmoothTalker?

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 07:34:06 UTC
From: uparker!sbparker@infocom.co.uk
Message-ID: <H.6rYsPMnDTLo@uparker.uucp>
Source record: 206639

Hi everyone,

I was looking through some old disks yesterday and found a demonstration of a speech synthesizer called SmoothTalker. The quality of the speech is really quite high and it has a rather clever windowing system built in (non-GEM). The disk is so old, that I didn't really expect it to work but it does, even on my TT. I have no other information on the product - not even a readme to tell me where it came from. I was wondering if anyone else had heard of SmoothTalker and knew what had become of it?

--

Steve Parker from home email: sbparker@infocom.co.uk

6356. FTP

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 08:25:53 UTC
From: Dconroy@outb.wimsey.bc.ca
Message-ID: <Dconroy.0dif@outb.wimsey.bc.ca>
Source record: 206659

this is asked almost all th time, but, can someone give me a list of some FTP sites? and maybe a site for me to logon to the Internet RELAY Chat?!

Thanks

6357. Re: ConNect

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 09:14:56 UTC
From: Alexander_Bochmann@traveller.fido.de
Message-ID: <2be39f7d@p1.f7803.n241.z2.fidonet.org>
Source record: 206576

...message from Wolfgang Wander to All :

>> (That's why several terminalprograms have a special emulation called
>> "ANSI-BBS", wich is basically the same as the codes supported by PC-
>> DOS's ANSI.SYS device driver, as far as I know...)
> You probably should have a look in CoNnects Compatibilty dialogue...

Unless it hasn't been expanded in one of the last versions, this hasn't cured
all problems...

/\|ex.

--
Alexander Bochmann | I know for you this doesn't look a lot
Voice ++49-761-39913 | For me this is the only thing I got
BBS ++49-7664-95185
alexander_bochmann@traveller.fido.de * FidoNet 2:241/7803 * NeST 90:400/101

6358. Re: CoNnect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 11:06:58 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1s0a0iINNjdh@golem.wcc.govt.nz>
Source record: 206642

In article <memo.182260@cix.compulink.co.uk>, ogal@cix.compulink.co.uk (Ofir Gal) writes:
>
>
>In article <1316@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko)
writes:
>>
>>...I'd be curious to see how Connect works on a TT or Falcon (with and
>>without a screem accelerator)...
>>
>Works fine on F030 with NVDI. I agree with comments about VDI, etc. NVDI
>should have been put in the ROMs. As it is not, everyone should buy
>a copy. It works in _all_ F030 resolutions and Connect looks very good
>in 640*480*16colours.
>
>Ofir ogal@cix.compulink.co.uk

All the rubish talk about ConNect and how good it is on my TT or Falcon..

My comments are to do with a Standard ST/e colour and mono, its useless
in ST medium Res colour and the font is to small in the mono mode, so come on
you chaps please read in what is posted..

If you can't read , Don't post...

NOTE: no one has come back and stated the ConNect is better than Flash,
if ConNect was in the lines of Flash then it would be OK, Trapido is a bit like
that uses a full screen with a hidden menue bar, but I will agree that the
VT100 emulation is far from it, no boxes and did even cut a character of the
screen..

What I wan't is a full screen with a 8*8 font, Flash gives me that 100%,
ConNect does not, its as simple as that..

So come on chaps get out your Compilers and start working..:-)..

Or have we lost all are brians to the other side..:-)..

Roger.............. sheppard_r@kosmos.wcc.govt.nz

6359. Re: German -> English Translator

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 11:18:34 UTC
From: uparker!sbparker@infocom.co.uk
Message-ID: <H.0lGouiq8a6o@uparker.uucp>
Source record: 206643

In <H.ea.wwuX_LHSWpU@semprini.tdkcs.waterloo.on.ca>, Chris Herborth writes:
> In <93117.091759EENG6826@RyeVm.Ryerson.Ca>, <EENG6826@RyeVm.Ryerson.Ca> writes:
> > OK from the mail I've been getting, GER2EN21 works fine with TOS 4.04
> > but it won't work with TOS 4.01 (The machine I tested had TOS 4.01 :))
> > So there you have it, to run the program you need TOS 4.04 on the F030
>
> Can you tell us why a text filter should have OS incompatibilities?
> Inquiring minds wanna know...

Maybe it's got some unusual (i.e. non-ST/TT) display requirements or has been
ported to run under MultiTOS properly...

--

Steve Parker from home email: sbparker@infocom.co.uk

6360. Re: Power Packer

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 11:44:06 UTC
From: jmccoull@bruny.cc.utas.edu.au
Message-ID: <jmccoull.736343046@bruny>
Source record: 206649

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>] Does anyone know of an Power Packer prog.
>] I have some Amiga files i want to depack !!

>The program is amiga only! (Why can't they use LZH?!)

They do. PP is a run time depacker.
Most amiga archives are in .lha or .dms format.

6361. Re: CoNect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 13:28:27 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993May2.082827.17564@miavx1.acs.muohio.edu>
Source record: 206645

In article <ERLINGH.93May2000259@fiolilla.fiolilla.pvv.no>,
erlingh@fiolilla.fiolilla.pvv.no (Erling Henanger) writes:
> In article <1993May1.125053.17542@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu
(Ryan 'Gozar' Collins) writes:
> Well, my biggest problem with GEM based programs that scroll is the fact
> that even with Quick ST, scrolling is painful on the eyes because the text
> changes color as it scrolls. (With the default colors you can make out the
> text being red, green, and then black as it scrolls.)
>
> The only way around this I've found is to make all the colors black.
>
> Later.......
>
> Well, what machine are you on ? Tos 3.05 or 3.06 on the TT does not have
> this problem, while 3.01 did. (That is without screen accelerators, I
> dunno what they do to the blitting code)

Oh, I guess I should have said that in the original post. It's a 1040ST
with TOS 1.4, running in Med res.

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
(On whether abstinance is a Religious term, and\rlcollins@miavx1.acs.muohio.edu
should or should not be in the schools:) \RC1DSANU@miamiu.acs.muohio.edu
"What if you're an Atheist who hates sex?" \rcollins@apsvax.aps.muohio.edu
- Andy from my EDL 304 class \ R.COLLINS1 on GEnie
----------=======}}}}}}}}(((((((((((}}}}}}}}=======----- 2-MAY-1993

6362. Re: Ethernet for AHDI?

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 13:56:46 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1s0juuINN127n@rs1.rrz.Uni-Koeln.DE>
Source record: 206646

In <sourada.736115592@vincent2.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:

>I seem to remember someone mentioning an Ethernet that works on the ST's
>hard drive port. If that's true, who makes these and how much do they cost?

Pam Software offers an ACSI ethernet adapter for DM 1800.--
approx., including the PamsNet software. As far as I recall,
there's a similar thing at a similar price available from BioData
(the network is called BioNet).

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

6363. Re: GFA Help! OPTION BASE 1

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 14:13:50 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1s0kuuINN1clb@rs1.rrz.Uni-Koeln.DE>
Source record: 206647

In <A23781@BN.maus.de> Gerhard_Oppenhorst@bn.maus.de (Gerhard Oppenhorst) writes:

```
>G> totalcount=16
>G> DIM mstrip$(totalcount+1)
>G> RESTORE strip_data
>G> FOR i%=1 TO totalcount+1
>G> READ mstrip$(i%)
>G> NEXT i%
>G> strip_data:
>G> DATA Desk , Lotto 6/49 Tracker ,------------------,1,2,3,4,5,6,""
>G> DATA Numbers , Get occurences , Enter lotto numbers , Check lotto
> numbers , Exit ,""
>G> DATA "",""
```

>The compiler works fine, but the Interpreter is to smart to punish you. :-)

I may be stupid, but I don't see why the compiler or the interpreter should punish anyone for the code given above. After OPTION BASE 1 and DIM mstrip$(totalcount+1), there's absolutely nothing wrong with reading stuff into the mstrip$() array via a loop FOR i%=1 to totalcount+1. The loop will run over array elements mstrip$(1) through mstrip$(totalcount+1), which is exactly the size of the array. Besides, the interpreter doesn't do any sort of "smart" error recovery if one tries to access array elements out of range. Rather, it will produce an appropriate error message in an alert box (unless an ON ERROR statement was executed before).

Greetinx, Jan


```
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
*----=< hierarchical systems are for files, not for humans >=-----*
```

6364. Just ordered a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 14:36:58 UTC
From: saj@chinet.chi.il.us
Message-ID: <C6ELxM.vw@chinet.chi.il.us>
Source record: 206648

I went to my local Atari dealer and played with the Falcon 030 he has on display. Sure enough, there are lots of video modes, and some of them are very nice. He had Pagestream 2.1 installed, but configured wrong...I fixed the setup (with permission, of course) and ran it a bit. Some other people were taking turns with me beating on the machine. My impressions: most predominant one is that AES still needs to be re-done from scratch. Screen painting is horribly slow. Next is that Multi-TOS is a bigger change than it sounds like in a short description, and will take getting used to (I'd guess that even though the overhead is modest, most people won't load it for most GEM sessions). The speed difference from a Mega ST on Pagestream was dramatic, but the slow screen painting made the program look slow anyway. Sure enough, the audio performance (using Paula and a pair of tiny amplified speakers) was spectacular.

I ordered a 65/14 model. I don't know list, but actual price was $1750 plus tax. Delivery promised in 2-5 weeks. I was #5 on the order list.

I expect to have some frustrations with the machine, but it's an improvement, I mostly work from a command line where Multi TOS will be more useful, I can use the extra RAM space and the price is within reason.

Steve

6365. Re: OS Wars: NT/OS|2/Win16/S7.1/MTOS/et al

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 14:53:03 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <736354383.4643@minster.york.ac.uk>
Source record: 206572

In article <walter.735902618@sun> walter@lkn.e-technik.tu-muenchen.de (Walter Loepsinger) writes:
>oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:
>>In article <1993Apr24.163656.4624@ultb.isc.rit.edu> mrz5149@ritvax.isc.rit.edu writes:
>
>>I'm not too sure MiNT is very Unix-ish. It just happens to be written
>>so that Unix utilities & tools can be compiled to work with it. More
>>of a tribute to Eric Smith's skill at designing an OS.
>
>>How POSIX compatible is MiNT & MultiTos ??
>
>POSIX, i guess, needs a memory indirection which the Atari cannot do
>(therefore, swapfiles are not possible in the way Unix or VMS do).

There seems to be some confusion about MiNT, MultiTOS and POSIX. It is MiNT that contains the POSIX-like interface. MultiTOS is MiNT plus multitasking AES, VDI etc. etc. -- it's what's in MiNT that counts!

POSIX is an OS *interface* standard (Portable Operating Systems Interface based on uniX). Nothing in POSIX "requires" virtual memory per se, but you'd be pushed to implement the semantics of fork() without it!

From examining the system calls provided by MiNT, it is my guess that MiNT has been heavily influenced by POSIX. For example, signal handling follows the current POSIX draft, and directory handling is done POSIX-style.

I can't give an accurate answer as to how POSIX compatible MiNT is, since I've been away from both POSIX and MiNT for a while. Furthermore, POSIX is still a draft standard, and therefore changing all the time. OSes claiming to be POSIX compliant lag behind. For example, it is only recently (i.e. in the last year) that SunOS and Irix have implemented POSIX threads.

>+ Internet: walter@lkn.e-technik.tu-muenchen.de +
>+ Fidonet: Walter Loepsinger on 2:246/61 +

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

6366. Re: CoNnect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 15:01:43 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <C6En2w.JEK@dscomsa.desy.de>
Source record: 206644

In article <1s0a0iINNjdh@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>All the rubish talk about ConNect and how good it is on my TT or Falcon..
>
>My comments are to do with a Standard ST/e colour and mono, its useless
>in ST medium Res colour and the font is to small in the mono mode, so come on
>you chaps please read in what is posted..
>
>If you can't read , Don't post...

This applies for you also!
90% of CoNnects users use it in ST/mono. They know how to get a reasonable
font running in CoNnects windows. If you are not able to find/install
an appropiate font - Don't post...

Wolfgang

6367. Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 17:17:48 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC6EtDo.G38@netcom.com>
Source record: 206651

>In article <1993Apr27.142343.6950@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>> the Atari "revolving door" has been so busy of late that there is only a
>> handful (literally!) of people left to do the job required of a hundred.
>> Long time developer support person, Gail Bacani, just recently left the
>> company. Atari Explorer magazine is being reorganized (again!). John
>> Townsend (aka the "TOS God") has left. And they are having a fire sale of
>> ridiculous "odds and ends" of parts left over in Atari warehouses (send
>> GEmail to G.LABREC on GEnie for info).

Let's be fair: John left a month or so back because he got a great job offer from Taligent, *not* because he was laid off or because he didn't want to work for Atari anymore. It was a natural progression in his career; and while we certainly will miss him, the TOS group will be able to continue work without him.

As for the warehouse: why in the world *shouldn't* Atari sell its old inventory? It's not doing any good sitting in the warehouse.

I'm not going to pretend that everything is rosy at Atari. Of course we had problems last year, especially when the Falcon was so late... no company is going to do well when there's no product to sell :-(. But that is changing now. Rumors of Atari's death have been greatly exaggerated.

As usual, these are my own personal opinions, not my employer's.
--
Eric Smith ersmith@atari.uucp ersmith@netcom.com

6368. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 17:39:31 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993May2.113931.12843@iscsvax.uni.edu>
Source record: 206650

In article <1ruam9$a3a@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>
> In a previous article, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) says:
>
>>aa399@cleveland.Freenet.Edu (Len Stys) writes:
>>
>>
>>
>>>How is the Falcon030 doing in Europe?
>>
>>>The reason I ask is that Atari is supposely making around 50,000 of these
>>>systems each month. And since none are in the U.S. besides developers
>>>and dealer units, I'm wondering where they are all going?
>>
>>I always thought they would do about 300 a day, that would make about
>>10000 a month - if all works fine. What it didn't do until last month.
>
> That is pretty bad. 10,000 a month? If they do 10,000 a month, they MIGHT
> be able to sell 100,000 the entire year.
>
> For a company that bases everything on MASS production and MASS selling,
> Atari isn't doing so hot.
>
> The reason they price their computers as low as they do is so that they
> can make money when selling in volume.
>
>>
>>>There has to be around 250,000 out there so far.
>>
>>Really? Where? Not here in Germany - and nowhere else, too. I would say
>>10000 is the maximum at the moment. ATARI sold some 50000 computers
>>last year - not in a single month.

I don't thing the word manufacturing is in Atari's vocab...10,000 a month is
nothing. That means that there will hardly be any software for the Falcon..

Commodore sold 100,000 Amiga 1200's in the UK from last November to February of
this year. C= probably sold that much in Germany too and C= Australia sold
70,000 Amiga 1200's. I don't know what sales of the A4000 line, but are out of
stock in the U.S.

Atari will never change..History is repeating it self.

==========

Amiga 1200/80 owner --- There must be a God!!!!

Dream Machine: Amiga 4000 Toaster System ----- Dream on!!

Lynx owner too ---- I am waiting for the Lynx 3 ------------

Soon to be owner of the new PowerBook 145B ----------------------

==========

>
> Yes, but we both know the computers that they were selling last year were
> old technology. As soon as news about the Falcon030 hit sometime in
> March, sales of all their computers fell tremendously.
>
> I'd be surprised if they are selling ANY computers now.
>
>>
>>>How are they doing NEAR you? Dealers?
>>
>>But the FALCONs are coming now, and they are sold out as soon as they
>>land at any dealer in Germany. Some dealers got 10 to 15 during the last
>>2 month - nor much really.
>
> No, that isn't that good. But at least they are selling. AND, Atari isn't
> even advertising the Falcon030 yet.
>
>>
>>--
>> Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
>> mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.
>>
>
> --
>

6369. Can't get Gemini 1.21 to auto-boot!

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 18:34:10 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993May2.133410.19027@bsu-ucs>
Source record: 206656
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can some one tell me how I can auto-start Gemini using STARTGEM.PRG in my AUTO-folder, STARTGEM.INF in the root directory containing "C:\GEMINI.121\GEMINI\GEMINI.APP" which is the location of GEMINI?

I have a Mega ST4 with TOS 1.2. My boot partition is C:, and Gemini is also on C:.

I used to auto-boot GoGo ST 4.2 using this same method and GOGOST.PRG was/is in a parallel directory on the C: drive. I'm not sure why this isn't working.

Help!

Alsom please reply via E-Mail since I'll only have access to this account for this week (finals week :( ) and may not too much time to get back to the net... Thanks!

-Matt

01mbmccabe@virgo.bsuvc.bsu.edu

6370. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 18:54:36 UTC
From: konopkjt@mercury.cs.uregina.ca
Message-ID: <1993May02.185436.35477@sue.cc.uregina.ca>
Source record: 206652
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May1.194359.5917@grebyn.com> malak@grebyn.com (Michael Malak) writes:
>In article <1993Apr28.192312.7248@apgea.army.mil> rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>>Ok, I've posted this message acrose the 3 main atari groups.
>>Is there a good history of atari and its machines?
>>Here is what I have constructed from word of mouth, my memory and old
>>issues of Compute!.
[... deleted ...]
>>5. 1984. The video game industry when bust and alot of companies where
>>destoryed by it. The company that own it, warner bros sold it to Jack Tramiel
>>in mid 84.
>I've said it on many other newsgroups, and I'll say it here. My belief
>is that Warner's selling of Atari to Jack Tramiel was the _cause_ of the
>industry downslide, not the result. If Warner had not split apart and
>sold Atari, the 7800 would have been released in 1984, possibly holding
>Nintendo to a tiny market share. Also, Atari probably would have
>retained the Amiga, and with Atari's arcade licenses intact all the
>popular arcade games would have been available for the Amiga.
The Amiga-Lorraine was developed by a company seperate from Atari was it
not? I know that many of the people working on it were ex-Atarians, but
Atari really could not retain it since they did not own it.
>>5. 1985. With the winter CES Tramiel Atari released the 130ST, the 520 ST and
>>the 65 XE. The ST line (ST stands for Sixteen/Thirtytwo) were revolutionary
>>machines that were twice as power as anything else on the market. They used
No, they had the same CPU as the Mac so were not twice as powerful.
>The introduction of the Atari ST was an incredible marketing coup
>against Amiga. When Commodore stole the Amiga from Jack Tramiel, Jack
How could Commodore steal something that did not belong to Atari? Or do
you mean the bad old days when J.T. ran Commodore and may have had something
to do with Commodore's interest in Amiga?
>had the ST designed in six months. The price/performance ratio was
>phenominal[sic], mostly because the entire OS, a very much Apple-like GUI,
>fit in less than 512K of ROM. Compare that to 10MB of hard drive space
>for Microsoft Windows. Coupled with 3.5" floppy drives that weren't
>brain-dead like the Amiga's, it was not necessary to purchase a hard
Umm, the Amiga 1000 that I have has an original drive and can read 720k
DOS disks, and Atari disks with a simple utility. It also allows long file
names, something that is still a problem for Atari, as evidenced by talks
on the other Atari newsgroup. Mac drives are the brain dead ones.
>drive for an ST. In fact, with an entire megabyte of memory to burn,
>you just put everything in a RAMdisk which of course was even faster
>than a hard drive. The slowness of followups, couple with the release
How do Atari RAM disks work? Like Amiga RAM: (grows and shrinks and is

always there), or like RAD: (has to be mounted and is fixed size, and recoverable after warm boot), or like MS-DOG (has to be mounted is fixed size, can cause conficts with some progs, dies after warm boot)? Just curious.
>of the Amiga 500, 2000, and its Kickstart 1.3 OS killed the ST a bit
>prematurely.
The original Kickstart ROM release was 1.2. It did not support autobooting hard-drives. I always liked having a kickstart disk, instead of ROM.
>>7. 1991. Atari bought the Lynx hand held game system from EPXY and cannceled
>>the 7800 and the XEGS.
>>8. 1992 to present. Things look pretty bad..
>>ok, anyone care to fill in details or point out my mistakes in the time line?
>
>You did not cover the splitting of Atari explicitly. When Warner sold
>Atari to Jack Tramiel, it kept the arcade games division. Warner
>eventually broke that off too, and it became Atari Games. Last I heard,
>Warner bought back Atari Games. Also, Tengen is a subsidiary of Atari
>Games; Tengen makes software for the NES, Genesis, Amiga, etc.
What happened to Atarisoft? They made Atari games for other platforms.

6371. Re: Power Packer

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 19:11:16 UTC
From: konopkjt@mercury.cs.uregina.ca
Message-ID: <1993May02.191116.39107@sue.cc.uregina.ca>
Source record: 206653

In article <1rq4dsINN7nk@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>] Does anyone know of an Power Packer prog.
>] I have some Amiga files i want to depack !!
>The program is Amiga only! (Why can't they use LZH?!)
We do. However, Power Packer is a runtime uncompressor. It comes with
a 6k powerpacker.library that handles the decompression. Since I hear
that Ataris can do everything the Amiga can, it shouldn't be that hard
to write an uncompressor on Ataris to handle this. There are also
ppshow and ppmore programs to view compressed pics and text files. With
WB2.1/3.0 and Multiview, it's possible that ppacker be handled as a datatype.
Perhaps enterprising Atarians can do the same on their systems.
--
Jeremy Konopka konopkjt@cs.uregina.ca

6372. Re: Flame for Ricardo.

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 19:19:39 UTC
From: konopkjt@mercury.cs.uregina.ca
Message-ID: <1993May02.191939.35994@sue.cc.uregina.ca>
Source record: 206654

In article <1993May1.130835.9132@desire.wright.edu> cse0507@desire.wright.edu writes:
>
>>>> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) says:
>>>> "Amiga users had multitasking since '85'
>>> and somebody else says:
>>> Most humans had it since they were born...
>> Ricky replies:
>> But the Atari is trying to have it now.
>Then Bob Sayeth to Ricky:
>Do you know what multitasking is? Atari has had it since the ST came out.
>Macs have had multitasking for a long time. Amigas. Unix boxes. And
>now, MushDOS machines have it with WhineDoze. Take an operating systems
>course at your friendly neighborhood college, huh? Dweeb. Dweeb. Dweeb.
>What Atari is getting now is PRE-EMPTIVE multi-tasking, ...
>P.S. Purists please note, I speak of the PRIMARY OS of each platform...
O.K. so he should be saying
"Amiga users had PRE-EMPTIVE multitasking since '85"
Purist. Purist. Purist.
BTW, why is it being said that MTOS is too slow on stock 68000 ST's? Is it
the overhead of the OS, or the machine design? I ask because AmigaDos
multitasks just fine on a stock A1000. Eg, formatting a disk and downloading
a file or printing from ProPage. Just wondering.
--
Jeremy Konopka konopkjt@cs.uregina.ca

6373. Re: CoNnect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 19:32:03 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.183324@cix.compulink.co.uk>
Source record: 206655

In article <1s0a0iINNjdh@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>
>If you can't read , Don't post...
>

I was answering a question about how Connect works on F030. If YOU
can't read, don't post.

>
>What I wan't is a full screen with a 8*8 font, Flash gives me that 100%,
>ConNect does not, its as simple as that..
>
>
Only Flash does not work on the F030. Do yourself a favour and throw
you colour monitor out of the window. Get a hi-res monitor and
you'll be very happy.

Ofir ogal@cix.compulink.co.uk

"The fact that I have changed my mind
doesn't change the fact that I'm right"

6374. Modem Init PRG

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 20:39:24 UTC
From: kfason@lamar.ColoState.EDU
Message-ID: <May02.203924.86774@yuma.ACNS.ColoState.EDU>
Source record: 206657

I wanna see if there is a newer version of a Modem Init program I have. Its called MOdem Initializer By Jurgen Meyer (umlaut above u) v2.50 Dated 5/30/92. It has regualr 2400, 2400 w/MNP etc.. then 9600 and then 14400. really neat.. All german though... but it works good... thanx!

l8rz

-Kevin Fason Atari Mega/STE 4 50

6375. Re: CoNnect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 20:49:35 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1318@usdtsg.DaytonOH.NCR.COM>
Source record: 206658

In article <1s0a0iINNjdh@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>My comments are to do with a Standard ST/e colour and mono, its useless
>in ST medium Res colour and the font is to small in the mono mode, so come on
>you chaps please read in what is posted..

Hmm, I'm running it in ST/e Mono, and the font I'm using (Gemini-Bold-10) is
quite comfortable to the eyes. I wouldn't say it's "useless" in ST medium,
but it won't display the full screen in that mode...

>NOTE: no one has come back and stated the ConNect is better than Flash,
>if ConNect was in the lines of Flash then it would be OK, Trapido is a bit like
>that uses a full screen with a hidden menue bar, but I will agree that the
> VT100 emulation is far from it, no boxes and did even cut a character of the
>screen..

Boxes boxes - load in Connect and do the following: go to the SETUP menu
in your window, then choose the NATIONALITY option - in that screen there
is a option for "Character Set" - just change ATARI to VTXXX, exit out,
and you'll have the *full* VTxxx/ANSI character set (Connect defaults
to the Atari set).

Gonna avoid "this term is better than that term" arguments (well,
maybe I'll send ya some email :-). My main gripe with Flash is that
I like to access everything possible via mouse, whereas Flash ya
need to use the keyboard for some options - this is obviously personal
taste and not judging the "quality" of how things are done.

Just curious - has anyone run Flash under MultiTOS yet? How's it work
in that environment?

>What I want is a full screen with a 8*8 font, Flash gives me that 100%,
>ConNect does not, its as simple as that..

Just like my comment on Flash - a matter of personal taste defines
our choice term program. On a ST this probably won't be - on a newer
system (TT/Falcon) this will be (8x8 full screen font, that is).

>So come on chaps get out your Compilers and start working..:-)..

As soon as I get enough disk space to do something useful with GCC :-)

>Or have we lost all are brians to the other side..:-)..

and spellers too :-) (just kidding! ;-)

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

...my main reason for liking Connect is that it takes advantage of my hardware - all three serial ports on my MegaSTe (I've got other reasons, but that is the most important *to me*...

6376. Calamus for Windows

Newsgroup: comp.sys.atari.st
Date: 1993-05-02 21:24:31 UTC
From: bdiederi@flute.calpoly.edu
Message-ID: <1993May02.212431.131181@zeus.calpoly.edu>
Source record: 206694

Has anyone heard about Calamus (SL?) coming out for Windows on the PC?
I was talking to my Atari dealer, letting him know Calamus is the main
reason I have kept my ST, and he said "they are coming out with a
Windows version" of it. (What a great way to keep Atari customers!)

I just wanted to know if he was having delusions of grandure or is
there some facts to it?

Keep on truckin' (that's all we can do now...)
der Bre\/\//\/\eister

6377. Re: CoNnect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 00:11:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A62102@MS.maus.de>
Source record: 206558

WS>(Stick Warp-9 on and it improves, but still not as fast as say a plain
WS>full-screen terminal, GEM trying to keep up with 19.2K text on the screen
WS>is laughable!)

Buy NVDI and enable the fast scroll option of Connect!

Regards
Patrick

Abolish the death penalty!

6378. Re: CoNnect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 00:55:13 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993May3.005513.15548@csi.uottawa.ca>
Source record: 206660

In article <1s0a0iINNjdh@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>All the rubish talk about ConNect and how good it is on my TT or Falcon..
>
>My comments are to do with a Standard ST/e colour and mono, its useless
>in ST medium Res colour and the font is to small in the mono mode, so
>come on you chaps please read in what is posted..

It's useless to YOU. What's useless to you may be useful to others of
us.

>NOTE: no one has come back and stated the ConNect is better than Flash,

I've used CoNNect and Flash, and will state publically that I prefer
CoNNect. I find that CoNNect is more useful to me than Flash. You
may interpret that to mean that I have "come back and stated the
ConNect is better than Flash," if you wish.

>if ConNect was in the lines of Flash then it would be OK,

I presume that you mean that "if CoNNect did not use a standard GEM
interface" it would be ok?

>What I wan't is a full screen with a 8*8 font, Flash gives me that
>100%, ConNect does not, its as simple as that..

If Flash makes you happy, then be happy. Don't dump on CoNNect
because it happens to cater to a different (and apparently fairly
large) sector of the Atari population.

I would note that there have been a LOT of copies of CoNNect and
STalker sold/registered. Apparently there's a lot of Atari users that
like to use them.

>So come on chaps get out your Compilers and start working..:-)..

Why don't YOU stop bellyaching and get out YOUR compiler and start
working on something that YOU will like. Of course, you might have to
do icky UNIX-like things like getting a C compiler to do the job. (C
{\em must} be evil, wrong, and a lousy language. It was created by
the designers of UNIX!)

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

6379. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 01:01:51 UTC
From: malak@grebyn.com
Message-ID: <1993May3.010151.7760@grebyn.com>
Source record: 206661
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May02.185436.35477@sue.cc.uregina.ca> konopkjt@mercury.cs.uregina.ca (Jeremy Konopka) writes:
>
>The Amiga-Lorraine was developed by a company seperate from Atari was it
>not? I know that many of the people working on it were ex-Atarians, but
>Atari really could not retain it since they did not own it.

Atari loaned money to Amiga, Inc. to fund the development of the Amiga. While Atari was being sold to Jack Tramiel, Commodore bought Amiga and paid off their debt to Atari. Apparently legal, but the ethics are questionable.

>Umm, the Amiga 1000 that I have has an original drive and can read 720k
>DOS disks, and Atari disks with a simple utility. It also allows long file
>names, something that is still a problem for Atari, as evidenced by talks
>on the other Atari newsgroup. Mac drives are the brain dead ones.

Reading ST & IBM disks on an Amiga is even slower than reading Amiga disks. As you probably know, to read a single disk sector the Amiga must read the entire track of _raw_ data, then the 680x0 decodes the MFM encoding. Coupled with the fact that the directory structure is a linked list, practically the entire disk has to be read every time you want a directory.

>How do Atari RAM disks work? Like Amiga RAM: (grows and shrinks and is
>always there), or like RAD: (has to be mounted and is fixed size, and
>recoverable after warm boot), or like MS-DOG (has to be mounted is fixed
>size, can cause conficts with some progs, dies after warm boot)? Just
>curious.

Due to the abundance of memory, it seems everyone and his brother wrote his own RAMdisk. I just used the first one I found, which was fixed-size non-recoverable (and with the huge capacitor on the 1040ST's power supply, the RAMdisk could retain its information after 10 seconds of no power -- handy for thunderstorms).

>The original Kickstart ROM release was 1.2. It did not support autobooting
>hard-drives. I always liked having a kickstart disk, instead of ROM.

My mistake. I meant to say Kickstart 1.2. When 1.2, the 500, and the 2000 were released in 1986, it was the death of the ST.

>What happened to Atarisoft? They made Atari games for other platforms.

I believe that was just a product name used by Atari and not a separate entity. I could be wrong.

Basically, Jack Tramiel wanted to turn Atari into a computer company, not a game company. That is why he killed the 7800 just as it was being shipped to distributors. And presumably, that is what happened to Atarisoft as well. Actually, it's Tengen (a subsidiary of Atari Games) that now makes the software for the other platforms. I guess all the arcade license went with Atari Games in the split and not to Atari, because I believe it is Tengen that makes the arcade conversions for the Lynx, not Atari.

6380. Ancient Ar

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 01:12:00 UTC
From: Markus_Schlegel@bn.maus.de
Message-ID: <A23987@BN.maus.de>
Source record: 206557

Hello everyone!

Recently I read a message, making reference to a programme called "Ancient Art". As was said in the message, "Ancient Art" can be used to transform *.IMG files into ASCII-pictures.

I would be very interested in such a programme. Should anyone know where to ftp it, would you please e-mail me (as I don't read this group regularly).

Best thanks,
Markus

6381. Re: Calamus for Windows

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 01:47:18 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993May03.014718.104279@zeus.calpoly.edu>
Source record: 206692

bdiederi@flute.calpoly.edu (der Brewmeister) stated:
> Has anyone heard about Calamus (SL?) coming out for Windows on the PC?
>I was talking to my Atari dealer, letting him know Calamus is the main
>reason I have kept my ST, and he said "they are coming out with a
>Windows version" of it. (What a great way to keep Atari customers!)
>
> I just wanted to know if he was having delusions of grandure or is
>there some facts to it?
>
> Keep on truckin' (that's all we can do now...)
> der Bre\/\//\/\eister
>

Nathan Potechin, the head of DMC publishing in North America said that there is a Calamus NT coming out when windows NT comes out... btw who told you? The guy at computer logic? If so, hehehe I am the one that told him... :^)

Oh FYI Nathan said this on a Genie session....

later!

_ _ _
|T| |T|I am one of a few, but proud of it!
|0|3|0| Steve Miller, Cal Poly Electronics Engineering
/ /| |\ \ smiller@farad.elee.calpoly.edu or semiller@flute.calpoly.edu

6382. Re: Calamus for Windows

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 02:42:51 UTC
From: bdiederi@flute.calpoly.edu
Message-ID: <1993May03.024251.120838@zeus.calpoly.edu>
Source record: 206693

In article <1993May03.014718.104279@zeus.calpoly.edu> smiller@farad.elee.calpoly.edu (sTTeve the ATARI man :P) writes:
>bdiederi@flute.calpoly.edu (der Brewmeister) stated:
>> Has anyone heard about Calamus (SL?) coming out for Windows on the PC?
>
>Nathan Potechin, the head of DMC publishing in North America said that
>there is a Calamus NT coming out when windows NT comes out... btw who told
>you? The guy at computer logic? If so, hehehe I am the one that told
>him... :^)

No, actually it was one of the guys (Mark) at TCN in Glendale, CA.
Well, I guess this means I'm gonna have to get Windows NT when it
comes out... probably sooner than the Falcons for USERS...

> _ _ _
> |T| |T|I am one of a few, but proud of it!
> |0|3|0| Steve Miller, Cal Poly Electronics Engineering
> / /| |\ \ smiller@farad.elee.calpoly.edu or semiller@flute.calpoly.edu

(Leave me E-Mail so I can have other Atari Contacts
here at Poly. bdiederi@flute)

6383. Re: Anyone know what happened to SmoothTalker?

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 03:12:17 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1s22ihINNmkp@golem.wcc.govt.nz>
Source record: 206663

] but it does, even on my TT. I have no other information on the product -
] not even a readme to tell me where it came from. I was wondering if
] anyone else had heard of SmoothTalker and knew what had become of it?

I have the full-version of smooth-talker, which was released a few
years ago, and the company now no-longer exists! The program
seems to be STE-incompatible with the machine I tried it on, but
produces very good speech-synth from my STFM!

6384. Re: Power Packer

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 03:16:04 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1s22pkINNmkp@golem.wcc.govt.nz>
Source record: 206664

```
] >] Does anyone know of an Power Packer prog.
] >] I have some Amiga files i want to depack !!
]
] >The program is amiga only! (Why can't they use LZH?!)
]
] They do. PP is a run time depacker.
] Most amiga archives are in .lha or .dms format.

I know, (basically the amoeba version of ST's PFX-Pack).

Problem is, they Power-Pack files such as pictures & music files which
folks from other platforms would like to use!
(Dms is fine as all I've seen done with that are these full-disk
demos!)
```

6385. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 03:32:41 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May3.033241.27735@ugle.unit.no>
Source record: 206662
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May3.010151.7760@grebyn.com>, malak@grebyn.com (Michael Malak) writes:
> In article <1993May02.185436.35477@sue.cc.uregina.ca> konopkjt@mercury.cs.uregina.ca
(Jeremy Konopka) writes:

[...]

> >Umm, the Amiga 1000 that I have has an original drive and can read 720k
> >DOS disks, and Atari disks with a simple utility. It also allows long file
> >names, something that is still a problem for Atari, as evidenced by talks
> >on the other Atari newsgroup. Mac drives are the brain dead ones.
>
> Reading ST & IBM disks on an Amiga is even slower than reading Amiga
> disks. As you probably know, to read a single disk sector the Amiga

I don't find Amiga disks slow... And, of course, with FFS they're even faster
(:P to anyone still running 1.3 ;)

> must read the entire track of _raw_ data, then the 680x0 decodes the MFM
> encoding. Coupled with the fact that the directory structure is a

Wrong, wrong, wrong. The BLITTER does the MFM decoding & encoding. And it does
it FAST.

> linked list, practically the entire disk has to be read every time you
> want a directory.

Linked list? It's a HASHED list.

[...]

> Due to the abundance of memory, it seems everyone and his brother wrote
> his own RAMdisk. I just used the first one I found, which was
> fixed-size non-recoverable (and with the huge capacitor on the 1040ST's
> power supply, the RAMdisk could retain its information after 10 seconds
> of no power -- handy for thunderstorms).

Yeah, not too good for viri, though 8)

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

6386. Games

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 03:46:03 UTC
From: eagle@garfield.catt.ncsu.edu
Message-ID: <1993May3.034603.1866@ncsu.edu>
Source record: 206667

Greetings, all. I hope I haven't made a bad decision. I just bought an Atari 520ST. I am interested primarily in playing games--I had been looking at 8-bit Ataris (the 800/400/XE/XL series), but found a killer deal on the 520ST.

I'm primarily interested in playing the classic games--Centipede, Defender, Joust, Pole Position, Pac Man, etc. Is the ST a good choice for this? Or should I cancel my deal before it gets completed?

Thanks for your input!

Daniel
--
Daniel "eagle" L'Hommedieu / Junior, NCSU CSC Dept / eagle@catt.ncsu.edu
"It will not be easy. It will require sacrifice."--President Bill Clinton in his inaugural speech, 20 January 1993. Translation: "we're getting ready to tax the hell out of you."

6387. CoNnect, Flash, et al...

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 05:04:51 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1319@usdtsg.DaytonOH.NCR.COM>
Source record: 206669

Since the message I'm replying to has a couple different authors in it,
I'll gear some thought toward the comments, not the authors (as I forget
who's who anyways :-)...

>>My comments are to do with a Standard ST/e colour and mono, its useless
>>in ST medium Res colour and the font is to small in the mono mode, so
>>come on you chaps please read in what is posted..
>
>>What I wan't is a full screen with a 8*8 font, Flash gives me that
>>100%, ConNect does not, its as simple as that..

The argument is one of design philosophy. Flash fulfills the needs
of the above commentor, whereas Connect does not (based on his definition).

Based on how Connect is designed and what its options are, I would
hypothesize that Connect is *designed for* those people who

1) like GEM-based programs
2) have at least a resolution of 640x400 (assuming you want the full
screen displayed)
3) have a MegaSTe, TT, Falcon, or above (to take advantage of the
hardware's benefits, such as multiple serial ports, etc)
4) have a graphics card or hardware with resolutions above the 3 ST modes
(TT/Falcon resolutions, using Crazy Dots and similar graphics boards,
using a resolution emulator such as MonSTEr...)
5) want multitasking (as it works well under MultiGEM, and probably under
MultiTOS, in part due to its GEM design)
6) a combination of 3&5 (have multiple sessions running on multiple ports)
7) etc

In turn, programs like Flash, Flash II, Uniterm, and other similar programs
would seem more designed for those who

1) want full screen display
2) have a ST/STe
3) wish to run in color (ST medium mode?)
4) want compatibility with current script files (Flash II using Flash's
DO files, for instance)
5) have no need/use/ability for multitasking (Flash and Flash II don't
seem to run nicely under MultiGEM, I dunno about MultiTOS; also
running MTOS or MGEM *might* be a bit sluggish in 8mhz)
6) want the most screen speed on their ST/e (due to perhaps custom
screen handling)
7) etc

Both the Flash and Connect crowds have the ability to do various
emulations, script files, protocols, etc.

Am I saying Connect is more powerful? Yes. Am I saying Connect is
better? No. I am saying that it depends on your needs. For instance,
if you have a ZYXel modem, you may find great use out of Connect's
"answering machine" capability - if you don't have one of these modems,
you obviously don't need that option. If you want to use a port
other than Modem 1 (and MIDI), Connect is a good choice - if you don't need/
want this, or have no use for this (ST/STe) then you don't need that
option. This can be said of Connect's other various options (such as
the "Sounds" capability - which is more of a "nicety" than a "necessity").

For instance, since I run in ST mono usually, I have little use for
the "Colors" settings. However, if I run in a color mode (ST medium, ST
low, or one of the TT/Falcon color modes) I may be able to take advantage
of the colors (for instance, getting a full 16-color ANSI mode on a
640x400x16 resolution, etc). It depends on what you need and want.

>If Flash makes you happy, then be happy. Don't dump on CoNNect
>because it happens to cater to a different (and apparently fairly
>large) sector of the Atari population.

All that typing, and he makes the point in 3 lines :-)

>I would note that there have been a LOT of copies of CoNNect and
>STalker sold/registered. Apparently there's a lot of Atari users that
>like to use them.

'Tis why I registered. I should mention that while the above comments
were as a general comparison of Flash and Connect, the many many other
term programs may fall on either side of the comments. STalker, for
instance, would seem most similar to Connect's way of doing things, whilest
Uniterm more parallels Flash...

>Why don't YOU stop bellyaching and get out YOUR compiler and start
>working on something that YOU will like. Of course, you might have to
>do icky UNIX-like things like getting a C compiler to do the job. (C
>{\em must} be evil, wrong, and a lousy language. It was created by
>the designers of UNIX!)

Relax folks - this is almost beginning to turn into a "MIBTY" war
("mine is better than yours" war, for the acronym impaired :-)
The benefits and detriments of Unix and other OS's are yet another
example of different design philosophies and "target audiences."

Folks - take advantage of the power of shareware - download the many
available shareware term programs (atari.archive.umich.edu has almost
every one in existance :-) and try 'em out. If they suit your needs,
then send in that registration and enjoy! (Flash, being a commercial
product, can't do that to - HOWEVER there IS a Flash II DEMO for those
of you that want to test it out). Be happy that there are people
that are still developing and enhancing products for the Atari
(Connect and Flash II are of course being presently supported by

their respective authors).

Well, hope this message helps cool down the debate a little - no need to get upset or offended because of a terminal program, computer brand (Atari, Amiga, etc) or anything else of the like. Just find what ya like, and enjoy! (and pose questions when you need some help figuring things out)...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"are you nervous?"
"yes"
"first time?"
"no, I've been nervous many times"

6388. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 05:59:58 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1s2ccuINNn0g@golem.wcc.govt.nz>
Source record: 206668
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

```
] I don't find Amiga disks slow... And, of course, with FFS they're even f
] (:P to anyone still running 1.3 ;)

Amiga disks not slow? You've obviously not used an IBM-floppy drive!
```

6389. Falcons...

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 06:03:37 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1s2cjpINNn0g@golem.wcc.govt.nz>
Source record: 206671

Has anyone out there got some confirmed pricing (Retail/Wholesale)
of the Falcons? (Mainly the 4/65 and 16/65 units!)

6390. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 06:06:17 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1s2copINNn0g@golem.wcc.govt.nz>
Source record: 206672

] I'm primarily interested in playing the classic games--Centipede,
] Defender, Joust, Pole Position, Pac Man, etc. Is the ST a good choice
] for this? Or should I cancel my deal before it gets completed?

Most of the above have PD/SW equivalents, or they do exist on the ST
in that form! (The ST is a great games, as well as serious machine!)

Centipede Insectroid (Is that the one I'm thinking of?)
Defender Cybernetix
Joust Can't think of one.... (There is the original Joust though!)
Pacman Dozens!
Pole-Position Can't remember - Pole-position exists though, Vroom is better!

6391. Re: CoNnect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 06:18:00 UTC
From: msmith@flash.pax.tpa.com.au
Message-ID: <1s2deoINN6s5@flash.pax.tpa.com.au>
Source record: 206670

>] Do you have it set to smooth scroll or jump scroll? Smooth scroll
>] may be a bit slow for 19.2k, but jump scroll (though jumpy?) seems
>] to keep up with it (I have Warp9 3.60 installed, BTW)...
>
>Jump-scroll, with no accelerator installed. (I shouldn't *Have* to use
>extra software to make things work properly!)

So why are you using a terminal emulator?? For that matter, why are you bothering to turn the computer on, as without software its useless anyway. Come to think of it, I could take that statment of yours to ridiculous lengths, so lets just settle on it being a particularly ridiculous attitude and leave it at that...

mike

6392. GCC / MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 06:39:14 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C6FuHF.ILG@sdf.lonestar.org>
Source record: 206364
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm preparing to do alot of TOS and GEM programming, and HSC no longer suits my needs, and MWC never did suit my needs. I'm going to go for GNU C, but I noticed there were ALOT of different files.

I'm definately going to be using MiNT, and I'll be getting the distrib-kit over the next few days, but what I need to know is what is necessary for GCC, and C++. I'll be grabbing the MiNT lib too, but again, there are a million different ones that seem to be the same version. And some things are listed under GCC but don't seem to be part of the compiler. Can someone tell me the bare minimum required?? I mean, do I need all those Update files? What about all that stuff in the New directories?? What's the current version of GCC, and are there any docs on how to set it up? and what files are required if there was a doc telling me what was required I could use that to find the other files.

Any help would be greatly appreciated. Thank You.

Evan Langlois
evanlang@sdf.lonestar.org

6393. Re: Flame for Ricardo.

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 08:08:50 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C6FyMr.H7H@hpbbrd.bbn.hp.com>
Source record: 206689

Jeremy Konopka (konopkjt@mercury.cs.uregina.ca) wrote:
> BTW, why is it being said that MTOS is too slow on stock 68000 ST's? Is it
> the overhead of the OS, or the machine design?

There are various reasons. One of them is OS overhead, especially
because pre-emptive multitasking is an extension to standard TOS
and not a really integral part of it. The more important reason
is that old software treats the ST as a single-tasking machine
or as a machine with cooperative multitasking only. Hard disk
drivers, for example, wait in a tight loop after they initiate
DMA transfers instead of going to sleep until the transfer is
completed. Thus, the whole disk I/O time is lost for the
applications. Similar things apply for other device drivers.

With new HD drivers, the situation should improve considerably.
Re-compiling TOS with a better compiler would also be a wise
step, and a general VDI speedup (using techniques as in NVDI)
would give the UI a much snappier appearance.

The machine itself is definitely not too slow for real
multi-tasking purposes. Mag!x seems to prove that, as a lot
of people keep telling me.

--
--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

6394. Re: CoNnect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 08:46:46 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1s2m5mINNn8c@golem.wcc.govt.nz>
Source record: 206674

In article <1318@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
>In article <1s0a0iINNjdh@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>>My comments are to do with a Standard ST/e colour and mono, its useless
>>in ST medium Res colour and the font is to small in the mono mode, so come on
>>you chaps please read in what is posted..
>
> Hmm, I'm running it in ST/e Mono, and the font I'm using (Gemini-Bold-10) is
>quite comfortable to the eyes. I wouldn't say it's "useless" in ST medium,
>but it won't display the full screen in that mode...

I do connect to a VAX and need VT100 and with a ANSI Font, I used the font
that came with ConNect, not very good on mono at all..

>
>>NOTE: no one has come back and stated the ConNect is better than Flash,
>>if ConNect was in the lines of Flash then it would be OK, Trapido is a bit like
>>that uses a full screen with a hidden menue bar, but I will agree that the
>> VT100 emulation is far from it, no boxes and did even cut a character of the
>>screen..
>
> Boxes boxes - load in Connect and do the following: go to the SETUP menu
>in your window, then choose the NATIONALITY option - in that screen there
>is a option for "Character Set" - just change ATARI to VTXXX, exit out,
>and you'll have the *full* VTxxx/ANSI character set (Connect defaults
>to the Atari set).

I was refering to Trapido, and note you have to use a ANSI font for a VAX..?
hey I have been in Computers/Electronics for some 30 years, so I should no
what is good bad..???

> Gonna avoid "this term is better than that term" arguments (well,
>maybe I'll send ya some email :-). My main gripe with Flash is that
>I like to access everything possible via mouse, whereas Flash ya
>need to use the keyboard for some options - this is obviously personal
>
> Just curious - has anyone run Flash under MultiTOS yet? How's it work
>in that environment?

Please tell me how do you run MultiTOS on a one meg ST, and also there are no
Atari dealers here and no Falcons..

Please tell me how do you use the mouse to press Funtion keys, or do you Type
with the mouse, how do the keys take it..:-)??

Have you ever used Falsh, the one that Alan Page wrote..?

> Just like my comment on Flash - a matter of personal taste defines
>our choice term program. On a ST this probably won't be - on a newer
>system (TT/Falcon) this will be (8x8 full screen font, that is).
>
>>So come on chaps get out your Compilers and start working..:-)..
>> >
> Robert Anisko
> anisko@usdtsg.daytonoh.ncr.com
>
>...my main reason for liking Connect is that it takes advantage of my
>hardware - all three serial ports on my MegaSTe (I've got other
>reasons, but that is the most important *to me*...
>

No I don't like software that forces me to do abnormal things, software should go forwards, I don't find that ConNect is going Forwards, Rufus was going forward then turned around and went backwards, Trapido has promise but I think that the author has given up..

I have noticed that the Great German commercial program don't use Gem the normal ways plus they don't use GDOS...

Also note: New Zealand leads the light of day, so we must do things different than those that are left far behind, may be you need to come to this part of earth and find out for your self..??

Its the Air here, its far to clean..!! makes us think..we are not all Foged up..:-)..

Roger..... sheppard_r@kosmos.wcc.govt.nz

6395. Re: CALAMUS SL

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 09:04:01 UTC
From: elendir@enst.fr
Message-ID: <1s2n61$b9o@cismsun.univ-lyon1.fr>
Source record: 206673

Peter Missel (Peter_Missel@k.maus.de) wrote:
: >Does anyone know whether Calamus SL is Falcon-compatible or not ? And if it
: >can handle the 640x480x256 colors mode ?

: It is. But do get a 14 meg Falcon if you want to do color DTP.
: The 256 color mode isn't supported yet, it works but only displays 16 colors...

Thanks. However, I tried CALAMUS in that mode, and I got nasty results. Fonts
were completly distorted and really it looked like garbage.

Vincent.

--

PSG : NOTRE HISTOIRE DEVIENDRA LEGENDE.

6396. Re: Looking for 'find'

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 09:14:37 UTC
From: atari@cs.ruu.nl
Message-ID: <1993May3.091437.1813@cs.ruu.nl>
Source record: 206675

In <H.ea.hcsjp24pIy2@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>In <13151@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
>> nollert@nova.tat.physik.uni-tuebingen.de (Hans-Peter Nollert) writes:
>>
>> >I'm looking for a utility which does essentially the same as the UNIX
>> >command 'find'. I've found several programs which have something like
>> >'find' in their names, but what they do generally corresponds to the
>> >function of 'grep', rather than find.
>>
>> Just grab the sources to "find". I've got it compiled at home right now.
>> (I use it under MiNT, but it probably works under TOS too).
>
>I think there's a copy of a port of "find" (ported by Hildo; a very busy
>guy!) on cs.ruu.nl (or is that ftp.cs.ruu.nl?).
It is ftp.cs.ruu.nl.

I tried the program under MiNT (works great!) and under plain TOS1.4 (doesn't
work).

We, Computer Science department, Utrecht University, are running an
anonymous FTP server on one of our systems. In addition to the FTP
service we're also running a mail server, for those of you without
direct Internet access.

--> How to get 'find' via anonymous FTP:

Site: ftp.cs.ruu.nl [131.211.80.17]
Login: "anonymous" or "ftp"
Password: your own email address (you@your_domain)
file: /pub/ATARI-ST/mint/find-37.zoo

--> How to get 'find' via e-mail from our mail-server:

NOTE: In the following I have assumed that your mail address is
"fred_flintstone@stone.age.edu"; of course you must substitute
your own address for this.

| Please use a VALID DOMAIN ADDRESS.
| Use 'hip!hop!user' if you must.
| Never use an address which has both '!' and '@' in it.
| Bitnetters use user@host.bitnet

Send the following message to
mail-server@cs.ruu.nl

or the old-fashioned path alternative
uunet!mcsun!sun4nl!ruuinf!mail-server

begin
path fred_flintstone@stone.age.edu (SUBSTITUTE _YOUR_ ADDRESS)
send ATARI-ST/mint/find-37.zoo
end

The path command can be deleted if we receive a valid from address in your message. If this is the first time you use our mail server, we suggest you first issue the request:

send HELP

A complete "ls-lR" listing of the archive is kept in the top-level directory, it will be updated every night. To get it, issue the command:

send ls-lR.Z

That's all for now. If you encounter problems using the FTP service and/or the mail-server, feel free to drop me a line (by e-mail, please).

- Ate -

--
Ate Brink, Moderator of the ATARI archive at the Utrecht University
Email: ate@cs.ruu.nl
atari@cs.ruu.nl Use this for uploads to the ATARI archive
archivist@cs.ruu.nl For complaints, comments and info about the archive

6397. Printing from TouchUp

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 09:38:26 UTC
From: marc@targon.UUCP
Message-ID: <3117@targon.UUCP>
Source record: 206680

I'm having trouble with printing on an SLM804 from within TouchUp.
When I try to print the current image, TouchUp says
'Laser printer error!'.
This happens with both 'SLM' and 'GDOS handle 21' selections.
Printing from a selected image even crashes the system.
Is this solveable?
And what's new in the newest version? I think I'm running 1.78.

Marc

6398. Re: New Atari Purchase

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 09:53:36 UTC
From: brianp@netcom.com
Message-ID: <brianpC6G3HC.3r5@netcom.com>
Source record: 206676

In article <1rjlc6INNeu2@shelley.u.washington.edu> neurom@u.washington.edu (Neuromancer) writes:
*In article <brianpC635s9.zq@netcom.com> brianp@netcom.com (Brian Peterson)
*writes:
*> *
*> *Or you can get an Amiga 1200/80 meg for $868.00
*> *or Mac Centris 610 for about $1600 street.
*> *
*> *Both are available today and at any hour, minutes and seconds....
*> *
*> *Later...
*> *
*> *Amiga 1200/80 megs- I love it..
*> *
*
*If I wanted an Amiga or a Mac, I would go to my store and order one. I don't.
*
*Period.
*
* --Neuromancer

I just have one little quibble with your response,
specifically, with the way you quoted me. You just forgot
to quote this line from my article:

In article <1993Apr24.142148.12665@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:

In other words, sinclair was the one who said to get an amiga.
I was going to tell him to go to advocacy, but fucked up and
left out the body of my message.

--
--> Brian Peterson, brianp@netcom.com <--
In order to remember your dreams,
you must think of them as if they were little kittens.
-- King Missile

6399. Calamus printer driver for Star SJ-48

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 11:21:39 UTC
From: f90-jos@nada.kth.se
Message-ID: <1993May3.112139.26532@kth.se>
Source record: 206677

I need a good printerdriver for Calamus 1.09 to use with a Starjet SJ-48
bubblejet printer. Anybody out there with suggestions?

Johan

--
+-------------------------------------+--+
f90-jos@nada.kth.se (Johan Smeros)	Nothing travels faster than the speed
Mad scientist	of light with the possible exception
ZZ9PluralZAlpha	of bad news. Douglas Adams
+-------------------------------------+--+

6400. Re: Just ordered a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 12:25:22 UTC
From: rogeraw@dhhalden.no
Message-ID: <rogeraw.57.736431922@dhhalden.no>
Source record: 206678

In article <C6ELxM.vw@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>From: saj@chinet.chi.il.us (Stephen Jacobs)
>Subject: Just ordered a Falcon
>Summary: Bought after test at local dealer
>Date: Sun, 2 May 1993 14:36:58 GMT
>I went to my local Atari dealer and played with the Falcon 030 he has on
>display. Sure enough, there are lots of video modes, and some of them are
>very nice. He had Pagestream 2.1 installed, but configured wrong...I fixed
>the setup (with permission, of course) and ran it a bit. Some other people
>were taking turns with me beating on the machine. My impressions: most
>predominant one is that AES still needs to be re-done from scratch. Screen
>painting is horribly slow. Next is that Multi-TOS is a bigger change than
>it sounds like in a short description, and will take getting used to (I'd
>guess that even though the overhead is modest, most people won't load it for
>most GEM sessions). The speed difference from a Mega ST on Pagestream was
>dramatic, but the slow screen painting made the program look slow anyway. Sure

Slow ??? are you sure it is not the program you tried ?? All people know
that the speed of the pagestream sucks. Try Calamus or Chagall, then you
will see a big speed increase.

Proud owner of: TT 10meg, 425MB HD, 24-Bit card
Falcon030, 4/65
#
EMAIL: Rogeraw@dhhalden.no
##
snailmail: Roger A. Wahlgren
Sandvn. 5, 1719 Greaker
Norway

6401. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 12:48:58 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993May3.124858.4014@iplmail.orl.mmc.com>
Source record: 206682

In article <1s2copINNn0g@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
|>] I'm primarily interested in playing the classic games--Centipede,
|>] Defender, Joust, Pole Position, Pac Man, etc. Is the ST a good choice
|>] for this? Or should I cancel my deal before it gets completed?
|>
|> Most of the above have PD/SW equivalents, or they do exist on the ST
|> in that form! (The ST is a great games, as well as serious machine!)
|>
|> Centipede Insectroid (Is that the one I'm thinking of?)
|> Defender Cybernetix
|> Joust Can't think of one.... (There is the original Joust though!)
|> Pacman Dozens!
|> Pole-Position Can't remember - Pole-position exists though, Vroom is better!
|>
|>

Yea. The ST is a great game machine. You couldn't tell that from the posts in this group however. Most people seem to be interested in making the ST look like a Unix box. I enjoy programming on my ST, but I would be interested in hearing from game programmers (I know you are out there... or else the games section of atari.archive.umich.edu wouldn't be so big.)

What compilers do you guys use??? What is the best method to display graphics on the ST??? Have you written portable libraries of game functions???

Larry Richardson
richards@elmer.orl.mmc.com

6402. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 12:56:57 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993May3.135658@cs.bham.ac.uk>
Source record: 206679
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1s2ccuINNn0g@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
|>] I don't find Amiga disks slow... And, of course, with FFS they're even f
|>] (:P to anyone still running 1.3 ;)
|>
|> Amiga disks not slow? You've obviously not used an IBM-floppy drive!

Yup. You can't really try and tell us that Amiga drives aren't very peculiar. I'd love to know why Amiga did their directory structures like they did (though I think I remember hearing something about disk-fixing), because my friend's A500 GVP harddrive used to take as long to read a directory as my Atari floppy drive, especially the root directory!

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | Thanks to all who voted for || || /_
Stoke On Trent | comp.sys.atari.advocacy! _/|| ||_/ |
ST7 8QQ England.| [Peace at last!] |_/ |_| _|/

6403. TimeWorks DTP Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 13:25:11 UTC
From: cse0947@desire.wright.edu
Message-ID: <1993May3.082511.9145@desire.wright.edu>
Source record: 206681

Where can I find additional fonts, other than those that came with the package, for TimeWorks Desktop Publisher?

6404. Bad uploads at atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 13:52:43 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <1s383b$asi@terminator.rs.itd.umich.edu>
Source record: 206684

```
The following files that were recently uploaded via ftp have
crc errors and/or other errors which prevent their archival here.
Would the authors and/or uploaders please contact me?

total 1448
-rw-rw-r-- 1 32766 46235 Apr 29 21:19 agrepbin.zoo
-rw-rw-r-- 1 32766 45767 Apr 29 21:19 agrepsrc.zoo
-rw-rw-r-- 1 32766 39637 Apr 29 21:19 am.zoo
-rw-rw-r-- 1 32766 12603 Apr 28 20:56 diablocp.lzh
-rw-rw-r-- 1 32766 793242 Apr 30 00:49 funnel.zoo
-rw-r--r-- 1 32766 73300 May 1 09:45 kubes.tos
-rw-rw-r-- 1 32766 47231 Apr 29 21:19 lgrind.zoo
-rw-rw-r-- 1 32766 84601 Apr 29 21:20 ols.zoo
-rw-rw-r-- 1 32766 266607 Apr 30 00:50 pinfocom.zoo
-rw-r--r-- 1 32766 16622 May 1 09:45 pipeline.tos
-rw-rw-r-- 1 32766 50715 May 2 19:05 winrec_1_21.lzh

Thanks,

--
Jeff Weiner - weiner@terminator.rs.itd.umich.edu - Umich Atari Posse -
Coming soon to a theater near you........
```

6405. UK Atari Dealers

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 14:07:17 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May3.140717.4252@newshost.lanl.gov>
Source record: 206685

Could someone send me the names, addresses and phone or fax numbers of whom they consider to be the largest and most successful Atari dealers in the UK?

The ads I see in the sporadic UK Atari magazines don't really give me a reliable idea of who they are and how they are doing. Looking for a new distributor of our products and I'd like the user's feedback this time.

email replies preferred.

Many thanks,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6406. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 14:07:33 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <1s38v5$6dn@charm.magnus.acs.ohio-state.edu>
Source record: 206683

In article <1993May3.034603.1866@ncsu.edu> eagle@garfield.catt.ncsu.edu (Daniel L'Hommedieu) writes:
>Greetings, all. I hope I haven't made a bad decision. I just bought an
>Atari 520ST. I am interested primarily in playing games--I had been
>looking at 8-bit Ataris (the 800/400/XE/XL series), but found a killer
>deal on the 520ST.
>
>I'm primarily interested in playing the classic games--Centipede,
>Defender, Joust, Pole Position, Pac Man, etc. Is the ST a good choice
>for this? Or should I cancel my deal before it gets completed?
>
>Thanks for your input!
>
>Daniel
>--

I personally have both 8bit and st joust, ST joust gets real close to the original, all the way to the flames eating the bottom level, both are good ports but the ST version looks better and is a litlle faster.
8-bit version doesn't have the vultures return to the hatchlings, st does
I don't think any of the original special occurances (like killing multiple pterries off the low center platform) work, except the phantom platform doesw happen on the 8-bit, don't remember how to do this so I can't say for sure if the ST version does (something you do with two players and basically kills off player 2)...

my 8-bit software has all the classics, pole position, gyruss, centipede, Q-bert, Pac-man..., but some of the other ST programs are phenomenal.
But the 8-bit has some gems too, specially Zybex and Draconus, MasterBlaster II.

Either way you go, you will be satisfied, There is no doubt in my mind that these programs exist, the hard part is where...

Well, basically, the 8-bit definitely does have these programs, ST? all I am for sure is joust. There is also a lot of shareware programs for the ST that are close to the classics, Megaroid (asteroids), LLamatron (robotron like), Space invaders...

Well, that is enough ranting on my
part, hope this was helpful
Michael Steve Jr.
The Sequel

6407. Re: Light Traffic

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 14:33:08 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May3.143308.7616@newshost.lanl.gov>
Source record: 206686

In article 1rthh0INNeg6@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz () writes:
>
>Here in Wellington we have the Z-Net Atari support BBS, with a direct
>feed from Bob Brodie, plus all the Atari Fido feeds..
>
>May be you need to come to Wellington John, plenty of PC cloned around..:-)..
>
>
>Roger.............. sheppard_r@kosmos.wcc.govt.nz

OK Roger, but ONLY if you provide me my own pair of Wellington boots.

Safe sex and all that, ya know. :) :) :)

_____________________________ John "HUTCH" Hutchinson _____________________________
_____________________ Fair Dinkum Technologies Member - IAAD _____________________
_____________________ "No worries, mate... it's from Fair Dinkum!" _____________________
_____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________

6408. Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 15:07:50 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May3.150750.13006@newshost.lanl.gov>
Source record: 206687

In article G38@netcom.com, ersmith@netcom.com (Eric R. Smith) writes:
>
>Let's be fair: John left a month or so back because he got a great job offer
>from Taligent, *not* because he was laid off or because he didn't want to
>work for Atari anymore.

Sorry Eric, I never meant to imply that John was laid off. I know of the Taligent job and all Atarians should wish him luck, even though we'll miss him a lot.

>As for the warehouse: why in the world *shouldn't* Atari sell its old
>inventory? It's not doing any good sitting in the warehouse.

I agree. It's just unusual timing, IMHO. And that kind of stuff is seldom sold to the public. But like you say, why not?

>I'm not going to pretend that everything is rosy at Atari. ... Rumors of
>Atari's death have been greatly exaggerated.

I agree on both counts. And my PUBLIC apologies for my previous post with the rather sarcastic comment about "the fat lady warming up in the wings." Quite inappropriate for a public post, especially from a dev. To be honest, I was upset about Gail Bacani leaving Atari, I had just read D.A.Brumleve's treatise on the current state of piracy, and was having a "bad hair day" as well. Of course, _every_ day is a bad hair day for me! :)

Fair Dinkum will continue to support Atari users as long as we can. In fact, look for an announcement of an exciting new product coming very soon. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6409. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 15:26:07 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1993May3.152607.20831@news.uit.no>
Source record: 206690
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May3.010151.7760@grebyn.com> malak@grebyn.com (Michael Malak) writes:
>Atari loaned money to Amiga, Inc. to fund the development of the Amiga.

Wrong. Amiga Inc. was founded by 7(?) doctors etc. who wanted to invest money in something profitable. After a while (sometime 1984/1985) the money was all gone. Amiga Inc needed more money and Atari loaned them $$$. The development(sp?) went on. They came to a point where the loan from Atari took an end, and they had to look for more financial backing. Atari made a shitty offer for the stocks in Amiga Inc, and at the last moment C= made an offer which was twice what the pesimistic people at Amiga Inc. had hoped to get. So Amiga Inc. pays back the loan to Atari and becomes part of C=.
There might be finer legal points to the story, but I don't know those :).

>While Atari was being sold to Jack Tramiel, Commodore bought Amiga and
>paid off their debt to Atari. Apparently legal, but the ethics are
>questionable.

_IF_ Atari had paid for the initial development I would have agreed, but they didn't.

[about the Amiga diskdrives]
Much of the speed/slowness of disks of the Amiga boils down to a question of software. If 1.0 had the same optional filesystems that 3.0 has then Amiga disk drives would never have been called slow I think. The caching of directory entries is rather smart.

(And I still would like to find the source to StXformer :)
--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northernmost university	Life is worth living. |
#Disclaimer: This university does not speak for me.

6410. Re: TeX for Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 15:34:03 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <C6GJ8r.EIw@watserv1.uwaterloo.ca>
Source record: 206696

In article <C6Dn2C.HFM@world.std.com> azog@world.std.com (azog) writes:
>Is there a TeX for Atari? If so, where can I ftp it from?

TeX does exists for the ST. The best configuration is C_TEX which
can be had on umich I believe. It comes as a nicely archived bunch of files
distributed on 4 DS disks with an INSTALL. Also, get metafont (C_MF) and the
two FONT disks. These 8 disks give you a complete TeX/MF working environment
with a GEM shell. All in all, its pretty easy especially if you understand
German! :-)

brett maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

6411. Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 15:36:37 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1s3e65$c3a@usenet.INS.CWRU.Edu>
Source record: 206688

In a previous article, ersmith@netcom.com (Eric R. Smith) says:

>>In article <1993Apr27.142343.6950@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>>> the Atari "revolving door" has been so busy of late that there is only a
>>> handful (literally!) of people left to do the job required of a hundred.
>>> Long time developer support person, Gail Bacani, just recently left the
>>> company. Atari Explorer magazine is being reorganized (again!). John
>>> Townsend (aka the "TOS God") has left. And they are having a fire sale of
>>> ridiculous "odds and ends" of parts left over in Atari warehouses (send
>>> GEmail to G.LABREC on GEnie for info).
>
>Let's be fair: John left a month or so back because he got a great job offer
>from Taligent, *not* because he was laid off or because he didn't want to
>work for Atari anymore. It was a natural progression in his career; and while
>we certainly will miss him, the TOS group will be able to continue work
>without him.

Yes, let's be fair. I originally thought that people may be leaving Atari
because or problems within the company. But, instead of ASSUMING that this
was the case, I contacted them and found out why they left.

For the most part, they left Atari because they were offered a job that
they have DREAMED of doing for a very long time.

Each one said that the company tried to convince them to stay (most likey
by raises), but they resigned because it was an advancement in their
career as Eric has said.

Some did say that they were getting a little bored with thei job, but only
because they didn't have time to experiment and develop new things,
NOT because they had any problem with anyone at Atari.

Also, I hate to say this... But, Atari is not in the best financial shape.
These people most likely have a more secure job elsewhere.

>
>As for the warehouse: why in the world *shouldn't* Atari sell its old
>inventory? It's not doing any good sitting in the warehouse.

Heck yes! They should get rid of their old inventory and make room for
the Falcon030, Lynx, and Jaguar.

There is NO reason Atari should have that much inventory when the company
is releasing new products.

They could use that money to start more manufacturing plants (something
the company REALLY REALLY REALLY needs to do), to make and store new

products, and to promote their new products.

How many of you REALLY plan on purchasing a 520 STe or 1040 STe in the
near future? Or for that matter, a Mega STe?

It would make A LOT of BUSINESS SENSE to discontinue everything but the
Falcon030, Lynx, and Jaguar.

My gosh, Atari is going to have to produce over 100,000 Jaguar systems
a month if they even want to even TRY to get video game market share.
Nintendo was producing 800,000 SNES systems a month when they first launched
it in the U.S.

I think Atari had something like $85 million in inventory last year. That
is an awful lot of old inventory.

>
>I'm not going to pretend that everything is rosy at Atari. Of course we
>had problems last year, especially when the Falcon was so late... no company
>is going to do well when there's no product to sell :-(. But that is changing
>now. Rumors of Atari's death have been greatly exaggerated.

Eric, I really hope you are right. I hope Atari has LOTS of Falcon030s
to sell.

There was a rumor (no one knows for sure) that Atari was producing 10,000
Falcon030s a month. This number should be 50,000+.

The Lynx number should be 100,000+. The Jaguar number should be 100,000+.

But, I do want to say that everyone should watch what they complain about.
If you complain that Atari is discontinuing the Mega STe (not saying they are)
and the company cannot sell any more due to the Falcon030, Atari's management
may attempt to continue the Mega STe even though they shouldn't.

Think what is in Atari's interest, not only your own.

Len
>
>As usual, these are my own personal opinions, not my employer's.
>--
>Eric Smith ersmith@atari.uucp ersmith@netcom.com
>
>
>

--

6412. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 15:37:59 UTC
From: I.A.Inman@newcastle.ac.uk
Message-ID: <C6GJFC.n1B@newcastle.ac.uk>
Source record: 206698
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:

>Ok, I've posted this message acrose the 3 main atari groups.

>Is there a good history of atari and its machines?
>Here is what I have constructed from word of mouth, my memory and old
>issues of Compute!.

>1. Early 70's. Atari founded by Bushnell releases the pong arcade game. It
>was a use sucess and atari began its climb.
>2. 1976, Atari had made a cartridge game system called the VCS (Video computer
>system, later called the 2600). However it took a year to reach to market
>because most stores didn't think people would buy such an expensive toy.
>3. 1979, the VCS was a huge success. With the release of the Apple, Atari
>started to develop its own home computer. I'm not sure when the 400 was
>released but I assume before 1981.
>The computer they release was the 400. it has 16k ram and uses the 6502
>chip for the CPU. As far as I can tell it ran a 1 mhz. An upgrade
>version called the 800 was released with a real keyboard and 48 k ram.
>4. 1983. While the computers sold well, they appear to be losing a war against
>the commadore 64 and other computers. And while their billion dollar baby
>the VCS keeps making money, systems like the Intellivision, Collecovision
>, computers and time itself has warn it down.
>(at some tome they released the 5200. A video game system based on the
>atari 400. I'm not sure when this happened. It was a failer)
>5. 1984. The video game industry when bust and alot of companies where
>destoryed by it. The company that own it, warner bros sold it to Jack Tramiel
>in mid 84.
>Also, atari developed the 7800. a revolutionary game system that was delayed
>for so long ~(I think 86 was when it offical was released in real numbers and`
>the nintendo, a surperior machine, although also developed in 84 had bet them
>to the punch)
>5. 1985. With the winter CES Tramiel Atari released the 130ST, the 520 ST and
>the 65 XE. The ST line (ST stands for Sixteen/Thirtytwo) were revolutionary
>machines that were twice as power as anything else on the market. They used
>the GEM windowing system and had Color and used the 68000 chip. They were
>nick-named the Jackintosh.
>The 65 XE and the 130 XE were updated 8bit versions of the 800xl. I can't
>find what xl were released and when.

Again, Atari were beaten to it, when the even more revolutionary Amiga appeared
before it. However, Commodore overpriced their machine (256K RAM and WB1.1),
which gained a reputation until WB1.3, of crashing so regularly that you could
set your watch by it.

I'm still sure 'ST' meant Super Tramiel. :)

>6. the time between 86 and 91 is very hard for me to track info down. I was
>very into the IBM PC world and got few mags that said anything about Atari.
>I do know at some time the 5200 and 2600 (VCS) were dropped. The 8bit
>line was taken down to one game computer called the XEGS. And ST's didn't
>sell well or were run over by PCs Also there were other ST models released
>called 1024, STE, and the TT.
>7. 1991. Atari bought the Lynx hand held game system from EPXY and cannceled
>the 7800 and the XEGS.
>8. 1992 to present. Things look pretty bad..

>ok, anyone care to fill in details or point out my mistakes in the time line?

>Rob Merritt
>+---+
>I Disclaimer: My opinions are mine alone, not of my employer, not I
>I of my friends and family, and not of a co-worker. I
>I I
>I "When a Girl like K3-Myrlu bonds with you, you got to remember I
>I two things. First, its for life. Second, its with your Central I
>I Nervous System!" I
>+---+
>If you have any 8bit Atari Computers you'd like to get rid of. email me.

6413. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 15:44:23 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May3.154423.13836@ugle.unit.no>
Source record: 206695
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1s2ccuINNn0g@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>] I don't find Amiga disks slow... And, of course, with FFS they're even f
>] (:P to anyone still running 1.3 ;)
>
> Amiga disks not slow? You've obviously not used an IBM-floppy drive!

Yeah, I have, actually. I'm a comp.sci student, and PCs are hard to avoid. Why?

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

6414. Re: CoNnect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 15:47:26 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1320@usdtsg.DaytonOH.NCR.COM>
Source record: 206585

In article <1s2m5mINNn8c@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>I do connect to a VAX and need VT100 and with a ANSI Font, I used the font
>that came with ConNect, not very good on mono at all..

I've found Gemini-Bold-10 to be a decent font in mono. I'm not positive,
but I dunno if the *font* will limit you to whether or not you can do
ANSI characters - if the Language is set up to VTxxx then I *think*
you could use another font than Connect ANSI and still get the proper
character set...

On this subject - is there an easy way to tell (short of loading
them in) if a font is proportional or fixed-size? (maybe something
that could be done in batch, like a "fonttype *.fnt" or similar?)...

>I was refering to Trapido, and note you have to use a ANSI font for a VAX..?
>hey I have been in Computers/Electronics for some 30 years, so I should no
>what is good bad..???

Sorry - I misread which term you were referencing (Trapido). Are you
talking about VAX/VMS or VAX/Unix? (the University of Pittsburgh, where
I went to school, had both operating systems on their VAX). If I remember
correctly, I think you could set different emulations in both systems
(at least between VT100 and VT52 if nothing else). Oh well, as long
as your term of choice handles the needed emulation...

>Please tell me how do you run MultiTOS on a one meg ST, and also there are no
>Atari dealers here and no Falcons..

You probably can, but you won't have much memory to work with :-) Using
MultiTOS will depend on how much memory your system has (obviously)
and perhaps what speed impact you can work with. I'm on a 4meg MegaSTe,
so using MultiTOS will be an option for me (I currently use MultiGEM).

As for Atari dealers and Falcons - gotta kick Atari for that one :-)

>Please tell me how do you use the mouse to press Funtion keys, or do you Type
>with the mouse, how do the keys take it..:-)??

Well, I'm still looking for a program/accessory that will display the
character set, and then I would just have to click on it to send the
character :-). I suppose I should've said that I want to do as much
as possible without having to touch the keyboard (yes, the ultimate in
laziness!). Seriously, I could've sworn I've seen such a program/ACC
in either the MAC or Windows world - I'd imagine that it could be done...

>Have you ever used Flash, the one that Alan Page wrote..?

Yep - I have the Flash 1.6 disk sitting in my commercial disk box. I even have the ACC that I believe allows remote access (never had the chance to try that out). I used Flash for a little while until I got Uniterm, and then stuck with Uniterm. Just to test things out, I ran Flash under MultiGEM - it didn't seem to coexist too nicely there (basically the same problem that other programs that use "full screen" have - like Arc Shell, for instance). Of course, if you're not going to be using MultiTOS/GEM then this is not a concern for you.

>No I don't like software that forces me to do abnormal things, software should
>go forwards, I don't find that ConNect is going Forwards, Rufus was going
>forward then turned around and went backwards, Trapido has promise but I think
>that the author has given up..

You have me slightly confused here. Could you explain what you mean by "going forwards?" (kinda hard to make a point on something if I don't know what is being discussed :-) One definition may be that Connect is "going forwards" in that it will take advantage of newer hardware/software if you have it, but will still work without that additional hardware/software. Using VDI will for instance slow things down compared to Uniterm/Flash/etc, but it may turn out to commit more compatibility as new hardware/software is released (MultiTOS being an example). Your comment about Rufus makes it sound like it got dizzy :-)

>I have noticed that the Great German commercial program don't use Gem the
>normal ways plus they don't use GDOS...

Normal ways? (again, I'm slightly confused). The neat thing about Connect is that you don't *have* to use GDOS fonts, and really you don't even need to LOAD GDOS to use the fonts - Connect can use them regardless of whether GDOS is present or not - thus using fonts is simply an option, not a necessity...

>Also note: New Zealand leads the light of day, so we must do things different
>than those that are left far behind, may be you need to come to this part of
>earth and find out for your self..??

I wouldn't mind visiting NZ, but I can't say I have the $$$ to do so (not sure what the NZ exchange rate is for $$$:-) Since I'm in the U.S., I'm also in a different "world" than Germany/Europe. One thing about internet: it sure makes you think about a global way of doing things :-)

For my needs, I only use Connect and Aladdin (the latter is a GEnie front end program). Like the old disclaimer goes: "your mileage may vary"...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

6415. Re: CoNnect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 16:48:43 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C6GMuo.8M8@news2.cis.umn.edu>
Source record: 206697

In article <C6En2w.JEK@dscomsa.desy.de>, wwc@dxhra1.cern.ch (Wolfgang Wander) writes:
>90% of CoNnects users use it in ST/mono. They know how to get a reasonable
>font running in CoNnects windows. If you are not able to find/install
>an appropiate font - Don't post...

So then, CoNnect is a good terminal program IF-AND-ONLY-IF you have a monochrome monitor.

If you have a colour monitor, you should really look elsewhere, as you are not very likely to receive satisfaction from the poor text quality. Folk such as Herr Wander are never going to help you rectify this situation, as they are too keen on making you appear the ass.

Of course, there is always Uniterm -- which uses the ST system font. A bit pedestrian for monochrome monitor users, I suppose, but adequate for speeds up to and including 19,200 baud. DEC VT100/200 emulation is very nice, although one tends to go into TEKTRONIX graphics mode when encountering a large amount of line noise, for example, when one's wife lifts the receiver on the phone extension in a room down the hall to make a phone call. Uniterm, alas, takes the entire screen when it is running, so I don't know how useful it is under MultiTOS -- perhaps some brave soul would care to test it and let us know the results?

-- David Paschall-Zimbel

6416. Re: CoNnect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 16:53:51 UTC
From: cfaehl@vesta.unm.edu
Message-ID: <1s3imvINNick@lynx.unm.edu>
Source record: 206699

In article <1s0a0iINNjdh@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:

>
> All the rubish talk about ConNect and how good it is on my TT or Falcon..
>
> My comments are to do with a Standard ST/e colour and mono, its useless
> in ST medium Res colour and the font is to small in the mono mode, so come on
> you chaps please read in what is posted..

You are faulting the program for limitations of the ST.

> NOTE: no one has come back and stated the ConNect is better than Flash,
> if ConNect was in the lines of Flash then it would be OK, Trapido is a bit like
> that uses a full screen with a hidden menue bar, but I will agree that the
> VT100 emulation is far from it, no boxes and did even cut a character of the
> screen..

Connect is better than Flash. There, I've uttered a completely useless
statement. I'm not going to explain this to you again. It's a difference in
design. You use GEM, you take what GEM has to offer. You don't, and you lose
what GEM has to give.

>
>
> What I wan't is a full screen with a 8*8 font, Flash gives me that 100%,
> ConNect does not, its as simple as that..

As I said before, if you want to use Flash, USE it, damn it!
No one is making you use Connect.

>
>
> So come on chaps get out your Compilers and start working..:-)..

Get your brain working, you moron.

>
> Or have we lost all are brains to the other side..:-)..
>

No, they're all making programs like Connect, as opposed to heaping piles of
dinosaur shit like Flash.

>
> Roger.............. sheppard_r@kosmos.wcc.govt.nz
>
>

Chris Faehl
cfaehl@vesta.unm.edu

6417. German-> English Translator wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 17:21:51 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May3.172151.3957@newshost.lanl.gov>
Source record: 206551

Once again, I am in need of someone to translate some docs for a German language Atari program into English. I also expect to have a future need (RSN) for an English->German translation project.

If you are fluent in both languages and are looking for some fame (lots) and fortune (not much) then please contact me via email or leave a message at (505) 662-7236. I'll provide details at that time.

Ideally, I prefer someone with both Internet and GEnie access.

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6418. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 17:25:27 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <C6GoEK.G8n@cbnewsc.cb.att.com>
Source record: 206700
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

From article <C69ApD.Eyw@cbnewsc.cb.att.com>, by (Kit Kimes@AT&T/NCR):

> From article <1993Apr28.192312.7248@apgea.army.mil>, by (Robert C. Merritt):
>>
>> Ok, I've posted this message acrose the 3 main atari groups.
>>
>> Is there a good history of atari and its machines?
>
> Last year Jim Trageser posted a summary or the different models of the
> Atari computers which was also a kind of history of Atari. I can repost
> his article if he isn't around to do it again himself.

Well, I've had a couple of email requests for this article, so here it is.
I make no claims as to it's accuracy.

==========

SUMMARY OF DIFFERENT ATARI MODELS FOR ISSUE 1004

by Jim Trageser (trag@pnet01.cts.com)

For a company that has never learned how to market its products, Atari
has produced some of the best computer hardware in the history of home
computing. From the ground-breaking Video Computer System game machine
that revolutionized consumer electronics through the 400/800 family of
8-bit computers to the powerful ST/Mega/TT line of 16- to 32-bit
machines, Atari computers have generally been at the cutting edge of
electronic technology.

Atari's founder, Nolan Bushnell, is the man who made it all possible.
Inventor and developer of early electronic arcade games, Bushnell
targeted the home market in the mid-1970s with the legendary "Pong"
system. "Pong" was a largish console with two knobs on each side to
control the "paddles" on the television screen. With only one game,
the tennis-like "Pong," built into the system and no cartridge
capability, this primitive ancestor to modern electronic games was a
best-seller in its time.

A few years later, in 1977, the VCS (later designated the 2600) system
was released. With removable joysticks and/or paddles and a variety of
games available on cartridge, this system stormed the United States,
setting sales records that wouldn't be broken until the Nintendo
Entertainment System in the late 1980s. In addition to the Atari
games, companies such as Parker Brothers and Activision also developed
and marketed games for the 2600 as well as the Sears version of the
system, sold under license from Atari.

In 1979, Atari responded to the success of the Apple II and Radio Shack TRS-80 computers by releasing the Atari 400 and 800 home computers. Originally sold with just 8K and 16K of memory, respectively, and a cassette tape storage system, the two computers were based on the 6502 microprocessor, the same chip as used in the Apple and Commodore 64 machines. But the Atari computers were designed to use enhanced graphics, including 256 colors, by use of a separate graphics processor.

The 400 had a membrane keyboard, making it useless for touch typing, while the 800 had a regular keyboard. Both were upgradable to 48K of RAM. Soon, floppy disk storage systems became available for both computers, along with printers and modems, making them complete home computer system. Both Atari computers could also use televisions as monitors.

Both the 400 and 800 had cartridge slots for running cartridge- based software, although these carts were different from and incompatible with the 2600 game machines and subsequent game machines. In addition, the 800 had a second "right-hand" cartridge slot for future development, although few -- if any -- applications for it were ever released. Both computers could also use the 2600 joysticks, and had four joystick ports as on the game machines.

After Jack Tramiel left Commodore in the mid-'80s and purchased Atari from Warner Communications (who had purchased it from Bushnell shortly after the development of the 400/800), Atari upgraded the 8-bit computers with the XL variants. The XLs featured more memory (up to 64K), a different operating system than the 400/800, built-in BASIC, only two joystick ports and a sleeker case. Early XLs (600, 800 and 1200) had compatibility problems with the 400/800 software, crashed too often, and few were sold.

Atari also released the 5200 game machine as a replacement for the 2600 around this time. But the new machine couldn't use 2600 cartridges at first (an adapter was later sold) or joysticks. In addition, the graphics weren't much improved over the 2600 and not nearly as good as the 400/800. As a result of these problems, the 5200 never sold well either.

By around 1985, when the XE (65XE and 130XE) machines were released, Atari had ironed out most of the OS problems and all Atari 8-bit software, cartridges and disks, was running on most of the computers. The XEs had even more memory -- up to 128K -- than the XLs, the same built-in BASIC of the XLs and a more modern look tailored after the just-released ST line of computers built around the Motorola 6800 chip (which also drives the Apple Macintosh and Commodore Amiga).

Atari also released a third-generation game machine, the 7800. The 7800, which can still be found, escaped many of the 5200's problems. The 7800 has built-in 2600 compatibility, although it does not support the 5200 cartridges. The 7800 actually allows more colors on the screen at one time than the 8-bit computers, but the resolution is the

same.

Atari even released an XE game system. It was basically a 65XE with a detached keyboard and option keys. A few cartridge games were released, but the system died due to a lack of marketing.

The XL and XE 8-bit computers represented the last stages of 8- bit development in the computer world. They ran at a then- incredible speed of 1.79 MHz, and were probably the most-advanced 8-bit machines ever.

But by the time the XEs were being released, Atari was ready to push its new ST line of computers built around the already- mentioned 68000 Motorola processor. A few years earlier, Tramiel blew a deal Atari had with the Amiga company (founded by former Atari engineer Jay Miner, designer of the Atari 800) to develop a new 68000 computer and game machine, and had to start from scratch when Tramiel's former company, Commodore, purchased Amiga.

Atari then created the ST series of computers employing the same "Windows"-type environment as used on the Macintosh and Amiga machines. In addition, the STs can run Minix, a Unix-like environment from a third-party developer.

The 520ST (512K) and 1040ST (1028K) were released in 1985. At 8 MHz speed and able to address up to 4 megs of memory, the STs were far superior to the IBM XTs and ATs and far cheaper (less than $1,000 for a 1 meg ST) than the Macintoshes. A planned 260ST never made it to distribution, since 260K was not going to be enough with the desktop (TOS) taking up too much memory. The 520ST could be used with a television, while the 1040ST needed a monitor. Both had built-in Midi support and two joystick ports (one is always used for the mouse).

Within a few years, the STfm series was released, offering a built-in floppy drive, which was soon upgraded to double-sided, double density. And almost immediately after the ST was released came the first third-party emulators: devices which could allow the ST to run Macintosh or PC software. Today, several of these emulators offer over 90 percent compability with commercial Mac or PC software.

In 1989, the Mega series of ST computers was released, offering 2 or 4 megs of RAM (Mega 2 and Mega 4, respectively), room for internal hard drives and built-in clocks. In addition, the Megas had 16 MHz CPUs, as compared to the 8 MHz STs. The Megas also had detachable keyboards, while the STs had built-in keyboards. As with the XL 8-bit computers, the Megas offered compatibility problems with existing ST software. In addition, some of the Megas could not have simple memory upgrades.

Released shortly after the Mega machines, and utilizing a new operating system, were the STe (the "e" standing for "enhanced"). The new OS (called TOS 1.4) can be installed on older STs as well, although most current software supports both new and old TOS. The STe and Mega STe machines also offer stereo sound, up to 4,096 colors and

analog joystick input. A 1040 STe runs for less than $500, and a Mega4 STe costs about $1,200.

The Mega STe also allows for editing external video sources, and can read MS-DOS disks, converting the files to Atari format.

In the early '90s, Atari purchased the Lynx handheld game machine (similar to the Game Boy from Nintendo) from Epyx, and that system has met with great popularity.

Atari also purchased the Portfolio handheld MS-DOS computer from a third-party developer, and that machine has also met great success. Although marketed by Atari, it does not support any ST software and is a PC clone-type computer.

Last year, Atari also released its ABC (Atari Business Computers) line of MS-DOS machines, although they are being distributed mostly in Europe and do not support Atari software. These, too, are PC clones.

More importantly, in 1991 Atari offered peaks at the STacy and ST Book portables, both of which do support ST software. The ST Book features a "vector pad" instead of a mouse, up to 4 megs of memory, a high-resolution (640X400) LCD display, and built-in hard drive -- up to 120 megs. Both should be available within months.

Atari's latest and hottest domestically available machine is the TT/030, based on the Motorola 68030 32 MHz machine. While little software from the ST and Mega machines is compatible with the TT, the new machine is available with either TOS or Unix operating systems. The TT can handle up to 26 megs of RAM, has a math co-processor, multiple serial ports and extra graphics modes. In addition, the TT can utilize a 19-inch monochrome monitor. The TTs start at about $1,800.

The TT, Mega STe and ST Book can all access CDROM drives, bringing Atari owners back to the front edge of computer technology.

Rumors for '92 include a 64-bit video game system, a new series of ST computers that may be compatible with the new video game system, and maybe even a TT/040. Also, Atari enthusiasts are hoping for a domestic release of the Atari Transputer Workstation, currently sold only in Europe and running a version of the Unix OS, Helios.

Reposted by:

Kit Kimes
AT&T Resource Link (under contract to NCR)
Naperville, IL
...!att!iwcs!kimes (kimes@iwcs.att.com)

6419. Re: CoNnect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 17:28:04 UTC
From: cfaehl@vesta.unm.edu
Message-ID: <1s3kn4INNjlq@lynx.unm.edu>
Source record: 206552

In article <1s2m5mINNn8c@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:

[some stuff, re ANSI fonts]
>
> I was refering to Trapido, and note you have to use a ANSI font for a VAX..?
> hey I have been in Computers/Electronics for some 30 years, so I should no
> what is good bad..???

30 years clueless is still clueless.

> Please tell me how do you use the mouse to press Funtion keys, or do you Type
> with the mouse, how do the keys take it..:-)??

Please tell me how you select a large block of text to be saved.
While I'm sure you can do it, the mouse is better suited for operations
like this.

>
> Have you ever used Falsh, the one that Alan Page wrote..?
> ^^^^^<-Flash

Of course. I even SOLD it, till Uniterm came out.

>
> No I don't like software that forces me to do abnormal things, software should
> go forwards, I don't find that ConNect is going Forwards, Rufus was going
> forward then turned around and went backwards, Trapido has promise but I think
> that the author has given up..
>

It isn't ABNORMAL, it's different. Deal with it.

>
> I have noticed that the Great German commercial program don't use Gem the normal
> ways plus they don't use GDOS...

This is your first outright lie. Rufus and Connect both use GDOS. Connect
lets you use fonts WITHOUT GDOS (don't know about Rufus). As far as your
'correct' GEM assertion, I find that German authors are more inclined to
add to the functionality of GEM, which I appreciate.

>
> Also note: New Zealand leads the light of day, so we must do things different
> than those that are left far behind, may be you need to come to this part of
> earth and find out for your self..??

Love to. You buying my ticket?

>
>
> Its the Air here, its far to clean..!! makes us think..we are not all Foged
> up..:-)..

Ah-yup...

>
>
>
>
> Roger..... sheppard_r@kosmos.wcc.govt.nz
>
>
The Connect-Flash-FZ-whatsit Jihad continues...

Chris Faehl
cfaehl@vesta.unm.edu
>
>
>

6420. *** BIG SALE *** reduced package price [sigh...]

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 17:52:00 UTC
From: v115lue3@ubvmsc.cc.buffalo.edu
Message-ID: <C6GpJu.KEG@acsu.buffalo.edu>
Source record: 206553
Cross-posted to: comp.sys.atari.st,misc.forsale,comp.sys.music,rec.music.synth

I'm graduating and have to move this equipment out. It has served me
extremely well and will be missed. [sniff, sniff..] So here we go!

This is the perfect musician's machine, all you need to
do is pick the right MIDI software (not nec. included) that fits your needs.
Then when you aren't using the MIDI you can do word processing, desktop
publishing, log-in to bbs', print out whatever you need, etc (all included).

The prices work as follows: if I were to consider selling the items
individually, the prices I would be asking are listed w/ each piece. BUT,
I'm graduating in 1 1/2 weeks and would like to sell everything as a package;
soat the end of this message is what I'd like to get for the entire haul.
Depending upon the responses I get, I may be negotiable (try me :).

Package includes: all hardware, over 300 disks of software

*** Mega ST2 $600 (includes all upgrades listed)
- nice design, comfortable external keyboard, has room on the
motherboard to easily be upgraded to 4 meg

- MIDI ports

- TWEETY board installed (splits the ST's sound output into 2
channels to be played through your stereo)

- SWITCHABLE TOS 1.2/2.06 (the newest TOS, I installed the switch
myself; it allows you to have complete compatability with any
software by choosing the operating system it's most compatible
with. 2.06 is extremely fast and has TONS of features - nicer to
use than macs or windows IMHO)

- all the usual ports- parallel, serial, hard drive, 2nd floppy,
monitor, etc.

- golden image mouse

- extra atari mouse

- Warp 9 registered & installed

**20 meg hard drive $200

**SC1224 Color Monitor $200
- will accept either 60 or 50 Megahertz sinc

**SM124 Mono Monitor $125
- internally adjusted for maximum screen size

**2400 baud modem & software $50

**external DS/DD floppy $50

**Epson LQ-850 high speed 24 pin printer $200
(needs a ribbon)

**Navarone Video Digitizer $40

**Monitor Master $40

**Mouse Master $30

**2 Wico joy sticks $20

**software: $600
|
- I have ALMOST everything you could ever need/want - word
processing, telecomm, programming, graphics, music, games.
(I've got stuff that even I don't know I have)

I have *** 335 *** disks of software. Plus an additional 40 or so
blanks.

All appropriate cables, power supplies, and manuals are
included. All of the equipment is in extremely good condition.
Everything is clean and has been VERY well kept.

- I also have some of the boxes for the hardware (computer & 1
monitor I think.

****
Total cost = $2,155
****
******
I will sell it all for $1,100 <---- (that's $200 off from last week)
******

plus shipping (or will deliver within 1 hour driving time of Buffalo, NY)

If you are interested in what I've got, E-mail me at this account. I log
in daily..

.Philip

6421. Games

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 18:12:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <1406.78.uupcb@uttsbbs.uucp>
Source record: 206566

Yes, the 520 is a good choice. The graphics are good, sound is good...and even the 520 will be able to run all of those games you listed. It's really outdated nowadays, but for what you want it for it'd be great. Go for it.

```
+-------------------------------------------------------------------------+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+-------------------------------------------------------------------------+
```

6422. patch editor for my Casio CT-670

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 18:17:58 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <1s3nkm$74p@charm.magnus.acs.ohio-state.edu>
Source record: 206554

Well, I have just gotten into the fray of Midi. I downloaded Czphonics
from the archive, it works perfectly, but not for my Keyboard.
I was playing the hunch that my Casio CT-670 would be compatible, but that
was dead wrong. Is there any other patch editor I may want to try?

My problem is that when I am not in Midi, I can change any of the
following, attacks, decays, delays, and detuning through hardware on the
keyboard. But in midi mode, all of these nice features are turned off.

Is there any patch editor I should try? If not, I may have to write my own...
What would I need to do to access the controls of the keyboard? Any help?

Michael Steve jr.
The sequel

6423. Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 18:42:45 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <C6Grz9.ny@mach1.wlu.ca>
Source record: 206595

RE: HUTCH's post
I had just read D.A.Brumleve's
treatise on the current state of piracy, and was having a "bad hair day" as
well. Of course, _every_ day is a bad hair day for me! :)

Well i got a chance to read D.A.Brumleve's post on piracy as well and i'm
not sure if it has been posted here or not (i can post it if need be)

I think we should discuss her article. What good does anyone here think her
article will bring? I read the article and can only think of two things it
will do.

1) Developers will read it and get even more disouraged (like you Hutch)
about atari's situation.

2) Average joe with a modem will read it and say "hmmm lets see i think i
will give *** bbs a call cauze they got some files i wan't

I'm not questioning piracy legalities just how is this article supose to
help anything.....

Keith

6424. Re: Calamus for Windows

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 18:44:47 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993May3.144447.14944@umiami.ir.miami.edu>
Source record: 206555

In article <1993May03.014718.104279@zeus.calpoly.edu>, smiller@farad.elee.calpoly.edu (sTTeve the ATARI man :P) writes:
> bdiederi@flute.calpoly.edu (der Brewmeister) stated:
>> Has anyone heard about Calamus (SL?) coming out for Windows on the PC?
>>I was talking to my Atari dealer, letting him know Calamus is the main
>>reason I have kept my ST, and he said "they are coming out with a
>>Windows version" of it. (What a great way to keep Atari customers!)
>>
>> I just wanted to know if he was having delusions of grandure or is
>>there some facts to it?
>>
>> Keep on truckin' (that's all we can do now...)
>> der Bre\/\//\/\eister
>>
>
> Nathan Potechin, the head of DMC publishing in North America said that
> there is a Calamus NT coming out when windows NT comes out... btw who told
> you? The guy at computer logic? If so, hehehe I am the one that told
> him... :^)
>
> Oh FYI Nathan said this on a Genie session....

When did he say this?
I was on that on-line session and I didn't read anything about that. I know that DMC was THINKING of doing a windoz version, but nothing had been started yet...

>
> later!
>
> _ _ _
> |T| |T|I am one of a few, but proud of it!
> |0|3|0| Steve Miller, Cal Poly Electronics Engineering
> / /| |\ \ smiller@farad.elee.calpoly.edu or semiller@flute.calpoly.edu

Mark Santora

6425. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 19:22:23 UTC
From: John_Townsend@taligent.com
Message-ID: <John_Townsend-030593121939@townsend.taligent.com>
Source record: 206556

```
In article <H.ea.MMAGrVO01OM@semprini.tdkcs.waterloo.on.ca>,
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) wrote:
> Here, let me guess what they wrote:
> Windows NT - fawning praise, "This will RULE D00D, when it's released!"
> Windows 3.1 - RULEZ D00D! We love it!
> System 7.1 - Too bad we can't afford a Mac. That's OK, we love WIND0ZE!
>
> MultiTOS - Atari still makes computers?
> --

Anyone who would actually say that Windows "rulez" needs to have their
head examined by a professional!

-- John Townsend
```

6426. I just got the last new TT...

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 20:00:12 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1s3tkcINN64l@news.u.washington.edu>
Source record: 206569

My dealer tells me that the TT I just bought was the last new one in the US. Lucky me...

Can't wait 'til the TT060 comes out with 2048 x 2048 pixels with 32 bit true color in a tower case and 500 MB HD standard comes out. Soon, I've heard. Whenever Motorola gets the 060 out on the market. I'm glad Atari is planning early for this one...they'll have the computers designed before the chip comes out. I think it was also 88 MHz wasn't it?

Yeah, that's it...

6427. Re: Falcons shipping next

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 20:08:08 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993May3.200808.20217@apgea.army.mil>
Source record: 206560

In article <1993Apr28.173819.14039@mnemosyne.cs.du.edu> rcarter@nyx.cs.du.edu (Ron Carter) writes:
>rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>
>>jeff.spink@uttsbbs.uucp (Jeff Spink) writes:
>
>>>Well, as for availability of software for the Falcon, even if much
>>>software is'nt made for it, with the 386/486?? emulators being made,
>>>you'll always have IBM software compatibility, which is a BIG plus...
>
>>Could someone explan the logic to me of someone buying a Falcon to run
>>pc software? Its strange to me, thats all..
>
>Well, a few reasons come to me:
>
>- A person works with MS-DOS machines at work, and on occasion have to
> do work at home with those same MS-DOS programs (eg 1-2-3, etc.).
>
ok, I can deal with that. That makes perfect sense.

>- The user can't live without some of the programs (games, etc.) that
> (for some reason, ummm, larger market?) won't get released on the
> Falcon platform.

But if you HAVE to have them, wouldn't it be better to buy a PC cause you'll
be spending most of your time in the mode anyway?

>
>- The user just plain likes little gadgets just so they can say `My
> computer will out emulate your computer'.

ok, thats fair too. But not a great reason. I was just hoping for something
better to sell the Falcon than "oh, it runs 486 software. Its an Atari clone"

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil
+---+
I Disclaimer: My opinions are mine alone, not of my employer, not I
I of my friends and family, and not of a co-worker. I
I I
I "When a Girl like K3-Myrlu bonds with you, you got to remember I
I two things. First, its for life. Second, its with your Central I
I Nervous System!" I
+---+

6428. Re: Anyone know what happened to SmoothTalker?

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 20:26:16 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <95878@hydra.gatech.EDU>
Source record: 206561

I found a copy of this program on the discount rack of my now defunct local Atari dealer. The package said it contained modules to call its speech synthesis from other programs, but when I executed the program, I received a message saying this feature was not implemented. When I sent in the warranty card, it was returned so I guess the company went belly up.

--

Opinions expressed are my own.

6429. Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 21:03:08 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2be5890a@p12.f202.n281.z2.fidonet>
Source record: 206385

In a message of <Sat 1 May 93 21:21>, anisko (2:281/202.0) writes:

a> Apparently Townsend got "an opportunity he couldn't refuse" :-)
a> He's hooked up with some company
a> that I *think* deals with object-oriented software, etc. (something
a> he mentioned he was interested in, if I remember correctly)...

If I'm not mistaken he got a chance to go work for Taligent (the Power PC company) and participate in the development of their object oriented operating system. Object oriented operating systems were his `speciality' in college, but that is, if I remember correctly.

Greetings... - Jan -
FidoNet: 2:281/202.12 UseNet: jan@nextjk.wlink.nl

--- ZapMail 1.1
* Origin: How's Annie??? (2:281/202.12)

6430. Re: Calamus for Windows

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 21:30:19 UTC
From: alex@falcon.demon.co.uk
Message-ID: <736464619snz@falcon.demon.co.uk>
Source record: 206388

In article <1993May02.212431.131181@zeus.calpoly.edu> bdiederi@flute.calpoly.edu writes:

> Has anyone heard about Calamus (SL?) coming out for Windows on the PC?
>I was talking to my Atari dealer, letting him know Calamus is the main
>reason I have kept my ST, and he said "they are coming out with a
>Windows version" of it. (What a great way to keep Atari customers!)

This is no secret; DMC were showing it at Comdex (on the Olivetti stand
I believe), I didn't see it myself but Dietmar (boss of DMC) told me it
was showing, so who was I to argue :-)

--
Alex Kiernan
akiernan@falcon.demon.co.uk

6431. Re: New Atari Purchase

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 22:12:56 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993May3.161257.12888@iscsvax.uni.edu>
Source record: 206562

In article <brianpC6G3HC.3r5@netcom.com>, brianp@netcom.com (Brian Peterson) writes:
> In article <1rjlc6INNeu2@shelley.u.washington.edu> neurom@u.washington.edu (Neuromancer)
writes:
> *In article <brianpC635s9.zq@netcom.com> brianp@netcom.com (Brian Peterson)
> *writes:
> *> *
> *> *Or you can get an Amiga 1200/80 meg for $868.00
> *> *or Mac Centris 610 for about $1600 street.
> *> *
> *> *Both are available today and at any hour, minutes and seconds....
> *> *
> *> *Later...
> *> *
> *> *Amiga 1200/80 megs- I love it..
> *> *
> *
> *If I wanted an Amiga or a Mac, I would go to my store and order one. I don't.
> *
> *Period.
> *
> * --Neuromancer

I hope I did not hurt your feelings...I am right...I see some Atari personal
were hired away to Taligent, inc. Of Course Taligent is Apple, since their HQ.
is at Apple's corpate office in Cupertino. I guess they wanted a real salary
with stock options and a chance to make history. Once the power Pc is out,
there will be no Falcon and Atari.. that is the hard truth...Why Atari cant
make enough Falcons and never will....As of last January, there is 40,000 Amiga
1200 in the U.S. , you should know, because its the Amiga that pays your
salary...Oh yes: At least 200,000 amaiga 1200 in the Uk and the same amount in
Germany..Oh yea another 70,000 Amiga 12000 in Australia..These figures do not
even include the A4000..

==========

Amiga 1200/80 ------ Must be in Heaven -------- Soon with Opalvision --------

Amiga 4000 toaster ----- There must be a god... --------------------------

PowerBook 145B ----------Sooon at Sears in June ----------------------------

==========

>
>
> I just have one little quibble with your response,

> specifically, with the way you quoted me. You just forgot
> to quote this line from my article:
>
> In article <1993Apr24.142148.12665@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:
>
> In other words, sinclair was the one who said to get an amiga.
> I was going to tell him to go to advocacy, but fucked up and
> left out the body of my message.
>
> --
> --> Brian Peterson, brianp@netcom.com <--
> In order to remember your dreams,
> you must think of them as if they were little kittens.
> -- King Missile

6432. Re: Falcons...

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 22:13:28 UTC
From: ladd@iftccu.ca.boeing.com
Message-ID: <15300004@iftccu.ca.boeing.com>
Source record: 206370

/ iftccu:comp.sys.atari.st / wells_s@kosmos.wcc.govt.nz (Steve Wells) / 11:03 pm May 2, 1993 /
Has anyone out there got some confirmed pricing (Retail/Wholesale)
of the Falcons? (Mainly the 4/65 and 16/65 units!)

I just visited an Atari dealer (only one in the Seattle area) on Saturday.
He had a 4/65 (store model). He said it will retail for $1300.00.

6433. Uniterm (was Re: CoNnect is great !)

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 22:30:10 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993May3.223010.7450@csi.uottawa.ca>
Source record: 206563

In article <C6GMuo.8M8@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>Of course, there is always Uniterm -- which uses the ST system font. A bit
>pedestrian for monochrome monitor users, I suppose, but adequate for speeds up
>to and including 19,200 baud. DEC VT100/200 emulation is very nice, although
>one tends to go into TEKTRONIX graphics mode when encountering a large amount
>of line noise, for example, when one's wife lifts the receiver on the phone
>extension in a room down the hall to make a phone call.

This can be solved by hitting the key sequence (I'll describe keys to
avoid talking about menu bars):

Help
G ("G"raphics)

On the first line of the radio box (?) that appears should be the line:
"Tektronix Mode:"
and two boxes marked "Enabled" and "Disabled."

The Enabled box is activated by default.

Click on "Disabled," and save the setup (if you wish it to be the new
default).

Say goodbye to Tektronix mode. Which is, 99.9% of the time, what you
want.

>Uniterm, alas, takes
>the entire screen when it is running, so I don't know how useful it is under
>MultiTOS -- perhaps some brave soul would care to test it and let us know the
>results?

It works reasonably nicely under MiNT 1.02; unfortunately, it's a
little bit of a "problem application" in that it uses two screens, and
does it in a slightly non-portable way. (To be specific, I cannot
properly execute the SuddenView desk accessory from the Uniterm menu
bar, as SuddenView winds up unable to write to the right screen
memory. Whose bug is THAT? Responsibility seems pretty shared to
me...)

I'm pretty sure that Uniterm is NOT going to be a "MultiTOS compliant"
application, in the sense of being able to invoke multiple such GEM
applications and be able to switch between them nicely.
--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

6434. vt100 emulator? or wait fizzdizz3?

Newsgroup: comp.sys.atari.st
Date: 1993-05-03 22:58:26 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <1s482i$7md@charm.magnus.acs.ohio-state.edu>
Source record: 206564

I was wondering, would it be better to register for Freeze dried terminal now even though the newer version is supposedly coming out? I love the way the terminal is run, very well thought out, My only problem is how much memory call I allocate to a ramdisk and have space left over for the program on a 1040stf? How much longer is the wait? I will register, but I don't want to register again when version 3 comes out, that could be more money than I have to spend.

I do need to have a vt100 emulator, one that uses the arrow keys, supports the talk function through the internet(splits the window in two so that I can see what I am typing and what my friend is typing), can handle vi, emacs, fse editors. Will FDT III do this?
For the time being, is there a terminal program that can handle the above? and I can also download it from the atari archive? I can't wait to see what fizzdizz will do with vt100 emulation...

Michael Steve jr
The Sequel

6435. Looking for check-writing program....

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 01:17:20 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1993May4.011720.13929@oz.plymouth.edu>
Source record: 206565

[I'm looking for a needle in a haystack......]

I'd like to be able to print out checks using my ST & Deskjet printer.
While I could use a word processor (maybe) to do this..... I'd like to
use the checks I already ahve instead of having to buy then in sheets
just to print out.

Also, it'd be nice if it was a form of electronic "checkbook"....

I've got Phasar 3.0 from an old STart disk but it doesn't do what it
does in a very friendly fashion (After using MS-Windows for the past
few months it (Phasar) has a VERY unfriendly feeling interface (A TOS
program with a menu-bar grafted on...))

I'd prefer PD/Shareware to writing it myself.

Any pointers would be appreciated...

-AndyS-
--
|E-mail --> un*x: oddjob@oz.plymouth.edu |vms: andys@psc.plymouth.edu |
|Disclaimer > Any "end-user" software that provides NO avenue for user |
|of the week> modification or programmability is NOT user friendly. |

6436. Re: New Atari Purchase

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 01:25:30 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.187017@cix.compulink.co.uk>
Source record: 206366

In article <1993May3.161257.12888@iscsvax.uni.edu>, sinclair2246@iscsvax.uni.edu writes:
>
>I hope I did not hurt your feelings...I am right...I see some Atari personal
>were hired away to Taligent, inc. Of Course Taligent is Apple, since their HQ.
>is at Apple's corpate office in Cupertino. I guess they wanted a real salary
>with stock options and a chance to make history. Once the power Pc is out,
>there will be no Falcon and Atari.. that is the hard truth...Why Atari cant
>make enough Falcons and never will....As of last January, there is 40,000 Amiga
>1200 in the U.S. , you should know, because its the Amiga that pays your
>salary...Oh yes: At least 200,000 amaiga 1200 in the Uk and the same amount in
>Germany..Oh yea another 70,000 Amiga 12000 in Australia..These figures do not
>even include the A4000..
>
>==
>
>Amiga 1200/80 ------ Must be in Heaven -------- Soon with Opalvision --------
>
>Amiga 4000 toaster ----- There must be a god... --------------------------
>
>PowerBook 145B ----------Sooon at Sears in June ----------------------------
>
>==
>
>
Oh yeah. I guess the 1200 is the IDEAL platform to run Cubase Audio
on. Since it has a DSP built-in and fully supported by the OS
and of course MIDI ports, it must be the ultimate musicians' tool.
Better sell my Falcon and get an Amiga right away.

I have been to dozen of recording studios, from humble bedroom
setups to $500000 digital complexes and have never seen an Amiga
in any. Guess they should all sell their STs and MegaSTEs and get
a 1200.

They will only have one small problem... There is no bloody software
for the damned thing.

It was very funny to see the only Amiga stand at the MIDI show at Wembley
London. While the Falcon was the highlight of the show. The guy at the
Amiga stand fell asleep from boredom. There was no interest in his stand.
He was sitting there dribbling and snoring away.

I have many musician friends. Many use a computer to make music.
Most use an ST, one uses a Mac and one uses a PC. No-one I know
uses an Amiga to make music.

==========

Wake up. People use a certain computer beucause it's suited for
their main application.

One question? Do you get ST users in the amiga group telling you
how bad your computer is?

Ofir ogal@cix.compulink.co.uk

"The fact that I have changed my mind
doesn't change the fact that I'm right"

6437. Re: CoNnect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 02:20:11 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1321@usdtsg.DaytonOH.NCR.COM>
Source record: 206360

In article <C6GMuo.8M8@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>So then, CoNnect is a good terminal program IF-AND-ONLY-IF you have a
>monochrome monitor.

If you want a full screen, then ANY res supporting 640x400 or better will
give you full screen (TT modes, Falcon modes, Crazydots, ST Hi res, etc).
Depends on whether you want full screen displayed or not (it's still
functional - even had it running for the heck of it in ST LOW with MonSTEr -
got a scrolled 640x400x16 ANSI :-)

>If you have a colour monitor, you should really look elsewhere, as you are not
>very likely to receive satisfaction from the poor text quality. Folk such as
>Herr Wander are never going to help you rectify this situation, as they are too
>keen on making you appear the a**.

If you are limited to ST Low/Medium res and want a full screen display,
then perhaps Connect is not for you. Otherwise it works fine in any
mode you wish to run it in. Text quality is not the problem - it's whether
you want a 8x8 font full screen or not. Wander designed Connect for
a particular segment of the Atari population - if he doesn't see a need
for full screen then that's his decision (though adding a full screen
mode would knock out some of the complaints :-)

>Of course, there is always Uniterm -- which uses the ST system font. A bit
>pedestrian for monochrome monitor users, I suppose, but adequate for speeds up
>to and including 19,200 baud. DEC VT100/200 emulation is very nice, although
>one tends to go into TEKTRONIX graphics mode when encountering a large amount
>of line noise, for example, when one's wife lifts the receiver on the phone
>extension in a room down the hall to make a phone call. Uniterm, alas, takes
>the entire screen when it is running, so I don't know how useful it is under
>MultiTOS -- perhaps some brave soul would care to test it and let us know the
>results?

Uniterm - the term I used until Connect came out. I can't say for sure
under MultiTOS, but Uniterm *does* function under MultiGEM (you have to
get to the "help" screen to access the other tasking programs and the desktop).
Should probably work under MultiTOS, at least in standard ST modes (medium/hi).

Hmm - I do remember people lifting up the phone and having Uniterms
screen go nuts (actually, sometimes a DISCONNECT will even trigger Tex mode :-)

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

6438. Re: Any US Falcons Yet?

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 02:27:22 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.rmcXXkYJGXM@semprini.tdkcs.waterloo.on.ca>
Source record: 206599

In <C67Evp.H2q@cbnewse.cb.att.com>, wayne.a.booth writes:
> Just to let y'all know, CompuSeller West in St. Charles, Il got their
> demo unit in last week Thursday. 4M with a 65M HD. Software that we
> have heard would be included was - - - except for D2D. My son and I
> tested a few packages and they worked great - although we often had
> to disable MTOS to get them to work. We also tested a couple that
> didn't work and we didn't try much else to try to get them up so I
> wouldn't say they don't work - just don't work under the conditions
> we attempted to run them under. CompuSeller West expects saleable
> units in about 3 Atari weeks (you know what that means.)

All RIGHT! Just in time for Christmas!

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

6439. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 02:41:17 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1993May4.024117.22244@mnemosyne.cs.du.edu>
Source record: 206567
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

If I am not mistaken, did not Atari sue Commodore over the issue
of just who owned the Amiga?
I was under the impression that the Amiga Lorraine was to be
Atari's baby, but somehow Commodore pulled a fast one.

Can anybody here give the _real_ story and not just hearsay?

Uncle Fester

--
: What God Wants : God wants gigolos :
: God gets : God wants giraffes :
: God help us all : God wants politics :
: *thester@nyx.cs.du.edu* : God wants a good laugh :

6440. Re: Orphan TT's

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 02:43:14 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.wZFshoZfkVc@semprini.tdkcs.waterloo.on.ca>
Source record: 206596

In <1993Apr29.044907.24001@cs.sfu.ca>, Gordon James Farrell writes:
> All I can say to this is: I WANT MY %^*@^$ TOS 3.06!!!
> My local delaer has had absolutely no luck with the local distributor
> OR Atari. Anyone out there know if Toad has any in stock?

Maybe Atari's new slogan should be "Power without the Support!"

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

6441. Re: Sprite Desktop?

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 02:46:12 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.BULRvK1nrb2@semprini.tdkcs.waterloo.on.ca>
Source record: 206600

In <1rohn7$k2h@falcon.natinst.com>, Glen Sescila writes:
> Has anyone seen the Sprite TV commercial? Does the GUI look familiar
> to anyone else? I only saw a glimps of it and did not get a chance to look
> closer at it but to me it looked like an ST Low resolution desktop.

I think you were hallucinating... it's closer to the Mac desktop than
the GEM desktop (note the rounded corners and the small lemon/lime in the
corner, carfully placed on the opposite side of the menu to prevent idiot
lawsuits)...

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

6442. Re: xxx.msa files. what format is it ?

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 02:48:00 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.e4GgtZ4FI3M@semprini.tdkcs.waterloo.on.ca>
Source record: 206597

In <1rq3tdINN7nk@golem.wcc.govt.nz>, Steve Wells writes:
> msa_ii.prg
>
> this has in-built instructions, and is nice & easy to use, even with
> only one floppy drive! It will quite happily convert entire disks to
> files, or (what you want), files back into the entire-disk format!

I have heard that it has problems noticing the difference between 9 and
10 sector formats. I'm not sure if its in creating MSA files, or in
writing them back to disks.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

6443. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 02:52:43 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1993May4.025243.22822@mnemosyne.cs.du.edu>
Source record: 206568
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May4.024117.22244@mnemosyne.cs.du.edu> thester@nyx.cs.du.
du (Uncle Fester) writes:
>
> If I am not mistaken, did not Atari sue Commodore over the issue
> of just who owned the Amiga?
> I was under the impression that the Amiga Lorraine was to be
> Atari's baby, but somehow Commodore pulled a fast one.
>
> Can anybody here give the _real_ story and not just hearsay?
>
> Uncle Fester
>
Nevermind. :)

I just read several accounts of this, and my curiosity
is satiated.

Sorry for the wasted bandwidth. Really.
I'm not pround, am I?

Uncle Fester

>--
> : What God Wants : God wants gigolos :
> : God gets : God wants giraffes :
> : God help us all : God wants politics :
> : *thester@nyx.cs.du.edu* : God wants a good laugh :

--
: What God Wants : God wants gigolos :
: God gets : God wants giraffes :
: God help us all : God wants politics :
: *thester@nyx.cs.du.edu* : God wants a good laugh :

6444. Rufus 1.06 and newer...

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 03:35:37 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993May3.223537.19130@bsu-ucs>
Source record: 206578

I've been using Rufus 1.06 every once in a while and it seems to function well. I also have 1.10 and 1.119. I'd like to use one of the newer versions to see what's new, but can't get the to load. Has anyone else had any troubles like this?

Does anyone know the differences with the newer versions above compared with 1.06?

-Matt

6445. Re: vt100 emulator? or wait fizzdizz3?

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 03:42:26 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1s4on2INNrh2@golem.wcc.govt.nz>
Source record: 206570

] I was wondering, would it be better to register for Freeze dried terminal
] even though the newer version is supposedly coming out? I love the way t
] terminal is run, very well thought out, My only problem is how much memo
] call I allocate to a ramdisk and have space left over for the program on
] 1040stf? How much longer is the wait? I will register, but I don't want
] register again when version 3 comes out, that could be more money than I
] to spend.

The wait is until at least Mid-June!

I am running, UIS-III, Diamond-Cache, HS-Fix, Serial-Fix, and Back-pack
(taking up about 100k total!). And after running FZT v2.2, I still
have over 330k of RAM available. (On a 1meg machine), FZT needs about
80k to operate properly! (Or you can't have a scroll-back and still
be able to execute XYZ.TTP or FZDSXFER.TTP!)

On the reg' form is a 'wait until next release' box, tick this and
you will be posted out a registered version of FZT III if & when
it is released!

] I do need to have a vt100 emulator, one that uses the arrow keys, support
] talk function through the internet(splits the window in two so that I can
] what I am typing and what my friend is typing), can handle vi, emacs, fse
] editors. Will FDT III do this?

If FDT 3 supports standard VT100, it'll do this quite happily!
(Flash does, and that was written back around '87, and is described by
the author as being pretty awful! (Although, it's nice & simple to use!))

] For the time being, is there a terminal program that can handle the abo
] and I can also download it from the atari archive? I can't wait to see w
] fizzdizz will do with vt100 emulation...

If you want VT-100 emulation from a terminal program, your best bet is
Uniterm! (Connect would be better if you have a Mega-STE or higher).
But if you have an ST, Uniterm is probably the best around in the PD/SW!

6446. Re: CoNnect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 03:44:48 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1s4orgINNrh2@golem.wcc.govt.nz>
Source record: 206571

Just a note, not all NZ'ers are like Roger!

It's really a nice place! Honest! 8-)

6447. img viewer

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 04:07:13 UTC
From: selbyr@meena.cc.uregina.ca
Message-ID: <3MAY93.22071372@meena.cc.uregina.ca>
Source record: 206575

What software can be used to view large numbers of IMG files quickly in succession? Thanks for any suggestions.

selbyr@meena.cc.uregina.ca

6448. CAD 3D Developers Disk wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 04:16:46 UTC
From: ninja@halcyon.com
Message-ID: <1s4qne$s2n@nwfocus.wa.com>
Source record: 206573

If anyone has a CAD 3D Developers Disk they would be willing
to part with or sale, please drop me a note. :)

Thanks.

--
F F Jonathan Roy, of the Free Access Foundation Email: ninja@faf.org
A Mail faf@halcyon.com for information, or FTP to halcyon.com: /pub/faf/
F F Vorlons, of the Galactic Bloodshed Development Team GEnie: J.ROY18
"Everything that has transpired has done so according to my design." - _RotJ_

6449. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 04:49:21 UTC
From: spice@drycas.club.cc.cmu.edu
Message-ID: <1993May4.004921.1@drycas.club.cc.cmu.edu>
Source record: 206574
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <C6GoEK.G8n@cbnewsc.cb.att.com>, kimes@cbnewsc.cb.att.com (Kit Kimes@AT&T/NCR) writes:
> From article <C69ApD.Eyw@cbnewsc.cb.att.com>, by (Kit Kimes@AT&T/NCR):
>
>> From article <1993Apr28.192312.7248@apgea.army.mil>, by (Robert C. Merritt):
>>>
>>> Ok, I've posted this message acrose the 3 main atari groups.
>>>
>>> Is there a good history of atari and its machines?
>>
>> Last year Jim Trageser posted a summary or the different models of the
>> Atari computers which was also a kind of history of Atari. I can repost
>> his article if he isn't around to do it again himself.
>
> Well, I've had a couple of email requests for this article, so here it is.
> I make no claims as to it's accuracy.
>
> ==
>
> SUMMARY OF DIFFERENT ATARI MODELS FOR ISSUE 1004
>
> by Jim Trageser (trag@pnet01.cts.com)
>
>
> After Jack Tramiel left Commodore in the mid-'80s and purchased Atari
> from Warner Communications (who had purchased it from Bushnell shortly
> after the development of the 400/800), Atari upgraded the 8-bit
> computers with the XL variants.

Wrong. The XL series of 8-bit Atari computers was developed under
the old Warner owned Atari. It was an attempt to reduce the cost
of producing the 8-bit machines so Atari could lower their price
to compete with the C64.

> Atari also released the 5200 game machine as a replacement for the
> 2600 around this time. But the new machine couldn't use 2600
> cartridges at first (an adapter was later sold) or joysticks. In
> addition, the graphics weren't much improved over the 2600 and not

Again the 5200 was developed by the Warner owned Atari and it was
nothing more than a redesigned 8-bit Atari computer and used all
the same chips and had exactly the same graphics capabilities.
Atari boneheadedly moved the memory locations of the chips in the
5200 and changed the pinout of the cartridge port so that 400/800

game cartridges wouldnt run on the 5200.

At one time there were no less than 3 versions of every game Atari
put out, the 400/800 version, the 5200 version and the 2600 version.
Retailers were none too happy having to carry 3 different versions
of the same game. Developers also werent too happy to have to rewrite
and repackage 400/800 games for the 5200 when they wouldnt
have had to if Atari hadnt changed the pinouts of the cartridges
and the memory locations of the chips in the 5200.

> Atari also released a third-generation game machine, the 7800. The
> 7800, which can still be found, escaped many of the 5200's problems.
> The 7800 has built-in 2600 compatibility, although it does not support
> the 5200 cartridges. The 7800 actually allows more colors on the
> screen at one time than the 8-bit computers, but the resolution is the
> same.

Yet again the 7800 was developed by the Warner owned Atari. They just
never got it to market in a big way before Warner sold the home game
division and home computer division to Jack Tramiel. Jack didnt want
to spend the money to tool up and properly market the 7800 even though
it was a better machine (100 sprites, anyone) than the NES. Instead
he tried to recycle the old 8-bit computer technology which had long
since been paid for and came out with the XE game machines.

> In 1989, the Mega series of ST computers was released, offering 2 or 4
> megs of RAM (Mega 2 and Mega 4, respectively), room for internal hard
> drives and built-in clocks. In addition, the Megas had 16 MHz CPUs, as
> compared to the 8 MHz STs. The Megas also had detachable keyboards,
> while the STs had built-in keyboards. As with the XL 8-bit computers,
> the Megas offered compatibility problems with existing ST software. In
> addition, some of the Megas could not have simple memory upgrades.
>

More misinformation. The Mega STs came out in 1988 and were exactly
the same as the regular ST except for the clock, the detachable
keyboard and a pseudo expansion slot. They did not have 16mhz CPUs.
The Megas ran at 8 mhz just like the regular STs. They also did not
come with the capability to use an internal hard disk. 3rd party
companies found a way to hack them in. As for the memory upgrades,
no ST model before the STE offered the ability to perform memory
upgrades. A lot of 3rd party companies came up with hacks to allow
this.

> In the early '90s, Atari purchased the Lynx handheld game machine
> (similar to the Game Boy from Nintendo) from Epyx, and that system has
> met with great popularity.

Atari didnt purchase the Lynx from Epyx, they got it when Epyx defaulted
on some loans that Atari had made them.

> Last year, Atari also released its ABC (Atari Business Computers) line
> of MS-DOS machines, although they are being distributed mostly in

> Europe and do not support Atari software. These, too, are PC clones.

Atari canceled its line of PC clones over a year ago.

> More importantly, in 1991 Atari offered peaks at the STacy and ST Book
> portables, both of which do support ST software. The ST Book features
> a "vector pad" instead of a mouse, up to 4 megs of memory, a high-
> resolution (640X400) LCD display, and built-in hard drive -- up to 120
> megs. Both should be available within months.

No more than a handful of either machine was ever produced and both
have now been canceled.

> Atari's latest and hottest domestically available machine is the
> TT/030, based on the Motorola 68030 32 MHz machine. While little
> software from the ST and Mega machines is compatible with the TT, the
> new machine is available with either TOS or Unix operating systems.

Quite a lot of ST software will run on the TT and Atari Unix was never
released to the general public. Only a handful of copies of the Unix
OS were released and its now been canceled.

> Rumors for '92 include a 64-bit video game system, a new series of ST
> computers that may be compatible with the new video game system, and
> maybe even a TT/040. Also, Atari enthusiasts are hoping for a domestic
> release of the Atari Transputer Workstation, currently sold only in
> Europe and running a version of the Unix OS, Helios.

Again only a few ATWs were released and those were never available in
the US. The ATW has been canceled.

Scott Corley

spice@drycas.club.cc.cmu.edu

6450. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 05:10:44 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1s4tskINNroj@golem.wcc.govt.nz>
Source record: 206577

```
] Yes, the 520 is a good choice. The graphics are good, sound is
] good...and even the 520 will be able to run all of those games you
] listed. It's really outdated nowadays, but for what you want it for it'd
] be great. Go for it.

The standard 'new' machine is the 1040STe at the mo', the 1meg lets
you run the few 1meg-only games, and the 'e' lets it run the 1 or 2
STE-specific games, and the few STE-supporting games!

BTW - Anyone seen 'The Chaos Engine' yet? Screenshots look great!

Any other really-amazing new games out there?
```

6451. Re: CoNnect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 05:15:47 UTC
From: John_Collis@equinox.gen.nz
Message-ID: <John_Collis.fd33@equinox.gen.nz>
Source record: 206580

sheppard_r@kosmos.wcc.govt.nz wrote:

: NOTE: no one has come back and stated the ConNect is better than Flash,

O.K. Here goes. I find CoNnect a lot better than Flash for a number of reasons. The ANSI emulation is a lot better, running an external program is a heck of a lot easier(i.e I can get an external download protocol to auto run) Having a built in UN*X like shell as a scripting language seems good too. All this I've found within the short time I've been testing it.

: What I wan't is a full screen with a 8*8 font, Flash gives me that 100%,
: ConNect does not, its as simple as that..

: So come on chaps get out your Compilers and start working..:-)..

Of course this is an option, one which anyone who is out there reading might consider. We do need a program which works faster on older machines without resorting to speed up tricks. I havn't found a problem with this but hen I'm using a 1200 modem :-)...

--
|John Collis |Email to: john@albemuth.equinox.gen.nz
|53 Springfield Rd |or: John_Collis@equinox.gen.nz
|Christchurch 8001 |
|New Zealand |Phone: +64-3-379-8921

6452. Re: CoNnect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 05:23:35 UTC
From: John_Collis@equinox.gen.nz
Message-ID: <John_Collis.fd37@equinox.gen.nz>
Source record: 206581

sheppard_r@kosmos.wcc.govt.nz wrote:
: I do connect to a VAX and need VT100 and with a ANSI Font, I used the font
: that came with ConNect, not very good on mono at all..

I've had no problem at all on a mono monitor, but if you want why not use
the fonts from rufus. They're ANSI and a little larger.

--
|John Collis |Email to: john@albemuth.equinox.gen.nz
|53 Springfield Rd |or: John_Collis@equinox.gen.nz
|Christchurch 8001 |
|New Zealand |Phone: +64-3-379-8921

6453. GDB 3.6

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 08:17:41 UTC
From: grw@ukc.ac.uk
Message-ID: <7134@falcon.ukc.ac.uk>
Source record: 206582

After downloading the binary distributions for GDB (versions 3.5 AND 3.6) i cannot get either of them to run on my STe. The moment I run them I get an ILLEGAL INSTRUCTION error from MiNT and that's it.

From reading the README.ST file, i get very little help, although I'm guessing that the two versions that I downloaded are 68030 only.

I probably will download the source and compile it myself, but just in case I can't find the time, does anyone know where I can get a working version of the binary (3.5 or 3.6) ?

Any help would be much appreciated....

--
"Given that God is infinite, and given that the Universe is also infinite ... Would you like a toasted tea cake" - Talkie Toaster

Gazza. University of Kent at Canterbury

6454. MINT 104 PROBS

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 08:21:19 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1s591v$kpt@golf.cc.strath.ac.uk>
Source record: 206584

I have been trying to compile MiNT 1.04 for a while now, but I can't
get it to work. I have a Lattice C compiler, I'd switch to GCC but
I only have one meg of momory :(

Anyway, could someone post a binary to comp.binaries.atari.st, or
upload to anon. ftp somewhere ??

Ta,
Dave.

PS: Tragic e-mail story ....

Can you see something wrong with my e-mail address. People keep
telling me it's not in the right format, but my sys. admin. says it
shouldn't matter .... puzzling ...
If some knowledgable person out there knows the answer (and indeed
if its the e-mail given in my signature or on the header ...) please
do not hesitate to e-mail me (if you can !?!).

==================================
David McNicol
_____<3rd Year Laser Physics>_____
Dept. of Physics and Applied Physics
_____ Strathclyde University _____

e-mail: cabp09@uk.ac.strath.cc
==================================

6455. Maxidisk

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 08:22:40 UTC
From: arjm@dcs.ed.ac.uk
Message-ID: <C6Htxt.Eo8@dcs.ed.ac.uk>
Source record: 206583

Can anyone tell me the latest version of that excellent compressing Ramdisk Maxidisk? Where could I find the latest version - or could someone email it to me please?

I'm very glad to hear that Ian Lepore has a new verion of HSC almost ready!

I have an old 520ST with Tos 1.2 and 1M RAM (& two 1M FDD). I'm thinking of getting a Hard Drive. However - I reckon I might be better off getting a Mega STE since Tos 1.2 is slower for disk stuff, and lots faster all round - has Tos v2, blitter etc. I can get a HD for 280 pounds and Mega STE 4/48 for 695. (From memory those figures. Could be wrong)

--
Andy MacCormack, aka armless, aka arjm@uk.ac.ed.dcs
"I am not ashamed of the Gospel of Jesus Christ, because it is the power of God for the salvation of everyone who believes." Rom 1:16
--

6456. Re: NeXT Atari :MTOS 4.0x

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 08:54:43 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C6HvF7.CIF@newcastle.ac.uk>
Source record: 206587

In article <1993Apr29.051746.24112@cs.sfu.ca>, gfarrell@cs.sfu.ca (Gordon James Farrell) writes:

>>>Sorry Mark, but I have to correct you on this one. TOS is at version
>>>4.0x but MultiTOS is at the moment at version 1.01 and Atari probably
>>>has more advanced versions already. But of course I don't know that.
>>>Maybe they are first waiting a bit more for user impressions of
>>>MultiTOS and are now working on more drivers. Who knows.
>>
>>You might be right and the author might be wrong. They listed it as MultiTOS
>>4.0, but I would imagine that it is 1.0.
>>

Actually, MultiTOS (well, the MultiAES section, the bit which isn't MiNT), IS at version 4.0x. This is because the latest version is based on the TOS 4.01 version of the AES (3d buttons, etc). This I know to be true.......

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

6457. WP to ST

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 08:55:47 UTC
From: mbdqbest@diamond.sara.nl
Message-ID: <1993May4.085547.3059@news.sara.nl>
Source record: 206363

Sam Marshall (news@cs.nott.ac.uk) wrote:

There's a utility by Robert Best that converts between WP5 and First Word Plus (not graphics). Email him on mbdqbest@diamond.sara.nl (costs about $20 I think - pretty steep).

Why steep? This utility is NOT a beta version and I'm NOT paid to write such programs in my job. It is reliable, fast and easy to use. 20 US$ for a utility which is really useful is not much, even for students.

What would you consider a reasonable price? Do you know it? I can send you a demo version which does the same, but for short test files only.

Robert Best (rwbest@sara.nl)

6458. Re: ConNect

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 09:06:40 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <C6Hvz5.6q7@dscomsa.desy.de>
Source record: 206579

In article <2be39f7d@p1.f7803.n241.z2.fidonet.org> Alexander_Bochmann@traveller.fido.de (Alexander Bochmann) writes:
> > You probably should have a look in CoNnects Compatibilty dialogue...
>
>Unless it hasn't been expanded in one of the last versions, this hasn't cured
>all problems...

Perhaps you should describe your problems in more detail.
If you want to use graphics (ANSI-graphics) you'll hev to install
an ANSI-Font (like the one that is included in the connect archive.)
Install it in the Display dialogue.
Next you have to set the ATARI-character set in the Nationality
dialoge. Keybord: IBM. In Compatibility: The first 2 popups: set them
to _not_ correct. Destructive backspace - ATARI-Keypad. The last popup
finally again: set it to _not_ correct...

Wolfgang

6459. Re: Flame for Ricardo.

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 09:49:36 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1s5e7g$ln8@golf.cc.strath.ac.uk>
Source record: 206586

In article 35994@sue.cc.uregina.ca, konopkjt@mercury.cs.uregina.ca (Jeremy Konopka) writes:

....

>Jeremy Konopka konopkjt@cs.uregina.ca

Haven't we got a separate group for people to argue about Atari/Amiga now ??

==========
David McNicol
_____<3rd Year Laser Physics>_____
Dept. of Physics and Applied Physics
_____ Strathclyde University _____

e-mail: cabp09@uk.ac.strath.cc
==========

6460. 2nd hand slm804 price?

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 10:01:20 UTC
From: frank@ifi.unibas.ch
Message-ID: <1993May4.100120.5951@urz.unibas.ch>
Source record: 206396
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello,

May I ask you netters for an opinion?

I have a five year old, barely used SLM804 Atari laser printer, which I would
like to sell to someone interested.

What price would YOU be prepared to pay for that printer?
Please respond by e-mail to the address below, as I DO NOT read this newsgroup.
(Though I still have my 520st ...)

Thanks for the answers.

Regards Robert

--
Robert Frank tel. + (061) 321 99 67
Institut fuer Informatik fax + (061) 321 99 15
University of Basel, Switzerland
Mittlere Strasse 142 rfc822: frank@ifi.unibas.ch (NeXT mail accepted)
CH-4056 Basel X400: S=frank;OU=ifi;O=unibas;P=switch;A=arcom;C=ch
(if all fails try frank@urz.unibas.ch)

6461. Re: TeX for Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 10:09:30 UTC
From: Thomas.Humburg@arbi.informatik.uni-oldenburg.de
Message-ID: <1993May4.101326.26508@arbi.Informatik.Uni-Oldenburg.DE>
Source record: 206588

bmaraldo@watserv1.uwaterloo.ca (Commander Brett Maraldo) writes:

>In article <C6Dn2C.HFM@world.std.com> azog@world.std.com (azog) writes:
>>Is there a TeX for Atari? If so, where can I ftp it from?

> TeX does exists for the ST. The best configuration is C_TEX which
>can be had on umich I believe. It comes as a nicely archived bunch of files
>distributed on 4 DS disks with an INSTALL. Also, get metafont (C_MF) and the
>two FONT disks. These 8 disks give you a complete TeX/MF working environment
>with a GEM shell. All in all, its pretty easy especially if you understand
>German! :-)

Lindner-Tex is also a very good TeX-Implementation for the Atari-St. I know
both TeXs. The TeXShell comming with Lindner-TeX I think is much better, but
the printer drivers are a little slow. Also the speed of both TeX-Versions is
nearly the same.
--
>---<
> Name : Thomas Humburg Org : Universitaet Oldenburg <
> Status : Student (CS) <
> Town : 2900 Oldenburg <
> Street : Johann Justus Weg 136/2-41 <
> State : Germany Net Adresses: <
> Bitnet: 158625@DOLUNI1 <
> uucp: thumburg@uniol <
> Internet: Thomas.Humburg@arbi.informatik.uni-oldenburg.de <
>---<

6462. Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 10:15:24 UTC
From: june@f308.n133.z1.FIDONET.ORG
Message-ID: <5931.2BE75AFA@gisatl.FIDONET.ORG>
Source record: 206349

On <May 03 18:46>, sheppard_r@kosmos.wcc.govt.nz of 1:133/411 wrote to All:

>>
>> Apparently Townsend got "an opportunity he couldn't refuse" :-)
>>He's hooked up with some company
>>that I *think* deals with object-oriented software, etc.
>>(something he mentioned he was interested in, if I remember
>>correctly)...

>
>That "some company" is only Taligent. :-)

> Ed Krimen
> ekrimen@netcom.com

s> From what I have read Taligent would now have some 3 ex, Atari
s> programers working for them, (Ken, Pratt, Towns), may be they got
s> fed up being treated like mushrooms, kept in the dark and just
s> fed bull shit...

s> Roger.......... sheppard_r@kosmos.wcc.govt.nz

Cool! Good to here it!!

Ed June
__ __ / __
| ||__ / __| - [The Operating System of choice!] -
|__| __| / |__
/
Fidonet: 1:133/308, Atlanta's OS/2 Users Group BBS/FAX, 404-471-1549
Internet: buggz@buggz.via.mind.org
UUCP: ...!emory!uumind!buggz!buggz

--

Fidonet: 1:133/308, Atlanta's OS/2 Users Group BBS, 404-471-1549
Internet: june@gisatl.fidonet.org
UUCP : ...!gatech!warlord!gisatl!308!june

6463. STILL trying to clear up misquote (was Re: Atari Purchase, WOW!)

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 10:35:57 UTC
From: brianp@netcom.com
Message-ID: <brianpC6I03x.5Hu@netcom.com>
Source record: 206589

In article <> neurom@u.washington.edu (Neuromancer) writes:
*
*Well, that was interesting. Four days with no response and then oodles within
*two. I want to thank everyone who helped my with my decision, and I want to
*give a special thanks to Mr. Peterson for reminding me why I don't want a Mac
*or Amiga. Namely, you don't barge into other people homes and start insulting
*their family. Thanks, Brian. ;)

I guess that Neuromancer didn't read my previous followup
explaining that it was SINCLAIR, >NOT< me (Brian Peterson),
who said he should buy an amiga or mac.

Neuromancer misquoted me.

He thought I said he should get an amiga, but REALLY, I
quoted Sinclair, who was the one who said he should get an
amiga.
And, By The Way, the other followup (than this very article)
to Neuromancer just happens to be from
Mr. Bozo-Breath sinclair2246@iscsvax.uni.edu himSELF.
(The >real< criminal returning to the scene of the crime. :-)

So, to summarize, I, Brian Peterson, think Atari computers
are cool. Someone ELSE said to buy amiga, and Neuromancer
attributed that to me.

DEATH TO ALL INTRUDER AMIGOIDS!!!!
Brian Peterson,
brianp@netcom.com

P.S. I think that when I made my followup
(which ended up as just me quoting sinclair2246 with nothing
of my own added (although it DID STILL have the line
In article <> sinclair2246@iscsvax.uni.edu writes:
in it)), I must have done something along the lines of
:w sinclair.followup
:q!
when I should have done a :wq instead of :q!
cuz I DID save a copy of what I was GOING to say.
Here I enclose what I originally intended to add.
I hope this settles everything.
BP.

Newsgroups: comp.sys.atari.st
Subject: Re: New Atari Purchase
References: <1r966uINNq6p@shelley.u.washington.edu>

<1993Apr24.142148.12665@iscsvax.uni.edu>
Followup-To:
Distribution: world
Organization: Not on THIS desk, there ain't!

In article <> sinclair2246@iscsvax.uni.edu writes:
*In article <>, neurom@u.washington.edu (Neuromancer) writes:
*> what your opinion is. My choices, basicly, are:
*> 1) Upgrade my ST to:
*> 2) Get a Falcon030 as a 4/65 config and add an external SCSI II 120 meg HD.
*> 3) Get a Falcon030 as a 1/0 config and:

*Or you can get an Amiga 1200/80 meg for $868.00
*or Mac Centris 610 for about $1600 street.

This stuff belongs in comp.sys.amiga.advocacy. You can
stick it in comp.sys.atari.advocacy, if you really must.
C.s.a.a was created for exactly these types of articles.
Use it.
And in case you didn't notice, Neuromancer was asking for
advice on just three specific choices, all Atari.
None of the choices included Macs or Amigas.
If he wanted advice comparing Macs or Amigas, he would have
posted an appropriate question to the mac or amiga newsgroups.
Please don't post stuff that doesn't belong in this
newsgroup. It only annoys us.

--
--> Brian Peterson, brianp@netcom.com <--
In order to remember your dreams,
you must think of them as if they were little kittens.
-- King Missile

6464. Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 10:48:38 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.736512408@rw8.urc.tue.nl>
Source record: 206590

sheppard_r@kosmos.wcc.govt.nz writes:

>From what I have read Taligent would now have some 3 ex, Atari programers
>working for them, (Ken, Pratt, Towns), may be they got fed up being treated like

I would interpret this as:
Atari programmers apparently do a great job for Taligent. What other
reason could there be for Taligent to offer them great jobs. And who
knows, maybe in the future there will be Taligent OS for the high end
Ataris.
Not likely but who knows.

Erlend.

6465. Re: TeX for Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 11:16:26 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993May4.111626.3801@sol.ctr.columbia.edu>
Source record: 206591

```
}
} TeX does exists for the ST. The best configuration is C_TEX which
} can be had on umich I believe. It comes as a nicely archived bunch of files
} distributed on 4 DS disks with an INSTALL. Also, get metafont (C_MF) and the
} two FONT disks. These 8 disks give you a complete TeX/MF working environment
} with a GEM shell. All in all, its pretty easy especially if you understand
} German! :-)

Doesn't work under MiNT though - I was thinking of incorporating a TeX
subset for the MDK, but there's not much point if the shell don't work.

(I think it was compiled in GFA. If the new GFA uses gcc as a back end
then all this will of course go away :-)
--
-------------------------------------------------------------------------------
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

6466. Amiga

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 11:30:13 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.188205@cix.compulink.co.uk>
Source record: 206369

To all Amiga users who keep posting annoying messages as opposed
to informative messages:

Every sane computer user on the planet knows that his system is not
perfect because such a thing does not exist. I am sure the Amiga is
great, but so is the ST. It will not benefit Amiga users if Atari
go bust, because competition drives prices down and pushes programmers
and hardware designers to excel.
You are not going to make any Atari user change over to the Amiga, because
he is already used to the system and probably quite happy with it.

I wish the Amiga much success and I am sure there are many applications
that run much better on it than on an ST/TT/Falcon. But the reverse is
also true. See my previous, not so calm, message about MIDI and Audio.
Let's face it the Amiga has not had much success in the music industry.

Have fun with your Amiga and leave us in peace. Unless of course, you have
something to contribute instead.

Ofir ogal@cix.compulink.co.uk

"The fact that I have changed my mind
doesn't change the fact that I'm right"

6467. Re: Ghostscript and ATM

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 11:56:13 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.736516488@rw8.urc.tue.nl>
Source record: 206592

Questions about Postscript fonts.
Atari ST User has an article on this this month.
You will need either the .pfm or .afm files. And some utils to convert
the .pfb files into these files.
I do not ahve the magazine handy so I cannot look up the precise
details.

Erlend.

6468. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 12:18:41 UTC
From: csg019@cch.coventry.ac.uk
Message-ID: <C6I4v6.3JC@cck.coventry.ac.uk>
Source record: 206371
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May3.010151.7760@grebyn.com> malak@grebyn.com (Michael Malak) writes:

>Reading ST & IBM disks on an Amiga is even slower than reading Amiga
>disks. As you probably know, to read a single disk sector the Amiga
>must read the entire track of _raw_ data, then the 680x0 decodes the MFM
>encoding. Coupled with the fact that the directory structure is a
>linked list, practically the entire disk has to be read every time you
>want a directory.

You sounded like a man than knew what he is talking about. Right up to the
point where you said that the Amiga has to read practically all the disk
when you want a directory. The directory is hashed, this makes the seek
a lot faster than scanning the entire disk. Only 512 bytes of data is stored
for each filename unless it is a massive file. Traversing this is very quick
as usually only the tracks near the root block need to be searched. It is
very unlikely to see file information more than 10 tracks from the root block.

Also the blitter is used to decode the track data *not* the 680x0. This makes
is very fast. Far more versatile than the outdated WD1771 could evedr be.
You can have the best of both worlds - MFM and GCR.

Steve.

--
**********Steven Haggerty**csg019@uk.ac.cov.cck ok?**********
* There is the law of GRAVITY, there is the law of CONSERVATION, there is the *
* law of DREDD. You can break the first two, but the last one plays for keeps!*
**********- 2000AD on Judge Dredd.*******

6469. Re: Light Traffic

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 12:44:17 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.736519345@rw8.urc.tue.nl>
Source record: 206594

hutch@bellman.lanl.gov (John Hutchinson) writes:

>Why is traffic in c.s.a.s. so light today? Is everyone away from their
>terminals today but me? Is it a Clinton conspiracy? Is this a national
>holiday? Why didn't anyone tell me??? :)

Oops sorry. The woman that used to be queen has her birthday on
april30. Now her daughter celebrates her birthday on the day her mother
has her birthday. So as not to confuse anybody by switching birthdays,
you understand? Well anyway for some strange reason we have to take a
day off on that day, so light traffic I guess from the Netherlands.

Erlend.

6470. How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 13:34:24 UTC
From: evilandi@vnet.IBM.COM
Message-ID: <19930504.053336.32@almaden.ibm.com>
Source record: 206593

In <1rridj$9dd@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu wrote:
:How is the Falcon030 doing in Europe?
:
:The reason I ask is that Atari is supposely making around 50,000 of these
:systems each month. And since none are in the U.S. besides developers
:and dealer units, I'm wondering where they are all going?
:
:There has to be around 250,000 out there so far.
:
:How are they doing NEAR you? Dealers?

Current issue of FUTURE MUSIC magazine in the UK has no less than 11 adverts from dealers selling Falcons FROM STOCK. Most common price is UKP 599 for 1Mb/0Mb and UKP 999 for 4Mb/65Mb.

All major tech-music/synthersiser shops sell Falcons. No messing.

Also many adverts for direct-to-harddisk recording software, plus reviews of forthcomming D2D/sampler/sequencer combo software packages.

FUTURE MUSIC magazine had many articles presenting the Falcon as the ultimate music computer (this is not necessarily MY opinion...). Also a nice quote from a head-to-head comparison of Atari vs. The Rest; "As for the Atari, well, name a recording studio without an Atari".

Only worrying point; Falcon seemed to be pushed as a souped-up ST rather than as a seperate, new computer. Not helped by identical casing perhaps? Mind you, virtually all old ST MIDI software is compatible anyway.

Andrew Oakley, IBM Warwick, UK IBM VNet: <9oakley@asicvm1> x(7)664830
InterNet: <evilandi@vnet.ibm.com> I speak FROM IBM, not FOR IBM!
JANet: <evilandi%vnet.ibm.com@nsfnet-relay> UK 24h Tel. 0926 464830
24 Daddlebrook Road, Alveley, Near Bridgnorth, Shropshire, WV15 6NU, UK

Evil Andi of GOTHIC DOMAIN SOFTWARE: Computing for the culture-shocked
Budgie UK titles: Ballpark, Flipped & Square Off
Shareware titles: ST-Zine Disk Mag Kit, Quiz Construction Kit & others
---
ST-ZINE disk mag construction kit coming soon to Atari Archive.

6471. Re: Just ordered a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 13:55:06 UTC
From: saj@chinet.chi.il.us
Message-ID: <C6I9Bv.LEB@chinet.chi.il.us>
Source record: 206351

In article <rogeraw.57.736431922@dhhalden.no> rogeraw@dhhalden.no (ROGER ALLAN WAHLGREN) writes:
>In article <C6ELxM.vw@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>>My impressions: most
>>predominant one is that AES still needs to be re-done from scratch. Screen
>>painting is horribly slow.
>>The speed difference from a Mega ST on Pagestream was
>>dramatic, but the slow screen painting made the program look slow anyway.
>
>Slow ??? are you sure it is not the program you tried ?? All people know
>that the speed of the pagestream sucks. Try Calamus or Chagall, then you
>will see a big speed increase.
>

Screen painting was also slow on things like menu dropping and the landmines game, which have nothing to do with Pagestream. My understanding is that Calamus uses custom screen i/o routines and goes around the VDI. Which points out my thinko visible above. AES probably needs work too, but it was VDI slowness I actually saw.

My gripe with Pagestream has always been the wait before the redraw (rendering speed), not the redraw itself. And the Falcon030 helps a lot there.

Steve

6472. MiNT1.04 memory problem (?)

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 14:11:54 UTC
From: thiele@quando.quantum.de
Message-ID: <1993May4.141154.9474@quando.quantum.de>
Source record: 206354

Hello everybody,

I have some weird problems with MiNT1.04. I have compiled it with
GCC2.3.3 and MiNTlib30 on a 4MB Mega (Tos1.2). It works fine, also
with TOSWIN.ACC (1.4). But when I boot the computer with XCONTROL.ACC
(and TOSWIN), the computer crashes after the AES draws the window
border but before XCONTROL can draw his part.
But when I change the physical order of the accessories (that means
the order of loading while booting), XCONTROL works fine, but then
TOSWIN won't work!!
It seems to be a memory problem. When I compile MiNT using the 8K-
bounding for memory allocation rather than the 256 Byte (normal for machines
without memory prot.), than it works fine with all ACC's (but I waste
memory of course).

Maybe someone has solved this problem. The 8K-Bounding wastes a lot of
money, but digging into MiNT's source code to locate the problem is very
difficult.

Thanks in advance

Holger

--

Holger Thiele |
Quantum GmbH Dortmund | Et nunc, reges, intelligite,
thiele@quantum.de | erudimini, qui judicatis terram

6473. Re: Converting Sound Files

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 14:30:02 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1993May04.153002.1@gst-soft.demon.co.uk>
Source record: 206380

> I'd like to take advantage of the .au files available widely. Unfortunately,
> I only have my Mega ST2 (hopefully to be replaced with a Falcon 4/65 or
> maybe 14/65), and all that I have for sample work is ST-Replay. Therefore,
> is there either any software to convert .au to .spl, or software to allow
> me to play .au sounds on a machine with no DMA Sound and with (gasp)
> TOS 1.2...
>

The best program I've seen for converting sound files, is SOX
though written for U*ix, it should port easily. I'm not sure of an ST
one. Sorry can't help with a player, perhaps play20 (?) in Sounds at
atari.archive might handle something similar. Sorry i'm not big on
sound with an ST.

CW.

==
Chris Wood. "You Screwy Rabbit" - Yosemite Sam
cwood@gst-soft.demon.co.uk
GST Software Products (R&D) Tel: (+44) 0480 496789.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG. Fax: (+44) 0480 496189.
==

6474. Re: GFA Help! (Damned compiler!)

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 14:47:12 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1s5vlgINN199r@rs1.rrz.Uni-Koeln.DE>
Source record: 206352

In <736364996.AA04475@tdkt.kksys.com> Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com (Chuck Grimsby) writes:

>Turn off OPTION BASE 1 (use temporarily OPTION BASE 0) and then edit your
>FOR...NEXT loop to be
> FOR i%=0 to totalcount

>That'll fix it. GFA *needs* menu(0)!

OPTION BASE 1 will not cause GFA's internal MENU() array to
become 1-based. In fact, MENU m$() will work if m$() is an 1-
based array, but MENU(0), which should contain the index of the
string that was selected will be one too low in that case, i.e.
if you want to print the selected string, you must use PRINT
m$(SUCC(MENU(0))) if m$() is an 1-based array.
Other than that, GFA can handle menus based on 1-based arrays. I
don't know for sure, though, as I always use 0-based arrays. In
general, I think using OPTION BASE 1 is not a good idea -- it
will slow down the program, plus it can cause weird effects, as
it's one of the trouble statements that sometimes trigger
compiler bugs.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

6475. Incorporating Easy Draw II diagrams into First Word Plus

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 14:50:20 UTC
From: chas@castle.ed.ac.uk
Message-ID: <35210@castle.ed.ac.uk>
Source record: 206353

This is posted for someone without newsgroup access; he is using Easy Draw II for creating diagrams, then printing them through First Word Plus, as part of a document. When he prints Easy Draw II diagrams directly, they come out fine. When he does it through First Word Plus, they come out double-sized, dotty, and virtually illegible. Any help will be 'received with joy'. Reply in the first place to this mail address (chas@castle.ed.ac.uk).

Chas

--
Chas Spencer email : Chas@ed.ac.uk
User Support, EUCS
University of Edinburgh

6476. Ethernet card

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 16:47:24 UTC
From: PEREZC@EVALUN11.BITNET
Message-ID: <93124.114724PEREZC@EVALUN11.BITNET>
Source record: 206598

Hi, I am interested in connecting an atari st with a laser printer (also
atari) to ethernet. The idea is allowing remote printing through ethernet.
I guess what one needs is a card plus software. Does anyone know about this?
Thanks a lot in advance
Armando Perez
Departamento de Fisica Teorica
Uiversidad de Valencia

6477. Re: New Atari Purchase

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 16:50:18 UTC
From: bjgrier@bnr.ca
Message-ID: <C6IHFv.21q@news.rich.bnr.ca>
Source record: 206357

sinclair2246@iscsvax.uni.edu writes:

< lots of extraneous BS deleted >

Summary of extraneous BS:
I'm right your wrong, forget what you want out of a computer, I'm right!

My reply:
Yah, So!

Like I said before: If you want me to change computers just send me the $3000 dollars to get an equivalent clone, $4000 to get the equivalent MAC or Amiga. This price includes replacing some of the more expensive pieces of software with their respective equivalents.

And NO I will not give up either my ST or my TT, but I'll be glad to take your money.

Brian, WS1S (ST/TT User/Developer)
Bell Northern Research
Research Triangle Park, NC

6478. Re: TeX for Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 17:42:56 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <736537375@bronto.cs.duke.edu>
Source record: 206356

From the Holy Book of <1993May4.111626.3801@sol.ctr.columbia.edu>
as spake by sjg@phlim.ph.kcl.ac.uk (Simon Gornall) :

>} [...] These 8 disks give you a complete TeX/MF working environment
>} with a GEM shell. [...]

>Doesn't work under MiNT though [...]

Which, TeX or just the GEM wrapper? I've used both under MiNT 0.95 with
no problems. Granted, I only use the GEM shell for building fonts or
format files, but it still works.

> [...] - I was thinking of incorporating a TeX
>subset for the MDK, but there's not much point if the shell don't work.

Why? A few judicious aliases in your favorite command-line shell should
do the trick just fine.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@romeo.cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
bigham@hercules.acpub.duke.edu | copied or distributed without a
(but not for long) | Darn Good Reason(tm).

6479. Scott Peterson Please Read This

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 17:55:35 UTC
From: rhett@bigwpi.WPI.EDU
Message-ID: <1s6amn$c48@bigboote.WPI.EDU>
Source record: 206358

I am the guy who is buying your disk drive. Sorry its been a week longer than when I was supposed to mail you the check, but I lost your address. I am really sorry about this. Could you please send me a letter before tomorrow with your address. I will you get you the check very soon.
Thanks and again, i am trully sorry.
Rhett Brown
rhett@wpi.wpi.edu

6480. It's me, Mr. "Fed up of reading pro-amiga posts in THIS group"!

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 18:02:40 UTC
From: S_SAMSO@iravcl.ira.uka.de
Message-ID: <1s6b40INN2lo@iraun1.ira.uka.de>
Source record: 206355

In <1993May2.113931.12843@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:

> In article <1ruam9$a3a@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len Stys)
writes:
> >
> > In a previous article, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) says:
> >
> >>aa399@cleveland.Freenet.Edu (Len Stys) writes:
> >>
> >>>How is the Falcon030 doing in Europe?
> >>
> >>>The reason I ask is that Atari is supposely making around 50,000 of these
> >>>systems each month. And since none are in the U.S. besides developers
> >>>and dealer units, I'm wondering where they are all going?
> >>
> >>I always thought they would do about 300 a day, that would make about
> >>10000 a month - if all works fine. What it didn't do until last month.
> >
> > That is pretty bad. 10,000 a month? If they do 10,000 a month, they MIGHT
> > be able to sell 100,000 the entire year.
> >
> > For a company that bases everything on MASS production and MASS selling,
> > Atari isn't doing so hot.
> >
> > The reason they price their computers as low as they do is so that they
> > can make money when selling in volume.
> >
> >>Really? Where? Not here in Germany - and nowhere else, too. I would say
> >>10000 is the maximum at the moment. ATARI sold some 50000 computers
> >>last year - not in a single month.
>
>
> I don't thing the word manufacturing is in Atari's vocab...10,000 a month is
> nothing. That means that there will hardly be any software for the Falcon..
>
> Commodore sold 100,000 Amiga 1200's in the UK from last November to February of
> this year. C= probably sold that much in Germany too and C= Australia sold
> 70,000 Amiga 1200's. I don't know what sales of the A4000 line, but are out of
> stock in the U.S.
>
> Atari will never change..History is repeating it self.
>

>8-P

I must say that I am really fed up of this guy (sinclair2246) and others
like him who post in this NON-ADVOCACY group about how good their computer
is and how bad the others are...

IF I AM READING THIS GROUP IS TO KNOW ABOUT ATARI COMPUTERS, WHEN I WANT
TO KNOW ABOUT AMIGA COMPUTERS I READ THE AMIGA GROUPS!!! AND SO DOES THE
MAJORITY OF READERS!! as easy as that...

YOU GOT IT???!

P.S.:Do you have a sales-man complex? is your father the commodore owner? or is
it that you simply can't stand that there is people with interests different
to yours? no, don't tell me... I know, your big brother hit you with an Atari
when you were [he IS...] a kid?

P.S.S.:Do you even happen to know what the advocacy groups are for?

P.S.S.S.: If you want me to buy an Amiga, then, pleeease, e-mail me and don't
bother the other fellows of this group, ok?

> ==========
>
> Amiga 1200/80 owner --- There must be a God!!!
>
> Dream Machine: Amiga 4000 Toaster System ----- Dream on!!
>
> Lynx owner too ---- I am waiting for the Lynx 3 ----------
>
> Soon to be owner of the new PowerBook 145B ----------
>
> ==========

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
The Spacewalker * * ~O O *
"Walkin' thru Cyberspace..... * <|_, *
....aaaaaahhh! O \/\ *
it's refreshing" * / *
-->s_samso@iravcl.ira.uka.de * * o

6481. Re: Calamus for Windows

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 18:24:48 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993May04.182448.103298@zeus.calpoly.edu>
Source record: 206359

dlk0ms9s@umiami.ir.miami.edu stated:
{bunch o junk deleted... some of you should follow suit...}

>>
>> Nathan Potechin, the head of DMC publishing in North America said that
>> there is a Calamus NT coming out when windows NT comes out... btw who told
>> you? The guy at computer logic? If so, hehehe I am the one that told
>> him... :^)
>>
>> Oh FYI Nathan said this on a Genie session....
>
>
> When did he say this?

He said it on the night that he introduced Outline Art 3.0 (which I won by
the way :))))) look on the transcript....

> I was on that on-line session and I didn't read anything about that. I know

Yeah, but you know how easy it is to lose a line or two in a RTC... :^)

>that DMC was THINKING of doing a windoz version, but nothing had been started
>yet...
>
>
>>
>> later!
>>
> Mark Santora

|T| |T|I am one of a few, but proud of it!
|0|3|0| Steve Miller, Cal Poly Electronics Engineering
/ /| |\ \ smiller@farad.elee.calpoly.edu or semiller@flute.calpoly.edu
/_/ | | _\ 'I am a PhD in superficial knowledge!' :^P

6482. Re: It's me, Mr. "Fed up of reading pro-amiga posts in THIS group"!

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 18:49:10 UTC
From: healy@nosc.mil
Message-ID: <1993May4.184910.11889@nosc.mil>
Source record: 206361

You must remember that the people posting about amigas are
religious fanatics and if they didn't bother you they
wouldn't get their rocks off. The non-religious fanatic
amiga owner wouldn't waste his time posting here. Unfortunately,
most of the amiga owners I have met in person have been
religious fanatics :-) but that could just be bad luck.

Best to just ignore them.

Mike

healy@nosc.mil

6483. Spectre 128 Versions??

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 19:32:41 UTC
From: whoffman@ganymede.Jpl.Nasa.Gov
Message-ID: <1s6gcpINN1ku@elroy.jpl.nasa.gov>
Source record: 206362

What is the latest version of the Spectre software? The last one I knew about was 1.9F. Is the Spectre GCR still being supported? I haven't heard anything lately and have been out of the ST arena for about a year and a half. Also, what versions of Mac OS/finder being used (last one I ran was system 6.02/finder 6.1)?

Thanks for any help you can give me.

Walt Hoffman

6484. Re: Spectre 128 Versions??

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 20:29:10 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1322@usdtsg.DaytonOH.NCR.COM>
Source record: 206372

In article <1s6gcpINN1ku@elroy.jpl.nasa.gov> whoffman@ganymede.Jpl.Nasa.Gov (Walter Hoffman) writes:
>What is the latest version of the Spectre software? The last one I knew
>about was 1.9F. Is the Spectre GCR still being supported? I haven't heard
>anything lately and have been out of the ST arena for about a year and a
>half. Also, what versions of Mac OS/finder being used (last one I ran was
>system 6.02/finder 6.1)?

I think the latest version of the Spectre is 3.0 (I'm still running
2.65 - if I ever get around to sending in the upgrade fee :-)

I believe you can safely run System 6.0.7 or 6.0.8 on Spectre (at
least the later versions)... (no System 7 however...)

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

6485. Re: GCC / MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 20:48:45 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1s6krdINN5tj@elroy.jpl.nasa.gov>
Source record: 206365
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <C6FuHF.ILG@sdf.lonestar.org> evanlang@sdf.lonestar.org (Evan Langlois) writes:
>I'm definately going to be using MiNT, and I'll be getting the distrib-kit
>over the next few days, but what I need to know is what is necessary for
>GCC, and C++. I'll be grabbing the MiNT lib too, but again, there are a
>million different ones that seem to be the same version. And some things
>are listed under GCC but don't seem to be part of the compiler. Can someone
>tell me the bare minimum required?? I mean, do I need all those Update files?
>What about all that stuff in the New directories?? What's the current version
>of GCC, and are there any docs on how to set it up? and what files are required
>if there was a doc telling me what was required I could use that to find the
>other files.

The current release version is GCC 2.3.3. Get the file gcc233b.zoo from the
archive and read the Readme file contained therein. That will tell you what
other files you need. I have posted that file to this newsgroup before, but
rather than repost it this time around, I'm just telling you that it's there.

As for all those Update files - all the updates have already been applied to
the packaged files on the archive. The updates are being archived separately
as a convenience for those folks who already have a working GCC installation
and don't need to transfer the entire distribution anew.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

6486. Re: MINT 104 PROBS

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 22:00:06 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC6Ivs7.2vK@netcom.com>
Source record: 206367

In article <1s591v$kpt@golf.cc.strath.ac.uk> cabp09@ccsun.strath.ac.uk writes:
>I have been trying to compile MiNT 1.04 for a while now, but I can't
>get it to work. I have a Lattice C compiler, I'd switch to GCC but
>I only have one meg of momory :(

If you have only 1 meg of memory, MiNT really won't do you much good...

>Anyway, could someone post a binary to comp.binaries.atari.st, or
>upload to anon. ftp somewhere ??

Please re-read the "copying" file that came with MiNT 1.04, and you'll
see why this hasn't been done.

If you really, really want to try MiNT (like I said, it really isn't much
good in 1 meg of memory), then wait for MiNT 1.06. It should compile more
easily with Lattice, and will be released "soon" (in a week or two, I
think).
--
Eric Smith ersmith@netcom.com ersmith@atari.uucp

6487. Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 23:26:00 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993May4.172600.12935@iscsvax.uni.edu>
Source record: 206368

In article <wmtwen.736512408@rw8.urc.tue.nl>, wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
> sheppard_r@kosmos.wcc.govt.nz writes:
>
>>From what I have read Taligent would now have some 3 ex, Atari programers
>>working for them, (Ken, Pratt, Towns), may be they got fed up being treated like
>
> I would interpret this as:
> Atari programmers apparently do a great job for Taligent. What other
> reason could there be for Taligent to offer them great jobs. And who
> knows, maybe in the future there will be Taligent OS for the high end
> Ataris.

There isn't going to be any high end Atari's...Maybe an Atari Power PC...

==========

Amiga 1200/80 ----I love it-------- There Must be a God ----------

==========

> Not likely but who knows.
>
> Erlend.
>

6488. Good ST game software ????

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 23:31:03 UTC
From: ladd@iftccu.ca.boeing.com
Message-ID: <15300005@iftccu.ca.boeing.com>
Source record: 206403

I'm a newcomer to the ST world, having purchased a used 520ST &
a 1040STf. I am now interested in picking up some good games
for the system. I have ten or twelve titles now, but I have
no idea what games are considered the best or "ST classic" games,
if you will. I would like some guidance in this area. All opinions
welcome!

Please e-mail to this account.

Regards, Bob

6489. Re: Flame for Ricardo.

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 23:31:32 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993May04.233132.25615@rchland.ibm.com>
Source record: 206389

In article <1993May1.130835.9132@desire.wright.edu>, cse0507@desire.wright.edu writes:
|>
|> >>> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) says:
|> >>> "Amiga users had multitasking since '85'
|>
|> >> and somebody else says:
|> >> Most humans had it since they were born...
|>
|> > Ricky replies:
|> > But the Atari is trying to have it now.
|>
|> Then Bob Sayeth to Ricky:

And Ricky looketh down and listens...

|> Do you know what multitasking is?

Yes.

|> Atari has had it since the ST came out.

No. The OS didsn't provide for even cooperative multitasking.

|> Macs have had multitasking for a long time.

Not from their inception.

|> Amigas. Unix boxes. And
|> now, MushDOS machines have it with WhineDoze. Take an operating systems
|> course at your friendly neighborhood college, huh? Dweeb. Dweeb. Dweeb.

Tsk tsk, human. I had.

|> What Atari is getting now is PRE-EMPTIVE multi-tasking, something Macs and
|> SquishDOS machines don't have with System 7 and LoseDoze, the primary GUI of
|> those platforms.

... and something the Amiga had since '85.

|>
|> P.S. Purists please note, I speak of the PRIMARY OS of each platform, not the
|> obvious plentitude of third-party products that do anything you want to do,
|> anyway. Richard, please get an Email address so I can flame you in private.
|> And no, we can't get c.s.atari.advocacy at this site.

I don't have one. I might get one soon though.

|> --
|> ||| Bob "SubGenius" Schulze (%!#) @%(-)&$$

```
|> )|(
|> / | \ Es brilig war. Die schlichte Toven, Wirrten und wimmelten in Waben;
|> Und aller-mumsige Burggoven, Dir mohmen Rath ausgraben.

--
---------------------------------------
Raist New A1200 owner 320<->1280 in x, 200<->600 in y
in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
*don't e-mail me* -> I don't have a valid address nor can I send e-mail
```

6490. Re: Flame for Ricardo.

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 23:44:09 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993May04.234409.24734@rchland.ibm.com>
Source record: 206390

In article <C6FyMr.H7H@hpbbrd.bbn.hp.com>, clausb@hpbbrd.bbn.hp.com (Claus Brod) writes:
|> Jeremy Konopka (konopkjt@mercury.cs.uregina.ca) wrote:
|> > BTW, why is it being said that MTOS is too slow on stock 68000 ST's? Is it
|> > the overhead of the OS, or the machine design?
|>
|> There are various reasons. One of them is OS overhead, especially
|> because pre-emptive multitasking is an extension to standard TOS
|> and not a really integral part of it. The more important reason
|> is that old software treats the ST as a single-tasking machine
|> or as a machine with cooperative multitasking only. Hard disk
|> drivers, for example, wait in a tight loop after they initiate
|> DMA transfers instead of going to sleep until the transfer is
|> completed. Thus, the whole disk I/O time is lost for the
|> applications. Similar things apply for other device drivers.
|>
|> With new HD drivers, the situation should improve considerably.
|> Re-compiling TOS with a better compiler would also be a wise
|> step, and a general VDI speedup (using techniques as in NVDI)
|> would give the UI a much snappier appearance.
|>
|> The machine itself is definitely not too slow for real
|> multi-tasking purposes. Mag!x seems to prove that, as a lot
|> of people keep telling me.

Well, if we talk about the old ST, remember that machine lacked
a graphics coprocessor, disk i/o dma, sound dma among other things.
Still the machine would be slow.

|>
|> --
|> --clausb@hpbeo79.bbn.hp.com---
|> Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
|> --#include <std_disclaimer>---

--

Raist New A1200 owner 320<->1280 in x, 200<->600 in y
in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
don't e-mail me -> I don't have a valid address nor can I send e-mail

6491. Re: It's me, Mr. "Fed up of reading pro-amiga posts in THIS group"!

Newsgroup: comp.sys.atari.st
Date: 1993-05-04 23:48:52 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993May04.234852.9723@rchland.ibm.com>
Source record: 206391

In article <1s6b40INN2lo@iraun1.ira.uka.de>, S_SAMSO@iravcl.ira.uka.de (|S| Hermann Samso) writes:
|> In <1993May2.113931.12843@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:
|>
|> > In article <1ruam9$a3a@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len Stys) writes:

[stuff deleted]

|> >
|>
|> >8-P
|>
|> I must say that I am really fed up of this guy (sinclair2246) and others
|> like him who post in this NON-ADVOCACY group about how good their computer
|> is and how bad the others are...
|>
|> IF I AM READING THIS GROUP IS TO KNOW ABOUT ATARI COMPUTERS, WHEN I WANT
|> TO KNOW ABOUT AMIGA COMPUTERS I READ THE AMIGA GROUPS!!! AND SO DOES THE
|> MAJORITY OF READERS!! as easy as that...
|>
|> YOU GOT IT???!
|>
At least speaking for myself, I usually pop in when I see an ujustified slam toward the Amiga (either misinformation or lies) or something which isn't true.

Anyway, this sinclair guy I think he wants to bash for just for bashing 'cause he also does the same on the amiga group. I think he might be related to MB somehow because it seems he also comes form IOWA.

[stuff deleted]
|>
|> XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
|> The Spacewalker * * ~O O *
|> "Walkin' thru Cyberspace..... * <|_, *
|> ....aaaaaahhh! O \/\ *
|> it's refreshing" * / *
|> -->s_samso@iravcl.ira.uka.de * * o

--

Raist New A1200 owner 320<->1280 in x, 200<->600 in y
in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
don't e-mail me -> I don't have a valid address nor can I send e-mail

6492. Atari ST *** Software for Sale ***

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 00:26:17 UTC
From: dedebe@triton.unm.edu
Message-ID: <1s71j9INNl2a@lynx.unm.edu>
Source record: 206373

Atari ST *** G A M E S *** for Sale!

The following software is for sale:

Populous Puffy's Saga
SimCity Arkanoid
Oids Ranarama
Dungeon Master Gold of the Americas
Chaos Strikes Back
Balance of Power

All Atari ST games.
First column $5, Second column $2.50
Buy two from the first, get one off the second for free!
Make me an offer for all of them!

Other software:

WordPerfect for the Atari ST (no Documentation) : $10.00
Mark Williams C - C compiler for the Atari ST : $20.00
Includes: Version 3.0, C Source Debugger,
Documentation & Atari ST Internals

David Adams
Edmonds, Washington
E-mail: dedebe@triton.unm.edu
Phone #: (206)776-7750

6493. Re: I just got the last new TT...

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 00:37:21 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC6J32A.3y6@netcom.com>
Source record: 206375

In article <1s3tkcINN64l@news.u.washington.edu> stusoft@hardy.u.washington.edu (Stuart Denman) writes:
>My dealer tells me that the TT I just bought was the last new one in the US.
>Lucky me...

Geez, dealers will tell you anything, won't they?

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

6494. Atari ST hardware/software clearance

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 00:47:17 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1s72ql$kac@usenet.INS.CWRU.Edu>
Source record: 206374

```
################################################################################
Hardware
################################################################################

Atari SC1224 color monitor. JVC model, with superior picture to the newer Goldstar models.
Includes all original cables and original
box.....................................................125
Fortis DM1310 9-pin dot matrix printer. Works well, but I think it
might need a new print head. Uses Epson ribbons, new ribbon
included.....................................................25

C.Itoh Prowriter Jr. 9-pin dot matrix printer. Works fine. Nice
NLQ mode.....................................................50
Panasonic KX-P1124 24-pin dot-matrix printer. Six built-in fonts,
three-way paper handling, 360x360 dpi. Epson LQ compatible...175

Drive Master ST from Practical Solutiions. Switches between two
external disk drives. Good for using 5.25" drives on your
ST. Missing data cable, but works fine.....................10

################################################################################
Software
################################################################################

Falcon (v1.0 & 1.2 plus Mission Disk 1)..............................25
Flight Simulator II Scenery Disks 7 and 11 (w/all docs) both for.....15
Image Cat (fairly new version).......................................10
Base Two (Antic Software)............................................10
GFA Vector (Michtron)................................................7
I*S Talk (Integral Solutions) Neat Package...........................7
Solapak (spooler, ramdisk, screen saver) disk only...................5
Breach (Omnitrend Software)..........................................5
Renegade (disk only).................................................5
Strip Poker (old, disk only).........................................5
Starglider (disk only)...............................................5

################################################################################
Magazines
################################################################################

STart Magazine
--------------
All of 1986 and 1987 (8 issues)
Special Issues 2 and 3
Spring 1988, Summer 1988
October through December 1988
```

January through December 1989 (missing July)
January through November 1990 (missing July, September)
Feb/March 1991
April/May 1991
STart disks from various issues (not sure which, but MANY)
Only a few original disks remain -- most have been converted to
high density disks and zipped with ST ZIP 2.0 (36 issues total)
Also includes STart mouse pad AND lots of disks.....50

##

Prices do not include shipping.

If you're interested in any of these items, please send me Email.
Thanks!

--
""""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
""

6495. Atari TT as prize on game show.

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 01:09:23 UTC
From: rdt154k@monu6.cc.monash.edu.au
Message-ID: <1993May5.010923.13479@monu6.cc.monash.edu.au>
Source record: 206450

Saw the most unbelievable thing last night (04/MAY/93). An Atari TT
was one of the major prizes on 'Sale of the Century' (sp), a quiz
show here in Australia. It came supplied with some bundled software,
unsure of what exactly. The quoted prize value was $2900.00(AUS).

Could Atari Australia be actually doing some covert advertising. Who
knows. Before i forget, it included a 14in colour monitor ????.

Now onto another topic. Can anyone please help me, i wish to purchase,
(yes, depart with some of hard cash), TOS2.06 roms. Where in Australia
can i buy some from. No i do not want a kit which includes an adapter
board, just the roms. Any help would be appreciated.

Thanks in advance.

---
* Nino Benci. Chief Technical Officer. *
* Department of Physics, Monash University, Clayton Campus. *
* Wellington Rd, CLAYTON, VICTORIA, AUSTRALIA, 3168 *
* Tel (61) (3) 565 3649. Fax (61) (3) 565 3637 *
* email: rdt154k@monu6.cc.monash.edu.au *

6496. Re: Atari ST *** Software for Sale ***

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 01:27:01 UTC
From: dedebe@triton.unm.edu
Message-ID: <1s7555INNmq5@lynx.unm.edu>
Source record: 206376

In article <1s71j9INNl2a@lynx.unm.edu> dedebe@triton.unm.edu (deanna lynn browns) writes:
>Atari ST *** G A M E S *** for Sale!

Dungeon Master, Chaos Strikes Back, SimCity, RanaRama, and the WP disks
have been sold.

Still available: Oids, Populous, Mark Williams C, Arkanoid 2, Puffy's Saga

Dave

6497. WANTED: Hardware virtual desktop for TT (like MonSTEr?)

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 01:52:10 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13238@uqcspe.cs.uq.oz.au>
Source record: 206377

I'm looking for a hardware-scrolling virtual desktop that will work in
the TT's graphics modes.

Alternatively, anyone who has written something like this (but for the STe),
tell me the necessary information and I'll write it.

Also, I wonder: do any of these virtual desktop programs work with Warp9
or NVDI? I'm actually suprised that such programs DON'T have virtual
desktops built-in.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

6498. Re: Spectre 128 Versions??

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 02:05:09 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93124.68709.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 206379

To partially answer your questions - the latest version of Spectre GCR current-
ly available is version 3.0. The manual states that Mac System/Finder 6.0.4
and 6.0.5 work OK, although some people claim that 6.0.8 work OK (but I
wouldn't recommend it unless you've tried it with whatever application you
are going to use. As for support by Gadgets by Small, I've said it before
and I'll say it again. . . there ain't none! Your calls will go unanswered
as will your faxes and E-mail postings. I haven't seen anything new on
GEnie from Spectre in a long time. Somebody called my house and left me a
message on my answering machine (he probably read one of my complaints about
Gadgets on this board), and left a message informing me that in some magazine
called "ST Informer", there is an article explaining why Dave Small has dropped
out of sight. Sorry, but I don't get "ST lnformer", so I didn't see it. I
think he said it was in the March, 1993 issue. So, if you can use Spectre
OK without much support, go for it. But be aware that you will be on your
own. I don't know how much Spectre and ROMS are nowadays (I paid $500 total),
but today you can get an awfully nice used Mac for that price, probably System
7 compatible. Think about it before you buy. I know the old Atari is hard to
let go of, but a time comes when we Atari die-hards have to face the facts.
Things aren't going too well for the Company and the developers who support it.
Mark van Wyk (408) 739-0541.
------------------------ Original Article ------------------------

Path: butch!netcomsv!decwrl!elroy.jpl.nasa.gov!ganymede!whoffman
From: whoffman@ganymede.Jpl.Nasa.Gov (Walter Hoffman)
Newsgroups: comp.sys.atari.st
Subject: Spectre 128 Versions??
Date: 4 May 1993 19:32:41 GMT
Organization: Galileo Testbed, JPL
Lines: 9
Message-ID: <1s6gcpINN1ku@elroy.jpl.nasa.gov>
NNTP-Posting-Host: ganymede.jpl.nasa.gov

What is the latest version of the Spectre software? The last one I knew
about was 1.9F. Is the Spectre GCR still being supported? I haven't heard
anything lately and have been out of the ST arena for about a year and a
half. Also, what versions of Mac OS/finder being used (last one I ran was
system 6.02/finder 6.1)?

Thanks for any help you can give me.

Walt Hoffman

6499. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 02:15:55 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13241@uqcspe.cs.uq.oz.au>
Source record: 206378

evilandi@vnet.IBM.COM (Andrew Oakley) writes:

>FUTURE MUSIC magazine had many articles presenting the Falcon as the ultimate
>music computer (this is not necessarily MY opinion...). Also a nice quote
>from a head-to-head comparison of Atari vs. The Rest; "As for the Atari, well,
>name a recording studio without an Atari".

>Only worrying point; Falcon seemed to be pushed as a souped-up ST rather than
>as a seperate, new computer.

I think the reason for this should be pretty clear. You've actually given
it yourself:

The Atari ST is very familiar to music people, and very popular, so it is
only logical to sell the Falcon as "everything the ST is, plus DSP, D2D,
16bit sound, 8 channels, VGA, etc".

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

6500. Re: (Take this to comp.sys.atari.advocacy please) Amiga

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 02:33:58 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <C6J8Gn.Lsu@ucunix.san.uc.edu>
Source record: 206387

```
In article <memo.188205@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>
>To all Amiga users who keep posting annoying messages as opposed
>to informative messages:
>
>Every sane computer user on the planet knows that his system is not
>perfect because such a thing does not exist. I am sure the Amiga is
>great, but so is the ST. It will not benefit Amiga users if Atari
>go bust, because competition drives prices down and pushes programmers
>and hardware designers to excel.
>You are not going to make any Atari user change over to the Amiga, because
>he is already used to the system and probably quite happy with it.
>
>I wish the Amiga much success and I am sure there are many applications
>that run much better on it than on an ST/TT/Falcon. But the reverse is
>also true. See my previous, not so calm, message about MIDI and Audio.
>Let's face it the Amiga has not had much success in the music industry.
>
>Have fun with your Amiga and leave us in peace. Unless of course, you have
>something to contribute instead.
>
>
>Ofir ogal@cix.compulink.co.uk
>
>"The fact that I have changed my mind
>doesn't change the fact that I'm right"

--------------------------------------------------------------------------------

Please try to keep this stuff over in COMP.SYS.ATARI.ADVOCACY

--------------------------------------------------------------------------------
```

6501. Re: WANTED: Hardware virtual desktop for TT (like MonSTEr?)

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 02:55:59 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1993May5.035559@cs.bham.ac.uk>
Source record: 206381

```
In article <13238@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
|> I'm looking for a hardware-scrolling virtual desktop that will work in
|> the TT's graphics modes.
|>
|> Alternatively, anyone who has written something like this (but for the STe),
|> tell me the necessary information and I'll write it.
|>
|> Also, I wonder: do any of these virtual desktop programs work with Warp9
|> or NVDI? I'm actually suprised that such programs DON'T have virtual
|> desktops built-in.
|>
|> --
|> Warwick
|> _-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
|> / * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
|> \_.-._/ University of Queensland, _// || \\_ Both are GNUish = Free |
|> _____ v ____ Brisbane, Australia. ______ |_/ || \_| _________________________|

Well the hardware-scrolling virtual screen I use is called MonSTEr ( Dont know if
it likes TT's though ) and it can do about 1280x960 i think, damn smooth too.

Yes, Warp9 at least I know to work with this as I use it all the time with no
problems at all. Can't speak for NVDI though, just bought it but haven't tried
it with MonSTEr yet...

+--------------------------+-------------------------------------------+
| Ian Rae | "Baldrick, this is the stickiest situation |
| Software Engineer | since Sticky the stick insect got stuck on |
| University of Birmingham | a sticky bun." - Blackadder goes Forth |
+--------------------------+-------------------------------------------+
```

6502. Re: WANTED: Hardware virtual desktop for TT (like MonSTEr?)

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 03:02:27 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1993May5.040227@cs.bham.ac.uk>
Source record: 206384

oops!

just noticed the Subject line of what i responded to earlier! guess you already have MonSTEr...

jeez, i should learn to read.

Ian

6503. Re: CoNnect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 03:02:53 UTC
From: msmith@flash.pax.tpa.com.au
Message-ID: <1s7aotINNds0@flash.pax.tpa.com.au>
Source record: 206382

>>My comments are to do with a Standard ST/e colour and mono, its useless
>>in ST medium Res colour and the font is to small in the mono mode, so come on
>>you chaps please read in what is posted..

More to the point, virually _everything_ is useless in medium rez - I have
no idea why anyone would want to use it.

>This applies for you also!
>90% of CoNnects users use it in ST/mono. They know how to get a reasonable
>font running in CoNnects windows. If you are not able to find/install
>an appropiate font - Don't post...

I think more to the point, if they can't install a decent font, they _should_
post, asking how, not complaining when their hardware isn't up to
displaying such a font in the first place 8)

> Wolfgang

mike

6504. Re: availability of Speedo GDOS printer drivers

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 03:09:23 UTC
From: msmith@flash.pax.tpa.com.au
Message-ID: <1s7b53INNe1j@flash.pax.tpa.com.au>
Source record: 206383

>> I notice that the 'old' style printer drivers don't work - that's quite
>> understandable really, but you get BJ10, FX-80, HP deskjet & laserjet, SLM
>> and NX-1000 drivers. Nothing useful like a 24-pin epson driver, or a
>> proprinter driver (although the jury is out on whether or not the BJ driver
>> will work like that).

The jury is back, and it doesn't work.

>What?!?! No PostScript driver? Atari truly is run by boneheads.

Correct. On both counts.

>Chris Herborth

mike

6505. Unix on the ST ({an FAQ?)

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 04:11:52 UTC
From: psthomas@nyx.cs.du.edu
Message-ID: <1993May5.041152.13964@mnemosyne.cs.du.edu>
Source record: 206386

Sorry if this has been asked about 6,000 times or more, but I just discovered this group a while ago... Anyway...

I was wondering if it is possible to get a "relatively accurate" shell set up for the ST. I prefer -csh, but anything would do okay. Just want to experiment for now... I'll worry about getting serious a bit later on.

Please conserve bandwidth (if this is an FAQ), and go ahead and e-mail me at "thomas@lcc.edu" or here.

Thanks a lot!
--Patrick (long-time Atari owner and newborn unix buff)

6506. Re: CoNnect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 07:04:17 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1s7othINN42l@golem.wcc.govt.nz>
Source record: 206393

```
] More to the point, virually _everything_ is useless in medium rez - I hav
] no idea why anyone would want to use it.

Except the vast multitude of non-high res' programs!

rezolution? Interesting word!
```

6507. Re: Falcons...

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 07:24:24 UTC
From: kfason@lamar.ColoState.EDU
Message-ID: <May05.072424.9904@yuma.ACNS.ColoState.EDU>
Source record: 206392

In article <1s2cjpINNn0g@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>Has anyone out there got some confirmed pricing (Retail/Wholesale)
>of the Falcons? (Mainly the 4/65 and 16/65 units!)

Here are the prices for a local dealer. As far as I know they are MSRP.

RAM/HDD

1/0 $799
4/0 $999
4/65 $1299
14/0 $N/A
14/65 $1899

On the 14/0, I guess you just have to get a 1/0 and upgrade it... Though
personally, I hope they do not sell less then a 4/0...

-Kevin Fason Atari Mega/STE 4 50

6508. Re: Just ordered a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 07:25:28 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.98.736586728@dhhalden.no>
Source record: 206449

In article <rogeraw.57.736431922@dhhalden.no> rogeraw@dhhalden.no (ROGER ALLAN WAHLGREN) writes:
>From: rogeraw@dhhalden.no (ROGER ALLAN WAHLGREN)
>Subject: Re: Just ordered a Falcon
>Summary: Bought after test at local dealer
>Date: Mon, 3 May 1993 12:25:22 GMT
>In article <C6ELxM.vw@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>>From: saj@chinet.chi.il.us (Stephen Jacobs)
>>Subject: Just ordered a Falcon
>>Summary: Bought after test at local dealer
>>Date: Sun, 2 May 1993 14:36:58 GMT
>>I went to my local Atari dealer and played with the Falcon 030 he has on
>>display. Sure enough, there are lots of video modes, and some of them are
>>very nice. He had Pagestream 2.1 installed, but configured wrong...I fixed
>>the setup (with permission, of course) and ran it a bit. Some other people
>>were taking turns with me beating on the machine. My impressions: most
>>predominant one is that AES still needs to be re-done from scratch. Screen
>>painting is horribly slow. Next is that Multi-TOS is a bigger change than
>>it sounds like in a short description, and will take getting used to (I'd
>>guess that even though the overhead is modest, most people won't load it for
>>most GEM sessions). The speed difference from a Mega ST on Pagestream was
>>dramatic, but the slow screen painting made the program look slow anyway. Sure
>
>Slow ??? are you sure it is not the program you tried ?? All people know
>that the speed of the pagestream sucks. Try Calamus or Chagall, then you
>will see a big speed increase.
>
>
>
>
>
>
> # ## # Proud owner of: TT 10meg, 425MB HD, 24-Bit card
> # ## # Falcon030, 4/65
> # ## #
> # ## # EMAIL: Rogeraw@dhhalden.no
> ## ## ##
> ### ## ### snailmail: Roger A. Wahlgren
> ### ## ### Sandvn. 5, 1719 Greaker
> ### ## ### Norway

Damn you, Roger stabbing me in the back. I thought you were against those
silly ugly and outrageous sig.files. If you have any pride you'll erase it
at once you filty fifth colonist. Sig.files suck....big time.....

Only a little greeting from

Rune Hyldmo, anti sig.file activist

6509. Re: CoNnect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 08:56:34 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <Z1J33B2w165w@ersys.edmonton.ab.ca>
Source record: 206399

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

```
- ] Look, it's a different design philosophy. Connect decides to use GEM and
- ] windows. That's one way to go, and has certain advantages. A disadvantage
- ] that you'll NEVER get a full screen window with an 8x8 font. Can't be don
- ] med res. You're railing against limitations of your system, and pegging
- ] Connect as the culprit. This is wrong.
-
- Unless you use overscan (hardware or software 'emulators')
-
- The biggest problem I have with Connect is that it does use GEM windows
- which makes screen updating quite sluggish!
- (Stick Warp-9 on and it improves, but still not as fast as say a plain
- full-screen terminal, GEM trying to keep up with 19.2K text
- on the screen is laughable!)
```

Actually, CoNnect can keep up fine with my 14.4K modem. If dt uses a smart output method, unlike other GEM terminal programs. If 2K of text suddenly materializes in the buffer, CoNnect will doa block output to put it all on the screen at one time. Other GEM terminals seem to put every character to to the screen, one character at a time.

Regards,

```
<< ---------------------------------------- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< ---------------------------------------- >>
```

6510. Re: Converting Sound Files

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 09:00:26 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1s7vnaE5j@uni-erlangen.de>
Source record: 206398

cwood@gst-soft.demon.co.uk (Chris Wood) writes:

>> I'd like to take advantage of the .au files available widely. Unfortunately,
>> I only have my Mega ST2 (hopefully to be replaced with a Falcon 4/65 or
>> maybe 14/65), and all that I have for sample work is ST-Replay. Therefore,
>> is there either any software to convert .au to .spl, or software to allow
>> me to play .au sounds on a machine with no DMA Sound and with (gasp)
>> TOS 1.2...
>>

You can use '525' to convert au and snd (and many other formats) to
many different formats (including the raw format of most ST samplers).
525 is a brand new program with a very nice user interface (that even
works with MultiTOS).

It's available at a.a.u.e.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

6511. Re: GCC / MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 09:03:21 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1993May5.090321.6251@daimi.aau.dk>
Source record: 206395
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

It could also be mentioned that the distribution kit contains all necessary files for getting GCC up and running, even though you are not necessarily getting the absolute latest versions.

I really can recommend the distribution kit if you are not all on the inside with all the strange and mysterious packages that makes a unix(-like) system. The distribution kit automates the process and gives you a ready-to-run environment, and a great way to keep a backup of your setup in case your harddisc gets corrupted during the first period of raving around in the candy shop (happened to me a couple of times!).

Christian Lynbech | Hit the philistines three times over the
office: R0.32 phone: 5034 | head with the Elisp reference manual.
email: lynbech@daimi.aau.dk | - petonic@hal.com (Michael A. Petonic)

6512. Re: New Atari Purchase

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 09:44:38 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993May5.104438@cs.bham.ac.uk>
Source record: 206397

Please use this follow-up to move this discussion into comp.sys.atari.advocacy!

Thanks,

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | Thanks to all who voted for || || /_
Stoke On Trent | comp.sys.atari.advocacy! _/|| ||_/ |
ST7 8QQ England.| [Peace at last!] |_/ |_| _|/

6513. Pascal to C conversion

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 10:15:05 UTC
From: morgado@vxdesy.desy.de
Message-ID: <C6Jtt6.7DH@dscomsa.desy.de>
Source record: 206394

Can anyone point me to a Pascal to C source code conversion utility?
Atari.archive has Fortran to C and resource to C but not Pascal to C.
I know something exists somewhere because the author of The Vault
mentions it in his documentation. Email or post is fine.

Thanks in advance

Carlos

Carlos Jose de Sousa e Morgado	" Three quarks for
	Muster Mark! "
morgado@vxdesy.desy.de	
MORGADO@DESYVAX.BITNET	James Joyce

6514. ST format wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 11:16:19 UTC
From: lavec@cli.di.unipi.it
Message-ID: <1993May5.111619.8953@serra.unipi.it>
Source record: 206400

I am looking for the STformat 44 issue that was not shipped
in italy.
If anyone have this issue please write me if is possible to
send me the programs of the disk.

Gioacchino La Vecchia
Pisa Comp. Sc. Dept.
e-mail lavec@cli.di.unipi.it

6515. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 11:38:29 UTC
From: csg019@cch.coventry.ac.uk
Message-ID: <C6JxoA.KpB@cck.coventry.ac.uk>
Source record: 206412

In article <1406.78.uupcb@uttsbbs.uucp> jeff.spink@uttsbbs.uucp (Jeff Spink) writes:
> [...] The graphics are good, sound is good [...]
^^^^^^^^^^^^^
|||||||||||||
Whoa there! Time out! The ST is good at many things, but even the
most faithful ST owner would not say the ST's sound is good.

Good sampled sound takes bags of raster time on the ST, so
there is no point using it.

-Steve.

--
**********Steven Haggerty**csg019@uk.ac.cov.cck ok?**********
* There is the law of GRAVITY, there is the law of CONSERVATION, there is the *
* law of DREDD. You can break the first two, but the last one plays for keeps!*
- 2000AD on Judge Dredd.*****

6516. Re: GCC / MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 12:02:48 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993May5.120248.26141@sol.ctr.columbia.edu>
Source record: 206401
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993May5.090321.6251@daimi.aau.dk>, lynbech@daimi.aau.dk (Christian Lynbech) writes:
} It could also be mentioned that the distribution kit contains all necessary
} files for getting GCC up and running, even though you are not necessarily
} getting the absolute latest versions.

I accept the criticism for the base kit, but the Updates and
Shareable subdirectories always contain the latest versions (as of
about 3 days after it is released :-). The current versions of gcc
in the kit and the Shareable dirs is kit: 2.2.2 Shareable: 2.3.3p2
G++ 2.3.3 is also available in the Updates dir. (although this is only
partially tested ...)

} I really can recommend the distribution kit if you are not all on the inside
} with all the strange and mysterious packages that makes a unix(-like) system.
} The distribution kit automates the process and gives you a ready-to-run
} environment, and a great way to keep a backup of your setup in case your
} harddisc gets corrupted during the first period of raving around in the candy
} shop (happened to me a couple of times!).

Nice to hear this sort of thing :-)))

____
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

6517. Re: TeX for Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 12:08:09 UTC
From: tries@ockham.physik.uni-mainz.de
Message-ID: <057CB08R@minnie.zdv.uni-mainz.de>
Source record: 206404

In article <C6GJ8r.EIw@watserv1.uwaterloo.ca>, bmaraldo@watserv1.uwaterloo.ca (Commander Brett Maraldo) writes:
"> "In article <C6Dn2C.HFM@world.std.com> azog@world.std.com (azog) writes:
"> ">Is there a TeX for Atari? If so, where can I ftp it from?
"> "
"> " TeX does exists for the ST. The best configuration is C_TEX which
"> "can be had on umich I believe. It comes as a nicely archived bunch of files
"> "distributed on 4 DS disks with an INSTALL. Also, get metafont (C_MF) and the
"> "two FONT disks. These 8 disks give you a complete TeX/MF working environment
"> "with a GEM shell. All in all, its pretty easy especially if you understand
"> "German! :-)
"> "
"> "brett maraldo
"> "
"> "
"> "
"> "--
"> " -------- Unit 36 Research ---------
"> " "Alien Technology Today"
"> " bmaraldo@watserv1.UWaterloo.ca
"> " {uunet!clyde!utai}!watserv1!bmaraldo

but the Lindner Birkhahn package is although very good too!!
--
Volker tries@server.physik.uni-giessen.de
tries@ockham.physik.uni-mainz.de
tries@obelix.kph.uni-mainz.de
tries@piggy.ee.uni-sb.de

Staudingerweg 7
Institut f"ur Physik, WA 331
Johannes-Gutenberg-Universit"at Mainz
6500 Mainz 1
Tel.: (+49) 6131 39-3644

6518. Re: New Atari Purchase

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 12:22:38 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1s8bieINN4rk@golem.wcc.govt.nz>
Source record: 206407

In article <memo.187017@cix.compulink.co.uk>, ogal@cix.compulink.co.uk (Ofir Gal) writes:
>I have many musician friends. Many use a computer to make music.
>Most use an ST, one uses a Mac and one uses a PC. No-one I know
>uses an Amiga to make music.
>
>=============
>

Hi yes we have this twit here that uses a Amiga, he is in one of the
National Orchestras here, he has this name of Brasso, but from what I can
rember he is in the Percussion part of the Orchestras..

I did piss him off once when he E-Mailed me, so I raved back about how good the
Atari was, never hered from him since...

Roger..... sheppard_r@kosmos.wcc.govt.nz

6519. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 12:33:46 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1s8c7aINN4rk@golem.wcc.govt.nz>
Source record: 206408
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <C6I4v6.3JC@cck.coventry.ac.uk>, csg019@cch.coventry.ac.uk (-~=Zaphod=~-) writes:
>In article <1993May3.010151.7760@grebyn.com> malak@grebyn.com (Michael Malak) writes:
>
>>Reading ST & IBM disks on an Amiga is even slower than reading Amiga
>a lot faster than scanning the entire disk. Only 512 bytes of data is stored
>for each filename unless it is a massive file. Traversing this is very quick

ONLY 512 bytes for every File Name, gee how in the hell do you get Data on your Disks..??

>
>Also the blitter is used to decode the track data *not* the 680x0. This makes
>is very fast. Far more versatile than the outdated WD1771 could evedr be.
>You can have the best of both worlds - MFM and GCR.

It can't even do CRC checks on Data only Sum Checks, gee how outdated can you be, also its so slow it can't read HD 1.4 meg disks, they had to slow down the disk drive on the 4000, it runs at 150 rpm.....

No one in the right mind uses Sum Checks on valuable data, but then do Amigaoids have right minds......

> Steve.
--
>**********Steven Haggerty**csg019@uk.ac.cov.cck ok?**********

Roger..... sheppard_r@kosmos.wcc.govt.nz

6520. Re: CoNnect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 12:38:13 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1324@usdtsg.DaytonOH.NCR.COM>
Source record: 206419

In article <Z1J33B2w165w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

>Actually, CoNnect can keep up fine with my 14.4K modem. If dt uses a smart
>output method, unlike other GEM terminal programs. If 2K of text suddenly
>materializes in the buffer, CoNnect will doa block output to put it all on
>the screen at one time. Other GEM terminals seem to put every character to to
>the screen, one character at a time.

The other thing to consider is that if you have more than one
window open, Connect tasks between the windows, which would make
the display seem either slower or less smooth. I haven't tried
just 1 window (I usually have 3 available, depending if I'm modeming
or null modeming) so I might have to verify this though later...

On the subject of tasking, try opening 2 windows with the same
port and settings - if I remember right, Connect will task between
the two windows - and split the characters between the windows equitably :-)

I've done 19.2k (or 38.4k, I have yet to totally get those
bloody high speed modems configured to what I want :-) but the
information displays at a good rate, albeit not smoothly
("jump" mode)...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

...come to think of it, there is one other reason I have multiple
windows open - one is set at "no scrollbar" to display the whole
"screen" on the screen in Mono (which I normally use when I'm
dialed into a unix box like this) and the other is set with scrollbars,
so I can look back at things (particularly useful on GEnie, like
in the download areas)...

6521. Re: Pascal to C conversion

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 12:40:19 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993May5.124019.24292@csi.uottawa.ca>
Source record: 206402

In article <C6Jtt6.7DH@dscomsa.desy.de> morgado@vxdesy.desy.de () writes:
>
>Can anyone point me to a Pascal to C source code conversion utility?
>Atari.archive has Fortran to C and resource to C but not Pascal to C.
>I know something exists somewhere because the author of The Vault
>mentions it in his documentation. Email or post is fine.

Source code to such a beast is available via anonymous ftp on
watserv1.waterloo.edu, in /languages/p2c or possibly
/languages/pascal/p2c.

If you've got access to a Unix box of some sort, you may wish to run
p2c there. I made a preliminary attempt to port it to the ST, and was
just running out of memory resources continually. And if it had
worked, it would have taken probably a good 8 hours to get the thing
compiled. Better to stick it on a Sun.

--
Christopher Browne | Genius may have its limitations, but
aa454@freenet.carleton.ca | stupidity is not thus handicapped.
Moderator, Atari SIG, and possibly the Canadian Operational Research
Society SIG (Real Soon Now).

6522. Infocom ZIL Interpreters

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 13:00:37 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993May5.130037.25096@csi.uottawa.ca>
Source record: 206405

Does anybody remember the old Infocom adventures?

Has anyone turned green with envy at the fact that Activision has released them in two packages, called "The Lost Treasures of Infocom I & II"? Available on IBM and Mac only?

Well, there now may be an answer for the Atari users.

Infocom adventures were produced in two pieces.

Firstly, there was a data file containing the game vocabulary, rules concerning how commands worked, objects, locations, descriptions, and all that sort of stuff. All of this was placed in a file called STORY.DAT.

The second piece was the program that you'd run, containing an interpreter for the story database. Internally, it was called ZIL, standing for the Zork Interpreted Language.

What's really interesting is the fact that:
a) The same version of STORY.DAT was used for each different computer.

b) The same version of the program could be used with different STORY.DAT databases if one wished to run different adventures.

In short, everything was written in an extremely portable way. This is how Infocom was able to so easily support having umpteen different platforms. Each STORY.DAT got written once, a ZIL interpreter was written for each platform, and thus in order to have N games on M platforms, only N+M "programs" needed to be written, but resulted in the availability of N*M different "product versions".

So far this is all rather academic. Well, actually it maybe isn't :-).

If you as an ST user wants to run Infocom games, and use the Lost Treasures at their fairly impressive pricing (~$70 for about 25 games) you can do one of four things:

a) Buy an IBM. I don't think so.

b) If you have an ST version of one Infocom game, then you have a copy of ZIL. It's probably capable of loading in most of the other Infocom games; all you need do is to toss it in the same directory as the sundry STORY files, and just run 'em.

Actually a fairly simple answer.

Then comes c) and d)

c) Download pinfocom.zoo from atari.archive.umich.edu (it's there;
should head to /atari/Newitems Real Son Now).

This contains C source code and Atari binaries to a portable ZIL
interpreter.

I've linked into this a line editor called "editline" (largely
compatible with GNU readline, but considerably simpler) which makes it
work a little better than the original ZIL interpreters. Anyone
interested in hacking on it should search for "readline" in the
sources; that will indicate the most questionable parts of the code.

d) Download zmachine.zoo from atari.archive.umich.edu (it's there;
should head to /atari/Newitems Real Son Now).

This contains source code and binaries to another portable ZIL
interpreter.

There is also a ZIL interpreter called the InfoTaskforce ZIL
Interpreter. It is probably better than either of the preceding two;
unfortunately, it seems to use curses features that aren't in the
official curses libraries, and I haven't gotten it to compile.

--
Christopher Browne | Genius may have its limitations, but
aa454@freenet.carleton.ca | stupidity is not thus handicapped.
Moderator, Atari SIG, and possibly the Canadian Operational Research
Society SIG (Real Soon Now).

6523. Re: It's me, Mr. "Fed up of reading pro-amiga posts in THIS

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 13:21:32 UTC
From: S_SAMSO@iravcl.ira.uka.de
Message-ID: <1s8f0sINN1d5@iraun1.ira.uka.de>
Source record: 206406

In <1993May4.184910.11889@nosc.mil> healy@nosc.mil writes:

> You must remember that the people posting about amigas are
> religious fanatics and if they didn't bother you they
> wouldn't get their rocks off. The non-religious fanatic
> amiga owner wouldn't waste his time posting here. Unfortunately,
> most of the amiga owners I have met in person have been
> religious fanatics :-) but that could just be bad luck.
>
> Best to just ignore them.
>
> Mike
>
> healy@nosc.mil
>
>

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
The Spacewalker * * ~O O *
"Walkin' thru Cyberspace..... * <|_, *
....aaaaaahhh! O \/\ *
it's refreshing" * / *
-->s_samso@iravcl.ira.uka.de * * o

6524. Re: Flame for Ricardo.

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 13:39:54 UTC
From: bjgrier@bnr.ca
Message-ID: <C6K3AJ.GFL@news.rich.bnr.ca>
Source record: 206413

> |> Do you know what multitasking is?
>
> Yes.
>
> |> Atari has had it since the ST came out.
>
> No. The OS didsn't provide for even cooperative multitasking.

Well it actually does have co-operative multi-tasking, though you
probably never thought about the fact that the desk accesories can
accept messages when they are "closed".

>
> |> Macs have had multitasking for a long time.
>
> Not from their inception.

The original poster never insinuated they did.

Brian

6525. Re: Ghostscript and ATM

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 13:40:13 UTC
From: y0000028@ws.rz.tu-bs.de
Message-ID: <1993May5.134013.15012@ibr.cs.tu-bs.de>
Source record: 206409

In article <wmtwen.736516488@rw8.urc.tue.nl>, wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
|> Questions about Postscript fonts.
|> Atari ST User has an article on this this month.
|> You will need either the .pfm or .afm files. And some utils to convert
|> the .pfb files into these files.
|> I do not ahve the magazine handy so I cannot look up the precise
|> details.
|>
|> Erlend.

Oh no!

The .pfm and .afm files contain *only* metric information, you may
convert them to .tfm to use the fonts with TeX (and dvips).

You need .pfa or .pfb files, BOTH work with ghostscript, but
never edit a .pfb file, it won't work! (That was my mistake)

BTW: ghostscript is graet especially with some new fonts (reall Type 1, not
converted bitmap)

Axel Kielhorn

PS: Of course i will stick to TeX for every day use, but on the weekends \dots

6526. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 13:54:06 UTC
From: billiksh@carson.u.washington.edu
Message-ID: <1s8gtuINNbra@news.u.washington.edu>
Source record: 206410
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

If the blitter can decode MFM and GCR, then why can't AMAX read Mac disks without a Mac drive?

6527. Microprose Golf...WOW!!!

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 14:16:59 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1993May5.101659.1@sscl.uwo.ca>
Source record: 206411

I realize this group tends to avoid Game stuff, but I just tried Microprose Golf and I am unbelievably impressed! This is one of the best quality 'games' I have ever seen! Game is definitely an injustice, this is a true simulation...although the fact you can install it on an Amiga hard-drive and not an ST is annoying! The graphics are amazing...you can actually read the greens without the need for those annoying indicators...amazing! For anyone who has played other golf games it won't take you long to lower your handicap...but to lower it all the way to scratch is a challenge I look forward to! After getting bored with the lack of variety of f-19 missions, this game has put Microprose back in my good books! Try this game...expensive, but WELL worth it...FORE!

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-----------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-----------------------------------+ +--------------------------------+

6528. Re: Power Packer

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 14:55:06 UTC
From: Alexander_Bochmann@traveller.fido.de
Message-ID: <2be7e3af@p1.f7803.n241.z2.fidonet.org>
Source record: 206230

> also ppshow and ppmore programs to view compressed pics and text files.
> With WB2.1/3.0 and Multiview, it's possible that ppacker be handled as a
> datatype. Perhaps enterprising Atarians can do the same on their
> systems.

Someone wrote at least a MODplayer, that can play PowerPacked MODs, so it
shouldn't be too hard to write a simple uncompressing routine.

/\|ex.

6529. Wanted: Comments about STacy

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 15:28:11 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1s8meblNN14dq@rs1.rrz.Uni-Koeln.DE>
Source record: 206415

Hi folks,

I am interested in any experiences you have made with a STacy. I consider buying one because I'd like to have an Atari which I can carry around to give demos of my programs. So I need to know, how well does it work? Does it run MiNT/MTOS? Which are drawbacks and which are its good sides, in your opinion?
Finally, I'm interested whether there are any used STacys available in the U.S., and what you consider to be a reasonable price for them.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

6530. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 15:29:33 UTC
From: billiksh@carson.u.washington.edu
Message-ID: <1s8mgtlNNdua@news.u.washington.edu>
Source record: 206414

The Atari ST is probably the best platform for Classic games. Atari
themselves released many of the Classics for the ST:

Robotron 2084
Joust (better graphics than the arcade!!)
Battlezone (lame)
Tempest
Qix
MoonPatrol
Millipede (great! w/better gfx)
Missile Command
and others I cannot recall at the moment....

Llamatron is an excellent Robotron improvement!
Register Llamatron and get Andes Attack: Defender clone also by Jay Miner
Defender II is another defender game by Jay Miner w/
Defender/Stargate/Defender II
Anarchy is a Defender clone by Psygnosis that uses the STe features also
(better gfx and sound)
and the last Defender clone I'm aware of (of any merit anyway) was part of
a European demo (British I think..) and was supposedly the best version of
Defender ever made... I read about it in ST Format... It supposedly used
the STe features to the max... If anyone has any info on this one, please
post it or e-mail me...
Oh, btw, there is a demo of Defender II on archive.umich.edu...

All of the commercial classics are cheap when you can find them...
Llamatron and many others not listed by me are shareware/freeware...
The others I listed are not...

hope this helps your decision on getting an ST..

6531. Re: OS Wars: NT/OS|2/Win16/S7.1/MTOS/et al

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 15:44:34 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1993May5.114434.5846@spcvxb.spc.edu>
Source record: 206417

In article <C63F5u.11s@chinet.chi.il.us>, saj@chinet.chi.il.us (Stephen Jacobs) writes:
> In article <1993Apr25.184128.5739@spcvxb.spc.edu> mauritz_c@spcvxb.spc.edu writes:
>>
>>That would seem to be the case.
>>
>>Also, for those people who are whining about how much they
>>like GEM, there is always the original DRI GEM which has
>>improved at a much faster rate than the bastardized version
>>produced by Atari. Then you can migrate over to cheap
>>intel hardware and keep the same (relatively) interface
>>you've grown to love/hate.
>>
>>Cheers,
>>
>>Chris
>
> This one is too good to pass up (from the guy who's been predicting the
> imminent bankruptcy of Atari for at least 3 years).

OK, so I was a little off on my bankruptcy prediction, but I have
been quite accurate with the stock price and financial results.
Frankly, I'm amazed that the Tramiels continue to pour their
money down the drain. It doesn't make any sense...

> DRI has been gone for about a year now. The pieces belong to Novell, who
> are continuing development on DR DOS, but not GEM. Before that, the last
> time DRI updated GEM was about the time the Mega ST came out (GEM 3). And
> at that it wasn't really an improvement, more a patch to keep out of Apple's
> way on copyright disputes.

You are right about DRI. GEM 3, however, is still available. There are
a few diehard users who swear by it at my bank. Go figger....

Cheers,

Chris

6532. Sampled Sounds (was Re: Games)

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 15:54:15 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1s8nv7INN2r5@life.ai.mit.edu>
Source record: 206418

In article <C6JxoA.KpB@cck.coventry.ac.uk> csg019@cch.coventry.ac.uk (-~=Zaphod=~-) writes:
> Whoa there! Time out! The ST is good at many things, but even the
> most faithful ST owner would not say the ST's sound is good.
>
> Good sampled sound takes bags of raster time on the ST, so
> there is no point using it.

I agree that the sound quality leaves something to be desired, but it's certainly not infeasible to use sampled sounds in speed-intensive applications. Many games use them, even shareware ones. Examples: Llamatron has (I think) 5kHz samples, HacMan II has between 4kHz and 11kHz samples, and Blox has 11 kHz samples. Even 8kHz samples are pretty convinving if they're clean.

For games, sampled sounds are really the way to go -- they sound much better than synthesized equivalents and they're easily portable to other platforms.

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

6533. Re: availability of Speedo GDOS printer drivers

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 16:11:05 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993May5.111105.17661@miavx1.acs.muohio.edu>
Source record: 206416

In article <1s7b53INNe1j@flash.pax.tpa.com.au>, msmith@flash.pax.tpa.com.au (miff) writes:
>>What?!?! No PostScript driver? Atari truly is run by boneheads.
>
> Correct. On both counts.

Great. :-(I asked Bob Brodie personally at the Chicago show last year (or
was it two years ago?) about a postscript driver for FSM-GDOS, and he said
that there would be one. Well, now that FSM-GDOS will not see the light of
day, I can't believe that they would not include a PS driver with
Speedo.

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
(On whether abstinance is a Religious term, and\rlcollins@miavx1.acs.muohio.edu
should or should not be in the schools:) \RC1DSANU@miamiu.acs.muohio.edu
"What if you're an Atheist who hates sex?" \rcollins@apsvax.aps.muohio.edu
- Andy from my EDL 304 class \ R.COLLINS1 on GEnie
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 5-MAY-1993

6534. Re: WANTED: Hardware virtual desktop for TT (I

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 17:06:02 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1s8s5q$rib@golf.cc.strath.ac.uk>
Source record: 206420

In article 13238@uqcspe.cs.uq.oz.au, warwick@cs.uq.oz.au (Warwick Allison) writes:
>I'm looking for a hardware-scrolling virtual desktop that will work in
>the TT's graphics modes.

I found a small program called BIGSCREEN (bigscrn.arc) in an a.a.u.e mirror
a couple of weeks back. It worked on my ST, but I don't know whether or
not it would work in the TT modes ...

>Alternatively, anyone who has written something like this (but for the STe),
>tell me the necessary information and I'll write it.

Erk ... sorry ...

>Also, I wonder: do any of these virtual desktop programs work with Warp9
>or NVDI? I'm actually suprised that such programs DON'T have virtual
>desktops built-in.

I was using NVDI when I tried bigscrn. Indeed, on an ordinary ST, I think
you would need it for horizontal scrolling (that is'nt hardware).

As for building it into an accelerator, I found it a bit awkward to use.
Practically all dialog boxes call form_center() before they are drawn,
and on a virtual screen, this means they are placed in the middle of
the VIRTUAL screen, not the PHYSICAL one ... downer !!

Still, I suppose that is not much of a problem !! NVDI could always be
told to switch it off !!

Also, some GEM applications (the naughty,cheaty ones) don't understand
the virtual screen AT ALL .... big downer ...

Dave.

```
O==========================O
| David McNicol, | O=========O
| Physics Student, | | NEW |
O=| Strathclyde University, |====| Windows |
| | Scotland. | | For |
| O==================<INFO>=O | EMAIL |
| O==<LOGO>=O O=============O
| | | [YES] [NO] |
| Internet: D.McNicol@ccsun.strath.ac.uk | O======<EXIT>=O
| JANET: D.McNicol@uk.ac.strath.ccsun |
O============================<CONTACT>=O
```

6535. Re: Pascal to C conversion

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 17:07:57 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1s8s9d$rib@golf.cc.strath.ac.uk>
Source record: 206421

Why not just learn C .... It's more fun ;)

Dave. (C-addict and not ashamed of it)

```
O=========================O
| David McNicol, | O=========O
| Physics Student, | | NEW |
O=| Strathclyde University, |====| Windows |
| | Scotland. | | For |
| O==================<INFO>=O | EMAIL |
| O==<LOGO>=O O=============O
| | | [YES] [NO] |
| Internet: D.McNicol@ccsun.strath.ac.uk | O======<EXIT>=O
| JANET: D.McNicol@uk.ac.strath.ccsun |
O=============================<CONTACT>=O
```

6536. vmunix

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 17:14:29 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1s8sll$rib@golf.cc.strath.ac.uk>
Source record: 206422

This memory/software price thing is getting me down, let's all gang up and nick a BIG UNIX BOX, and we can ALL log in and write an Atari EMULATOR for it ....

Dave (its 5pm and I'm tired) McNicol

PS: Hands up who DOESN'T like my windowing system (shown below)

PPS: joke ... I'm about to die of exhaustion, so save the flames for atari.advocacy .....

```
O=========================O
| David McNicol, | O=========O
| Physics Student, | | NEW |
O=| Strathclyde University, |====| Windows |
| | Scotland. | | For |
| O====================<INFO>=O | EMAIL |
| O==<LOGO>=O O=============O
| | | [YES] [NO] |
| Internet: D.McNicol@ccsun.strath.ac.uk | O======<EXIT>=O
| JANET: D.McNicol@uk.ac.strath.ccsun |
O=============================<CONTACT>=O
```

6537. Re: New Atari Purchase

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 17:22:50 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993May5.172250.12694@prime.mdata.fi>
Source record: 206424

In article <1993May3.161257.12888@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:

>make enough Falcons and never will....As of last January, there is 40,000 Amiga
>1200 in the U.S. , you should know, because its the Amiga that pays your
>salary...Oh yes: At least 200,000 amaiga 1200 in the Uk and the same amount in
>Germany..Oh yea another 70,000 Amiga 12000 in Australia..These figures do not
>even include the A4000..

Really? A local computer magazine had an article of an interview with
Commodore UK's executive manager (hope I got the title right..) Kelly
Symner, and he said he'd be pleased if they got 300000 units out this
year (1993). The way you put it, it seems they already made that and
more.

>==
>
>Amiga 1200/80 ------ Must be in Heaven -------- Soon with Opalvision --------
>
>Amiga 4000 toaster ----- There must be a god... ---------------------------
>
>PowerBook 145B ----------Sooon at Sears in June -----------------------------
>
>==

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

6538. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 17:37:16 UTC
From: ken@isgtec.com
Message-ID: <4712@isgtec.isgtec.com>
Source record: 206442

In article <John_Townsend-030593121939@townsend.taligent.com> John_Townsend@taligent.com (John Townsend) writes:
> Anyone who would actually say that Windows "rulez" needs to have their
> head examined by a professional!
>
> -- John Townsend

Hi John, how about spilling some beans about Atari since you've gone separate ways? This group could use some actual facts about the health and status of the company instead of wild rumours. I don't mean to suggest attacks on Atari officials or anything, just some facts about how the Falcon is being handled, what their prospects are, etc.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

6539. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 17:41:28 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1325@usdtsg.DaytonOH.NCR.COM>
Source record: 206431

In article <C6JxoA.KpB@cck.coventry.ac.uk> csg019@cch.coventry.ac.uk (-~=Zaphod=~-) writes:

> Whoa there! Time out! The ST is good at many things, but even the
> most faithful ST owner would not say the ST's sound is good.

I can't say for sure about an ST, but on a (Mega)STe, the sound is quite good (and no speed degredation, even with MOD files).

> Good sampled sound takes bags of raster time on the ST, so
> there is no point using it.

Since the ST doesn't use DMA sound (correct?) then I'd imagine it would take up CPU time. The STe/TT/Falcon should have no problems using sound however (digitized in particular). The game "Blat" shows a good example of this...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

...besides, compared to the speaker in my 386 at work (no-soundblaster) STe sound is a whole different world :-)

6540. Re: MINT 104 PROBS

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 17:46:29 UTC
From: alex@falcon.demon.co.uk
Message-ID: <736623989snz@falcon.demon.co.uk>
Source record: 206428

In article <1s591v$kpt@golf.cc.strath.ac.uk> cabp09@ccsun.strath.ac.uk writes:

>I have been trying to compile MiNT 1.04 for a while now, but I can't
>get it to work. I have a Lattice C compiler, I'd switch to GCC but
>I only have one meg of momory :(

Lattice compiled MiNT is pretty easy, I think the 1.04 diffs I sent to
Eric were pretty minimalist (mostly fixing up warnings I think). I don't
know the current state of Eric releasing a new version (hey I know the
poor guy is way too busy :-) If you don't get it sorted mail me and I
grab the diffs from CIX (I don't think I have them in the office anymore...)

>Anyway, could someone post a binary to comp.binaries.atari.st, or
>upload to anon. ftp somewhere ??

Read the COPYING file.

> Can you see something wrong with my e-mail address. People keep
>telling me it's not in the right format, but my sys. admin. says it
>shouldn't matter .... puzzling ...

It shouldn't matter AFAIK. Its backwards to 'normal', i.e.

cabp09@ccsun.strath.ac.uk

would be normal.

--
Alex Kiernan
akiernan@falcon.demon.co.uk

6541. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 17:48:58 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993May5.174858.13078@prime.mdata.fi>
Source record: 206425

In article <19930504.053336.32@almaden.ibm.com> evilandi@vnet.IBM.COM (Andrew Oakley) writes:

>as a seperate, new computer. Not helped by identical casing perhaps? Mind you,
>virtually all old ST MIDI software is compatible anyway.

Didn't they change the cartidge port's addresses? I'd figure that
means all programs that used the cartidge port to insert "key"
cartidges won't work. There should be upgrades coming for the Falcon,
though..

>Andrew Oakley, IBM Warwick, UK IBM VNet: <9oakley@asicvm1> x(7)664830
>InterNet: <evilandi@vnet.ibm.com> I speak FROM IBM, not FOR IBM!
>JANet: <evilandi%vnet.ibm.com@nsfnet-relay> UK 24h Tel. 0926 464830
>24 Daddlebrook Road, Alveley, Near Bridgnorth, Shropshire, WV15 6NU, UK
>---
>Evil Andi of GOTHIC DOMAIN SOFTWARE: Computing for the culture-shocked
>Budgie UK titles: Ballpark, Flipped & Square Off
>Shareware titles: ST-Zine Disk Mag Kit, Quiz Construction Kit & others
>---
>ST-ZINE disk mag construction kit coming soon to Atari Archive.

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

6542. Re: Good ST game software ????

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 17:53:45 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <1s8uv9$c2f@charm.magnus.acs.ohio-state.edu>
Source record: 206423

In article <15300005@iftccu.ca.boeing.com> ladd@iftccu.ca.boeing.com (Bob Ladd) writes:
>
> I'm a newcomer to the ST world, having purchased a used 520ST &
> a 1040STf. I am now interested in picking up some good games
> for the system. I have ten or twelve titles now, but I have
> no idea what games are considered the best or "ST classic" games,
> if you will. I would like some guidance in this area. All opinions
> welcome!
>
I am also in the same boat as Bob Ladd, I have a 1040 STf, and do remember a few good ones, Typhoon Thompson (?), but I would like to know what and where the best classic games are also...

Michael Steve Jr.
The Sequel

6543. SIMM bits and speed???

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 18:08:17 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1993May5.140817.1@sscl.uwo.ca>
Source record: 206426

I checked the Hardware FAQ and could not find this information: what speeds of SIMM are 'safe' for ST use? I seem to remember a thread about SIMM's faster than a certain speed were not usable...was it 90ns or 70ns? Also, can I use 9bit SIMM's on an ST? Perhaps this could be included in the next FAQ under the mention of SIMM's...perhaps also the many SIMM conversion stuff (so older ST's can use SIMM's) can be mentioned...they're great!

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-----------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+---------------------------------------+ +--------------------------------+

6544. Re: Orphan TT's

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 18:14:43 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1s906jINN8nm@phakt.usc.edu>
Source record: 206427

In article <4638@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:

>We interrupt the current flamefest for the following bulletin:

>Just read in the new Current Notes that the TT has been discontinued
>by Atari due to lack of interest. Seriously. Well I guess if you really
>wanted one they'll probably be real cheap soon.

How about ... NOT!

I just tried to replace my TT (my old one got stolen) and it was
nearly impossible to find a TT, let alone find it all that cheaply. In
fact I had to buy an 18MB version because that was the only shop in the US
that even had one to sell (ok, so he didn't have to break my arm or anything
to get the 18MB...it was just ... a bit more than I expected).

This is rediculous that they would say that there is "no interest" in
the TT when just about EVERY Atari store is out of them (or they refuse to
sell their showroom model).

Now if this was because they are coming out with a new product that is
comparable in utility and speed to the TT (and the Falcon is not - even by
their own admission, the Falcon is a "low end machine and if you want better
performance buy the TT" <ok so its not a quote - merely an interpretation of
every response to the question of "how fast is the Falcon?">). Hopefully this
is heralding the introduction of at least a 32MHz version with a bus speed
that can handle both the video load and the CPU (I still like the idea of a
"split bus" where video is a separate bus from prog/data such as on the TT).

>--
>
>ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

-MikeB

6545. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 18:39:44 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1993May5.183944.29325@exu.ericsson.se>
Source record: 206432

csg019@cch.coventry.ac.uk (-~=Zaphod=~-) writes:
>
>Jeff Spink writes:
>> [...] The graphics are good, sound is good [...]
> ^^^^^^^^^^^^^
> ||||||||||||
> Whoa there! Time out! The ST is good at many things, but even the
> most faithful ST owner would not say the ST's sound is good.

Are you talking about absolute sound quality (i.e. the stuff discussed
in high-end audio circles) or sound from a game player's point of view?

(I love "dragon bite" sound in 2600 Adventure, for example, but the
2600 sound system isn't "good" by anyone's standards.)

6546. Re: MonSTEr

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 18:43:20 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993May5.134320.19244@bsu-ucs>
Source record: 206444

> Well the hardware-scrolling virtual screen I use is called MonSTEr (Dont know if
> it likes TT's though) and it can do about 1280x960 i think, damn smooth too.

Where would I find MonSTEr? Does it only work with the STE, or would it do its thing on my Mega ST4?

What kinds of things does it work with? Things like Uniterm only, or tings like ConNect only, or graphics applications only, or what?

What is MonSTEr _intended_ to do, or to work with?

-Matt

6547. Re: Looking for 'find'

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 19:02:57 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.193795@cix.compulink.co.uk>
Source record: 206304

In article <1993May3.091437.1813@cs.ruu.nl>, atari@cs.ruu.nl (Atari-ST Software) writes:
>I tried the program under MiNT (works great!) and under plain TOS1.4 (doesn't
>work).

There is a find built in to Okami shell. i don't know Unix so i couldn't compare.
It does stuff like..

find f:\src -name "*.bak" -exec "rm {}"

Adam.

6548. Re: Converting Sound Files

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 19:06:50 UTC
From: vpm3q@poe.acc.Virginia.EDU
Message-ID: <C6KIFF.AI8@murdoch.acc.Virginia.EDU>
Source record: 206429

[No readable article body recovered]

6549. Noninterlaced monitors

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 19:36:50 UTC
From: azog@world.std.com
Message-ID: <C6KJtG.5C1@world.std.com>
Source record: 206430

Ok, this is a definate repeated question, but Ill ask anyways.

I have a DEC VR290 19" colour monitor, and am toying with the
idea of attaching it to my ST.

Here is what I know for sure about the monitor. Its a 60Hz refresh
rate, which is the same as the SC1224. Also, it supports a rez of
1024*864, which is close enough to 1024*768 not to matter. Sounds
pretty 'standard'.

An unknown is that the monitor has three coax jacks, one for each
colour. I think that sync is only supplied on the red, but this
doesnt sound right to me, I thought sync would be on all colours.

Oh, its also non-interlaced, of course!

Any hints, ideas? Thanx

--
Billy D'Augustine
azog@world.std.com

Lather. Rinse. Repeat. Lather. Rinse. Repeat. Lather. Rinse. Repeat. Lather.

6550. Re: Converting Sound Files

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 19:43:51 UTC
From: vpm3q@poe.acc.Virginia.EDU
Message-ID: <C6KK53.B6K@murdoch.acc.Virginia.EDU>
Source record: 206433

vpm3q@poe.acc.Virginia.EDU writes:

6551. Re: Converting Sound Files

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 20:02:59 UTC
From: vpm3q@Virginia.EDU
Message-ID: <1993May5.200259.16574@Virginia.EDU>
Source record: 206435

vpm3q@poe.acc.Virginia.EDU writes:

I'm sorry, I don't know why the posts didn't work. What I tried to write was:

SoundLab 1.1 (shareware, prety good) has some limited conversion routines, and is a good editor. 525, however, is excellent at conversion, but you can't hear anything ;). These files should be available at archive.umich.edu

6552. Overscan - Will it go?

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 20:21:53 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1s97l1INN743@golem.wcc.govt.nz>
Source record: 206436
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Okay, I've jus managed to get all the parts, and opened up my STFM
to install the overscan, and then found out that the parts shown in
the diagrams, don't seem to exist!

The diagrams are for a revision F STM motherboard, I have a revision
D STFM motherboard.

Will the overscan go into a machine with a Rev' D, STFM board? If so,
is the 'modulator' the RF-Modulator? In which case, where on earth are
the pins for it, as the thing is encased inside a metal box, and then has
a small board soldered below that....

I also can't seem to locate the appropriate chips & resistors etc.
(It says there is a L26 resistor to the right of an MFP 68901 chip, which
doesn't exist on this board (none have that serial # printed on it),
and further to the right is a C16-resistor, which is beside the MMU (which
I'm not sure of which-chip it is anyway, as the only square chips (the
MMU in the pic' is square, not rectangle), are 2 near the bottom of
the board (One I presume is the processor).

Can anyone out there give me any help at all? As 640*200 is getting
me down! :)

Anyone successfully put O-scan into an STFM? How & Where!?

E-Mail replies would probably be best to save bandwidth!

6553. Lynx Info

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 20:29:11 UTC
From: neurom@u.washington.edu
Message-ID: <1s982nINNlf8@news.u.washington.edu>
Source record: 206434

You see strange things when snooping around strange newsbases.

I was over in rec.video.games.misc, and, since there were over 2000 messages, I caught up. Going back about two hours later, I noticed a message pertaining to the wonderful Lynx. Being the curious type, I was patient enough (aka, I went and did something else) while my newsreader read all 2000 messages.

My diligence was worth it. The Lynx 900 number is up (not good for us, but, hey, there _are_ alot of people out there how can't get on the net,) Lemmings is out, so is Gordo 106 (!?!?!?). Also, Battlewheels just hit the stands, with up to six Com-Lynx'ed together for a bit of Mad Max on steroids.

The kicker? Wolfenstein 3D in production.

Boy, wouldn't it be strange if Atari pulled another one of their "Back from the Dead" turnarounds?

Just a thought.
--Neuromancer

6554. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 21:02:52 UTC
From: konopkjt@mercury.cs.uregina.ca
Message-ID: <1993May05.210252.35752@sue.cc.uregina.ca>
Source record: 206440
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1s8gtuINNbra@news.u.washington.edu> billiksh@carson.u.washington.edu (Shoshana Billik) writes:
>If the blitter can decode MFM and GCR, then why can't AMAX read Mac disks
>without a Mac drive?
Why don't you ask in comp.sys.AMIGA.emulations?
Now for my question.
Can a 520 ST be expanded over 1 MB? I would think so, since the 68000 can address over 1 meg. Also, can the ST's use a more advanced 680x0chip? Will it work with a multiscanning monitor? If I find a used one in the paper I'm tempted to buy it. I'm bored with my present machine.

6555. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 21:15:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.194277@cix.compulink.co.uk>
Source record: 206305

In article <1993May5.174858.13078@prime.mdata.fi>, paetau@mits.mdata.fi (Rasmus Paetau) writes:
>
>Didn't they change the cartidge port's addresses? I'd figure that
>means all programs that used the cartidge port to insert "key"
>cartidges won't work. There should be upgrades coming for the Falcon,
>though..
>
>--
>| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |
>--
>
>
No, Cubase works fine, although there are problems with the MIDEX.
Notator won't work at all, but that's no surprise as is doesn't work
on TT and other graphics expansions for the ST.

Ofir ogal@cix.compulink.co.uk

"The fact that I have changed my mind
doesn't change the fact that I'm right"

6556. Re: I just got the last new TT...

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 21:25:28 UTC
From: boblu@tekgen.bv.tek.com
Message-ID: <2711@tekgen.bv.tek.com>
Source record: 206437

>In article <1s3tkcINN64l@news.u.washington.edu> stusoft@hardy.u.washington.edu (Stuart Denman) writes:
>>My dealer tells me that the TT I just bought was the last new one in the US.
>>Lucky me...

Wrong, Atari Corporation just announced renewed production and shipment of
TT030 line of machines.

---- ----
/\/\/\ Bob Luneski Diamond Back, Diamond Edge, and HiSoft Support: /\/\/\
\/\/\/ Oregon Research Associates boblu@tekgen.bv.tek.com \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 Genie: ORA.TECH \/\/
\/ Tigard, OR 97224 Phone: (503) 620-4919 FAX: (503) 639-6182 \/

6557. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 22:11:50 UTC
From: cpb1001@phx.cam.ac.uk
Message-ID: <1993May5.221150.13751@infodev.cam.ac.uk>
Source record: 206439
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1s8c7aINN4rk@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
|> In article <C6I4v6.3JC@cck.coventry.ac.uk>, csg019@cch.coventry.ac.uk (-~=Zaphod=~-)
writes:
|> >In article <1993May3.010151.7760@grebyn.com> malak@grebyn.com (Michael Malak) writes:
|> >
|> >>Reading ST & IBM disks on an Amiga is even slower than reading Amiga
|> >a lot faster than scanning the entire disk. Only 512 bytes of data is stored
|> >for each filename unless it is a massive file. Traversing this is very quick
|>
|>
|> ONLY 512 bytes for every File Name, gee how in the hell do you get Data on your
|> Disks..??
|>

Look at it this way, if you loose a directory block on an AmigaDOS disk, you can
loose 1 file. How many files do you loose on an ST disk if a directory block gets
corrupted?

|>
|> >
|> >Also the blitter is used to decode the track data *not* the 680x0. This makes
|> >is very fast. Far more versatile than the outdated WD1771 could evedr be.
|> >You can have the best of both worlds - MFM and GCR.
|>
|>
|> It can't even do CRC checks on Data only Sum Checks, gee how outdated can you
|> be, also its so slow it can't read HD 1.4 meg disks, they had to slow down
|> the disk drive on the 4000, it runs at 150 rpm.....
|>
|> No one in the right mind uses Sum Checks on valuable data, but then do
|> Amigaoids have right minds......

This is ridiculous, The AmigaDOS OFS format is one of the most secure formats in
existance.

On a related note, Why do ST's waste 160K per DD disk? I mean, 9 sectors per
track, how outdated can you be?

Chris Brown

6558. fALCONS ARE COMING..

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 22:40:18 UTC
From: x87juhnke2@gw.wmich.edu
Message-ID: <1993May5.174018.9683@gw.wmich.edu>
Source record: 206438

fALCONS SHIPPED END OF MAY IN USA!!!

but my feet show it.

6559. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 22:41:35 UTC
From: rb10006@cl.cam.ac.uk
Message-ID: <1993May5.224135.15353@infodev.cam.ac.uk>
Source record: 206441
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1s8gtuINNbra@news.u.washington.edu>, billiksh@carson.u.washington.edu (Shoshana Billik) writes:
|> If the blitter can decode MFM and GCR, then why can't AMAX read Mac disks
|> without a Mac drive?
|>

Ummm, maybe because, although the blitter is pretty good, it can't do THAT much about the speed of the disk drive? (For those that don't know, the Mac has (had?) a variable-speed disk drive, something like that used for CDs...)

Robert Brown.

6560. Re: Flame for Ricardo.

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 23:26:09 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993May05.232609.15642@rchland.ibm.com>
Source record: 206443

In article <C6K3AJ.GFL@news.rich.bnr.ca>, bjgrier@bnr.ca (Brian Grier) writes:
|> > |> Do you know what multitasking is?
|> >
|> > Yes.
|> >
|> > |> Atari has had it since the ST came out.
|> >
|> > No. The OS didsn't provide for even cooperative multitasking.
|>
|> Well it actually does have co-operative multi-tasking, though you
|> probably never thought about the fact that the desk accesories can
|> accept messages when they are "closed".

This is not necessarily cooperative multitasking... can those
desk accesories run while they are closed? The OS provides for this
or just specific desk accesories do it?

|>
|> >
|> > |> Macs have had multitasking for a long time.
|> >
|> > Not from their inception.
|>
|> The original poster never insinuated they did.

ok.

|>
|>
|> Brian

--

Raist New A1200 owner 320<->1280 in x, 200<->600 in y
in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
don't e-mail me -> I don't have a valid address nor can I send e-mail

6561. Re: Lynx Info

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 23:32:51 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1326@usdtsg.DaytonOH.NCR.COM>
Source record: 206303

In article <1s982nINNlf8@news.u.washington.edu> neurom@u.washington.edu (Neuromancer) writes:
>
>You see strange things when snooping around strange newsbases.
>
>My diligence was worth it. The Lynx 900 number is up (not good for us, but,
>hey, there _are_ alot of people out there how can't get on the net...

As a matter of fact, in my mail today I received a mailing from Atari about the Lynx - including a 1-800 number for ordering the Lynx, its games and accessories, as well as a "buy 2 get 1 free" offer (there were about 40 games listed in the offer). It's not quite a spot on the final episode of Cheers, but at least Atari's beginning to do some advertising again :-)

>Boy, wouldn't it be strange if Atari pulled another one of their "Back from
>the Dead" turnarounds?

I think that is their company premise (they should've called themselves "Phoenix" instead of Atari - as they have that knack of coming up out of the ashes :-)

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

...hey, I don't even need to put a stamp on the return envelope :-)

6562. color emulation on mono monitor?

Newsgroup: comp.sys.atari.st
Date: 1993-05-05 23:39:40 UTC
From: braner@trantor.emba.uvm.edu
Message-ID: <1993May5.233940.17071@uvm.edu>
Source record: 206446

I have a 5-year-old son and am looking for educational ST software for him. What I have found is mostly limited to lo-rez color, and I only have a mono monitor. There are several emulators on atari.archive.umich but I have had no luck with them. One is described as crappy right in the index. One is claimed good, but in lo-res it uses either half screen width or half of both dimensions, and in only 3 or 2 "colors" respectively. (That's called EMUMONTR.) COLOREMU refuses to run at all on my machine. BIGCOLOR could be nice (full screen and more shades) but I only got it to boot a couple of times, usually it loops through the booting process endlessly. EMULA.LZH is mentioned in the index but is claimed not to exist by BART. What's going on? Is there a solution? Ideally I would also like a RAMdisk to coexist with an emulator, and survive rez changes. My hardware: 1040ST upgraded to 2.5 megs, one floppy drive. Thanks for advice.

- Moshe
--

Moshe Braner braner@emily.emba.uvm.edu
47 McGee Road, Essex, VT 05452 (802) 879-0876

6563. Where O Where Can the MEga Max C Compiler Be?

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 00:25:09 UTC
From: cwilliso@tuba.calpoly.edu
Message-ID: <1993May06.002509.180801@zeus.calpoly.edu>
Source record: 206301

Hey guys,

Does anyone have an extra MEga Max C-Compiler Laying around, that they would like to unload? If so, E-mail me.

Thanks!

.....Chris

6564. Wanted: Moon Patrol

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 00:37:16 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993May5.193716.19259@bsu-ucs>
Source record: 206240

> Robotron 2084
> Joust (better graphics than the arcade!!)
> Battlezone (lame)
> Tempest
> Qix
> MoonPatrol
> Millipede (great! w/better gfx)
> Missile Command

If anyone has a copy (LEGAL!) of Moon Patrol they'd be willing to part with --
please E-mail to this message (01mbmccab@virgo.bsuvc.bsu.edu)..

Or if someone knows of a decent clone that'd be cool too!

Later.

-Matt

6565. Wanted: Delphi subscription info.

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 00:38:35 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993May5.193835.19260@bsu-ucs>
Source record: 206241

Anyone out there have the number to sign up for Delphi? I want to join this summer.

Thanks!

-Matt

6566. Re: Wanted: Comments about STacy

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 00:43:13 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993May5.184313.12988@iscsvax.uni.edu>
Source record: 206445

In article <1s8mebINN14dq@rs1.rrz.Uni-Koeln.DE>, aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
> Hi folks,
>
> I am interested in any experiences you have made with a STacy. I
> consider buying one because I'd like to have an Atari which I can
> carry around to give demos of my programs. So I need to know, how
> well does it work? Does it run MiNT/MTOS? Which are drawbacks and
> which are its good sides, in your opinion?
> Finally, I'm interested whether there are any used STacys
> available in the U.S., and what you consider to be a reasonable
> price for them.

$25.00 would be reasonable..

>
> Greetinx, Jan
>
> +- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
> | Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
> | |
> *----=< hierarchical systems are for files, not for humans >=-----*

6567. Re: Falcons...

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 00:51:43 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993May5.185143.12989@iscsvax.uni.edu>
Source record: 206447

In article <May05.072424.9904@yuma.ACNS.ColoState.EDU>, kfason@lamar.ColoState.EDU (Kevin Fason) writes:
> In article <1s2cjpINNn0g@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>>Has anyone out there got some confirmed pricing (Retail/Wholesale)
>>of the Falcons? (Mainly the 4/65 and 16/65 units!)
>
> Here are the prices for a local dealer. As far as I know they are MSRP.
>
> RAM/HDD
>
> 1/0 $799
> 4/0 $999
> 4/65 $1299
> 14/0 $N/A
> 14/65 $1899

Who is Atari Kidding? An Amiga 4000/030 is $1749(with slots...)....A mac Centris 610 can be had for $1650. A Mac IIVX with high speed cdrom can be had for $1900.00 $1900 for a slow 16 mhz 030. What ever happened to "Power with out the Price" Must of sold the theme to Apple and Commodore...

==========

Amiga 1200/80 --------- I love it ----------

Amiga 4000 Toaster ---------- In my plans ----------

Mac PowerBook 145B --------------- Yes!! ----------

==========

>
> On the 14/0, I guess you just have to get a 1/0 and upgrade it... Though
> personally, I hope they do not sell less then a 4/0...
>
> -Kevin Fason Atari Mega/STE 4 50
>

6568. Re: New Atari Purchase

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 01:07:25 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993May5.190725.12990@iscsvax.uni.edu>
Source record: 206448

In article <memo.187017@cix.compulink.co.uk>, ogal@cix.compulink.co.uk (Ofir Gal) writes:
>
>
> In article <1993May3.161257.12888@iscsvax.uni.edu>, sinclair2246@iscsvax.uni.edu writes:
>>
>>I hope I did not hurt your feelings...I am right...I see some Atari personal
>>were hired away to Taligent, inc. Of Course Taligent is Apple, since their HQ.
>>is at Apple's corpate office in Cupertino. I guess they wanted a real salary
>>with stock options and a chance to make history. Once the power Pc is out,
>>there will be no Falcon and Atari.. that is the hard truth...Why Atari cant
>>make enough Falcons and never will....As of last January, there is 40,000 Amiga
>>1200 in the U.S. , you should know, because its the Amiga that pays your
>>salary...Oh yes: At least 200,000 amaiga 1200 in the Uk and the same amount in
>>Germany..Oh yea another 70,000 Amiga 12000 in Australia..These figures do not
>>even include the A4000..
>>
>>==
>>
>>Amiga 1200/80 ------ Must be in Heaven -------- Soon with Opalvision --------
>>
>>Amiga 4000 toaster ----- There must be a god... --------------------------
>>
>>PowerBook 145B ----------Sooon at Sears in June ----------------------------
>>
>>==
>>
>>
> Oh yeah. I guess the 1200 is the IDEAL platform to run Cubase Audio
> on. Since it has a DSP built-in and fully supported by the OS
> and of course MIDI ports, it must be the ultimate musicians' tool.
> Better sell my Falcon and get an Amiga right away.

Yea, but Atari does not have the capability to mass produce the Falcon...The
Amiga will have DSP later this year and I bet that the installed base of DSP
Amigas will be higher than the Falcon base...C= will mass produced them in the
hundreds of thousands...

>
> I have been to dozen of recording studios, from humble bedroom
> setups to $500000 digital complexes and have never seen an Amiga
> in any. Guess they should all sell their STs and MegaSTEs and get
> a 1200.

How big is the midi market...Its not large at all.. Maybe a few thousand at
the most each year...The name of the game is market share...

>
> They will only have one small problem... There is no bloody software
> for the damned thing.

Bars and Pipe Proffessional ring a bell to you...

>
> It was very funny to see the only Amiga stand at the MIDI show at Wembley
> London. While the Falcon was the highlight of the show. The guy at the
> Amiga stand fell asleep from boredom. There was no interest in his stand.
> He was sitting there dribbling and snoring away.

Did you go over to Commodores Multimedia booth?? I bet you the Atari guy fell
a sleep at the multimedia booth....The multimedia market is a lot larger than
the midi market... Why don't you ask NewTek...

>
> I have many musician friends. Many use a computer to make music.
> Most use an ST, one uses a Mac and one uses a PC. No-one I know
> uses an Amiga to make music.
>
I know lots of people who use macs and Amigas for desktop publishing and
multimedia, but not Atari's...There was this Ataridroid who left me E-mail
stating that a developer was working on a project that would blow the Toaster
away...That was a good laugh....it made my day....

> =============
>
> Wake up. People use a certain computer beucause it's suited for
> their main application.
>
> One question? Do you get ST users in the amiga group telling you
> how bad your computer is?

I never said that the St was a bad computer. I am stating its a bad investment
from a failing company...

>
> Ofir ogal@cix.compulink.co.uk
>
> "The fact that I have changed my mind
> doesn't change the fact that I'm right"

==========

Amiga 1200/80 -------- I must be dreaming ------------------------

Amiga 4000 Toaster ------------Awesome setup ------------------------------

PowerBook 145B ---------------- Its mine in June ----------------------------

==========
"I still want a CDROM for my A1200"

6569. Re: Flame for Ricardo.

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 02:19:12 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.195180@cix.compulink.co.uk>
Source record: 206306

In article <1993May05.232609.15642@rchland.ibm.com>, ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>
> This is not necessarily cooperative multitasking... can those
>desk accesories run while they are closed? The OS provides for this
>or just specific desk accesories do it?
>
Yes, an accessory can do whatever it wants in the background. There are
however some complications to do with memory allocation and extra care
has to be taken with disk access clashes with the main application.
There is even a DA that converts First WOrd docs to ASCII in the
background.
The OS places no limits on what an accessory can (except the above).
One thing an acc can never do is run a program. But the Gemini desktop
gets around that one.

Ofir ogal@cix.compulink.co.uk

"The fact that I have changed my mind
doesn't change the fact that I'm right"

6570. For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 02:41:30 UTC
From: stewart@yvax.byu.edu
Message-ID: <1993May5.194130.1856@yvax.byu.edu>
Source record: 206302

For Sale:

All together or separately

1 year old Atari SC1224 monitor $125 obo

520 ST with 1 meg and TOS 1.4, DS drive $175 obo

Buyer also pays shipping.

Mail soon: Email : stewart@yvax.byu.edu

or: Call (801) 9662492 (Dave)

Buy both and I'll throw in tons of software...

6571. Yeah, right! (was Re: fALCONS ARE COMING..)

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 03:40:31 UTC
From: brymastr@eng.umd.edu
Message-ID: <1sa1bfINNoce@mojo.eng.umd.edu>
Source record: 206310

In article <1993May5.174018.9683@gw.wmich.edu> x87juhnke2@gw.wmich.edu writes:

>fALCONS SHIPPED END OF MAY IN USA!!!
>
>but my feet show it.

First it was March, then it was "next week..."
When somebody actually BUYS a Falcon in a store in these United
States of America, let me know!
-Bryan

6572. Re: Microprose Golf...WOW!!!

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 03:41:23 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1sa1d3INN8el@golem.wcc.govt.nz>
Source record: 206307

] I realize this group tends to avoid Game stuff, but I just tried Micropro
] Golf and I am unbelievably impressed! This is one of the best quality 'g
] I have ever seen! Game is definitely an injustice, this is a true
] simulation...although the fact you can install it on an Amiga hard-drive
] not an ST is annoying! The graphics are amazing...you can actually read
] greens without the need for those annoying indicators...amazing! For any
] who has played other golf games it won't take you long to lower your

It's a VERY good game, but far too easy. I am utterly hopeless at normal golf, but manage to hit the ball in this game for the maximum distance (250-feet I think), quite easily with the driver. All you need to do is hit the power, and then hit the button at just the right moment to put it where you want to go, and anyone with half-decent reflexes can very easilly hit over 150-feet!

But, it is BY FAR the best golf-game on the ST! (I've seen Leaderboard and a few others, all either too complex, or just no good!)

6573. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 03:43:28 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1sa1h0INN8el@golem.wcc.govt.nz>
Source record: 206308

```
] > [...] The graphics are good, sound is good [...]
] ^^^^^^^^^^^^^
] ||||||||||||
] Whoa there! Time out! The ST is good at many things, but even the
] most faithful ST owner would not say the ST's sound is good.
```

The good ole' STE can play 25-Khz Samples and still do other things quite happily!

The game 'Lethal Xcess' had pretty good in-game music! And brilliant intro' music!

Sound-chip sound is pretty pathetic, but I've still heard some very good efforts from it!

6574. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 03:44:52 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1sa1jkINN8el@golem.wcc.govt.nz>
Source record: 206309

] Register Llamatron and get Andes Attack: Defender clone also by Jay Miner
] Defender II is another defender game by Jay Miner w/

Jeff Minter, not Jay Miner! 8-)
(The guy with a sheep obsession)

6575. MCD Distributors

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 05:17:18 UTC
From: legrand@chem.psu.edu
Message-ID: <C6LAov.Ir6@cs.psu.edu>
Source record: 206311

Did anyone end up purchasing a Falcon from Microcomputer
Distributors (800)845-3070? I would have but they were
1040 style falcons...

Scott

6576. Portfolio needs repair

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 06:22:20 UTC
From: mnj@sactoh0.sac.ca.us
Message-ID: <1993May6.062220.2744@sactoh0.sac.ca.us>
Source record: 206314
Cross-posted to: comp.sys.atari.st,comp.sys.handhelds

sigh Well, my well used Atari Portfolio apparently bit the dust. The display goes nuts after a few keystrokes, then goes blank. I reset the computer, even removed the batteries for a few days to totally clear memory, and *poof*. It no go.

So, does Atari still have their repair/replacement policy? (Ship the Portfolio to Atari with a check for $xxx and Atari replaces it) Or can someone recommend a place to get it fixed? B&C Computervisions in Santa Clara? That place in Texas that does memory expansions and hard drives???

Although I'll be getting a Psion anyway (won it in a contest) I still would like to have a working Portfolio. (I ended up collecting Ataris, this is my fifth one, *sniff* the only one that doesn't work)

--
mfolivo@sactoh0.SAC.CA.US SAC-UNIX (916) 649-0161
The Good Guys! We know our stuff
Audi The Alternate Route
Atari Power without the Price

6577. TeX documentation : English?

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 06:51:59 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993May6.015159.19276@bsu-ucs>
Source record: 206271
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone have an english translation of the documantation disk (disk 1 of 8) for TeX? I have a few TeX files I'd like to either have converted, or printed and am attempting to get CS-TeX 4.0 running to do it. Having the documentation in German isn't going to make this very easy! :)

-Matt

6578. Re: Orphan TT's

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 07:06:29 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <80922@cup.portal.com>
Source record: 206312

>This is rediculous that they would say that there is "no interest" in
>the TT when just about EVERY Atari store is out of them (or they refuse to
>sell their showroom model).

Oh.. there's plenty of interest in *BUYING* and *USING* the TT
computers from customers and potential customers...

Where there seems to be a "lack of interest" is in Atari Corp's
developing, producing, and marketing the TT...

Maybe THAT's what they meant..?

BobR

6579. Re: New Atari Purchase

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 07:50:21 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.195613@cix.compulink.co.uk>
Source record: 206313

In article <1993May5.190725.12990@iscsvax.uni.edu>, sinclair2246@iscsvax.uni.edu writes:
>
>How big is the midi market...Its not large at all.. Maybe a few thousand at
>the most each year...The name of the game is market share...
>
What game? I'm not interested in market share, I just want a good
platform for making music. The Amiga is not, that is my game.

Ofir ogal@cix.compulink.co.uk

"The fact that I have changed my mind
doesn't change the fact that I'm right"

6580. Q: GEM speed on Falcons

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 08:03:35 UTC
From: martinmf@imv.aau.dk
Message-ID: <martinmf-060593104914@ydun.imv.aau.dk>
Source record: 206318

Yesterday I tested the Falcon with the "GEM test" programme and found, that running in ST High-res, the GEM routines were quite a bit faster that on the ST. However, using the 256-colour mode under MultiTOS, GEM routines were slower. Down to 24% of normal ST speed.

You can actually see this when using the Falcon. Under MultiTOS, the drop-down menus are delayed - the don't drop down instantly. Why?

And another question: Is it possible for anyone to write a program, that will make the mega-size scrollbars smaller? They have apparently grown several pixels with the introduction of 3D-buttons and sliders.

6581. upgrading a megafile 20

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 08:12:06 UTC
From: richard whitehouse <richard.whitehouse@canrem.com>
Message-ID: <1993May6.4514.33144@dosgate>
Source record: 206290

Hi, all;

I'm wondering if anyone out there has experience doing what I plan to do: namely, exchange the Seagate ST225 MFM drive mechanism in my Atari Megafile 20 hard drive with a larger MFM mechanism, perhaps 40 or even 80 megger if I can find one.

I don't know a heck of a lot about hard drives in the first place (not a techie), but I've done some researching about what options are available to me regarding upgrading my hard drive situation (I have an old Mega 2). These options seem to be: an internal SCSI with an ICD host adaptor, or an external drive with an ICD host adaptor, replacing the drive mechanism in my Megafile 20, or just plain buying another used external hard drive.

Upgrading the drive mechanism seems like the cheapest and smartest way to go, but I want to know exactly what I'm doing. I've had trouble finding anyone who has empirical experience doing this.

Thanks for any help, Richard.

• RoseMail 2.10•: Nanet 41-61-74 Balmy Beach BBS (416)690-9641
--
Canada Remote Systems - Toronto, Ontario
416-629-7000/629-7044

6582. Re: Microprose Golf...WOW!!!

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 08:40:47 UTC
From: djs@jet.uk
Message-ID: <1993May6.084047.8903@jet.uk>
Source record: 206317

In <1sa1d3INN8el@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>] I realize this group tends to avoid Game stuff, but I just tried Micropro
>] Golf and I am unbelievably impressed! This is one of the best quality 'g
>] I have ever seen! Game is definitely an injustice, this is a true
>] simulation...although the fact you can install it on an Amiga hard-drive
>] not an ST is annoying! The graphics are amazing...you can actually read
>] greens without the need for those annoying indicators...amazing! For any
>] who has played other golf games it won't take you long to lower your

>It's a VERY good game, but far too easy. I am utterly hopeless at normal
>golf, but manage to hit the ball in this game for the maximum distance
>(250-feet I think), quite easily with the driver. All you need to do
>is hit the power, and then hit the button at just the right moment to
>put it where you want to go, and anyone with half-decent reflexes can
>very easilly hit over 150-feet!

Er, I think you mean yards, not feet! I've got down to scratch, and have
beat the first of the computer challengers. There are seven more to go, but
I have got nowhere near beating the second challenger. Steve was right, it
is a real bastard that you can't install on the hard drive. Just to take
the mick out of us, Microprose included an update on how to do an Amiga
installation.

And no program I have understands the floppy format, so backing up the
data disk is pretty difficult...
--
+----------------------------------+
| David Stevenson +44 235 465028 |
+----------------------------------+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

6583. Re: WANTED: Hardware virtual desktop for TT (I

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 08:51:26 UTC
From: haebler@uni-muenster.de
Message-ID: <1sajie$1s5k@obelix.uni-muenster.de>
Source record: 206315

In article <1s8s5q$rib@golf.cc.strath.ac.uk>, cabp09@ccsun.strath.ac.uk (David McNicol) writes:
|> As for building it into an accelerator, I found it a bit awkward to use.
|> Practically all dialog boxes call form_center() before they are drawn,
|> and on a virtual screen, this means they are placed in the middle of
|> the VIRTUAL screen, not the PHYSICAL one ... downer !!
|>
|> Still, I suppose that is not much of a problem !! NVDI could always be
|> told to switch it off !!
|>
|> Also, some GEM applications (the naughty,cheaty ones) don't understand
|> the virtual screen AT ALL .... big downer ...
|>
There is a new commercial version of Bigscreen called Bigscren2. Here you can get the information which part of the screen is actually shown.
Let'em fly uses this information. You will get your boxes centered in the physical screen.

Regards,

Marcus
--
****
* Marcus Haebler * haebler@obelix.uni-muenster.de *
* Althausweg 29 * or *
* * srb114@math.uni-muenster.de *
* 4400 Muenster **
* * IRC: D_Gently *
****

6584. Re: MINT 104 PROBS

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 09:01:58 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1sak66$fcr@golf.cc.strath.ac.uk>
Source record: 206316

In article 736623989snz@falcon.demon.co.uk, alex@falcon.demon.co.uk (Alex Kiernan) writes:

>Lattice compiled MiNT is pretty easy, I think the 1.04 diffs I sent to
>Eric were pretty minimalist (mostly fixing up warnings I think). I don't
>know the current state of Eric releasing a new version (hey I know the
>poor guy is way too busy :-) If you don't get it sorted mail me and I
>grab the diffs from CIX (I don't think I have them in the office anymore...)

For a start I haven't a clue (or the money --- if there's a bill involved)
when it comes to BIX/CIX/...etc.

I had to start adding CSECT commands in the assembly stuff and the C source
itself was RIDDLED with errors (due to my compiler completely ... I have been
assures by most of the world that it does compile ...).

Even though I can switch off the ANSI-compatibility for Lattice ... it still
HATES the function structure a la K&R:

```
int main(argc,argv)
int argc;
char **argv;
{
...
}
```

And that sort of thing ... I also can't get it used to the K&R standard
`extern' type stuff ... it seems to still want to use SOME ansi type rules
here.

The last thing is MAKE .... I can't get it to work !!!!!

[SMALL PROVISO: I do have a copy of GNUmake, but due to the startling
juxtaposition of this week and my exams (aarrrgghh !),
I have had no time to experiment ... will GNUmake work
with Lattice ... ???]

As for the patches ... I could implement them here (SUN Sparc) and download
the patched source to the atari ... I don't have `patch' at home ...

>> Can you see something wrong with my e-mail address. People keep

>cabp09@ccsun.strath.ac.uk
>
>would be normal.

TA TO EVERYONE WHO HELPED ... I THINK IT'S ALL FIXED NOW .....

>Alex Kiernan
>akiernan@falcon.demon.co.uk

Dave.

```
O=========================O
| David McNicol, | O=========O
| Physics Student, | | NEW |
O=| Strathclyde University, |====| Windows |
| | Scotland. | | For |
| O==================<INFO>=O | EMAIL |
| O==<LOGO>=O O=============O
| | | [YES] [NO] |
| Internet: D.McNicol@ccsun.strath.ac.uk | O======<EXIT>=O
| JANET: D.McNicol@uk.ac.strath.ccsun |
O============================<CONTACT>=O
```

6585. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 09:19:50 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1sal7mINN96h@golem.wcc.govt.nz>
Source record: 206321
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May5.221150.13751@infodev.cam.ac.uk>, cpb1001@phx.cam.ac.uk (C.P. Brown) writes:
>|>
>|> It can't even do CRC checks on Data only Sum Checks, gee how outdated can you
>|> be, also its so slow it can't read HD 1.4 meg disks, they had to slow down
>|> the disk drive on the 4000, it runs at 150 rpm.....
>|>
>|> No one in the right mind uses Sum Checks on valuable data, but then do
>|> Amigaoids have right minds......
>
>This is ridiculous, The AmigaDOS OFS format is one of the most secure formats in
>existance.

I am a Computer Eng and for one thing, you NEVER EVER USE SUM CHECKS on VALID DATA, so I don't think you know what you are on about..

>On a related note, Why do ST's waste 160K per DD disk? I mean, 9 sectors per
>track, how outdated can you be?

NOTE: Atari uses the Standard IBM Format, far better than any thing that Amiga has PLUS CRC data checking...beat that ..

Plus we can Format 10/11 sector disk with external programs..

Facts man just facts..

>Chris Brown

Roger.............. sheppard_r@kosmos.wcc.govt.nz

6586. Re: Unix on the ST ({an FAQ?)

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 09:35:06 UTC
From: J.D.Coleman@newcastle.ac.uk
Message-ID: <C6LMMI.HB0@newcastle.ac.uk>
Source record: 206329

In article <1993May5.041152.13964@mnemosyne.cs.du.edu>,
psthomas@nyx.cs.du.edu (Patrick Thomas) writes:
>
>I was wondering if it is possible to get a "relatively accurate" shell set up
>for the ST. I prefer -csh, but anything would do okay. Just want to
>experiment for now... I'll worry about getting serious a bit later on.

Yes, you can run shells on an ST. For a long time, I used the Gemini desktop
(shareware from Germany), which has a shell called Mupfel. You can run
Mupfel directly from the desktop. If your ST doesn't have TOS 2.06, Gemini
also gives a much improved desktop.

A more complex solution would be to use MiNT, Toswin and one of the shells
ported for the MiNT environment. Bash, ksh and tcsh at least have been ported.
As MiNT is a multitasking kernel, you would get the ability to run multiple
tasks too.

Also available are unix-type editors - vi, emacs and many unix utilities - grep,
sed, awk, etc. Most were probably compiled for MiNT, but I would imagine would
also run under Mupfel.

If you are going to use Gemini/Mupfel, I would recommend 1 meg of memory,
although you might get away with 512k with just Mupfel. For MiNT, I would
recommend at least 2 megs, because as soon as you start trying to run multiple
tasks, memory is just gobbled up!

Julian

--
-- Julian Coleman, Computing Service, | j.d.coleman@newcastle.ac.uk
-- Claremont Tower, University of Newcastle, | as967@cleveland.freenet.edu
-- Newcastle upon Tyne, NE1 7RU, England. | - - - - - - - - - - - - - - -
-- Phone +44-91-222-8068 Fax +44-91-222-8765 | #include <std_disclaimer.h>

6587. Re: WP to ST

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 09:41:18 UTC
From: mbdqbest@diamond.sara.nl
Message-ID: <1993May6.094119.3064@news.sara.nl>
Source record: 206249

Sam Marshall (news@cs.nott.ac.uk) wrote:

There's a utility by Robert Best that converts between WP5 and First Word Plus (not graphics). Email him on mbdqbest@diamond.sara.nl (costs about $20 I think - pretty steep).

Why steep? This utility is NOT a beta version and I'm NOT paid to write such programs in my job. It is reliable, fast and easy to use. 20 US$ for a utility which is really useful is not much, even for students.

What would you consider a reasonable price? Do you know it? I can send you a demo version which does the same, but for short test files only.

Robert Best (rwbest@sara.nl)

6588. Re: availability of Speedo GDOS printer drivers

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 09:45:02 UTC
From: tony@gst-soft.demon.co.uk
Message-ID: <1993May06.104502.1@gst-soft.demon.co.uk>
Source record: 206319

No version of FSM we ever saw had a Postscript driver.

Tony
Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

6589. Re: Calamus for Windows

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 10:00:44 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.202.736682444@dhhalden.no>
Source record: 206322

In article <736464619snz@falcon.demon.co.uk> alex@falcon.demon.co.uk (Alex Kiernan) writes:
>> Has anyone heard about Calamus (SL?) coming out for Windows on the PC?
>>I was talking to my Atari dealer, letting him know Calamus is the main
>>reason I have kept my ST, and he said "they are coming out with a
>>Windows version" of it. (What a great way to keep Atari customers!)
>
>This is no secret; DMC were showing it at Comdex (on the Olivetti stand
>I believe), I didn't see it myself but Dietmar (boss of DMC) told me it
>was showing, so who was I to argue :-)

I can only confirm further to this - the Cicero section in the German mag ST Magazine (this section is made by the Calamus people if I'm not mistaken) has mentioned it and while on CeBIT I saw Olivetti people around the DMC stand. Apparently this thing will be seen on an Olivetti RISC box. Although I'm no fan of NT (or Windoze), I'm just glad that I might see a more structured version appear. Wanna see something ugly? Go see the interface of Calamus... (No I don't mean the toolbox, I mean everything else...)

>Alex Kiernan

Jon

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

6590. Re: WP to ST

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 10:03:57 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <1993May6.100357.7764@cs.nott.ac.uk>
Source record: 206326

In article <1993May4.085547.3059@news.sara.nl> mbdqbest@diamond.sara.nl (;;diamond) writes:
>Sam Marshall (news@cs.nott.ac.uk) wrote:
>
> There's a utility by Robert Best that converts between WP5 and First
> Word Plus (not graphics). Email him on mbdqbest@diamond.sara.nl (costs
> about $20 I think - pretty steep).
>
>Why steep? This utility is NOT a beta version and I'm NOT paid to write
>such programs in my job. It is reliable, fast and easy to use. 20 US$ for
>a utility which is really useful is not much, even for students.

Well I suppose what you consider expensive is pretty subjective, and if WP.PRG does what you want better than anything else that's fair enough. However, in the context of Wordplus to postscript, RTF and LaTeX converters which are all PD, US$20 seems pretty steep to me, especially as you e-mail it uuencoded - not much of a post and packing overhead.

>What would you consider a reasonable price?

So, perhaps its beautifully presented, works perfectly (though not on graphics) and I realise you needed to buy the Wordperfect developer's kit for it, it still doesn't do an awful lot - in the case of the original question I'd try 1WP2RTF first, and if that didn't work put the $20 towards Redacteur 3 instead ($60). Each to his own.

Follow-ups by e-mail ?

Regards,

Sam

6591. Re: Just ordered a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 10:13:24 UTC
From: rogeraw@dhhalden.no
Message-ID: <rogeraw.58.736683204@dhhalden.no>
Source record: 206323

In article <C6I9Bv.LEB@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>From: saj@chinet.chi.il.us (Stephen Jacobs)
>Subject: Re: Just ordered a Falcon
>Summary: Menus drop slowly too
>Date: Tue, 4 May 1993 13:55:06 GMT
>In article <rogeraw.57.736431922@dhhalden.no> rogeraw@dhhalden.no (ROGER ALLAN WAHLGREN)
writes:
>>In article <C6ELxM.vw@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>>>My impressions: most
>>>predominant one is that AES still needs to be re-done from scratch. Screen
>>>painting is horribly slow.
>>>The speed difference from a Mega ST on Pagestream was
>>>dramatic, but the slow screen painting made the program look slow anyway.
>>
>>Slow ??? are you sure it is not the program you tried ?? All people know
>>that the speed of the pagestream sucks. Try Calamus or Chagall, then you
>>will see a big speed increase.
>>
>
>Screen painting was also slow on things like menu dropping and the landmines
>game, which have nothing to do with Pagestream. My understanding is that
>Calamus uses custom screen i/o routines and goes around the VDI. Which points
>out my thinko visible above. AES probably needs work too, but it was VDI
>slowness I actually saw.
>
>My gripe with Pagestream has always been the wait before the redraw (rendering
>speed), not the redraw itself. And the Falcon030 helps a lot there.
>
> Steve

Hmmmm, Landmines really sucks. THAT is some bad programming. I have seen a
new version, which work with MultiTos and all. It display the biggest screen
at the blink of the eye. So again ....

Proud owner of: TT 10meg, 425MB HD, 24-Bit card
Falcon030, 4/65
#
EMAIL: Rogeraw@dhhalden.no
##
snailmail: Roger A. Wahlgren
Sandvn. 5, 1719 Greaker
Norway

6592. Re: New Atari Purchase

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 10:16:02 UTC
From: nico@cs.ruu.nl
Message-ID: <1993May6.101602.12032@cs.ruu.nl>
Source record: 206325

In <1993May5.190725.12990@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:

>[blah blah]...[blah blah]...[blah blah]...

etcetera.
I wonder what they did wrong in the Amiga keyboard processor. It keeps
generating all those funny dots. It reminds me of the `ghost typist',
a bug that Atari solved years ago. Well, I guess I'd better not buy an
Amiga; a machine which doesn't even have a decently programmed keyboard
processor must be a bag of sh*t.

>==
>
>Amiga 1200/80 -------- I must be dreaming ------------------------

And all those empty lines in the signature! Is that because there is no
good mail software for the Amiga, or is it just a ``insufficient user IQ''
error?
--
Nico Verwer | nico@cs.ruu.nl
Dept. of Computer Science, University of Utrecht | phone: +31 30 533921
p.o. box 80.089, 3508 TB Utrecht, The Netherlands | fax: +31 30 513791
-------------------- Als ik thuis werk ben ik te bereiken op 030-735661

6593. Re: MCD Distributors

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 10:21:54 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.195958@cix.compulink.co.uk>
Source record: 206332

In article <C6LAov.Ir6@cs.psu.edu>, legrand@chem.psu.edu (Scott Legrand) writes:
>Did anyone end up purchasing a Falcon from Microcomputer
>Distributors (800)845-3070? I would have but they were
>1040 style falcons...
>
>Scott
>
>

That's all there is. There are no other Falcons.

Ofir ogal@cix.compulink.co.uk

"The fact that I have changed my mind
doesn't change the fact that I'm right"

6594. Re: "Fed up of reading anti-Atari posts in THIS group"

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 10:25:16 UTC
From: S_SAMSO@iravcl.ira.uka.de
Message-ID: <1sap2clNNsmr@iraun1.ira.uka.de>
Source record: 206320

In <1993May4.184910.11889@nosc.mil> healy@nosc.mil writes:

> You must remember that the people posting about amigas are
> religious fanatics and if they didn't bother you they
> wouldn't get their rocks off. The non-religious fanatic
> amiga owner wouldn't waste his time posting here. Unfortunately,
> most of the amiga owners I have met in person have been
> religious fanatics :-) but that could just be bad luck.
>
> Best to just ignore them.

I promise I've been trying hard to ignore them ever since I read this group for the first time... sorry that I couldn't calm down and had to explode.
You know, I don't think this guys are amiga/mac/... fanatics, if they were they would concentrate in their beloved computer. I AM an Atari fanatic and don't go bothering everyone who has a different computer to mine, theirs has to be a deeper problem... maybe they have an inferiority complex, or are not sure if they did a good purchase and so they have to reasure themselves by telling all the people how good their computer is... I can't understand it. You can find those kind of people in other common interest groups, too, mainly in groups whose interest rely in a more or less expensive object (cars, motorbikes, HiFi equipments, ...)

> Mike
>
> healy@nosc.mil

P.S.: An Atari User who wants to read atari stuff in the atari groups...

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
The Spacewalker * * ~O O *
"Walkin' thru Cyberspace..... * <|_, *
....aaaaaahhh! O \/\ *
it's refreshing" * / *
-->s_samso@iravcl.ira.uka.de * * o

6595. AHDI ..

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 10:27:02 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1sap5m$gmv@golf.cc.strath.ac.uk>
Source record: 206324
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I give in. Does anyone out there have a copy of the original ADHI disk ??

I am trying to re-format my SH204. I have tried ADHI 5 and AHDI 6, but
they insist that `This HD is incompatable with an Atari ST' and request
that I find another WINCAP file.

My original AHDI disk is knackered, and no amount of giggling with the
WINCAP file (from all versions of AHDI) will get it to recognise the
SH204 --- an atari hard drive !!

Could anyone that might be able to mail me a uue'd ORIGINAL ahdi disk,
please email/post ... or if you know a solution (eg. another formatter),
tell me (here or e-mail me)

If I can't get my hard disk re-formatted, I'll cry ...

Dave.

```
o===============================================o +----+
David McNicol, | Strathclyde University, | |
3rd Yr Laser Physics, | SCOTLAND. |/--\| "I'm sorry Dave,
o===============================================o ||[]|| but I'm afraid
Internet: D.McNicol@ccsun.strath.ac.uk !talk ! |\--/| I can't do that"
JANET: D.McNicol@uk.ac.strath.ccsun !to me! | |
o===============================================o +----+
```

6596. Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 10:38:30 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.736684410@rw8.urc.tue.nl>
Source record: 206327

sinclair2246@iscsvax.uni.edu writes:

>There isn't going to be any high end Atari's...Maybe an Atari Power PC...

Well let me rephrase that: higher end Ataris. Of course there will be
more powerful Falcons. And that only if the Falcon succeeds of course as
a home-computer. People will always have different needs and the
current Falcon will not be able to provide everyone with enough
computing power. Of course most people will not need more, but some
will. For example developers could use more powerful machines and also
dtp-specialists and cad-users. To me this seems enough reason for
making at least 1 more powerful model.
An Atari Power PC...? Interesting. Well Taligent OS will of course work
on this machine if someone made this machine.

Erlend.

6597. Re: WP to ST

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 10:44:55 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.736684945@rw8.urc.tue.nl>
Source record: 206328

mbdqbest@diamond.sara.nl (;;diamond) writes:

>Why steep? This utility is NOT a beta version and I'm NOT paid to write
>such programs in my job. It is reliable, fast and easy to use. 20 US$ for
>a utility which is really useful is not much, even for students.

The price is indeed not steep, but what has kept me from buying this
utility is the fact that I do not use 1st word plus. A utility
converting between e.g. RTF and WP5.1 format would be much more useful.
Maybe something like the ppm/pbm suite would be possible then. With rtf
as an intermediate format. So: 1wp2rtf wwst2rtf twrt2rtf etc... and the
other way around.

Erlend.

6598. Re: availability of Speedo GDOS printer drivers

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 10:55:14 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.736685643@rw8.urc.tue.nl>
Source record: 206330

Just to clear up some things. SpeedoGDOS does come with an Epson LQ-570 driver or such. And others too. I have a list but not with me. I'll post them soon, but if anyone can post a list before the weekend, please do so.

Erlend.

6599. Re: Microprose Golf...WOW!!!

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 11:13:30 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1993May6.121330@cs.bham.ac.uk>
Source record: 206331

In article <1993May5.101659.1@sscl.uwo.ca>, richardson@sscl.uwo.ca (John Richardson) writes:
|> I realize this group tends to avoid Game stuff, but I just tried Microprose
|> Golf and I am unbelievably impressed! This is one of the best quality 'games'
|> I have ever seen! Game is definitely an injustice, this is a true
|> simulation...although the fact you can install it on an Amiga hard-drive and
|> not an ST is annoying! The graphics are amazing...you can actually read the
|> greens without the need for those annoying indicators...amazing! For anyone
|> who has played other golf games it won't take you long to lower your
|> handicap...but to lower it all the way to scratch is a challenge I look forward
|> to! After getting bored with the lack of variety of f-19 missions, this game
|> has put Microprose back in my good books! Try this game...expensive, but WELL
|> worth it...FORE!
|>

Yeah this really is a superb game although my main concern is that its a bit too easy to play, considering I cannot play proper Golf to save my life I was a bit surprised when I got my handicap down to scratch and got 2nd place in the Head-2-Head championship... Even so this and F1 GP are two of the most playable and addivtive games I own. Recommended

+--------------------------+---+
Ian Rae	"Baldrick, this is the stickiest situation
Software Engineer	since Sticky the stick insect got stuck on
University of Birmingham	a sticky bun." - Blackadder goes Forth
+--------------------------+---+

6600. Re: MCD Distributors

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 11:41:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1satgcINN9vs@golem.wcc.govt.nz>
Source record: 206333

In article <C6LAov.Ir6@cs.psu.edu>, legrand@chem.psu.edu (Scott Legrand) writes:
>Did anyone end up purchasing a Falcon from Microcomputer
>Distributors (800)845-3070? I would have but they were
>1040 style falcons...
>
>Scott

There is only the 1040 style version of the Falcon, there are no othere
versions..

There was a article of a Mega STE Style version in one of the UK Mags,
but that was just a load of rubish, there is not such thing, just very bad
reporting...

Roger..... sheppard_r@kosmos.wcc.govt.nz

6601. Re: MCD Distributors

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 12:04:50 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.736689766@rw8.urc.tue.nl>
Source record: 206334

legrand@chem.psu.edu (Scott Legrand) writes:

>Did anyone end up purchasing a Falcon from Microcomputer
>Distributors (800)845-3070? I would have but they were
>1040 style falcons...

Current falcons are all 1040 style Falcons. Considering the space on my desk I am not that unhappy about it. If you want desktop model. Buy a 1040 style now and sell it by the end of the year and get a desktop model then. However it was never confirmed that there will be desktop models by the end of the year, strong rumors have remained.

Erlend.

6602. Re: Q: GEM speed on Falcons

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 12:10:33 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.736689937@rw8.urc.tue.nl>
Source record: 206335

martinmf@imv.aau.dk (Martin Frederiksen) writes:

>Yesterday I tested the Falcon with the "GEM test" programme and found, that
>running in ST High-res, the GEM routines were quite a bit faster that on
>the ST. However, using the 256-colour mode under MultiTOS, GEM routines
>were slower. Down to 24% of normal ST speed.

Well when at the Atari EXPO two weeks ago, I got a short demonstration
of Atari Works. Nice program, but in 256 color-mode screen drawing was
a bit like it is on my 1040 without blitter. So I asked what to do
about it (yep, asking for a solution to what one perceives as a problem
often gives one an answer). Let me first say that the man that
demonstrated this was very friendly and also admitted that
wordprocessing in 256 color mode was indeed a bit slow. So I said, will
switching to 16 colors help? And YES it works perfectly. Switching to 2
color mode makes the thing even faster at scrolling and formatting
text. Who need 256 colors anyway while doing wordprocessing.

Erlend.

6603. Re: MonSTEr

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 12:18:31 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1327@usdtsg.DaytonOH.NCR.COM>
Source record: 206344

In article <1993May5.134320.19244@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:

>Where would I find MonSTEr? Does it only work with the STE, or would it do its
>thing on my Mega ST4?

I think you can find a copy of MonSTEr at atari.archive.umich.edu. It was
written by Darek Mihocka, and has also been included on the QuickST disks.
(I *think* Monster was released either shareware or freeware). Not sure
if it works on a standard ST or not (probably couldn't hurt to try)...

>What kinds of things does it work with? Things like Uniterm only, or tings
>like ConNect only, or graphics applications only, or what?

It should work with any program that is not locked to a specific
graphics resolution. For instance, programs like Connect, Gemview,
Word Writer ST, Calamus, Gemini, and other such programs should probably
take advantage of it. Programs like Uniterm will not take advantage of the
extra screen space (if I remember correctly, Uniterm will work under
it, but will only use the normal amount of screen space, leaving the
rest of the screen alone)...

>What is MonSTEr _intended_ to do, or to work with?

It's basically a scrolling virtual-desktop, giving you twice the
resolution in both vertical and horizontal (the screen looks the same,
but you can scroll into like "4 quadrants" of the screen, so to speak).
For instance, if you boot with MonSTer in ST LOW resolution, you'll
effectively have a "640x400x16" screen (though the entire resolution
won't be displayed at one time)...

Monster may make life easier, for instance, under a multitasking
environment - you could keep the different loaded programs in their
own screen space without as much (if any) screen overlap...

I'd be curious to know if it works on the TT or Falcon...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

6604. Totally stupid question about Rendering...

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 12:48:12 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <1sb1ec$jus@rw8.urc.tue.nl>
Source record: 206336

Well, I am a bit afraid to ask but here goes:

Having heard so many things about rendering software becoming available
for the Falcon and so. What IS rendering?????

Erlend.

6605. Civilization: bug correction

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 13:16:36 UTC
From: proche@imag.fr
Message-ID: <C6Lwvo.LDn@imag.fr>
Source record: 206338

Someone reported a bug happening on the city status of cities far from the capital, which resulted in a bus error. After debugging with MonST, I discovered that this bug occured in the routine darkenning the commercial revenues (which seems to be totally useless on ST), when the corruption losses are higher than the revenues themselves (which should be impossible). This seems to happen only in anarchy.
As Microprose doesn't seem to answer, you can prevent this thing in the following way:

In the file GAME.PRG, search for the sequence
4EB9 0005 737E 4FEF 0014 700D 3F00 (sector 176 of file GAME.PRG),
then replace 4EB9 0005 737E with 4E71 4E6E D03B

You can E-Mail me if you have any trouble.
One last thing about this game, I wonder if it is not easier to win on ST than on PC. After several easy victories, I never met a civilisation that was really developped (even on king level). Does anyone have the same sensation ?

--
****
* Pascal ROCHE * proche@imag.fr *
* LGI GRENOBLE * 76-51-46-00 poste 51-20 *
****

6606. Re: New Atari Purchase

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 13:24:56 UTC
From: klassa@aurs01.UUCP
Message-ID: <63071@aurs01.UUCP>
Source record: 206236

To Mr. Sinclair et al-

TAKE THIS CRAP TO THE ADVOCACY GROUP.

If you don't get the advocacy group, DON'T POST! Your messages
aren't appropriate for the regular c.s.a.st newsgroup.

Thank you.
--
John Klassa // Alcatel Network Systems, Inc. // 919-850-1246 \ /\ /\
Raleigh, North Carolina // United States of America \ /\ & \/ \
email: klassa@aur.alcatel.com \/ \/ \

6607. Re: Calamus for Windows

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 13:33:50 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2be91694@p12.f202.n281.z2.fidonet>
Source record: 206350

Here follows a translated fragment from this month's article in ST Magazin,
a German ST magazine, on Calamus SL for Windows NT:

`DMC, the firm who produced the Calamus system, has been working on the
port of Calamus to the Windows NT platform since mid 1992'

`A version of Calamus had only to be taken seriously when it was able to
display characters. This stage has been achieved for Calamus NT'

`The main problem for the now completed port was that important pieces of
the code weren't written in a portable language, but in 68XXX assembler.
Such pieces had to be rewritten or extensively adjusted.'

`The port was done not by the people who wrote the TOS version, but by a
Danisch team, who had experience in the Windows-world'

`At the last CeBIT, Calamus NT was demonstrated on Olivetti's stand. The
system ran on a RISC Personal Computer M700-10 with a MIPS R4000PC CPU
running Windows NT. A version of Calamus NT for Intel processors is
currently under development. A version for the DEC Alpha processor will
come next.'

Greetings... - Jan -
FidoNet: 2:281/202.12 UseNet: jan@nextjk.wlink.nl

--- ZapMail 1.1
* Origin: When she spoke her words ensnared me... (2:281/202.12)

6608. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 13:46:54 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2be91907@p12.f202.n281.z2.fidonet>
Source record: 206201

In a message of <Mon 3 May 93 20:22>, John Townsend (2:281/202.0) writes:

>> Here, let me guess what they wrote:
>> Windows NT - fawning praise, "This will RULE D00D, when it's
>> released!" Windows 3.1 - RULEZ D00D! We love it!
>> System 7.1 - Too bad we can't afford a Mac. That's OK, we love
>> WIND0ZE!
>> MultiTOS - Atari still makes computers?
>> --
JT>
JT> Anyone who would actually say that Windows "rulez" needs to have
JT> their head examined by a professional!

Come on, John, be a bit more realistic. Windows does `rule', well it probably is better to say `Microsoft rules', or even better `Microsoft is one of the most influencial firms in the computer industry today, like IBM was a few years ago'. I guess we all agree that Windows as a program isn't the most beautiful piece of program engineering (and that's an understatement ;-) but Microsoft has lots of influence, lots of money and know their marketing, something which Atari has never heard of.

It isn't that important if a product is good or not, if you can get people to believe that it is good and it is what they need, they'll buy it and the company will make some money out of it. Look at Microsoft with DOS and Windows on one side and look at NeXT and Atari on the other.

And by the time the Power PC's get into the shops, no matter how `good or bad' they'll be, (though I have the impression they'll be pretty good, looking at the bits of info which manage to get printed) a success they will become. Simply because large influencial firms who know their marketing and PR stand behind the project...

Greetings... - Jan -
FidoNet: 2:281/202.12 UseNet: jan@nextjk.wlink.nl

--- ZapMail 1.1
* Origin: When she spoke her words ensnared me... (2:281/202.12)

6609. Re: Totally stupid question about Rendering...

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 13:54:27 UTC
From: cfaehl@polaris.unm.edu
Message-ID: <1sb5ajINN702@lynx.unm.edu>
Source record: 206337

Render: to convert into industrial fats and oils or fertilizer.

Render: to create an image using 3 dimensional models, transforms, and lighting models.

Chris Faehl
cfaehl@polaris.unm.edu

6610. Re: MCD Distributors

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 13:57:50 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.204.736696670@dhhalden.no>
Source record: 206339

In article <wmtwen.736689766@rw8.urc.tue.nl> wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
>
>Current falcons are all 1040 style Falcons. Considering the space on my
>desk I am not that unhappy about it. If you want desktop model. Buy a
>1040 style now and sell it by the end of the year and get a desktop
>model then. However it was never confirmed that there will be desktop
>models by the end of the year, strong rumors have remained.

It is said from reliable (?) sources that they've made 150.000 1040-style
casings for the Falcon. If they keep the current production rate, we will
see new designs around X-mas 94 the earliest... Let's just hope this isn't
true...

>Erlend.

Jon

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

6611. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 14:00:21 UTC
From: njale@dhhalden.no
Message-ID: <njale.89.736696821@dhhalden.no>
Source record: 206340
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1sal7mINN96h@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>
>>On a related note, Why do ST's waste 160K per DD disk? I mean, 9 sectors per
>>track, how outdated can you be?
>
>
>NOTE: Atari uses the Standard IBM Format, far better than any thing that Amiga
>has PLUS CRC data checking...beat that ..
>
>Plus we can Format 10/11 sector disk with external programs..
>
>Facts man just facts..
>
>
How can a system that only handles one disk-format (IBM) be superior to a
system that handles numerous (including IBM) ?

What so great about CRC when it doesn't prevent write-errors?
Just wondering.

NjE

6612. Why can't I run anything on my Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 14:44:11 UTC
From: thumpy@dcs.qmw.ac.uk
Message-ID: <C6M0xo.3rA@dcs.qmw.ac.uk>
Source record: 206341

Here's the set-up:

A Falcon (4/65) connected to a VGA monitor.

Quite straight-forward, yes? OK. I plug it into my MIDI gear, power up
Cubase 3.02 and it works (more or less) perfectly. Wonderful. The problems
start when I try to run just about anything else. The list so far goes like
this:

Mint/GCC - tried to install from the distrb kit of ftp @ umich
'setup' seemed to run through until asking for a
user name, etc., then it crashed. Tried all sorts of
resetting and re-running antics but to no avail.

CEBIT93 - 'I think ya need an RGB monitor (50Hz ya know)' message
when run on monitor or TV in any video mode (I think I tried
them all)

paragon2 - nice static piccy of a road - machine hangs. The graphics
certainly don't slow down with the sound running - they
aren't doing anything anyway

termfin(?) - TOS error 35, then GEM complains of having no memory until
I reset.

OK so that's not a huge list - but it bloody annoying. I've got this nice
new computer at home and so far only one (albeit very good) piece of
software to use on it. Admittedly I only bought the thing to run Cubase
anyway, but I want to know: what the hell am I doing wrong?

I have a few theories

a) I missed some vital piece of information somewhere along the line
b) I'm just plain stupid (very probable)
c) My machine hates me and is doing this just to annoy me
d) All the above software doesn't work at all and all of the messages I
think I read here every day are simply wild fantasies of a deranged
mind (probably mine, but not necessarily)
e) My ftp->Sun->386 PC (yuck)->Falcon routine that I use to download stuff
is cocking-up somewhere along the line
f) Hastily-programmed demo's won't work unless the Falcon used to run them
is correctly situated along a lay-line/in a crop-cirlce/under a pyramid/
within spitting distance of a recent UFO sighting/underneath a spreading
chestnut tree (probable - but doesn't explain Mint/GCC stuff)

These 'computer' things are just too much for me...

--
Richard Parr (thumpy@dcs.qmw.ac.uk)
Department of Computer Science, QMW, University of London

6613. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 14:51:24 UTC
From: bdiederi@flute.calpoly.edu
Message-ID: <1993May06.145124.183414@zeus.calpoly.edu>
Source record: 206343
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <njale.89.736696821@dhhalden.no> njale@dhhalden.no (NJAL EIDE) writes:
>In article <1sal7mINN96h@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>>
>>>On a related note, Why do ST's waste 160K per DD disk? I mean, 9 sectors per
>>>track, how outdated can you be?
>>
>>NOTE: Atari uses the Standard IBM Format, far better than any thing that Amiga
>>has PLUS CRC data checking...beat that ..
>>
>>Plus we can Format 10/11 sector disk with external programs..
>>
>>Facts man just facts..
>>
>How can a system that only handles one disk-format (IBM) be superior to a
>system that handles numerous (including IBM) ?

My ST can fromat from 360K to 1.66MB per floppy, depending on the
Tracks/Sector combinations... IBM can't read 'em all... ;)
However, most people will agree that the IBM is almost the standard in
disk format (I mean most programs/data are written on them!) WHY would
you want a different format unless you were planning on living under a
rock and not exploring the world! (My friend uses my ST to sector-edit
his IBM files and games).

Besides, one format makes life easier for Software Developers and
programmers alike.

>
>What so great about CRC when it doesn't prevent write-errors?
>Just wondering.
>
>NjE
>

6614. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 15:03:50 UTC
From: bjgrier@bnr.ca
Message-ID: <C6M1uE.9BL@news.rich.bnr.ca>
Source record: 206345
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May5.221150.13751@infodev.cam.ac.uk>, cpb1001@phx.cam.ac.uk (C.P. Brown) writes:
|> In article <1s8c7aINN4rk@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
|> |> In article <C6I4v6.3JC@cck.coventry.ac.uk>, csg019@cch.coventry.ac.uk (-~=Zaphod=~-) writes:
|> |> >In article <1993May3.010151.7760@grebyn.com> malak@grebyn.com (Michael Malak) writes:
|> |> >
|> |> >>Reading ST & IBM disks on an Amiga is even slower than reading Amiga
|> |> >a lot faster than scanning the entire disk. Only 512 bytes of data is stored
|> |> >for each filename unless it is a massive file. Traversing this is very quick
|> |>
|> |>
|> |> ONLY 512 bytes for every File Name, gee how in the hell do you get Data on your
|> |> Disks..??
|> |>
|>
|> Look at it this way, if you loose a directory block on an AmigaDOS disk, you can
|> loose 1 file. How many files do you loose on an ST disk if a directory block gets
|> corrupted?
|>
|> |>
|> |> >
|> |> >Also the blitter is used to decode the track data *not* the 680x0. This makes
|> |> >is very fast. Far more versatile than the outdated WD1771 could evedr be.
|> |> >You can have the best of both worlds - MFM and GCR.
|> |>
|> |>
|> |> It can't even do CRC checks on Data only Sum Checks, gee how outdated can you
|> |> be, also its so slow it can't read HD 1.4 meg disks, they had to slow down
|> |> the disk drive on the 4000, it runs at 150 rpm.....
|> |>
|> |> No one in the right mind uses Sum Checks on valuable data, but then do
|> |> Amigaoids have right minds......
|>
|> This is ridiculous, The AmigaDOS OFS format is one of the most secure formats in
|> existance.
|>
|> On a related note, Why do ST's waste 160K per DD disk? I mean, 9 sectors per
|> track, how outdated can you be?
|>
|> Chris Brown

Every once in a while we do swap information with people that own clones, and in that area you must have 9 sectors per 720k disk and 18 sectors per 1.44meg disk. But I normally format my disks with more than the standard number of sectors and tracks. This nicely provides security from an IBM user taking stuff snooping around my collection of disks at work. :)

I can read all of his 3.5" disks but the same is not true.

Brian, WS1S (ST/TT User/Developer)
Bell Northern Research
Research Triangle Park, NC

6615. The Unnkulian Unventures: Commerical Quality Text Adventures for FTP

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 15:19:48 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1sbaakINN1i4@life.ai.mit.edu>
Source record: 206346
Cross-posted to: rec.games.int-fiction,rec.games.misc,comp.sys.mac.games,comp.sys.ibm.pc.games.adventure,comp.sys.atari.st,
comp.sys.dec,comp.sys.sun.misc,comp.sys.next.misc,comp.os.linux,rec.games.programmer

Special notes this time:

o Sorry if this gets posted twice. I sent it weeks ago and it seems
to have gotten lost, perhaps because I sent it to a few moderated
groups.

o I'm posting this to some new groups since the games run on
more Unix boxes now.

o The "lamp bug" in UU1 that made it impossible to continue the game
after a restore under some Unix implementations has been fixed.

o Games have been updated to TADS 2.1, and the Unix versions of the
TADS 2 compiler have been updated to 2.1 as well, with the exception
of the NeXT and DEC MIPS versions. We recommend that you get the
TADS 2.1 executables for your machine if you don't already have them.

The Unnkulian Unventure Series
Interactive Fiction for the 90's

Remember the good old days, when adventure games challenged you with
great puzzles and evocative descriptions without resorting to any
graphics at all? We really miss that emphasis on gameplay rather than
glitz, so we've decided to write our own adventure games along the
lines of the early text games we liked so much.

If you're looking for top-quality interactive fiction comparable to
1980's commercial offerings, check out the Unnkulian Unventure series,
available from an archive site near you!

In _Unnkulian Underworld: The Unknown Unventure_ you play the part of
Kuulest's slave, and must recover the Orb of Studosity from the evil
Unnkulians. Kuulest, the old geezebag, has died and left you with
nothing to go on but a cryptic message about saving the planet. You'll
encounter amazing Acme products, the infamous Guardian, those witty
creatures known as Drolls, a giant beaver, and even the Dread Unnkulian
Warrior. <Gasp!>

In _Unnkulian Unventure II: The Secret of Acme_ your adventure
continues as you try to create some good press for yourself -- wouldn't
want to fade into anonymous obscurity, now would you? Along the way,
you'll find the answers to these compelling questions, and more:

o What happened to the Unnkulians?
o Why are Acme products so bad?

o What is this cheez stuff, really?

Plus, you'll get to explore Dawg Rock, a Duhdist Retreat, Acme's clandestine prototypes laboratory, and even pay a visit to Acme HQ.

In _Unnkulia One-Half: The Salesman Triumphant_, you'll play the role of a down-and-out Acme salesman, forced to work out of the Golden Dragon Inn, dangerously near Dread Unnkulia. Will you accumulate enough loot in this frightful backwater berg to turn your fortunes in your favor?

And, in _Unnkulia Zero: The Search for Amanda_, will you, the Valley King's most trusted warrior, rescue his Lady Amanda from the gruesome clutches of the evil Unnkulians?

Along the way to victory (or, <shudder>, defeat!), you will:

o Find out about the ancient days of the Valley,
o Meet the King's faithful (but not so bright) Valley Patrol,
o Explore *beautiful* Lake Draounheer,
o Discover the ancient burial ground of your ancestors,
o Become frustrated with the pesky Stoll and his Stoll Bridge,

and, of course,

o Meet that wondrously wacky Wowsa Willy!

The Unnkulian Unventures have already gotten rave reviews from numerous adventure game connoisseurs around the world, so why not give them a try?

The games are available for FTP from the if-archive at ftp.gmd.de. (Note that the site wuarchive.wustl.edu keeps a mirror of the if-archive in the mirrors directory.)

PC and compatibles (running DOS):
---

if-archive/games/adventions/pc/unnk1v30.zip
if-archive/games/adventions/pc/unnk2v30.zip
if-archive/games/adventions/pc/unnkhz10.zip

Macintosh:
---

if-archive/games/adventions/mac/unnk1v30.sit.hqx
if-archive/games/adventions/mac/unnk2v30.sit.hqx
if-archive/games/adventions/mac/unnkhz10.sit.hqx

(These are Binhexed Stuffit 1.5.1 files.)

Others:

TADS now runs on lots of different systems. Because of this, we have TADS .GAM-file only archives that can be used with any

machine that runs TADS. The tricky bit is that before you can play the games, you need to get the TADS run-time for your machine.

Fortunately, this isn't hard to do. Just grab the TADS executable package for your machine from the if-archive:

Atari ST/TT/Falcon:

if-archive/programming/tads/atari.tads2exe.arc

Sun Sparcstation:

if-archive/programming/tads/sparc.tads2exe.tar.Z

Sun 3:

if-archive/programming/tads/sun3.tads2exe.tar.Z

DECstation (MIPS) running Ultrix:

if-archive/programming/tads/decmips.tads2exe.tar.Z

SGI (Iris/Indigo) running Irix:

if-archive/programming/tads/sgi-irix.tads2exe.tar.Z

Linux (386):

if-archive/programming/tads/linux.tads2exe.tar.Z

NeXT:

if-archive/programming/tads/NeXT.tads2exe.tar.Z

Amiga, other Unix:

In the works!

Once you have TADS running on your system, you can get the games:

if-archive/games/adventions/others/uu1v301.tar.Z
if-archive/games/adventions/others/uu2v30.tar.Z
if-archive/games/adventions/others/unnkhz10.tar.Z

The file How-To-Run-These-Games in the same directory gives your more information.

NOTE:

The source to TADS 2 is not distributable. However, if your machine isn't on the list yet, and you would like to volunteer to port TADS 2 to it, send email about it to Mike Roberts <mroberts@hinrg.starconn.com>. Porting to Unix-like systems is fairly trivial.

--

Unnkulian Unventures I and II are shareware ($10 registration fee each); registering gets you spiffy maps and agony-sparing hint sheets.

Unnkulia One-Half is free -- don't pay us for it!

Unnkulia Zero is US$25 and is available via mail order from ADVENTIONS or via phone (credit card order) through High Energy Software. Unnkulia One-Half comes with a playable demo of Unnkulia Zero, which includes information on how to order the complete version.

Happy adventioning!

Dave Baggett
ADVENTIONS

Internet: dmb@ai.mit.edu
Compuserve: 76440,2671
GEnie: ADVENTIONS

A Word About TADS

We at ADVENTIONS use a programming language called TADS to write our games. TADS is a product of High Energy Software, and you can get it via FTP.

TADS (and TADS goodies) are available for many systems from ftp.gmd.de. Look in the if-archive/programming/tads directory.

TADS is also shareware, and we strongly encourage you to register it if you use it, since we feel it is a powerful, innovative, and very inexpensive development system that deserves to be paid for.

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

6616. Re: compiling MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 15:27:08 UTC
From: jam@uni-paderborn.de
Message-ID: <1sbaoc$t1s@news.uni-paderborn.de>
Source record: 206342

Chris Herborth (cherborth@semprini.tdkcs.waterloo.on.ca) wrote:
: In <C63Iwn.Hnv@world.std.com>, azog writes:
: > Whats the deal with compiling MiNT 1.04?
: [...]
: > Seems that firstly, the CNF file has changed, since my CNF from 095
: > had a HARDSCROLL statement which it blew up on. So anyways, I fixed
: > most of the CNF statements, and now, MiNT just pukes, and exits
: > with an error code of 65502???

: That's the same problem I've had; even after taking out -DMULTITOS, I
: still haven't been able to build a kernel that will let me get to the
: GEM desktop. It loads tcsh finely as a shell, but dies if I try to go
: to GEM.
[...] deleted some adress-stuff

There is still some trouble with MiNT, as I dig out here. I use MiNT1.04
after compiling it with gcc2.3.x. When I leave out the INIT=c:\somewhere\my\
favorite\shell.ttp MiNT comes up directly with the GEM-Desktop. Nevertheless
(*dunno if its the right word*) it boots fine with a preleminary release of
bootgem (after setting INIT= to the apropriate shell). ''My '' Version exits
with an exit-state of 65xxx when I try 'kill -9 xxx', the program wich came
with former MiNT-Releases. (btw: I used the whole stuff on a 1040STFM with
TOS1.04)
Finally a question: Is there a sollution for the ''bombing'' after pressing
[ESC] when a Window of drive a: ist active? Almost everything works fine when
I use a window created by ''clicking'' on u:/dev/a/ but it bombs/crashes when
I ``click'' on the icon of drive a: and then press [ESC].

Thanx in advance,
yours,
Jam

****
** Jan Wegner ** e-mail: jam@uni-paderborn.de **
*** ***
** If it jams force it to fit if it breaks it needed **
** replacement anyway **
****

6617. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 15:43:27 UTC
From: bjgrier@bnr.ca
Message-ID: <C6M3oG.9yI@news.rich.bnr.ca>
Source record: 206348
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <njale.89.736696821@dhhalden.no>, njale@dhhalden.no (NJAL EIDE) writes:
|> In article <1sal7mINN96h@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
|> >
|> >>On a related note, Why do ST's waste 160K per DD disk? I mean, 9 sectors per
|> >>track, how outdated can you be?

The same reason you waste .5k per file, you have to store the directory
information someplace. Granted the Amiga method is more efficient for floppies
with few files on it, but it is not interchangable with other micro processors
platforms.

|> >
|> >
|> >NOTE: Atari uses the Standard IBM Format, far better than any thing that Amiga
|> >has PLUS CRC data checking...beat that ..
|> >
|> >Plus we can Format 10/11 sector disk with external programs..
|> >
|> >Facts man just facts..
|> >
|> >
|> How can a system that only handles one disk-format (IBM) be superior to a
|> system that handles numerous (including IBM) ?

Please define numerous. Are you referring to MFM and GCR, which is two
physical formats. Are you referring to the ability to handle more than
IBM 360k, 720k and 1.44meg formats, which is also more than 1 format.

How about the following:
Capacity Sides Tracks Sectors
360k 2 40 9
364k 1 81 9
368k 1 82 9
360k 1 80 9
400k 1 80 10
404k 1 81 10
409k 1 82 10
440k 1 80 11
444k 1 81 11
449k 1 82 11
720k 2 80 9
728k 2 81 9
736k 2 82 9
800k 2 80 10

808k 2 81 10
816k 2 82 10
880k 2 80 11
888k 2 81 11
896k 2 82 11
1440k 2 80 18
1449k 2 81 18
1458k 2 82 18
1520k 2 80 19
1529k 2 81 19
1538k 2 82 19
1600k 2 80 20
1609k 2 81 20
1618k 2 82 20

Now if you consider all these as formats, then Atari's support a lot more than 1 disk format under TOS-2.06. TOS 1.xx does not support the HD drives without add-on software. If you do not consider all these as formats that is your perogative, but please be a little more specific in the future.

With the add-on hardware of Spectre GCR all GCR coded disks are available, though no one has bothered to write a driver to decode Amiga disks. (The corallary to the old law of supply and demand: if there is no demand why bother to supply)

|>
|> What so great about CRC when it doesn't prevent write-errors?
|> Just wondering.
|>
|> NjE
|>

It will let you know that when you wrote to the disk that there was a media error and you can change disks and rewrite your file, so you do not have bad backups. It will also let you know if your disk has been corrupted since you wrote it. Typically I believe it is good to know that you have a problem with your media. Though you can disable write verify on your floppies I do not recommend it.

Brian, WS1S (ST/TT User/Developer)
Bell Northern Research
Research Triangle Park, NC

6618. SpeedoGDOS & NVDI problem

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 16:15:41 UTC
From: castermn@nlsce1.seri.philips.nl
Message-ID: <1993May6.161541.2918@seri.philips.nl>
Source record: 206347

Help, I have SpeedoGDOS 1.0 and NVDI 2.11.
I would like to combine the speed of NVDI and the GDOS
part of SpeedoGDOS. However I cannot run them together.
After switching off the NVDI GDOS via the CPX also
SpeedoGdos seems to be switched off. If I reverse
the order in the AUTO-folder the machine hangs.

Under MultiTos/SpeedoGDOS I can see window redrawing again.
Aggghh. Could somebody help ...

Luc Castermans
castermn@sce.philips.nl

6619. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 16:39:11 UTC
From: eas3714@ultb.isc.rit.edu
Message-ID: <1993May6.163911.4001@ultb.isc.rit.edu>
Source record: 206202
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article sheppard_r@kosmos.wcc.govt.nz writes:
>In article cpb1001@phx.cam.ac.uk (C.P. Brown) writes:

>I am a Computer Eng and for one thing, you NEVER EVER USE SUM CHECKS on VALID
>DATA, so I don't think you know what you are on about..
>
>NOTE: Atari uses the Standard IBM Format, far better than any thing that Amiga
>has PLUS CRC data checking...beat that ..

oooooo...I'm so impressed. Eleven character filenames, ooooooo! :-)
Standard IBM format is NOT better than anything the Amiga has... time to
use your Comp. Eng. knowledge to find out about it. OFS, FFS, DCFS...
any meaning to you?

>Plus we can Format 10/11 sector disk with external programs..

Yuk,yuk,yuk snort! :-)

--
"THAT is a DRY turtle. That turtle is NOT moist!"
Ezra Story, a student at RIT, and
eas3714@ultb.isc.rit.edu, his trusty(?) mailing address.

6620. Re: Converting Sound Files

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 16:39:44 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <736706383.19482@minster.york.ac.uk>
Source record: 206211

In article <1993May04.153002.1@gst-soft.demon.co.uk> cwood@gst-soft.demon.co.uk (Chris Wood) writes:
> The best program I've seen for converting sound files, is SOX
>though written for U*ix, it should port easily. I'm not sure of an ST
>one. Sorry can't help with a player, perhaps play20 (?) in Sounds at
>atari.archive might handle something similar. Sorry i'm not big on
>sound with an ST.

There is a port of SOX for the ST -- I pulled it off atari.archive a few months ago, but haven't had much chance to play with it.

Play20 is a damn fine sample player -- Dave Bagget has done the ST mob proud again.

>Chris Wood. "You Screwy Rabbit" - Yosemite Sam
>cwood@gst-soft.demon.co.uk

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

6621. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 17:40:40 UTC
From: ken@isgtec.com
Message-ID: <4718@isgtec.isgtec.com>
Source record: 206232

> In <1rridj$9dd@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu wrote:
> :The reason I ask is that Atari is supposely making around 50,000 of these
> :systems each month. And since none are in the U.S. besides developers
> :and dealer units, I'm wondering where they are all going?
> :
> :There has to be around 250,000 out there so far.

Whoever wrote this is an idiot, at least completely ignorant of the
production problems Atari is (was?) having. Do you think they have been
turning out 50,000 units a month for 5 MONTHS?!?! Do you ever follow
Atari news? According to reports they've been making them in the range
of hundreds or a couple thousand a month for most of 1993 so far. Only
in the last month or so have they been ramping up apparently.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

6622. Re: Why can't I run anything on my Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 17:45:50 UTC
From: alex@falcon.demon.co.uk
Message-ID: <736710350snz@falcon.demon.co.uk>
Source record: 206208

In article <C6M0xo.3rA@dcs.qmw.ac.uk> thumpy@dcs.qmw.ac.uk writes:

>Here's the set-up:
>
>A Falcon (4/65) connected to a VGA monitor.
>
>Quite straight-forward, yes? OK. I plug it into my MIDI gear, power up
>Cubase 3.02 and it works (more or less) perfectly. Wonderful. The problems
>start when I try to run just about anything else. The list so far goes like
>this:
>
> Mint/GCC - tried to install from the distrb kit of ftp @ umich
> 'setup' seemed to run through until asking for a
> user name, etc., then it crashed. Tried all sorts of
> resetting and re-running antics but to no avail.

MiNT pre-0.99 won't work on Falcon because of Falcon's Srealloc() call. You
need to grab the latest sources and compile 'em.

--
Alex Kiernan
akiernan@falcon.demon.co.uk

6623. Re: SpeedoGDOS & NVDI problem

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 17:46:58 UTC
From: alex@falcon.demon.co.uk
Message-ID: <736710418snz@falcon.demon.co.uk>
Source record: 206209

In article <1993May6.161541.2918@seri.philips.nl> castermn@nlsce1.seri.philips.nl writes:

>Help, I have SpeedoGDOS 1.0 and NVDI 2.11.
>I would like to combine the speed of NVDI and the GDOS
>part of SpeedoGDOS. However I cannot run them together.
>After switching off the NVDI GDOS via the CPX also
>SpeedoGdos seems to be switched off. If I reverse
>the order in the AUTO-folder the machine hangs.

NVDI then Speedo is the order I have them in my AUTO folder; works for me...

--
Alex Kiernan
akiernan@falcon.demon.co.uk

6624. Re: Shells for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 17:50:03 UTC
From: boyd@euclid
Message-ID: <C6M9JF.Myu@mailer.cc.fsu.edu>
Source record: 206203

David McNicol", 3rd Year LPO (cabp09@uk.ac.strath.ccsun) wrote:
> [I sort of asked this in a previous post, but no-one answered !]
>
> Does anyone know of the existance of the Bourne Shell (sh) on the ST.
> I have one version, but it seems to allow only two directories in the
> PATH sentence. I need lots. Downer.

Try the Okami shell, available on atari.archive. I believe it supports a
superset of Bourne shell.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

6625. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 18:29:36 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May6.182936.11401@ugle.unit.no>
Source record: 206204
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <C6M3oG.9yI@news.rich.bnr.ca>, bjgrier@bnr.ca (Brian Grier) writes:
> In article <njale.89.736696821@dhhalden.no>, njale@dhhalden.no (NJAL EIDE) writes:
> |> In article <1sal7mINN96h@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
> |> >
> |> >>On a related note, Why do ST's waste 160K per DD disk? I mean, 9 sectors per
> |> >>track, how outdated can you be?
>
> The same reason you waste .5k per file, you have to store the directory
> information someplace. Granted the Amiga method is more efficient for floppies
> with few files on it, but it is not interchangable with other micro processors
> platforms.

No, but the Amiga can format, read and write MS-DOS (and, of course, ST) disks.

> |> >NOTE: Atari uses the Standard IBM Format, far better than any thing that Amiga
> |> >has PLUS CRC data checking...beat that ..
> |> >
> |> >Plus we can Format 10/11 sector disk with external programs..
> |> >
> |> >Facts man just facts..
> |> >
> |> >
> |> How can a system that only handles one disk-format (IBM) be superior to a
> |> system that handles numerous (including IBM) ?
>
> Please define numerous. Are you referring to MFM and GCR, which is two
> physical formats. Are you referring to the ability to handle more than
> IBM 360k, 720k and 1.44meg formats, which is also more than 1 format.

He's referring to the ability of reading PC, ST and native Amiga disks (DD and
HD). Plus of programming your own sectors/track, tracks/disk *yawn*

[...]

> Now if you consider all these as formats, then Atari's support a lot more
> than 1 disk format under TOS-2.06. TOS 1.xx does not support the HD drives
> without add-on software. If you do not consider all these as formats that
> is your perogative, but please be a little more specific in the future.

Sure, but the Amiga can be programmed to read more/fewer tracks/sectors as
necessary, simply by adding a new device handler. I'd assume it can read all the
formats you mention (since they don't rely on variable-speed drives, and are all
MFM-encoded). Plus, of course GCR blah blah blah.

> With the add-on hardware of Spectre GCR all GCR coded disks are
> available, though no one has bothered to write a driver to decode Amiga
> disks. (The corallary to the old law of supply and demand: if there is no
> demand why bother to supply)

Amiga disks are MFM coded. And, of course, since the Amiga reads and writes ST disks very simply, why would you want to have some complex hack to allow the ST to read/write Amiga disks?

> |> What so great about CRC when it doesn't prevent write-errors?
> |> Just wondering.

> It will let you know that when you wrote to the disk that there was a
> media error and you can change disks and rewrite your file, so you do
> not have bad backups. It will also let you know if your disk has been
> corrupted since you wrote it. Typically I believe it is good to know
> that you have a problem with your media. Though you can disable write
> verify on your floppies I do not recommend it.

shrug again, I've never had a problem with lost files; I did have a screwed-up disk once (no-name cheep one... Never bought those again :), and the OS returned a "Disk screwed. Waste it" message. So what's the big deal?

> Brian, WS1S (ST/TT User/Developer)

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

6626. Spectrum elulator - loading code.

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 19:16:48 UTC
From: csylab@scs.leeds.ac.uk
Message-ID: <1993May6.191648.13559@gps.leeds.ac.uk>
Source record: 206248

HELP!!!!

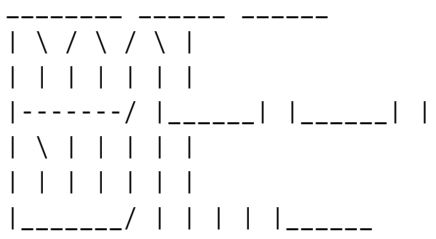
I remeber someone posted a machine language version of a program
to load spectrum games through the printer port of an ST. Then
someone complained they could not compile it so asked him to post
the actual executable.

Could the person concerned (sorry for the formality here) please
either post (or repost if I missed it) the executable?

Or perhaps upload it to atari.archive ?

Baal.

--



6627. NEW SOFTWARE NOT WORKING! HELP!

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 19:18:02 UTC
From: seacat@carson.u.washington.edu
Message-ID: <1sbo9aINN29m@news.u.washington.edu>
Source record: 206206

Ijust got my hands on STOS, and was all excited to try it out, and when I
tried to load any files into, it didnt work. The mouse pointer doesnt move
and seems useless. And everytime I try any of the examples in the manual
just to get a look at it, it comes back with "BAD FILE FORMAT".
If I try to load a sprite file, or backround, or anything, even accesories
I get the same message.

Antic seems to have vanished.
Mandarin Software doesnt exist
And Terrific Software has a phone line thats been disconected.

What do I do?
HELP!

Did I buy a worthless piece of software?
Am I stuck with it?
Even the store I bought it from went out of business just a few weeks ago.

Thank you...

6628. Re: MonSTEr

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 19:21:31 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C6MDrw.Cs3@ecf.toronto.edu>
Source record: 206205

On a related note, does anyone have the problem of MonSTEr crashing on them if you move the mouse all the way to the bottom right corner in the low rez (320x200 -> 640x400) mode??
It's a bit irritating, as I always have to be careful not to move the mouse too much (I also have Maccel3 going, so it's realoly easy to hit that particular spot..)
Other than, that it's great! Only whine....Wonderland won't use the entire screen...!! :(

Vaya con Dios,
AcEzE.

.sig deleted by admin!

6629. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 19:24:43 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C6MDx7.D6r@ecf.toronto.edu>
Source record: 206207
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

```
> 400k 1 80 10
> 404k 1 81 10
> 409k 1 82 10
> 440k 1 80 11
> 444k 1 81 11
> 449k 1 82 11
> 720k 2 80 9
> 728k 2 81 9
> 736k 2 82 9
> 800k 2 80 10
> 808k 2 81 10
> 816k 2 82 10
> 880k 2 80 11
> 888k 2 81 11
> 896k 2 82 11
```

Hey! You missed the 12 sector/track formats!! :)
I usually (if I reeeelly need the space) format to about 912 k...
(82 tracks, 12 sectors)!

Vaya con Dios,
AcEzE.

.sig deleted by admin!

6630. Re: NeXT Atari

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 20:02:16 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993May6.200216.3378@iplmail.orl.mmc.com>
Source record: 206214

In article <2be91907@p12.f202.n281.z2.fidonet>, Jan_Willekens@p12.f202.n281.z2.fidonet writes:
|> In a message of <Mon 3 May 93 20:22>, John Townsend (2:281/202.0) writes:
|>
|> >> Here, let me guess what they wrote:
|> >> Windows NT - fawning praise, "This will RULE D00D, when it's
|> >> released!" Windows 3.1 - RULEZ D00D! We love it!
|> >> System 7.1 - Too bad we can't afford a Mac. That's OK, we love
|> >> WIND0ZE!
|> >> MultiTOS - Atari still makes computers?
|> >> --
|> JT>
|> JT> Anyone who would actually say that Windows "rulez" needs to have
|> JT> their head examined by a professional!
|>
|> Come on, John, be a bit more realistic. Windows does `rule', well it
|> probably is better to say `Microsoft rules', or even better `Microsoft is
|> one of the most influencial firms in the computer industry today, like IBM
|> was a few years ago'. I guess we all agree that Windows as a program isn't
|> the most beautiful piece of program engineering (and that's an
|> understatement ;-) but Microsoft has lots of influence, lots of money and
|> know their marketing, something which Atari has never heard of.
|>
|> It isn't that important if a product is good or not, if you can get people
|> to believe that it is good and it is what they need, they'll buy it and the
|> company will make some money out of it. Look at Microsoft with DOS and
|> Windows on one side and look at NeXT and Atari on the other.
|>

It isn't that important if a product is good or not??? Well, if I pay my hard-earned money for something, it better be good... regardless of how good the salesperson says it is. That is why I bought an ST instead of a PC. I write Windows code at work, and I knew that I didn't want to be saddled with having to use Windows at home also!

Unfortunately, companies had a mob mentality a few years ago, and as a consequence, they bought IBM PC's for their office because (1) IBM said they were good and (2) the other company (the competition) is using them.

Just because many companies bought into the `Windows rules' idea doesn't mean that individuals getting a computer for home use need to be brainwashed into making the same decision.

Larry Richardson
richards@elmer.orl.mmc.com

6631. Re: MonSTEr

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 20:28:15 UTC
From: boyd@euclid
Message-ID: <C6MGv3.6Ix@mailer.cc.fsu.edu>
Source record: 206213

In article <1993May5.134320.19244@bsu-ucs> you wrote:

> Where would I find MonSTEr? Does it only work with the STE, or would it do its
> thing on my Mega ST4?

There is definitely a version that works with regular STs. I am not sure if
it is the exact same binary, or if there are different ones.

> What kinds of things does it work with? Things like Uniterm only, or tings
> like ConNect only, or graphics applications only, or what?

Just about anything that is GEM complient (and asks for a screen size). I
have no idea what it would do with a character based (TOS or TTP) application.

> What is MonSTEr _intended_ to do, or to work with?

The monitor acts as a "peephole" to a much larger virtual desktop. The
peephole moves when the mouse hits the screen boarder. Thus, you can easily
have GEM windows bigger than the physical screen, or have lots and lots of
smaller windows.

To my understanding, it was originally intended to allow programmers to check
if their work is compatible with very large screen monitors (like the Viking),
without having to buy one. The huge virtual screen is extremely cool whether
you program or not, though.

You may be interested to know that there is at least one screen dumping
program out there that will dump the entire virtual screen (not just the
physical screen) when using Monster. There was a blurb about it in a recent
Current Notes.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

6632. SW for Appletalk

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 20:52:19 UTC
From: lusiani@dxcern.cern.ch
Message-ID: <1993May6.205219.23544@dxcern.cern.ch>
Source record: 206212

I'm new here and I'm posting this for a friend.
Does any software exist for accessing Appletalk with the Atari ST?
My friend claims he has the interface but not the software.

Please answer me by e-mail (lusiani@dxcern.cern.ch)

Best greetings,
Alberto

6633. Re: Flame for Ricardo.

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 21:01:22 UTC
From: John_Townsend@taligent.com
Message-ID: <John_Townsend-060593135334@townsend.taligent.com>
Source record: 206215

In article <1993May05.232609.15642@rchland.ibm.com>,
ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) wrote:
>
> |> Well it actually does have co-operative multi-tasking, though you
> |> probably never thought about the fact that the desk accesories can
> |> accept messages when they are "closed".
>
> This is not necessarily cooperative multitasking... can those
> desk accesories run while they are closed? The OS provides for this
> or just specific desk accesories do it?

The AES in TOS had a limited multitasking kernal which allows one
application and up to 6 desk accessories running at the same time.
And yes, those desk accessories could do things while they were closed.
Alot of desk accessories do.

Another point... With MultiTOS, you can run multiple applications and as
many desk accessories as your memory will hold at one time. In addition
to that, Atari supports _hardware_ memory protection for the TT and the
new Falcon030 machines. Does the Amiga have pre-emptive multitasking
with hardware memory protection?

I am not sure what the point of your posts is here, but you are wasting
our time if you are here just to start fights or to start the childish
my machine is better than your machine wars that went out of style in
1984 or so.

So, do us a favor.. if you are truly interested in finding out about
Atari machines, then ask questions. if you are here to cause trouble,
then please direct all of your future posts to /dev/null and stop
bothering us!

Thank you!

John Townsend

PS. BTW.. I would have posted this in Email, but since you don't have
the facilities to get Email, I can't do this.. please accept my
apologies fellow netters.

6634. Re: MonSTEr

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 21:07:13 UTC
From: rm03@ic.ac.uk
Message-ID: <1993May6.210713.16897@cc.ic.ac.uk>
Source record: 206210

In article <C6MDrw.Cs3@ecf.toronto.edu> alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:
>On a related note, does anyone have the problem of MonSTEr crashing on them
>if you move the mouse all the way to the bottom right corner in the low rez
>(320x200 -> 640x400) mode??

Not only in this mode but in hi-res too. Though I only get crashes in some
programs, not on the desktop for instance.

>Other than, that it's great! Only whine....Wonderland won't use the entire
>screen...!! :(

Neither will any of the Magnetic Scrolls compilation adventures :-(
Does anyone know if they will work on the TT/Falcon modes such as 640x480
x16 ? It would be really nice to have colour graphics and still have readable
text...

--
------ Robert Mellish, FOG, IC, UK ------
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk IRC: HobNob
------ and also the mrs joyful prize for rafia work. ------

6635. WANTED: Dust covers for ST stuff

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 21:19:56 UTC
From: ladd@iftccu.ca.boeing.com
Message-ID: <15300006@iftccu.ca.boeing.com>
Source record: 206300

I am looking for dust-covers for the following ST equipment:

1040STf computer
SC1224 monitor
SM124 monitor

Please e-mail if you have any of these items that you may be willing
to sell.

Thanks in advance,

Bob

6636. Re: 16Mhz feed on STf

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 22:09:28 UTC
From: root@discworld.oche.de
Message-ID: <2be9841e8f7ffb@discworld.oche.de>
Source record: 206218

In <memo.180733@cix.compulink.co.uk>,
Adam Pelled (apelled@cix.compulink.co.uk) wrote:

AP>>The Ajax does nothing different than the 1772, so there is no automatic
AP>>step-adjust. You have to add a MMV with just a bit less than 3ms
AP>>pulswidth which is triggered by the STEP signal from the FDC. Then, when
AP>>the MMV is active, you have to supply 8MHz to the FDC.
AP>
AP> What is an MMV ? <FX: penny drops>.... Monostable multivibrator ?
AP>
AP> i was just going to have a 6ms step rate. i can't visualise exactly what you
AP>are saying: Some kind of delay before you switch step rates i gather ?

No. The FDC's step timing is derived from the 8MHz clock, so when you
supply a 16MHz clock, you get half the step pulse width. That's why you
have to switch to 6ms with simple HD circuits to get effective 3ms. Now,
if you switch the clock to 8MHz for just a bit less tham 3ms after the
STEP pulse (even if there is a HD disk in the drive, that's the trick),
then the timing is just right to get about 3ms steps without any software
needed - and that's where the MMV is used. The time during which the clock
is switched down to 8MHz has to be less than 3ms because otherwise the FDC
would, after the STEP pulse, try to read / write the first portion of
the track with 8MHz clock, which will not work on HD disks.

The best method is to make the MMV adjustable, and adjust it so that the
stepping noise in HD mode is a bit higher than in DD mode (when stepping
from Track 0->79->0->79 ...).

cu
Michael
--
Michael Schwingen Ahornstra&#65533;e 36 W-5100(52074) Aachen Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"While working his way along a wall he came to a huge door, which artistically
portrayed a group of prisoners apparently being given a complete medical
check-up*
* From a distance it did, anyway. Close to, no. " (Terry Pratchett, Eric)

6637. Re: MCD Distributors

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 23:28:37 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13267@uqcspe.cs.uq.oz.au>
Source record: 206216

jonal@dhhalden.no (JON ARVID LOVSTAD) writes:

>It is said from reliable (?) sources that they've made 150.000 1040-style
>casings for the Falcon. If they keep the current production rate, we will
>see new designs around X-mas 94 the earliest... Let's just hope this isn't
>true...

It probably is true - but meaningless, since it includes the proviso
"[at] the current production rate". If the Falcon is a commercial
success, you can expect the production rate to increase. If no-one
buys Atari hardware, it will not be a success, and you'll never see
a two-piece model.

I've bought my new Atari hardware.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

6638. Games

Newsgroup: comp.sys.atari.st
Date: 1993-05-06 23:30:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <1611.78.uupcb@uttsbbs.uucp>
Source record: 206235

I've heard some pretty impressive sound on my ST. Ever played the game Starglider?

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+---+

6639. Re: SpeedoGDOS & NVDI problem

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 00:02:03 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.198727@cix.compulink.co.uk>
Source record: 206221

In article <1993May6.161541.2918@seri.philips.nl>, castermn@nlsce1.seri.philips.nl (Luc Castermans) writes:
>Help, I have SpeedoGDOS 1.0 and NVDI 2.11.
>I would like to combine the speed of NVDI and the GDOS
>part of SpeedoGDOS. However I cannot run them together.
>After switching off the NVDI GDOS via the CPX also
>SpeedoGdos seems to be switched off. If I reverse
>the order in the AUTO-folder the machine hangs.
>
>Under MultiTos/SpeedoGDOS I can see window redrawing again.
>Aggghh. Could somebody help ...
>
>Luc Castermans
>castermn@sce.philips.nl
>
>
NVDI should load BEFORE Speedo in the auto folder. The GDOS setting of
NVDI is then automatic, you don't have to worry about it.
Next, your NVDI drivers should go in the same folder with the Speedo
fonts and printer drivers. The Assign.Sys file should point to that
directory.

Ofir ogal@cix.compulink.co.uk

"The fact that I have changed my mind
doesn't change the fact that I'm right"

6640. Re: Atari TT as prize on game show.

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 00:18:03 UTC
From: avsdgy@lure.latrobe.edu.au
Message-ID: <1993May7.101803.1@lure.latrobe.edu.au>
Source record: 206223

In article <1993May5.010923.13479@monu6.cc.monash.edu.au>, rdt154k@monu6.cc.monash.edu.au (Mr N Benci) writes:
> Saw the most unbelievable thing last night (04/MAY/93). An Atari TT
> was one of the major prizes on 'Sale of the Century' (sp), a quiz
> show here in Australia. It came supplied with some bundled software,
> unsure of what exactly. The quoted prize value was $2900.00(AUS).
>
> Could Atari Australia be actually doing some covert advertising. Who
> knows. Before i forget, it included a 14in colour monitor ????.
>
> Now onto another topic. Can anyone please help me, i wish to purchase,
> (yes, depart with some of hard cash), TOS2.06 roms. Where in Australia
> can i buy some from. No i do not want a kit which includes an adapter
> board, just the roms. Any help would be appreciated.
>
> Thanks in advance.
>
> --
> * Nino Benci. Chief Technical Officer. *
> * Department of Physics, Monash University, Clayton Campus. *
> * Wellington Rd, CLAYTON, VICTORIA, AUSTRALIA, 3168 *
> * Tel (61) (3) 565 3649. Fax (61) (3) 565 3637 *
> * email: rdt154k@monu6.cc.monash.edu.au *
> --

Have you tried Austech in Blackburn? I'm not particularly fond of them
but they may have what you need. Also, Megatron in Ringwood are the
authorised Atari service centre and may possibly have the ROMs. One other
place to try is Mega Computers in Tecoma.

David "Marriage is considered punishment for shoplifting
in some countries!" :-Wayne's World

6641. Re: Q: GEM speed on Falcons

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 00:25:37 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13270@uqcspe.cs.uq.oz.au>
Source record: 206217

wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:

>wordprocessing in 256 color mode was indeed a bit slow. So I said, will
>switching to 16 colors help? And YES it works perfectly. Switching to 2
>color mode makes the thing even faster at scrolling and formatting
>text. Who need 256 colors anyway while doing wordprocessing.

Precisely. That's why all those resolutions are available: so you can
tune the performance of the machine to your requirements. If you're
looking at a JPEG image, you'll want the beautiful 65536 colour mode.
If you're word processing, a 4-colour, 2-colour, or 16-colour at the
most will be your choice. Remember the choices on the old 8-bit? You
could go from Graphics 3 (40x24 pixels in 4 colours!!!) to Graphics 8
(320x192 pixels in 2 colours!!!). My LightCycles clones was in
Graphics 3, and SpaceBattle was in Grpahics 8. Everything has a use.

Ask any 386/33 Windoze user - more than 16-colour desktops is treacle!

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

6642. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 00:50:45 UTC
From: anyone@cyberden.sf.ca.us
Message-ID: <aVm63B9w165w@cyberden.sf.ca.us>
Source record: 206234
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

COmp.sys.atari.advocacy?

hmmm

also, re 100 sprites on 7800..

wellllllllllll :) Ever see the ou5soft demo?

counting up colored sprites, there are only 10, but counting TRUE
"sprites", there are 29 .. at least! :)

that aint too bad for a computer that actually only has >5!<

and NO, they arent all seperated vertically on the screen! 8 of them!
(the 8 3-colored ones = 24 true plaer/missles!) are all bouncing around
in the same location on the screen!

RIGHT SMACK DAB IN THE MIDDLE of >3< graphics modes per scanline!

wowowowoowoww1!!!!!! id like to see some of those games developed by
our5oft..

that reminds me, i still need to write them! :)

>>> phbill@cyberden.sf.ca.us <<<

6643. Games specific for the STe

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 01:13:42 UTC
From: heidelj@alleg.edu
Message-ID: <1993May7.011342.13226@alleg.edu>
Source record: 206219

Can somebody please tell me if there are any games specifically made for the Mega STe? If so, could you please let me know where to purchase one?

Thanks,
Jason Heideloff
heidelj@alleg.edu

6644. Free Stuff!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 01:17:04 UTC
From: phruby@ucrengr
Message-ID: <30339@galaxy.ucr.edu>
Source record: 206220

Hi everyone!

I'm moving soon and would like to know if any netters would like following ST related magazines. All I'm asking is that you pay the shipping. I'd perfer that someone take everything but I will also accept individual shipments. If you want anything, please tell me by May 15th or they get thrown in the trash.

STart ST Action
Special Issue #4 '88 #11 March '89
December '88 #13 May '89
January '89 #18 October '89
February '89 #28 August '90
March '89
April '89 ST Log
June '89 #10 January '87
July '89 #11 February '87
August '89 #12 March '87
September '89 #26 December '88
October '89 #36 October '89
November '89
December '89 ST X-press
January '90 November '88
February '90
March '90 Atari ST User
April '90 April '89
May '90
June '90 Atari Explorer
July '90 Summer '85
August '90 May/June '88
October '90 November/December '89
November '90 January/February '91
January '91 May/June '92
February/March '91 September '91
April/May '91 March/April '91
Summer '91
March/April '92

There are no disks with any of these.

Paul
phruby@ucrengr.ucr.edu

6645. ST for sale

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 02:19:09 UTC
From: fymah@essex.ecn.uoknor.edu
Message-ID: <C6Mx4C.GoC@constellation.ecn.uoknor.edu>
Source record: 206226

**********For Sale**********

ATARI MEGA ST2 (TOS 1.02)
Color Monitor (SC1224)
ICD 48meg hard drive (Seagate, dual HD case)
Atari Mouse, Keyboard, Joystick
Anti-glare filter

All Original Boxes

Software includes:
Word Writer ST
Timeworks Publisher ST
GFA Basic/Compiler 3.5
MasterCAD
Swiftcalc
Tiger Cub/MIDI Recording Studio
GFA Raytrace
Blood Money
Rocket Ranger
Speedball
Shadow of the Beast
Falcon
Various Utilities (graphics, sound, etc.)

Asking $800 or best offer

Email me at fymah@essex.ecn.uoknor.edu

6646. Re: fALCONS ARE COMING..

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 02:28:32 UTC
From: ninja@halcyon.com
Message-ID: <1schgg$jkn@nwfocus.wa.com>
Source record: 206222

In article <1993May5.174018.9683@gw.wmich.edu> x87juhnke2@gw.wmich.edu writes:
>fALCONS SHIPPED END OF MAY IN USA!!!
>

Depends on where you are I guess. :) Throughbred Music in Sarasota,
Fl, got some in about a week or so ago. I drove down
with my friend last Friday (31st I think) and he bought one.
They had at least one left, on hold for another customer. :)

While we were there, some people called to see if they ha dany... Looked
like it was a pretty popular item down there. :)

ANyways, it's a cool machine. I'd get one if I had the cash.
Although I might spring for a TT first, since they have more nbumber
crunching power... Then again, who knows...

Good luck finding yours. They'll probably be easy to
order soon.

--
F F Jonathan Roy, of the Free Access Foundation Email: ninja@faf.org
A Mail faf@halcyon.com for information, or FTP to halcyon.com: /pub/faf/
F F Vorlons, of the Galactic Bloodshed Development Team GEnie: J.ROY18
"Everything that has transpired has done so according to my design." - _RotJ_

6647. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 02:44:05 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1scidlINNdjb@golem.wcc.govt.nz>
Source record: 206224
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

] >On a related note, Why do ST's waste 160K per DD disk? I mean, 9 sectors
] >per track, how outdated can you be?

PC's use 9-sectors, they are hardly outdated!

I can quite happily format 1 to 11 sectors per track (inclusive)
1 to 82 tracks per disk (inclusive)
1 or 2 sides per disk!

So, I can easilly format my disks to over 900K!

] No, but the Amiga can format, read and write MS-DOS (and, of course, ST)

Not without additional software though!

6648. Re: Orphan TT's

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 02:48:49 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC6MyHE.MI9@netcom.com>
Source record: 206225

In article <1s906jINN8nm@phakt.usc.edu> baffoni@phakt.usc.edu (Juxtaposer) writes:
>
> I just tried to replace my TT (my old one got stolen) and it was
>nearly impossible to find a TT, let alone find it all that cheaply. In
>fact I had to buy an 18MB version because that was the only shop in the US
>that even had one to sell (ok, so he didn't have to break my arm or anything
>to get the 18MB...it was just ... a bit more than I expected).

Impossible to find a TT? How many dealers did you call? Which ones?

If I wanted to buy another one tomorrow, I'd be surprised if my local dealer
didn't have any. If he indeed didn't, I'd be even more surprised if I
couldn't find one on my second or third call. They can't be that hard to
find. Sheldon Winick in NC is still selling them and MegaSTEs.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

6649. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 03:01:07 UTC
From: tgreen@iastate.edu
Message-ID: <tgreen.736743667@pv0a27.vincent.iastate.edu>
Source record: 206228
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

<<< a bunch of people arguing about whose floppy is better >>

just trying to get this thread out of comp.sys.atari.8bit
(isn't this what the .advocacy group was created for?)
--
Todd Greenfield
tgreen@iastate.edu

6650. Re: Ultimate Ripper

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 03:03:31 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <k1s63B1w165w@ersys.edmonton.ab.ca>
Source record: 206229

Dconroy@outb.wimsey.bc.ca (Dave Conroy) writes:

- I'm looking for the 'Ultimate Ripper' the cartridge that is like PROBE ST,
- for the st, it's very nice, and done by POWER COMPUTING.. If anyone ahs one,
- please leave me mail...

Don't waste your time with it. From what I've heard, the `Ultimate
Ripper' was the `Ultimate Rip-off'.

==
Gregeory C. (Greg) Granger	
(GGranger@Ersys.Edmonton.Ab.Ca)	"If only you could see what
5516-190A Street	I've seen with your eyes."
Edmonton, Alberta T6M-2L3 Canada	
+1 (403) 483-2049 / 481-5110	- Roy Batty, _Blade Runner_
==

6651. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 03:07:01 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1993May7.030701.13283@thunder.mcrcim.mcgill.edu>
Source record: 206227
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

This was quite funny at first, but now I think it's just gone plain stupid.

In article <1993May6.182936.11401@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
>
>No, but the Amiga can format, read and write MS-DOS (and, of course, ST) disks.
>

Next time you log on, please remember to plug your brain in. You (and other Amigoids) seem to make a whole point about how you have an OS that does it all for you ... well, I'll tell you what : It stinks !!
You can read ST/DOS disks ? well so can *ANY* computer that can read a floppy. Just because those who wrote the OS thought of a specific way of representign the data, does not mean the entire computer must work with that. If I knew what the disk format was on the Amiga, I could write the driver myself. Sure, it'll be slower because I won't be using specific hardware, but it'll work just the same.
The fact that the OS does everything goes to show how incompetent you guys are in writing software. If commodore didn't put it in, then no one will !
What a strange way of thinking ...
And disk formats isn't the only thing like that. Just take the 4096 colors you guys always brag about. Well, if on my ST (Which allows only 16 colors out of 512) I can display 512 colors anyways, why don't you try having those 4000 colors without using what's provided to you. go into the lower modes, and try to write something that will allow you to have more colors and/or lines. Could YOU write an overscan for the amiga, or is setting your video controler to that pre-chewed mode the only thing you can do ?

So please, if your computer does more, it's not because it's better. It's just because others have thought it out so your poor mushy brain won't have to. Hardly anything to be proud about.

>Sure, but the Amiga can be programmed to read more/fewer tracks/sectors as
>necessary, simply by adding a new device handler. I'd assume it can read all the
>formats you mention (since they don't rely on variable-speed drives, and are all
>MFM-encoded). Plus, of course GCR blah blah blah.

wow ! what an achievement ! getting a controlleer that can access X sectors to read less than that ! Gee, you sound like a genius ! Care to tell us how to obtain such greatness ?

>Amiga disks are MFM coded. And, of course, since the Amiga reads and writes ST
>disks very simply, why would you want to have some complex hack to allow the ST
>to read/write Amiga disks?

Again, why do you think it can read them ? because the "complex hack" has
been dne by people who knew you'd be incapable of doing it yourself.

>*shrug* again, I've never had a problem with lost files; I did have a screwed-up
>disk once (no-name cheep one... Never bought those again :), and the OS returned
>a "Disk screwed. Waste it" message. So what's the big deal?
>

Never did I. But maybe if you had the check, then you could have known
before the entire disk was good for the trash bin, and saved everything
except the last one written (The one that screwed things up).

Patrick.

6652. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 03:45:09 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <80988@cup.portal.com>
Source record: 206231

Oh great, now we have some one flaming the Amiga because, get this, it does TOO much for the end user!

Having the OS be able to read several disk formats by itself is definitely a plus... Actually it isn't just the OS. My PC can't read Macintosh GCR disks (400k/800k) without special hardware; I don't think the ST can either.

[point moot now, HD is taking off on the Mac.. and were all using MFM now]

Why flame useful features?

(and get this out of comp.sys.atari.8bit!)

Jeff_M_Lodoen@cup.portal.com

6653. MACophiles and Amigoi

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 04:28:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <1630.78.uupcb@uttsbbs.uucp>
Source record: 206251

Yes, the 520 can go over a meg. One of my friends has a 520STfm with 2.5 megs.

+--+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+--+

6654. Program that read Midi file

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 07:01:48 UTC
From: ca2ee209@troi.cc.rochester.edu
Message-ID: <1993May7.070148.6522@galileo.cc.rochester.edu>
Source record: 206233

Hi
My friend using a pc 486 just bought a sound card and brought me some Midi (.MID) files and want to listen to it on my MegaSte and compare the quality. Can anyone tell me what PD program I can use to play the files. I don't have a musical keyboard, so the audio out is my only audio output.

thanks
...
Ling Cherd

6655. Re: Why can't I run anything on my Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 08:31:52 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1sd6poE9t4@uni-erlangen.de>
Source record: 206238

thumpy@dcs.qmw.ac.uk (Richard Parr) writes:

>A Falcon (4/65) connected to a VGA monitor.

> CEBIT93 - 'I think ya need an RGB monitor (50Hz ya know)' message
> when run on monitor or TV in any video mode (I think I tried
> them all)

If you have it connected to a VGA monitor your always in 60 Hz, so the
demo won't run. You MUST connect a PAL RGB TV for that program.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

6656. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 08:39:39 UTC
From: thwang@mentor.cc.purdue.edu
Message-ID: <C6nEq4.I60@mentor.cc.purdue.edu>
Source record: 206237
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May7.030701.13283@thunder.mcrcim.mcgill.edu> bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:
>
>This was quite funny at first, but now I think it's just gone plain stupid.

>Next time you log on, please remember to plug your brain in. You (and other
>Amigoids) seem to make a whole point about how you have an OS that does it
>all for you ... well, I'll tell you what : It stinks !!

First, I think this topic has gone too far. I personally feel that
it does not belong here. Please take it to the .advocacy group.

Secondly, I personally do own an Commodore A4000/040 as well and I
find your generalization of "Amigoids" as people who takes prides
in havind "OS that does it all for you ..." as being rude. Maybe another
Commodore user had started the whole argument, but who knows by now.

As I said before, I think this topic should move on to
the .advocacy group COMPLETELY now.

-TKH '93

6657. Re: Civilization: bug correction

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 09:22:50 UTC
From: mebeb@liverpool.ac.uk
Message-ID: <C6nGq4.2K5@liverpool.ac.uk>
Source record: 206243

In article <C6Lwvo.LDn@imag.fr>, proche@imag.fr (Pascal Roche) writes:
> In the file GAME.PRG, search for the sequence
> 4EB9 0005 737E 4FEF 0014 700D 3F00 (sector 176 of file GAME.PRG),
> then replace 4EB9 0005 737E with 4E71 4E6E D03B
>
Thanks, I shall take a look at that tonight.

> One last thing about this game, I wonder if it is not easier to win on ST
> than on PC. After several easy victories, I never met a civilisation that
> was really developped (even on king level). Does anyone have the same
> sensation ?

I've never tried it on a PC, but it does seem quite easy so far. I've had
5 games so far:
1) Easiest level, getting to grips with it, was most powerful civilisation
at end
2) 2nd level, won by building spaceship
3) 3rd level, was far behind Chinese in tech, and feeling very opressed, until
I took their capital, causing a civil war and putting myself in a good
position - too late to win before time was up though.
4) 3rd level, earth, wiped everyone else out by 1980ish
5) 3rd level, random, wiped everyone out, again earlyish

I'm busy at the moment, but when I get the chance I'll try it on the 4th level.
It does seem a bit easy so far.

Kevin O'Donovan kebab@cix.compulink.co.uk
mebeb@uxb.liverpool.ac.uk

6658. Re: MonSTEr

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 09:28:15 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.736766783@rw8.urc.tue.nl>
Source record: 206239

rm03@ic.ac.uk (Mr R. Mellish) writes:

>Neither will any of the Magnetic Scrolls compilation adventures :-(
>Does anyone know if they will work on the TT/Falcon modes such as 640x480
>x16 ? It would be really nice to have colour graphics and still have readable
>text...

Great someone who also likes the M/Scrolls adventures. Could yougive me
a hint (or someone else, why post?) how to get the parrot out of the
cage in FISH! ? The few hints the handbook gives are not enough for me
(shame shame shame)...

Erlend.
P.S. I don't think they will work, although the program works in both
medium and high res.

6659. Uudecode - HELP!

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 09:54:45 UTC
From: rgibson@cs.strath.ac.uk
Message-ID: <1sdbl5$1c7@simpson-04.cs.strath.ac.uk>
Source record: 206242

I am needing some help on how to get all the files I`ve ftp`d uudecoded.

I tried using uudecode on one of my files and it came up with:

No begin line

I am bringing the files in on the SUN Sparcs at Uni, then ftping them
to an old PC (still in Uni) then putting them onto disk from there.

I still haven't managed to dearchive any of the files at home - I presume
this is because they aren`t `uudecoded`.

Any help with how to use Uudecode would be appreciated - I`ve asked around
here but no one seems to have a clue.

Ronnie.
----
e-mail:rgibson@uk.ac.strath.cs

6660. Re: NEW SOFTWARE NOT WORKING! HELP!

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 10:11:44 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993May7.101144.22039@unix.brighton.ac.uk>
Source record: 206246

STOS is really funny about what machine you have as I remember, but the newer versions can handle STE's ok which was the major complaint.

I guess your not trying to run it on a Falcon or TT?

Not much help I suppose, but like I say, its possible it does not like your machine if it was not written for it. Alternatively, get Heat N Serve C or Lattice C (if you can afford it) and learn a decent language! - IMHO.

--

+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix |
+---+

6661. Re: Shells for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 10:13:37 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993May7.101337.22097@unix.brighton.ac.uk>
Source record: 206247

The Bourne Again Shell exists (for MiNT and TOS) and is available most places including a.a.u.e. or try TCSH which also allows you to do what you want.

Beware of whcih version you are getting though, some only like running under MiNT.

```
--
+--------------------------------------------------------------------------+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix |
+--------------------------------------------------------------------------+
```

6662. Re: Falcons...

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 10:17:35 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1sdcvv$c1k@golf.cc.strath.ac.uk>
Source record: 206244

In article 12989@iscsvax.uni.edu, sinclair2246@iscsvax.uni.edu () writes:
>
> ... various FALCON prices ...
>
>Who is Atari Kidding? An Amiga 4000/030 is $1749(with slots...)....A mac
^^^^^ ^^^^^
>Centris 610 can be had for $1650. A Mac IIVX with high speed cdrom can be had
^^^^^^^ ^^^^^^^^
>for $1900.00 $1900 for a slow 16 mhz 030. What ever happened to "Power with
>out the Price" Must of sold the theme to Apple and Commodore...
^^^^^ ^^^^^^^^^ (oh please ..)

Have you been TOLD about the advocacy group ?? I was just wondering because
every time I read one of your comments, it always contains two out of:
Atari, Amiga, Mac (and variants thereof).

I REALISE YOU HATE ATARI'S (even though such feelings towards an inanimate
object, or the corporation/people it represents COULD be defined as an illness)

IN FACT, I'M SURE EVERYBODY REALISES YOU HATE ATARI'S

My point is, this type of comment NO LONGER BELONGS HERE.

I apologise to every (reasonable) reader of comp.sys.atari.st, but I felt
someone should respond to these noises.

ANY RESPONSES PLEASE POST TO c.s.a.advocacy .... THAT's WHAT ITS THERE
FOR !!

Dave.

o===o +----+
David McNicol, | Strathclyde University, | |
3rd Yr Laser Physics, | SCOTLAND. |/--\| "I'm sorry Dave,
o===o ||[]|| but I'm afraid
Internet: D.McNicol@ccsun.strath.ac.uk !talk ! |\--/| I can't do that"
JANET: D.McNicol@uk.ac.strath.ccsun !to me! | |
o===o +----+

6663. Re: Flame for Ricardo.

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 10:32:12 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C6nJxq.2os@hpbbrd.bbn.hp.com>
Source record: 206298

Ricardo Hernandez Muchado (ricardo@rchland.vnet.ibm.com) wrote:
> Well, if we talk about the old ST, remember that machine lacked
> a graphics coprocessor, disk i/o dma, sound dma among other things.
> Still the machine would be slow.

Of course every ST has a a disk I/O DMA channel, no matter how old.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

6664. Re: MACophiles and Amigoids, please go awa

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 10:32:55 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1sddsn$c1k@golf.cc.strath.ac.uk>
Source record: 206245
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

I think people aren't getting the jist of this continued post. It's not even cross-posted to the advocacy group. This post is, to maybe the next person could delete the comp.sys.atari.st bit, and let us alone :)

Dave.

---

o===o +----+
David McNicol, | Strathclyde University, | |
3rd Yr Laser Physics, | SCOTLAND. |/--\| "I'm sorry Dave,
o===o ||[]|| but I'm afraid
Internet: D.McNicol@ccsun.strath.ac.uk !talk ! |\--/| I can't do that"
JANET: D.McNicol@uk.ac.strath.ccsun !to me! | |
o===o +----+

6665. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 11:38:39 UTC
From: se2np@dmu.ac.uk
Message-ID: <1993May7.113839.22108@dmu.ac.uk>
Source record: 206250

> I've heard some pretty impressive sound on my ST. Ever played the game
> Starglider?

Yeah come on, surely any computer (even my trusty old BBC model B)
can play a sample and do nothing else at the same time (Starglider attract
sequence).

For good ST music outside of demos, I'd go for the Turrican stuff by
Jochen Hippel (hope I got his name right). That had 'standard' sound
chip stuff with little digi-drums, very clever.

Neil Pearce. (Remember Neil of Cor Blimey? - No you probably don't)
==
| Dancing at the disco, bumper to bumper | Internet: se2np@dmu.ac.uk |
| Wait a minute, where's 'me jumper? | Phone: Ain't got one! |
==

6666. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 12:31:55 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.736777872@rw8.urc.tue.nl>
Source record: 206252

se2np@dmu.ac.uk (Neil Pearce) writes:

>For good ST music outside of demos, I'd go for the Turrican stuff by
>Jochen Hippel (hope I got his name right). That had 'standard' sound
>chip stuff with little digi-drums, very clever.

The very best sound chip music till now is in Stone Age. A puzzle game
with some sort of dinosaur.

Erlend.

6667. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 13:17:38 UTC
From: m91der@tdb.uu.se
Message-ID: <1993May7.131738.23914@tdb.uu.se>
Source record: 206253

Neil Pearce (se2np@dmu.ac.uk) wrote:
: [...]
: For good ST music outside of demos, I'd go for the Turrican stuff by
: Jochen Hippel (hope I got his name right). That had 'standard' sound
: chip stuff with little digi-drums, very clever.

Yup, you got the name right. But he's more know as Mad Max of TEX. Yes, a demo-guy! The digi-drum stuff was "invented" by democoders to get good music and at the same time lots of free processor-time. Jochen has created the songs to dozens of commercial games. He's about as famous as Rob Hubbard once was on the C64... :-)

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

6668. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 13:28:46 UTC
From: csg019@cch.coventry.ac.uk
Message-ID: <C6ns42.Cs0@cck.coventry.ac.uk>
Source record: 206293
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1s8gtuINNbra@news.u.washington.edu> billiksh@carson.u.washington.edu (Shoshana Billik) writes:
>If the blitter can decode MFM and GCR, then why can't AMAX read Mac disks
>without a Mac drive?

I may not be right on this one (so no flames please), but i belive that Mac disk drives spin at different speeds depending on where the disk head is (ala CD-ROM).

If it was MFM or GCR the Amiga would be able to read it.

-Steve,

--
**********Steven Haggerty**csg019@uk.ac.cov.cck ok?**********
* There is the law of GRAVITY, there is the law of CONSERVATION, there is the *
* law of DREDD. You can break the first two, but the last one plays for keeps!*
**********- 2000AD on Judge Dredd.*******

6669. Re: Free Stuff!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 13:32:54 UTC
From: m0ali001@ulkyvx.louisville.edu
Message-ID: <1993May7.093254.1@ulkyvx.louisville.edu>
Source record: 206259

In article <30339@galaxy.ucr.edu>, phruby@ucrengr (paul hruby) writes:
> Hi everyone!
>
> I'm moving soon and would like to know if any netters would like following
> ST related magazines. All I'm asking is that you pay the shipping. I'd
> perfer that someone take everything but I will also accept individual
> shipments. If you want anything, please tell me by May 15th or they get
> thrown in the trash.

[list deleted]

I just tried sending a mail, but it came back as undeliverable. If you send
them to me, and send a copy of the UPS receipt, I will reimburse you. Send
to: R. Goodwin
12535 Shelbyville Rd., #450
Louisville, KY 40243

Thanks!

6670. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 14:14:45 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1sdqsl$o4r@usenet.INS.CWRU.Edu>
Source record: 206254

In a previous article, ken@isgtec.com (Ken Newman) says:

>> In <1rridj$9dd@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu wrote:
>> :The reason I ask is that Atari is supposely making around 50,000 of these
>> :systems each month. And since none are in the U.S. besides developers
>> :and dealer units, I'm wondering where they are all going?
>> :
>> :There has to be around 250,000 out there so far.
>
>Whoever wrote this is an idiot, at least completely ignorant of the
>production problems Atari is (was?) having. Do you think they have been
>turning out 50,000 units a month for 5 MONTHS?!?! Do you ever follow
>Atari news? According to reports they've been making them in the range
>of hundreds or a couple thousand a month for most of 1993 so far. Only
>in the last month or so have they been ramping up apparently.
>

If Atari is not making that many, the company is in trouble.
They have no new products widely available.

WE are actually in worse shape than we were back in 1986 when most
ST computers were shipped to Europe. At least then, the company met
at least half demand.

>--
>
>ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman
>

--

6671. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 14:18:41 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1993May7.141841.13081@thunder.mcrcim.mcgill.edu>
Source record: 206257
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

Well, I think I should apologize for my previous post. I was not quite
aware of the kind of people I was refering to.
After many hours of wondering why they even bother posting here, I decided
to make a little trip down to their place : comp.sys.amiga.advocacy.
It was, how should I say ? weird. Yes, just plain weird. There were a number
of threads (Not too many). The main one was debating between the Amiga and
PC's, almost along the same lines as here. Another was criticizing the QUERTY
keyboard, and others were comparing "old technology" with the new one
(Like the PET and C64 !!). Others were wondering who in their midst will be
the last one to post on their group. One even posted an article (Subject :
Amiga is #1) and says quite frankly that he posted it so it'll start a new
flame thread, and behold ! It's working !!
But one thing that *really* shocked me, was to see that there was no thread
on the ST! Sure, it may be that during a Amiga-PC debate, one would go "Oh,
and the ST sucks by the way" out of nothingness, but there were no major
attacks. So, we just happen to have amongst us those frustrated ones who
feels they cannot let a platform untouched by them.

I'm sure not all Amiga owners are like that. I know some who are very aware
of what the different systems can and cannot do, including their own. I
think we're just unlucky. I mean, here they are, posting in our group about
how their new A1200 (Which came out when ? less than a year ago ?) with
our 520ST (First released back in '85, so the design is even older).
They might as well be comparing the ZX81 with the latest from SUN. Has
anyone noticed that they *never* flame about the TT, just because they know
it's more powerful than the ST, and thus they can't say much bad about it?

And I will reiterate my previous post saying that the power of a computer
is not the same as that of the OS it has. I totally agree the ST's desktop
sucks real bad, but there are alternatives. If your Amiga OS allows you to
read all disk formats, then good. Ours doesn't simply because we never needed
it, and so no one ever wrote anything to do so. Generally speaking, the
ST does not have as much as the Amiga when you buy it, but it doesn't
mean you *can't* have it, just that you're not forced to pay for something
if you're never going to use it. How many Amiga users run their WP in full
4096 color mode ? OK, maybe they will use it for games, but that's about it.
And if you don't want to play games, you bought an expensive piece of
hardware for no reason whatsoever.
Sure, you'll say "But if we want to use something, we don't have to go
anywhere, because it's already in there". I agree. But on the ST, if you
wanted it from the start, you would have bought the required hardware
along with the machine. And what you don't need, you don't pay for.

I've had my ST for 6 years now, and I still like it a lot. It seems, however, that most Amiga owners feel they have to buy the newest release everytime. Many of you say you've had (And probably still have) the 500, 3000 and now the 1200, plus all the others whose number I don't remember (Why can't Amiga get those number to grow, and not jump up and down randomly).
If the computer had indeed been well made, you wouldn't have to change it every year. No one with an ST (At least no one with a sane mind) would have sold it to get the STe. Not enough difference. Buying a TT or Falcon is another matter. They're way more powerful than the STfm, and thus are good reasons for changing.

Anyways, I'm sick of those wars. They're stupid, pointless, and make it look like all Amiga owners are nerds, when that really isn't the case. Just a couple of them (There are Atari nerds I'm sure, but they keep silent)

Patrick.

6672. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 14:26:16 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May7.142616.24673@ugle.unit.no>
Source record: 206255
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May7.030701.13283@thunder.mcrcim.mcgill.edu>, bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:
>
> This was quite funny at first, but now I think it's just gone plain stupid.

Congratulations. This post has got to be THE most incredibly brain-dead drivel I have EVER read. I just hope to God Dr. Kevorkian drops by your wing of the asylum.

> So please, if your computer does more, it's not because it's better. It's
> just because others have thought it out so your poor mushy brain won't
> have to. Hardly anything to be proud about.

I think this sums you up fairly well. What are you doing with an ST? I mean, it has BUILT-IN routines, right? I mean, you wouldn't be caught DEAD calling an AES routine, now would you? No, I guess you'd rather program the 68000 in microcode, using a 5v power supply and pencil and paper (wel HELL what do you want memory chips for?)

> Again, why do you think it can read them ? because the "complex hack" has
> been dne by people who knew you'd be incapable of doing it yourself.

I assume, of course, that when your ST boots up, it uses your own disk loading routine, hand-fed in at boot time by you setting individual bits of memory.

> >*shrug* again, I've never had a problem with lost files; I did have a screwed-up
> >disk once (no-name cheep one... Never bought those again :), and the OS returned
> >a "Disk screwed. Waste it" message. So what's the big deal?
>
> Never did I. But maybe if you had the check, then you could have known
> before the entire disk was good for the trash bin, and saved everything
> except the last one written (The one that screwed things up).

Actually, that's what happened. I didn't lose any data; I just saved to another disk, and that was that.

> Patrick.

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

6673. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 14:29:39 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May7.142939.24793@ugle.unit.no>
Source record: 206256
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <C6nEq4.I60@mentor.cc.purdue.edu>, thwang@mentor.cc.purdue.edu (Tommy Hwang) writes:

> As I said before, I think this topic should move on to
> the .advocacy group COMPLETELY now.

Yes, I'd like to apologise for occasionally cross-posting this thread here... The original post was to all three groups, and (in the heat of flame), I occasionally forgot to set the Newsgroups: line. Of course, I speak only for myself ;)

> -TKH '93

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

6674. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 14:40:54 UTC
From: eyvind@Lise.Unit.NO
Message-ID: <1993May7.144054.25129@ugle.unit.no>
Source record: 206258
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <1993May7.142939.24793@ugle.unit.no>, eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:

> Yes, I'd like to apologise for occasionally cross-posting this thread here... The
> original post was to all three groups, and (in the heat of flame), I occasionally
> forgot to set the Newsgroups: line. Of course, I speak only for myself ;)

And I see I did it about two minutes before writing this post. *sigh* sorry!

> \X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

(Quoting myself... Surreal ;)

-Eyvind

--
//| A1200... There IS a God! | DISCLAIMER: My opinions belong to me.
// | | Anybody else who feels this way should
\\ //--|miga: There can be only one. | see a professional.
\X/ | eyvind@lise.unit.no | Quote me and EAT LAWYER, asshole!

6675. Re: Why can't I run anything on my Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 15:34:56 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1328@usdtsg.DaytonOH.NCR.COM>
Source record: 206270

In article <1sd6poE9t4@uni-erlangen.de> mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>
>If you have it connected to a VGA monitor your always in 60 Hz, so the
>demo won't run. You MUST connect a PAL RGB TV for that program.

Has anyone tried any of those "50/60hz" software programs on the Falcon?
Would this have the same effect as it has on a regular ST on a U.S.
monitor? (could've sworn I've used one on my Multisync to do 50hz)
Or am I missing something?

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

6676. Re: NEW SOFTWARE NOT WORKING! HELP!

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 15:50:07 UTC
From: pf21@unix.brighton.ac.uk
Message-ID: <1993May7.155007.2802@unix.brighton.ac.uk>
Source record: 206260

mm68@unix.brighton.ac.uk (Allanon) writes:
> STOS is really funny about what machine you have as I remember, but the newer

> versions can handle STE's ok which was the major complaint.

Yes, you'll likely to need STOS 2.5 (or 2.6 I think) for an STE with TOS
1.4/1.6/1.62.
Upgardes are available in the public domain including the compiler upgrade.

>
> I guess your not trying to run it on a Falcon or TT?
>

It may be ok on Megas/TTs except the mouse/joystick ports may screw up.
As already stated, why not write in C ?, but thats another debate.

--

pf21@unix.bton.ac.uk

6677. Help for Data Diet/Double Click address???

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 16:31:59 UTC
From: m0ali001@ulkyvx.louisville.edu
Message-ID: <1993May7.123159.1@ulkyvx.louisville.edu>
Source record: 206266

Help,
anyone who knows the address or how I can contact Double-Click
software regarding DataDiet, please email me. I have tried the
#s listed in the manual and their compuserve email address without
result so far. Thanks-Tom

6678. Busted Videoshifter.

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 16:47:19 UTC
From: lazarus@mits.mdata.fi
Message-ID: <lazarus.736793239@mits>
Source record: 206261

I own an Atari 520STFM with a busted videoshifter. If anyone would send me a new one, I would then send something back. (I am broke, and I can't afford spending $15 extra for just to send a check to someone) If someone wants to exchange a videoshifter for a MC68881/16, then mail me.

Lazarus
--
_____ DISCLAIMER:
! Lasse Saikkonen ! Food for the mind: ! My employers would be eager to
! lazarus@mits.mdata.fi ! " I'm vamoosing " ! have my opinions as their
---------- official policy, if I had any.

6679. Re: Why can't I run anything on my Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 16:47:43 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993May7.164743.14640@beaver.cs.washington.edu>
Source record: 206262

In article <1sd6poE9t4@uni-erlangen.de> mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>thumpy@dcs.qmw.ac.uk (Richard Parr) writes:
>
>>A Falcon (4/65) connected to a VGA monitor.
>
>> CEBIT93 - 'I think ya need an RGB monitor (50Hz ya know)' message
>> when run on monitor or TV in any video mode (I think I tried
>> them all)
>
>If you have it connected to a VGA monitor your always in 60 Hz, so the
>demo won't run. You MUST connect a PAL RGB TV for that program.

A guy in our user group has a Falcon and this demo seems to run fine on it when connected to a SC1224. It might have been set to 50Hz or something by one of those 50/60Hz programs, but it _was_ working great on the normal ST color monitor, which I don't believe is PAL... :)

Just a thought, perhaps it needed interlace mode to run, some Falcon demos seem to have this property. Anyhow, since the SC1224 does interlace this might be the explanation for it.

>--
> Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
> mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

Regards,

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

6680. Conneticut Atari Fest 1993

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 17:03:32 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993May7.130332.14974@umiami.ir.miami.edu>
Source record: 206263

FOR IMMEDIATE RELEASE

CONNECTICUT SHOW TO FEATURE ATARI'S LATEST ENTRY

HARTFORD, Conn. (April 12) -- More than 1,000 Atari computer enthusiasts are expected to converge here June 12 and 13 at Connecticut AtariFest '93, and are certain to debate whether the star of the show -- the long-awaited Falcon030 computer -- lives up to its advance billing.

The Falcon030 is a perfect low cost tool for the professional artist, with 8 track, 16 bit musical capabilities, true color graphics and a 32 bit DSP chip. The Falcon will be bundled with several music programs, including a 4 track 'Direct to Disk' editing and recording program, a sound sampler and an all purpose productivity package called AtariWorks.

The Hartford show will likely be one of the first encounters the general public has with the new machine and software leading designers have produced for it. Atari was performing quality control tests on the latest production models shipped to the Sunnyvale headquarters in mid-April.

The two-day event will feature more than 40 exhibitors, including several of the top names in music software development and MIDI equipment. Tentative music exhibitors include Barefoot Software (formerly Hybrid Arts), Digital F/X, Steinberg/Jones, Pro Musica, Compo Software and others. The show, sponsored by ACT Atari Group, will be held at the Windsor Court Hotel, just off Interstate 91 at exit 42.

Connecticut AtariFest '93 promises to showcase the work of several musicians and will include some live music sessions.

Other vendors will demonstrate new equipment and software that will be of interest to musicians whether they're on or off the job. Among them, organizers have received tentative nods from A&D Software, ABC Solutions, Baggetaware, Barefoot Software, Compo Software, Computer Studio, Derric Electronics, East Hartford Computer Repair, Gribnif Software, ICD Inc., MegaType Software, Soft-Logik Publishing, Toad Computers, Wizztronics. Last year 14 user groups participated, and that number is expected to grow by June.

A Home Business and Entertainment Expo that will focus on high-tech gadgetry designed for home use is also planned. Central activities will include a New England Lynx Tournament for the gamester in the family, a Portfolio corner for the on-the-go palmtop computer user, and other

technology such as VCRs, lap/palmtops, voice messaging systems, satellite receivers, CD-ROM, fax-modems, large screen TV, printers, audio-video components, cellular phones, office supplies, video games or add-on units and accessories.

For further information, contact organizers Brian Gockley at (203) 332-1721 or Doug Finch at 203-637-1034. Subscribers to GEnie and Compuserve on-line services can send E-mail to them, respectively, at B.GOCKLEY or D.FINCH7 on GEnie and 75300,2514 or 76337,1067 on CIS.

6681. Who's Going in June to Conneticut?

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 17:05:14 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993May7.130514.14975@umiami.ir.miami.edu>
Source record: 206264

SO who is going to the Fest? Anyone besides me?

Mark Santora

p.s. yes, I know I mispelled Conneticut. It was an accidennt.
:-) :-)

6682. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 17:53:07 UTC
From: eas3714@ultb.isc.rit.edu
Message-ID: <1993May7.175307.23878@ultb.isc.rit.edu>
Source record: 206268
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May7.030701.13283@thunder.mcrcim.mcgill.edu> bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:
>
>This was quite funny at first, but now I think it's just gone plain stupid.

As advoacy threads are prone to do. :-)

>In article <1993May6.182936.11401@ugle.unit.no> eyvind@Lise.Unit.NO (Eyvind Bernhardsen) writes:
>>
>Next time you log on, please remember to plug your brain in. You (and other
>Amigoids) seem to make a whole point about how you have an OS that does it
>all for you ... well, I'll tell you what : It stinks !!

No it doesn't, its professional, supported software. Something you're
not used to on the Atari? :-) :-) :-)

>You can read ST/DOS disks ? well so can *ANY* computer that can read a
>floppy. Just because those who wrote the OS thought of a specific way of
>representign the data, does not mean the entire computer must work with
>that. If I knew what the disk format was on the Amiga, I could write the
>driver myself. Sure, it'll be slower because I won't be using specific
>hardware, but it'll work just the same.

No it won't.. does TOS have replaceable disk drivers? Probably not.
I seriously can't believe that ANY Atari user thinks like you do,
who WOULDN'T want the OS to automatically support these features?

>The fact that the OS does everything goes to show how incompetent you guys
>are in writing software. If commodore didn't put it in, then no one will !
>What a strange way of thinking ...

Actually, it shows how ignorant you are. Like MultiDOS for the
falcon, many of the OS enhancements though the years have been sparked
by third party products. Arexx, CrossDOS, arp.library, etc, etc...

>And disk formats isn't the only thing like that. Just take the 4096 colors
>you guys always brag about. Well, if on my ST (Which allows only 16 colors
>out of 512) I can display 512 colors anyways, why don't you try having
>those 4000 colors without using what's provided to you. go into the
>lower modes, and try to write something that will allow you to have more
>colors and/or lines. Could YOU write an overscan for the amiga, or is
>setting your video controler to that pre-chewed mode the only thing you
>can do ?

You REALLY need an education. Dynamic hires, SHAM, PCHG, and assorted other display tricks. GO back to your 512 color atari and enjoy your ignorance. If you really think doing everything yourself is such an advantage, why dont you throw out your 1040 or whatever and get an atari 2600... you dont need a keyboard of course, just use the joystick buttons... only incompetent people need a keyboard. duh.

>So please, if your computer does more, it's not because it's better. It's
>just because others have thought it out so your poor mushy brain won't
>have to. Hardly anything to be proud about.

Whatever dude.

>wow ! what an achievement ! getting a controlleer that can access X sectors
>to read less than that ! Gee, you sound like a genius ! Care to tell us
>how to obtain such greatness ?

Easy, GET A CLUE. Do you know anything about the Amiga's floppy disk system? With all your bragging, I bet you couldn't even write an Amiga MFM disk loader.

>Again, why do you think it can read them ? because the "complex hack" has
>been dne by people who knew you'd be incapable of doing it yourself.

This incompentent tint again. Why do you use TOS? Why not write your own OS, since otherwise you'd be "incompetent".

--
"THAT is a DRY turtle. That turtle is NOT moist!"
Ezra Story, a student at RIT, and
eas3714@ultb.isc.rit.edu, his trusty(?) mailing address.

6683. What is NVDI

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 18:13:56 UTC
From: smiller@ohm.elee.calpoly.edu
Message-ID: <1993May07.181356.149241@zeus.calpoly.edu>
Source record: 206265

Hello all...

Just a quickie... what is NVDI? From what I have gathered it is a 'new' visual display interface... but is it the same thing as Warp9? or are the two able to coexist? Is it better than warp9, and where can I get it?

And for you Calamus users out there... is there a module that you can create mathematical formulae with??? I am using Redacteur 3.15 and it works good, but I am in the process of typesetting some lab manuals and notes for some engineering classes and Redacteur is not the best environment...

thanks in advance...

|T| |T|I am one of a few, but proud of it!
|0|3|0| Steve Miller, Cal Poly Electronics Engineering
/ /| |\ \ smiller@farad.elee.calpoly.edu or semiller@flute.calpoly.edu
/_/ | | _\ 'I am a PhD in superficial knowledge!' :^P

6684. Chemical Software wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 18:47:44 UTC
From: buchberg@winx06.informatik.uni-wuerzburg.de
Message-ID: <1993May7.184744.17485@informatik.uni-wuerzburg.de>
Source record: 206267

I'm searching for a software running on ATARI ST which gives me the possibility to draw chemical structure formulars.

It should be able to read the output - files in order to link them with text.

Is there anybody out there who can help me?

Mail to: buchberg@winx06.informatik.uni-wuerzburg.de

Thanks.

6685. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 19:09:28 UTC
From: Werenfried Spit <SPIT@EVALUN11.BITNET>
Message-ID: <93127.140928SPIT@EVALUN11.BITNET>
Source record: 206285
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1scidlINNdjb@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) says:
>
>] >On a related note, Why do ST's waste 160K per DD disk? I mean, 9 sectors
>] >per track, how outdated can you be?
>
>PC's use 9-sectors, they are hardly outdated!
PC's are outdated since their introduction. If you want to defend an ST by pointing out its similarities to a PC you're a long way from home.

6686. Take Control Music DTP - Is it good?

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 19:20:43 UTC
From: fnsbo@nsd.uib.no
Message-ID: <fnsbo.94.736802443@nsd.uib.no>
Source record: 206269

A friend of mine just paid appr. 350 UK pounds for a Music DTP program called TAKE CONTROL. The documentation is scarce and things doesn't seem to work like one should expect from a program at such a price. The program is produced by 'Research and Development Institute' in Birmingham.

The first diskette he received was corrupt. The second seems to work, but my friend especially complains about the quantization. The program changes quantization on midi-files imported from e.g. Cubase. So far he has not been able to produce input from a keyboard (synth) in a proper way.

Have someone out there experience with this program? Is it worth the price? Or have you heard of this R&D institute in Birmingham?

Thanks for any information!

-Bjarne

Bjarne Oymyr

Email: bjarne.oymyr@nsd.uib.no

6687. Re: MonSTEr

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 19:57:39 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1seevjINNpnv@news.u.washington.edu>
Source record: 206272

alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:

>On a related note, does anyone have the problem of MonSTEr crashing on them
>if you move the mouse all the way to the bottom right corner in the low rez
>(320x200 -> 640x400) mode??
>It's a bit irritating, as I always have to be careful not to move the mouse
>too much (I also have Maccel3 going, so it's realoly easy to hit that
>particular spot..)
>Other than, that it's great! Only whine....Wonderland won't use the entire
>screen...!! :(

>Vaya con Dios,
>AcEzE.

>.sig deleted by admin!

I have that problem when using ORCS resource editor...

6688. Re: MonSTEr

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 19:59:44 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1sef3gINNpp4@news.u.washington.edu>
Source record: 206273

MonSTEr does not work on the TT. Notice the capitalized STE!!???!!?! =)

6689. re:take control

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 20:25:59 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <7MAY93.16255914@cc4.crl.aecl.ca>
Source record: 206274

As far as I can recall, Take Control is market by Titan Designs from the UK (makers of the REFLEX card). I have only had GREAT experiences with Titan. If the person who is having trouble with Take Control wants to, please FAX a description of the problems to me (Click Here Computers @ 613 584-5767 and I will pass along the info to David Encil at Titan.

6690. Damn, wrong number

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 20:27:11 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <7MAY93.16271187@cc4.crl.aecl.ca>
Source record: 206275

In my last post I put 613 584-5767; should have been
584-4767. Cannot help being a lousy typist. Sorry!!!

6691. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 20:39:54 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1seheqlNNhb7@golem.wcc.govt.nz>
Source record: 206280

```
] Having the OS be able to read several disk formats by itself is definitel
] a plus... Actually it isn't just the OS. My PC can't read Macintosh GCR
] disks (400k/800k) without special hardware; I don't think the ST can eith

The ST can, but I can't remember the name of the software (commercial
from memory...)
```

6692. Re: What is NVDI

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 21:02:35 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.201791@cix.compulink.co.uk>
Source record: 206283

In article <1993May07.181356.149241@zeus.calpoly.edu>, smiller@ohm.elee.calpoly.edu (sTTeve the ATARI man :P) writes:
>
>Hello all...
>
>Just a quickie... what is NVDI? From what I have gathered it is a 'new'
>visual display interface... but is it the same thing as Warp9? or are the
>two able to coexist? Is it better than warp9, and where can I get it?
>

NVDI is a replacement for the VDI and GDOS. It is similar to Warp9 but
better because it is compatible with all programs I have tried. It works
in all screen modes on all ST/TT/Falcons. It's GDOS can be switched on
and off at any time form a CPX. It is a little faster than Warp 9.
NVDI is almost a standard in Germany and becoming one in the UK.

Ofir ogal@cix.compulink.co.uk

Experience is something you don't get until just after you need it.

6693. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 21:25:09 UTC
From: cpb1001@phx.cam.ac.uk
Message-ID: <1993May7.212509.2210@infodev.cam.ac.uk>
Source record: 206278
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1scidlINNdjb@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
|>] >On a related note, Why do ST's waste 160K per DD disk? I mean, 9 sectors
|>] >per track, how outdated can you be?
|>
|> PC's use 9-sectors, they are hardly outdated!

I disagree. PC's are extremely outdated IMHO.

|>
|> I can quite happily format 1 to 11 sectors per track (inclusive)
|> 1 to 82 tracks per disk (inclusive)
|> 1 or 2 sides per disk!
|>
|> So, I can easilly format my disks to over 900K!
|>
|>] No, but the Amiga can format, read and write MS-DOS (and, of course, ST)
^^^^^^
|>
|> Not without additional software though!

Not true, unless AmigaDOS counts as 'additional software' :-)

Chris Brown

6694. Who's going to MacWorld Boston?

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 21:29:24 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993May7.152924.13024@iscsvax.uni.edu>
Source record: 206276

Who's going to MacWorld Boston in August to see the latest and greatest?????

6695. Re: Falcons...

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 21:40:25 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993May7.154025.13025@iscsvax.uni.edu>
Source record: 206277

In article <1sdcvv$c1k@golf.cc.strath.ac.uk>, cabp09@ccsun.strath.ac.uk (Dave) writes:
> In article 12989@iscsvax.uni.edu, sinclair2246@iscsvax.uni.edu () writes:
>>
>> ... various FALCON prices ...
>>
>>Who is Atari Kidding? An Amiga 4000/030 is $1749(with slots...)....A mac
> ^^^^^ ^^^^^
>>Centris 610 can be had for $1650. A Mac IIVX with high speed cdrom can be had
> ^^^^^^^ ^^^^^^^^
>>for $1900.00 $1900 for a slow 16 mhz 030. What ever happened to "Power with
>>out the Price" Must of sold the theme to Apple and Commodore...
> ^^^^^ ^^^^^^^^^ (oh please ..)
>
> Have you been TOLD about the advocacy group ?? I was just wondering because
> every time I read one of your comments, it always contains two out of:
> Atari, Amiga, Mac (and variants thereof).

Yea...So what is your point?

>
> I REALISE YOU HATE ATARI'S (even though such feelings towards an inanimate
> object, or the corporation/people it represents COULD be defined as an illness)
>
> IN FACT, I'M SURE EVERYBODY REALISES YOU HATE ATARI'S
>
> My point is, this type of comment NO LONGER BELONGS HERE.
>
> I apologise to every (reasonable) reader of comp.sys.atari.st, but I felt
> someone should respond to these noises.
>
> ANY RESPONSES PLEASE POST TO c.s.a.advocacy .... THAT's WHAT ITS THERE
> FOR !!
>
> Dave.

No I don't hate Atari's. I have owned there products in the past..I am just
fed up with the slow development of the platform and being taken as a sucker by
Atari's management.. Yes the Falcon is decent, but it should have been out
along time ago with more model variations...The Falcons will sell to the
converted, but thats it, so the installed base will not grow....

==========

Amiga 1200/80 --- Yes ----- I did not have to wait long for one ----------
------ 24 bit color with a pallet of 16 million colors -------
Amiga 4000 Toaster ------- God's gift to humananity -----------

```
================================================================================

>
> o=============================================o +----+
> David McNicol, | Strathclyde University, | |
> 3rd Yr Laser Physics, | SCOTLAND. |/--\| "I'm sorry Dave,
> o=============================================o ||[]|| but I'm afraid
> Internet: D.McNicol@ccsun.strath.ac.uk !talk ! |\--/| I can't do that"
> JANET: D.McNicol@uk.ac.strath.ccsun !to me! | |
> o=============================================o +----+
>
```

6696. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 21:40:30 UTC
From: cpb1001@phx.cam.ac.uk
Message-ID: <1993May7.214030.2845@infodev.cam.ac.uk>
Source record: 206279
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May7.141841.13081@thunder.mcrcim.mcgill.edu>, bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:
|> Well, I think I should apologize for my previous post. I was not quite
|> aware of the kind of people I was refering to.
|> After many hours of wondering why they even bother posting here, I decided
|> to make a little trip down to their place : comp.sys.amiga.advocacy.
|> It was, how should I say ? weird. Yes, just plain weird. There were a number
|> of threads (Not too many). The main one was debating between the Amiga and
|> PC's, almost along the same lines as here. Another was criticizing the QUERTY
|> keyboard, and others were comparing "old technology" with the new one
|> (Like the PET and C64 !!). Others were wondering who in their midst will be
|> the last one to post on their group. One even posted an article (Subject :
|> Amiga is #1) and says quite frankly that he posted it so it'll start a new
|> flame thread, and behold ! It's working !!
|> But one thing that *really* shocked me, was to see that there was no thread
|> on the ST! Sure, it may be that during a Amiga-PC debate, one would go "Oh,
|> and the ST sucks by the way" out of nothingness, but there were no major
|> attacks. So, we just happen to have amongst us those frustrated ones who
|> feels they cannot let a platform untouched by them.

Not really, I just read this group to see what's happening as regards different computer systems. Of course, if I see an inacuraccy posted about the Amiga, I'm likely to say something :-)

|>
|> I'm sure not all Amiga owners are like that. I know some who are very aware
|> of what the different systems can and cannot do, including their own. I
|> think we're just unlucky. I mean, here they are, posting in our group about
|> how their new A1200 (Which came out when ? less than a year ago ?) with
|> our 520ST (First released back in '85, so the design is even older).
|> They might as well be comparing the ZX81 with the latest from SUN. Has
|> anyone noticed that they *never* flame about the TT, just because they know
|> it's more powerful than the ST, and thus they can't say much bad about it?
|>
|> And I will reiterate my previous post saying that the power of a computer
|> is not the same as that of the OS it has. I totally agree the ST's desktop
|> sucks real bad, but there are alternatives. If your Amiga OS allows you to
|> read all disk formats, then good. Ours doesn't simply because we never needed
|> it, and so no one ever wrote anything to do so. Generally speaking, the
|> ST does not have as much as the Amiga when you buy it, but it doesn't
|> mean you *can't* have it, just that you're not forced to pay for something
|> if you're never going to use it. How many Amiga users run their WP in full
|> 4096 color mode ? OK, maybe they will use it for games, but that's about it.
^^^^^^^^^^^^^^^

None, HAM is for graphics work, and it's very good at it. (Now does 262144 colours.)

|> And if you don't want to play games, you bought an expensive piece of
|> hardware for no reason whatsoever.

I use mine for wordprocessing, programming, graphics and just because I enjoy using it. I very rarely play games. I don't consider this to be no reason whatsoever.

|> Sure, you'll say "But if we want to use something, we don't have to go
|> anywhere, because it's already in there". I agree. But on the ST, if you
|> wanted it from the start, you would have bought the required hardware
|> along with the machine. And what you don't need, you don't pay for.
|>
|> I've had my ST for 6 years now, and I still like it a lot. It seems, however,
|> that most Amiga owners feel they have to buy the newest release everytime.
|> Many of you say you've had (And probably still have) the 500, 3000 and now
|> the 1200, plus all the others whose number I don't remember (Why can't
|> Amiga get those number to grow, and not jump up and down randomly).
|> If the computer had indeed been well made, you wouldn't have to change it
|> every year. No one with an ST (At least no one with a sane mind) would have
|> sold it to get the STe. Not enough difference. Buying a TT or Falcon is

And there was not enough difference between the 500 and 600, or the 500 and 2000, or the 1200 and 4000 to upgrage. Of course, going from an A500 to an A1200 is another matter. They're way more powerful than the A500 :-)

|> another matter. They're way more powerful than the STfm, and thus are good
|> reasons for changing.
|>
|> Anyways, I'm sick of those wars. They're stupid, pointless, and make it look
|> like all Amiga owners are nerds, when that really isn't the case. Just a
|> couple of them (There are Atari nerds I'm sure, but they keep silent)

Oh I don't know. I have met one or two who are fairly vocal. Of course some Amiga owners make stupid statements, but you'll get that in pretty much any group of people.

|>
|> Patrick.

Chris Brown

6697. Re: Wanted: Comments about STacy

Newsgroup: comp.sys.atari.st
Date: 1993-05-07 23:13:07 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <81027@cup.portal.com>
Source record: 206281

I've run Mint/MTOS on my Stacy 4/40, seems to work just fine, a little slow
on the 6800, but other than that ok. Its a little different running
the normal desk accessory programs as APs rather than .ACCs but it works.
As a portable its a portable, not a laptop. I like mine.

Dave Flory

6698. Re: Program that read Midi file

Newsgroup: comp.sys.atari.st
Date: 1993-05-08 00:28:28 UTC
From: Laurent_Zimmerli@temptation.alphanet.ch
Message-ID: <Laurent_Zimmerli.07xv@temptation.alphanet.ch>
Source record: 206053

In a message dated Fri 7 May 93 21:20, Ca2ee209@troi.cc.rochester.edu (ho
wrote:

C> Hi
C> My friend using a pc 486 just bought a sound card and brought me some
C> Midi (.MID) files and want to listen to it on my MegaSte and compare
C> the quality. Can anyone tell me what PD program I can use to play the
C> files. I don't have a musical keyboard, so the audio out is my only
C> audio output.

C> thanks
C> ...
C> Ling Cherd

Well,there is no way... A midi file contains ONLY sequence info.
It had no sounds. To play it,you need a MIDI expander or synth.

The "playable" files are .MOD,but this is another story!!!

See ya

-- Via DLG Pro v0.995

+------------------+--+
Laurent Zimmerli	Temptation BBS +41 38553454 / Voice +41 39267037
Jacob-Brandt 81	Fidonet : 2:301/331 / Fax +41 39280607
CH-2300 Chx-de-Fds	Internet: Laurent_Zimmerli@temptation.alphanet.ch
+------------------+--+

6699. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-08 00:49:15 UTC
From: Laurent_Zimmerli@temptation.alphanet.ch
Message-ID: <Laurent_Zimmerli.07xx@temptation.alphanet.ch>
Source record: 206054

```
[last stuff deleted]

WW> PC's use 9-sectors, they are hardly outdated!

WW> I can quite happily format 1 to 11 sectors per track (inclusive)
WW> 1 to 82 tracks per disk (inclusive)
WW> 1 or 2 sides per disk!

WW> So, I can easilly format my disks to over 900K!

Ahem,just a question: is it fast...i've tried it but it seems to me
VERY slow in 11 sects mode.

thanx a lot & see ya

-- Via DLG Pro v0.995

+-----------------+--------------------------------------------------+
|Laurent Zimmerli |Temptation BBS +41 38553454 / Voice +41 39267037 |
|Jacob-Brandt 81 |Fidonet : 2:301/331 / Fax +41 39280607 |
|CH-2300 Chx-de-Fds|Internet: Laurent_Zimmerli@temptation.alphanet.ch |
+-----------------+--------------------------------------------------+
```

6700. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-08 01:51:15 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993May8.015115.7017@alw.nih.gov>
Source record: 206282
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <1993May7.141841.13081@thunder.mcrcim.mcgill.edu> bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:
...
>Anyways, I'm sick of those wars. They're stupid, pointless, and make it look
>like all Amiga owners are nerds, when that really isn't the case. Just a
>couple of them (There are Atari nerds I'm sure, but they keep silent)

But don't you see? Sinclair, Ricardo (aka 'Raist'; or is it vice versa?), Eyvind and the rest can't annoy as many people by posting to .advocacy; there's still too little traffic in the group to attract their sort of pissing contest. Of course, they cross-post deliberately, so that .advocacy readers can be doubly annoyed. Anyway, I've set the Follow-up to .advocacy; we'll see ...

6701. Re: Help for Data Diet/Double Click address???

Newsgroup: comp.sys.atari.st
Date: 1993-05-08 01:57:50 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC6oqsF.4EH@netcom.com>
Source record: 206284

Double Click doesn't exist anymore. Mike Vederman is too busy jumping out of airplanes.

Keith Gerdes, the original Data Diet programmer, has started a new company called Trace Technologies, and he's handling DD 2.0 as well as a soon-to-be-released Squish upgrade. He also has a product called Data Rescue that enables you to retrieve deleted files effortlessly.

Trace Technologies
PO Box 711403
Houston, TX 77271-1403
(713) 771-8332 weekdays 1pm-5pm central time
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

6702. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-08 02:01:22 UTC
From: eas3714@ultb.isc.rit.edu
Message-ID: <1993May8.020122.604@ultb.isc.rit.edu>
Source record: 206288
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1993May7.141841.13081@thunder.mcrcim.mcgill.edu> bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:

[he dicovers the ORIGINAL csa.advocacy] . :-)

>I'm sure not all Amiga owners are like that. I know some who are very aware
>of what the different systems can and cannot do, including their own. I
>think we're just unlucky. I mean, here they are, posting in our group about
>how their new A1200 (Which came out when ? less than a year ago ?) with
>our 520ST (First released back in '85, so the design is even older).
>They might as well be comparing the ZX81 with the latest from SUN. Has
>anyone noticed that they *never* flame about the TT, just because they know
>it's more powerful than the ST, and thus they can't say much bad about it?

Actually, some post because of drivel like YOU posted in your last
message.

>And I will reiterate my previous post saying that the power of a computer
>is not the same as that of the OS it has. I totally agree the ST's desktop
>sucks real bad, but there are alternatives. If your Amiga OS allows you to
>read all disk formats, then good. Ours doesn't simply because we never needed
>it, and so no one ever wrote anything to do so. Generally speaking, the
>ST does not have as much as the Amiga when you buy it, but it doesn't
>mean you *can't* have it, just that you're not forced to pay for something
>if you're never going to use it. How many Amiga users run their WP in full
>4096 color mode ? OK, maybe they will use it for games, but that's about it.
>And if you don't want to play games, you bought an expensive piece of
>hardware for no reason whatsoever.
>Sure, you'll say "But if we want to use something, we don't have to go
>anywhere, because it's already in there". I agree. But on the ST, if you
>wanted it from the start, you would have bought the required hardware
>along with the machine. And what you don't need, you don't pay for.

Ok, whatever.. but your previous post was full of drivel about Amiga
programmers or whatever being inferior because they can't write MFM
disk loaders. What kind of nonsense is that?

>I've had my ST for 6 years now, and I still like it a lot. It seems, however,
>that most Amiga owners feel they have to buy the newest release everytime.
>Many of you say you've had (And probably still have) the 500, 3000 and now
>the 1200, plus all the others whose number I don't remember (Why can't
>Amiga get those number to grow, and not jump up and down randomly).
>If the computer had indeed been well made, you wouldn't have to change it
>every year. No one with an ST (At least no one with a sane mind) would have
>sold it to get the STe. Not enough difference. Buying a TT or Falcon is

>another matter. They're way more powerful than the STfm, and thus are good
>reasons for changing.

Exactly why people upgraded from the 500->3000->(4000/1200). I'm sure
there are many atari users who went from 520ST->TT->Falcon, or will go
that route.. no difference.

--
"THAT is a DRY turtle. That turtle is NOT moist!"
Ezra Story, a student at RIT, and
eas3714@ultb.isc.rit.edu, his trusty(?) mailing address.

6703. Re: Good ST game software ????

Newsgroup: comp.sys.atari.st
Date: 1993-05-08 02:12:58 UTC
From: ortega@cactus.org
Message-ID: <1993May8.021258.2835@cactus.org>
Source record: 206286

In article <1s8uv9$c2f@charm.magnus.acs.ohio-state.edu> msteve@magnus.acs.ohio-state.edu (Michael Steve) writes:
> I am also in the same boat as Bob Ladd, I have a 1040 STf, and do remember a
>few good ones, Typhoon Thompson (?), but I would like to know what and where
>the best classic games are also...

Two of my favorites are Dungeon Master and Armour-Geddon. Even though,
I have yet to finish either.

Has anyone ever won at Armour-Geddon?

--
Paul Ortega | "While looking for the men's room,
2015 Cedar Bend Dr., #1105 | VP Dan Quayle stepped into the Quantum
Austin, TX 78758 | Leap Accelerator and vanished....."
ortega@cactus.org ---------------------------------------

6704. Re: Civilization: bug correction

Newsgroup: comp.sys.atari.st
Date: 1993-05-08 03:50:08 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993May8.035008.26141@csi.uottawa.ca>
Source record: 206287

In article <C6Lwvo.LDn@imag.fr> proche@imag.fr (Pascal Roche) writes:
> <omitted bug fix>

Looks useful. I'll be trying that soon.

I just got a note in the mail today from MicroProse saying "Thanks for your letter. Please send your original disks in, and we'll send you updated copies."

Don't know if that's a great idea, but it's probably worth a try.

--
Christopher Browne | Genius may have its limitations, but
aa454@freenet.carleton.ca | stupidity is not thus handicapped.
Moderator, Atari SIG, and possibly the Canadian Operational Research Society SIG (Real Soon Now).

6705. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-05-08 04:08:23 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <1sfbnn$hia@terminator.rs.itd.umich.edu>
Source record: 206289

```
drwxrwxr-x root 2048 May 1 12:12 ./Emulators
-rw-rw-r-- weiner 699 May 1 12:11 ./Emulators/0index
drwxrwxr-x root 2048 May 1 12:23 ./Editors
-rw-r--r-- entropy 1217 May 1 12:23 ./Editors/0index
drwxrwxr-x root 2048 May 1 12:22 ./Cli
-rw-rw-r-- weiner 690 May 1 12:17 ./Cli/0index
drwxrwxr-x root 4096 May 1 12:13 ./Mint
-rw-rw-r-- entropy 5561 May 1 12:15 ./Mint/0index
drwxrwxr-x root 10240 May 1 12:23 ./Utilities
-rw-rw-r-- entropy 16423 May 1 12:24 ./Utilities/0index
drwxr-xr-x dpz 2048 May 1 12:09 ./Magazines/Znet
-rw-r--r-- weiner 38528 Apr 30 23:31 ./Magazines/Znet/znet9301.lzh
-rw-r--r-- weiner 41472 Apr 30 23:31 ./Magazines/Znet/znet9302.lzh
-rw-r--r-- weiner 38272 Apr 30 23:31 ./Magazines/Znet/znet9303.lzh
-rw-r--r-- weiner 38400 Apr 30 23:31 ./Magazines/Znet/znet9304.lzh
-rw-r--r-- weiner 34455 Apr 30 23:31 ./Magazines/Znet/znet9305.lzh
-rw-r--r-- weiner 42530 Apr 30 23:31 ./Magazines/Znet/znet9306.lzh
-rw-r--r-- weiner 37504 Apr 30 23:31 ./Magazines/Znet/znet9308.lzh
-rw-r--r-- weiner 61626 Apr 30 23:32 ./Magazines/Znet/znet9310.lzh
-rw-r--r-- weiner 47744 Apr 30 23:32 ./Magazines/Znet/znet9311.lzh
drwxr-xr-x root 4096 May 3 09:58 .
drwxrwxr-x weiner 2048 May 3 18:54 ./Gnustuff/Tos/Include
drwxrwxr-x root 10240 May 3 09:46 ./Utilities
-rw-r--r-- weiner 51736 Apr 30 21:55 ./Utilities/dclock1.zoo
-rw-rw-r-- entropy 16521 May 3 09:50 ./Utilities/0index
drwxrwxr-x weiner 2048 May 3 09:49 ./Utilities/Tosfixes
-rw-r--r-- weiner 223443 Apr 28 20:55 ./Utilities/Tosfixes/sos_206.lzh
-rw-r--r-- weiner 71439 May 3 09:58 ./0ls-lR.Z
-rw-r--r-- weiner 183332 May 3 09:56 ./0index
-rw-r--r-- weiner 85299 May 3 09:56 ./0compind.Z
drwxrwxr-x weiner 2048 May 4 15:49 ./8bit/Diskutils
-rw-r--r-- lenn 24967 May 4 15:49 ./8bit/Diskutils/mule.arc
-rw-r--r-- lenn 13975 May 4 15:49 ./8bit/Diskutils/mule.exe
-rw-r--r-- lenn 3260 May 4 15:49 ./8bit/Diskutils/mule.txt
drwxrwxr-x weiner 2048 May 4 16:42 ./Gnustuff/Tos/Include
drwxr-xr-x root 4096 May 5 10:19 .
drwxrwxr-x root 2048 May 5 10:03 ./Portfolio
-rw-r--r-- weiner 8702 May 5 10:02 ./Portfolio/0index
drwxrwxr-x root 6144 May 5 18:37 ./Telecomm
-rw-r--r-- weiner 71531 May 5 10:19 ./0ls-lR.Z
drwxrwxr-x root 2048 May 5 10:10 ./Magazines
-rw-rw-r-- weiner 421 May 5 10:11 ./Magazines/0index
-rw-r--r-- weiner 165142 May 5 10:09 ./Magazines/stzine.zoo
-rw-r--r-- weiner 183484 May 5 10:16 ./0index
```

```
-rw-r--r-- weiner 85339 May 5 10:16 ./0compind.Z
drwxrwxr-x root 6144 May 6 23:30 ./8bit
drwxrwxr-x weiner 4096 May 6 23:28 ./8bit/Demos
-rw-r--r-- lenn 62720 May 6 23:26 ./8bit/Demos/kesofta.arc
-rw-r--r-- lenn 71424 May 6 23:26 ./8bit/Demos/kesoftb.arc
-rw-r--r-- lenn 131217 May 6 23:26 ./8bit/Demos/halle93a.dcm
-rw-r--r-- lenn 132002 May 6 23:26 ./8bit/Demos/halle93b.dcm
-rw-r--r-- lenn 85890 May 6 23:26 ./8bit/Demos/halle93c.dcm
-rw-r--r-- lenn 89602 May 6 23:26 ./8bit/Demos/veronika.dcm
-rw-r--r-- lenn 915 May 6 23:28 ./8bit/Demos/veronika.txt
-rw-r--r-- lenn 8832 May 6 23:27 ./8bit/dominoes.arc
-rw-r--r-- lenn 11392 May 6 23:27 ./8bit/euchre.arc
-rw-r--r-- lenn 5632 May 6 23:27 ./8bit/flash.arc
-rw-r--r-- lenn 1664 May 6 23:27 ./8bit/hints.arc
-rw-r--r-- lenn 83968 May 6 23:27 ./8bit/supgames.arc
-rw-rw-r-- weiner 4657 May 6 16:13 ./Applications/0index
drwxrwxr-x weiner 2048 May 6 16:08 ./Applications/Math
-rw-r--r-- dpz 84605 May 3 20:04 ./Applications/Math/ols.zoo
drwxrwxr-x weiner 2048 May 6 16:14 ./Applications/Other
-rw-r--r-- dpz 39639 May 3 20:03 ./Applications/Other/am.zoo
-rw-r--r-- dpz 71219 May 3 23:50 ./Applications/Other/grocry30.zip
drwxrwxr-x root 10240 May 6 23:18 ./Games
-rw-r--r-- lenn 13857 May 6 23:23 ./Games/0index
-rw-rw-rw- lenn 67873 May 6 18:47 ./Games/kubes.lzh
-rw-rw-rw- lenn 11854 May 6 18:47 ./Games/pipeline.lzh
-rw-r--r-- lenn 201024 May 6 23:18 ./Games/hazzard.tos
-rw-rw-r-- entropy 16569 May 6 16:04 ./Utilities/0index
drwxrwxr-x weiner 2048 May 6 16:03 ./Utilities/Virus
-rw-r--r-- dpz 3979 May 4 12:53 ./Utilities/Virus/agrabt_2.zip
drwxrwxr-x root 4096 May 6 15:58 ./Programming
-rw-r--r-- dpz 793260 May 4 14:43 ./Programming/funnel.zoo
-rw-r--r-- weiner 3570 May 6 15:59 ./Programming/0index
-rw-r--r-- dpz 288563 May 6 09:29 ./Programming/linkdem2.zoo
-rw-r--r-- dpz 383568 May 6 10:03 ./Programming/linkdemo.zoo
-rw-r--r-- dpz 167715 May 6 09:36 ./Programming/linkinst.zoo
drwxrwxr-x weiner 2048 May 6 09:19 ./Magazines/Aeo
-rw-r--r-- 20867 74368 May 6 09:19 ./Magazines/Aeo/aeo_0209.lzh
drwxr-xr-x root 4096 May 7 15:27 .
-rw-rw-r-- weiner 4657 May 7 10:01 ./Applications/0index
drwxrwxr-x weiner 2048 May 7 10:00 ./Applications/Math
-rw-r--r-- weiner 96955 May 7 10:24 ./Applications/Math/plot172l.zoo
drwxrwxr-x root 6144 May 7 15:16 ./Demos
-rw-r--r-- weiner 445612 May 4 13:03 ./Demos/pdawn.arc
-rw-rw-r-- weiner 7169 May 7 15:16 ./Demos/0index
-rw-rw-r-- entropy 5601 May 7 10:07 ./Mint/0index
drwxr-xr-x entropy 2048 May 7 10:06 ./Mint/Utilities
-rw-r--r-- weiner 6807 May 7 04:11 ./Mint/Utilities/lps102.lzh
drwxrwxr-x root 4096 May 7 10:01 ./Programming
-rw-r--r-- weiner 238310 May 3 19:14 ./Programming/gem++15b.zoo
-rw-r--r-- weiner 3630 May 7 10:02 ./Programming/0index
```

```
-rw-r--r-- weiner 72147 May 7 15:27 ./0ls-lR.Z
drwxrwxr-x weiner 2048 May 7 10:04 ./Falcon
-rw-rw-r-- weiner 1071 May 7 10:05 ./Falcon/0index
-rw-r--r-- weiner 55911 May 7 04:02 ./Falcon/winrec13.lzh
-rw-r--r-- weiner 184176 May 7 15:25 ./0index
-rw-r--r-- weiner 85717 May 7 15:25 ./0compind.Z
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

6706. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-08 07:09:48 UTC
From: winston@merk.com
Message-ID: <C6p58C.Eo0@merk.com>
Source record: 206068
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

Um... why am I reading this drivel about ATARI ST drive access in:

COMP.SYS.ATARI.8BIT ?

Please use a "Newsgroups" heading of:

--> Newsgroups: comp.sys.atari.st,comp.sys.atari.advocacy

...in the future. Thank you. (It is bad enough that I am reading about
pending Alaskan U.S. drug legislation in "ALT.BBS"....)

6707. Re: MACophiles and Amigoi

Newsgroup: comp.sys.atari.st
Date: 1993-05-08 08:12:26 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1sfq1aINNing@golem.wcc.govt.nz>
Source record: 206291

In article <1630.78.uupcb@uttsbbs.uucp>, jeff.spink@uttsbbs.uucp (Jeff Spink) writes:
>Yes, the 520 can go over a meg. One of my friends has a 520STfm with 2.5
>megs.
>
>----
>+---+
>| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
>| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
>+---+

Well a chap here in NZ. is claiming 13 megs on a ST..
beet that...

I did read it some were the mods for this memory, but I think only
the CPU has access to it. like the TT and Amiga set ups...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

6708. Re: upgrading a megafile 20

Newsgroup: comp.sys.atari.st
Date: 1993-05-08 10:17:13 UTC
From: y0000028@ws.rz.tu-bs.de
Message-ID: <1993May8.101713.3115@ibr.cs.tu-bs.de>
Source record: 206292

In article <1993May6.4514.33144@dosgate>, "richard whitehouse"
<richard.whitehouse@canrem.com> writes:
|> Hi, all;
|>
|> I'm wondering if anyone out there has experience doing what I plan to
|> do: namely, exchange the Seagate ST225 MFM drive mechanism in my Atari
|> Megafile 20 hard drive with a larger MFM mechanism, perhaps 40 or even
|> 80 megger if I can find one.
|>
|> I don't know a heck of a lot about hard drives in the first place (not a
|> techie), but I've done some researching about what options are available
|> to me regarding upgrading my hard drive situation (I have an old Mega
|> 2). These options seem to be: an internal SCSI with an ICD host
|> adaptor, or an external drive with an ICD host adaptor, replacing the
|> drive mechanism in my Megafile 20, or just plain buying another used
|> external hard drive.
|>
|> Upgrading the drive mechanism seems like the cheapest and smartest way
|> to go, but I want to know exactly what I'm doing. I've had trouble
|> finding anyone who has empirical experience doing this.
|>
|> Thanks for any help, Richard.
|> ---
|> ~ RoseMail 2.10a: Nanet 41-61-74 Balmy Beach BBS (416)690-9641
|> --
|> Canada Remote Systems - Toronto, Ontario
|> 416-629-7000/629-7044

There will be no problem exchanging the MFM-Drive, i guess. But it's
a hard thing to add a second drive to your Megafile.

Your main Problem will be getting an used MFM-Drive, you will
find no new Drive, because they are no longer produced. And years
ago, when the PC-People used MFM-Drives, they didn't have the
big capacity they have now. Be careful *not* to buy a RLL2.7 Drive!

Getting a new SCSI-Drive is a faster, better and less complicated
way: You don't have to care about bad blocks, you get a better
access-time (It *is* a difference between 15 ms and 28 ms, believe me)
and you get a better transfer rate, up to 1 MB/s.

Over here, they charge about 400 DM for a 105 MB (Quantum) Drive.
Some people like the LINK-Cable, it seems to be plug and play, but
i'm not sure.
You may even get an used ICD-Adaptor (mine?) for less then 100 DM.

That makes 500 DM abt. 350 C$, i guess.

I hope that helps

Axel

6709. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1993-05-08 14:05:46 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1sgenq$qde@msuinfo.cl.msu.edu>
Source record: 206294

evilandi@vnet.IBM.COM (Andrew Oakley) writes:

>Only worrying point; Falcon seemed to be pushed as a souped-up ST rather than
>as a seperate, new computer. Not helped by identical casing perhaps? Mind you,
>virtually all old ST MIDI software is compatible anyway.

This is the conclusion I've come to, after playing with our store demo
unit for 2 weeks now... This is not a flame, frankly the ST has needed
a "souped up" version for several years. The proof is in the pudding,
so to speak. What will sell the Falcon is new, Falcon-only software.
(We have the egg, now we need a chicken....) The only thing I've seen
come down the pike is MusiCom, and a VERY SLOW TRICKLING of p.d/shareware
stuff.
--
=-=
When the Clintonistas take guns ||| First week of March
away from the people, only the ||| came and went. So
Clintonistas will have guns... / | \ where's my Falcon?

6710. Re: Q: GEM speed on Falcons

Newsgroup: comp.sys.atari.st
Date: 1993-05-08 14:11:35 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1sgf2n$8j5@msuinfo.cl.msu.edu>
Source record: 206295

martinmf@imv.aau.dk (Martin Frederiksen) writes:

>Yesterday I tested the Falcon with the "GEM test" programme and found, that
>running in ST High-res, the GEM routines were quite a bit faster that on
>the ST. However, using the 256-colour mode under MultiTOS, GEM routines
>were slower. Down to 24% of normal ST speed.

It's not easy handling all those color at once. The trick, or so I've
come to believe, is to find the lowest number of colors you care to have
in a program. If you're looking at GIF pics, use 256. If you're running
Flash, use 2...

>You can actually see this when using the Falcon. Under MultiTOS, the
>drop-down menus are delayed - the don't drop down instantly. Why?

Brodie kept telling us in online confs that there was no noticeable
slowdown under MultiTOS. Call it poetic license?

>And another question: Is it possible for anyone to write a program, that
>will make the mega-size scrollbars smaller? They have apparently grown
>several pixels with the introduction of 3D-buttons and sliders.

An interesting (and useless) side effect: I found in at least one program
that grabbing and holding the vertical slider, you can wiggle it left and
right in the extra space the 3d effect takes up.
--
=-=
When the Clintonistas take guns ||| First week of March
away from the people, only the ||| came and went. So
Clintonistas will have guns... / | \ where's my Falcon?

6711. Re: Why can't I run anything on my Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-05-08 14:19:36 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1sgfho$jom@msuinfo.cl.msu.edu>
Source record: 206296

thumpy@dcs.qmw.ac.uk (Richard Parr) writes:

> CEBIT93 - 'I think ya need an RGB monitor (50Hz ya know)' message
> when run on monitor or TV in any video mode (I think I tried
> them all)

It really irks me that Atari couldn't have released a good graphic/sound
demo on the demo units sent out to dealers. I _know_ they have 'em!
The ONLY good demo I've seen is this CEBIT93 demo, and it's a bit too
crass to be showing indescriminantly in public. Something about the
opening title screen saying "The fucking bitch is dead." turned me off.

> paragon2 - nice static piccy of a road - machine hangs. The graphics
> certainly don't slow down with the sound running - they
> aren't doing anything anyway

Apparently this one is looking to play some sound file. No file, no
sound. It's an advertisement, obviously, so there is no <Q>uit option.
Dumb.

> termfin(?) - TOS error 35, then GEM complains of having no memory until
> I reset.

Definitely requires an SC1224/1435. Seems a data file may be missing?

ddd
--
=-=
When the Clintonistas take guns ||| First week of March
away from the people, only the ||| came and went. So
Clintonistas will have guns... / | \ where's my Falcon?

6712. Re: Why can't I run anything on my Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-05-08 14:20:44 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1sgfjs$jst@msuinfo.cl.msu.edu>
Source record: 206297

anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:

> Has anyone tried any of those "50/60hz" software programs on the Falcon?
>Would this have the same effect as it has on a regular ST on a U.S.
>monitor? (could've sworn I've used one on my Multisync to do 50hz)
>Or am I missing something?

I did... It didn't work. Good guess, tho!
--
=-=
When the Clintonistas take guns ||| First week of March
away from the people, only the ||| came and went. So
Clintonistas will have guns... / | \ where's my Falcon?

6713. Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-08 14:56:30 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.y0LcJHGuRM6@semprini.tdkcs.waterloo.on.ca>
Source record: 206299

In <1317@usdtsg.DaytonOH.NCR.COM>, anisko writes:
> Apparently Townsend got "an opportunity he couldn't refuse" :-)
> He's hooked up with some company
> that I *think* deals with object-oriented software, etc. (something
> he mentioned he was interested in, if I remember correctly)...

Taligent (easily) lured him away from Atari.

> However, he still drops by some of the GEnie Atari RTC's. (so I'm not
> sure he could be called a "casualty" but rather just moving on with the
> career)...

I'm sure Atari would've kept him forever, if they could've... It's hard
to find good programmers who are willing to use their time to support
people on GEnie.

John's a great guy and it's a serious loss to Atari.

--
-------------------==-------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

6714. Re: Why can't I run anything on my Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-05-08 17:59:41 UTC
From: kfason@lamar.ColoState.EDU
Message-ID: <May08.175941.83791@yuma.ACNS.ColoState.EDU>
Source record: 206051

In article <1sgfho$jom@msuinfo.cl.msu.edu> molin@ptb.cl.msu.edu (Michael Olin) writes:
>
>> termfin(?) - TOS error 35, then GEM complains of having no memory until
>> I reset.
>
>Definitely requires an SC1224/1435. Seems a data file may be missing?
not. It works fine on Run PCs Falcon0303 4/65. It has a NEC 3Dfg hooked to it.
spectacular picture on it... THe only difference is instead of being centered
like on the SC1224/1435, it is more towards the top.

-Kevin Fason Atari Mega/STE 4 50

6715. Re: availability of Speedo GDOS printer drivers

Newsgroup: comp.sys.atari.st
Date: 1993-05-08 20:12:16 UTC
From: msmith@flash.pax.tpa.com.au
Message-ID: <1sh470INN537@flash.pax.tpa.com.au>
Source record: 206052

wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:o
>Just to clear up some things. SpeedoGDOS does come with an Epson LQ-570
>driver or such. And others too. I have a list but not with me. I'll
>post them soon, but if anyone can post a list before the weekend,
>please do so.

Hmm, please do - the Speedo currently shipping with the falcon here doesn't
have that driver, and there are a number of local Falconers who would
kill for it 8)

>Erlend.

mike
--
Mike Smith : msmith@flash.pax.tpa.com.au
: michael smith, 3:800/842.0

6716. Re: Program that read Midi file

Newsgroup: comp.sys.atari.st
Date: 1993-05-08 23:14:10 UTC
From: hsp4@cunixb.cc.columbia.edu
Message-ID: <1993May8.231410.13168@news.columbia.edu>
Source record: 206055

In article <Laurent_Zimmerli.07xv@temptation.alphanet.ch>
Laurent_Zimmerli@temptation.alphanet.ch (Laurent Zimmerli) writes:
>In a message dated Fri 7 May 93 21:20, Ca2ee209@troi.cc.rochester.edu (ho
>wrote:
>
> C> Hi
> C> My friend using a pc 486 just bought a sound card and brought me some
> C> Midi (.MID) files and want to listen to it on my MegaSte and compare
> C> the quality. Can anyone tell me what PD program I can use to play the
> C> files. I don't have a musical keyboard, so the audio out is my only
> C> audio output.
>
> C> thanks
> C> ...
> C> Ling Cherd
>
>Well,there is no way... A midi file contains ONLY sequence info.
>It had no sounds. To play it,you need a MIDI expander or synth.
>
>The "playable" files are .MOD,but this is another story!!!

I used to have a program named MIDIX32 (some sort of demo of a shareware program) that would play .MID files through the STs speaker (I used it on a Mega ST2 TOS 1.02). I got it from Abacus BBS in San Francisco (415-587-8062) in the ST Music & MIDI file SIG. I don't know if it's available on aaue. If you email me (hsp4@columbia.edu), I'll get back in touch with you when I have my ST again (it's packed up to get shipped home for the summer)...

Sol Poretsky
hsp4@columbia.edu

>See ya
>
>
>-- Via DLG Pro v0.995
>
> +------------------+---+
> |Laurent Zimmerli |Temptation BBS +41 38553454 / Voice +41 39267037 |
> |Jacob-Brandt 81 |Fidonet : 2:301/331 / Fax +41 39280607 |
> |CH-2300 Chx-de-Fds|Internet: Laurent_Zimmerli@temptation.alphanet.ch |
> +------------------+---+

6717. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 00:33:45 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1shjh9INNlob@golem.wcc.govt.nz>
Source record: 206056

```
] WW> So, I can easilly format my disks to over 900K!
]
] Ahem,just a question: is it fast...i've tried it but it seems to me
] VERY slow in 11 sects mode.

No, it's going to be slow, as the ST has to sift through the extra 1k
of data every track. (or an extra 2k over the standard desktop format).

Also, 11-sector formats don't (that I've seen) use twister/skewed sector
formats (e.g. the sectors go 1, 2, 3..10,11, rather than in orders like
6,11,3,5,9,4,10,1,8,2,7 in which case the disk doesn't have to do complete
revolutions to read certain sectors, which can speed up accessing!)

HD drives manage the extra sectors (e.g. 18-sectors per track I think),
by beefing up the drives seek rate, decreasing times required to locate
the data. Amigas don't do this, and so effectively double access time
with HD disks! (Even their DD disks are noticably slower than the ST's!)
```

6718. To all those posting about Atari ST's vs. Amigas

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 01:14:55 UTC
From: phbill@cyberden.sf.ca.us
Message-ID: <kBD03B7w165w@cyberden.sf.ca.us>
Source record: 206060

TO those of you positing and replying in the cascade about Atari ST's and Amigas and all that crap, PLEASE remove "comp.sys.atari.8bit" from the newsfeed list!!!

How the heck did it get added in the FIRST place!?!?!?!? :(

Thankyouverymuch

sorry for the post :)

Bill Kendrick Novato, California, USA NEW BREED SOFTWARE!
PhBill Email: PhBill@Cyberden.SF.CA.US Greetinx!!!
or: PhBill@Cyberden.UUCP VIVEN LAS ATARIS!
--
"With friends like you, who needs hallucinations?" Buddy, Night Court

6719. Re: Why can't I run anything on my Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 01:26:29 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1shmk5$p9b@msuinfo.cl.msu.edu>
Source record: 206057

kfason@lamar.ColoState.EDU (Kevin Fason) writes:

>not. It works fine on Run PCs Falcon0303 4/65. It has a NEC 3Dfg hooked to it
.
>spectacular picture on it... THe only difference is instead of being centered
>like on the SC1224/1435, it is more towards the top.

If I recall correctly, even the docs tell ya you hafta have the Atari
Monitor video adapter. OK, so you used a third party monitor. Let's
pick nits, why don't we?
--
=-=
When the Clintonistas take guns ||| First week of March
away from the people, only the ||| came and went. So
Clintonistas will have guns... / | \ where's my Falcon?

6720. Re: Uudecode - HELP!

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 01:34:33 UTC
From: boyd@gauss
Message-ID: <C6qKDL.H4D@mailer.cc.fsu.edu>
Source record: 206058

Ronald Gibson CS92 (rgibson@cs.strath.ac.uk) wrote:
> I am needing some help on how to get all the files I`ve ftp`d uudecoded.
> I tried using uudecode on one of my files and it came up with:
> No begin line
> I am bringing the files in on the SUN Sparcs at Uni, then ftping them
> to an old PC (still in Uni) then putting them onto disk from there.

The regular UNIX uudecode should work fine. You should delete anything before the begin line (the one the error message mentions), and anything after the end line. This may be what confused your uudecode. If it is in multiple parts, delete mail headers and pipe them into uudecode (or paste them together with an editor). These instructions also apply to all clones of uudecode (ST, PC, Mac, etc.).

An alternative is to use a smarter uudecoder, like uunconc. Uunconc takes the file names of the parts as arguments, and automatically strips mail headers and stuff. It is a UNIX program, but can probably be compiled on the ST as well. If you cannot find the source, I can email you a copy (I suggest using it on the Sun, as it will be faster).

Also, some news readers can uudecode posts automatically (I use tin, which has this capability).

Now, another point: if you ftp'ed the files, are you sure they are uuencoded? The uuencoded format is typically used for mail servers, as uuencoded files are guarenteed to survive a trip through an IBM gateway. They are made up of only visible ASCII characters, and almost always bigger than the file they represent. Thus, they are text files. Take a look at one of your files with a text editor. If it doesn't say "begin filename 644" at the top (or something similar), followed by a bunch of text lines, then it is not uuencoded. You can use the UNIX "file" command to figure out if they are UNIX compressed (usually denoted with a ".Z" ending). If they are, use the UNIX "uncompress" to unpack them. Files ftp'ed from atari.archive.umich.edu are almost always in some sort of ST archive format, and need no special processing. However, they must be ftped in BINARY mode, or they will not work when you get them home.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

6721. High speed modem question

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 01:54:30 UTC
From: boyd@gauss
Message-ID: <C6qLAu.HKD@mailer.cc.fsu.edu>
Source record: 206059
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have a PPI 9600SA modem, which can do V32/V42bis. My understanding is that, with data compression going, the theoretical maximum speed data can be transmitted or received is 38400 baud. Thus, one's modem program should be set to this speed. If one does not set the modem program speed to be greater than 9600 baud, then no benefit is gained from data compression.

Now, on to my question. The fastest speeds I have attained with my modem (ymodem text download of a large English text file) was about 1100 cps. I am using Uniterm (set at 19200 baud, since this is the fastest the modems on the other end can go), Serial Fix 2.0, and was connected v42bis (data compression and error checking on). This type of file should have made good use of the data compression stuff, so I was expecting to get closer to 2000 cps (if not beyond). My questions are as follows:

1. Was this a reasonable expectation? Am I really losing performance?

2. Is there any advantage to using hs_fix.prg instead of Serial Fix 2.0? I think there is something in the documentation about making serial buffers bigger. Is this where I am losing my performance?

3. How does the cps rating work exactly? I am currently interpreting it to mean "8-bit characters per second", so 9600 baud = 9600 bits per second = 1200 cps (max). Is this correct?

When I download binary files, I get 830-880 cps. The machine is a Mega2ST. Thanks in advance for any comments.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

6722. More memory in MSTE

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 03:06:15 UTC
From: m91der@tdb.uu.se
Message-ID: <1993May9.030615.10120@tdb.uu.se>
Source record: 206062

Does anyone know of an easy (and perhaps inexpensive) way to get more
than 4 MB in a MSTE. I'm running a little short on both memory and
processor-power. Unfortunately I can't afford a Falcon yet. :-(

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

6723. ST hardware/software for sale

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 03:41:49 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1shuht$ghs@usenet.INS.CWRU.Edu>
Source record: 206061

```
##############################################################################
Hardware
##############################################################################

Atari SC1224 color monitor. JVC model, with superior picture to the
newer Goldstar models. Includes all original cables and
original box.....................................................125
Fortis DM1310 9-pin dot matrix printer. Works well, but I think it
might need a new print head. Uses Epson ribbons, new ribbon
included..........................................................25

C.Itoh Prowriter Jr. 9-pin dot matrix printer. Works fine. Nice
NLQ mode..........................................................40
Panasonic KX-P1124 24-pin dot-matrix printer. Six built-in fonts,
three-way paper handling, 360x360 dpi. Epson LQ compatible...165
The Smart One 2400 baud modem. Works great, includes power supply...40

##############################################################################
Software
##############################################################################

Falcon (v1.0 & 1.2 plus Mission Disk 1).............................25
Flight Simulator II Scenery Disks 7 and 11 (w/all docs) both for.....15
Image Cat (fairly new version)......................................10
Base Two (Antic Software)...........................................10
GFA Vector (Michtron)................................................7
I*S Talk (Integral Solutions) Neat Package...........................7
Solapak (spooler, ramdisk, screen saver) disk only...................5
Breach (Omnitrend Software).........................................5
Renegade (disk only)................................................5
Strip Poker (old, disk only).......................................5
Starglider (disk only)..............................................5

##############################################################################
Magazines
##############################################################################

STart Magazine
--------------
All of 1986 and 1987 (8 issues)
Special Issues 2 and 3
Spring 1988, Summer 1988
October through December 1988
January through December 1989 (missing July)
January through November 1990 (missing July, September)
Feb/March 1991
```

April/May 1991
STart disks from various issues (not sure which, but MANY)
Only a few original disks remain -- most have been converted to
high density disks and zipped with ST ZIP 2.0 (36 issues total)
Also includes STart mouse pad AND lots of disks.....50

##

Prices do not include shipping.

If you're interested in any of these items, please send me Email.
Thanks!

--
""""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
""

6724. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 07:07:13 UTC
From: winston@merk.com
Message-ID: <C6qzs2.3Iv@merk.com>
Source record: 206073
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

On Thursday, May 6, 1993 at 09:19:50 GMT,
sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard), writes:

RS> "I am a Computer Eng[ineer] and for one thing...."

... your being a Computer Engineer should mean that you have the
capability of addressing a Newsgroup heading properly:

Newsgroups: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy
""""""""""""""""""""

Xref: comp.sys.atari.st:59196
comp.sys.atari.8bit:11042
""""""""""""""""""""
comp.sys.atari.advocacy:220

RS> "...so I don't think you know what you are on about...."

Exactly so! Please point out what this discussion has to do with the
6502 based ATARI 8-bit computer. (If it has anything to do with the 6502
8-bit ATARI computer, then I apologize in advance.)

RS> "...how outdated can you be?"

No comment.

6725. Program that read Midi file

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 07:24:00 UTC
From: Curt.Fluegel@f47.n282.z1.tdkt.kksys.com
Message-ID: <736972325.AA06195@tdkt.kksys.com>
Source record: 206087

You cannot play .MID files through the internal sound chip. You would have to hook some sort of sound module to the Atari midi ports.
Curt Fluegel

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

6726. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 07:35:55 UTC
From: winston@merk.com
Message-ID: <C6r13v.3qM@merk.com>
Source record: 206072
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

On Thursday, May 6, 1993 at 16:39:11 GMT,
eas3714@ultb.isc.rit.edu (E.A. Story), writes:

ES> "oooooo... I'm so impressed. Eleven character filenames, ooooooo! :-)"
ES> "Standard IBM format is NOT better than anything the Amiga has... time"
ES> "to use your Comp. Eng. knowledge to find out about it. OFS, FFS,"
ES> "DCFS.... any meaning to you?"

oooooo... I'm so impressed. Time to use your Rochester Institute of
Technology knowledge to find out how to address a message posted to a
Newsgroup.

Newsgroups: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy
""""""""""""""""""""

Xref: comp.sys.atari.st:59223
comp.sys.atari.8bit:11049
""""""""""""""""""""
comp.sys.atari.advocacy:224

COMP.SYS.ATARI.8BIT ... any meaning to you?

Yuk, yuk, yuk, snort! :-)

6727. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 08:12:40 UTC
From: winston@merk.com
Message-ID: <C6r2t4.401@merk.com>
Source record: 206071
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1sal7mINN96h@golem.wcc.govt.nz>
sheppard_r@kosmos.wcc.govt.nz writes:

SR> On a related note, Why do ST's waste 160K per DD disk?
SR> I mean, 9 sectors per track, how outdated can you be?

On Thursday, May 6, 1993 at 15:43:27 GMT
grier@bnr.ca (Brian Grier), writes:

BG> The same reason you waste .5k per file...

...not to mention the space that is wasted by posting these messages
to every COMP.SYS.ATARI.8BIT Newsgroup around the world:

Newsgroups: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy
""""""""""""""""""""

Xref: comp.sys.atari.st:59224
comp.sys.atari.8bit:11050
""""""""""""""""""""
comp.sys.atari.advocacy:225

I should expect a univeristy student to mess up a Newsgroup posting,
but a subsidiary of Bell Corporation !?!! :

Organization: Bell Northern Research

...what is the world coming to?

6728. Re: Civilization: bug correction

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 08:25:50 UTC
From: umcordes@ccu.umanitoba.ca
Message-ID: <C6r3F3.KGp@ccu.umanitoba.ca>
Source record: 206063

In <1993May8.035008.26141@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:

>I just got a note in the mail today from MicroProse saying "Thanks for
>your letter. Please send your original disks in, and we'll send you
>updated copies."

A few quick questions:

1. Was this MicroProse UK?
2. What was your letter about?
3. What is the update supposed to fix?
4. Are they doing this just for you or for anyone?

Thanks!

BTW, I've tried everything with those "slam.bbm" files, and nothing seems to fix the bombs! Does anyone have a sure-fire solution?

6729. Re: High speed modem question

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 08:52:23 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1sigo7INNmkg@golem.wcc.govt.nz>
Source record: 206064
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <C6qLAu.HKD@mailer.cc.fsu.edu>, boyd@gauss (Mickey Boyd) writes:
>I have a PPI 9600SA modem, which can do V32/V42bis. My understanding is that,
>with data compression going, the theoretical maximum speed data can be

>1. Was this a reasonable expectation? Am I really losing performance?

No I don't think so..

>2. Is there any advantage to using hs_fix.prg instead of Serial Fix 2.0?
> I think there is something in the documentation about making serial buffers
> bigger. Is this where I am losing my performance?

There is very little difference..

>3. How does the cps rating work exactly? I am currently interpreting it to
> mean "8-bit characters per second", so 9600 baud = 9600 bits per second
> = 1200 cps (max). Is this correct?
>

NO its 9600/10, there are 10 bits to every 8 bit data byte..

>When I download binary files, I get 830-880 cps. The machine is a Mega2ST.
>Thanks in advance for any comments.

Using V42bis on compacted data slows things down a lot..

So to get a good throughput with text data you will need a port speed of
4 times 9600, (V42bis has a claimed 4:1 compression ratio with text data) so
thats 38400, I don't think that a standard Atari could even keep up at that
speed, there are Hardware mods to get this port speed, but they are in German,
RSVE1_1.LZH is the file that I am thinking of, but then again can the software
keep up..??

>* Mickey Boyd *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *

Roger..... sheppard_r@kosmos.wcc.govt.nz

6730. Re: SIMM bits and speed???

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 09:32:09 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993May9.093209.26298@prime.mdata.fi>
Source record: 206065

In article <1993May5.140817.1@sscl.uwo.ca> richardson@sscl.uwo.ca (John Richardson) writes:
>I checked the Hardware FAQ and could not find this information: what speeds of
>SIMM are 'safe' for ST use? I seem to remember a thread about SIMM's faster
>than a certain speed were not usable...was it 90ns or 70ns? Also, can I use
>9bit SIMM's on an ST? Perhaps this could be included in the next FAQ under the

I think you can use just about any kind of SIMM's in the STe, they
just have to be either 256 Kbyte or 1MB. I am using 4x1MB SIMM's, they
are 80ns and I think all are 9 bit. I think the 9th bit is simply
ignored.

>mention of SIMM's...perhaps also the many SIMM conversion stuff (so older ST's
>can use SIMM's) can be mentioned...they're great!
>
> T.T.F.N.
> JR.
>
>+--------------------------------+ +--------------------------------------+
>| John Richardson | | "An animal psychologist is a person |
>| Dept. of Psychology | | who pulls habits out of rats!" |
>| University of Western Ontario, | | |
>| London, Ontario | | - ANON. |
>| CANADA | +-+-------------------------------------+
>+--------------------------------+ +-*-+- +--------------------------------+
>+-------------------------------------+--+ | The preceding opinions do not |
>| e-mail: RICHARDSON@VAXR.SSCL.UWO.CA | | necessarily reflect those of |
>| | | the Dept. of Psychology, or |
>| phone: (519) 657-5102 | | UWO...unless by coincidence!! |
>+---------------------------------------+ +--------------------------------+
>

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

6731. Oberon for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 10:41:59 UTC
From: wbdst+@pitt.edu
Message-ID: <11214@blue.cis.pitt.edu>
Source record: 206066

Does anyone know if there is a version of Oberon (the OS/lanuage from Wirth) available for the ST?

6732. Re: Orphan TT's

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 11:27:34 UTC
From: june@f308.n133.z1.FIDONET.ORG
Message-ID: <5978.2BEF37A6@gisatl.FIDONET.ORG>
Source record: 205841

On <May 07 23:19>, Ed Krimen wrote to All:

EK> Impossible to find a TT? How many dealers did you call? Which
EK> ones?

EK> They can't be that hard to find. Sheldon Winick in NC is
EK> still selling them and MegaSTEs.

You have a phone # and address?
I'd like to check 'em out...

Ed June
__ __ / __
| ||__ / __| - [The Operating System of choice!] -
|__| __| / |__
/
Fidonet: 1:133/308, Atlanta's OS/2 Users Group BBS/FAX, 404-471-1549
Internet: buggz@buggz.via.mind.org
UUCP: ...!emory!uumind!buggz!buggz

--

Fidonet: 1:133/308, Atlanta's OS/2 Users Group BBS, 404-471-1549
Internet: june@gisatl.fidonet.org
UUCP : ...!gatech!warlord!gisatl!308!june

6733. ST for sale

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 11:28:48 UTC
From: june@f308.n133.z1.FIDONET.ORG
Message-ID: <5979.2BEF37A8@gisatl.FIDONET.ORG>
Source record: 205843

On <May 07 23:19>, Frederick Y Mah wrote to All:

FYM> ATARI MEGA ST2 (TOS 1.02)

FYM> Asking $800 or best offer

FYM> Email me at fymah@essex.ecn.uoknor.edu

How much for just the CPU and keyboard?
That's all I want, have everything else...

Ed June
__ __ / __
| ||__ / __| - [The Operating System of choice!] -
|__| __| / |__
/
Fidonet: 1:133/308, Atlanta's OS/2 Users Group BBS/FAX, 404-471-1549
Internet: buggz@buggz.via.mind.org
UUCP: ...!emory!uumind!buggz!buggz

--

Fidonet: 1:133/308, Atlanta's OS/2 Users Group BBS, 404-471-1549
Internet: june@gisatl.fidonet.org
UUCP : ...!gatech!warlord!gisatl!308!june

6734. Re: Shells for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 14:29:48 UTC
From: albi@fido.sub.org
Message-ID: <2bed1565@fido.sub.org>
Source record: 206188

Hello mm68@unix.brighton.ac.uk,

m> The Bourne Again Shell exists (for MiNT and TOS) and is available most

Cann you tell me where I get this TOS version of the Bourne Shell? Best via
ftp.

_
/_\ ||_ *
/ \||_/|

Uucp: albi@ba-stuttart.de
albi@life.sub.org
Fido: 2:2407/70.0

6735. Re: MACophiles and Amigoids, please go awa

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 15:24:50 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1sj7o2$aml@golf.cc.strath.ac.uk>
Source record: 206067

```
In article aVm63B9w165w@cyberden.sf.ca.us, anyone@cyberden.sf.ca.us () writes:
>
>COmp.sys.atari.advocacy?
>
>hmmm
^^^^

What ARE you hmm'ing about ... that's where this post (and the others)
belong ....

---

o=============================================o +----+
David McNicol, | Strathclyde University, | |
3rd Yr Laser Physics, | SCOTLAND. |/--\| "I'm sorry Dave,
o=============================================o ||[]|| but I'm afraid
Internet: D.McNicol@ccsun.strath.ac.uk !talk ! |\--/| I can't do that"
JANET: D.McNicol@uk.ac.strath.ccsun !to me! | |
o=============================================o +----+
```

6736. Re: Who's going to MacWorld Boston?

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 15:56:52 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.93May9165652@Sol40.essex.ac.uk>
Source record: 206069

In article <1993May7.152924.13024@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:
| Who's going to MacWorld Boston in August to see the latest and greatest?????

Not me, if you're going to be there.

--
Simon Oke, 3rd year Computer Science
undergraduate at the University of Essex, UK.

6737. Need help recovering deleted file!

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 16:02:37 UTC
From: zimmermk@westford.ccur.com
Message-ID: <1993May9.160237.2813@westford.ccur.com>
Source record: 206070

Hi. I have an Atari 1040ST with GEM and TOS in ROM (versions from aroung 1985). I've accidentally deleted a file AND overwritten the directory entry. I've found my data using a sector searching program (it's in a nice contiguous block), but I don't know how to make it into a file.
Do you know of either (1) a program that I can get TODAY that will recover this data for me, or (2) an ON-LINE source of documentation that will describe the FAT and clusters? If you do, PLEASE drop me a note at

zimmermk@westford.ccur.com

!
ADVthanksANCE !

I don't know much about TOS internals -- specifically, I don't know what a cluster is exactly, and I don't know the format of the FAT. What I need to do is to be able to create [a?] cluster[s?] in the FAT that will imply that a certain set of sectors is "in-use"; I gather from what documentation I have that the first cluster must be marked "Start", and that the last cluster maybe should point to an "End-of-file" cluster, or something like that, but I'm not sure of the details. If I can do this, then the data will be recognized as an "Orphan" file, and I've got a program that I can use to get it back.

6738. Re: High speed modem question

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 17:10:26 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993May9.171026.2124@prime.mdata.fi>
Source record: 206074
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <C6qLAu.HKD@mailer.cc.fsu.edu> boyd@math.fsu.edu writes:
>I have a PPI 9600SA modem, which can do V32/V42bis. My understanding is that,
>with data compression going, the theoretical maximum speed data can be
>transmitted or received is 38400 baud. Thus, one's modem program should be set
>to this speed. If one does not set the modem program speed to be greater than
>9600 baud, then no benefit is gained from data compression.

That's correct. However, the theoretical maximum really is
theoretical, it is only achieved on _very_ loosely typed textfiles.
One way is to make a file with say 100KB of the same letter all the
way, that should be the most compressable file.

>Now, on to my question. The fastest speeds I have attained with my modem
>(ymodem text download of a large English text file) was about 1100 cps. I am
>using Uniterm (set at 19200 baud, since this is the fastest the modems on the
>other end can go), Serial Fix 2.0, and was connected v42bis (data compression
>and error checking on). This type of file should have made good use of
>the data compression stuff, so I was expecting to get closer to 2000 cps
>(if not beyond). My questions are as follows:
>
>1. Was this a reasonable expectation? Am I really losing performance?

This was totally normal. The reason for this is that you were using
Y-Modem. Ymodem transmits a checksum after every 1024 bytes, and that
takes processing time. On a slow connection it doesn't show very much,
but on faster connections it really affects the overall performance.

>2. Is there any advantage to using hs_fix.prg instead of Serial Fix 2.0?
> I think there is something in the documentation about making serial buffers

At least not speedwise, I think. However, I have had problems with
Serial Fix 2.0 (and 1.x) when used in conjunction with XYZ.TTP
(version 2.02 beta, and 2.01). Whenever I upload something, XYZ
doesn't seem to detect the end of the file, it just begins
time-outing. I use HS-Fix 1.4 and it works nice.

> bigger. Is this where I am losing my performance?

I really doubt it. I have never had to alter my buffers to gain
performance. I think your problem is Y-modem, in fact I am sure of it
:).

>3. How does the cps rating work exactly? I am currently interpreting it to
> mean "8-bit characters per second", so 9600 baud = 9600 bits per second
> = 1200 cps (max). Is this correct?

That way you only get a _very_ theoretical maximum. If you have an error correcting connection (MNP 3-4 or V.42), then the modems don't use start and stop bits, like on normal non-error-correcting modems, where 10 bits are transferred for every byte (8+start+stopbit). Thus, you would think that you'd get the actual speed by taking 9600/8=1200, but as the error correcting protocol has to re-transmit faulty data due to line noise, and because it has an overhead (it calculates checksums etc), the actual speed is gotten by dividing the BPS rate with a number somewhere between 8 and 10, for me it is a little under 9.

>When I download binary files, I get 830-880 cps. The machine is a Mega2ST.
>Thanks in advance for any comments.

I guess this is normal when using Y-Modem. If I were you, I'd change to Zmodem as soon as possible. Zmodem doesn't need to stop every 1024 bytes, it sends the checksum in the same "packet". Zmodem is much more advanced than Ymodem in every way, you can for example continue to transfer from the middle of a file if you for some reason couldn't transfer the whole file in one go. I use XYZ.TTP, it takes about 24 KB diskspace PFX-packed, and it (version 2.02 beta) can do X, Y and Zmodem, and Ymodem-G also which is even faster than Zmodem (only slightly). I've been satisfied with this utility, but there are many other external protocols for Zmodem as well, and many terminal programs have Zmodem built-in. If you want to use Uniterm, be sure to increase the system buffer (did I get it right?) so that you can run programs. If the system buffer is 0, you will not be able to run any external programs from Uniterm (I think).

The transfer rates you will get with Zmodem are (estimates):

Archived files (.LZH .ZIP .ARC .ZOO .ARJ and some others) ~1100 CPS
Text files ~1900 CPS (depends on textfile and where you download to)
Binary files ~1200-1900 CPS, depending on the specific file.

If you download to a floppy disk, performance will drop quite a lot. Use hard disk or RAM disk for optimal performance. Oh, and you will not get more than ~1920 CPS in any case because the serial port of the ST doesn't go faster than that. It is possible to do some hardware modifications to improve the speed however.

>--
>***
>* Mickey Boyd *
>* Systems Administrator *
>* Florida State University Mathematics Department *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
>***

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

6739. Re: High speed modem question

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 17:14:30 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993May9.171430.2216@prime.mdata.fi>
Source record: 206075
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1sigo7INNmkg@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>In article <C6qLAu.HKD@mailer.cc.fsu.edu>, boyd@gauss (Mickey Boyd) writes:
>
>>3. How does the cps rating work exactly? I am currently interpreting it to
>> mean "8-bit characters per second", so 9600 baud = 9600 bits per second
>> = 1200 cps (max). Is this correct?
>>
>
>NO its 9600/10, there are 10 bits to every 8 bit data byte..

That is only the case without error correction, because error
correction makes the connection synchronous and eliminates the
start&stopbits.

>>When I download binary files, I get 830-880 cps. The machine is a Mega2ST.
>>Thanks in advance for any comments.
>
>
>Using V42bis on compacted data slows things down a lot..

It doesn't, it is MNP5 that does that. V.42bis is more intelligent and
hasn't this problem.

>
>>* Mickey Boyd *
>>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
>
>
>
>
>
>Roger..... sheppard_r@kosmos.wcc.govt.nz
>

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

6740. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 19:58:06 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1sjnoeE97m@uni-erlangen.de>
Source record: 206078

molin@ptb.cl.msu.edu (Michael Olin) writes:

>evilandi@vnet.IBM.COM (Andrew Oakley) writes:

>This is the conclusion I've come to, after playing with our store demo
>unit for 2 weeks now... This is not a flame, frankly the ST has needed
>a "souped up" version for several years. The proof is in the pudding,
>so to speak. What will sell the Falcon is new, Falcon-only software.
>(We have the egg, now we need a chicken....) The only thing I've seen
>come down the pike is MusiCom, and a VERY SLOW TRICKLING of p.d/shareware
>stuff.

It is absolutely wrong to say there is not much new software for the FALCON!

There are MusicCom, D2D, Cubase Audio and some other commercial and shareware
products that take use of the Falcon's sound and DSP abilities. Cubase audio
is THE hit of the Frankfurt Music fair.

There are new programs to use the Falcon's TrueColor (for example for
video titling) - available (I have seen them at the CeBit).

There is professional software to use the DSP for Fastfourier Transform and
as a digital filter in real time (Rhotron Germany - they even have a Falcon
in a tower case with about 10 VME bus slots!).

All other things like MultiTOS, Speedo, Works and all good GEM applications
work and take use of the Falcons 16 & 256 color modes. Works is able to
play sounds in it's text files for example on the Falcon.

There is Black Mail, the voice mailing system ported from the NeXT
computer.

Certainly there are many other things - I posted the list shortly after the
CeBit already. The only thing I'm missing (well not REALLY missing) is
the first FALCON only game ;-)

If one thinks about that there are only some 10 thousands FALCONs out there
then one can say there is already a lot of software available for it.
Just compare it with the 2 million sold OS2 copies: There is really very few
software available that is written for OS2 2.0 really...

--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

6741. Re: Why can't I run anything on my Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 20:01:13 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1sjnu9E9bm@uni-erlangen.de>
Source record: 206077

anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:

>In article <1sd6poE9t4@uni-erlangen.de> mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>>

> Has anyone tried any of those "50/60hz" software programs on the Falcon?
>Would this have the same effect as it has on a regular ST on a U.S.
>monitor? (could've sworn I've used one on my Multisync to do 50hz)
>Or am I missing something?

The old ST programs don't work on the Falcon. But it's very easy
to switch from 60Hz PAL/NTSC to 50HZ PAL on a RGB monitor. But that is still
something different when a VGA monitor is connected.

--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

6742. Re: High speed modem question

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 20:02:58 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1sjo1ilNNp7b@golem.wcc.govt.nz>
Source record: 206076
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

] Using V42bis on compacted data slows things down a lot..

Not really, using V42bis causes virtually no-slowdown whatsoever on uncompressable data. MNP-5 slows things down a lot however!

I have my modem software set at 19200 with RTS/CTS flow control turned on, and the modem connected at 9600, I usually get around 1100 when I'm uploading or downloading! (I only use v42 not v42bis, as it doesn't work too well with my setup!)

6743. Re: Why can't I run anything on my Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 20:03:01 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1sjo1lE9d0@uni-erlangen.de>
Source record: 206079

bgilbert@cs.washington.edu (Ben Gilbert) writes:

>>If you have it connected to a VGA monitor your always in 60 Hz, so the
>>demo won't run. You MUST connect a PAL RGB TV for that program.

>A guy in our user group has a Falcon and this demo seems to run fine on it
>when connected to a SC1224. It might have been set to 50Hz or something
>by one of those 50/60Hz programs, but it _was_ working great on the normal
>ST color monitor, which I don't believe is PAL... :)

The ST color monitor IS a RGB monitor just like a normal TV. It is not
a VGA monitor. It is PAL or NTSC - but not VGA...

>Just a thought, perhaps it needed interlace mode to run, some Falcon demos
>seem to have this property. Anyhow, since the SC1224 does interlace this
>might be the explanation for it.

It doesn't need an interlaced mode.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

6744. Lexicore Vs. Cybercube (The GEMVIEW STORY)

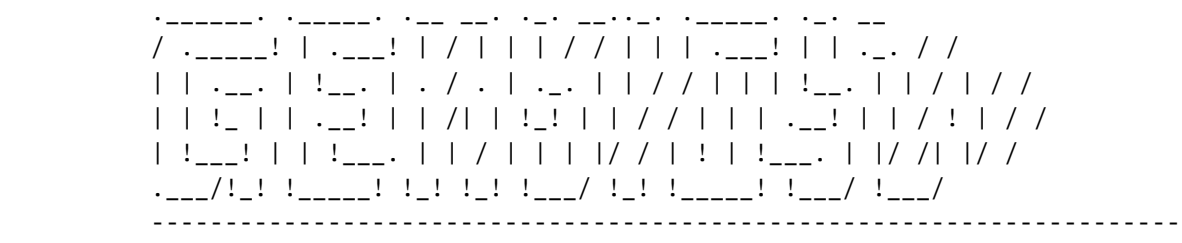
Newsgroup: comp.sys.atari.st
Date: 1993-05-09 21:01:40 UTC
From: drnibble@parrot.WPI.EDU
Message-ID: <1sjrfk$fti@bigboote.WPI.EDU>
Source record: 206080

As some of you might have heard many News and Rumours have been spread
through GENIE Atari BBS that Lexicor Software apparently claimed to have
acquired distribution rights for GEM-View. This is correct ONLY ABIDING TO
THE SHAREWARE RULES. ANy other accusations or messages by anyone else stating
otherwise I would like to see that evidence. Cybercube has started those false
accusations and have also falsely claimed to be themselves exclusive distributors
of the program GEM-View. However this is INCORRECT, Dieter has allowed both CYbercube
and Lexicor to freely distribute GEM-View as a SHAREWARE PRODUCT in NORTH AMERICA.
Lexicor Software has not broken ANY of the deals and agreements made with Mr. Dieter
Fiebelkorn who's honesty and hard work is truly being hampered with illegitimately
by Cyber Cube.

Please read this...a direct copy from GEnie, a claim made by Cybercube!

Category 7, Topic 33
Message 39 Fri May 07, 1993
CYBERCUBE (Ralf) at 18:25 EDT

****
---------- OFFICIAL ANNOUNCEMENT ----------
N E W D I S T R I B U T O R F O R



Cybercube Research Limited, Canada has acquired the exclusive rights
to distribute Dieter Fiebelkorn's GEM-View in North America.
Effective immediately, Cybercube Research Ltd. will solely handle all
customer support, registration, upgrade and marketing related issues.
The existing versions of GEM-View will remain SHAREWARE while the new
versions will only be available as a COMMERCIAL product.
For more information about our extensive upgrade policy, a full list
of the new and extended features, the next release or pricing simply
refer to our upcoming GEM-View press releases.
If you have any additional questions, please send your e-mail to
CYBERCUBE or contact us at:
Cybercube Research Limited
126 Grenadier Crescent
Thornhill, Ontario,
Canada, L4J 7V7
Tel. (416) 882 0294

Fax (416) 886 3261
BBS (416) 882 5895
GEnie CYBERCUBE
We would like to thank all GEM-View users for their continued support
and look forward to a exciting and new co-operation.
****

The above statement clearly shows that it was CYbercube who has made the false statement. According to Dieter Fiebelkorn there are NO exclusive rights to his SHAREWARE program or future to be released COMMERCIAL version.

I believe Cyber Cube owes Dieter Fiebelkorn a true apology for his over-statements.

Any replies to this mail to: drnibble@wpi.wpi.edu

Newsgroups: comp.sys.atari.st
Subject:
Summary:
Expires:
Sender:
Followup-To:
Distribution:
Organization: Worcester Polytechnic Institute
Keywords:

6745. Xenomorph-3D by Lexicor Software a GERMAN artikel

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 21:08:50 UTC
From: drnibble@parrot.WPI.EDU
Message-ID: <1sjrt2$g0k@bigboote.WPI.EDU>
Source record: 206081

all replies to drnibble@wpi.wpi.edu

Xenomoph-3D (Phoenix 512 U.S.A.) by Lexicor Software Corp.
*****this article is in German*******

Inzwischen gibt es schon einige 3D Rendering und Raytracing Programme wie
z.b. Lexicor Software's 3D Paket Phase-4. Der 3D Raytracer, Render 24 das im
Paket beinhaltet war, ist jedoch sehr sehr langsam. So konnte man zwar noch
immer besonderes schM-^Tne Animationen mit Chronos-3D machen, wer sie aber in
Photorealistischer QualitM-^Dt produzieren wollte (24 bit) muM-^^te bereit sein seinen
Atari Computer fM-^Ar Tage wenn nicht Wochen rechnen zu lassen denn fM-^Ar eine
brauchbare Animation dauert es nun mal sehr lange, ganz besonderes mit Render
24. Im Atari Sektor gibt es inzwischen 3D Editors und auch andere Raytracer
wie GFA Raytrace oder Inshape. Jedoch haben keine dieser Programme
besondere "Texture Mapping Features" und laufen auch nicht auf jeden Atari
problemlos.
Phoenix 512
Phoenix 512 ist ein solches Program das sehr schnell rendern kann, problemlos
auf jeden Atari lM-^Duft und unterstM-^Azt, sogar den Falcon und einzigartige "Texture
Mapping Features" hat. Zudem ist es voll kompatible zur Cyber Serie und ein
Produkt von Lexicor Software was bedeuten wM-^Arde das es auch voll kompatible
zur Phase-4 Serie ist. Im moment kann man nur Cyber Sculpt 3D2 bilder oder
RD1 (Phoenix Format) als 3D Format verwenden aber in kM-^Arze wird es auch
ANM files laden kM-^Tnnen. Das bedeutet das man in Chronos erzeugte Animationen
in Phoenix 512 rendern kann.
Formate
Das Program verwendet 3D2 (Cyber Format) Bilder, CTL (Cyber Control) und das
hauseigene RD1 als 3D Format. RD1 ist der einzige 3D Output file. Wenn man in
RD1 abspeichert, speichert man die gesamte Phoenix einstellung fM-^Ar dieses
Objekt(e) wie zb. Beleuchtung, OberflM-^Dche, Kamera einstellung usw. Die Leute die
noch Cyber Control verwenden kM-^Tnnen nun ihre Animationen durch Phoenix
errechnen lassen und somit ihre 3D Animationen auf jede AuflM-^Tsung errechnen
lassen, sei es nun ST, TT oder Falcon da Cyber Control selbst nur die ST
AuflM-^Tsungen unterstM-^Azte.
Als End Format unterstM-^Atzt Phoenix das Spektrum Format d.h. das es auf einem
normalen ST bis zu 512 Farben gleichzeitig Rendern kann und auf einen STE
unterstM-^Azt er automatisch die erweiterte 4096 Farben. AuM-^^erdem unterstM-^Azt
Phoenix noch GIF und Targa files. So kann man Einzelbilder als GIF, Targa oder
SPC file abspeichern und anschauen. Phoenix 512 unterstM-^Azt bis zu 16,7 Millionen
Farben gleichzeitig, jede VDI freundliche Karte sollte darauf laufen ohne
Probleme.
Texture Mapping
Texture Mapping bedeutet soviel wie OberflM-^Dchen belegegung. Man kann jetzt in
Phoenix 512 eine Marmor oder Holz OberflM-^Dche definieren und diese dann in
einem 3D Objekt als OberflM-^Dche zugeben. Es gibt optionen wie grain perturbation

und color pertubation mit denen man die Art der verbreitung der Farben eingeben kann so das man frei definierbare Marmor oder Holz OberflM-^Dchen geben kann. Das ganz besondere Texture Mapping feature von Phoenix 512 ist aber das Image Mapping. Mit Image Mapping kann ich meine eigene OberflM-^Dche creieren und verwenden z.b. ich hole mir irgendein Bild, digitalisiere es in Farbe (oder SW), speichere es als GIF (Graphics Interchange Format von Compuserve Inc.), Targa (AT&T true colour files) oder SPC (Spektrum file) format und verwende es in Phoenix als eine regulM-^Dre OberflM-^Dche. So kann ich die frei defienierte OberflM-^Dche bespiegeln lassen, flach aufsetzten oder auch auf dem 3D Objekt umwickeln. Somit kann ich jedes x-beliebige Farbblid als OberflM-^Dche verwenden. Dieses Farbbild kann ich dann noch auf eine andere OberflM-^Dche bespiegeln lassen.

KompatibilitM-^Dt und AuflM-^Tsung

Phoenix 512 lM-^Duft problemlos auf jedem Atari Computer und kann auf jede x-beliebige Atari AuflM-^Tsung Rendern und Raytracen. Besonders praktisch ist das Phoenix auch den Mathematischen Co-prozessor unterstM-^Azt so fern man so etwas hat. Man kann in Phoenix einstellen auf welchen Format er Rendern soll z.b. kann ich auf einen TT im Falcon Format rendern und umgekehrt. Zwar kann ich auf einem TT nicht die gleichen Farben kriegen und deshalb auch nicht ur-plM-^Ttzlich ein Falcon Bild auf einem normal-TT hinzaubern aber wenn man bedenkt das ein TT SerienmM-^DM-^^ig mit Co-prozessor kommt und noch dazu doppelt soviel Mhz hat wie ein Falcon dann kann es doch ganz praktisch werden. So kann ich Falcon Animationen auf einem TT machen in 4 facher geschwindigkeit, und ich kann mit Phoenix schon jetzt Falcon Demo's machen ohne das ich einen Falcon habe.

Raytracing & Rendering

Phoenix erstellt seine Bilder im sogenannten Raytracing verfahren. Man kann in Phoenix einstellen in welcher QualitM-^Dt und in welcher AuflM-^Tsung (und farb palette) er Rendern soll. So hat man die wahl ob man jetzt in Polygon/Flat, Goraud, Phong oder in Phong/Shadow Rendern soll. Polygon ist die einfachste Schattierung, natM-^Arlich ist die berechnungszeit sehr schnell fM-^Ar Bilder die im Polygon Schattiert werden. Phong ist die feinste Schattierung, Phong/Shadow wirft zusM-^Dtzlich noch einen Schattenbild. Die Berechnungszeiten im Phong/Shadow Modus kann aber Stunden dauern, das fertige Resultat ist jedoch sehr eindrucksvoll.

Animation

Mit Phoenix kann man Animationen machen nach dem man die notwendige 3D Objekte geladen hat und dementsprechend bearbeitet hat. Wenn nun jedes Objekt die entsprechende OberflM-^Dche hat, die Beleuchtung stimmt und die Kamera einstellung korrekt ist, kann man seine Animation aufnehmen. Phoenix 512 kann zur Zeit Einzelbilder errechnen und diese dann in einem Gesamt Format abspeichern. Phoenix unterstM-^Azt eine elementare form des Key-frame-animation. Es erlaubt die eingabe von der Kamera (oder Objekt) position der ersten und des letzten Frames. Danach gibt man ein wie viele Frames man fM-^Ar diese animation braucht und fertig ist die Animations information. Z.b. ich habe ein 3D Objekt und will das die Kamera sich um 60 horizontale grade um das Objekt bewegt. Also stelle ich die Kamera beim ersten Frame auf 0 grad und beim letzten Frame auf 60 grad und der Computer berechnet die Zwischenframes schon fM-^Ar mich.

Wenn der Computer nun die Animation Daten hat dann speichert er sie in ein

PA1 file ab das die notwendige Bildinformation liefert fM-^Ar den Key-frame wenn Phoenix die einzelnen Bilder berechnet.
Phoenix kann im moment noch nicht in einem Gesamtformat abspeichern. Im moment werden nur Einzelbilder abgespeichert und numeriert (z.b. Anim1.Gif, Anim2.Gif usw.). Danach kann man die Animation im mitgelieferten GIF to VDO Converter Program zu einer Gesamt Animation zusammenbauen und diese dann mit dem Program VDO Player, der auch im Paket beinhaltet ist, abspielen.
Zurzeit befindet sich aber dieses VDO Format noch in der M-^^eta Phase, die derzeitige Version vom VDO Player machen da noch etwas schwierigkeiten beim abspielen der animation z.b. funktioniert sie derzeit nur in TTlow. Wer Prism Paint besitzt kann die einzelnen Gif's auch in Prism Paint reinladen und zu einer Komplett Animation bauen. Da es aber manchmal verschiedene Paletten per Frame gibt wird es nicht fM-^Ar die ganze Animation reichen da Prism Paint im FLM Format keine Einzelne Palette information pro Bild hat. So sind die ersten 10 Frames in einer Palette, die nM-^Dchsten 10 in einer anderen. Daher wird an ein neues Malprogram gearbeitet das daM-^^ VDO Format lesen kann und Single-Palette per frame hat (Einzelne Palette information pro Bild).
FM-^Ar die Zukunft
Ende JM-^Dnner sollte Phoenix komplett Phase-4 Kompatible sein. Es kann dann mit Chronos erstellte ANM files lesen und im VDO Film Format abspeichern, d.h. das man dann auch alle 3D Objekte in der Chronos Animation neu EinfM-^Drben und neue OberflM-^Dchen geben kann. Wenn die neuen angekM-^Andigten Produkte von Lexicor Software fertig sind (Mona Lisa, ein 24 Bit Mal & Animations Program, Meridian, ein 3D 24 Bit Mal & Animations Program) dann kann man mit Phoenix ordentliche Animationen in jeder AuflM-^Tsung erstellen. Es ist zwar im moment noch nicht geplant aber es wM-^Dre sicher sehr praktisch wenn Phoenix 512 den Falcon komplett unterstM-^Azten wM-^Arde d.h. nicht nur Grafik Modi sondern auch den DSP. Dann wM-^Dre das Raytracen mindestens doppelt so schnell wie als auf einem TT. Das macht das Arbeiten auf dem Falcon noch sinnvoller. Im moment wM-^Dre nur die verbesserte Grafik AuflM-^Tsungen und die Output Hardware (VGA, RGB und normales HF Signal) vom Falcon das Argument auf einem Falcon 3D Rendering und Raytracing zu machen. Es ist also zu hoffen das Phoenix 512 oder irgend welche Software in der Richtung in Zukunft den DSP unterstM-^Azten wM-^Arden.
Fazit
Phoenix 512 ist in der derzeitigen Version ein sehr gutes Program. An dem Program wird es noch einige verbesserungen geben die ich vorher beschrieben habe. Insgesamt macht Phoenix einen sehr kompletten Eindruck. Die Leistung die dieses Program bringt ist sehr gut, man kann sehr schM-^Tne & eindrucksvolle Fotorealistische Bilder & Animationen erstellen auf jeden Atari. Das User-Interface (BedienungsoberflM-^Dche) ist M-^Abersichtlich und einfach zu bedienen. Richtig interessant fM-^Ar Chronos-3D Anwender wird es aber erst wenn es ANM (Chronos Animation file) Kompatible sein wird.
Wer Phase-4 schon hat wird versichert das es Chronos ANM file Kompatible sein wird. In der jetzigen Version ist es aber noch immer sehr nM-^Atzlich insbesonderes die Texture Mapping Features und das schnelle Rendering.
FM-^Ar Leute die noch keinen einzigen 3D Animations Paket haben werden Phoenix als Einsteigerpaket sicher sehr gut finden. FM-^Ar AS 960 kriegt man Phoenix 512 mit Cybersculpt (Den 3D Editor von Antic) und ein paar System Utilities die sehr nM-^Atzlich sind fM-^Ar den Phoenix Anwender. Das Handbuch ist in English, das

dM-^Arfte aber keine groM-^^e HM-^Arde sein fM-^Ar den ernsthaften Anwender, ganz besonders nicht fM-^Ar diesen M-^DuM-^^erst gM-^Anstigen Preis. Aber selbst fM-^Ar den einfachen
Hobbyanwender ist dieses Program sehr nM-^Atzlich da es fM-^Ar jedermann erschwinglich ist. Zudem macht es einfach spaM-^^ mit diesen Program zu arbeiten.
Wer also schon immer 3D Fotorealistische Bilder, Key-frame animation auf seinen ST/STE/TT oder bald Falcon (wenn er endlich verkauft wird!) erstellen wollte aber immer abgeschreckt wurde weil der Preis fM-^Ar normale & gM-^Dngige Raytracer und 3D Keyframe Animators zu kostspielig erschien, dann ist er mit Phoenix 512 bestens bedient.
FM-^Ar diesen Preis kann ich das Program nur wM-^Drmstens empfehlen.

6746. CeBIT Report from Lexicor Software

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 21:27:15 UTC
From: drnibble@parrot.WPI.EDU
Message-ID: <1sjsvj$gdj@bigboote.WPI.EDU>
Source record: 206083

any news or replies to drnibble@wpi.wpi.edu

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A-1190 Vienna
AUSTRIA
Tel: (222) 36 75 92
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CEBIT Report from Yat Siu
Hi
As European Representative of Lexicor Software and as the only Lexicor member present at the CeBIT I make this report available for everybody in the US and especially for all the Lexicor Users.
CeBIT was again an amazing spektacle as always boasting to host over 650,000 visitors this year. The CeBIT is the Number 1 Computer Fair in the whole of Europe, to think that it is a purely German thing is quite wrong. There were people from the North America, Middle East, Far East even Africa and South America, the Eastern Bloc Countries etc. now to the Atari Part.
In comparison to the previous years Atari has suffered, as expected, a dramatic set back. However, Atari has covered it up well, the stand was still quite large and impressive. The previous year has about 116 full stands....this year only 60 or so. But Atari have made it so that the actual stand was still as big as the previous years, they made the actual Atari Club House smaller and doubled the size of the actual stands than last year, for most displayers...we were one of the Lucky ones :) our stand (nr.11 and 13) happened to be one of the biggest ones! There were no ST's or Mega's, only Falcon and TT's. Atari like the year before had a huge presentation stand where it displayed multimedia, sound and animations (Overscan Animations and Hardware + Lexicor Animations) on a very large video monitor (if i recall about 8 * 6 Montitors of 17" each glued together to make one gargantuos monster f____r monitor.
Lexicor Software Stand and Richter Distributor
This Stand (our stand) Had 2 Falcon's, 2 TT's, 1 Atari SC1435 Monitor (cough, cough), 2 PTC1426, 1 21" Eizoscreen Multisync Monitor and 1 Atari TT High Rez Monitor. 3 Computers were constantly presenting 3D Rendering and Animations, and one demonstrated the new GFA Basic and Castell, an architecture Program. We showed off Xenomorph, Chronos-3D, Prism Paint, Meridian and generally Phase-4. The response was very good. Everybody loved Xenomorph (Phoenix U.S.A.), there were many questions asked about Chronos and how Xenomorph and Chronos would link up. We were promised excellent Press...in ST Computer, ST Magazin, ST Magazin (France), TOS, ST Nieuws (Hungarian I think?). We were the only ones showing moving Animations on the Falcon and TT with the Nova Graphics Board (we used 640*480 in 256 and 32k colours). Lexicor Software Products all ran perfectly on the NOVA VME Card (Chronos-3D (v.1.31), Prism Paint, Xenomorph, Genesis, Cyber Color, Prism Render 24 etc. tools) however in Chronos you could

create an animation but the v.1.31 wuold not identify the Nova resolutios....yet. Richter also showed TELL-IT, an answering phone system for Atari's and a Falcon Speedup making the Falcon030 boost up from 16 to 36MHZ and have a 50MHz FPU included turning the Falcon into a true Power Horse. Especially useful for increasing Rendering Speeds. Richter also showed a memory expansion board which only cost 30 dollars....but it required soldering to put the SIMMS on board.

GeSOFT

Displayed their memory expansion for the Falcon...driven by an own processor this RAM is faster than TT Fastram and comes in an external case for the Falcon.

OMIKRON

Displayed their new Painting Program PIXART and a very innovative and intuitive design for a database called Freeway which enables you to set your own path eg. in our case. Freeway would execute the Player Program by Lexicor Software and show the animation with the name given in the Freeway Database, so I just need to click on a theme (self-defined) eg. Skeleton and it will load the Skeleton Animation upon clicking it.

Brainstorm

They presented the most interesting DSP stuff on this years show surprising everyone with their MPEG Player which may prove very interesting for Multimedia. Using the DSP to decompact it could play true colour upto 12 frames a second without the Richter Speedup. They also had a Jpeg Viewer and FLI Players.

DOA

Being the only other US Company present aside from us displayed a Telephone System for the Falcon Computer.

Steinberg

Pretty obviously they showed everybody their newest MIDI stuff on the Falcon.

DDD

They showed a Falcon030 in an external casing, but apart from the external that was it, a VME would have been nice.

TradeIT

They showed off Digitape (a digital tapemaster....basically turning your Falcon into a 4 track) for the Falcon and Chagall, a Powerful Paint and Retousching tool for both Falcon, TT and any other VDI Graphics Card such as the Crazy Dots.

Overscan

Presented their Genlock for the Falcon and Overlay, a pimitive but easy to use 2D Animation and Video Display Set up. Their Genlock was shown at the actual big presentation stand. Overscan presented pretty much Multimedia on the Falcon, at a very basic level, includiogn their Falcon Screen Blaster.

TKR

As the year before TKR presented their Telecommunications Hardware and Software including their Crazy Dots Card which can do 8 bit, 15 bit and now even 24 bit Palette (There will be an NVDI for the 24 bit version according to TKR), in resolutions from 640*400 till upto 1664*1280. TKR is one of the leading graphics card developers in German with literally thousands of Cards sold. The support for this system is truly amazing. (Xenomorph (Phoenix U.S.A.), Prism Paint, Cyber Color and the unreleased version of CHRONOS works on it).

MATRIX

And yet another Graphics Hardware leader in the Atari Market. While the Crazy Dots sold their 8 bit systems quite well, Matrix has sold a couple hundred if not thousand of their 24 bit Card (and several thousands of their 8 bit card). The

TC1208 is a masterpiece of a card and in Europe well-respected to be the best Graphics Card around for the VME bus. With virtual resolution up to (actual max: 1280*1024) 4608*3600 in mono, 1634*1280 in 256, 1152*896 (actual resoultion) in 16 bit and 832 * 624 in 24 bit (2 Mb RAM) this card is a true masterpiece, very quick VDI's and beautiful tools like a Mega Fast Zoom option. It is a 32 Mhz (TMS 34020) with the ability to digitize in real time with the MAT DIGI Card which also runs on the Falcon030. I am glad to announce that Xenomorph (Phoenix U.S.A.), Cyber Color and Prism Paint run on all the Matrix Cards.

ASH

One of the most prominent Atari Programmers, they showed their applicatios such as Pure C, Pure Pascal (OOP) and Phoenix database.

H3 Systems

They showed off DA's Vektor which is a very pretty and useful vektor oriented Drawing Program. Now it uses 3D Functios and produces pseudo 3D Effects but it is not really 3D, more 2D. DA's Vektor is a very powerful drawing tool in general. There have been a lot more than just that, however I cannot go into so much depth about everything. I will post some more CeBIT news if requested, however until now, that is all about CeBIT I will post. Atari may be not doing as great as it did 2 years back, but it is far from dead, at least in Germany so.

6747. 8bit emulation???

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 21:27:17 UTC
From: gcl3@cunixb.cc.columbia.edu
Message-ID: <1993May9.212717.262@news.columbia.edu>
Source record: 206086

Does anyone out there in Atariland know if I can emulate an 8bit with my ST
or emulate either or both with an IBM??

I have some early versions of the ST Xformer which run hardly anything at all
and what they do run (mostly BASIC programs) they run at slower than a
snail's pace.

Greg Langmead
gcl3@cunixb.cc.columbia.edu

6748. Xenomorph-3D Artikel in German (C) Lexicor Software

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 21:30:11 UTC
From: drnibble@parrot.WPI.EDU
Message-ID: <1sjt53$gfb@bigboote.WPI.EDU>
Source record: 206084

Any replies to drnibble@wpi.wpi.edu, German file on XENOMORPH 3D XEST ARTIKLE.

XENOMORPH-3D (Phoenix 512 U.S.A.)

Inzwischen gibt es schon einige 3D Rendering und Raytracing Programme wie
z.b. Lexicor Software's 3D Paket Phase-4. Der 3D Raytracer, Render 24 das im
Paket beinhaltet war, ist jedoch sehr sehr langsam. So konnte man zwar noch
immer besonderes schM-^Tne Animationen mit Chronos-3D machen, wer sie aber in
Photorealistischer QualitM-^Dt produzieren wollte (24 bit) muM-^^te bereit sein seinen
Atari Computer fM-^Ar Tage wenn nicht Wochen rechnen zu lassen denn fM-^Ar eine
brauchbare Animation dauert es nun mal sehr lange, ganz besonderes mit Render
24. Im Atari Sektor gibt es inzwischen 3D Editors und auch andere Raytracer
wie GFA Raytrace oder Inshape. Jedoch haben keine dieser Programme
besondere "Texture Mapping Features" und laufen auch nicht auf jeden Atari
problemlos.
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Phoenix kann im moment noch nicht in einem Gesamtformat abspeichern. Im moment werden nur Einzelbilder abgespeichert und numeriert (z.b. Anim1.Gif, Anim2.Gif usw.). Danach kann man die Animation im mitgelieferten GIF to VDO Converter Program zu einer Gesamt Animation zusammenbauen und diese dann mit dem Program VDO Player, der auch im Paket beinhaltet ist, abspielen. Zurzeit befindet sich aber dieses VDO Format noch in der M-^^eta Phase, die derzeitige Version vom VDO Player machen da noch etwas schwierigkeiten beim abspielen der animation z.b. funktioniert sie derzeit nur in TTlow. Wer Prism Paint besitzt kann die einzelnen Gif's auch in Prism Paint reinladen und zu einer Komplett Animation bauen. Da es aber manchmal verschiedene Paletten per Frame gibt wird es nicht fM-^Ar die ganze Animation reichen da Prism Paint im FLM Format keine Einzelne Palette information pro Bild hat. So sind die ersten 10 Frames in einer Palette, die nM-^Dchsten 10 in einer anderen. Daher wird an ein neues Malprogram gearbeitet das daM-^^ VDO Format lesen kann und Single-Palette per frame hat (Einzelne Palette information pro Bild).
FM-^Ar die Zukunft
Ende JM-^Dnner sollte Phoenix komplett Phase-4 Kompatible sein. Es kann dann mit Chronos erstellte ANM files lesen und im VDO Film Format abspeichern, d.h. das man dann auch alle 3D Objekte in der Chronos Animation neu EinfM-^Drben und neue OberflM-^Dchen geben kann. Wenn die neuen angekM-^Andigten Produkte von Lexicor Software fertig sind (Mona Lisa, ein 24 Bit Mal & Animations Program, Meridian, ein 3D 24 Bit Mal & Animations Program) dann kann man mit Phoenix ordentliche Animationen in jeder AuflM-^Tsung erstellen. Es ist zwar im moment noch nicht geplant aber es wM-^Dre sicher sehr praktisch wenn Phoenix 512 den Falcon komplett unterstM-^Azten wM-^Arde d.h. nicht nur Grafik Modi sondern auch den DSP. Dann wM-^Dre das Raytracen mindestens doppelt so schnell wie als auf einem TT. Das macht das Arbeiten auf dem Falcon noch sinnvoller. Im moment wM-^Dre nur die verbesserte Grafik AuflM-^Tsungen und die Output Hardware (VGA, RGB und normales HF Signal) vom Falcon das Argument auf einem Falcon 3D Rendering und Raytracing zu machen. Es ist also zu hoffen das Phoenix 512 oder irgend welche Software in der Richtung in Zukunft den DSP unterstM-^Azten wM-^Arden.
Fazit
Phoenix 512 ist in der derzeitigen Version ein sehr gutes Program. An dem Program wird es noch einige verbesserungen geben die ich vorher beschrieben habe. Insgesamt macht Phoenix einen sehr kompletten Eindruck. Die Leistung die dieses Program bringt ist sehr gut, man kann sehr schM-^Tne & eindrucksvolle Fotorealistische Bilder & Animationen erstellen auf jeden Atari. Das User-Interface (BedienungsoberflM-^Dche) ist M-^Abersichtlich und einfach zu bedienen. Richtig interessant fM-^Ar Chronos-3D Anwender wird es aber erst wenn es ANM (Chronos Animation file) Kompatible sein wird.
Wer Phase-4 schon hat wird versichert das es Chronos ANM file Kompatible sein wird. In der jetzigen Version ist es aber noch immer sehr nM-^Atzlich insbesonderes die Texture Mapping Features und das schnelle Rendering.
FM-^Ar Leute die noch keinen einzigen 3D Animations Paket haben werden Phoenix als Einsteigerpaket sicher sehr gut finden. FM-^Ar AS 960 kriegt man Phoenix 512 mit Cybersculpt (Den 3D Editor von Antic) und ein paar System Utilities die sehr nM-^Atzlich sind fM-^Ar den Phoenix Anwender. Das Handbuch ist in English, das dM-^Arfte aber keine groM-^^e HM-^Arde sein fM-^Ar den ernsthaften Anwender, ganz

besonders nicht fM-^Ar diesen M-^DuM-^^erst gM-^Anstigen Preis. Aber selbst fM-^Ar den einfachen
Hobbyanwender ist dieses Program sehr nM-^Atzlich da es fM-^Ar jedermann erschwinglich ist. Zudem macht es einfach spaM-^^ mit diesen Program zu arbeiten.
Wer also schon immer 3D Fotorealistische Bilder, Key-frame animation auf seinen ST/STE/TT oder bald Falcon (wenn er endlich verkauft wird!) erstellen wollte aber immer abgeschreckt wurde weil der Preis fM-^Ar normale & gM-^Dngige Raytracer und 3D Keyframe Animators zu kostspielig erschien, dann ist er mit Phoenix 512 bestens bedient.
FM-^Ar diesen Preis kann ich das Program nur wM-^Drmstens empfehlen.

6749. PHASE-4 by Lexicor Software in German

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 21:32:57 UTC
From: drnibble@parrot.WPI.EDU
Message-ID: <1sjta9$giu@bigboote.WPI.EDU>
Source record: 206085

Any replies to drnibble@wpi.wpi.edu, this artikle is in German about the Phase-4 Animation Series by Lexicor Software Corporation.

3D-Animation, Raytracing und Rendering war fM-^Ar viele ST/TT User ein traum. Es gab zwar lange fM-^Ar den ST Antic's Cyber-Series die 3D-Animation ermM-^Tglichte (mit viel umstand), oder das bekannte GFA-Raytracer,
aber man brauchte nur einmal ein blick auf die Konkurrenz werfen und schon
wollte man sich verstecken und nie wieder das wort "Raytracing" oder "Rendering" aussprechen. Klarerweise war der ST mit seinen 512 Farben nicht gerade M-^Appig dafM-^Ar ausgestattet worden, und der STE mit seiner erweiterten Farbpalette wurde nie ausgenutz zumal das sowieso schwierig war da er auch nur genau so viele Farben gleichzeitig
darstellen konnte, wie sein greiser Vorfahre, nM-^Dhmlich 16. Dann kam der TT,
vollausgestattet mit neuen Graphik fM-^Dhigkeiten; voller stolz prM-^Dsentierte man den TurboAtari und bescherte der Atari Welt die wohl am wenigsten gebrauchte AuflM-^Tsung in der ganzen Atari Computer
Geschichte.....TTlow. Bis zum heutigen Zeitpunkt (9.10.1992) habe ich mehr Finger als es Programme gibt die diese AuflM-^Tsung nutzten,
auM-^^erdem war sie schon irgendwie eigenartig (vielleicht wollten sie einen Cinemascope effekt?), aber man kann immerhin in der AuflM-^Tsung
bis zu 256 Farben gleichzeitig darstellen. Da hat man jetzt einen schnellen Rechner der nicht nur die notwendige Farben (320X480 mit 256 Farben) aufbringen kann sondern auch eine recht angenehme und akzeptable AuflM-^Tsung hat(640X480 mit 16 Farben, Leider sind die nicht kombiniert, typisch Atari, sparen wie immer am falschen ende!),
und noch immer kein anstM-^Dndiges 3D Raytracer, Rendering program oder
Animator weit und breit bis vor kurzem: "Inshape" heiM-^^t das neue Deutsche Wunderkind im bereich 3D-Key-Frame-Animation. Alle Deutsche Magazine reden darM-^Aber und behaupten es sei "Konkurrenzlos". Was aber fast keiner weiM-^^ ist das es ein solches Program schon seit April 1991 existierte.
Die Produktreihe die ich meine ist die in der U.S.A bekannte "Phase-4" Kollektion von der Firma LEXICOR. Mit ihr kann man 3D-Key-frame Animationen machen, Raytracen und Rendern, und wann der Film fertig ist abspielen, auf Video aufnehmen etc. AuM-^^erdem unterstM-^Atzt sie jede ST/TT auflM-^Tsung und macht sogar von der

erweiterten Farbpalette des STE gebrauch. ZusM-^Dtzlich funktioniert sie auch mit der JRI & ISAC Colourboard, Leonardo und die Matrix Karten C32 & COCO. Ein Teil funktioniert sogar jetzt schon mit dem FALCON030 und unterstM-^Atzt die erweiterte Farbpalette und AuflM-^Tsungen. Diese Produktreihe hat man den EuropM-^Dischen Atari Usern vorenthalten, hauptsM-^Dchlich weil es komplikationen mit dem ehemaligen Vertrieb gab.
ZUR SOFTWARE (war aber auch Zeit!)
"Phase-4" besteht zur Zeit aus 4 Hauptteile bzw. Programme und aus weiteren kleineren
Programme die das leben des 3D-Animators erleichtern. Ich werde zuerst eine kurze Program beschreibung machen von jedem Bestandteil zur einfM-^Ahrung.
CYBERSCULPT und RENDER FOR SCULPT
Das sind die Modeller, damit werden die 3D Shapes erzeugt die sie dann als Objekte in ihrer eigenen Animation einbinden kM-^Tnnen.
CHRONOS-3D
ist ein 3D-Key-frame-Animator. Er verwendet die erzeugten 3D Shapes um damit eine ganze Filmsequenz zu produzieren. Durch ein sehr gut durchdachtes User-Interface kann mit ganz einfacher Point&Click manier die komplexesten Animationen erzeugen. Wer CHRONOS kauft kriegt Cybersculpt gratis dazu.
PRISM PAINT
Ein Mal und Animations program. Damit kann man Einzelbilder sowie erzeugte Animation von CHRONOS reinladen zum editieren, retouschieren etc.
Interessant ist sicher das dieses Program auch auf dem FALCON030 lM-^Duft und die erweiterte Farb-Palette nutzt. PRISM PAINT selbst war nur als Retouschier program gedacht und ist daher nicht so gut geeignet fM-^Ar selbst erzeugte 2D Animationen wie etwa Antic's Cyberpaint. Es ist mM-^Tglich aber relativ schwierig ohne CHRONOS, es ist aber zur zeit noch immer einzigartig fM-^Ar den TT.
PRISM RENDER
kann 3D animationen von Chronos laden und die ganze Animation in Fotorealistischer qualitM-^Dt produzieren bis zu 24 bit farbtiefe. Berechnung durch diesen Program kann Stunden und Tage dauern pro bild, das ergebniM-^^ ist aber imponierend. In Prism Render kann man dann auch jedes einzelne Objekt neu definieren mit anderen OberflM-^Dchen wie zb. WM-^Dssrig oder Durchsichtig etc.
ROSETTA-3D TRANSLATOR
3D File M-^Abersetzter, damit kann man IBM, MAC und AMIGA (IGITT!) formate
M-^Abersetzten (z.b. PIXAR) im RENDER FOR SCULPT format (3D4).
PHOENIX 512 (Noch kein Handbuch)
Texture mapping program, damit kann ich meine 3D shapes einzeln mit einer anderen Material Schicht "belegen" zb. Marmor, HM-^Tlzern etc. zwar kann das PRISM RENDER auch nur kann ich diese 3D modelle gleich in CHRONOS verwenden was dann natM-^Arlich viel schneller bearbeitet wird weil es gerendert wird aber nicht geraytract.

GENESIS
Effect erzeuger und Fraktaler Welten bauer.
UTILITIES
Extra Produkte die das Leben des 3D Animators leichter machen.
Geliefert wird "PHASE-4" in einem Gesamt Paket das aus CHRONOS-
3D, CYBERSCULPT, PRISM PAINT und PRISM RENDER besteht. Man
kann
aber natM-^Arlich alles selber einzeln erwerben. Da man zb. mit
CHRONOS-3D schon alleine anschpruchsvolle 3D Animationen
produzieren oder mit PRISM PAINT 2D bzw. nur Bilder malen kann.
Das Handbuch zu CHRONOS-3D, PRISM PAINT und CYBERSCULPT
ist sehr umfangreich. Sie sind in drei verschiedene HandbM-^Acher
abgepackt, je in einem DIN-A5-Ringbuch-Ordner. FM-^Ar CHRONOS gibt
es 4 disketten, fM-^Ar PRISM PAINT eine und fM-^Ar CYBERSCULPT
ebenfalls eine. Das Handbuch gibt es zur Zeit nur auf English,
aber es ist sehr gut und einfach geschrieben so das selbst
AnfM-^Dnger der Englishen Sprache damit zurecht kommen kM-^Tnnen.
Es ist nicht
schwierig eine anschpruchsvolle Animation zu erzeugen. Um ihnen
als Leser einen Eindruck zu verschaffen werde ich ihnen wM-^Trtlich
beschreiben wie man einen 3D Film mit diesem Produkt erstellen
kann und werde ihnen dabei gleichzeitig (hoffentlich) das Produkt
nM-^Dherbringen.
ERSTELLEN DER OBJEKTE
Um einen 3D Animierten Film zu produzieren mM-^Assen wir zuerM-^^t die
Akteure dazu produzieren. Das kann jetzt irgendein Haus, Skelett,
Ball, Kreatur sein. Um so etwas zu produzieren verwendet man
entweder Cybersculpt oder Render for Sculpt. Cybersculpt ist
trotz des Alters noch immer eines der besten CAD 3D Modeller fM-^Ar
den Preis. Cybersculpt bietet als basis 8 verschiedene 3D
KM-^Trper vor, ist aber nicht darauf beschrM-^Dnkt. Man kann auch
eigene neuartige formen mit den 3D Editor machen, nachdem man
seine Grundform gemacht hat kann man dann noch immer dazu weitere
3D formen geben, man kann das original verschieben, verdrehen,
vergrM-^TM-^^ern usw. und auM-^^erdem erlaubt Cybersculpt auch einige
effekte die dann als 3D Bild besonders interessant ausschauen
zb. magnet verschiebt alle punkte in die richtung des magnetes so
kann man den Eindruck einer delle in dem 3D Model geben.
Wegen des Templates kann man sehr genau die einzelnen
verbindungspunkte einsetzten um eine ziemlich genaue 3D Form zu
produzieren. Trotz all den funktionen ist es mM-^Ahsame arbeit und es
kann manchmal stunden dauern bis das gewM-^Anschte Model fertig ist.
Sollte man zu faul sein dann kann man 3D files umsetzten von den
traditionelleren CAD 3D Graphical Home-PC-Hardware. Wie zum
beispiel Apple (zb. Macrenderman files), Amiga Sculpt (Ughh! Wer
will das schon!?) oder IBM DXf10. Diese files kM-^Tnnen dann mit
hilfe des ROSETTA 3D File translator auf CAD 3D2 format
konvertiert werden so das man diese 3D Modelle im ATARI mit
CHRONOS verwenden kann.
Nachdem man jetzt seine Objekte hat kann man diese dann in

CHRONOS-3D einsetzten und animieren.
3D KEY-FRAME-ANIMATION
Die "Key-Frame-Technik" nimmt viel mM-^Ahsame arbeit weg.
CHRONOS-3D
arbeitet mit sogenannten "Tween-frames" und "Key-frames" indem
der Computer die animierten AblM-^Dufe selber produziert zb. habe
ich 90 frames zur verfM-^Agung und ich mM-^Tchte ein 3D Model zwischen
den frames 1 und 90 auf 360 grad verdrehen. Alles was ich machen
muM-^^ ist das model auf frame 1 auf 0 grad lassen und dann gleich
auf frame 90 gehen und das model auf 360 grad verdrehen (Das
sind die Key-frames). Dann berechnet der Computer die ablM-^Dufe
zwischen den frames schon selber(und das sind die Tween frames).
BEDIENUNGSFREUNDLICH UND EINFACH
Chronos-3D M-^Aberrascht durch eine sehr einfache
BedienungsoberflM-^Dche. Man kann im wahrsten sinne des wortes durch
einfaches point & klicking schon recht gute animationen
erstellen. Es gibt in den Setup optionen womit ich in Chronos
wM-^Dhlen kann ob ich mit Wireframes oder Shaded Objekte arbeiten
will. NatM-^Arlicherweise ist das arbeiten mit Wireframes viel
schneller, nur um die eigentliche Animation zu produzieren.
Chronos hat ein kleines extra, man kann alles in box wireframes
umwandeln, so ist das bearbeiten viel schneller.
Die Animation Tools (Werkzeuge) sind sehr M-^Abersichtlich
eingebaut. So kann ich zb. durch einfaches anwM-^Dhlen der funktionen
meine 3D Objekte, verformen, vergrM-^TM-^^ern und verkleinern in allen
mM-^Tglichen richtungen (entweder nur breite, oder lM-^Dnge verM-^Dndern
usw.), verzerren oder rotieren M-^Aber die X, Y, Z und XY achsen.
Weiters kann ich auch auswM-^Dhlen ob ich es M-^Aber den Zentrum des
Objektes
oder M-^Aber den einstellbaren Ursprung rotieren lasse. AuM-^^erdem
kann man mit dem "Cycle" command Animationszyclen zu produzieren,
so das ein Object sich in ein anderes verwandelt. Mit dem Add
Morph kann man dann die Zwischenphasen (Tween-Frames) dazugeben
so das der Computer die verwandlung von Objekt A zu Objekt B
umsetzt, voraussetzung ist das sie die gleiche Punkteanzahl
haben.
Das Objekt muM-^^ man dann irgendwie Belichten sonst kriegt man nur
eine
Farbe auf dem Bildschirm....nM-^Dhmlich Schwarz.
BELEUCHTUNG
Es gibt 5 verschiedene Lichtquellen. Das erM-^^te wM-^Dre die "Point
light source" und simuliert eine Kerze. Das zweite ist ein "Solar
source" das eine entfernte lichtquelle simuliert, etwa wie die
Sonne. Dann gibt es noch ein "Ambient light" das einen Lampenlicht
produziert, einen "Spot light" das genau gezielte Lichtstrahlen
produziert und "Global lighting", die Globale belichtung. Alle
licht typen sind einstellbar auf LichtintensitM-^Dt und Strahlen
verbreitung und im falle eines Spot lights kann man auch den
"Inside Cone Angle" und "Dropoff Angle" verM-^Dndern. Man kann so
viele Lichtquellen erzeugen bis der Speicher platzt, jede neue

Lichtquelle wird als Objekt behandelt (auM-^^er Global) so das man
auch diese Objekte bewegen und animieren kann zb. bewegende
Spotlights oder eine fallende Lampe.
Mit einer funktion namens "Track", was in diesem fall so viel
heiM-^^t wie verfolgen, kann man Objekte auf andere selektierte
Objekte ausrichten. So ist es ein leichtes ein mitschwenkendes
Scheinwerferlicht zu erzeugen das zb. ein gehender roboter
verfolgt.
BLICHRICHTUNG
Man kann den verlauf der Animation von der sicht des Regisseurs
oder von der Kamera aus besichtigen. Durch ein Klick auf den
entsprechenden Icon wechselt man zu Regisseur oder Kamera.
Wenn man auf den View Icon draufklickt kriegt man eine neues Menu
das den User erlaubt den verlauf der Animation durch die Kamera
(oder Regiesessel) zu beeinflussen. Auch die Kamera wird als
Objekt behandelt und so kann man sie auch bewegen bzw. rotieren,
drehen und aus jeder mM-^Tglichen perspektive beobachten. Man kann
so die Animation in jeder mM-^Tglichen perpektive beobachten.
Chronos erlaubt bis zu 8 Kameras zugleich, jede ist einzeln einstellbar.
RENDERING & AUFNAHME EINES FILMS
Man hat eine auswahl zwischen Phong, Goraud und Flat shadings
wM-^Dhlen die man dann in entweder fixed oder random dithering
rendered.
Mit Random dithering wird jedes frame neu angepaM-^^t, so das
animierende Objekte mehr realistischer und lebendiger erscheinen.
Man kann jedes einzelne Objekt definieren. Nachdem man
das gemacht hat kommt man in den Recording Editor wo man die
fertige Animation dann einzeln berechnet und das wird dann im
hauseigenen FLM (oder DLT) Format abgespeichert. Auch der Recording
Editor
hat eine enorme Funktionsvielfalt. So kann man nicht nur in
sM-^Dmtlichen ST/TT auflM-^Tsungen aufnehmen, sondern hat auch die wahl
zwischen MATRIX, und ISAC Graphikkarten. Leider ist eine
Anpassung an die PopulM-^Dre Crazy Dots noch nicht mM-^Tglich weil
diese Karte nocht nicht in Amerika auf dem Markt ist. ZusM-^Dtzliche
effekte wM-^Dhrend der Aufnahme sind auch mM-^Tglich wie zb.
Schattenerzeugung (Dauert sehr lange), Antialiasing und Point
Cloud. Die Bildberechnung geht auM-^^erdem relativ schnell vor sich
hin, natM-^Arlich kommt es auf die KomplexitM-^Dt der Animation an wie
lange es dauert, aber zb. 5 Kugeln auf Phong Shading,
Antialiasing und Random dithering in der TT 320*480*256 Farben
AuflM-^Tsung
dauert etwa pro bild weniger als 4 Minuten ohne TTRAM mit NVDI
2.00
Jedoch kann man auch echte "geraytracte" Animationen erzeugen,
die dauern dann aber um einiges lM-^Dnger, und werden durch den
zusatz program PRISM RENDER gemacht. Sobald die Animation fertig
ist, kann die Bildberechnung (Recording) beginnen, von dort aus hat
nur noch mehr der Computer das Schuften.
Wenn man nun mit seiner Animation fertig ist hat man die wahl.

Entweder wird es, wie vorher beschrieben, in CHRONOS gerendert, was relativ schnelle Ergebnisse erzeugt oder es kann in Photorealistischer qualitM-^Dt mit 24 bit Farbtiefe geraytract werden. Will man nun ein Bild oder Animation im echten Raytracing verfahren produzieren nimmt man PRISM RENDER.

PRISM RENDER

kann wie beschrieben in 24 bit Farbtiefe bilder ausrechnen. Ein Bild das mit PRIM RENDER berechnet wird kriegt ein fast Photorealistisches Bild weil es das Raytracing-verfahren verwendet. So kann man in RENDER neue material effekte dazu geben zb. kann ich mein 3D Haus mit Glass beschichten oder denn boden mit Marmor belegen und den Dach aus Gold, die TM-^Arglocke aus Diamanten, den Gartentisch mit Edelsteine belegen....nur leider ist es nicht echt, aber wenigstens kann man vor dem Bildschirm trM-^Dumen.

NACHBEARBEITUNG UND RETOUSCHIERUNG

Die fertige Animation kann man dann noch ganz schnell verschM-^Tnern oder kleine Copyright Notize dazugeben damit keiner ja vergiM-^^t wer dieses Meisterwerk geschaffen hat. So etwas wird mit PRISM PAINT gemacht. PRISM PAINT ladet die fertige Animation hinein und man kann im nachhinein die Bilder schneiden, retouschieren usw. PRISM PAINT ist als Animations Editor von CHRONOS (oder RENDER) erzeugten Bilder gedacht. Obwohl PRISM PAINT, genauso wie CHRONOS, als eigenes Produkt sehr gut ist (und auM-^^erdem gibt es noch kein anderes Mal und Animations program fM-^Ar TT), kann es nicht CYBERPAINT fM-^Ar den TT sein.

Die Funktionen die dieses Prorgam hat dienen besser zur Retouschierung und Editierung als die erzeugung von 2D Animationen mit der Maus (oder Graphik Tablett). Antic's CYBER-Series war mehr fM-^Ar 2D Animationen gedacht mit 3D fM-^Dhigkeiten. Lexicor's PHASE-4 ist das Gegenteil mit Schwerpunkt 3D Animation.

Wer dann noch gerne ein Sternenbild erzeugen will kann mit GENESIS bewegende 3D oder 2D Sternenbilder produzieren a la Enterprise und sie in der eigenen Animation einbinden.

ABSPIELEN DER FILME

Nach tagelangen Schuften hat man nun sein Meisterwerk geschaffen. NatM-^Arlich will man sein fertiges Produkt abspielen, oder vielleicht auf Video aufnehmen. DafM-^Ar gibt es ein Player das die fertige bearbeitete animation abspielt auf bis zu 60 Bilder pro Sekunde (24 ist mindestanzahl fM-^Ar Echtzeit). Dem Player gibt es als eigenes Program das als Freeware behandelt wird so das man fertige Animationen zb. in PD verM-^Tffentlichen kM-^Tnnten und ist eingebaut in CHRONOS, PRISM PAINT und PRISM RENDER. Das tolle M-^Aber diesen Player ist das er auch von der Disk aus die Animation abspielen kann. So braucht man keinen Massenspeicher mehr um seine riesige Animationen zu besichtigen. Mit einer Harddrive die 15 m/s schnell ist kann man schon bis zu 48 Bilder pro Sekunde abspielen, was eigentlich mehr als notwendig ist.

ANWENDUNG

Die Hauptzielgruppe sind wahrscheinlich Graphiker, Architekten, Zeichentrick
Animatoren, Designer und Werbefilmer. Aber auch der Hobby User kM-^Tnnte dieses Produkt interessieren denn man braucht keine gut Graphik kentnisse zu haben um beindruckende filme zu machen. Wer sich einen Eindruck verschaffen will wie seine kM-^Anftige Wohnung aussehen soll ist auch mit "PHASE-4" gut bedient, aber dazu braucht er dann nur CHRONOS, auM-^^er er will es in Photorealistischer qualitM-^Dt.

FAZIT

Man will wahrscheinlich behaupten das ein solches Program nur fM-^Ar Profianwender ist. Zugegeben, es ist meiner meinung nach sehr Professionell gemacht worden. Die Programmierer von CHRONOS-3D schreiben jetzt auch SGI Software, wahrscheinlich der Hauptgrund warum dieses Produkt einen so ausgereiften Eindruck macht. Aber gerade deshalb ist dieses Program fM-^Ar jeden maM-^^geschneidert. Der Key-frame-Animator ist sehr Bedienungfreundlich, fast jede funktion wird noch mit einer HELP! taste belegt das mit kurzen SM-^Dtzen eine erklM-^Drung abgibt. ZusM-^Dtzlich gibt es ein Stichwortverzeichnis in dem ebenfalls Hilfetexte abrufbar sind auM-^^erdem sind sM-^Dmtliche MenupM-^Ankte sind
M-^Aber sogenannte "short-cuts" oder auch Tastaturkommandos abrufbar.

Die Herstellung eines Filmes war auf dem ST oder TT nie so einfach gewesen. Das heiM-^^t nicht das ich in 5 minuten eine super-animation habe aber das arbeiten und produzieren einer Animation geschieht sehr schnell im verhM-^DltniM-^^ zu existierenden Atari Programme. NatM-^Arlich muM-^^ man lange berechnungszeiten in Kauf nehmen aber der TT (und schon gar nicht der ST) ist nun mal keine Graphiks Workstation, mit "PHASE-4", und ganz besonders CHRONOS, hat der Atari-User ein Produkt das auf eine gleiche LeistungsfM-^Dhigkeit aufwarten kann wie manche Macintosh Animations Software. Zwar ist ein Super-Mac viel schneller, aber auch viel kostspieliger, und die Software ist auM-^^erdem mindeM-^^ten 3 mal so teuer wie "PHASE-4".

Es gibt fM-^Ar den ATARI kein einziges Produkt das "PHASE-4" schlagen kM-^Tnnte. Die Reife des Programmes wird auch dadruch demonstriert das es
"PHASE-4" ist ein Produkt das im wahrsten sinne des wortes Konkurrenzlos ist im Atari Markt. FM-^Ar etwa AS 3000 kriegt man das gesamt Paket das aus CHRONOS-3D, PRISM PAINT, CYBERSCULPT und PRISM
RENDER zusammen mit sM-^Dmtlichen Utilities. Es ist auf jedenfall sein Geld wert.

6750. Info on Mint

Newsgroup: comp.sys.atari.st
Date: 1993-05-09 22:20:19 UTC
From: palm_erd@csusys.ctstateu.edu
Message-ID: <1993May9.172019.1@csusys.ctstateu.edu>
Source record: 206082

I am looking for info on installing the latest version of Mint (whatever that may be, I haven't ftp'd it yet). What will I need for a system, and what will I need in the area of a compiler.
Thanks.

6751. Re: Civilization: bug correction

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 02:05:13 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993May10.020513.3086@csi.uottawa.ca>
Source record: 206088

In article <C6r3F3.KGp@ccu.umanitoba.ca> umcordes@ccu.umanitoba.ca (Trevor Eaton Cordes) writes:
>A few quick questions:

And a few quick answers.

>1. Was this MicroProse UK?
Yes.

>2. What was your letter about?

I said stuff like "thanks for releasing this on the ST; it's pretty good, but seems to have a few bugs."

I described (not terribly exactly) a couple of the problems that it appears others have also encountered (bombs when there's a "crisis" in a city; the message comes up, and it jumps to the city editor), also I've had crashes when it tries to do the graph of civilization expansions at the end of the game.

>3. What is the update supposed to fix?

I'll quote the entire text of the note:

"Dear Christopher,

Thank you for your letter, please send in your original disks requesting the upgraded version.

Regards

<Unreadable signature that looks faintly like Sagley>

>4. Are they doing this just for you or for anyone?

Unknown.

--
Christopher Browne | Genius may have its limitations, but
aa454@freenet.carleton.ca | stupidity is not thus handicapped.
Moderator, Atari SIG, and possibly the Canadian Operational Research Society SIG (Real Soon Now).

6752. WANTED: PD game 'SQUIXX' (?)

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 02:26:09 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1993May9.222609.1@sscl.uwo.ca>
Source record: 206089

My wife has been bugging me for 3 days now...so does anyone have the PD game SQUIXX, or know where to FTP it from? PLEASE...my marriage could depend on it...well, maybe not, but she would like to get a hold of the game. We have a PC version on the lab computer and I have to haul her of it when we leave :^) Any help would be MOST welcome!

T.T.F.N.
JR.

+-------------------------------+ +-------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+-----------------------------------+
+-------------------------------+ +-*-+- +-------------------------------+
+-----------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-----------------------------------+ +-------------------------------+

6753. Redacteur 3 and Word Perfect files???

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 02:30:45 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1993May9.223045.1@sscl.uwo.ca>
Source record: 206090

Has anyone gotten Redacteur 3 to load Word Perfect files? The reason I shelled out for this word processor is so I can easily work on my thesis at home...and maybe get it done on time!!! The problem is that Redacteur doesnt seem to want to load a WP file in! I just get garbage! It also claims to load Word Writer ST files (my old word processor)...again a no-go! While the features of this package are amazing, the MAIN reason I got it was the compatibility with other formats...so any help in achieving this would be muchly appreciated :^)

T.T.F.N.
JR.

+-------------------------------+ +-------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+-------------------------------------+
+-------------------------------+ +-*-+- +-------------------------------+
+-----------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-----------------------------------+ +-------------------------------+

6754. High speed modem ques

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 03:04:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <1739.78.uupcb@uttsbbs.uucp>
Source record: 206155

Wow, up to 1900cps at 9600 using XYZ.TTP?? I use it with my USR 14.4
v.32 v.42 and the fastest I've ever gotten was around 1500cps. Am I
doing something wrong? I am using Interlink, a bit of an old term prg.
if that helps you any.

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+---+

6755. 8bit emulation???

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 03:12:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <1740.78.uupcb@uttsbbs.uucp>
Source record: 206156

Yes, I have an 8-bit emulator which someone uploaded to my board. Leave me E-Mail and I'll see if we can try and find a way for you to get it (Sorry, my board went down a while ago). Unfortunately, however, I can't seem to get Internet to work, I can receive, but I can't send.

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+---+

6756. Re: High speed modem question

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 04:25:12 UTC
From: msoysal@mistik.speedway.net
Message-ID: <736993512msoysal.newsadm@mistik.speedway.net>
Source record: 206091
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <C6qLAu.HKD@mailer.cc.fsu.edu> boyd@math.fsu.edu writes:
...
>Now, on to my question. The fastest speeds I have attained with my modem
>(ymodem text download of a large English text file) was about 1100 cps. I am
>using Uniterm (set at 19200 baud, since this is the fastest the modems on the
>other end can go), Serial Fix 2.0, and was connected v42bis (data compression
>and error checking on). This type of file should have made good use of
>the data compression stuff, so I was expecting to get closer to 2000 cps
>(if not beyond). My questions are as follows:

I had good experience with TurboCTS, it not only fixes the handshaking
problem, but it is a better serial driver too. I was using ICDAdspeed on a
Mega4ST TOS1.4 though.

>
>1. Was this a reasonable expectation? Am I really losing performance?

Not too reasonable, and yes you are loosing performance. The main
reason would be the modems limited buffering. When it uncompresses the
incoming data, it has to get rid of it fast when there is no more
internal buffer space, or it will have to slowdown the incoming data.
That is why you need a connection speed equaling to the maximum possible
data tranfer. Since there is a delay involved in starting and stopping
the flow, you are basically reducing the raw transmit capacity that is
being used. Also, the ST series are barely able to cope with such data
at 9600 abuds when running at 8 Mhz, and that is with very good drivers.

>
>2. Is there any advantage to using hs_fix.prg instead of Serial Fix 2.0?
> I think there is something in the documentation about making serial buffers
> bigger. Is this where I am losing my performance?

TurboCTS is my favorite.

>
>3. How does the cps rating work exactly? I am currently interpreting it to
> mean "8-bit characters per second", so 9600 baud = 9600 bits per second
> = 1200 cps (max). Is this correct?

Nope, 1 byte tranferred from the modem uses anywhere from 10 to 11 bits.
Startbit, 8 Databits, 1 or 1.5 stopbits. Also, there is some delay
between the two frames as well.

>
>When I download binary files, I get 830-880 cps. The machine is a Mega2ST.
>Thanks in advance for any comments.

Also consider the machine you are connected to. I figure that most bbs'
are not connected to their modems with 38400 bauds. Some are just at
9600 bauds. In that case, you wouldn't be able to transfer more with a
Cray computer on your end.

>
>--
>***
>* Mickey Boyd *
>* Systems Administrator *
>* Florida State University Mathematics Department *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
>***

--

Mustafa Soysal msoysal@mistik.speedway.net

6757. Re: Civilization: bug correction

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 04:33:28 UTC
From: s936079@minyos.xx.rmit.OZ.AU
Message-ID: <1skluoINNnht@escargot.xx.rmit.OZ.AU>
Source record: 206092

proche@imag.fr (Pascal Roche) writes:

>One last thing about this game, I wonder if it is not easier to win on ST
>than on PC. After several easy victories, I never met a civilisation that
>was really developped (even on king level). Does anyone have the same
>sensation ?

I have played the game (alot) on both the ST and PC and Empereor level
appears to be quite a bit harder on the PC.

Cheers,
--
_-_|\ Greg Patten.
/ \
_.-.*/ <--Melbourne, Australia.
v email: s936079@minyos.xx.rmit.oz.au

6758. Re: Civilization: some bug help

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 06:42:41 UTC
From: wilsont@rahul.net
Message-ID: <C6stB6.5ps@rahul.net>
Source record: 206093

According to my editor, if you shut off your "advisors" you can save yourself alot of bombs on your screen.

Just passing this along, I don't have the game myself.

--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
Bring back the right hand Joystick for home gaming!

6759. Re: Flame for Ricardo.

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 07:49:59 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C6swFB.Eqw@hpbbrd.bbn.hp.com>
Source record: 205995

Ricardo Hernandez Muchado (ricardo@rchland.vnet.ibm.com) wrote:
> This is not necessarily cooperative multitasking... can those
> desk accesories run while they are closed?

Yes.

> The OS provides for this
> or just specific desk accesories do it?

There are OS services to do that.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

6760. Re: ConNect

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 08:04:15 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1sl29vINNsf3@phakt.usc.edu>
Source record: 206094

In article <C6Hvz5.6q7@dscomsa.desy.de> wwc@dxhra1.cern.ch (Wolfgang Wander) writes:
>In article <2be39f7d@p1.f7803.n241.z2.fidonet.org> Alexander_Bochmann@traveller.fido.de
(Alexander Bochmann) writes:
>> > You probably should have a look in CoNnects Compatibilty dialogue...>>
>>Unless it hasn't been expanded in one of the last versions, this hasn't

>If you want to use graphics (ANSI-graphics) you'll hev to install
>an ANSI-Font (like the one that is included in the connect archive.)
>Install it in the Display dialogue.
>Next you have to set the ATARI-character set in the Nationality
>dialoge. Keybord: IBM. In Compatibility: The first 2 popups: set them
>to _not_ correct. Destructive backspace - ATARI-Keypad. The last popup
>finally again: set it to _not_ correct...

Just a small caution: You must make sure that 8th bit is Normal,
(under compatibility dialogue) and make sure you are using VT102/ANSI
emulation (under emulation dialogue).

By doing this, I have personally seen Connect work properly on
an IBM ANSI-BBS configured BBS. Heck, it even worked with Warp9 3.7 going
(as long as I didn't use Warp9's font substitution ;>).

> Wolfgang

BTW, for the person who was having problems with the Medium Res.
screen - have you tried the other fonts mentioned, such as the Rufus
font (or was that a Gemini font)? If anyone would mind posting the names
of any fonts that allow 80x24 in Med. res (without scrollbars of course)
I'm sure we would all appreciate it (if only to put out the flamefest, or
at least curb it a bit).

-MikeB

6761. WinRec 1.3 hard disk recorder for the ATARI Falcon uploaded

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 08:23:08 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1sl3dcEqri@uni-erlangen.de>
Source record: 206096

WinRec V1.3 for the ATARI Falcon

The version 1.3 of the WinRec harddisk recording program for the Falcon030
is now available at archive.umich.edu in the atari/falcon directory and
at ftp.uni-erlangen.de.

WinRec is the first SW harddisk recording program for the Falcon. Without
any additional hardware, you can record 16Bit stereo sound at sampling rates
up to 50kHz directly to hard disk. So the length of the samples is only
determined by the free hard disk space.

It is also the first shareware program to use the DSP for online sound effects
during recording or playing. Many DSP-LOD files are included in the archive.

WinRec is also good for the use with Fortune V1.0, which is available
at the same place.

--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

6762. Re: upgrading a megafile 20

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 08:29:24 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C6sy91.Ey2@hpbbrd.bbn.hp.com>
Source record: 205996

Kielhorn (y0000028@ws.rz.tu-bs.de) wrote:
> In article <1993May6.4514.33144@dosgate>, "richard whitehouse"
<richard.whitehouse@canrem.com> writes:
> |> I'm wondering if anyone out there has experience doing what I plan to
> |> do: namely, exchange the Seagate ST225 MFM drive mechanism in my Atari
> |> Megafile 20 hard drive with a larger MFM mechanism, perhaps 40 or even
> |> 80 megger if I can find one.
> |>
> There will be no problem exchanging the MFM-Drive, i guess.

I did that long ago, and it's a snap.

> But it's a hard thing to add a second drive to your Megafile.

Not at all!

> Your main Problem will be getting an used MFM-Drive, you will
> find no new Drive, because they are no longer produced. And years
> ago, when the PC-People used MFM-Drives, they didn't have the
> big capacity they have now. Be careful *not* to buy a RLL2.7 Drive!

Why not? RLL drives are just drives with a higher potential
flux change rate and high-speed signal channels. Most, if not all
of them should work just fine in MFM mode.

The main problem with adding a second drive is the Megafile's
power supply and the fact that you need drivers that look for a
second drive in the Megafile. (AHDI won't do that!)

--
--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

6763. Re: Ultimate Ripper

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 08:32:47 UTC
From: steve@wan.inf.rl.ac.uk
Message-ID: <13516@hardy.rl.ac.uk>
Source record: 206098

In article k1s63B1w165w@ersys.edmonton.ab.ca, ggranger@ersys.edmonton.ab.ca (Greg Granger) writes:
>Dconroy@outb.wimsey.bc.ca (Dave Conroy) writes:
>
>- I'm looking for the 'Ultimate Ripper' the cartridge that is like PROBE ST,
>- for the st, it's very nice, and done by POWER COMPUTING.. If anyone ahs one,
>- please leave me mail...
>
>Don't waste your time with it. From what I've heard, the `Ultimate
>Ripper' was the `Ultimate Rip-off'.
>

I disagree. I'm had an `Ultimate Ripper' for about 18 months which I use for debugging interupt code and for examining other peoples code. Its also pretty good for locating graphics and sound data in demos.
On the downside the user interface is rather primitive but I'm certainly not selling mine.

Steven

6764. Package for text and musical notes in one document ??

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 08:38:35 UTC
From: reissing@mickey.informatik.uni-stuttgart.de
Message-ID: <1993May10.083835.28989@ifi.informatik.uni-stuttgart.de>
Source record: 206095

Hi there!

A friend of mine wants to compile his diploma paper in musical science
with the help of a computer, i.e. he needs a software package to integrate
notes into text. Does anybody out there do something like that or can hint
me what sotware would serve this purpose?

What do you know about MUSITeX, or a notes-editor that is able to produce
postscript-output?

Please mail me directly.

Thanks in advance,
Ralf

6765. Re: MCD Distributors

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 09:07:12 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993May10.100712@cs.bham.ac.uk>
Source record: 206097

ST Review report that Atari UK said "new style cases won't be available before June at the earliest. Atari Germany meanwhile made no mention of the new case at Cebit or Frankfurt.

Anyone?

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | Thanks to all who voted for || || /_
Stoke On Trent | comp.sys.atari.advocacy! _/|| ||_/ |
ST7 8QQ England.| [Peace at last!] |_/ |_| _|/

6766. Re: 16Mhz feed on STf

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 09:21:06 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.205026@cix.compulink.co.uk>
Source record: 206158

In article <2be9841e8f7ffb@discworld.oche.de>, root@discworld.oche.de (Michael Schwingen) writes:
>In <memo.180733@cix.compulink.co.uk>,
>Adam Pelled (apelled@cix.compulink.co.uk) wrote:
>
>AP>>The Ajax does nothing different than the 1772, so there is no automatic
....
>AP> i was just going to have a 6ms step rate. i can't visualise exactly what you
>AP>are saying: Some kind of delay before you switch step rates i gather ?

>No. The FDC's step timing is derived from the 8MHz clock, so when you
>supply a 16MHz clock, you get half the step pulse width. That's why you
>have to switch to 6ms with simple HD circuits to get effective 3ms. Now,
>if you switch the clock to 8MHz for just a bit less tham 3ms after the
>STEP pulse (even if there is a HD disk in the drive, that's the trick),
>then the timing is just right to get about 3ms steps without any software
>needed - and that's where the MMV is used. The time during which the clock
>is switched down to 8MHz has to be less than 3ms because otherwise the FDC
>would, after the STEP pulse, try to read / write the first portion of
>the track with 8MHz clock, which will not work on HD disks.

Excellent. i think i even understood it ;-) Now the only benefit that i can see over the s/w patch is that a second drive would not be reduced to a 6ms seekrate. i don't want a 2nd drive, and i'd probably use a HD one if i did, but your solution is very elegant. Now all i have to do is to actually do it !

>The best method is to make the MMV adjustable, and adjust it so that the
>stepping noise in HD mode is a bit higher than in DD mode (when stepping
>from Track 0->79->0->79 ...).

Many thanks. You've been a great help.

Regards,
Adam.

6767. Re: Take Control Music DTP - Is it good?

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 09:21:41 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993May10.102141@cs.bham.ac.uk>
Source record: 206099

Bjarne!

No, it's not by the R&D Institute! [We haven't got one!] It's by Take Control who are at the Research Park on our campus.

Sorry no details on what the program's like... I think it's M-ROS compatible though...

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | Thanks to all who voted for || || /_
Stoke On Trent | comp.sys.atari.advocacy! _/|| ||_/ |
ST7 8QQ England.| [Peace at last!] |_/ |_| _|/

6768. Re: Who's going to MacWorld Boston?

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 09:24:29 UTC
From: mebeb@liverpool.ac.uk
Message-ID: <C6t0su.BG2@liverpool.ac.uk>
Source record: 206100

In article <1993May7.152924.13024@iscsvax.uni.edu>, sinclair2246@iscsvax.uni.edu writes:
> Who's going to MacWorld Boston in August to see the latest and greatest?????
>
What, they're showing the Falcon at a Mac event - that's pretty cool.
I guess they must have seen the light 8-)

Kevin O'Donovan kebab@cix.compulink.co.uk
mebeb@uxb.liverpool.ac.uk

6769. Re: More memory in MSTE

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 09:28:37 UTC
From: mebeb@liverpool.ac.uk
Message-ID: <C6t0zq.BH1@liverpool.ac.uk>
Source record: 206151

In article <1993May9.030615.10120@tdb.uu.se>, m91der@tdb.uu.se (Daniel Eriksson) writes:
>
> Does anyone know of an easy (and perhaps inexpensive) way to get more
> than 4 MB in a MSTE. I'm running a little short on both memory and
> processor-power. Unfortunately I can't afford a Falcon yet. :-(
>
Marpet in the UK (sorry, don't have an address/phone) do a board to
let you add an extra 8meg (ie, up to 12meg) via simms. Its for the ST,
but I guess it might work in a MSTE.

Kevin O'Donovan kebab@cix.compulink.co.uk
mebeb@uxb.liverpool.ac.uk

6770. GEM-View distribution (was: Lexicore Vs. Cybercube (The GEMVIEW STORY))

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 10:29:09 UTC
From: fiebelko@bonny.informatik.uni-dortmund.de
Message-ID: <1slapmINN62p@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 206153

Hi folks,

For the first: NOONE has a contract of "exclusive rights for distribution"!
"exclusive rights for distribution" meens: If there is any person/firm
which should have it, no other can selling the programm (in this part of
the world)! !!!!!BUT ALL EXISTING VERSIONS CANNOT SALE (it's Shareware)!!!!!

Second: GEM-View is SHAREWARE up to version 2.24 and anyone can get it
from GEnie without pay for it. (A commercial version don't exist in this
moment!) The SHAREWARE-Version can be copy free and MUST be registered,
if it is used, by myself and the shareware-fee must paid to me. To make
it easier for users in USA/Canada, Cybercube can answer user-questions/
user-requests and make a list for all the persons, who are interest in
registration. I will get the list and the money; the registration will
be made by myself. This is a user-support not a "rights for distribution",
i think! Lexicor has not this right of user-support!

If there is any, who asserts, that no shareware fee must be paid for the
existing versions of GEM-View (less or equal 2.24), is wrong!
If you use GEM-View, you must pay the shareware fee (DM 30,-- or US$20,--)
to me, the registration will ONLY made by myself!

!!!!!!!!!!!!!!!!!! ALL OTHER ANNONCEMENT ARE WRONG !!!!!!!!!!!!!!!!!!

NO DISCUSSION ABOUT RIGHTS OF DISTRIBUTION FOR GEM-View IN "comp.sys.atari.st".

This is a warning to Lexicor and Cybercube!

```
-------------------------------------------------------------------------
| Dieter Fiebelkorn |
| Gruener Weg 29a |
| D(W)-4370 Marl 1 (Germany) +---------------------------+
| !!!!!!!!! NO PHONE CALLS !!!!!!!!!! | With a rubber duck :-) |
| !!!!! NO MAILS FOR THE MOMENT !!!!! | one's never alone! :^{ |
-------------------------------------------+---------------------------
```

6771. GEM-View distribution (was: A matter concerning lexicor and cybercube)

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 10:36:16 UTC
From: fiebelko@bonny.informatik.uni-dortmund.de
Message-ID: <1slb70INN64r@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 206154

Hi folks,

For the first: NOONE has a contract of "exclusive rights for distribution"!
"exclusive rights for distribution" meens: If there is any person/firm
which should have it, no other can selling the programm (in this part of
the world)! !!!!!BUT ALL EXISTING VERSIONS CANNOT SALE (it's Shareware)!!!!!

Second: GEM-View is SHAREWARE up to version 2.24 and anyone can get it
from GEnie without pay for it. (A commercial version don't exist in this
moment!) The SHAREWARE-Version can be copy free and MUST be registered,
if it is used, by myself and the shareware-fee must paid to me. To make
it easier for users in USA/Canada, Cybercube can answer user-questions/
user-requests and make a list for all the persons, who are interest in
registration. I will get the list and the money; the registration will
be made by myself. This is a user-support not a "rights for distribution",
i think! Lexicor has not this right of user-support!

If there is any, who asserts, that no shareware fee must be paid for the
existing versions of GEM-View (less or equal 2.24), is wrong!
If you use GEM-View, you must pay the shareware fee (DM 30,-- or US$20,--)
to me, the registration will ONLY made by myself!

!!!!!!!!!!!!!!!!! ALL OTHER ANNONCEMENT ARE WRONG !!!!!!!!!!!!!!!!!

NO DISCUSSION ABOUT RIGHTS OF DISTRIBUTION FOR GEM-View IN "comp.sys.atari.st".

This is a warning to Lexicor and Cybercube!

```
-------------------------------------------------------------------------
| Dieter Fiebelkorn |
| Gruener Weg 29a |
| D(W)-4370 Marl 1 (Germany) +---------------------------+
| !!!!!!!!! NO PHONE CALLS !!!!!!!!!! | With a rubber duck :-) |
| !!!!! NO MAILS FOR THE MOMENT !!!!! | one's never alone! :^{ |
-----------------------------------------+---------------------------
```

6772. Re: Oberon for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 10:47:47 UTC
From: rauch@avalon.physik.unizh.ch
Message-ID: <1993May10.104747.3252@ifi.unizh.ch>
Source record: 206157

In article <11214@blue.cis.pitt.edu> wbdst+@pitt.edu (William B Dwinnell) writes:
>
>Does anyone know if there is a version of Oberon (the OS/lanuage from
>Wirth) available for the ST?
as far is i know, there are versions for MS-DOS, Sun SPARC station,
IBM RS6000, Ceres and Macintosh computers. i don't know anything
about an st-version.
maybe you'll find some more information in comp.lang.oberon...

Felix
--
* Felix Rauch @ ETH Zuerich, Switzerland
* e-mail: rauch@avalon.physik.unizh.ch
* xilef@ezinfo.vmsmail.ethz.ch

6773. Re: Program that read Midi file

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 11:11:21 UTC
From: brianp@netcom.com
Message-ID: <brianpC6t5qx.A0K@netcom.com>
Source record: 206159

Curt.Fluegel@f47.n282.z1.tdkt.kksys.com (Curt Fluegel) writes:
* You cannot play .MID files through the internal sound chip. You would have to
*hook some sort of sound module to the Atari midi ports.

This is not true. I have a cheesy little sequencer/editor
program which uses the sound chip as an extra midi channel.
A .MID file has midi data in it. That doesn't mean you are
restricted to stuffing it out the midi port. The ST is an
amazing computer. It can actually do something with the
data in a midi file. It can look at the data, see what note
is to be played, and do a real simple table-lookup conversion
to find what command to give to the sound chip.
The ST can actually BE a midi synthesizer. A damn pitiful
one, to be sure, (3 voice polyphonic, a RATHER limited range
of sounds), but a midi sound module, nevertheless. You'll
find that several sequencer programs which use the midi port
also supplement that with the sound chip, playing midi data
on either the midi port or the chip, interchangably.

--
--> Brian Peterson, brianp@netcom.com <--
In order to remember your dreams,
you must think of them as if they were little kittens.
-- King Missile

6774. Re: GDB 3.6

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 11:22:57 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93May10112257@issan.informatik.uni-dortmund.de>
Source record: 206152

```
>>>>> In article <7134@falcon.ukc.ac.uk>, grw@ukc.ac.uk (Gary Wagner) writes:
|> After downloading the binary distributions for GDB (versions 3.5 AND 3.6) i
|> cannot get either of them to run on my STe. The moment I run them I get an
|> ILLEGAL INSTRUCTION error from MiNT and that's it.

A corrected version of the binaries for gdb 3.6 is being installed in
ftp.germany.eu.net:pub/comp/atari-st/gdb36p2b.zoo (the old version had
an 68030 specific library linked in). I hope it will work now.

--
Andreas Schwab
schwab@ls5.informatik.uni-dortmund.de
```

6775. Re: Wanted: Comments about STacy

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 11:28:39 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.737033271@rw8.urc.tue.nl>
Source record: 206160

Dave_Ninjajr_Flory@cup.portal.com writes:

>I've run Mint/MTOS on my Stacy 4/40, seems to work just fine, a little slow
>on the 6800, but other than that ok. Its a little different running

I would think it would run slow on a 6800 <grin>

Erlend.

6776. Re: Program that read Midi file

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 11:32:50 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.737033396@rw8.urc.tue.nl>
Source record: 206161

Curt.Fluegel@f47.n282.z1.tdkt.kksys.com (Curt Fluegel) writes:

>You cannot play .MID files through the internal sound chip. You would have to
>hook some sort of sound module to the Atari midi ports.

K-Minstrel by Kuma does allow for some very basic midi-file playing.
K-Minstrel is no longer supported by Kuma, but Kuma software (not
books) have been sold to Hisoft. However I don't know if Hisoft will
continue all products (I doubt it).

Erlend.

6777. StdErr and MiNT/MTOS

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 11:51:17 UTC
From: u2e32@keele.ac.uk
Message-ID: <1slfjl$pe6@gabriel.keele.ac.uk>
Source record: 206162

Greetings,

I've just installed MultiTos on my MSTE (Yes I Know Tut Tut, but I wanted to tryit before trying to buy it! 8-)).
It looks very nice, runs a little slower than T206 but thats to be expected.
Now I've just two little gripes about it. And if anyone happend to know the solution, then all the better.

1. The new "show" reader, the window one, like switching the mouse off!
The mouse still pull the menus down etc, but is not drawn on the screen.

2. When there is an error, its just writen to the screen, right over the
top of what is already there. Even if you are "show"ing stderr from
U:\dev\. Its just the same thing the sun sparc stations do. And it
really annonys people.

Other than that, Mtos is great, althought the MiNT program Limit (which you needto use on programs like 1STword which nics off with all the memory) doesn't clear the command line of it's options! 8-|

Graham "Roll The Dice" Harrison.	u2e32@keele.ac.uk
University Of Keele	
Stoke On Trent	Even Death Fears Undertakers
England	

6778. Amberstar

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 12:52:17 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <1993May10.125217.3880@porthos.cc.bellcore.com>
Source record: 206163

Hi.

My wife and I need help with an Amberstar riddle:

"It flew flightless
into a tree leafless
But who ate it?"

Is the answer somewhere in the game? Or should we
just keep guessing (actually we tried a lot of guessing
to no avail). Can any Amberstar power-players help us?

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

6779. Re: Why can't I run anything on my Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 13:04:23 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C6tAzB.FI@newcastle.ac.uk>
Source record: 206164

In article <1sgfho$jom@msuinfo.cl.msu.edu>, molin@ptb.cl.msu.edu (Michael Olin) writes:

>> paragon2 - nice static piccy of a road - machine hangs. The graphics
>> certainly don't slow down with the sound running - they
>> aren't doing anything anyway
>
>Apparently this one is looking to play some sound file. No file, no
>sound. It's an advertisement, obviously, so there is no <Q>uit option.
>Dumb.

Keep trying - this demo does actually work, it puts lightsource (phong/gourard?)
shaded vector polygons up on screen & moves/spins them - bit dull though.

>> termfin(?) - TOS error 35, then GEM complains of having no memory until
>> I reset.

Seems the a.a.u.e archive is corrupted - try getting it from a european archive
instead......

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

6780. searching for a Fax-Programm !

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 13:17:27 UTC
From: olav@obh.in-berlin.de
Message-ID: <7QCDBM3J@obh.in-berlin.de>
Source record: 206174

Hello,

I have an Atari 1040 ST and a Datatronics Discovery 2448 C+ Modem
This modem can send fax. But i have only fax-soft for pc.
Can anybody help me with simple send-fax soft for the atari-st..??

Bye
Olav

--
e-mail:##### Olav Surawski ########## Berlin - Germany
UUCP: o.surawski@tbx.berlinet.in-berlin.de PHONE: ++ 49 30 7117652
Z-NETZ: O.SURAWSKI@TBX.ZER UUCP: olav@obh.in-berlin.de ## ATARI

6781. Re: Civilization: bug correction

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 13:29:56 UTC
From: proche@imag.fr
Message-ID: <C6tC5w.At0@imag.fr>
Source record: 206166

In article <1skluoINNnht@escargot.xx.rmit.OZ.AU>, s936079@minyos.xx.rmit.OZ.AU (Greg Patten) writes:
>
> I have played the game (alot) on both the ST and PC and Empereor level
> appears to be quite a bit harder on the PC.
>

I've just tried the emperor level, it's pretty hard. I prefer that.

I noticed something else, that really surprised me: during the last play, the world was exactly the same as in a previous play, even the location of special resources and the starting point of civilisations. And I just chose 'Start a new world', not 'Earth' ! Is the number of worlds limited ? I thought it was randomly generated...
It's strange that it crashes in the world conquest sequence. I changed the name of the file SLAM.LBM and it works on my ST, although the screen is corrupted. Do the concerned persons play on hard drive or on disks ?
For myself, I play on disks. Could be an explaination...
Could somebody warn us if he gets a fixed version ?

--
Pascal Roche proche@imag.fr

6782. Re: Oberon for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 13:40:15 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1993May10.094015.5878@spcvxb.spc.edu>
Source record: 206165

In article <1993May10.104747.3252@ifi.unizh.ch>, rauch@avalon.physik.unizh.ch (Felix Rauch) writes:
> In article <11214@blue.cis.pitt.edu> wbdst+@pitt.edu (William B Dwinnell) writes:
>>
>>Does anyone know if there is a version of Oberon (the OS/lanuage from
>>Wirth) available for the ST?
> as far is i know, there are versions for MS-DOS, Sun SPARC station,
> IBM RS6000, Ceres and Macintosh computers. i don't know anything
> about an st-version.
> maybe you'll find some more information in comp.lang.oberon...

I don't think there is an ST version. The Mac version works very nicely though. I wonder if you could run the Mac version on top of Spectre?

Cheers,

Chris

6783. Needed help recovering file -- I GOT IT!

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 13:54:09 UTC
From: zimmermk@westford.ccur.com
Message-ID: <1993May10.135409.7882@westford.ccur.com>
Source record: 206167
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Thanks to all who responded! As it turned out, I found a workable solution JUST AFTER I'd posted (of course). I'd been using the sector dump & search program in the TOOLS18 package from ftp.hyperion.com. Another package at that site, DFSUITE2, has a verrry simple program to move raw disk sectors between disk and memory, and between memory and files. Voila! I mapped out my file, copied each part to memory and thence to a file! I'll post a summary of responses in a short while (must attend meetings, etc.)! My impression of available support for the venerable 1040ST has improved muchly!

-- Karl Zimmerman

6784. Re: CoNect is great !

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 14:21:13 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <YSCDB1DH@heaven7.in-berlin.de>
Source record: 206184

In <1993May1.033508.7139@csi.uottawa.ca>, Christopher Browne (cbbrowne@csi.uottawa.ca) writes:
: I suppose that
: you've found an Atari product that does the same thing for Usenet?

Of course there IS a GEM-based Usenet mail/news reader for the ST; there is no need for a terminal emulation program if all you want is mail and news access. You can set up your ST as a Usenet host, connected to Usenet with UUCP. The package is called Hermes.
--
10 PRINT | A computer, to spell out a fact | Martin P. Ibert
"2+2=5" | will divide, multiply, and subtract. | Fï¿½rstenweg 11, D-13589 Berlin
READY | But this output can be | (-30/06/93: D-1000 Berlin 20)
RUN | No more than debris, | +49-30-3753479, Fax: -3753699
2+2=5 | If the input was short of exact. | martini@heaven7.in-berlin.de

6785. Piracy (was Re: Customer Satisfaction!)

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 14:57:44 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May10.145744.10645@newshost.lanl.gov>
Source record: 206172

In article ny@mach1.wlu.ca, bili6745@mach1.wlu.ca (bilinsky keith) writes:
>
>Well i got a chance to read D.A.Brumleve's post on piracy as well and i'm
>not sure if it has been posted here or not (i can post it if need be)
>
>I think we should discuss her article. What good does anyone here think her
>article will bring? <other comments deleted>
>
>I'm not questioning piracy legalities just how is this article supose to
>help anything.....

Keith, IMHO, the main purpose of Dorothy Brumleve's article on the state of pirate BBS systems was one of information... to advise the public of just how widespread the problem is. Many seem to have the idea that since the Atari market is so depleted that piracy is no longer a problem. On the contrary, as the buying market shrinks, piracy becomes a larger problem. Her article informs the readership of how such pirate boards operate, how they have such a negative effect on all Atari users, and gives a little insight into the "psyche" of a pirate via quotes from various pirate boards.

A secondary purpose is to put the operators and participants of such boards on notice. The IAAD (Independent Association of Atari Developers) has gained access to a number of pirate bulletin board systems and is accessing these boards to identify what members' software is available for illegal download. Several letters have gone out to pirate BBS operators and pirate BBS members (once their real name and address have been identified) giving them warning that the IAAD is aware of their activities.

A third purpose is the closure of such pirate BBS via the operator's own decision or via criminal prosecution and confescation of equipment.

Believe me... developers have known about the extent of the problem for a long time; it's no surprise to us. And if average Joe wishes to call one of the listed pirate BBS's that the IAAD is monitoring, they are certainly free to do so.

The article is very well written, IMHO, and should be a real eye opener for many folks. If it is possible to eventually repost it here, I would urge everyone (pirate and legit user alike) to read it.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6786. Re: WP to ST

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 15:15:04 UTC
From: bernan@class.class.org
Message-ID: <1slrho$9iu@news.cerf.net>
Source record: 206168

Just a quick info note: Check out a new word processor called
MARCEL. It's native file format is RTF, and I have succesfully
taken a file from it and used it at work in PageMaker 4.0.

Also, it will load many file formats, including WordPerfect (but,
I think, only save as a few). MARCEL also will load anything in
as a text file, providing you choose the option to do so, and would
therefore allow much more to be read with only a need to edit
out funky control characters and reformat text attributes. The
WordPerfect files I tested, however, entered all text attributes
(i.e. bold, italic, underline, etc.) fine.

MARCEl is being advertised in recent issues of ST Informer and
Current Notes. And, I am not affiliated with Marcel other than being
a user impressed from playing with the program for a week before
lightning zapped my trusty ST (hope it can be fixed! :^)).

Michael Lewis

C

--

Don Hagen
bernan@class.org 4611-F Assembly Dr.
1-800-274-4447 Lanham, MD 20706-4391

6787. Re: Oberon for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 15:17:42 UTC
From: hstaalm@cs.vu.nl
Message-ID: <C6tH5I.30G@cs.vu.nl>
Source record: 206169

mauritz_c@spcvxb.spc.edu writes:

>In article <1993May10.104747.3252@ifi.unizh.ch>, rauch@avalon.physik.unizh.ch (Felix
Rauch) writes:
>> In article <11214@blue.cis.pitt.edu> wbdst+@pitt.edu (William B Dwinnell) writes:
>>>
>>>Does anyone know if there is a version of Oberon (the OS/lanuage from
>>>Wirth) available for the ST?
>> as far is i know, there are versions for MS-DOS, Sun SPARC station,
>> IBM RS6000, Ceres and Macintosh computers. i don't know anything
>> about an st-version.
>> maybe you'll find some more information in comp.lang.oberon...

>I don't think there is an ST version. The Mac version works very
>nicely though. I wonder if you could run the Mac version on top
>of Spectre?

Unfortunately, no: `20 required.

>Cheers,

Amen

>Chris

Hans Staalman

--

Department of Mathematics & Computer Science Vrije Universiteit
Amsterdam The Netherlands

6788. Falcon in the UK

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 15:27:30 UTC
From: spht124@liverpool.ac.uk
Message-ID: <C6tHLu.DFE@liverpool.ac.uk>
Source record: 206189

Has anyone actually seen a Falcon in a high st. shop in the UK yet? I have been to both Dixons and Tandy, to see if I could get a look at one. Both had never even heard of them, Tandy even tried to sell me a PC - I quickly declined.

So much for Atari's promise that they'd be here by March '93

6789. Re: Oberon for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 15:58:17 UTC
From: rauch@avalon.physik.unizh.ch
Message-ID: <1993May10.155817.8492@ifi.unizh.ch>
Source record: 206173

In article <1993May10.094015.5878@spcvxb.spc.edu> mauritz_c@spcvxb.spc.edu writes:
>I don't think there is an ST version. The Mac version works very
>nicely though. I wonder if you could run the Mac version on top
>of Spectre?
hmm.. could work, but i'm not sure about this. running oberon (which is
a programming language AND an os) on an emulator 8-) but why not try it?
please let us know, if anybody tested this.
if it would work, there was still the problem with the mouse: oberon
uses a 3-button-mouse, the mac 1 button, the st 2 buttons. what a chaos ;)

Felix
--
* Felix Rauch @ ETH Zuerich, Switzerland
* e-mail: rauch@avalon.physik.unizh.ch
* xilef@ezinfo.vmsmail.ethz.ch

6790. Small 2.5" drives!

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 16:10:27 UTC
From: x91mikowski@gw.wmich.edu
Message-ID: <1993May10.111027.9743@gw.wmich.edu>
Source record: 206171

Just thought I'd send along a little tidbit of info for you Falcon users or "soon-to-be" users. Several drive manufacturers have introduced 2.5" drives in excess of 100meg. Toshiba has a 2.5" drive in excess of 200 meg! I still don't know if these are IDE or SCSI though. Now, wouldn't that be hot in a Falcon?!?! I'll repost when I get more info.

Later,
Bernard Mikowski

6791. 39477

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 16:24:09 UTC
From: x91mikowski@gw.wmich.edu
Message-ID: <1993May10.112409.9744@gw.wmich.edu>
Source record: 206170

Just a followup on those 2.5" drives:

Areal Technology (408) 436-6800
Model a260
2.5" Platter
15mm height
glass platter(s)
260 Meg
$525

Toshiba
Model mk2224fc
2.5" Platter
19mm height
glass platter(s)
213 Meg
$725

Still don't know if they are IDE or SCSI compatible.

Later,
Bernard Mikowski

6792. ...MODEM/FAX..?

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 17:35:30 UTC
From: akakavel@dante.nmsu.edu
Message-ID: <1sm3p2INNmcs@dns1.NMSU.Edu>
Source record: 206175

I would like to install a Modem/Fax card in my Atari ST....

Any ideas anyone for some reliable cards ??????

I would appreciate it if you can contact me....akakavel@dante.nmsu.edu

THANK YOU!!!!

6793. Re: Small 2.5" drives!

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 17:59:24 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <May10.175924.49019@yuma.ACNS.ColoState.EDU>
Source record: 206176

In article <1993May10.111027.9743@gw.wmich.edu> x91mikowski@gw.wmich.edu writes:
>Just thought I'd send along a little tidbit of info for you Falcon users or
>"soon-to-be" users. Several drive manufacturers have introduced 2.5" drives
>in excess of 100meg. Toshiba has a 2.5" drive in excess of 200 meg! I still
>don't know if these are IDE or SCSI though. Now, wouldn't that be hot in a
>Falcon?!?! I'll repost when I get more info.
>
>Later,
>Bernard Mikowski

Or, try the Maxtor.
They have 25128A and 25256A for the 128meg and 256 meg and they are IDE. (The SCSI version is 25128S and 25256S which is not very easy to get.) These are availible parts from some hard drive dealer. (I don't have a list.) These has been out for some time now, so should be relatively easier to find.

Tang
sytang@lamar.colostate.edu

6794. Atari 1040 ST: Hardware, Software, and Books For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 18:19:44 UTC
From: esg@pyuxd.cc.bellcore.com
Message-ID: <1993May10.181944.11620@porthos.cc.bellcore.com>
Source record: 206180
Cross-posted to:
comp.sys.atari.st,alt.uu.comp.misc,comp.misc,ny.forsale,misc.forsale.computers.other,misc.forsale.computers,nj.forsale

Hi:

Atari ST System, Games, Educational, Productivity, Books, Magazines.
Asking $600.00 + S&H for _everything_(!!!). All the reasonable
offers will be considered. Must sell.

Ed Gokhman

Voice: (908)699-4785
Fax: (908)517-0059
e-mail: esg@cc.bellcore.com

++
o Atari 1040 ST System
o Hardware
1. Atari 1040 ST Computer
2. SC 1224 RGB Color Monitor
3. 20 Mb SH Hard Disc Drive
4. Avatex 1200 Modem
5. Panasonic KX-P1080i impact dot matrix
printer
o Documentation
1. ST Basic Sourcebook and Tutorial
2. ST Computer Owner's manual
3. SH Hard Disk Drive Owner's manual
4. SC1224 RGB Color Monitor Owner's manual
5. KX-P1080i Operating Instructions
o System Software
1. ST USA Language Disk
2. ST Boot Disk
o Atari ST Games
1. Accolade.
2. Aquanaut.
3. Aussie Joker Poker.
4. Balance of Power (1990 Edition)
5. Batman, The Caped Crusader
6. Chuck Yeager's Advanced Flight Trainer 2.0
7. Chaos Strikes Back, Dungeon Master - Expansion
Set #1
8. Eye of Horus (no instructions)
9. Golden Path
10. Iron Lord
11. Mixed-Up Mother Goose
12. the Real Ghostbusters (no instructions)

13. Rick Davis's World Trophy Soccer
14. Road Runner
15. the Running Man (includes the book by S. King)
16. Savage
17. Space Ace
18. Spy vs Spy - The Island Caper.
19. Triton III (no instructions)
20. Winter Challenge (no instructions - do you need one?)
21. Zombi.

o Atari ST Educational Software

1. First Letters and Words by FirstByte
2. Mathtalk by FirstByte
3. Speller Bee by FirstByte

o Atari ST Art

1. Degas Elite by Batteries Included

o Atari ST Productivity

1. WordWriter by Timeworks
2. ST-Term (FoReM BBS Compatible) by Comnet Systems Software
3. Megamax C Language Development System
4. Maillist (no instructions) by Artworx

o Atari ST Books

1. B. and J. Flynn. ST Applications. COMPUTE! Publications, Inc.
2. Atari ST Internals, Abacus Software
3. Atari ST GEM Programmer's Reference, Abacus Software

o Atari ST Magazines/Disks

1. STart, August 1989. Diskless
2. STart, March 1989. On Disk: SEURAT Paint Program, ST Coloring Book (cute!), Assembly language graphics & sound
3. ST Format, December 1992. Issue 41. 2 Disks. Disk 1: Air Support, Hyperbase, Sound Lab, STOS Fix, GFA Spec, GIF to RAW, PLUS!. Disk 2: Protext v4.3, Maastricht.
4. ST Action. Disks only:
a. #9: Flip-it 'N Magnose, Professor Mariarti, Helter Skelter, Gremlin's Venus.
b. #11: Nine Lives, Saint Dragon, Spellbound
c. #12: Toyotta Rally, Defender II, Flimbo's Quest, Z-Out
d. #13: Chip's Challenge, James Pond, Team Suzuki, Striker
e. #14: Jupiter's Masterdrive, Bug Bash, Nitro, Tentacle

6795. Re: Chemical Software wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 18:19:53 UTC
From: smiller@joule.elee.calpoly.edu
Message-ID: <1993May10.181953.147533@zeus.calpoly.edu>
Source record: 206177

buchberg@winx06.informatik.uni-wuerzburg.de (christian buchberger) stated:
>I'm searching for a software running on ATARI ST which gives me the
>possibility to draw chemical structure formulars.
>
>It should be able to read the output - files in order to link them with
>text.
>
>Is there anybody out there who can help me?
>
>Mail to: buchberg@winx06.informatik.uni-wuerzburg.de
>
>Thanks.

Compo has one.... I saw it in a British mag...

|T| |T|I am one of a few, but proud of it!
|0|3|0| Steve Miller, Cal Poly Electronics Engineering
/ /| |\ \ smiller@farad.elee.calpoly.edu or semiller@flute.calpoly.edu
/_/ | | _\ 'I am a PhD in superficial knowledge!' :^P

6796. Disk format wars (was: Re: MACophiles and Amigoids, please go away)

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 18:32:28 UTC
From: pochron@picard.cs.wisc.edu
Message-ID: <1993May10.183228.19633@cs.wisc.edu>
Source record: 206179
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <1scidlINNdjb@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>
>] No, but the Amiga can format, read and write MS-DOS (and, of course, ST)
>
>Not without additional software though!

Hel-lo??? MS-DOS file reading/writing is *included* with the operating system!!! Do you know what you are talking about?

Anyway, this is all a moot subject. First of all, people (and supposed engineers, no less) are using a very generic term - "disk format" - and are using it in not quite its true meaning. What people have actually been talking about when discussing sectors per track, etc, is more like *DRIVE GEOMETRY* - there are a finite # of drive geometries, and are all hardware dependent. This is what is so baffling. The ST and Amiga use the same #$@#%#$ kind of disk drives, so how can there be any argument here??? Amiga and ST drives at the hardware level read and write exactly the same (MFM) and at the same speed! Okay, so that's settled.

Now, we have the other part of what is all under the generic term of "disk format" and that's the filesystem. Here the two are very different. Each has it's advantages and disadvantages.
Here's what bother's me though: The ST users are trying to defend the fact that they are locked into one filesystem, namely an MS-DOS type filesystem. Why has no one on either the ST or PC ever come out with a new filesystem that allows longer filenames and whatever other nice features you might desire? What is do difficult of writing a new filesystem that reads both the new disks and the old 11-character filename disks? (Beats me.)

Now, for those who love the safety and compatibility of your MS-DOS-type filesystem, there can be no argument against the Amiga since you can easily mount the MS-DOS filesystem on all your HD partitions, all your floppy drives, etc. and you can go on your merry way using MS-DOS filenames for all your files and programs. What seems to be the problem here? How can you criticize the fact that the Amiga allows BOTH filesystems to be mounted on any # of devices simultaneously and will recognize what disk is inserted automatically? If you hate the Amiga FS, just boot it and use the MS-DOS filesystem! No big deal....And you'll *Still* be able to read your friends' Amiga disks with no problems.

Now, I realize the concept of inserting a disk and having the machine automatically figure out what disk is inserted is a foreign concept to ST and PC users (Mac, NeXT, Amiga, and some workstation users are quite blessed with such technology) but that's not my problem, is it?

Case closed.

6797. Re: GCC / MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 18:36:23 UTC
From: lehmann@cs.tamu.edu
Message-ID: <1sm7b7$o2j@tamsun.tamu.edu>
Source record: 206178
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993May5.090321.6251@daimi.aau.dk> lynbech@daimi.aau.dk (Christian Lynbech) writes:
>It could also be mentioned that the distribution kit contains all necessary
>files for getting GCC up and running, even though you are not necessarily
>getting the absolute latest versions.

I was working on a document to fully describe how to compile MINT from the MDK. Unfortunately my heaviliy modified 1040ST with nearly every add on possible burned out. My hard drive also went out (actually I think the hard drive was the fault, becuase brand new the hard drive didn't work on a friends 1040ST and also burned out shortly after being connected to the drive). Anyways, I wonder if I should write a shell script for the MDK instead. That was the use simply installs the base configuration with the GCC and then runs a script. The problem that I saw was that newer versions of mint seem to need differentt files (some miss asm.y, which others use a prgflags.prg which the ST doesn't have, need, or use). I would be willing to try, but I am not going to have a working machine for a few more weeks.

When I begin work at IBM developement, I will have to sign a contract unconditionally giving then all of my intellectual property. I'm afraid that I will not be permitted to do any IBM un-authorized programming which leaves me unable to contribute to the Atari community. I think IBM is afraid that I'll give some piece of their PC operating systems AIX and maybe OS/2 away to MultiTOS.

Does anyone know how to copyright ideas for software before going to work for a large corporation. I don't want to make any money off of this software, I just want to learn and become known in the Atari community. Some of the things I have worked on designing (no code just data-flow diagrams and structure charts for the algorithms) are:

- NeXT Step like login for MiNT and MultiTOS (set's user id)
- Updated C language version of UniTERM
- A fully functional version of Korn Shell for the Atari
- TeX / LaTeX tools and TeX installation information for TOS and MutliTOS/MiNT

Other products I have already built for School projects are:

- A Multi-processor computer using M68332 (68020 like chips) and an operating system for it. Both a hard ware and software design

- An artificial intellegence scuba-diving partner to warn the diver about unsafe diving conditions BEFORE the diver encounters those problems. Also monitor's the diver's body conditions.

- An Ethernet network analyzer which gathers information on multiple Intel Based PC's equiped with Ethernet cards, several RS-232 serial connections to a central Unix Workstation, and an X-Windows interface to graphically show statistical information and to show raw ethernet data for packet tracing.

Is a statement like this to the UseNET a good enough copyright? I don't want to be unfair to IBM, but I would like to still work on these projects without having to worry about breaking the law. This is USA law.

--
Mark Lehmann Senior Texas A&M University
lehmann@cs.tamu.edu

6798. Re: Chemical Software wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 20:03:39 UTC
From: jmcrmack@unix2.tcd.ie
Message-ID: <jmcrmack.737063894@unix2.tcd.ie>
Source record: 206182

In <1993May10.181953.147533@zeus.calpoly.edu> smiller@joule.elee.calpoly.edu (sTTeve the ATARI man :P) writes:

>buchberg@winx06.informatik.uni-wuerzburg.de (christian buchberger) stated:
Hisoft do one for 40 pounds STR called (I think) Chemikit...
Sean.

>>I'm searching for a software running on ATARI ST which gives me the
>>possibility to draw chemical structure formulars.
>>

Hisoft do one called (I think) Chemikit... about 40 pound sterling..

There is a demo of a program which does this on some ftp sites (a.a.u.e I think) called M*.something or other...

Sean.
>>It should be able to read the output - files in order to link them with
>>text.
>>
>>Is there anybody out there who can help me?
>>
>>Mail to: buchberg@winx06.informatik.uni-wuerzburg.de
>>
>>Thanks.

>Compo has one.... I saw it in a British mag...

> |T| |T|I am one of a few, but proud of it!
> |0|3|0| Steve Miller, Cal Poly Electronics Engineering
> / /| |\ \ smiller@farad.elee.calpoly.edu or semiller@flute.calpoly.edu
> /_/ | | _\ 'I am a PhD in superficial knowledge!' :^P
--
====jmcrmack@unix2.tcd.ie ==
++++++++++++++++++++++++++++++++++++Moria in Final Year+++++++++++++++
====AARRRGGGGHHHHHH!!!!!! ==
++++++++++++++++++++++++++++++++++++NO HOPE NOW++++++++++++++++++++++

6799. Re: Disk format wars (was: Re: MACophiles and Amigoids, please go away)

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 20:22:58 UTC
From: wbdst+@pitt.edu
Message-ID: <11291@blue.cis.pitt.edu>
Source record: 206183
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

Could anyone explain what any of this Amiga file capability stuff has to
do with Atari 8-bit computers?

6800. FAX SUMMARY

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 20:26:03 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <5Hmc4B2w165w@sys6626.bison.mb.ca>
Source record: 206181

Who ever posted the summary on fax programs, could you repost the article?

6801. Golf game wanted **********

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 20:30:19 UTC
From: awest@ua.d.umn.edu
Message-ID: <1sme0rINN9i3@ua.d.umn.edu>
Source record: 206186

I'm looking for a good golf game for the ST. I have a 1040STf with no
frills. If someone has played the bejesus out of their Jack Nicklaus golf,
or Mean 18, or any other good one, drop me a note.

--
^ ^ "Never tease a weasel" | Andrew West (awest@ub.d.umn.edu)
(o o)\ -Jean Conder Soule | University of Minnesota-Duluth (Brr...)
\ /\ "Never give a sucker an | aka: "The Piano Man" (who is Billy Joel?)
v \ even break" -WC Fields | Disclaimer: Everything I type is false.

6802. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 20:43:48 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <K4CDBJNJ@heaven7.in-berlin.de>
Source record: 206185

In <C6JxoA.KpB@cck.coventry.ac.uk>, -~=Zaphod=~- (csg019@cch.coventry.ac.uk) writes:

: Whoa there! Time out! The ST is good at many things, but even the
: most faithful ST owner would not say the ST's sound is good.

It depends on what you compare it to. Three voice plus noise generator isn't too bad compared to a piezo buzzer or a single speaker directly connected to an output port (standard PC equipment) ... it's just like my old Spectra-Video, had the same sound chip in it.

I think ST sound is quite acceptable, for standard built-in equipment. Okay, Amigas can do it better, but then again, they are more or less games-only machines (don't flame me, I'm writing this on my Amiga 3000 which is running UNIX because I can't stand AmigaDOS [and because I bought it for that purpose]).
--
( ) ____ Martin Ibert/Fï¿½rstenweg 11/D-13589 Berlin, -30/6/93: D-1000B20
| |_^_|O |_ --
(Starlight| Looks and youth aren't everything/Experience is a quality that
/_Express_| counts for a lot/The sad thing 'bout experience is by the time
//o ()()() o you got it/It's usually all you've got. ------ Richard Stilgoe

6803. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 21:02:17 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <44CDBJ2J@heaven7.in-berlin.de>
Source record: 205957

In <1ruam9$a3a@usenet.INS.CWRU.Edu>, Len Stys (aa399@cleveland.Freenet.Edu) writes:

: No, that isn't that good. But at least they are selling. AND, Atari isn't
: even advertising the Falcon030 yet.

And why should they? Heck, those birds sell like ice cubes in hell without
advertising! Would you advertise or ship to developing countries like the US
(Atari-wise, that is) if all you can get out the door is grabbed up by a
hungry market right where you are?
--
( ) ____ Martin Ibert/Fï¿½rstenweg 11/D-13589 Berlin, -30/6/93: D-1000B20
| |_^_|O |_ --
(Starlight| Looks and youth aren't everything/Experience is a quality that
/_Express_| counts for a lot/The sad thing 'bout experience is by the time
//o ()()() o you got it/It's usually all you've got. ------ Richard Stilgoe

6804. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 21:04:20 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <64CDBD4J@heaven7.in-berlin.de>
Source record: 205958

In <1993May2.113931.12843@iscsvax.uni.edu>, sinclair2246@iscsvax.uni.edu writes:

: I don't know what sales of the A4000 line, but are out of
: stock in the U.S.

So are the Falcons, I'm told.
--
( ) ____ Martin Ibert/Fï¿½rstenweg 11/D-13589 Berlin, -30/6/93: D-1000B20
| |_^_|O |_ --
(Starlight| Looks and youth aren't everything/Experience is a quality that
/_Express_| counts for a lot/The sad thing 'bout experience is by the time
//o ()()() o you got it/It's usually all you've got. ------ Richard Stilgoe

6805. Re: GCC / MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 21:29:08 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993May10.212908.9148@mnemosyne.cs.du.edu>
Source record: 206187
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> intellectual property agreements

Generally aren't worth sh*t. When I was working at Jeppesen, a friend of mine who was the VAX/VMS systems programmer developed a disk compression/defrag utility. He did it at the direction of the company, on company time, and under the terms of a standard intellectual property agreement which all employees had to sign.

He's now fairly wealthy from selling this program as a product. The company tried to sue him, but were advised by their lawyers that they'd lose and there was really nothing they could have done to prevent it. Apparently, if you think it up, it belongs to you as well as the person you were working for, regardless of prior agreements. (You can, however, sign away your rights to patent something. Apparently this is because a patent is a tangible thing you can give away your rights to, unlike an idea.)

This is not a legal opinion. Your mileage may vary.

--
==
- Ian Lepore | In Bosnia-Pottsylvania today, Serb leaders rejected the new
ianl@bix.com | peace plan, and ordered troops to "Keel moose & squirrel".
==

6806. Re: Package for text and musical notes in one document ??

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 22:00:17 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <C6tzsI.Bwz@mach1.wlu.ca>
Source record: 205964

In article <1993May10.083835.28989@ifi.informatik.uni-stuttgart.de>
reissing@mickey.informatik.uni-stuttgart.de (Ralf Reissing) writes:
>Hi there!
>
>A friend of mine wants to compile his diploma paper in musical science
>with the help of a computer, i.e. he needs a software package to integrate
>notes into text. Does anybody out there do something like that or can hint
>me what sotware would serve this purpose?
>
>What do you know about MUSITeX, or a notes-editor that is able to produce
>postscript-output?
>
>Please mail me directly.
>
>Thanks in advance,
>Ralf

There are many programs that save music as img files (or someo ther type of
file. Make you examples this was then impost them into your favorite word
processor or DTP program, (Notator and Calamus for example)

Keith

6807. Re: Piracy (was Re: Customer Satisfaction!)

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 22:39:51 UTC
From: dunham@mpd.tandem.com
Message-ID: <1993May10.223951.6984@integrity.uucp>
Source record: 206200

In article <1993May10.145744.10645@newshost.lanl.gov] hutch@bellman.lanl.gov writes:
]In article ny@mach1.wlu.ca, bili6745@mach1.wlu.ca (bilinsky keith) writes:
]>
]>Well i got a chance to read D.A.Brumleve's post on piracy as well and i'm
]>not sure if it has been posted here or not (i can post it if need be)
]>
]>I think we should discuss her article. What good does anyone here think her
]>article will bring? <other comments deleted>
]
]
]The article is very well written, IMHO, and should be a real eye opener for
]many folks. If it is possible to eventually repost it here, I would urge
]everyone (pirate and legit user alike) to read it.

I would certainly like to see a copy of Dorothy's post. Would someone out
there who has a copy please post it here?

--
Jerry Dunham DoF #1.5 dunham@mpd.tandem.com
Tandem Computers, Inc., ISD dunham_jerry@tandem.com
Austin, TX hoosier@rider.cactus.org (512)244-8598
There's no such thing as a free lunch.

6808. Gadgets by Small voice-number?

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 23:00:29 UTC
From: m91der@tdb.uu.se
Message-ID: <1993May10.230029.24632@tdb.uu.se>
Source record: 206191

I'm looking for the number to Gadgets by Small. I've tried 303-791-6098 which I thought was their voice-number. Unfortunately that number no longer exists. Is there a new number? If not, has Gadgets closed down? :-(

If they're still in business, does anyone know if they produce any nice accelerator cards for the MSTE?

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

6809. Re: More memory in MSTE

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 23:03:06 UTC
From: m91der@tdb.uu.se
Message-ID: <1993May10.230306.24812@tdb.uu.se>
Source record: 206192

Does anyone know the number/address to the company Kevin mentioned
(Marpet)?

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

6810. Re: Civilization: some bug help

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 23:07:55 UTC
From: bdiederi@flute.calpoly.edu
Message-ID: <1993May10.230755.136706@zeus.calpoly.edu>
Source record: 206190

In article <C6stB6.5ps@rahul.net> wilsont@rahul.net (Timothy Wilson) writes:
>According to my editor, if you shut off your "advisors" you can save yourself
>alot of bombs on your screen.

I don't get bombs with crises in my cities, and the advisors-bug is
just screwy graphics where the picture should be (especially the
pub-table one where one learns of another civs building of a Wonder).
The bombs during the GRAPH and/or the "SLAM" at the end is ALWAYS
there, tho...
I would like to RE-ASK the question posted earlier, Was This
MicroProse UK? As my game is from there (funny, imported games from
U.S. companies to the U.S.? Big business...)

Brian Diederich
bdiederi@flute.calpoly.edu

6811. Re: WP to ST

Newsgroup: comp.sys.atari.st
Date: 1993-05-10 23:54:58 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.209786@cix.compulink.co.uk>
Source record: 205959

In article <1slrho$9iu@news.cerf.net>, bernan@class.class.org (Bernan) writes:
>Just a quick info note: Check out a new word processor called
>MARCEL. It's native file format is RTF, and I have succesfully
>taken a file from it and used it at work in PageMaker 4.0.
>

Sounds very good. Do you know the price? How abou a contact address?

Ofir ogal@cix.compulink.co.uk

"Experience is something you don't get until just after you need it."

6812. Re: Gadgets by Small voice-number?

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 00:10:09 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC6u5sy.C7C@netcom.com>
Source record: 206195

In article <1993May10.230029.24632@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:
>
>I'm looking for the number to Gadgets by Small. I've tried 303-791-6098
>which I thought was their voice-number. Unfortunately that number no longer
>exists. Is there a new number? If not, has Gadgets closed down? :-(
>
>If they're still in business, does anyone know if they produce any nice
>accelerator cards for the MSTE?

Gadgets is still alive. Dave is working hard on the new version of Spectre.

He doesn't have any accelerator cards that will fit in a MegaSTE, but Jim
Allen of Fast Technologies has his TinyTurbo which will fit.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

6813. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 00:10:53 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1smqudINN22k@golem.wcc.govt.nz>
Source record: 206196

```
] Certainly there are many other things - I posted the list shortly after t
] CeBit already. The only thing I'm missing (well not REALLY missing) is
] the first FALCON only game ;-)

Falcon only version of Legends of Valor, Space-Junk (if it's released),
and a few others....
```

6814. Portfolio

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 00:14:25 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1smr51INN22k@golem.wcc.govt.nz>
Source record: 206197

Shops over here are selling the portfolio for about $250US, what's
that compare to the prices over there? (Does that read right?)

6815. Re: SpeedoGDOS & NVDI problem

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 00:18:06 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1smrbuINNn1h@phakt.usc.edu>
Source record: 206193

In article <736710418snz@falcon.demon.co.uk> alex@falcon.demon.co.uk writes:

>NVDI then Speedo is the order I have them in my AUTO folder; works for me...

This reminds me of a couple questions:

Is Warp9 compatible with SpeedoGDOS?

We know that SpeedoGDOS uses its speedo fonts, but does it use the old GDOS or ATM fonts? Type1 at least?

Does Warp9 work with MultiTOS, or does the speedloading interfere, let alone the new aes, etc.?

Does MultiTOS work out of the box on STs/STe/TTs?

6816. Re: Piracy (was Re: Customer Satisfaction!)

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 00:19:05 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1smrdpINN22k@golem.wcc.govt.nz>
Source record: 206198

I think that posting of the piracy article was a very stupid thing to do....

Piracy has probably doubled since on the ST - all the other pirates
will have seen the list and think, 'hey more contacts, let's get 'em!'

It is 100% impossible to eliminate piracy, and everyone knows it is
a problem (even the pirates themselves), so it really was a pointless
article - especially as some of the people in the article were only
put in there as they had user-ID's on the problem boards, with no
evidence to back it up!

6817. Re: Orphan TT's

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 00:27:54 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1smruaINNnbc@phakt.usc.edu>
Source record: 206194

In article <ekrimenC6MyHE.MI9@netcom.com> ekrimen@netcom.com (Ed Krimen) writes:

>Impossible to find a TT? How many dealers did you call? Which ones?
>
>If I wanted to buy another one tomorrow, I'd be surprised if my local dealer
>didn't have any. If he indeed didn't, I'd be even more surprised if I
>couldn't find one on my second or third call. They can't be that hard to
>find. Sheldon Winick in NC is still selling them and MegaSTEs.

Basically what I did was to talk to the local shop first. They were
completely out. So I looked through all the Atari User mags I had and called
up every add that even hinted at having hardware. Even Toad was completely
out. Some of the shops tried calling other shops, but of all of them, only
one shop had a TT (ATY in San Francisco).

Actually, the local shop has a TT as a show-room model, but they
didn't want to sell it to me....

>--
> Ed Krimen
> ekrimen@netcom.com
> AEO.5 (GEnie)

-MikeB

PS: Maybe that is what we need: to make up an informal listing of Atari
shops (at least in the States and Canada) that will do mail-order....

6818. Re: SpeedoGDOS & NVDI problem

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 00:56:22 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.208.737081782@dhhalden.no>
Source record: 206199

In article <1smrbuINNn1h@phakt.usc.edu> baffoni@phakt.usc.edu (Juxtaposer) writes:
>>NVDI then Speedo is the order I have them in my AUTO folder; works for me...
>
> This reminds me of a couple questions:

> We know that SpeedoGDOS uses its speedo fonts, but does it use the old
>GDOS or ATM fonts? Type1 at least?

It will happily take on your old bitmap fonts, but what do you mean by 'old ATM fonts'?? These are Postscript fonts ant as far as I've know they haven't been supported directly on the Atari on anything else than Pagestream and the CompoScript sw PS interpreter (maybe Ghostscript, I haven't gotten around to set that up properly yet). They have never been a part of the 'global' font handling. A couple of the German vector apps do a conversion to Calamus or Didot format. Chagall will have the ability to use them too, but I don't know if that will be directly or trough conversion. I've been asking around on comp.fonts for a Type1 -> Speedo converter, but noone knows. Typical of Atari to pick the wrong standard... probably the cheapest one for them, though. Personally I think they would be better off with Postscript or even TrueType. These exist in large quantities even in shareware/PD form and are supported by the market. Speedo is dead on the PC and hard to get here. Not an inferior format, though.

> Does MultiTOS work out of the box on STs/STe/TTs? >

It did here. Some of your apps might need a little adjustment though, depending on which platform you run it on.

Jon

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

6819. Re: Program that read Midi file

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 02:34:32 UTC
From: Laurent_Zimmerli@temptation.alphanet.ch
Message-ID: <Laurent_Zimmerli.07yb@temptation.alphanet.ch>
Source record: 205988

In a message dated Mon 10 May 93 21:29, Hsp4@cunixb.cc.columbia.edu (haim S
wrote:

>Well,there is no way... A midi file contains ONLY sequence info.
>It had no sounds. To play it,you need a MIDI expander or synth.
>
>The "playable" files are .MOD,but this is another story!!!

HS> I used to have a program named MIDIX32 (some sort of demo of a
HS> shareware
HS> program) that would play .MID files through the STs speaker (I used
HS> it
HS> on a Mega ST2 TOS 1.02). I got it from Abacus BBS in San Francisco
HS> (415-587-8062) in the ST Music & MIDI file SIG. I don't know if it's
HS> available on aaue. If you email me (hsp4@columbia.edu), I'll get
HS> back in
HS> touch with you when I have my ST again (it's packed up to get shipped
HS> home for the summer)...

HS> Sol Poretsky
HS> hsp4@columbia.edu

well,you are right! i 've made a mistake...BIG mistake
after i read your mail,i tell myself "OF COURSE!",it's logical.OK
But can we Call that "MUSIC"...?
I make the mistake 'cause i use some MIDI Synths.The ST had only a small
Yamaha chip which only make some "beep and tzuhhp" (STF)...
good luck to listen to more than 1 minute...
But you are right....sorry

regards,

Laurent

-- Via DLG Pro v0.995

+-----------------+--+
Laurent Zimmerli	Temptation BBS +41 38553454 / Voice +41 39267037
Jacob-Brandt 81	Fidonet : 2:301/331 / Fax +41 39280607
CH-2300 Chx-de-Fds	Internet: Laurent_Zimmerli@temptation.alphanet.ch
+-----------------+--+

6820. FZDT adress

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 02:49:23 UTC
From: Laurent_Zimmerli@temptation.alphanet.ch
Message-ID: <Laurent_Zimmerli.07yf@temptation.alphanet.ch>
Source record: 205989

Hello readers!

Is there anybody here who know a E-Mail Adress of the distributors
of the FreeZe Dried Terminal ?
IF possible in Europe,i've seen in the docs there was a European distrib.
but there is no adress on it and it's dated 06.20.92

It's too old to DIRECTLY send money...

Any help will be GREAT! (I like this prog and want more than the demo
version)

thanx and regards

-- Via DLG Pro v0.995

+------------------+---+
Laurent Zimmerli	Temptation BBS +41 38553454 / Voice +41 39267037
Jacob-Brandt 81	Fidonet : 2:301/331 / Fax +41 39280607
CH-2300 Chx-de-Fds	Internet: Laurent_Zimmerli@temptation.alphanet.ch
+------------------+---+

6821. Re: Piracy (was Re: Customer Satisfaction!)

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 02:50:41 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <C6uD8H.CBt@mach1.wlu.ca>
Source record: 205977

RE: D.A. BRUMLEVE

Well i read your reply to my comments on her article (I will try to post it here buy wednesday) and as it is to the average user i think we have different ideas.

I personally know/ am friends with about 25 people with ST's. The average user i have found from them seems to be one who likes to get a free game or program when ever thy can. They can't go into a store with in an hours drive to get anything so any chance they want to use. These people range from professional musicians to out of work musicians to school teachers to high school students. They are all the same. They have bought some of their stuff (Usually a word processor, their music program and few others and a couple games) after that most have mainly copied stuff. That is what i see the average user as and i do not think it is your view of an average user.

This view of the average user is why i see her article as mainly harmful rather then helpful. The people at comp.sys.atari.st are not average users.

Keith
(Once again let me say i am not talking here about piracy pro/con but the helpfulness of her article)

6822. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 03:30:18 UTC
From: jmccoull@bruny.cc.utas.edu.au
Message-ID: <jmccoull.737091018@bruny>
Source record: 205952
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

malak@grebyn.com (Michael Malak) writes:

>Reading ST & IBM disks on an Amiga is even slower than reading Amiga
>disks. As you probably know, to read a single disk sector the Amiga
>must read the entire track of _raw_ data, then the 680x0 decodes the MFM
>encoding. Coupled with the fact that the directory structure is a
>linked list, practically the entire disk has to be read every time you
>want a directory.

So... you sit there doing dir all day? File opens and other useful operations
are orders of magnitudes faster under AmigaDOS than most file systems.

Also whats wrong with using Directory cached floppy disks?

6823. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 03:32:39 UTC
From: jmccoull@bruny.cc.utas.edu.au
Message-ID: <jmccoull.737091159@bruny>
Source record: 205953
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>] I don't find Amiga disks slow... And, of course, with FFS they're even f
>] (:P to anyone still running 1.3 ;)

>Amiga disks not slow? You've obviously not used an IBM-floppy drive!

Dream on idiot. Both machines using DD disks have the same raw transfer rate.

6824. Re: MACophiles and Amigoi

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 03:56:35 UTC
From: akenning@harp.calpoly.edu
Message-ID: <1993May11.035635.140544@zeus.calpoly.edu>
Source record: 205951

```
>
>Well a chap here in NZ. is claiming 13 megs on a ST..
>beet that...
>
>
>I did read it some were the mods for this memory, but I think only
>the CPU has access to it. like the TT and Amiga set ups...
>
>
>Roger.............. sheppard_r@kosmos.wcc.govt.nz
>

Too bad he can only access 4 megs of it. :)

--
-------------------------------------------------------------------------------
---|__||__||__||__||__||__||__||__||__||__||__||__||__||__||__||__||__||_|||---
---||__|Aaron B. Kennington.................akenning@oboe.calpoly.edu|__||---
---|||-----------------------------------------------------------------|---
```

6825. Re: Orphan TT's

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 04:19:19 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC6uHC9.1u3@netcom.com>
Source record: 205956

In article <1smruaINNnbc@phakt.usc.edu> baffoni@phakt.usc.edu (Juxtaposer) writes:
>
> Basically what I did was to talk to the local shop first. They were
>completely out. So I looked through all the Atari User mags I had and called
>up every add that even hinted at having hardware. Even Toad was completely
>out. Some of the shops tried calling other shops, but of all of them, only
>one shop had a TT (ATY in San Francisco).

Yeah, that's who I would have called first.

I was there Saturday to see his Falcon.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

6826. Re: Piracy (was Re: Customer Satisfaction!)

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 04:20:44 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13324@uqcspe.cs.uq.oz.au>
Source record: 205955

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>It is 100% impossible to eliminate piracy, and everyone knows it is
>a problem (even the pirates themselves), so it really was a pointless
>article...

Software theft is illegal, therefore exposing the illegal operators
MUST effect there operations.

Anyone considering connecting to a BBS mentioned in the Brumleve
article would have to have rocks in their heads - they might as well
make 50 root login attempts to fbi.gov.

Sure, authorities MAY ignore the Brumleve article findings... but for
how long? Software theft is too easy. That article helps to tighten
the screws.

I turned up to a friend's place once and he was paging through some
file from a VERY organised software theft group. The file listed
just about every piece of Atari s/w I'd heard of. I was shocked.
These criminal (in Europe somewhere I think) SOLD copies of the
software - Retail prices and stolen prices were listed in the file.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

6827. MultiTOS for 030 only.

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 04:28:45 UTC
From: humphrie@ni.umd.edu
Message-ID: <1sna1t$11o@ni.umd.edu>
Source record: 205954

I hate to be the bearer of bad news _AND_ a starter of rumors but...

According to my sources the newest BETA of MTOS is 030 only (no ST support). Can anyone confirm and/or elaborate?

Please don't fill my mbox with "why you shouldn't try to multitask on a 68000 machine" messages, or I'll be forced to mutter nasy things about you under my breath.

--
_____Jim_Humphries_____
|DISCLAIMER: All opinions expressed in this message are actually the reader's.|
| He or she just may not know it. |
|____humphrie@wam.umd.edu_____NeXTmail: humphrie@nicube.umd.edu___|

6828. PIRACY ARTICLE

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 05:07:15 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <C6uJK4.9Gp@mach1.wlu.ca>
Source record: 205985

Well the next article is the famous article written by D.A.Brumleve on the state of piracy on the atari st today.

I warn you now that it is 77K of text and may not get accepted from my end, if this happens I will break it into 2-3 parts and try again (i would prefer to keep Dorothy's article in one piece as I am sure she would like)

Keith

6829. Re: Calamus for Windows

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 05:33:09 UTC
From: darekm@microsoft.com
Message-ID: <1993May11.053309.19305@microsoft.com>
Source record: 205961

>bdiederi@flute.calpoly.edu (der Brewmeister) stated:
>> Has anyone heard about Calamus (SL?) coming out for Windows on the PC?
>>I was talking to my Atari dealer, letting him know Calamus is the main
>>reason I have kept my ST, and he said "they are coming out with a
>>Windows version" of it. (What a great way to keep Atari customers!)

Calamus. PC. Hmmm, sounds to me like you want to put a Gemulator in your PC.
At the WAACE show last year I demoed Calamus SL running under Windows,
on Gemulator of course. It runs just fine. So consider that as an
interim measure until Calamus for Windows really comes out. For more
information check out the review in the April issue of Current Notes magazine.

- Darek

--
/--\
| Darek Mihocka, BraSoft, 14150 NE 20th St., Unit 302, Bellevue, WA 98007. |
| Creator of Gemulator, Quick ST, and Xformer. Views expressed are my own. |
\--/

6830. Re: MonSTEr

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 05:43:59 UTC
From: darekm@microsoft.com
Message-ID: <1993May11.054359.19570@microsoft.com>
Source record: 205965

In article <1327@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.UUCP () writes:
>In article <1993May5.134320.19244@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>
>>Where would I find MonSTEr? Does it only work with the STE, or would it do its
>>thing on my Mega ST4?
>
> I think you can find a copy of MonSTEr at atari.archive.umich.edu. It was
>written by Darek Mihocka, and has also been included on the QuickST disks.
>(I *think* Monster was released either shareware or freeware). Not sure
>if it works on a standard ST or not (probably couldn't hurt to try)...
>
>>What kinds of things does it work with? Things like Uniterm only, or tings
>>like ConNect only, or graphics applications only, or what?

MonSTEr is freeware. I uploaded it to Compuserve and GEnie originally. Where
else it's available, I'm not sure. It was bundled with Quick ST but is
not exclusively part of the Quick ST package.

Although the program was intended for use on the STE (which has hardware
scrolling) the program does work on any ST capable of supporting higher
screen resolutions. i.e. an ST with TOS 1.4 or higher. Sorry, TOS 1.0 does
not support anything beyong 640x400. On a regular ST the screen updates
are slightly jerky, this is due to software emulation of the hardware
scrolling.

MonSTE can be used with any ST software that supports large screen monitors.
Pagestream and Calamus are no problem. Most word processors too. Programs
that write directly to screen memory and are hard coded for a 640x400
screen WON'T work. This includes the Tempus text editor and Turbo ST. You
need to use Quick ST or Warp 9 (instead of Turbo ST) when using MonSTEr or
large screen monitors in general.

I'm just curious to know if anyone other there is actually using MonSTEr
and if so on what kind of hardware and in what screen resolution. I've never
tried it on a TT or Falcon so I don't even know if it runs on those machines.
I hacked up a version for use on the PC and with a bit of work it could be
made to run on the ST again to provide resolutions like 800x600 and 640x480.
If anyone's interested in being a guinea pig just send email and I can
email you a newer file to try.

- Darek

--
/--\
| Darek Mihocka, BraSoft, 14150 NE 20th St., Unit 302, Bellevue, WA 98007. |
| Creator of Gemulator, Quick ST, and Xformer. Views expressed are my own. |

\--/

6831. Re: MultiTOS for 030 only.

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 06:04:04 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC6uM6s.20v@netcom.com>
Source record: 205960

In article <1sna1t$11o@ni.umd.edu> humphrie@ni.umd.edu (James B. Humphries) writes:
>I hate to be the bearer of bad news _AND_ a starter of rumors but...
>
>According to my sources the newest BETA of MTOS is 030 only (no ST
>support). Can anyone confirm and/or elaborate?

Nope, absolutely not. In fact, it's been well over a year (more like
a year and a half) since beta test versions of MultiTOS required an 030.
This should tell you something about the accuracy and trustworthiness of
your sources. Note also that even if the rumor were accurate, it would be
meaningless: it doesn't matter what machines the beta version runs on, only
the production version (which authorized developers have had for several
months now) matters.

Bottom line: MultiTOS runs on any kind of ST with at least 1 megabyte of
memory. I wouldn't necessarily recommend running it on < 68030 or with
< 4 megabytes of memory.
--
Eric Smith ersmith@netcom.com ersmith@atari.uucp
Disclaimer: I don't make Atari policy statements

6832. SpeedoGDOS & NVDI solved !!

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 06:42:10 UTC
From: castermn@nlsce1.seri.philips.nl
Message-ID: <1993May11.064210.6551@seri.philips.nl>
Source record: 205963

Thanks all,

The one and only order I now have in AUTO-folder is:

NVDI
SPDGDOS
MACCEL3
MINT

What I had wrong was that the order of SpeedoGDOS and the
mouse accellerator were exchanged. With the order above
all is ok.

Thanks again.

Luc Castermans
castermn@sce.philips.nl

6833. Pagesteam English Dictionary..

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 06:54:03 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1sniibINN368@golem.wcc.govt.nz>
Source record: 205962

**** HELP ****

Can any kind sole Please send me a Copy of the English Dictionary
for Pagetream 2.1/2..

The reason for this is because the only version that was sold here in
New Zealand was the USA one, not to good when we spell the English way..

So if its posible can you Archive and UUE your SPELL Folder for me,
and of course Please E-Mail it to me...

Thanks......

Roger.................. sheppard_r@kosmos.wcc.govt.nz

6834. Re: More memory in MSTE

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 07:59:04 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.210337@cix.compulink.co.uk>
Source record: 205966

In article <1993May10.230306.24812@tdb.uu.se>, m91der@tdb.uu.se (Daniel Eriksson) writes:
>Does anyone know the number/address to the company Kevin mentioned
>(Marpet)?
>
>---
>Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)
>
>

Email address for Marpet Marpet@cix.compulink.co.uk

Ofir ogal@cix.compulink.co.uk

Experience is something you don't get until just after you need it.

6835. AHDI DISK

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 08:59:15 UTC
From: the_messenger@cix.compulink.co.uk
Message-ID: <memo.210735@cix.compulink.co.uk>
Source record: 205968

```
>
>I give in. Does anyone out there have a copy of the original ADHI disk ??
>
>Could anyone that might be able to mail me a uue'd ORIGINAL ahdi disk,
>please email/post ... or if you know a solution (eg. another formatter),
>tell me (here or e-mail me)
>
>Dave.
>
> o=============================================o +----+
> David McNicol, | Strathclyde University, | |
> 3rd Yr Laser Physics, | SCOTLAND. |/--\| "I'm sorry Dave,
> o=============================================o ||[]|| but I'm afraid
> Internet: D.McNicol@ccsun.strath.ac.uk !talk ! |\--/| I can't do that"
> JANET: D.McNicol@uk.ac.strath.ccsun !to me! | |
> o=============================================o +----+

I've got a very old ADHI disk here dated 1987,I've tried to post it several
times to the above mail address but the University Mail daemon keeps returning-

it :(( could you mail me a snail address if you still want the disk..

----- Transcript of session follows -----
550 D.McNicol@uk.ac.strath.ccsun... User unknown

================================================
Bob Culverston - Liverpool,England
================================================
the_messenger@cix.compulink.co.uk
bobculve@cix.compulink.co.uk
Postmaster@bobculve.demon.co.uk [158.152.10.35]
================================================
```

6836. Re: MultiTOS for 030 only.

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 09:22:10 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1snr82Efcg@uni-erlangen.de>
Source record: 205993

humphrie@ni.umd.edu (James B. Humphries) writes:

>According to my sources the newest BETA of MTOS is 030 only (no ST
>support). Can anyone confirm and/or elaborate?

That is definitely wrong.

YOU CAN BUY MTOS NOW!

It's is available at the big ATARI dealers (like Shift or Maxxon) here
in Germany for DM99.

It works on all ATARI Computers.

There are no different versions for the 68000 and 68030 - although I would
find this quite good.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

6837. DON'T CROSSPOST ADVOCACY (was Re: MACophiles and Amigoids, please go away)

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 10:00:21 UTC
From: piet@cs.ruu.nl
Message-ID: <1993May11.100021.15297@cs.ruu.nl>
Source record: 205967
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

```
>>>>> winston@merk.com (Winston Smith) (WS) writes:

WS> Um... why am I reading this drivel about ATARI ST drive access in:
WS>
WS> COMP.SYS.ATARI.8BIT ?
WS>
WS> Please use a "Newsgroups" heading of:

--> Newsgroups: comp.sys.atari.st,comp.sys.atari.advocacy

NO!! NO!! NO!! NO!! NO!! NO!! NO!! NO!! NO!! NO!! NO!! NO!! NO!! NO!!

Please don't crosspost advocacy to comp.sys.atari.st. The advocacy group
was created to get this crap out of the normal newsgroup. Change the
newsgroup line.
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')
```

6838. ImageLab 2.1 ready & posted!

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 11:54:57 UTC
From: hansen@hathi.informatik.rwth-aachen.de
Message-ID: <1so46h$ddo@urmel.informatik.rwth-aachen.de>
Source record: 205969

Hello everybody!

About one year ago, I got the source code for ImageLab 2.0 from Rainer Fraedrich, and started to improve the program. Now it's eventually done!

ImageLab 2.1 is a program for digital image processing running on every resolution (hopefully!), but using only black & white pictures and displaying them only in monochrome. ImageLab uses pictures with 256 shades of grey, which can be converted from TIFF, IFF, IMG or GIF format.

If you are interested in image processing, you should upload this program. It's available via anonymous ftp from ftp.informatik.rwth-aachen.de

The program and documentation is in german language!

Hope you like it,

Oliver

hansen@pool.informatik.rwth-aachen.de

6839. WordPerfect PC to ST

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 12:20:53 UTC
From: spht124@liverpool.ac.uk
Message-ID: <C6v3Mu.MHF@liverpool.ac.uk>
Source record: 205971

Does anybody know of a utility (preferably in the public domain) that will convert PC format WordPerfect(5.1) files to ST format WordPerfect files?

Thanks

Graham Wright
spht124@liverpool.ac.uk

6840. Drivers for Speedo, the list.

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 12:39:35 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <1so6q7$k7u@rw8.urc.tue.nl>
Source record: 205970

Some people asked for Epson 24 drivers and the like. The following list shows that an Epson LQ-570 driver is available so it really does exist.

Drivers included with the Dutch release of SpeedoGDOS:

Atari SLM Laserprinters
Atari SMM804
Canon Bubble JET 10e
Epson FX-80
Epson LQ-570
HP Paintjet
HP Deskjet 500
HP Laserjet
NEC P-series
Okimate20
STAR NB24-15
STAR NX1000

Note:
These are included NOW with the separately sold SpeedoGDOS package. This might or might not be applicable to versions that come with the current Falcon 030. Of course Compo can change the included drivers at any time so this informationm might no longer be accurate.

Erlend.

6841. Multi-player games using MIDI or RS-232?

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 12:58:37 UTC
From: nikhan@erix.ericsson.se
Message-ID: <1993May11.125837.24749@eua.ericsson.se>
Source record: 205972

Since I've recently acquired my second atari ST (a STE at last), I'm wondering if anyone can help me with a list of games, arcade, MUD, and/or strategy, which can be played by, at least, two players with at least two computers. Personally I'd prefer to connect the computers with MIDI-cables, (I've got a few of those), but I'm also interested in games using the RS-232 interfaces. Further more I wouldn't mind if the programs could be run on different machines, i.e. Apple or IBM. It is no disadvantage if the programs are PD or Shareware.

--
Niklas Hanberger
Department of Computer Science, Uppsala University, Sweden
nikhan@student.docs.uu.se

6842. Re: Falcon in the UK

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 12:58:47 UTC
From: mebeb@liverpool.ac.uk
Message-ID: <C6v5E0.MoJ@liverpool.ac.uk>
Source record: 205976

In article <C6tHLu.DFE@liverpool.ac.uk>, spht124@liverpool.ac.uk (Mr. G.A. Wright) writes:
>
> Has anyone actually seen a Falcon in a high st. shop in the UK yet? I have
> been to both Dixons and Tandy, to see if I could get a look at one. Both had
> never even heard of them, Tandy even tried to sell me a PC - I quickly
> declined.
>
Oh dear, Dixon's and Tandy - no chance. I'm surprised they didn't refer
you to a pet shop. I was in London last weekend, and was going to have a look
round there, but I never got a chance. Certainly there's nowhere in
Liverpool were you can get one. I'm probably going to order mine from
Hisoft (assuming they still have some) next week, so if you'd like to
take a look at it then mail me in a week or so.

Kevin O'Donovan kebab@cix.compulink.co.uk
mebeb@uxb.liverpool.ac.uk

6843. emacs for 68000

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 13:13:53 UTC
From: erlingh@storlind.storlind.idt.unit.no
Message-ID: <ERLINGH.93May11151353@storlind.storlind.idt.unit.no>
Source record: 205973

Okei, after popular demand (oh well, atleast one), I've compiled
a version of emacs-18.59 for 68000 ataris.
You need MiNT (version >=0.95) to be able to use this port.

It is available in the New directory as
st-emacs.tar.z
It is a gzip'ed tar'ed archive containing binaries, docs and
an install document.

Cheers
Erling
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

6844. Re: Amberstar

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 13:43:51 UTC
From: stevew@teleride.on.ca
Message-ID: <C6v7H4.2K1@teleride.on.ca>
Source record: 205997

In article <1993May10.125217.3880@porthos.cc.bellcore.com> rrk@vixen.cc.bellcore.com (kutz,randolph r) writes:
>
>My wife and I need help with an Amberstar riddle:
>
>"It flew flightless
>into a tree leafless
>But who ate it?"
>
>Is the answer somewhere in the game? Or should we
>just keep guessing (actually we tried a lot of guessing
>to no avail). Can any Amberstar power-players help us?

No, the answer to those riddles is not in the game. The answer to the two riddles in that stage of the entrance to the riddlemaster's tower are related, though.

What flies through leafless trees is the answer to one riddle, and the thing that destroys it (think "melt") is the answer to the above.

--
Stephen M. Webb ---- Doubleplus bellyfeel unfrink ----- stevew@teleride.on.ca

We're sorry, you call cannot be completed as dialled. Please hang up and try your call again. This is a recording. We're sorry, your call cannot be comp

6845. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 13:46:12 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May11.134612.11111@newshost.lanl.gov>
Source record: 205975

In article 6984@integrity.uucp, dunham@mpd.tandem.com (Jerry Dunham) writes:
>]In article ny@mach1.wlu.ca, bili6745@mach1.wlu.ca (bilinsky keith) writes:
>]>
>]>Well i got a chance to read D.A.Brumleve's post on piracy as well and i'm
>]>not sure if it has been posted here or not (i can post it if need be)
>]>
>]>I think we should discuss her article. What good does anyone here think her
>]>article will bring? <other comments deleted>
>]
>
>I would certainly like to see a copy of Dorothy's post. Would someone out
>there who has a copy please post it here?
>

Dorothy's Article on pirate BBSs, "Small Developers, Big Business", was included as part of Atari Explorer Online v2 #9, which many netters subscribe to on the net (BTW, to subscribe to this online journal, send your request to stzmagazine-request@virginia.edu).

If anyone wants a copy of the article itself, send me email and I'll be happy to forward it to you. It's worth the read. We really need Dorothy's permission before posting it here and it's fairly long, anyway.

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6846. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 14:10:35 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May11.141035.14402@newshost.lanl.gov>
Source record: 205978

In article 1smrdpINN22k@golem.wcc.govt.nz, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>I think that posting of the piracy article was a very stupid thing to do....
>
>Piracy has probably doubled since on the ST - all the other pirates
>will have seen the list and think, 'hey more contacts, let's get 'em!'
>
>It is 100% impossible to eliminate piracy, and everyone knows it is
>a problem (even the pirates themselves), so it really was a pointless
>article - especially as some of the people in the article were only
>put in there as they had user-ID's on the problem boards, with no
>evidence to back it up!

Steve, as I mentioned in my post yesterday, the primary purpose of Brumleve's article was one of education. You might be surprised at just how many users consider it of virtually no concern because of Atari's small marketshare, when it fact it is that same small marketshare that makes it so severe.

Telephone numbers of the handful of pirate boards mentioned in the article were not disclosed. But don't be naive... the numbers of other pirate boards are generally readily accessible to those who frequent any pirate BBS.

Yes, we all know it is impossible to totally eliminate piracy. But should that fact prevent us from trying to educate others as to the damage it does? And as to evidence... "speak not of what ye know so little of." ;-) A number of pirate BBS sysops and users of these boards _have_ been identified and letters sent to them from the IAAD. Other action on some boards is pending.

Sorry, but I am at a loss why would any _legitimate_ user would consider the posting of this excellent article as "a very stupid thing to do."

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6847. Re: Disk format wars (was: Re: MACophiles and Amigoids, please go away)

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 14:55:26 UTC
From: cfaehl@polaris.unm.edu
Message-ID: <1soeoulNNev1@lynx.unm.edu>
Source record: 205979
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Please watch your Newsgroups folks - this doesn't belong in the 8bit group.

In article <1993May10.183228.19633@cs.wisc.edu>, pochron@picard.cs.wisc.edu (David Pochron) writes:
> In article <1scidlINNdjb@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
> >
> >] No, but the Amiga can format, read and write MS-DOS (and, of course, ST)
> >
> >Not without additional software though!
>
> Hel-lo??? MS-DOS file reading/writing is *included* with the operating
> system!!! Do you know what you are talking about?
[some stuff deleted]
> Here's what bother's me though: The ST users are trying to defend the
> fact that they are locked into one filesystem, namely an MS-DOS type
> filesystem. Why has no one on either the ST or PC ever come out with a
> new filesystem that allows longer filenames and whatever other nice features
> you might desire? What is do difficult of writing a new filesystem that
> reads both the new disks and the old 11-character filename disks? (Beats
> me.)

Do YOU know what you're talking about? MiNT nee MultiTos supports loadable filesystems. One of these is a minix file system, similar to a unix filesystem.

[more stuff deleted]
>
> Now, I realize the concept of inserting a disk and having the machine
> automatically figure out what disk is inserted is a foreign concept to
> ST and PC users (Mac, NeXT, Amiga, and some workstation users are
> quite blessed with such technology) but that's not my problem, is it?

No. It's not your problem. And it's not a foreign concept to some of us ST users.

>
> Case closed.

I really doubt it.

Chris Faehl
cfaehl@polaris.unm.edu

6848. Re: Small 2.5" drives!

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 14:59:58 UTC
From: x91mikowski@gw.wmich.edu
Message-ID: <1993May11.095958.9757@gw.wmich.edu>
Source record: 205974

In article <May10.175924.49019@yuma.ACNS.ColoState.EDU>, sytang@lamar.ColoState.EDU (Shoou-yu tang) writes:
> In article <1993May10.111027.9743@gw.wmich.edu> x91mikowski@gw.wmich.edu writes:
>>Just thought I'd send along a little tidbit of info for you Falcon users or
>>"soon-to-be" users. Several drive manufacturers have introduced 2.5" drives
>>in excess of 100meg. Toshiba has a 2.5" drive in excess of 200 meg! I still
>>don't know if these are IDE or SCSI though. Now, wouldn't that be hot in a
>>Falcon?!?! I'll repost when I get more info.
>>
>>Later,
>>Bernard Mikowski
>
> Or, try the Maxtor.
> They have 25128A and 25256A for the 128meg and 256 meg and they are IDE. (The
> SCSI version is 25128S and 25256S which is not very easy to get.) These are
> availible parts from some hard drive dealer. (I don't have a list.) These has
> been out for some time now, so should be relatively easier to find.
>
>
> Tang
> sytang@lamar.colostate.edu
Here are the specs on the drives (can Mr. Tang supply Maxtor info?):

Areal a260
(408) 436-6800
2.5" drive
15mm height
262 Meg Formatted
$525 List (Under $500 through mail order)
Availibility: Mid-July or August '93

Toshiba MK-2224FC
2.5" drive
19mm height
213 Meg
$725 List

I'll probably get a 4 meg Falcon and then install the Areal drive. What would that setup cost me then? $1300 + 500 or $1800? In any case it would be great for doing some d-2-d recording!

Later,
Bernard Mikowski

6849. Valid Michtron Address???

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 15:15:55 UTC
From: aa728@Freenet.carleton.ca
Message-ID: <C6vBqJ.9su@freenet.carleton.ca>
Source record: 205981

Does anyone out there have a current address for Michtron?? The one I have
is :
Michtron
576 South Telegraph
Pontiac, Michigan
48053 USA

This address is out of date. The registration card it was printed on was
returned; no forwarding address.

Thanks
Blair Dean
--
Blair A. Dean :) Products coming REAL SOON NOW:
aa728@freenet.carleton.ca :) Atari Mega Falcon
I deny everything! :) ORACLE V7 & SQL*FORMS 3.0
:) for the Data General

6850. Re: Microprose Golf...WOW!!!

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 15:34:39 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993May11.093440.402@janus.arc.ab.ca>
Source record: 205986

In article <1993May5.101659.1@sscl.uwo.ca>, richardson@sscl.uwo.ca (John Richardson) writes:
>I realize this group tends to avoid Game stuff, but I just tried Microprose
>Golf and I am unbelievably impressed! This is one of the best quality 'games'
>I have ever seen! Game is definitely an injustice, this is a true
>simulation...although the fact you can install it on an Amiga hard-drive and
>not an ST is annoying! The graphics are amazing...you can actually read the
>greens without the need for those annoying indicators...amazing! For anyone
>who has played other golf games it won't take you long to lower your
>handicap...but to lower it all the way to scratch is a challenge I look forward
>to! After getting bored with the lack of variety of f-19 missions, this game
>has put Microprose back in my good books! Try this game...expensive, but WELL
>worth it...FORE!
>

Yep...pretty nice if you can find a copy. I haven't had much luck but my brother has had it for quite a while. He claims the only thing he's seen that was better was Links386.

Bob

6851. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 15:35:08 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May11.153508.28478@newshost.lanl.gov>
Source record: 205980

In article CBt@mach1.wlu.ca, bili6745@mach1.wlu.ca (bilinsky keith) writes:
>
>RE: D.A. BRUMLEVE
>---
>
>I personally know/ am friends with about 25 people with ST's. The average
>user i have found from them seems to be one who likes to get a free game or
>program when ever thy can.

<<< stuff deleted >>>

>This view of the average user is why i see her article as mainly harmful
>rather then helpful. The people at comp.sys.atari.st are not average users.

Well, I searched the article in question and the word "average" does not
appear even once. Your description of the average ST user may be close to
the mark, sad to say, but I still fail to see your point.

Again... I fail to see the logic in how an informative article on the current
state of Pirate BBSs could be considered harmful. Illumination (by those
who have actually READ Dorothy's article, please) is encouraged. :)

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6852. Re: MultiTOS for 030 only.

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 15:36:01 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.211901@cix.compulink.co.uk>
Source record: 205991

In article <1sna1t$11o@ni.umd.edu>, humphrie@ni.umd.edu (James B. Humphries) writes:
>I hate to be the bearer of bad news _AND_ a starter of rumors but...
>
>According to my sources the newest BETA of MTOS is 030 only (no ST
>support). Can anyone confirm and/or elaborate?
>

MTOS is available in the UK from the end of May for all ST/TT/Falcon
users.

Ofir ogal@cix.compulink.co.uk

Experience is something you don't get until just after you need it.

6853. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 15:51:54 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1soi2q$3qp@usenet.INS.CWRU.Edu>
Source record: 205982

In a previous article, hutch@bellman.lanl.gov (John Hutchinson) says:

>In article 1smrdpINN22k@golem.wcc.govt.nz, wells_s@kosmos.wcc.govt.nz (Steve Wells)
writes:
>>I think that posting of the piracy article was a very stupid thing to do....
>>
>>Piracy has probably doubled since on the ST - all the other pirates
>>will have seen the list and think, 'hey more contacts, let's get 'em!'
>>
>>It is 100% impossible to eliminate piracy, and everyone knows it is
>>a problem (even the pirates themselves), so it really was a pointless
>>article - especially as some of the people in the article were only
>>put in there as they had user-ID's on the problem boards, with no
>>evidence to back it up!
>
>
>Yes, we all know it is impossible to totally eliminate piracy. But should
>that fact prevent us from trying to educate others as to the damage it does?
>And as to evidence... "speak not of what ye know so little of." ;-) A
>number of pirate BBS sysops and users of these boards _have_ been identified
>and letters sent to them from the IAAD. Other action on some boards is pending.

If Atari wanted to end piracy, they could have by making the Falcon030
with a cartridge port that could hold a lot of information.

Just imagine Word Perfect on cartridge. There could be a small box
under the monitor that allowed the user to press a button for the software
he or she wanted.

I remember a product similar to this for the 2600.

But I don't believe that "software costs so much because of piracy"...
Take a look at a Sega Genesis cartridge. They sell thousands and
thousands of these cartridges and for $59 to $79.

I wonder what would happen if these cartridges could be pirated.
Would Sega sell them for $129?

>
>Sorry, but I am at a loss why would any _legitimate_ user would consider the
>posting of this excellent article as "a very stupid thing to do."
>
>---
>

Yes, I guess there are a lot of ignorant Atari users out there.
This is kind of surprising since I would think that the remaining Atari

users out there would be aware of what is going on.

Len
>
>
>

--

6854. Recovering files -- summary

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 17:01:37 UTC
From: zimmermk@westford.ccur.com
Message-ID: <1993May11.170137.16094@westford.ccur.com>
Source record: 205984
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

This is the promised summary of responses to my appeal for help recovering
a deleted file. Thanks to all who replied! As I've noted, I wound up using
the sector dumper in TOOLS18 to find my data and the sector manager in
DFSUITE2 to copy the sectors first to memory and thence to a file. TOOLS18
is a nice package, and contains a sector editor; I'd been thinking that I'd
have to edit the FAT with this. DFSUITE2 is almost completely undocumented,
takes sector numbers in DECIMAL, and has unexplained options, but was sufficient
to copy the sectors off of the disk. Considering the alternatives, I don't
think that I can recommend DFSUITE2.
Responses:

Date: Mon, 10 May 1993 08:03:20 +1200
From: STEVE WELLS <wells_s@kosmos.wcc.govt.nz>
Subject: Re: Need help recovering deleted file!

See if you can find a program called 'Salvage' which will let you tell
the computer the start & end sectors of the data on the disk which it
will then turn into a file!

(Should be on the FTP sites or local BBS's!)

Date: Sun, 9 May 93 23:09:30 +0200
From: walter@lkn.e-technik.tu-muenchen.de (walter loepsinger)
Subject: Deleted files

Hi,
just because you mentioned to need it TODAY...
I did what you described one day, at least i tried and tried
until i gave up on it. I remember that the FAT entries are
encoded in some way, like a 2/3 encoding w/ bit swapping or
such ugly things. There is a book existing on the internals
of the ST, a friend of mine had it that time. But enough of
the so
story: i do _not exactly_ have what you need.
One idea: as the file and FAT format are equivalent to these
of DOS, maybe you can try on a DOS PC...
Next idea: You already found your data in the sectors: this is
a great progress! (are there several copies of old versions of
the file? This point broke my neck in the past). couldn't you
just write the sectors out to single small files with your
disk-monitoring program? Then cat them together.
Third and fourth: i was just at the ftp-server atari.archive.umich.edu
(dont know if you know what it is, but:) here are two small

packages. the names sound like "undelete", might be useful.
I appended the uuencoded archives at the end of the mail. They are
separated by a few empty lines and a "-------" line.

So i say "Good luck!" and

Greetins from Munich, Bavaria!

Walter.

[uuencoded files "uneekit.zoo" and "unerase.lzh" deleted for brevity -- KZ]

Date: Mon, 10 May 93 13:47:46 +0800
From: akisujar@nuscc.nus.sg (SUTHIPUN SUJARITTANONTA (DR))
Subject: Re: Need help recovering deleted file!
Newsgroups: comp.sys.atari.st
Organization: National University of Singapore

Hello from Singapore,

I normally used DISKDOCTOR program to peek into the disk or hard
disk and if the directory track still intact I simply use SEARCH
function to serch for PRG so it will go to the location where all
files are listed. The deleted files will have their first letter of the
file name replaced by E5. By replacing E% with the letter (any alphabet)
will make that file reappear on the directory.

Now in the case that catalog tracks of FAT is corrupted. There are 2
programs that I know of that can deal with the problem.

1. CHKDISK.PRG by Atari Corp has option to use FAT1 or FAT2 or to
replace FAT1 with info from FAT2. If you only corrupted the usual FAT1
then you may be in luck. This program als0 good for defracmenting the
hard disk. I think that you can find this program in the atari.archive.
It will not allow you to reconstruct the FAT though.

2. Knift ST is a commercial program but It was given away as a COVER DISK
by ST Format magazine last year. Article on how to construct the FAT also
explained in the Magazine. I have the magazine at home so I can not tell
you what issue it is now. I never have to go to the extend to
re-construct the FAT manually yet but from what I glance through the
article it is quite complicate.

Another article in ST USER (or is it also ST Format?) explained the method
of constructing FAT by keying in the begining of the file, file length,
etc using any disk inspection program (eg. DISKDOCTOR, STDOCTOR, etc) but
again I never want to try out so far.

Another program called "HDSENTRY" (Hard disk Sentry) is a utility for
hard disk but it also work with diskette. It will rectify the invalid
directory and sub directory and create new file name for you. I might
produce numerous files by the name of FIX XX.XXX then You can used Word
processor to edit and join them into correct file (if it is a Data files)

AAnother method is to put the disk into IBM computer and use PCTOOLS or
Norton Utilities to work on the disk.

I all cases do not work on original "Corrupted" disk but copy the whole
disk onto a new disk using copy program. Some time you might have to use
the copy program which can set to copy 'protected disk' to ensure that all
the error track will be on the new disk as well as that particular track
might contain some relevant data need for recovering.
the caase of DATA)) pisn used then 0xxx . severmame nmcdal" ssik '

Hope this is of some help helps,

Suthipuntha, School of Architecture, National University of Singapore,
AKISUJAR@NUSVM.BITNET

Date: Mon, 10 May 93 08:46:38 -0400
From: Patrick BETREMIEUX <bpat@binkley.cs.mcgill.ca>
Subject: Re: Need help recovering deleted file!
Newsgroups: comp.sys.atari.st.tech
Organization: School of Computer Science, McGill University

A cluster is a group of sectors. On the ST, a cluster is 2 sectors.
Each FAT table entry is the cluster number of the next cluster in the
file, or FFF if it's the last one. Each entry is 12 bits long, which
makes for a weird format. Especially since they are written in Intel
format. Thus, for each 2 entries in the FAT (i.e 3 bytes), we get that
"12 34 56" decodes to clusters 412 and 563.
If you know which sectors to put together and in which order, the task
is relatively simple if you take care not to make mistakes (Better spend
5 minutes on a calculation and be sure of the result than to trash things.)
However, fear not. If you indeed make a mistake that you cannot undo (You
don't know what the previous value was for instance), then you can always
get the 2nd FAT (Located 4 sectors after the first) and copy it over.
Now, here is a sample session on recovering a file with:

track 30, sectors 3-4
track 30, sectors 9
track 31, sectors 1
track 32, sectors 5-6

First, find out how many sectors per track your disk has. It's 9 if you
formatted it with the desktop.

Find out which is the first data sector of the disk. Usually, it's the 19th.
(So track 2, sector 1 if you have 9 sectors/track).

Group the sectors you want 2 by 2. So we get:
track 30, sectors 3 & 4
track 30, sector 9 + tr 31, sect 1
track 32, sectors 5 & 6
For each, calculate it's absolute sector number in the following way:
[track #] * [sect/track] + [1st sector of cluster - 1]
Then get their cluster number:

([abs sector #] - 18) / 2 + 2
As you can see, you may have clusters going through the boundary of a track.
This gives us for our example :
129, 132 & 139
In the FAt, count 1.5 bytes per entry, starting at 0.
Get your clusters number in 12 bits HEX.
081, 084 & 08B
When you find where an entry goes, write THE NEXT CLUSTER'S NUMBER in this spot. Not itself. Thus, at cluster 081's position , write 084.
But take care to swap the bits around. If the cluster number is even, write the number 123 as 23 X1 XX (X stays as they are). If it's odd, write it as XX 3X 12. The last cluster gets FFF.
Thus, at offset 193, we write XX 4X 08,
at offset 198, 8B X0 XX
at offset 208, XX FX FF
And then use you program to create a file from this, or if you know the format of a directory entry, create it yourself.

Good luck.

Patrick.

Date: Mon, 10 May 93 11:53:29 -0400
From: fsctc@avelon.lerc.nasa.gov (Clarence Chang)
Subject: Re: Need help recovering deleted file!
Newsgroups: comp.sys.atari.st
Organization: NASA Lewis Research Center [Cleveland, Ohio]

In article <1993May9.160237.2813@westford.ccur.com> you write:
[quoted article deleted for brevity -- KZ]

First, keep that disk you have the deleted materials on undisturbed. If you write over it, you can't recover the material.

Simon Poole has a program named DLII_024 that does exactly this. I've used it over the last 7 years and it works fine. It's an all-purpose disk utility. It is on most of the ftp sites.

Clarence

--

Clarence T. Chang | phone: 216-433-8561
NASA Lewis Research Center |
Cleveland, Ohio 44135 | email: fsctc@avelon.lerc.nasa.gov

Aerothermochemistry Branch, Internal Fluid Mechanics Division,
Aeronautics Directorate

6855. FOR SALE: Atari SM124 Monochrome Monito

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 17:07:11 UTC
From: u1427@sparc0a.cs.uiuc.edu
Message-ID: <C6vGw0.E3q@sparc0a.cs.uiuc.edu>
Source record: 205992

FOR SALE:

** Atari ST Equipment **

Atari SM124 Monochrome Monitor: *** $60 ***

* Price includes shipping (in the US).

Eric Brown
University of Illinois
u1427@sparc0b.cs.uiuc.edu

home phone: (217)359-0010

** Even if you call me, please send e-mail. I will give preference
** to the order that e-mail gets to me.

6856. MiNT - under Unix

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 17:46:15 UTC
From: moffatd@dcs.glasgow.ac.uk
Message-ID: <C6vIp4.FBn@dcs.glasgow.ac.uk>
Source record: 205987
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Has anyone ported MiNT so that it runs unde unix ?
I know that there is a MacMiNT available !!

```
#####################################################################################################
# DDDD JJJJJ M M ## email: moffatd@dcs.glasgow.ac.uk #
# D D J MM MM ## #
# D D J M M M ## post : Darren J Moffat #
# D D J J M M ## 20 Southpark Avenue #
# DDDD JJ M M ## Glasgow G12 8HZ #
#####################################################################################################
```

6857. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 18:20:04 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May11.182004.117@newshost.lanl.gov>
Source record: 205990

In article 3qp@usenet.INS.CWRU.Edu, aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>If Atari wanted to end piracy, they could have by making the Falcon030
>with a cartridge port that could hold a lot of information.

There is virtually no limit to the amount of data a cartridge can hold (even
though the Falcon can only address some of it at a time). The real limitation
is the cost to produce software on a cartridge. Nintendo can do it because
they sell MILLIONS of them! Atari devs cannot afford the design and tool
costs based only on potential sales in the 100's. The last successful
Atari cart I recall was the Spectre GCR and Dave Small will gladly wax
eloquently for hours about the costs involved in THAT process. :)

>I wonder what would happen if these cartridges could be pirated.
>Would Sega sell them for $129?

Interestingly enough, many evidently CAN be copied. Dorothy's article makes
a mention of just such a device. I remember from my 8-bit days that there
was a device that allowed you to copy the info off most 8-bit carts onto a
disk for "archival" (yeh, sure) purposes. Rather like an EPROM reader.

>Yes, I guess there are a lot of ignorant Atari users out there.

When the last Atari dev switches to the pc, they'll get smart quick. ;-)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6858. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 18:59:54 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.212825@cix.compulink.co.uk>
Source record: 206008

In article <1soi2q$3qp@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len Stys) writes:
>If Atari wanted to end piracy, they could have by making the Falcon030
>with a cartridge port that could hold a lot of information.
>
>Just imagine Word Perfect on cartridge. There could be a small box
>under the monitor that allowed the user to press a button for the software
>he or she wanted.
>
>I remember a product similar to this for the 2600.
>
>But I don't believe that "software costs so much because of piracy"...
>Take a look at a Sega Genesis cartridge. They sell thousands and
>thousands of these cartridges and for $59 to $79.
>
>I wonder what would happen if these cartridges could be pirated.
>Would Sega sell them for $129?
>
>
>Yes, I guess there are a lot of ignorant Atari users out there.
>This is kind of surprising since I would think that the remaining Atari
>users out there would be aware of what is going on.
>
>Len
>
>

Having the full program on a cart is bad news. You would need to swap carts like mad. I am totally against the use of cartridges. How would you go about upgrades, it will make them very expensive.
In my opinion, piracy is here to stay but authors can do a few things to minimise it.

1. Encode the user name in the program.
2. Use key disks that can be installed on a hard disk.
3. Any other protection scheme that does not affect the usability of a program.
4. Press for better copyright laws in their country. This is something the EEC should start worrying about. After all, the sofware industry in Europe is vital to the Eurpean economy and should be better protected by law.

In addition, I have written an article about the subject in ST User - May 1993 issue. The best we can do is to convince people that they do not benefit from pirate copies because piracy slows the rate of new

products appearing on the market.

As a journalist, I can easily make copies of programs I get to review. I insist on paying for programs that I use, because I would like to get updates and be able to complain about bugs and ask for improvements. I believe that good programmers should be rewarded for their work. It encourages them to write more good programs.

All I have to do now is to convince everyone else that the best way of getting hold of software is paying for it. ST programs are not expensive.

The ST market is too small to be able to absorb losses to piracy. If we don't buy programs, there will be no programs next year...

Ofir ogal@cix.compulink.co.uk

Experience is something you don't get until just after you need it.

6859. Re: emacs for 68000

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 19:02:50 UTC
From: cwynne@liberty.uc.wlu.edu
Message-ID: <1993May11.190250.23947@liberty.uc.wlu.edu>
Source record: 205983

Erling Henanger (erlingh@storlind.storlind.idt.unit.no) wrote:
> Okei, after popular demand (oh well, atleast one), I've compiled
> a version of emacs-18.59 for 68000 ataris.
> You need MiNT (version >=0.95) to be able to use this port.

> It is available in the New directory as
> st-emacs.tar.z
> It is a gzip'ed tar'ed archive containing binaries, docs and
> an install document.

Well, I'd certainly be interested in this, but it's in the New directory
where? What's the site address, please.

CJW

>>>

6860. It could happen...

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 19:54:20 UTC
From: whitcomb@aurs01.uucp
Message-ID: <63113@aurs01.UUCP>
Source record: 206037
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

SUNNYVALE CA: In a groundbreaking move, Atari Corporation and Commodore have announced a joint venture into the personal computer arena. The former competitors claim to have realized the futility of trying to compete against each other for "niche" markets and have decided instead to "team up and have a go at Big Blue."

The new computer is called the "Atiga", and is said to combine elements from both the ST and Amiga lines, as well as several new features. For starters, the new machine will be based on the Intel 80286 processor. "The 68000 family is dead," claims Atari's Bob Brodie. "The original plan was to make the Atiga PC compatible, but about halfway through the project Jack Tramiel decided on a new operating system based on the HP-41 handheld calculator." Text is entered in a modified RPN (Reverse Polish Notation) in which words are entered first and then all punctuation is added at the end of a sentence. "It's much faster when you get used to it," claims Brodie.

In addition, the Atiga is said to borrow sound and MIDI capabilities from the Amiga line and graphic capabilities from the Atari ST. "We wanted to build on the Amiga's success in the music market and the ST's popularity with video production companies," said a Commodore spokesman.

The Atiga will be available in two configurations. The first is a one piece model with integrated monitor, keyboard and CPU. The one piece model ships with no RAM, though an Atari spokeperson mentioned that he thought that RAM boards might be provided by third party manufacturers at some future date.

The second configuration features a CPU and a unique Direct To Brain (DTB) interface. Although still in early testing, the DTB interface is connected to the user via two probes and I/O is established through a combination of brainwaves and biorhythms. One probe is attached to a collar fitted around the user's tongue, but spokepersons would only giggle when asked where the second probe was connected. When asked about the RAM configuration the spokespersons replied "Yes, that's correct," and broke into hysterical laughter.

In an unusual move, the two companies have announced the availability date of the computer to be three weeks ago, with production scheduled to begin by next fall. In the meantime, a media blitz is planned to start immediately with print ads in supermarket tabloids and video spots in trailers for adult videos. "We're really excited about this one," said the Commodore spokesperson. "Yes sirree Bob." "What?" replied Brodie.

****
Jonathan Whitcomb, Alcatel Network Systems, Raleigh, North Carolina
* UUCP: whitcomb@aur.alcatel.com GEnie: J.WHITCOMB3 *
****

6861. Re: Chemical Software wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 20:01:40 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.213043@cix.compulink.co.uk>
Source record: 206009

>>>I'm searching for a software running on ATARI ST which gives me the
>>>possibility to draw chemical structure formulars.
You want Chemkit from Hisoft in the UK. I expect they have distributors
most places. It's 39.95 GBP and uses drawing primatives & GDOS to
create the various structures which can be amended and printed etc.

Hisoft can be contacted at The Old School, Greenfield, Bedford
MK45 5DE, UK. Tel +44(0) 525 718181

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user

6862. Re: More memory in MSTE

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 20:01:43 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.213044@cix.compulink.co.uk>
Source record: 206010

>Does anyone know the number/address to the company Kevin mentioned
>(Marpet)?
Meadowfield farm, Fellbeck, Pateley bridge, HG3 5ET, UK
Tel +44 (0) 423 712600 Fax +44 (0) 423 712601.

In the UK they are a very highly rated firm with good products
and prices and good after sales service (I have personal
experience of this!)

The board is called Xtra-RAM+8 and lets and STe, MSTe and Mega ST
go to 12Mb max. The memory can be used by any package that is TT
memory aware. The bare boards are #110 for STe, #100 for Mega ST
and #150 for MSTe - GBP.

Populated boards are GBP400 in all cases.

Solder free installation and requires TOS2.06. Soon to support <2.06
and possibly STFMs.

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user

6863. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 20:26:05 UTC
From: bjgrier@bnr.ca
Message-ID: <C6vq3I.3x7@news.rich.bnr.ca>
Source record: 205994

[all previous messages deleted]

Piracy is wrong. No ifs, no ands, no buts!

The fact that the IAAD put out an article that demonstrated that people
are willfully placing copies commercial software on BBSs and encouraging
others to just take a copy has obviously hit close to home for some. People
hate to be called dishonest but if you are in possesion of pirated software
you are stealing from those that are selling the software. And therefore
in at least this one instance YOU ARE DISHONEST.

John Hutchinson is absolutely correct, the IAAD article does absolutely
no harm, except possibly to the conscience of those that have software
but do not pay for it.

I personally used to have a pirated copy of Publishing Partner, and
TurboST. I have legit copied of Pagestream, and Warp9. Why did I buy
these things when I know where to get them for "free?" I WANT NEW
PRODUCTS AVAILABLE FOR THE TT and FALCON.

If we do not pay for the software we use how can we expect developers
to support the Atari platform? Commercial developers will not spend time
making new products that will not make money. Then if there are no
supported products no one will buy the computer, then the computer will
not longer be produced.

Does any of this sound familiar to anyone?

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________|_____________________________________
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play the
Bell Northern Research	games on I'd buy an Amiga. However
Research Triangle Park, NC	I have real work to do. So get lost!
____________________________________	____________________________________

6864. Re: Small 2.5" drives!

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 21:25:59 UTC
From: neurom@u.washington.edu
Message-ID: <1sp5l7INNqks@news.u.washington.edu>
Source record: 205998

> Here are the specs on the drives (can Mr. Tang supply Maxtor info?):
>
> Areal a260
> (408) 436-6800
> 2.5" drive
> 15mm height
> 262 Meg Formatted
> $525 List (Under $500 through mail order)
> Availibility: Mid-July or August '93
>
> Toshiba MK-2224FC
> 2.5" drive
> 19mm height
> 213 Meg
> $725 List
>
> I'll probably get a 4 meg Falcon and then install the Areal drive. What
would
> that setup cost me then? $1300 + 500 or $1800? In any case it would be
great
> for doing some d-2-d recording!
>

Minor problem with that idea. You _don't_ get Atari Works, SpeedoGDOS, or the
D2D "demo" w/o buying your Falcon w/ a hard drive.

Just minor, but still a problem.

--Neuromancer

6865. Re: Chemical Software wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 21:45:36 UTC
From: alex@falcon.demon.co.uk
Message-ID: <737156736snz@falcon.demon.co.uk>
Source record: 206014

In article <memo.213043@cix.compulink.co.uk> ilaskey@cix.compulink.co.uk writes:

>Hisoft can be contacted at The Old School, Greenfield, Bedford
>MK45 5DE, UK. Tel +44(0) 525 718181

or even hisoft@cix.compulink.co.uk (yes I admit it, I work for them...)

--
Alex Kiernan
akiernan@falcon.demon.co.uk

6866. PAGESTREAM III

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 21:55:35 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1sp7cnINN94d@golem.wcc.govt.nz>
Source record: 206001

Hi,
do any of you know if PAGESTREAM III will be brought out
for the Atari, I have just read about the Amiga version III...

Or are we down the tubes again...???

Roger.............. sheppard_r@kosmos.wcc.govt.nz

6867. Re: PAGESTREAM III

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 22:02:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1sp7oolNN962@golem.wcc.govt.nz>
Source record: 206004

```
] do any of you know if PAGESTREAM III will be brought out
] for the Atari, I have just read about the Amiga version III...
]
] Or are we down the tubes again...???
```

Latest ST-Report had a huge review of it, it should be out for the ST/F030!

6868. Re: MultiTOS for 030 only.

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 22:18:54 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1sp8oeINN9b6@golem.wcc.govt.nz>
Source record: 206005

```
] There are no different versions for the 68000 and 68030 - although I woul
] find this quite good.

There is (or was) 2 different versions, an 68000 version, and a 68030
version - the current version has the code for both apparently merged
into one program which uses the appropriate code for the processor
in use.

Current version is supposed to be 1.04.
(The same version of MiNT that it's using, which causes the pretty
error messages to print on the screen all over your work 8-)

The overall size of M-TOS is under 1meg, (somewhere around 900k).
Although it does take up a fair bit more RAM & diskspace (at least
2meg of disk-space for it's pipes etc.)
```

6869. Re: Multi-player games using MIDI or RS-232?

Newsgroup: comp.sys.atari.st
Date: 1993-05-11 23:18:10 UTC
From: boyd@gauss
Message-ID: <C6vy2A.83s@mailer.cc.fsu.edu>
Source record: 206006

Niklas Hanberger (nikhan@erix.ericsson.se) wrote:
> Since I've recently acquired my second atari ST (a STE at last), I'm
> wondering if anyone can help me with a list of games, arcade, MUD,
> and/or strategy, which can be played by, at least, two players with at
> least two computers. Personally I'd prefer to connect the computers with
> MIDI-cables, (I've got a few of those), but I'm also interested in
> games using the RS-232 interfaces. Further more I wouldn't mind if the
> programs could be run on different machines, i.e. Apple or IBM. It is
> no disadvantage if the programs are PD or Shareware.

Populous (and Populous II) can play across a Null-Modem connection, and one can mix architectures (amiga-st, ibm-st, amiga-ibm). Falcon can also use a Null Modem, but I am not sure about architecture mixing. Stunt Car Driver (sold as "Stunt Car Racer" in the state, I believe) is another Null Modem game. Midi Maze and Midi Maze II can (obviously) use MIDI cables.

All of these games are great! Stunt Car Driver and Midi Maze 1/2 really need to be played with multiple machines (they are both a bit dull on a single machine, IMHO). Populous 1/2 and Falcon stand alone as some of the best ST games every written. If you get as addicted to Populous as I did, you will be searching hither and yon for modem competition (it is quite playable at 2400 baud, and transparent at 96k).

By the way, now that you have an STE, you MUST get the Omega 92 demo and check it out. It is absolutely mind-numbing (and does not run on my Mega2st :-( ). If you cannot find it, let me know and I will put it on atari.archive.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

6870. Re: Amberstar

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 00:04:44 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13340@uqcspe.cs.uq.oz.au>
Source record: 206007

>>"It flew flightless
>>into a tree leafless
>>But who ate it?"

stevew@teleride.on.ca (Stephen M. Webb) writes:

>What flies through leafless trees is the answer to one riddle, and the thing
>that destroys it (think "melt") is the answer to the above.

Hehe... I haven't seen Amberstar, but the answer to that riddle could
even BE "Amberstar", when you think about it.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

6871. Re: 68000 emacs

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 00:37:32 UTC
From: erlingh@storlind.storlind.idt.unit.nop
Message-ID: <ERLINGH.93May12003732@storlind.storlind.idt.unit.nop>
Source record: 206002

Oh well, forgot to mention were I posted it;

ftp atari.archive.umich.edu

should do the trick :-)

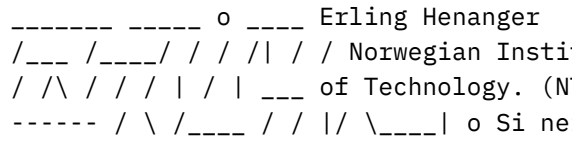
Erling
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

6872. Where is bammi

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 00:40:57 UTC
From: erlingh@storlind.storlind.idt.unit.nop
Message-ID: <ERLINGH.93May12004057@storlind.storlind.idt.unit.nop>
Source record: 206003

Does anybody know how to contact bammi these days ?
I've been trying to post to bammi@dsrgsun.ces.CWRU.edu, but the
mail does not get through :-(

Or is there somebody else that has taken over the maintaining of GEMLIB ?
As you might have guessed by now, I have a diff handy to post to the
maintainer...

Erling
--


6873. Re: FZDT adress

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 00:53:10 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1sphpmINNako@golem.wcc.govt.nz>
Source record: 206011

] Any help will be GREAT! (I like this prog and want more than the demo
] version)

It'd probably be best if you wait until v3 arrives, as the author(s)/
distributer(s), are both in deep-programming mode at the moment!

6874. 1040 STE --- Missing components

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 01:35:37 UTC
From: ak354@cleveland.Freenet.Edu
Message-ID: <1spk99$rcd@usenet.INS.CWRU.Edu>
Source record: 206012

While installing TOS 2.06 in our user groups 1040 STe, I noticed two locations on the the mother board which are marked for a crystal and a number of resistors and capacitors, but the components are not installed. One area is on the left side of the mother board about halfway back while the other one is at the back on the motherboard on the right hand side near the DMA, serial and printer ports. These areas are marked for crystals Y100 and Y101 respectively. Can anyone tell me what the intended purpoase of these components was and why they were not installed"? Also what is the function of the E0 thru E7 jumper pads near the TOS ROM's?

6875. Re: Small 2.5" drives!

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 02:02:49 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1spls9INN4iv@phakt.usc.edu>
Source record: 206013

In article <1sp5l7INNqks@news.u.washington.edu> neurom@u.washington.edu (Neuromancer) writes:

>> I'll probably get a 4 meg Falcon and then install the Areal drive. What
>would
>> that setup cost me then? $1300 + 500 or $1800? In any case it would be
>great
>> for doing some d-2-d recording!

>Minor problem with that idea. You _don't_ get Atari Works, SpeedoGDOS, or the
>D2D "demo" w/o buying your Falcon w/ a hard drive.
>
>Just minor, but still a problem.

Umm, if I remember correctly, the $1300 price is the Falcon with
4MB and HD installed.

> --Neuromancer

-MikeB

6876. Connecting VGA monitor to ST

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 02:05:11 UTC
From: dmcdulin@cs.uct.ac.za
Message-ID: <C6w5so.IDq@cs.uct.ac.za>
Source record: 205999
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I remember a while back somebody posted instructions on how to connect a
colour VGA monitor to an ST, so that the ST worked in high res.
The monitor scan freqs were 35Hz and above.
What I want to know is: is it possible to do this to the mono VGA
monitors at all? And if so, how???

Please respond via email if possible.

Thanks all.

```
/-----------------------------------------------------------------------\
| "Work" is a four letter word. (as is "wash","swot", etc...) |
| And "DOS" *SHOULD* be a four-letter word! |
| Email and other ramblings to: dmcdulin@cs.uct.ac.za |
\-----------------------------------------------------------------------/
```

6877. Stuff Wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 03:11:15 UTC
From: psurge@cs.utexas.edu
Message-ID: <lv0qmjlNNm0p@langtry.cs.utexas.edu>
Source record: 206000

I am in need of the following hardware items:

Mega STe, HD or not, HD Disk Drive, >= TOS 2.05

If anyone is selling theirs to get a Falcon, please contact me. The dealer I was working with sent me a bogus MSTe and will only offer me my money back, claiming they cannot get another(which may be true).

2)

Any Host Adaptor, prefer ICD.

I have a friend who wants to hook up a SCSI HD to his Mega 4 ST and needs the host adaptor.

Thanks,

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

6878. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 03:55:12 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993May11.215512.13106@iscsvax.uni.edu>
Source record: 206015

In article <44CDBJ2J@heaven7.in-berlin.de>, martini@heaven7.in-berlin.de (Martin P. Ibert) writes:
> In <1ruam9$a3a@usenet.INS.CWRU.Edu>, Len Stys (aa399@cleveland.Freenet.Edu) writes:
>
> : No, that isn't that good. But at least they are selling. AND, Atari isn't
> : even advertising the Falcon030 yet.
>
> And why should they? Heck, those birds sell like ice cubes in hell without
> advertising! Would you advertise or ship to developing countries like the US
> (Atari-wise, that is) if all you can get out the door is grabbed up by a
> hungry market right where you are?

> --
> ( ) ____ Martin Ibert/F&#65533;rstenweg 11/D-13589 Berlin, -30/6/93: D-1000B20
> | |_^_|O |_ ----------
> (Starlight| Looks and youth aren't everything/Experience is a quality that
> /_Express_| counts for a lot/The sad thing 'bout experience

I guess the Falcon is selling well, because Atari can only supply 10 Falcons per day in the U.S. If Atari trys harder, they can supply 20 per day, but it will take a great effort on Atari's part....

$1299.. for a non expandable 16 mhz Falcon.....Not!!!!

==========

Amiga 1200/WB 3.0/ 80 megs ------------------------

==========

6879. Re: Small 2.5" drives!

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 05:57:05 UTC
From: neurom@stein2.u.washington.edu
Message-ID: <1sq3jhINN52g@news.u.washington.edu>
Source record: 206020

In article <1spls9INN4iv@phakt.usc.edu> baffoni@phakt.usc.edu (Juxtaposer) writes:
>In article <1sp5l7INNqks@news.u.washington.edu> neurom@u.washington.edu (Neuromancer)
writes:
>
>>> I'll probably get a 4 meg Falcon and then install the Areal drive. What
>>would
>>> that setup cost me then? $1300 + 500 or $1800? In any case it would be
>>great
>>> for doing some d-2-d recording!
>
>
>>Minor problem with that idea. You _don't_ get Atari Works, SpeedoGDOS, or the
>>D2D "demo" w/o buying your Falcon w/ a hard drive.
>>
>>Just minor, but still a problem.
>
> Umm, if I remember correctly, the $1300 price is the Falcon with
>4MB and HD installed.
>
>> --Neuromancer
>
>-MikeB
>
>

Yes, but there is only room for a single hard drive. That's all, no more.
If you want a second Hard Drive, you have to use the SCSI-II port on the
back. Not that anyone's complaining, the SCSI-II is much faster than IDE
anyway. But, you gotta decide...

--Neuromancer

6880. What do 2 bombs mean?

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 06:22:44 UTC
From: gijs@mbase97.hacktic.nl
Message-ID: <H.eg.NIbSdIbxBT_@mbase97.hacktic.nl>
Source record: 206022

Hi,
Can anybody tell me what two bombs mean?
I get these now on a structural basis when running Hermes' RNEWS.
I remember having seen a list of what all specific numbers of
bombs really mean. Can anybody help me? Please reply with email,
since my RNEWS is broken now!

Thanks in advance,
--
gijs@mbase97.hacktic.nl (Gijs Bok)
Systems analyst/Midi freak/bass player
Listen to M-BASE music; it'll blow your mind!

6881. ST for sale

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 06:44:46 UTC
From: fymah@essex.ecn.uoknor.edu
Message-ID: <C6wIqn.F3v@constellation.ecn.uoknor.edu>
Source record: 206023

**********For Sale**********

Since I have been getting offers to split various components, here is a listing of asking prices for the components

ATARI MEGA ST2.....$350/obo
Atari Mouse, Keyboard

Color Monitor (SC1224).....$150/obo

ICD 48meg hard drive (Seagate, dual HD case)...$275/obo
Various Utilities on drive(graphics, sound, etc.)

All Original Boxes

Software includes:
Word Writer ST / Swiftcalc.....$15
Timeworks Publisher ST.....$20
GFA Basic/Compiler 3.5.....$50
MasterCAD.....$10
Tiger Cub.....$15
MIDI Recording Studio.....$10
GFA Raytrace.....$15

if you buy 4 or more of the above, I will subtract 25% from the price
$90 will take all of the above

GAMES:
These three are in one game pack.....$15
Blood Money
Rocket Ranger
Speedball

Shadow of the Beast.....$5
Falcon (1.0 and 1.2, mission disk 1)..$20
Alien Syndrome.....$10

$35 for all the games
I would prefer a minimum of 3 software titles per person to make shipping easier

Asking $800 or best offer for all of it
Buyer pays shipping

Email me at fymah@essex.ecn.uoknor.edu
I may not be able to respond to inquiries for a few weeks since I will probably not have mail access for a while.

6882. Re: Small 2.5" drives!

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 07:42:24 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1sq9p0INNc6d@phakt.usc.edu>
Source record: 206016

In article <1sq3jhINN52g@news.u.washington.edu> neurom@stein2.u.washington.edu (Neuromancer) writes:
>In article <1spls9INN4iv@phakt.usc.edu> baffoni@phakt.usc.edu (Juxtaposer) writes:
>>In article <1sp5l7INNqks@news.u.washington.edu> neurom@u.washington.edu (Neuromancer) writes:
[snip snip]
>>>Minor problem with that idea. You _don't_ get Atari Works, SpeedoGDOS, or the
>>>D2D "demo" w/o buying your Falcon w/ a hard drive.
>>>Just minor, but still a problem.
>> Umm, if I remember correctly, the $1300 price is the Falcon with
>>4MB and HD installed.

>>> --Neuromancer

>>-MikeB

>Yes, but there is only room for a single hard drive. That's all, no more.
>If you want a second Hard Drive, you have to use the SCSI-II port on the
>back. Not that anyone's complaining, the SCSI-II is much faster than IDE
>anyway. But, you gotta decide...

Sorry, I think you missed something. I was referring to the
Atari Works, SpeedoGDOS, etc. Since the $1300 version comes with the hard
drive, he _does_ get that software.
Granted, you can only fit one drive inside the machine, but wouldn't
it be workable to run a long cable out (I belive I have heard people running
cables above the floppy drive or some such) to an external drive with a
"slave" IDE? To be honest, I still think the best thing to do is to leave whatever drive
you get (or not) in the machine, and just use the SCSI-II port
for any future HD upgrades - much easier on you _and_ the machine, while
not being that much different in price, and you don't have to give up any
previous drives. Oh yeah, and it's faster. :)

>--Neuromancer

-MikeB

6883. Remember GULAM

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 07:51:05 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1sqa99$hek@golf.cc.strath.ac.uk>
Source record: 206018

I don't know if any of you out there would have access to the source code
for GULAM. I need to create a shortened version of the shell so that I can
continue to run LaTeX ... etc on a 1 Meg ST.
I would have got a memory upgrade, but it looks as if I'm on an SED grant
(ie nothing) for my summer project this year ... my ST is crying ... she'll
never be the same again ...

Anyway, I know gulam is not supported any more (shame really .. its soooo
groovy), but if anyone knows anyone I could contact to get a hold of it,
pleeze mail/post me .... ta.

Dave.

---
o===o +----+
David McNicol, | Strathclyde University, | |
3rd Yr Laser Physics, | SCOTLAND. |/--\| "I'm sorry Dave,
o===o ||[]|| but I'm afraid
Internet: D.McNicol@ccsun.strath.ac.uk !talk ! |\--/| I can't do that"
JANET: D.McNicol@uk.ac.strath.ccsun !to me! | |
o===o +----+

6884. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 08:04:09 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <1sqb1pINNd40@tom.rz.uni-passau.de>
Source record: 206017

In article <1993May11.215512.13106@iscsvax.uni.edu> sinclair2246@iscsvax.uni.edu writes:
>In article <44CDBJ2J@heaven7.in-berlin.de>, martini@heaven7.in-berlin.de (Martin P. Ibert) writes:
>> In <1ruam9$a3a@usenet.INS.CWRU.Edu>, Len Stys (aa399@cleveland.Freenet.Edu) writes:
>>
>> : No, that isn't that good. But at least they are selling. AND, Atari isn't
>> : even advertising the Falcon030 yet.
>>
>> And why should they? Heck, those birds sell like ice cubes in hell without
>> advertising! Would you advertise or ship to developing countries like the US
>> (Atari-wise, that is) if all you can get out the door is grabbed up by a
>> hungry market right where you are?

>$1299.. for a non expandable 16 mhz Falcon.....Not!!!!
^^^^^^^^^^^^^^^^^^^^^^^^^^^^

>Amiga 1200/WB 3.0/ 80 megs -------------------------

:-)

Should I comment on this? OK, this guy is not only too stupid to post his article to the correct newsgroup (follow-up is set correctly now) but has no knowledge of what has been presented on the CeBit either.
And, in what way is a 1200 more expandable than a Falcon?

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
- In the sky a mighty eagle doesn't care 'but what's illegal -
- On its wings the rainbow's light it's flying to eternity. -
---

6885. GNU Sh

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 08:07:18 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1sqb7m$hek@golf.cc.strath.ac.uk>
Source record: 206019
Cross-posted to: gnu.misc.discuss,comp.sys.atari.st

Did my last post get through ... I posted yesterday lunch time, but I can't see it anywhere .... anyone actually get it ?? (it was about SH ...)

Anyway ... I was wondering if someone could tell me how to make a cross-compiler for the atari ST on a SUN Sparc. I need to know what files are needed, and a (quick) explanation ... I imagine it is quite tricky :)

Thanx,
Dave

---
o===o +----+
David McNicol, | Strathclyde University, | |
3rd Yr Laser Physics, | SCOTLAND. |/--\| "I'm sorry Dave,
o===o ||[]|| but I'm afraid
Internet: D.McNicol@ccsun.strath.ac.uk !talk ! |\--/| I can't do that"
JANET: D.McNicol@uk.ac.strath.ccsun !to me! | |
o===o +----+

6886. Re: MiNT - under Unix

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 08:52:53 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993May12.085253.12443@rhrk.uni-kl.de>
Source record: 206027
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

moffatd@dcs.glasgow.ac.uk (Darren J Moffat) writes:

>Has anyone ported MiNT so that it runs unde unix ?

Where is the sense in running MiNT under Unix?

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

6887. Re: GNU Sh

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 09:00:29 UTC
From: moffatd@dcs.glasgow.ac.uk
Message-ID: <C6wp0t.MqK@dcs.glasgow.ac.uk>
Source record: 206021

With regard to the cross-compiler, I think I have managed to do it for sozobon C
(Since you are only across the city from me if you want it I could arrange to
meet you, NOTE I have NOT tested the cross-compiler yet)

```
##########################################################################################
# DDDD JJJJJ M M ## email: moffatd@dcs.glasgow.ac.uk #
# D D J MM MM ## #
# D D J M M M ## post : Darren J Moffat #
# D D J J M M ## 20 Southpark Avenue #
# DDDD JJ M M ## Glasgow G12 8HZ #
##########################################################################################
```

6888. Re: WP to ST

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 09:27:32 UTC
From: mbdqbest@diamond.sara.nl
Message-ID: <1993May12.092733.3078@news.sara.nl>
Source record: 206101

According to Sam Marshall (article 40392) there is a utility 1WP2RTF
which helps to convert WordPlus documents to WordPerfect and back.
Also a cheep version of Redacteur would do this conversion.

Questions:
- Where can I find 1WP2RTF?
- Where is Redacteur for sale for 60 US dollar?

Robert Best
rwbest@sara.nl

6889. Re: MiNT - under Unix

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 09:45:01 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1sqgut$je0@golf.cc.strath.ac.uk>
Source record: 206024

>Where is the sense in running MiNT under Unix?

Fun ?

D.

```
o=============================================o +----+
David McNicol, | Strathclyde University, | |
3rd Yr Laser Physics, | SCOTLAND. |/--\| "I'm sorry Dave,
o=============================================o ||[]|| but I'm afraid
Internet: D.McNicol@ccsun.strath.ac.uk !talk ! |\--/| I can't do that"
JANET: D.McNicol@uk.ac.strath.ccsun !to me! | |
o=============================================o +----+
```

6890. Re: GNU Sh

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 09:55:06 UTC
From: mh1@irz409.inf.tu-dresden.de
Message-ID: <1sqhhq$nae@irz401.inf.tu-dresden.de>
Source record: 206026
Cross-posted to: gnu.misc.discuss,comp.sys.atari.st

In article <1sqb7m$hek@golf.cc.strath.ac.uk>, cabp09@ccsun.strath.ac.uk (David McNicol) writes:

> Did my last post get through ... I posted yesterday lunch time, but I can't
> see it anywhere .... anyone actually get it ?? (it was about SH ...)

Your posting came thru fine in gnu.misc.discuss.

You wrote:

> I was just wondering if GNU supported a `small' shell for the atari ST.

I don't know if there's a GNU sh and whether it has been ported to the Atari ST, but I do know that there are ports of the BSD Bourne shell `sh' to the ST are available from atari.archive.umich.edu:/atari/Mint/Shells, among other places.

I've done a port of this BSD sh (from the 2nd BSD Networking Distribution) myself, and this one actually works quite well. I haven't uploaded this port yet, but I'll do that as soon as possible. Watch out for a posting in comp.sys.atari.st advertising the upload.

Michael

PS: This posting has a Followup-To: comp.sys.atari.st.
--
Internet: hohmuth@freia.inf.tu-dresden.de

6891. Re: More memory in MSTE

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 10:11:54 UTC
From: m91der@tdb.uu.se
Message-ID: <1993May12.101154.19737@tdb.uu.se>
Source record: 206025

I've just had a quick chat with Marpet (can't talk too long with the current phone-rates for out-of-contry calls ;-). Really nice guy! The price for the unpopulated MSTE-expansion is GBP 99.95, and the card has a VME-thru-port. It's supposed to start shipping next week.

Someone mentioned to me that memory on the VME-bus is slower than normal ST-memory. I'd like to know just HOW much slower it is. Does anyone care to guess, or even better, does anyone KNOW how much slower it would be compared to normal ST-memory.

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

6892. Kick Off 3 (Goal!) and Lemmings 2

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 11:59:49 UTC
From: cmp0141@sys.uea.ac.uk
Message-ID: <cmp0141.737207989@radon.sys.uea.ac.uk>
Source record: 206029

I'll be finishing my exams soon and was wondering....

Does anyone know when Kick Off 3 (Goal!) is out - and is it any good?

The same for Lemmings 2.

Thanks.

6893. Re: upgrading a megafile 20

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 12:41:31 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.737210327@rw8.urc.tue.nl>
Source record: 206030

clausb@hpbbrd.bbn.hp.com (Claus Brod) writes:

>Why not? RLL drives are just drives with a higher potential
>flux change rate and high-speed signal channels. Most, if not all
>of them should work just fine in MFM mode.

But you will only get half the storage capactity. Not?

>The main problem with adding a second drive is the Megafile's
>power supply and the fact that you need drivers that look for a
>second drive in the Megafile. (AHDI won't do that!)

Yeah, I wondered about that. When I boot my Megafile 60, the HDdriver
looks for some 0 and 1 unit, of which only the 1 is present. Isn't the
1 unit the extra drive that can be fitted in a megafile?
I bought my Megafile second hand and always thought I was using AHDI,
but I could be wrong.

Erlend.

6894. ST-ZINE disk mag construction kit now on Atari Archive

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 12:45:43 UTC
From: evilandi@vnet.IBM.COM
Message-ID: <19930512.045914.977@almaden.ibm.com>
Source record: 206028
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

My disk magazine construction kit, ST-ZINE, is now on Atari Archive. It works on any Atari ST/STE up to TOS1.62 (update for further TOS versions to follow this summer), colour or mono, any disk drive, any ram.

To get this utility in uuencoded .zoo format, send a note to:
<atari@atari.archive.umich.edu>
with the first line of the message reading:
send Magazines/stzine.zoo
The file is about 120k long.

This utility allows you to create disk magazines consisting of text, picture slideshows (mono and colour) and tracker music (colour users only). No programming knowledge is required; all you need is a wordprocessor.

The manual is provided in the form of an example disk magazine. Double click on SHELL_33.PRG to run.

ST-ZINE is shareware and costs 5 UK pounds plus a disk and SAE to register, but special offers exist for overseas users to avoid currency-changing problems. See the manual for details. There are currently over 30 registered users in the UK, mostly user groups and special interest clubs.

Please download ST-ZINE to PD libraries and indeed everywhere. Comments about this utility are welcomed by email.

Andrew Oakley, IBM Warwick, UK IBM VNet: <9oakley@asicvm1> x(7)664830
InterNet: <evilandi@vnet.ibm.com> I speak FROM IBM, not FOR IBM!
JANet: <evilandi%vnet.ibm.com@nsfnet-relay> UK 24h Tel. 0926 464830
24 Daddlebrook Road, Alveley, Near Bridgnorth, Shropshire, WV15 6NU, UK

Evil Andi of GOTHIC DOMAIN SOFTWARE: Computing for the culture-shocked
Budgie UK titles: Ballpark, Flipped & Square Off
Shareware titles: ST-Zine Disk Mag Kit, Quiz Construction Kit & others
MORE & MORE TITLES AVAILABLE ON ATARI ARCHIVE... STAY HUNGRY!

Let me burn you, let me burn you, let me burn you down...

6895. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 13:13:25 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.737211701@rw8.urc.tue.nl>
Source record: 206031

aa399@cleveland.Freenet.Edu (Len Stys) writes:

>If Atari wanted to end piracy, they could have by making the Falcon030
>with a cartridge port that could hold a lot of information.

Good idea, but that would make the cartridge port incompatible with the one on the ST, and it makes distributing updates a lot harder. And cartridges can also be pirated. And are pirated. I don't know if there are pirated cartridges for the Lynx (I think not since the cartridges for it have an elegant and very slim design) but newspapers even have advertisements for pirated Nintendo cartridges.

>Just imagine Word Perfect on cartridge. There could be a small box
>under the monitor that allowed the user to press a button for the software
>he or she wanted.

Price of updates would probably sky-rocket. And cartridges can be copied. No the only thing that would make cartridges reduce piracy is because of the extra convenience they offer. Extra convenience for users is one of the few effective weapons available for developers. Look for example at the excellent net support available for PD, shareware and commercial software. Think for example of Ian Lepore who answers questions about the Heat 'n Serve C Compiler, WOlfgang what was his last name again? who will gladly answer any questions about Connect and John Hutchinson who is on the net also because he wants to keep in touch with his customers. If any of these people think they don't do this :-) please follow-up :-)

>But I don't believe that "software costs so much because of piracy"...
>Take a look at a Sega Genesis cartridge. They sell thousands and
>thousands of these cartridges and for $59 to $79.
>I wonder what would happen if these cartridges could be pirated.
>Would Sega sell them for $129?

These cartridges can be pirated, but the ordinary users will have great troubles doing it. No the reason for these high prices is the high marketing costs they have and that they need to make lots and lots of money to satisfy their stockholders and of course a Rolls Royce for the company president won't hurt either.
Oh and Atari software is comparatively cheap.

Erlend.

6896. Re: PAGESTREAM III

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 13:30:27 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <1squ5j$om8@charm.magnus.acs.ohio-state.edu>
Source record: 206032

> Hi,
> do any of you know if PAGESTREAM III will be brought out
> for the Atari, I have just read about the Amiga version III...
>
> Or are we down the tubes again...???

We're down the tubes again. Straight from the SoftLogik BBS: unless Atari sells a large number of new machines, there will be no Atari port of PageStream 3.x.

->->->((JP))<-<-<-

6897. ST Equipment and Software for Sale

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 13:36:24 UTC
From: ric@microware.com
Message-ID: <1993May12.133624.19537@microware.com>
Source record: 206111
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Netlanders,

I have the following for sale:

Price Item
----- ----
$75 SM124 Monochrome Monitor
$275 Spectre GCR w/ROMs and version 3.0 of software
$400 80 Meg SH204 Hard Disk

$20 Diamond Back II (works with GEM and GCR parititions)
$50 Laser C and Debugger
$50 PageStream (2.1)
$20 Lemmings
$20 Falcon and Mission Disk

$15 Atari ST Application Programming by Pollack & Weber
This out-of-print book provided me with excellent information on
programming the ST.

I also have a dead (maybe just power supply problem) 520ST with an Aerco
2 Meg upgrade (total 2.5 Meg), ICD AdSpeed 16MHz Accelerator, and TOS
1.4. I would accept offers for this.

SPECIAL OFFER: A free software program with docs with any purchase. I'll
throw in something I bought while owning my ST for free.

All prices do NOT include shipping. I will ship COD or after payment has
been received.

ricy@microware.com

-=-=-=

6898. Re: MultiTOS for 030 only.

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 13:56:54 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C6x2qu.Cn6@newcastle.ac.uk>
Source record: 206034

In article <1sna1t$11o@ni.umd.edu>, humphrie@ni.umd.edu (James B. Humphries) writes:

>According to my sources the newest BETA of MTOS is 030 only (no ST
>support). Can anyone confirm and/or elaborate?

No, afraid thats a pile of sh*t, it run's fine on an STE (well - slow but fine :)

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
-----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

6899. Re: Civilization: bug correction

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 14:02:00 UTC
From: proche@imag.fr
Message-ID: <C6x2zD.5tr@imag.fr>
Source record: 206033

The bug fix I gave on this newsgroup couldn't work on every configuration !!!
Shame on me, I'm so bad that I guess I could be a Microprose programmer. Here's
a bug fix that should work in any case:

In the sector 176 of file GAME.PRG, look for the sequence
3F03 3F02 2F39 0006 024E 4EB9 0005 737E 4FEF 0014, or,
if you made my silly bug fix 3F03 3F02 2F39 0006 024E 4E71 4E6E D03B 4FEF 0014
then change it to 6000 000E <<<<<<<<<<unchanged>>>>>>>>>> 4FEF 000C

Good conquests !!!

--
****
* Pascal ROCHE * proche@imag.fr *
* LGI GRENOBLE * 76-51-46-00 poste 51-20 *
****
* "Abruti, abruti, je suis abruti !" *
* Les Satellites *
****

6900. Re: Multi-player games using MIDI or RS-23

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 14:37:03 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May12.143703.4388@newshost.lanl.gov>
Source record: 206035

Niklas Hanberger (nikhan@erix.ericsson.se) wrote:
> Since I've recently acquired my second atari ST (a STE at last), I'm
> wondering if anyone can help me with a list of games, arcade, MUD,
> and/or strategy, which can be played by, at least, two players with at
> least two computers. Personally I'd prefer to connect the computers with
> MIDI-cables, (I've got a few of those), but I'm also interested in
> games using the RS-232 interfaces. Further more I wouldn't mind if the
> programs could be run on different machines, i.e. Apple or IBM. It is
> no disadvantage if the programs are PD or Shareware.

Don't forget about "Cyberdrome-The Hoverjet Simulator." It was _designed_
for two-player/two-computer play using modems or null modem cable (a lot
faster data transfer than via MIDI cables).

For more info on CYBERDROME, send an email request to hutch@ilmen.lanl.gov.

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6901. Where to get .PI3 pictures?

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 15:14:23 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993May12.151423.7281@prime.mdata.fi>
Source record: 206036

I desperately need many .PI3 Degas monochrome picutres, fast! As odd as it may sound.. I searched the Graphics/ directory at a.a.u.e., but found only a picture of Bob Brodie :). Is there some FTP site with many many .PI3's? Thanks in advance!

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

6902. Re: More memory in MSTE

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 15:37:40 UTC
From: njp_summ@kiwi.uwe.ac.uk
Message-ID: <1993May12.153740.26842@pat.uwe.ac.uk>
Source record: 205913

In article <1993May12.101154.19737@tdb.uu.se>, m91der@tdb.uu.se (Daniel Eriksson) writes:
|> I've just had a quick chat with Marpet (can't talk too long with the
|> current phone-rates for out-of-contry calls ;-). Really nice guy! The
|> price for the unpopulated MSTE-expansion is GBP 99.95, and the card
|> has a VME-thru-port. It's supposed to start shipping next week.
|>
|> Someone mentioned to me that memory on the VME-bus is slower than

Mmmm, are you sure? I shouldn't think that it will be slow since the
VME-bus is directly connected the bus. (JG)
The only way it could be slower was if it was accessed as ST mem (ie The
graphics and DMA chips are allowed access to it), but since you NEED tos 2.+
to have this mem, I would have thought it was installed as TT mem, and so
faster than normal ST mem (NS) -Please correct us if we're wrong (Naaa..)

NS Nathan Summers
JG Jonathan Gow

UWE Students, England

|> normal ST-memory. I'd like to know just HOW much slower it is. Does
|> anyone care to guess, or even better, does anyone KNOW how much
|> slower it would be compared to normal ST-memory.
|>
|> ---
|> Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

6903. TOS 1.2 ROM image

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 17:02:42 UTC
From: billmi@mondrian.CSUFresno.EDU
Message-ID: <C6xBCJ.AEL@zimmer.CSUFresno.EDU>
Source record: 206038
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Well, I am finally bidding adeiu to my trusty Atari 520-ST. Since I sold my SpectreGCR (A TOP-NOTCH product by the way). It mostly collects dust, and I am returningnit to its owner who long-term loaned it to me. Anyhow, I have an ST emulator for my Amiga, but it will not operater without the 1.2 TOS image. Being out of touch with the ST world for a year and a half now (since I got a short-term job with Commadore, and then started my own video consulting business) so I don't know if any newer versions have come out, making 1.2 no longer attainable, and as I recall, 1.2 was never released on disk. Any one have some ideas that could help me out? And please no flames about becoming an Amiga user, I am really a multi-platform kind of guy, and that's why I still want the ability to access some of my Atari applications.
Respond via e-mail please.

Thank you...
Bill Mills

6904. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 17:53:31 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <C6xDp7.JFB@mach1.wlu.ca>
Source record: 205904

Actually John i think Dorthy gave permission to post or upload it and cirulate in here article,..... I tried to post it but copying it from a clipboard on Stalker to the schools text editor failed miserably (Hmmm somthing to do with being 73K I suppose)

Keith

6905. 4 1meg sims 100ns for sale

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 18:26:39 UTC
From: bjgrier@bnr.ca
Message-ID: <C6xF8F.H77@news.rich.bnr.ca>
Source record: 206049

I recently purchased a 2nd TT that was having some TT ram
problems during a cold boot. The problem turned out to be the
person I bought it from had populated the TT-Ram board with 100ns
SIMMs. I have replaced the SIMMs with 70ns versions but I am left
with 4 1megx8 100ns access SIMMs. These will work in any STe or any
ST that has a SIMM compatable upgrade.

I am asking $120 for all four, I pay the shipping.
Before everyone starts flaming the price the best price
I found for these has been $40/SIMM ($160) and the buyer
pays shipping. So if you do not like the price just do not
respond.

If you are interested please send email.
--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

6906. Re: Connecting VGA monitor to ST

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 19:17:03 UTC
From: dmcdulin@cs.uct.ac.za
Message-ID: <C6xHKG.JLI@cs.uct.ac.za>
Source record: 206043
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <C6w5so.IDq@cs.uct.ac.za> dmcdulin@cs.uct.ac.za (Barry McDuling) writes:

>I remember a while back somebody posted instructions on how to connect a
>colour VGA monitor to an ST, so that the ST worked in high res.
>The monitor scan freqs were 35Hz and above.
^^^^
Great! Typos abound in my previous post. I meant to say 30 to 38 kHz...

>What I want to know is: is it possible to do this to the mono VGA
>monitors at all? And if so, how???

>Please respond via email if possible.

>Thanks all.

```
/-----------------------------------------------------------------------\
|-----------------------------------------------------------------------\
| "Work" is a four letter word. (as is "wash","swot", etc...) |
| And "DOS" *SHOULD* be a four-letter word! |
| Email and other ramblings to: dmcdulin@cs.uct.ac.za |
\-----------------------------------------------------------------------/
```

6907. ### Will generic PC mouse work with ST?

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 19:19:59 UTC
From: mode@csd4.csd.uwm.edu
Message-ID: <1srikvINNgrh@uwm.edu>
Source record: 206040
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[No readable article body recovered]

6908. ### Wanted: SM124 Monocrome monitor

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 19:22:13 UTC
From: mode@csd4.csd.uwm.edu
Message-ID: <1srip5INNgrr@uwm.edu>
Source record: 206041

[No readable article body recovered]

6909. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 19:47:11 UTC
From: jjmcwill@next5
Message-ID: <1993May12.194711.2269@mtu.edu>
Source record: 206050

I found the D.A. Brumleave article very well written, very informative, and even a little bit shocking. I'm an 8 bit veteran, and I remember being involved in the Piracy scene oh about 8 years ago. Things have really escalated from then. High speed modems, multiline, networked BBS systems, and highly organized gangs of pirates have really worked to spread piracy and pirated goods worldwide. I think Dorothy's article is terrific, and I applaud her for all the hard work she's put into the article, and the fight against piracy. In my opinion, the more pressure that can be put on the pirates, the better. Hiding serial numbers in the programs, so that a pirated copy can be linked to the original purchaser seems like a good idea. If people know that they'll lose support, and possibly get a phonecall from an upset developer because they uploaded their copy to a BBS, at least a few people will be deterred from copying. Another thing that really shocked me is the aggressive, and elitist attitude of the hard core pirates. The whole section on how you'll lose access and stuff if you don't continually upload new "warez"... man it made my hairs stand on end. What worries me is that this problem seems to be starting to take on the scope of illegal drugs. How can you effectively work to wipe out such an epidemic?

Jeff

6910. Re: How is Falcon030 doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 19:51:23 UTC
From: x91mikowski@gw.wmich.edu
Message-ID: <1993May12.145123.9781@gw.wmich.edu>
Source record: 206039

sinclair2246@iscsvax.uni.edu writes:
> In article <44CDBJ2J@heaven7.in-berlin.de>, martini@heaven7.in-berlin.de (Martin P. Ibert) writes:
>> In <1ruam9$a3a@usenet.INS.CWRU.Edu>, Len Stys (aa399@cleveland.Freenet.Edu) writes:
>>
>> : No, that isn't that good. But at least they are selling. AND, Atari isn't
>> : even advertising the Falcon030 yet.
>>
>> And why should they? Heck, those birds sell like ice cubes in hell without
>> advertising! Would you advertise or ship to developing countries like the US
>> (Atari-wise, that is) if all you can get out the door is grabbed up by a
>> hungry market right where you are?
>
>> --
>> ( ) ____ Martin Ibert/Frstenweg 11/D-13589 Berlin, -30/6/93: D-1000B20
>> | |_^_|O |_ ----------
>> (Starlight| Looks and youth aren't everything/Experience is a quality that
>> /_Express_| counts for a lot/The sad thing 'bout experience
> I guess the Falcon is selling well, because Atari can only supply 10 Falcons
> per day in the U.S. If Atari trys harder, they can supply 20 per day, but it
> will take a great effort on Atari's part....
>
> $1299.. for a non expandable 16 mhz Falcon.....Not!!!!
^^^^^^^^^^^^^

Get a life and a brain! Why don't you plan on:

1. Sitting down and reading the specs.
2. Try to comprehend what you just read.
3. Respond to posts in an intelligent manner.

>
> ==========
>
> Amiga 1200/WB 3.0/ 80 megs ------------------------
>
> ==========
>

Later,
Bernard Mikowski

6911. Falcon030 Net Port

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 20:08:06 UTC
From: neurom@u.washington.edu
Message-ID: <1srlf6INNgkc@news.u.washington.edu>
Source record: 206042

I was wondering, I know the F030 comes w/ a LocalTalk port, but does it come with any software that allows it to use it? Is there a .CPX w/ network drive mounting?

Reason: There's a whole bunch of Mac's here at school, and if I can just get files on the Mac a INet speed, then just hook up the Local/Apple Talk and transfer them to the F030, that would be _very_ nice.

Just wondering.

--Neuromancer

6912. Re: PAGESTREAM III

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 20:10:15 UTC
From: nelson@titan.PPD.Kodak.COM
Message-ID: <5162@eastman.UUCP>
Source record: 206102

SoftLogik, on their SIG on GEnie, said that they wouldn't make a decision on PageStream III for the Atari platform until the Amiga version is released. It all depends on Atari's sale of new machines and the potential for initial sales of the new package. They said that upgrade fees alone would not provide sufficient financial incentive to do the port.

--
Bruce Nelson | Phone: (716) 726-7890
Rochester Distributed Computer Services | Internet: nelson@kodak.com
Eastman Kodak Company |
Rochester, NY 14652-3302

6913. Serial Mice [Yes, another question]

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 20:28:42 UTC
From: neurom@u.washington.edu
Message-ID: <1srmlqINNh1m@news.u.washington.edu>
Source record: 206044

Okay, I have yet ANOTHER question that continues to bug me. I know it is possible to hook a serial mouse to an ST w/ some commercial prog out there. Is there any in PD/Sharware/INet/Anywhere!?!??!?

If so, please tell me where it is, or put it in aaue.

Thanks!

--Neuromancer
neurom@u.washington.edu

6914. Re: Multi-player games using MIDI or RS-232?

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 20:28:51 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1srmm3INNh1n@news.u.washington.edu>
Source record: 206045

Does the Omega 92 demo work on a MEGA STE?

Stuart Denman
stusoft@u.washington.edu

6915. Serial Mice [Yes, another question]

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 20:28:57 UTC
From: neurom@u.washington.edu
Message-ID: <1srmm9INNh1o@news.u.washington.edu>
Source record: 206046

Okay, I have yet ANOTHER question that continues to bug me. I know it is possible to hook a serial mouse to an ST w/ some commercial prog out there. Is there any in PD/Sharware/INet/Anywhere!?!??!?

If so, please tell me where it is, or put it in aaue.

Thanks!

--Neuromancer
neurom@u.washington.edu

6916. Serial Mice [Yes, another Question]

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 20:29:25 UTC
From: neurom@u.washington.edu
Message-ID: <1srmn5INNh1t@news.u.washington.edu>
Source record: 206047

Okay, I have yet ANOTHER question that continues to bug me. I know it is possible to hook a serial mouse to an ST w/ some commercial prog out there. Is there any in PD/Sharware/INet/Anywhere!?!??!?

If so, please tell me where it is, or put it in aaue.

Thanks!

--Neuromancer
neurom@u.washington.edu

6917. Agg! Sorry

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 20:31:04 UTC
From: neurom@u.washington.edu
Message-ID: <1srmq8INNh2b@news.u.washington.edu>
Source record: 206048

Sorry about the multi-post of my last question, my news reader kept saying the newsgroup didn't exist so I kept trying.

<sigh>

--Neuromancer

6918. Re: Program that read Midi file

Newsgroup: comp.sys.atari.st
Date: 1993-05-12 21:46:15 UTC
From: bill@mwca.UUCP
Message-ID: <2052@mwca.UUCP>
Source record: 206110

In <Laurent_Zimmerli.07xv@temptation.alphanet.ch> Laurent_Zimmerli@temptation.alphanet.ch (Laurent Zimmerli) writes:

>In a message dated Fri 7 May 93 21:20, Ca2ee209@troi.cc.rochester.edu (ho
>wrote:

> C> My friend using a pc 486 just bought a sound card and brought me some
> C> Midi (.MID) files and want to listen to it on my MegaSte and compare
> C> the quality. Can anyone tell me what PD program I can use to play the
> C> files. I don't have a musical keyboard, so the audio out is my only
> C> audio output.

>Well,there is no way... A midi file contains ONLY sequence info.
>It had no sounds. To play it,you need a MIDI expander or synth.

The best shareware/freeware program I've seen for playing .MID files via the internal sound chip is MMM, Midi Music Maker, which should be available on atari.archive. It makes no attempt to reproduce the original sounds, but you will hear the right pitches and rhythms. It also plays about 30 other types of sound files...

Bill
--

##
Bill Sheppard -- Western Regional Sales Manager -- bills@microware.com
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
################ Opinions expressed are my own and usually wrong ################

6919. Speedo Fonts ....

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 00:08:18 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1ss3hiINNecu@phakt.usc.edu>
Source record: 206103

Hi all,

Now that I have a working TT, I have been seriously considering
purchasing the Atari Works/SpeedoGDOS package.

I assume the SpeedoGDOS comes with a few starter fonts, and I am
sure that I will "outgrow" them quickly.

Does anyone know of a site with PD Speedo fonts? Does anyone know
of a ATM->Speedo converter (at least ATM1, maybe ATM3) or a TrueType->Speedo
converter program - for IBM/Mac/Atari?

I was playing with the SpeedoGDOS at the local atari store and the
techs were too busy to answer this question - how do you get SpeedoGDOS to
recognize old-type fonts (I was using the connlght font from CoNnect)? The
outline program only scanned in the speedo fonts.

I think I asked this before, but (besides the pagestream font format
that is the standard), does Speedo use any other type of fonts?

-MikeB

6920. Striker

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 00:12:44 UTC
From: cbrasted@physics.adelaide.edu.au
Message-ID: <1ss3ps$22g@huon.itd.adelaide.edu.au>
Source record: 206105

I don't know if anyone has encountered this, but when I play Striker, it is not that uncommon for both teams to have exactly the same colour kit. Bloody annoying!

6921. Prinecton Ultra 1600 multisync for sale

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 00:23:03 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1ss4d8$4eo@usenet.INS.CWRU.Edu>
Source record: 206104

For Sale:

Princeton Ultra 1600, 16" multisync monitor:

Scan rate: 15.6 kHz to 36 kHz (H)
40-120 Hz (V)

Dot Pitch: 0.31 mm

Features: Overscan/underscan switch
1024x768 interlaced max res.
Text color switch (normal/green/red)
All controls on front panel
NO nasty borders -- image fills entire screen
Original box and manual

Unit is in excellent physical and working condition. I'm selling it because
I need the money more than the monitor -- I'll go back to my 14".

$550 plus shipping (FedEx Economy if COD, your choice if prepaid).

Please Email me if interested.

--
""""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
"""

6922. Re: Multi-player games using MIDI or RS-232?

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 01:09:51 UTC
From: m91der@tdb.uu.se
Message-ID: <1993May13.010951.17413@tdb.uu.se>
Source record: 206109

Stuart Denman (stusoft@hardy.u.washington.edu) wrote:
: Does the Omega 92 demo work on a MEGA STE?

Sure. Works great!

6923. Re: It could happen...

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 03:09:19 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13373@uqcspe.cs.uq.oz.au>
Source record: 206106
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

whitcomb@aurs01.uucp (Jonathan Whitcomb) writes:

>SUNNYVALE CA: In a groundbreaking move, Atari Corporation and Commodore
>have announced a joint venture into the personal computer arena. The
>former competitors claim to have realized the futility of trying to
>compete against each other for "niche" markets and have decided instead
>to "team up and have a go at Big Blue."

>The new computer is called the "Atiga", and is said to combine elements
>from both the ST and Amiga lines, as well as several new features...

Fortunately, the merger between Atari and Commodore has broken up
after furious debate over what the machine should actually be called.

Atari officials want "Ataga" and will settle for "Amari", but
Commodore demand "Amiri", or "Atiga" at the very least.

Meanwhile, IBM have announce the final name for their Pentium-based
machine. It will be called "Computer". VGA will be renamed to "Graphics".
Simultaneously, Microsoft have renamed themselves "Software", MS-word
is renamed "Word Processor", and "MS-DOS" is renamed "OS". Spokespeople
from both companies have stated that the name changes are to avoid
confusion in the marketplace, since the new names are the more common
terms.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| ___________________________|

6924. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 03:40:29 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13375@uqcspe.cs.uq.oz.au>
Source record: 206107

wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:

>... the only thing that would make cartridges reduce piracy is
>because of the extra convenience they offer...

Cartridges are convenient?

Give me a directory on a harddisk any day.

(not to mention was plugging and unplugging cartridges does to the
cartridge port)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| ___________________________|

6925. Multi-player games using MIDI or RS-232?

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 05:16:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <1907.78.uupcb@uttsbbs.uucp>
Source record: 206126

Stunt Car Driver allows you to hook up two ST's through the RS-232
ports. Good game, too.

+--+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+--+

6926. Re: Where is bammi

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 05:24:47 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <1R1g4B3w165w@sys6626.bison.mb.ca>
Source record: 206121

erlingh@storlind.storlind.idt.unit.nop (Erling Henanger) writes:

> Does anybody know how to contact bammi these days ?
> I've been trying to post to bammi@dsrgsun.ces.CWRU.edu, but the
> mail does not get through :-(
>
> Or is there somebody else that has taken over the maintaining of GEMLIB ?
> As you might have guessed by now, I have a diff handy to post to the
> maintainer...
>
> Erling
> --
> _______ _____ o ____ Erling Henanger
> /___ /____/ / / /| / / Norwegian Institute
> / /\ / / / | / | ___ of Technology. (NTH)
> ------ / \ /____ / / |/ ____| o Si nei til Intel.

Ask weiner@atari.archive.umich.edu
I think he knows where bammi is

6927. Re: PAGESTREAM III

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 05:49:06 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1ssngiINNj0u@golem.wcc.govt.nz>
Source record: 206108

In article <5162@eastman.UUCP>, nelson@titan.PPD.Kodak.COM (Bruce D. Nelson (67890)) writes:
>SoftLogik, on their SIG on GEnie, said that they wouldn't make a
>decision on PageStream III for the Atari platform until the Amiga
>version is released. It all depends on Atari's sale of new machines
>and the potential for initial sales of the new package. They said
>that upgrade fees alone would not provide sufficient financial
>incentive to do the port.
>
>--
>Bruce Nelson | Phone: (716) 726-7890
>Rochester Distributed Computer Services | Internet: nelson@kodak.com
>Eastman Kodak Company |
>Rochester, NY 14652-3302

Well may be they need to go out and SELL IT, this is one of the big problems with USA software firms, they rely to much on there home market, but there is very little Atari home market.

When we had a Agent here Pagestream was not pushed at all, one big problem here was the price was far to high, to many distributors in the chain, so most people got there copies from USA mail order but the problem there is No English Dictionary..

So SoftLogic get of you bums and get out in the World and SELL SELL SELL..

Tell me chaps how many Ataries are there out there..?? more than 2.000.000 from what I have read, isnt Pagestream the easyest DTP there is for the Atari, so there should be at least 1.000.000 copies out there, real copies that is..

So Softlogic don't blame the Atari market, just blame your self for not pushing a good product..

Roger.............. sheppard_r@kosmos.wcc.govt.nz

6928. Conversions (was Re: WP to ST)

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 06:22:25 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1sspf1INNj3a@golem.wcc.govt.nz>
Source record: 206112

On such conversion subjects, what format does the Portfolio store its text files in. It appears to be plain text without any line seperators, which makes things rather awkward.

Is there a program that will automatically expand (insert tab's), and reformat text files (with efficient word wrapping), to a specified column size? (Or even if only 80-columns...)

I can't imagine this being all that difficult, so maybe some enterprising programmer out there has some spare time & would like to help us (me 8-) Any takers/information?

O O
o
_/

6929. Re: Speedo Fonts ....

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 06:24:27 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1sspirINNj3a@golem.wcc.govt.nz>
Source record: 206113

] Does anyone know of a site with PD Speedo fonts? Does anyone know
] of a ATM->Speedo converter (at least ATM1, maybe ATM3) or a TrueType->Spe
] converter program - for IBM/Mac/Atari?

Apparently, the bitstream fonts are actually commercial. So if you want
a particular type of text, you have to pay for it! Rather nasty....

If this has changed, I may of course be wrong!

It also, will load in (apparently once more), the older GDOS type fonts.
But with severe limitations. (Again, subject to correction as I have
not used the prorgam)
^^trs

6930. HD disk drive on MSTE

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 07:56:02 UTC
From: ca2ee209@troi.cc.rochester.edu
Message-ID: <1993May13.075602.14083@galileo.cc.rochester.edu>
Source record: 206115

I just heard that there are soem megaSte shipped with HD disk
drive but was used as DD disk drive and it can be changed to HD
disk drive by switching the DIP switch. Is this true and if so
how could I tell and which is the proper DIP setting?
Thanks
...
Ling Cherd

6931. megafile upgrade

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 08:06:37 UTC
From: richard whitehouse <richard.whitehouse@canrem.com>
Message-ID: <199313.4514.33238@dosgate>
Source record: 206114

HELLO, USENET!

Well, so much for abject camaraderie.

I'm planning to upgrade my Megafile 20 harddrive by replacing the drive mechanism with a larger mechanism. The mechanism is a Seagate ST225, and the controller is an MFM controller (Atari has some kind of converter in there to convert MFM to ACSI, I beleive.). What I'm planning is: get a larger MFM or RLL drive, and just put that where the ST225 was, give the Atari Hard Drive formatting program all the info about my new drive via the parameter file (forget what it's called right now), and it should work.

Anyone with suggestions, or relevant experience at this kind of thing, if you could comment on this, it would be greatly appreciated. Also, I'm looking for an MFM hard drive to use for this purpose.

Richard

• RoseMail 2.10•: Nanet 41-61-74 Balmy Beach BBS (416)690-9641
--
Canada Remote Systems - Toronto, Ontario
416-629-7000/629-7044

6932. Re: MultiTOS for 030 only.

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 08:27:29 UTC
From: andrew@minster.york.ac.uk
Message-ID: <737281649.17142@minster.york.ac.uk>
Source record: 206145

What I'd like to know is; when will I be able to buy my Falcon and it come complete with MultiTOS. This is really what I'm waiting for.

I also need some, or am willing to write some, software for digistising full-motion video and sound in real-time. Would this be possible with a Falcon?

-Andrew

6933. Re: PAGESTREAM III

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 08:30:20 UTC
From: grw@ukc.ac.uk
Message-ID: <7208@falcon.ukc.ac.uk>
Source record: 206116

In article <1sp7cnINN94d@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>Hi,
> do any of you know if PAGESTREAM III will be brought out
>for the Atari, I have just read about the Amiga version III...
>
>Or are we down the tubes again...???
>
>Roger.............. sheppard_r@kosmos.wcc.govt.nz

Just something I noticed whilst reading this months Atari ST User here in the UK.... One of their screen shots has a picture of a desktop window with lots of major applications in it (Calamus SL folder, Didot Professional, DAs Vector - very impressive!) and one of the folders was called : PSTREAM.3B (The last B being the greek letter Beta...

Looks like we're not being left out in the cold... Thank god - I love the program even on my 8Mhz STe

Hope that cheers you up, it did for me

--
"Given that God is infinite, and given that the Universe is also infinite ... Would you like a toasted tea cake" - Talkie Toaster

Gazza. University of Kent at Canterbury

6934. Falcon X/Unix system questions

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 08:38:15 UTC
From: andrew@minster.york.ac.uk
Message-ID: <737282295.17364@minster.york.ac.uk>
Source record: 206146

I know MultiTOS is much better than Unix :-) but will there be a unix (linux) clone for the Falcon? Does the Falcon have long file names in it's file structure? Will I be able to run X windows on a 14M Falcon over a unix clone, or over MultiTOS?

-Andrew

6935. Falcon DSP

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 09:07:19 UTC
From: schulz@kssun7.rus.uni-stuttgart.de
Message-ID: <1st347$1mge@info2.rus.uni-stuttgart.de>
Source record: 206117

Could you please help me with some informations on
the Falcon30 DSP.
I like to know if it's possible to write own DSP
programs. Are there any tools available.
Second I want to know is if I could connect a CD and/or DAT
digitally to the DSP. I know there is a DSP connector
but it is not documented and the local dealer said that
one needs a special interface to connect CD/DAT to the
Falcon which is not yet available and will be expensive.
Thank you for you help

C.-D.

C.-D. Schulz schulz@rus.uni-stuttgart.de

6936. *UK* RGB Monitor 50 pounds <<<<<<<<<<<<<<<<<<<<<<<<<

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 10:28:21 UTC
From: cs89bsm@brunel.ac.uk
Message-ID: <C6ynrA.up@brunel.ac.uk>
Source record: 206119

For sale, Microvitec CUB COLOUR MONITOR.

I can supply the relevant cable to attach it to any Atari,
Commodore, PC etc etc. Will connect to most computers. RGB
analogue or TTL. Good picture, I use one myself and
Ive got one spare.

If you want to use it with CUBASE or similar high resolution
software, I can supply a Public Domain mono emulator accessory
that gives you a very useable picture on a colour monitor.

If you play a lot of games, a monitor like this could
definately help improve the health of your poor eyes...

Delivery within a reasonable radius of Peckham or Ladbroke Grove
can be arranged free of charge.

50 pounds, including cable and
delivery, or nearest offer.

Now you cant say fairer than that, can you.

Leave a message on 081-693-2846 and Ill get back to you
as soon as possible.....

```
-------------------------------------------------------------------------------
KIDDLEJC@uk.ac.sbu.vax | Jason C. Kiddle | "The Assault Technician"
-------------------------------------------------------------------------------
--

-------------------------------------------------------------------------------
KIDDLEJC@uk.ac.sbu.vax | Jason C. Kiddle | "The Assault Technician"
-------------------------------------------------------------------------
...or if you prefer analogue communications: London (+44) 81 693 2846...
-------------------------------------------------------------------------------

--
-----------------------------------------------------------------
| Brendan McEnroe (Brond) | Pure SINE wave in my head |
| Applied Computer Systems Yr4 | |
| Brunel University | /\ /\ /\ /\ |
| Middlesex |/ \ / \ / \ / \ |
| England | \ / \ / \ / \ /|
```

6937. A decent PD space invaders anyone?

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 10:29:48 UTC
From: cp360@cleveland.Freenet.Edu
Message-ID: <1st7us$kn@usenet.INS.CWRU.Edu>
Source record: 206118

Hi there,

Well the subject line sort of says it all really. Does anyone know of a decent space invaders type of game available from any FTP sites or does anyone have a copy they would be willing to mail me??

Reply to me at: psd@ukc.ac.uk
and I will post a summary.

Thanks

~Paul

6938. Re: Info on Mint

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 10:42:04 UTC
From: jam@uni-paderborn.de
Message-ID: <1st8ls$lud@news.uni-paderborn.de>
Source record: 205912

palm_erd@csusys.ctstateu.edu wrote:
: [...] info on installing the latest version of Mint [...]
: Thanks.

Dear ... , (whoever),

the latest version of MiNT -s (as far as I know) - should be 1.04. It is a source-code-only-release. I read something about an anouncement of a version 1.06(?).

There ar some (a number of) compilers which should do the work. I tried it out with the GNU-CC (gcc-2.3.1) on a 3-Meg-Byte ST (1040STf). But it was mentioned in the readme-section that Lattice and another compiler (I can't remeber it's name) will work.

If you want to compile MiNT1.04, you need nothing but the sources and the (a) c-compiler. But to take advantage of MiNT's multitasking-features, you might need a shell, and toswin.acc (or stuff like that: e.g. mw ...). It might also be a good idea to ftp a copy of the mintutils which were posted once with the MiNT0.95-release.

This Information comes with no waranty ...B-) .

Yours, Jan.
--
****
** Jan Wegner ** e-mail: jam@uni-paderborn.de **
*** ***
** If it jams force it to fit if it breaks it needed **
** replacement anyway **
****

6939. Re: MiNT - under Unix

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 10:46:07 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993May13.104607.19610@cs.ruu.nl>
Source record: 206120
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993May12.085253.12443@rhrk.uni-kl.de> seimet@rhrk.uni-kl.de (Uwe Seimet) writes:

>moffatd@dcs.glasgow.ac.uk (Darren J Moffat) writes:
>>Has anyone ported MiNT so that it runs unde unix ?
>
>Where is the sense in running MiNT under Unix?

Well I guess somewhere close to the sense in running MiNT on a Mac !?
--
Annius V. Groenink -- phone (private): +31 30 895261
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, (same phone)

6940. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 10:53:23 UTC
From: marc@targon.UUCP
Message-ID: <3204@targon.UUCP>
Source record: 206122

In article <wmtwen.737211701@rw8.urc.tue.nl> wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
|aa399@cleveland.Freenet.Edu (Len Stys) writes:
|
|>If Atari wanted to end piracy, they could have by making the Falcon030
|>with a cartridge port that could hold a lot of information.
|
|Good idea, but that would make the cartridge port incompatible with the
|one on the ST, and it makes distributing updates a lot harder. And
|cartridges can also be pirated. And are pirated. I don't know if there
|are pirated cartridges for the Lynx (I think not since the cartridges
|for it have an elegant and very slim design) but newspapers even have
|advertisements for pirated Nintendo cartridges.

Using a cartridge port seems like a pretty bad idea to me.
You can only insert one cartridge at a time; that was not wat
MultiTos was developed for was it?

Marc

6941. Re: Serial Mice [Yes, another Question]

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 11:56:58 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.737294082@rw8.urc.tue.nl>
Source record: 206124

neurom@u.washington.edu (Neuromancer) writes:

>Okay, I have yet ANOTHER question that continues to bug me. I know it is
>possible to hook a serial mouse to an ST w/ some commercial prog out there. Is
At the online conference on the Cyrel graphics board the people that
sell this board also told that they made a serial mouse manager that
will allow for connecting most serial mice and also digitizer tablets.
It is commercial, but I have also seen a PD or shareware program that
will allow just mice. Might be a bit harder to get though.

Erlend.

6942. Re: Remember GULAM ... Forget GULAM

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 11:57:32 UTC
From: y0000028@ws.rz.tu-bs.de
Message-ID: <1993May13.115732.2415@ibr.cs.tu-bs.de>
Source record: 206123

In article <1sqa99$hek@golf.cc.strath.ac.uk>, cabp09@ccsun.strath.ac.uk (David McNicol) writes:
|> I don't know if any of you out there would have access to the source code
|> for GULAM. I need to create a shortened version of the shell so that I can
|> continue to run LaTeX ... etc on a 1 Meg ST.
|> [...]
|> ---
|> o===o +----+
|> David McNicol, | Strathclyde University, | |
|> 3rd Yr Laser Physics, | SCOTLAND. |/--\| "I'm sorry Dave,
|> o===o ||[]|| but I'm afraid
|> Internet: D.McNicol@ccsun.strath.ac.uk !talk ! |\--/| I can't do that"
|> JANET: D.McNicol@uk.ac.strath.ccsun !to me! | |
|> o===o +----+
|>

Hi David,

i have never seen a version of GULAM which worked without
throwing lots of bombs. I know there is some source code
around and many people *tried* to debug it, but i know
of no succes.

If you need a small shell try MUPFEL from the GEMINI system.
I use it every time my OKAMI uses too much memory.

Axel

!!! New e-mail address: c0031098@ws.rz.tu-bs.de !!!
y0000028 will vanish next month

6943. Re: Atari TT as prize on game show.

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 12:11:34 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bf22df8@Kralizec.fido.zeta.org.au>
Source record: 205891

Original to: avsdgy@lure.latrobe.edu.au
In a message of <10 May 93 20:33:41>, avsdgy@lure.latrobe.edu.au
(3:713/602) writes:

>> Saw the most unbelievable thing last night (04/MAY/93). An Atari TT
>> was one of the major prizes on 'Sale of the Century' (sp), a quiz
>> show here in Australia. It came supplied with some bundled software,
>> unsure of what exactly. The quoted prize value was $2900.00(AUS).

Wow! 8)

>> Could Atari Australia be actually doing some covert advertising. Who
>> knows. Before i forget, it included a 14in colour monitor ????.

Got one of them - that's interesting though - it'd probably only be a 2M
machine at that price (I think paragon were selling them for about $2400
without a screen)

>> Now onto another topic. Can anyone please help me, i wish to purchase,
>> (yes, depart with some of hard cash), TOS2.06 roms. Where in Australia
>> can i buy some from. No i do not want a kit which includes an adapter
>> board, just the roms. Any help would be appreciated.

Yup, you want to talk to Multilearn Australia.

Sydney : 263 Rowe St Eastwood, (ph) 02-858-2366
(fax) 02-804-6433

Adealide : 1st floor 55-57 Belair Rd Kingswood, (ph) 08-373-0644
(fax) 08-373-0692

>> Thanks in advance.
>> --- * Nino Benci. Chief Technical Officer.

No worries!

\`miff` /|\
--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

6944. Re: SpeedoGDOS & NVDI problem

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 12:19:48 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bf22f79@Kralizec.fido.zeta.org.au>
Source record: 205890

Original to: ogal@cix.compulink.co.uk
In a message of <07 May 93 16:47:34>, ogal@cix.compulink.co.uk (3:713/602) writes:

o> NVDI should load BEFORE Speedo in the auto folder. The GDOS setting of
o> NVDI is then automatic, you don't have to worry about it.
o> Next, your NVDI drivers should go in the same folder with the Speedo
o> fonts and printer drivers. The Assign.Sys file should point to that
o> directory.

And for god's sake make sure that you don't have a backslash on the end of the PATH= line in your assign.sys file! I can't believe that Speedo _bombs_ if you do. Geez! Who wrote this crap? 8(

o> Ofir ogal@cix.compulink.co.uk

(for all that, it's a nice scaling engine, it just has the odd annoying bug -
speaking of annoying bugs - if you start STworks and it complains about not being able to find the dictionary/thesaurus, don't worry about it. Exit and start it again and hey presto it's found (providing it's in the same directory 8). No idea why...)

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

6945. Re: A decent PD space invaders anyone?

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 12:28:50 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993May13.122850.26850@iplmail.orl.mmc.com>
Source record: 206125

In article <1st7us$kn@usenet.INS.CWRU.Edu>, cp360@cleveland.Freenet.Edu (Paul Durrant) writes:

> Hi there,
>
> Well the subject line sort of says it all really. Does anyone know of a
> decent space invaders type of game available from any FTP sites or does
> anyone have a copy they would be willing to mail me??
>
> Reply to me at: psd@ukc.ac.uk
> and I will post a summary.
>
> Thanks
>
> ~Paul

I second that. All of the space invader type programs at atari.archive.umich.edu are pretty lame (one even locks up on a certain screen). I have yet to see a good space invaders clone (color), or a decent galaxian copy (Nova doesn't count).

Larry Richardson
richards@elmer.orl.mmc.com

6946. Legends Of Valour

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 12:33:22 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C6ytJn.MD0@newcastle.ac.uk>
Source record: 206128

Has anyone seen the Legends Of Valour demo on the cover of ST Format this month?
Is it any good ?

Craig.

6947. Re: It could happen...

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 13:14:22 UTC
From: mebeb@liverpool.ac.uk
Message-ID: <C6yvFz.I0M@liverpool.ac.uk>
Source record: 206134

In article <13373@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
> and "MS-DOS" is renamed "OS". Spokespeople

News Flash: The name change of MS DOS has been cancelled due to violation
of the trades description act...

Kevin O'Donovan kebab@cix.compulink.co.uk
mebeb@uxb.liverpool.ac.uk

6948. Re: Civilization: bug correction

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 13:15:36 UTC
From: mebeb@liverpool.ac.uk
Message-ID: <C6yvI0.I1F@liverpool.ac.uk>
Source record: 206135

In article <C6x2zD.5tr@imag.fr>, proche@imag.fr (Pascal Roche) writes:
> The bug fix I gave on this newsgroup couldn't work on every configuration !!!
> Shame on me, I'm so bad that I guess I could be a Microprose programmer. Here's
> a bug fix that should work in any case:
>
It worked for me - any point in me changing it to the new correction?

Kevin O'Donovan kebab@cix.compulink.co.uk
mebeb@uxb.liverpool.ac.uk

6949. ICD PRO

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 13:26:23 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <1sti9v$qtq@charm.magnus.acs.ohio-state.edu>
Source record: 206127

Does anybody know if the new ICD PRO HD driver software will work with the old MegaFile HDs?

->->->((JP))<-<-<-

6950. MDK documentation update

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 14:00:14 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993May13.140014.20941@sol.ctr.columbia.edu>
Source record: 206129
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've just sent the following mail to Jeff Weiner at a.a.u.e:

Documentation (in a file called MDK.upload.tar.Z) has been uploaded
to a.a.u.e. The following is a list of contents:

```
phlem:sjg> tar tzvf MDK.upload.tar.Z
drwxr-xr-x sjg/users 0 May 13 13:48 1993 Doc/
-rw-r--r-- sjg/users 743803 Feb 23 15:25 1993 Doc/readme.ps
-rw-r--r-- sjg/users 27402 Mar 1 17:28 1993 Doc/readme.asc
-rw-r--r-- sjg/guest 1454 Apr 14 02:36 1992 Doc/minixfs.doc
```

The important one is minixfs.doc - this is required to be part of
any distribution of minixfs, which wasn't the case with the MDK.

If anyone has an ftp-able copy of the kit, and it isn't mirrored
from a.a.u.e, please copy the new docs (the only one that's changed
is the addition of minixfs.doc) or you'll be in breach of copyright.

Simon.

--

```
_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

6951. Re: megafile upgrade

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 14:30:23 UTC
From: wz@echo.chem.tu-berlin.de
Message-ID: <wz.737303423@echo>
Source record: 206131

"richard whitehouse" <richard.whitehouse@canrem.com> writes:

>I'm planning to upgrade my Megafile 20 harddrive by replacing the drive
>mechanism with a larger mechanism. The mechanism is a Seagate ST225,
>and the controller is an MFM controller (Atari has some kind of
>converter in there to convert MFM to ACSI, I beleive.). What I'm
that is correct.

>planning is: get a larger MFM or RLL drive, and just put that where the
>ST225 was, give the Atari Hard Drive formatting program all the info
>about my new drive via the parameter file (forget what it's called right
>now), and it should work.
that file is called WINCAP. This will work with sveral drives.
You may have to change some jumpers on your Megafile controller board
if you take a drive that requires write precompensation or so.

I have done this several times and had no problems. I may be
difficult to find a MFM drive these days.

Bye Wolfgang

6952. Re: PAGESTREAM III

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 14:33:33 UTC
From: cfaehl@polaris.unm.edu
Message-ID: <1stm7tINNfk2@lynx.unm.edu>
Source record: 206130

In article <1ssngiINNj0u@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
[no PageStream III till Atari sells machines]
> Well may be they need to go out and SELL IT, this is one of the big problems
^^^^
Softlogik
> with USA software firms, they rely to much on there home market, but there is
> very little Atari home market.
>
> hen we had a Agent here Pagestream was not pushed at all, one big problem here
> was the price was far to high, to many distributors in the chain, so most
> people got there copies from USA mail order but the problem there is
> No English Dictionary..

Geez, exactly HOW DIFFERENT is King's English to American? So you change a
bunch of o's to ou's, add a few more words to the dictionary as you need them -
I don't see what the problem is.

>
> So SoftLogic get of you bums and get out in the World and SELL SELL SELL..

Are you volunteering? How mmany copies can you guarantee they'll sell in that
thriving urban megalopolis New Zealand?

>
>Tell me chaps how many Ataries are there out there..?? more than 2.000.000 from
> what I have read, isnt Pagestream the easyest DTP there is for the Atari, so
> there should be at least 1.000.000 copies out there, real copies that is..
>

No opinion offered on your statisics, except I find it hard to believe that
one could imagine every other person who owns an Atari has a need for vertical
software like Pagestream.

>So Softlogic don't blame the Atari market, just blame your self for not pushing
> a good product..

Wrong again. SoftLogik has gone far out of their way to develop software for
the ST, probably out of some sort of loyalty for copies of Publishing Partner
purchased. SoftLogik is a business. You can't expect a business to throw in
with a machine that is falling into a black hole. I've seen SoftLogik working
ComDex, various ATari shows, really hawking their wares, with extravagant
full-color brochures. It's certainly not for lack of trying.

>
>
>
> Roger.............. sheppard_r@kosmos.wcc.govt.nz

>

Chris Faehl
cfaehl@polaris.unm.edu

6953. Re: Program that read Midi file

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 15:11:43 UTC
From: ggreenbe@rodan.acs.syr.EDU
Message-ID: <1993May13.111143.16114@newstand.syr.edu>
Source record: 206143

In article <2052@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>In <Laurent_Zimmerli.07xv@temptation.alphanet.ch> Laurent_Zimmerli@temptation.alphanet.ch (Laurent Zimmerli) writes:
>
>The best shareware/freeware program I've seen for playing .MID files via the
>internal sound chip is MMM, Midi Music Maker, which should be available on
>atari.archive. It makes no attempt to reproduce the original sounds, but you
>will hear the right pitches and rhythms. It also plays about 30 other types
>of sound files...
>
>Bill
Is there anybody who could direct me to Midi Music Maker,
either at atari archive, or anywhere else? I checked atari
archvive, but was not sure which file might in fact be mmm.
Thanks,
Gerry
ggreenbe@rodan.acs.syr.edu

6954. Re: It could happen...

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 15:30:05 UTC
From: mapmh@sunlab1.bath.ac.uk
Message-ID: <C6z1q7.9pC@sunlab1.bath.ac.uk>
Source record: 206132
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In the referenced article, whitcomb@aurs01.uucp (Jonathan Whitcomb) writes:
>SUNNYVALE CA: In a groundbreaking move, Atari Corporation and Commodore
>have announced a joint venture into the personal computer arena. The

>...etc
Now this sounds like a really good idea, maybe we should combine
into the ZX81 market as well? Collect all those niches together and
produce a really _huge_ market?!

>HP-41 handheld calculator." Text is entered in a modified RPN (Reverse
>Polish Notation) in which words are entered first and then all
>punctuation is added at the end of a sentence. "It's much faster when
>you get used to it," claims Brodie.

I wonder maybe it would be a really fun way of writing sentences,.?;!""
And the calculator interface would make things quite strange I wonder
if it would be solar powered as well,();''?

> ..... When asked
>about the RAM configuration the spokespersons replied "Yes, that's
>correct," and broke into hysterical laughter.
Rumours about the entire design staff spending six months in a mental
asylum were hotly denied today, one spokesman even went so far as to
say "wibble, wibble, gibber, wobble wabble".

>In an unusual move, the two companies have announced the availability
>date of the computer to be three weeks ago, with production scheduled to
>begin by next fall. In the meantime, a media blitz is planned to start

Early versions have, however, been seen, baring a striking resemblence
to the early Casio FX21 calculator. Production spokesmen have been at
pains to point out that this version bears absolutely no relation to
the final machine, which will of course be somewhat faster and will
have the much vaunted "%" key as standard.

6955. Re: Speedo Fonts ....

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 15:49:19 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.218641@cix.compulink.co.uk>
Source record: 206144

In article <1ss3hiINNecu@phakt.usc.edu>, baffoni@phakt.usc.edu (Juxtaposer) writes:
>
>I was playing with the SpeedoGDOS at the local atari store and the
>techs were too busy to answer this question - how do you get SpeedoGDOS to
>recognize old-type fonts (I was using the connlght font from CoNnect)? The
>outline program only scanned in the speedo fonts.
>
>I think I asked this before, but (besides the pagestream font format
>that is the standard), does Speedo use any other type of fonts?
>
>-MikeB
>
>

You just put the font names in the assign.sys file - just like with
GDOS. I am using the Connect font under Speedo right now. You can only
use GDOS and Speedo fonts AFAIK.

Ofir ogal@cix.compulink.co.uk

Experience is something you don't get until just after you need it.

6956. Re: A decent PD space invaders anyone?

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 15:56:08 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May13.155608.20812@newshost.lanl.gov>
Source record: 206136

In article kn@usenet.INS.CWRU.Edu, cp360@cleveland.Freenet.Edu (Paul Durrant) writes:
>
>Well the subject line sort of says it all really. Does anyone know of a
>decent space invaders type of game available from any FTP sites or does
>anyone have a copy they would be willing to mail me??

I'm not sure if it's on an FTP site somewhere, but there is a PD version called
"Evaders" written by Dave Munise (using his Graphics Engine utility) available
for download on GEnie. It's pretty good and certainly worth a look-see.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6957. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 15:58:18 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1str6q$3i1@usenet.INS.CWRU.Edu>
Source record: 206133

In a previous article, hutch@bellman.lanl.gov (John Hutchinson) says:

>
>In article 3qp@usenet.INS.CWRU.Edu, aa399@cleveland.Freenet.Edu (Len Stys) writes:
>>
>>If Atari wanted to end piracy, they could have by making the Falcon030
>>with a cartridge port that could hold a lot of information.
>
>There is virtually no limit to the amount of data a cartridge can hold (even
>though the Falcon can only address some of it at a time). The real limitation
>is the cost to produce software on a cartridge. Nintendo can do it because
>they sell MILLIONS of them! Atari devs cannot afford the design and tool
>costs based only on potential sales in the 100's. The last successful
>Atari cart I recall was the Spectre GCR and Dave Small will gladly wax
>eloquently for hours about the costs involved in THAT process. :)

Do you think Nintendo sells millions of one game cartridge?
No, they have many cartridges.

Maybe Atari could put the software on cartridge. Of course, developers
would have to pay Atari to do this, but they would save money by it
not being pirated.

I think Lynx developers make the software, but then Atari manufactures
the game cards. I don't know how it works out though.

>
>>I wonder what would happen if these cartridges could be pirated.
>>Would Sega sell them for $129?
>
>Interestingly enough, many evidently CAN be copied. Dorothy's article makes
>a mention of just such a device. I remember from my 8-bit days that there
>was a device that allowed you to copy the info off most 8-bit carts onto a
>disk for "archival" (yeh, sure) purposes. Rather like an EPROM reader.

A lock out chip could be placed in the cartridge to prevent copying.
Also, if the cartridge is really big, over 2 megs, wouldn't it be hard
to copy to disk?

>
>>Yes, I guess there are a lot of ignorant Atari users out there.
>
>When the last Atari dev switches to the pc, they'll get smart quick. ;-)

Most developers are gone, where have you been?

>
>
>
>

--

6958. Newest Turboass version?

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 16:08:49 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993May13.160849.4172@prime.mdata.fi>
Source record: 206137

I was told that Turboass is a great shareware assembler, and I downloaded it from a.a.u.e.. That version, however, was from 1989, I'd figure there is something newer around by now, or is there? If there is, could you tell me where to get it from? Thanks!

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

6959. Re: Speedo Fonts ....

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 17:43:11 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <1993May13.184311@cs.bham.ac.uk>
Source record: 206138

In message <1sspirINNj3a@golem.wcc.govt.nz>, Steve Wells writes:
>] Does anyone know of a site with PD Speedo fonts? Does anyone know
>] of a ATM->Speedo converter (at least ATM1, maybe ATM3) or a TrueType->Spe
>] converter program - for IBM/Mac/Atari?
>
>Apparently, the bitstream fonts are actually commercial. So if you want
>a particular type of text, you have to pay for it! Rather nasty....
>
>If this has changed, I may of course be wrong!

Well, X11r5 can also use Speedo-format fonts, so any X font sites should
prove useful.

--Chris

6960. Re: A decent PD space invaders anyone?

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 17:45:51 UTC
From: beave@hardy.u.washington.edu
Message-ID: <1su1gfINN56p@news.u.washington.edu>
Source record: 206139

In article <1993May13.122850.26850@iplmail.orl.mmc.com> richards@elmer.orl.mmc.com (Larry) writes:
>In article <1st7us$kn@usenet.INS.CWRU.Edu>, cp360@cleveland.Freenet.Edu (Paul Durrant) writes:
>|>
>|> Hi there,
>|>
>|> Well the subject line sort of says it all really. Does anyone know of a
>|> decent space invaders type of game available from any FTP sites or does
>|> anyone have a copy they would be willing to mail me??
>|>
>|> Reply to me at: psd@ukc.ac.uk
>|> and I will post a summary.
>|> Thanks
>|> ~Paul
>
>I second that. All of the space invader type programs at atari.archive.umich.edu
>are pretty lame (one even locks up on a certain screen). I have yet to see
>a good space invaders clone (color), or a decent galaxian copy (Nova doesn't
>count).
>Larry Richardson
>richards@elmer.orl.mmc.com

I have one that is wonderful, E-mail me with you address and stuff and I would be happy to E-mail it to you. This goes for anyone else who would like a copy. It looks and plays just like the old arcade version, atleast I think so. I have yet to find a good galaxian clone though also. Please post here if you know of one.

--
Ted White
beave@u.washington.edu
University of Washington, Future Computer Scientist

6961. Re: HD disk drive on MSTE

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 17:50:44 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.220434@cix.compulink.co.uk>
Source record: 206149

In article <1993May13.075602.14083@galileo.cc.rochester.edu>,
ca2ee209@troi.cc.rochester.edu (Ho Ling Cherd) writes:
>I just heard that there are soem megaSte shipped with HD disk
>drive but was used as DD disk drive and it can be changed to HD
>disk drive by switching the DIP switch. Is this true and if so
>how could I tell and which is the proper DIP setting?
>Thanks
>...
>Ling Cherd
>
>

It is true, a friend of mine took almost a year to realise he had a HD
drive. Don't remember which DIP switch it was.

Ofir ogal@cix.compulink.co.uk

Experience is something you don't get until just after you need it.

6962. Re: Falcon in the UK

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 18:14:57 UTC
From: mapmh@sunlab1.bath.ac.uk
Message-ID: <C6z9Cx.GxF@sunlab1.bath.ac.uk>
Source record: 206140

In the referenced article, mebeb@liverpool.ac.uk (Mr. K. O'Donovan) writes:
>In article <C6tHLu.DFE@liverpool.ac.uk>, spht124@liverpool.ac.uk (Mr. G.A. Wright)
writes:
>>
>Oh dear, Dixon's and Tandy - no chance. I'm surprised they didn't refer
>you to a pet shop.
I'm not, I doubt the average sales assistant in either of these shops
would realise that a 'falcon' is an animal of some sort. Sometimes
when I'm in Dixons and a sales assistant asks me if he/she can help I
get an almost uncontrollable urge to say 'I sincerely doubt it', or
'I'm afraid not'.

Anyway, I suspect that only the bigger (and more clued up) shops will
have Falcons in the near future, does anyone know of any major shops
that have them?

Mark

6963. Re: FZDT adress

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 18:42:38 UTC
From: Marco_Verhoeven@p11.f607.n285.z2.fidonet
Message-ID: <2bf296da@p11.f607.n285.z2.fidonet>
Source record: 205869

In a message of <Wed 12 May 93 01:53>, Steve Wells (2:281/202.0) writes:

SW>] Any help will be GREAT! (I like this prog and want more than
SW> the demo] version)
SW>
SW> It'd probably be best if you wait until v3 arrives, as the
SW> author(s)/ distributer(s), are both in deep-programming mode at
SW> the moment! --- rfmail 0.4

WOW! Can you tell more about v3 cause I didn't know they were working on an upgrade. Will this one finally include the Zmodem FDT instead of using XYZ?

.\\arco

--- MARSmail v1.21
* Origin: "A Robin redbreast in a cage puts all heaven in a r (2:285/607.11)

6964. PROTRACKER

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 18:51:31 UTC
From: mdg@ukc.ac.uk
Message-ID: <7214@falcon.ukc.ac.uk>
Source record: 206141

I've been converting ProTracker v2.1a from the Amiga to the STE,
any musicians/coders interested in doing some beta-testing?

Cheers
Griff.

P.S. A new version of the Falcon MOD player will be uploaded to a.a this week.

6965. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 19:03:48 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May13.190348.186@newshost.lanl.gov>
Source record: 206142

In article 3i1@usenet.INS.CWRU.Edu, aa399@cleveland.Freenet.Edu (Len Stys) writes:

>Do you think Nintendo sells millions of one game cartridge?
>No, they have many cartridges.

Yes, according to a recent Wall Street Journal article, they do indeed sell millions of a _single_ game cartridge. Super Mario Bros was one cited.

>Maybe Atari could put the software on cartridge. Of course, developers
>would have to pay Atari to do this, but they would save money by it
>not being pirated.

Well, developers would have to pay _someone_ for the extra cost of cartridge based software, but the users would be the ones who would end up paying for it. And according to this thread, most users seem to be very much against the idea.

>A lock out chip could be placed in the cartridge to prevent copying.

That would work for awhile, but no security system is totally secure, eh?

>Also, if the cartridge is really big, over 2 megs, wouldn't it be hard
>to copy to disk?

Not necessarily, compression techniques would allow floppy storage or it could be ported directly to a hard disk. Remember, where there's a will...

>Most <Atari> developers are gone, where have you been?

You're right, Len. I guess I'm just one of the few "stupid" ones left who is trying to continue support for the Atari community, even in the face of rampant piracy and such "encouragement" as yours.

Gee, thanks...

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6966. Re: Speedo Fonts ....

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 19:45:42 UTC
From: alex@falcon.demon.co.uk
Message-ID: <737322342snz@falcon.demon.co.uk>
Source record: 205902

In article <1993May13.184311@cs.bham.ac.uk> cjr@cs.bham.ac.uk writes:

>Well, X11r5 can also use Speedo-format fonts, so any X font sites should
>prove useful.
>
>--Chris
>

Speedo fonts are encrypted with a per-customer key. It seems unlikely that
Bitstream would allocate Atari the same say as they gave away to the X
Consortium...

--
Alex Kiernan
akiernan@falcon.demon.co.uk

6967. Re: It could happen...

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 21:41:11 UTC
From: smiller@ohm.elee.calpoly.edu
Message-ID: <1993May13.214111.168525@zeus.calpoly.edu>
Source record: 206147
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

whitcomb@aurs01.uucp (Jonathan Whitcomb) stated:
>SUNNYVALE CA: In a groundbreaking move, Atari Corporation and Commodore
>have announced a joint venture into the personal computer arena. The
>former competitors claim to have realized the futility of trying to
>compete against each other for "niche" markets and have decided instead
>to "team up and have a go at Big Blue."

GAWD! you are giving ATARI too much credit... ::snicker::

>
>**
>*Jonathan Whitcomb, Alcatel Network Systems, Raleigh, North Carolina*
>* UUCP: whitcomb@aur.alcatel.com GEnie: J.WHITCOMB3 *
>**

|T| |T|I am one of a few, but proud of it!
|0|3|0| Steve Miller, Cal Poly Electronics Engineering
/ /| |\ \ smiller@farad.elee.calpoly.edu or semiller@flute.calpoly.edu
/_/ | | _\ 'I am a PhD in superficial knowledge!' :^P

6968. ATARI FALCON FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 22:05:08 UTC
From: octs@cix.compulink.co.uk
Message-ID: <memo.221659@cix.compulink.co.uk>
Source record: 205903

ATARI FALCON 030 COMPUTER FOR SALE

Brand new with 4MB RAM and Hard Disk configuration
with VGA colour monitor and connector
supplied with application software, manuals and packaging
also Lattice C 5 compiler and manuals boxed
various shareware, and books on ATARI internals and GEM/TOS
programming

asking price 950 pounds ovno

phone Tadeusz Szocik 081 675 0873 London, England

6969. Great New UPLOADS at Atari Archive <----

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 22:26:51 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <C6zL0t.BLC@mentor.cc.purdue.edu>
Source record: 206148

I just uploaded a great game, Galaxian to Atari archive.
It is the licensed shareware version. It is called galaxian.lzh (original
name, huh) and it is in /atari/Games/

Also, I uploaded TeraDesk 1.30 the replacement desktop to Atari archive.
It is excellent.

It is in /Utilities/Desktop and is called tera_130.lzh

I highly recommend both.

Jody Lenn
ST and 8bit archivist

lenn@atari.archive.umich.edu

6970. Lots of ST stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 22:31:36 UTC
From: ratlifc@ctron.com
Message-ID: <ratlifc-130593182241@134.141.4.94>
Source record: 206150
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
For Sale:

Hardware
[1] 520ST; 1MB RAM w/cover
[1] 520ST; 2.5MB RAM; Tweety Board w/plastic cover
[2] Wico "The Boss" Joysticks
[1] Supra 30MB HardDrive
[3] SF314 3.5" Floppy Drives w/2 covers
[1] SF354 3.5" Floppy Drive
[1] SC1224 Color Monitor (w/cover)
[1] Practical Peripherals 2400 Modem (no power supply)

Misc. Components
[2] LG1->LG2 Floppy Cables
[1] HH Cable (looks like a floppy, does what?)
[2] ST Power Supplies
[4] ST Floppy Power Supplies
[1] Power Strip

Software
by TimeWorks
Word Writer ST w/dictionary
Desktop Publisher w/samples&artwork
ClipArt Diskettes
People, Places and Things
Symbols and Slogans
Design Ideas [2 disk set]
Education Graphics

by Atari Corp.
ST Language Disk
U.S.A Language Disk [three different revs]
Boot Disk
1st-Word

by WordPerfect Corp.
WordPerfect w/speller,thesaurus,learn,font,printer

DTP
Degas Elite
Fontz!
Athena II CAD
SpringBoard Certificate Maker w/library
Publishing Partner [colour and mono]
calamus Desktop Publishing w/utilities
```

PrintMaster Plus w/Fonts&Borders and Art Gallery Fantasy

Educational
Animal Kingdom
Math Wizard
Aesop's Fables
Kinderama
First Shapes
KidTalk
Fraction Action
Read & Rhyme
A-Calc

Misc.
Easy Record [db programme]
Mavis Beacon Teaches Typing!
MicroKitchen Companion
MicroBartender's Guide
MicroLawyer
Pha$ar
TimeKeeper

Utilities
The Juggler [task switcher]
ST-Talk [comm programme]
A-Copier
ProCopy
ST-Copy
Supra HardDrive Utils and Compressor

Games
Spectrum Holobyte: Tetris
MicroProse: Gunship
Psygnosis: Nitro
Psygnosis: Shadow of the Beast II
Epyx: Super Cycle
SoftLogik: Electro Solitaire & 21
Shelbourne: ST-Pool
Hippopotamus: HippoBackgrammon
InfoGrames: T.N.T.
Gambler Set

There are archival copies of almost every programme listed here. Also, I have about 50 or 60 blank diskettes. Also, while all of the programmes listed about are on their original floppies, much of the documentation has been lost in a lot of moving around. In my previous life I helped to preview software there is a litteral ton of old pre-release and demo copies of everything from word processors to games.

Most all of the hardware works, but could use a run through the shop to
be
cleaned and checked out. While I would rather do that my fiancee has
refused
my desire to purchase a Sun 3/50 or Apple Lisa until I loose some hardware.
So my 286 is off to my mother and this ST stuff is up for sale.

I will entertain most any offers. However, I would prefer, who wouldn't,
to
sell all of this in one or two bundles. Otherwise the post office my know
me
by name. I will absorb shipping costs anywhere in the contiguous United
States. My minimum bid for the whole package starts at 600$. Also, if you
take the whole bundle I can forward another SC1224 w/o cover when it
arrives
from storage [at no charge]

thanks,
Christian

Christian Ratliff Cabletron Systems, Inc.
EDGE System Developer Rochester, NH 03867
ratlifc@ctron.com <NeXTmail OK> Work: (603) 337-1209
"I'm a NeXTSTEP man; I'm an SGI guy." Home: (207) 780-NeXT
Nobody at Cabletron knows, approves of, or recalls my opinions.

6971. Re: FZDT adress

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 23:26:46 UTC
From: jesa@s0jxb.exnet.co.uk
Message-ID: <H.Bl7azotLS6o@s0jxb.exnet.co.uk>
Source record: 205905

In <Laurent_Zimmerli.07yf@temptation.alphanet.ch>, Laurent Zimmerli writes:
>Hello readers!
>
>Is there anybody here who know a E-Mail Adress of the distributors
>of the FreeZe Dried Terminal ?
>IF possible in Europe,i've seen in the docs there was a European distrib.
>but there is no adress on it and it's dated 06.20.92

The European distributor is:

Ben Van Bokkem
100, Broughton Avenue
Aylesbury,
Bucks, HP20 1QB
England

and he is very helpfull.

John
--
==========
From: John Budden Email: s0jxb@exnet.co.uk

6972. International Software Catalog

Newsgroup: comp.sys.atari.st
Date: 1993-05-13 23:35:00 UTC
From: Gerhard_Oppenhorst@bn.maus.de
Message-ID: <A24565@BN.maus.de>
Source record: 205819

Does anyone know, what hapened with the projekt of the

International Atari Software Catalog

for ST / STE / TT ?

If it is availlable, then where can I get it?

Gerhard Oppenhorst (LogiLex - Germany - Bonn)

6973. Re: A decent PD space invaders anyone?

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 00:00:55 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13389@uqcspe.cs.uq.oz.au>
Source record: 205901

richards@elmer.orl.mmc.com (Larry) writes:

>I have yet to see... a decent galaxian copy...

Check out Insectroid - just make sure you install it in the root directory
(yes, groan).

[personally, these sorts of games don't appeal to me anymore]

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

6974. Looking for Michael May...

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 01:24:08 UTC
From: mmartin@neumann.une.edu.au
Message-ID: <mmartin.737342648@neumann.une.edu.au>
Source record: 205907

I tried to reply to a post by Michael May concerning MTOS and the Falcon but it bounced for both the email addresses in his post. So if you're reading this Michael, could you please email me the symptoms/diagnosis of your sick Falcon.

Thanks,

Mark.

mmartin@neumann.une.edu.au

6975. Supra 20 MB Hard Drive problem

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 01:59:39 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <C6zuvG.24M@ucunix.san.uc.edu>
Source record: 205909

I have a Supra 20 MEG hard drive that lately seems to have a mind of it's own. When it is sitting patiently while I am doing something else, it will begin to "reading" and sputtering (sounds like I am rebooting my computer) about until I turn it off.

Any ideas why it is doing this? Any ideas how I can fix it?

Thanks for you help....

--Kevin
[klasmekj@ucunix.san.uc.edu]

6976. GEnie.

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 03:53:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <1776.78.uupcb@uttsbbs.uucp>
Source record: 205920

Does anyone out there use GEnie? I was reading about it, and saw those $8 an HOUR charges... which seems really ridiculous to me. But then I was reading something else which said that it was $8 a month, and no hourly charge if you don't call during the Prime hours. Nowhere could I find what the Prime hours were though. So basically, what I'm asking is: Does anyone know the EXACT rates, and if it's really worth it? Do they have a file x-fer area, or is it all messages? What? I have no idea what the place is all about, as I've never called.

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+---+

6977. Questions.

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 04:37:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <1790.78.uupcb@uttsbbs.uucp>
Source record: 205923

A couple of questions:

1) Will an ST hard drive run on a Falcon? I've got a MegaFile 44 (Removable 44 meg cart's) and really do NOT want to have to make this useless, I know that the Falcon uses the IDE HD controller, but also think that there is a SCSI port, will I be able to connect the MegaFile through this?

2) Anyone heard the latest on the 486 emulator? Is it done yet? Is it any good if so?

3) Anyone know when the hell the Falcons are gonna be available in the US??

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+---+

6978. Re: PAGESTREAM III

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 05:20:04 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993May14.012004.15009@umiami.ir.miami.edu>
Source record: 205906

In article <1sp7cnINN94d@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
> Hi,
> do any of you know if PAGESTREAM III will be brought out
> for the Atari, I have just read about the Amiga version III...
>
> Or are we down the tubes again...???
>
>
>
> Roger.............. sheppard_r@kosmos.wcc.govt.nz
>

According to the new Current Notes, PS3 will only be released for the Atari
IF they sell a lot of Falcons. It is said that the ST can't handle all the
colors and graphics of 3. Personally I think that's a load of rubbish, I use
SL on a MEGA ST.

Mark Santora

6979. Wanted: ICD Host Adapter

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 05:39:31 UTC
From: dunham@src.honeywell.com
Message-ID: <1993May14.053931.3987@src.honeywell.com>
Source record: 205853

Anyone have a used ICD Host Adapter for sale?

dunham@homer.src.honeywell.com

--
Scott Dunham| Honeywell | Internet:
| Sensors & Systems Development Ctr.|
| 10701 Lyndale Ave South |
| Bloomington, MN 55420 |dunham@homer.src.honeywell.com

6980. TT030 AND MISC FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 06:04:37 UTC
From: bsin@eis.calstate.edu
Message-ID: <C7067q.Ht4@eis.calstate.edu>
Source record: 205822

I have an ATARI TT030, 2MB ST-RAM, 16MB FAST RAM (expandable to 32MB on board), 40MB Quantum hard drive, TOS 3.06 w/Multi-TOS, ATARI PTC 1426 monitor. All this for $3000 obo.

Software for sale: STeno, NeoDesk 3.3, ICD PRO version, Stealth, GFA Basic 3.6, NewDesk CPX, Harddisk Sentry, and C-Manship. Price: best offer.

Hardware for sale: Spectre GCR v3.0, Supra 2400 Plus Modem, Happy Cart, and Beetle Mouse. Price: best offer.

--
UUCP: bsin@eis.calstate.edu ,,,
UUCP: bing_sin@bdt.com (o o)
----------oOO--(_)--OOo

6981. Re: Speedo Fonts ....

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 06:28:53 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.213.737360933@dhhalden.no>
Source record: 205908

In article <737322342snz@falcon.demon.co.uk> alex@falcon.demon.co.uk (Alex Kiernan) writes:
>>Well, X11r5 can also use Speedo-format fonts, so any X font sites should
>>prove useful.
>>
>Speedo fonts are encrypted with a per-customer key. It seems unlikely that
>Bitstream would allocate Atari the same say as they gave away to the X
>Consortium...

Yeah, a friends of mine tried to install some of those X fonts and it just didn't work. But, as Speedo is a practically *DEAD* standard, ie noone is using it anymore, things should change now that Atari users is getting this as a standard. I just can't see that the old Speedo policy is in harmony with Ataris ignorance of powerusers. I mean, who is there to actually *BUY* expensive Speedo fonts from Bitstream? Your average Atari user to whom this technology is offered? NOPE!!! We can only hope they release some cheap fontpacks and that there will be converters available. Saw an ad in MacWorld today from Bitstream where they offer two fontpacks with Star Trek fonts - in Type 1 format (for the Mac, but they probably have it available for PC's as well). Has anyone heard rumours about these fonts appearing in Speedo format? They were only $20 each, too...

>Alex Kiernan

Jon

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

6982. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 06:47:01 UTC
From: huots00@tohi
Message-ID: <huots00.737362021@tohi>
Source record: 205911
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

-> If your Amiga OS allows you to read all disk formats, then good. Ours
-> doesn't simply because we never needed it, and so no one ever wrote
-> anything to do so.

YARK!! Atari world is so closed that nobody needs to exchange with
other platforms ??

Today, it's impossible to live in such closed world ...

... if you just play games, ok, no problem !!!

But, if you want to print on a laser printer service running on a PC, or
you need to include an EPSF drawing from your friend that have a Mac, in
your word processor ... if you can't , big troubles !!!

And, such things are very very frequent !!!

Just a simple example :

When i am doing FTP, i ALWAYS copy files directly form the Sun's floppy to
a MS-DOS Disk, and i read them directly with my Amiga ...

I think that all people that needs to do many normal things with their computer
AVOID to buy a ATARI ST/STE/TT/FALCONVAPORHARDWARE 'cause they know that
computers can't ...

... other that buy ATARI don't care what others do, they don't know frequently
what AMIGA/MAC/PC do !!!

-> How many Amiga users run their WP in full 4096 color mode ? OK, maybe
-> they will use it for games, but that's about it. And if you don't want
-> to play games, you bought an expensive piece of hardware for no reason
-> whatsoever.

Very ridiculous !!! ;-)

The coprocessors of Amiga aren't so expensive ...

... and, see what xVGA do, and look prices. Look also WHO HAVE a VGA on PC.
Almost anybody ...

i didn't think that Amigas will be less expensive if you eliminate the
4096 modes ! ;-)

That's a very good idea to C= for have place such possibilities in ALL
AMIGAs. The software makers didn't ask them "will i use these modes" ?
THEY USE-IT !!!

And, in opposition to ATARI computers, all these colors on AMIGA have
professionnal applications and using. I think you know well DESKTOP VIDEO
and MULTIMEDIA.

-> But on the ST, if you wanted it from the start, you would have bought
-> the required hardware along with the machine. And what you don't need,
-> you don't pay for.

HEY! ;-) 4096, and now 16 million of colors ar NORMAL configurations today!!!

Perhaps not on ATARI, but on ALL other platforms you need only some peanuts
to get thems ... ;-)

I did not think that computers will be very less expensive without it.
The difference isn't so big to not get these colors ...

... and on ATARI, if you get these card ... how many softs support them??

-> I've had my ST for 6 years now, and I still like it a lot.

I have an Amiga since 1986, and i have choose it considering also ATARI.
But it was definitely CLEAR to me that ATARI ST offers ALWAYS less than
Amiga computers, on Hardware AND on OS.

When you try an Amiga ... you didn't want to exchange it with a PC, a MAC
or a ST! ;-)

You get many things unavailable on others computers, and you won't loose them.

-> If the computer had indeed been well made, you wouldn't have to change
-> it every year.

Very stupid! ;-) NO COMPUTER IS PERFECT (don't try to say me that your ATARI
is perfect ... i can go with an AVALANCHE of cheap things on it), and all
users have many advantages to upgrade their systems !!!

Seriously, that's very very alarming for ATARI users to see that ATARi isn't
able to release his computers ... it's for when the FALCON ??

And, nobody change is Amiga at every year ....

... i have change mine this year, form an A500 that i've owned since 3 years, toan A1200
that i will surely keep 2-3 years.

All new features, as AGA graphics processors on A1200 and A4000 are very
attractive to many users, and it's normal for them to want buying one! ;-)

-> Buying a TT or Falcon is another matter.

TT have technologies of yesterday ... not interesting at all !!

(YARK !!! What a PIZZA BOX !!!!!)

Falcon, can you buy one PRESENTLY ???

Falcon is technology of tomorrow for after-tomorrow ... with promises to
be relaesed yesterday!!!

The important thing is to be satisfied with youe computer, same as you said!

But, try seriously an Amiga 1200, and i sincerely think that you will never
want your ATARI again.

_
_ // Sylvain Huot,
\X/ InterNet : huots00@DMI.USherb.CA

6983. Re: Multi-player games using MIDI or RS-232?

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 06:52:22 UTC
From: c60b-3jz@web-4b.berkeley.edu
Message-ID: <1svfj6$kqf@agate.berkeley.edu>
Source record: 205910

Armour Geddon by Psygnosis
can be played by null modem cable between two ST's or two amigas :P
or between an Amiga :P and an ST by null modem cable only.

It's a fairly complex game, but rewarding if you have the patience.

Allen
.

6984. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 08:29:06 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.737367976@rw8.urc.tue.nl>
Source record: 205914

marc@targon.UUCP (Marc Dierikx) writes:

>|aa399@cleveland.Freenet.Edu (Len Stys) writes:

>|>If Atari wanted to end piracy, they could have by making the Falcon030
>|>with a cartridge port that could hold a lot of information.

>Using a cartridge port seems like a pretty bad idea to me.
>You can only insert one cartridge at a time; that was not wat
>MultiTos was developed for was it?

If you had quoted more of Len's article, you could still read that his
idea was a small bay where cartridges could be plugged in. That way one
would have a sort of rom-drive. Fast and reliable and without need for
maintenance.
If equiped with buttons to choose a cartridge this could easily be used
to accomodate some fancy games. Of course the cartridge memory would
have to be LARGE...

Erlend.

6985. Re: PAGESTREAM III

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 08:32:09 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1svle9INNo5b@golem.wcc.govt.nz>
Source record: 205915

In article <1993May14.012004.15009@umiami.ir.miami.edu>, dlk0ms9s@umiami.ir.miami.edu writes:
>In article <1sp7cnINN94d@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>> Hi,
>> do any of you know if PAGESTREAM III will be brought out
> According to the new Current Notes, PS3 will only be released for the Atari
>IF they sell a lot of Falcons. It is said that the ST can't handle all the
>colors and graphics of 3. Personally I think that's a load of rubbish, I use
>SL on a MEGA ST.
>
>Mark Santora

Please tell my how the Amiga 500 can handle it, I think some ones pulling
the wool over our eyes..

I have read that there is some 3,000,000 just in Germany alown of Ataries,
and that was claimed to be about 1/2 the total, but I think the problem is that
there are no dealers left in the USA, well there are none here..

Tell them to get there finger out..!!!!

Roger.............. sheppard_r@kosmos.wcc.govt.nz

6986. Re: upgrading a megafile 20

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 08:39:36 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C70DE2.3GF@hpbbrd.bbn.hp.com>
Source record: 205939

Erlend Nagel (wmtwen@rw8.urc.tue.nl) wrote:
> clausb@hpbbrd.bbn.hp.com (Claus Brod) writes:
>
> >Why not? RLL drives are just drives with a higher potential
> >flux change rate and high-speed signal channels. Most, if not all
> >of them should work just fine in MFM mode.
>
> But you will only get half the storage capactity. Not?

Tho thirds, actually, i.e. a 30 MB RLL drive can be formatted to
20 MB with a MFM controller.

> Yeah, I wondered about that. When I boot my Megafile 60, the HDdriver
> looks for some 0 and 1 unit, of which only the 1 is present. Isn't the
> 1 unit the extra drive that can be fitted in a megafile?

No, it's target number 1 that the driver is looking for. Remember
that the ACSI bus offers 8 target numbers, and each target can in
turn control up to 8 devices (LUNs). An upgraded Megafile uses
one target number, but two LUNs. AHDI only checks for LUN 0 for
each target number.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

6987. Re: Multi-player games using MIDI or RS-232?

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 09:13:45 UTC
From: nikhan@erix.ericsson.se
Message-ID: <1993May14.091345.27973@eua.ericsson.se>
Source record: 205916

Since several people has been kind enough to answer my plea for
information regarding multi-player games and several wanted replies, I
hereby post the results. It should be interesting for other ST users
since I think that the list is surprisingly long. My problem is that
many of these programs require one meg of memory which my old STM does
not have. Note that I have not tried most of these programs myself so
I guarantee nothing.

MidiMaze I and II (MIDI of course, works wonderfully, very fast. From an
Atari ST User cover disk, I think)
Falcon (the flight simulator, communication between different computers)
F16 Combat Pilot (similar flight simulator)
Hoversprint (race game)
Stunt Car Racer (or Stunt Car Driver, race game)
Cold Revenge (from an Atari ST User cover disk, needs one meg :-( )
Vroom (race game)
Turbo Challenge 2 (race game)
Flight of the Intruder (flight sim)
Hard Drivin' 2 (race game)
Rayoids (ST Format cover disk, asteroids clone, needs one meg for
multi play, MIDI or RS-232)
Populous I and II (strategy games)
Flightsimulator II (old and slow)
Cyberdrome (hoverjet simulator, needs one meg)
OXYD I and II (PD, works in highres/lowres, ST, TT and Falcon)
Armour Geddon (RS-232, communication between different computers)

Maybe more of these programs need one meg of memory. I don't know since
I haven't tried them.
Thanks to everyone helping me compile this list.

By the way, does a list of STE utilizing programs exist, demos
excluded (these I can find myself). By that I mean programs which uses
the STE's extra capabilities and aren't just STE compatible, or is
this a FAQ question? If so, mail a reply.

--
Niklas Hanberger
Department of Computer Science, Uppsala University, Sweden
nikhan@student.docs.uu.se

6988. Re: Falcon X/Unix system questions

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 09:36:41 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993May14.093641.4204@rhrk.uni-kl.de>
Source record: 205917

andrew@minster.york.ac.uk writes:

>I know MultiTOS is much better than Unix :-) but will there be a unix
>(linux) clone for the Falcon? Does the Falcon have long file names in
>it's file structure? Will I be able to run X windows on a 14M Falcon over
>a unix clone, or over MultiTOS?

Wake up! For "real" Unix the Falcon is too slow.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

6989. Re: More memory in MSTE

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 09:48:34 UTC
From: rincewind@discworld.oche.de
Message-ID: <2bf3e88874eba4@discworld.oche.de>
Source record: 205943

```
>Does anyone know of an easy (and perhaps inexpensive) way to get more
>than 4 MB in a MSTE. I'm running a little short on both memory and
>processor-power. Unfortunately I can't afford a Falcon yet. :-(

Send a mail to Martin_Wevelsiep@ac3.maus.de - he offers an RAM expansion
which expands your memory up to 14MB in STs and up to 10MB in STEs - and
that's *real* ST-compatible RAM, with full DMA and screen access
possibilities, so it works with every TOS version and even most old
programs have no problems using it (except when they think 'there can't be
more than 4MB, so I won't use it').
```

cu
Michael
--
Michael Schwingen Ahornstra&#xfffd;e 36 W-5100(52074) Aachen Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"In a word -- im-possible!" - "That's two words!"(T. Pratchett, Moving Pictures)

6990. Re: Multi-player games using MIDI or RS-232?

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 09:52:06 UTC
From: rincewind@discworld.oche.de
Message-ID: <2bf3e88a74ecb8@discworld.oche.de>
Source record: 205944

In <1993May11.125837.24749@eua.ericsson.se>,
Niklas Hanberger (nikhan@erix.ericsson.se) wrote:

NH>Since I've recently acquired my second atari ST (a STE at last), I'm
NH>wondering if anyone can help me with a list of games, arcade, MUD,
NH>and/or strategy, which can be played by, at least, two players with at
NH>least two computers. Personally I'd prefer to connect the computers with
NH>MIDI-cables, (I've got a few of those), but I'm also interested in

Try MIDI-Maze - that's a multi-player (up to 16) 3-D maze game, where you
have to shoot the other players. You can play in teams, and there are lots
of extras. When playing with 5 or more players, it gets real fun!

It's shareware, the unregistered version can only play with the mazes on
the original disk, the registered version contains a maze-editor.

cu
Michael
--
Michael Schwingen Ahornstra&#xfffd;e 36 W-5100(52074) Aachen Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"Somewhere in the mechanism something resisted for a moment and then went
clonk. (Terry Pratchett, Witches Abroad)

6991. Re: More memory in MSTE

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 10:23:06 UTC
From: m91der@tdb.uu.se
Message-ID: <1993May14.102306.17678@tdb.uu.se>
Source record: 205918

NJP Summers (njp_summ@kiwi.uwe.ac.uk) wrote:
:[...]
: Mmmm, are you sure? I shouldn't think that it will be slow since the
: VME-bus is directly connected the bus. (JG)
: The only way it could be slower was if it was accessed as ST mem (ie The
: graphics and DMA chips are allowed access to it), but since you NEED tos 2.+
: to have this mem, I would have thought it was installed as TT mem, and so
: faster than normal ST mem (NS) -Please correct us if we're wrong (Naaa..)

According to Jim Allen of Fast Tech fame, any memory connected over
the VME bus is impossible to cache and therefore slower than normal
ST-mem in a MSTE (which has a small cache). I never got around to
ask if the memory was installed as fastmem, but I guess so.

Fast Technologies takes another approach by making a thing called
Turbo RAM, which fits in the BLiTTER-socket and gives you 4 or 8
megs of extra RAM. The board takes one SIMM-module (Mac-model). Jim
also said that his Tiny Turbo can take full advantage of the speed
of the SIMM on the Turbo RAM board. So if you populate the Turbo
RAM board with a 80ns SIMM it will have the data ready in approx
150ns for the Tiny Turbo (directly from Jim's mouth). The Turbo RAM
board is 199USD unpopulated. Add 120USD for a 4 meg SIMM and 240USD
for a 8 meg SIMM.

Note: I'm not affiliated with neither Marpet nor Fast Technologies.
I'm merely looking for a way to expand my MSTE and I thought my
findings could be of interest to some other netters too. :-)

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

6992. Re: Falcon in the UK

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 10:46:05 UTC
From: spht124@liverpool.ac.uk
Message-ID: <C70J8u.2x0@liverpool.ac.uk>
Source record: 205922

Mr. K. O'Donovan (mebeb@liverpool.ac.uk) wrote:
: In article <C6tHLu.DFE@liverpool.ac.uk>, spht124@liverpool.ac.uk (Mr. G.A. Wright)
writes:
: >
: > Has anyone actually seen a Falcon in a high st. shop in the UK yet? I have
: > been to both Dixons and Tandy, to see if I could get a look at one. Both had
: > never even heard of them, Tandy even tried to sell me a PC - I quickly
: > declined.
: >
: Oh dear, Dixon's and Tandy - no chance. I'm surprised they didn't refer
: you to a pet shop. I was in London last weekend, and was going to have a look
: round there, but I never got a chance. Certainly there's nowhere in
: Liverpool were you can get one. I'm probably going to order mine from
: Hisoft (assuming they still have some) next week, so if you'd like to
: take a look at it then mail me in a week or so.

: --
: Kevin O'Donovan kebab@cix.compulink.co.uk
: mebeb@uxb.liverpool.ac.uk

I realise the average sales assistant in Tandy & Dixons is 'a bit thick',
but these are the types of shop that must stock the falcon if atari are to
do well. They've had the new amiga for at least 5 months now.

Graham Wright spht124@uxb.liverpool.ac.uk

6993. cover disks (was: Multi-player games using MIDI or RS-232?)

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 10:52:19 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1svtl3INN2b2t@rs1.rrz.Uni-Koeln.DE>
Source record: 205919

In <1993May14.091345.27973@eua.ericsson.se> nikhan@erix.ericsson.se (Niklas Hanberger) writes:

>Since several people has been kind enough to answer my plea for
>information regarding multi-player games and several wanted replies, I
>hereby post the results.

[list & rest deleted]

I noticed that some games mentioned in the list were published as
cover disks. I guess if one wanted a copy, one can always try and
write to the publisher asking if that issue is still available,
but are there other ways to obtain copies? What exactly is the
copyright status of software published on cover disks?

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
-----< hierarchical systems are for files, not for humans >=-----

6994. Re: Falcon X/Unix system questions

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 11:23:05 UTC
From: bcballi@cs.vu.nl
Message-ID: <C70Kyl.6AD@cs.vu.nl>
Source record: 205921

seimet@rhrk.uni-kl.de (Uwe Seimet) writes:

>andrew@minster.york.ac.uk writes:

>>I know MultiTOS is much better than Unix :-) but will there be a unix
>>(linux) clone for the Falcon? Does the Falcon have long file names in
>>it's file structure? Will I be able to run X windows on a 14M Falcon over
>>a unix clone, or over MultiTOS?

>Wake up! For "real" Unix the Falcon is too slow.

This is not correct. Look at SUN3 etc. The computing power of a Falcon
is surely enough for a one-person multitasking machine. X is probably a
bit slooooow. And heavy number crunching is probably also out of the
question. Since I don't know anything of the screen modes I won't
go into that, but it probably is of some influence.

Concerning Linux, there is a bunch of people working on a Amiga/Atari/
Mac/Sun3 port of Linux. But that will probably take a while to become
a stable system.

Gerco (bcballi@cs.vu.nl)

6995. Bcon* calls and MegaSTe (REPOST)

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 11:50:49 UTC
From: jvt@its.bt.co.uk
Message-ID: <1993May14.115049.28744@its.bt.co.uk>
Source record: 205938
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

Having received no replies to the original message, I rechecked to find
an error in the headers. Here it is again with apologies who may have
unsuccessfully replied before.

I have been asked this question by a friend who has a MegaST. If you can help,
please reply by email so I may summarize for him (and for anyone else who asks).

The question is simply....

Are there extended handles for the Bcon* calls for using the extra
serial ports found on a MegaST? If so, what are they.

Thanks,
John
--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7TCP
+44 21 308 8892

6996. Re: Speedo Fonts ....

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 12:15:21 UTC
From: spoil@cs.tu-berlin.de
Message-ID: <1t02gp$kvd@news.cs.tu-berlin.de>
Source record: 205924

ogal@cix.compulink.co.uk (Ofir Gal) writes:

>You just put the font names in the assign.sys file - just like with
>GDOS. I am using the Connect font under Speedo right now. You can only
>use GDOS and Speedo fonts AFAIK.

Well, this _MIGHT_ work, but it definitely doesn't have to.
The problem is that a Speedo-font might actually have the same ID# as the
bitmap-font. Furthermore there is one Speedo-font that uses the same ID#
as the system font - 1 (I think it was Swiss 721 light or so).

So I don't recommend using both bitmap and vectorfonts.

Regards,
Laurenz

6997. Re: Civilization: bug correction

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 12:51:59 UTC
From: proche@imag.fr
Message-ID: <C70p2n.F0x@imag.fr>
Source record: 205927

In article <C6yvI0.I1F@liverpool.ac.uk>, mebeb@liverpool.ac.uk (Mr. K. O'Donovan) writes:
|> It worked for me - any point in me changing it to the new correction?

You'd better change it. That way you'll be sure it will work in any case.
For example, the old fix wouldn't work if you run the game in mid resolution.
Moreover, I recommend that you run the game in low resolution, or the
powergraph graphic will have just one colour.
One last precision: the sequence marked 'unchanged' won't be executed, so you
can apply the fix from the first (original) or the second (bad fix) sequence.

--
****
* Pascal ROCHE * proche@imag.fr *
* LGI GRENOBLE * 76-51-46-00 poste 51-20 *
****
* "Abruti, abruti, je suis abruti !" *
* Les Satellites *
****

6998. Re: WP to ST

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 13:27:59 UTC
From: bernan@class.class.org
Message-ID: <1t06ov$4jj@news.cerf.net>
Source record: 205926

To Ofir and anyone else who wants more info about MARCEL:

The address et. al.

Sorry I didn't put the contact address in my last post, but I didn't have any of the information with me. The address to contact for further information on MARCEL is:

MARCEL Software of California
318 Mendocino Ave., Suite 51
Santa Rosa, CA 95401
USA

Or contact them by Internet at: marcel.ca@genie.geis.com
Or on GEnie at: MARCEL.CA

The introductory price is US$39.95 ($49.95 after May 31, 1993). It is compatible with the ST, TT (STe), Falcon and MultiTOS.

More about the program

I had been looking for something I could use at home and then take to the IBuMmer at work. ASCII worked, but, of course, with ASCII you lose formatting such as bold and italics. And there is always the nasty task of going through the document once it's loaded somewhere else to remove all of the hard returns at the ends of lines. When I saw that MARCEL's native file format was Rich Text Format, I decided to give it a try.

I'm glad I did. The test files I made on my Atari Mega ST2 were read perfectly into PageMaker 4.0 at work, printing out with boldfacing, italics, underlining, super- and subscripting intact. (IBM PC, but various Macintosh programs read or import RTF also.) Other tests which worked fine included: reading my ST WordWriter files with everything intact; a printer driver for my Epson 9-pin which finally prints boldface type in Near-Letter-Quality mode (my ST WordWriter did not); a WordPerfect 4.2 file (saved as 4.2 from 5.1) being read fine, with only one stray character at the start of the first page where the WP header info would be.

The program will save as RTF, ASCII 7-bit for E-mail, ASCII 8-bit for enhanced ascii capabilities, and special options for saving are featured. These include changing italics to underlining, for those professors still living in the pre-DTP age :^). And ASCII can be saved with E-mail conventions in place of *italics* and _underlining_ and the like. Very

handy.

A quick list of other nice features (before this message gets way too long--
I have to save some for the review I am doing, eh? :^) : a 45,000 word
spell-checker with British or American spelling list; programmable
function keys for repeated text -- handy for the screenwriter; a notepad
saved but not printed with the document; paragraph formats inherited from
one paragraph to the next; menu/hot keys for selecting words, phrases,
clauses and paragraphs and transposing or otherwise manipulating them;
a template feature; text is reformatted for screen margins after a timed
delay that you set; and more and more and more.

Anyway, Marcel were very helpful and forthcoming in their answers to my
questions prior to my purchase of their program. I'm sure they'll be more
than happy to answer any questions you may have, also.

Hope this helps!

--

Don Hagen
bernan@class.org 4611-F Assembly Dr.
1-800-274-4447 Lanham, MD 20706-4391

6999. cover disks (was: Multi-player games using MIDI or RS-232?)

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 13:36:31 UTC
From: evilandi@vnet.IBM.COM
Message-ID: <19930514.055220.371@almaden.ibm.com>
Source record: 205925

In <1svtl3INN2b2t@rs1.rrz.Uni-Koeln.DE>, aeg03@rrz.uni-koeln.de (Jan T. Kim) wrote:
:I noticed that some games mentioned in the list were published as
:cover disks. I guess if one wanted a copy, one can always try and
:write to the publisher asking if that issue is still available,
:but are there other ways to obtain copies? What exactly is the
:copyright status of software published on cover disks?
:
:Greetinx, Jan

I have had three programs published in Atari ST Review (UK) and one in Atari ST User (UK).

My written agreement with all of these was that each program:

1) Could not be re-published by another magazine, ever.
2) Could not be distributed by any other means for three months after the magazine's cover date.
3) Had never been published by another magazine.
4) Otherwise remained under my legal control.

I have no reason to suspect others will have been treated differently unless they are specifically marked as such (eg. have a huge copyright notice on the title screen saying "If You Copy This, May Your Armpits Be Infested By The Fleas Of A Thousand Camels" etc.).

Thus if the magazine is three or months old, and DOESN'T say "reproduction only by written agreement with the copyright holder" or somesuch, it may be freely distributed.

Copyright is NOT "distribution rights". Much shareware is copyright, but you can still distribute that. Copyright just sorts out who is the legal owner of the work. If that legal owner specifies that you must not copy it, you must not copy it. If no such specification is made, you can copy it.

(Well, that's the UK position. :-)

Andrew Oakley, IBM Warwick, UK IBM VNet: <9oakley@asicvm1> x(7)664830
InterNet: <evilandi@vnet.ibm.com> I speak FROM IBM, not FOR IBM!
JANet: <evilandi%vnet.ibm.com@nsfnet-relay> UK 24h Tel. 0926 464830
24 Daddlebrook Road, Alveley, Near Bridgnorth, Shropshire, WV15 6NU, UK

Evil Andi of GOTHIC DOMAIN SOFTWARE: Computing for the culture-shocked
Budgie UK titles: Ballpark, Flipped & Square Off
Shareware titles: ST-Zine Disk Mag Kit, Quiz Construction Kit & others
---
ST-ZINE DISK MAG KIT NOW ON ATARI ARCHIVE... Magazines/stzine.zoo

7000. Re: Falcon030 Net Port

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 13:41:10 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1993May14.134110.21430@unix.brighton.ac.uk>
Source record: 205928

neurom@u.washington.edu (Neuromancer) writes:
>
> I was wondering, I know the F030 comes w/ a LocalTalk port, but does it come
> with any software that allows it to use it? Is there a .CPX w/ network drive
> mounting?
>
> Reason: There's a whole bunch of Mac's here at school, and if I can just get
> files on the Mac a INet speed, then just hook up the Local/Apple Talk and
> transfer them to the F030, that would be _very_ nice.
>
> Just wondering.
>
> --Neuromancer

No.

Just answering!

--Tom

Seriously, no LAN software comes with the Falcon. A few weeks ago someone
posted that there was no Apple Talk comaptable software either.

You can of course get networking software for it (compatable with the TT).

7001. Re: GEnie.

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 14:08:35 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93134.25715.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 205930

I just signed up for GEnie a couple of months ago, and I'm pretty satisfied with it. It's the "official" Atari on-line service, meaning you'll probably find more fellow Atari users and
more support for Atari than any other on line service. The rates are $4.95 per month, plus $8 an hour during non-prime time (that's from 6 p.m. PST till some time in the A.M.) During prime hours it's $12 per hour. It's easy to sign up by calling the "800" number (I don't have it off hand). Check the latest issue of the now suspended "AtariUser" magazine (if you can find one), which has easy to follow instructions on how to sign up. If you have no luck finding out how to sign up, leave a post on "Sherwood Forest" BBS and I'll try to get back to you. . . or call Mark van Wyk (408) 739-0541.

------------------------- Original Article -------------------------

Path: butch!netcomsv!decwrl!pacbell.com!pacbell!boo!uttsbbs!jeff.spink
From: jeff.spink@uttsbbs.uucp (Jeff Spink)
Newsgroups: comp.sys.atari.st
Subject: GEnie.
Message-ID: <1776.78.uupcb@uttsbbs.uucp>
Date: 14 May 93 03:53:00 GMT
Distribution: world
Organization: The Transfer Station BBS, Danville, CA - 510-837-4610/837-5591
Reply-To: jeff.spink@uttsbbs.uucp (Jeff Spink)
Lines: 14

Does anyone out there use GEnie? I was reading about it, and saw those $8 an HOUR charges... which seems really ridiculous to me. But then I was reading something else which said that it was $8 a month, and no hourly charge if you don't call during the Prime hours. Nowhere could I find what the Prime hours were though. So basically, what I'm asking is: Does anyone know the EXACT rates, and if it's really worth it? Do they have a file x-fer area, or is it all messages? What? I have no idea what the place is all about, as I've never called.

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+---+

7002. Re: It could happen...

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 14:16:46 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1993May14.141646.22903@unix.brighton.ac.uk>
Source record: 205929

> Meanwhile, IBM have announce the final name for their Pentium-based
> machine. It will be called "Computer". VGA will be renamed to "Graphics".
> Simultaneously, Microsoft have renamed themselves "Software", MS-word
> is renamed "Word Processor", and "MS-DOS" is renamed "OS". Spokespeople
> from both companies have stated that the name changes are to avoid
> confusion in the marketplace, since the new names are the more common
> terms.

Oxford have announced the latest addition of there dictionary will contain the
following changes:-

"Computer" now means 'a device incapable of accessing any RAM above 1meg,
although it shall come with 8meg'.

"Graphics" now means 'A standard visual system that becomes increasingly
unstandard propotionally with the increase in quality'.

"Software" now means 'A useless collection of bytes that is sold at ridiculous
prices to an illinformed public'.

"Word Processor" now means 'Crap'.

"OS" now means 'A brain dead program which can only access 640K out of the
imeg accessible by a "Computer"'.

A spokesperson said that the definition changes were to cause confusion in the
marketplace, since the new definitions were different to those supplied by two
main companies.

Intel and Microsoft are said to be sueing, but they haven't decided who yet.

----Tom.

7003. Re: A decent PD space invaders anyone?

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 15:09:47 UTC
From: randyh@sad.hp.com
Message-ID: <C70vGC.7qI@srgenprp.sr.hp.com>
Source record: 205931

Warwick Allison (warwick@cs.uq.oz.au) wrote:
: richards@elmer.orl.mmc.com (Larry) writes:
:
: >I have yet to see... a decent galaxian copy...
:
: Check out Insectroid - just make sure you install it in the root directory
: (yes, groan).

Where can one find it?
:
: [personally, these sorts of games don't appeal to me anymore]

Galaxian was one of my favorites. I'm even better than my teenage son
at shootem-ups, but he kills me in the kick and punch variety. Guess
I have to learn to use more than one thumb and joystick left-right. :^)

:
: --
: Warwick

Randy Hosler

7004. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 15:21:17 UTC
From: hasse@solace.hsh.se
Message-ID: <1993May14.152117.19931@solace.hsh.se>
Source record: 205847

In <wmtwen.737367976@rw8.urc.tue.nl> wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:

>marc@targon.UUCP (Marc Dierikx) writes:

>>|aa399@cleveland.Freenet.Edu (Len Stys) writes:

>>|>If Atari wanted to end piracy, they could have by making the Falcon030
>>|>with a cartridge port that could hold a lot of information.

>>Using a cartridge port seems like a pretty bad idea to me.
>>You can only insert one cartridge at a time; that was not wat
>>MultiTos was developed for was it?

>If you had quoted more of Len's article, you could still read that his
>idea was a small bay where cartridges could be plugged in. That way one
>would have a sort of rom-drive. Fast and reliable and without need for
>maintenance.
>If equiped with buttons to choose a cartridge this could easily be used
>to accomodate some fancy games. Of course the cartridge memory would
>have to be LARGE...

>Erlend.

There is software/hardware to do a ROM-Drive out of the cartridges, allthough
the biggest size a cartridge can be is 128KB.

It shouldn't be very hard to make a cartridge with bigger memory than 128KB by
mapping the ROM and using a software driver for it.

The trouble is that a cartridge with a couple of megs of software is
10-30 times more expensive than diskbased software.

/Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

7005. Re: A decent PD space invaders anyone?

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 15:40:07 UTC
From: etlgtme@etlxd32l.ericsson.se
Message-ID: <ETLGTME.93May14164007@etlxd32l.ericsson.se>
Source record: 205932

In article <13389@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:
richards@elmer.orl.mmc.com (Larry) writes:

>I have yet to see... a decent galaxian copy...

Check out Insectroid - just make sure you install it in the root directory
(yes, groan).

[personally, these sorts of games don't appeal to me anymore]

Hmmm... Insectroid is more of a 'galaga' copy what with the challenging
stages n'all. Its pretty good. 'SINISTER Software' have a very good copy
of the original, straight forward, 'galaxians'. They also made the
excellent 'centipede' copy thats on a.a right now so I expect to see
'galaxians' copy on there soon. I might post it to comp.sys.atari.binaries
if I get some time.

Grant.
--

_/_/_/_/_/ _/_/ _/_/ _/_/_/_/_/ | Grant McFarlane, Ericsson Telecom.
_/ _/ _/ _/ _/ _/ | E-Mail: etlgtme@etlxd20.ericsson.se
_/ _/_/ _/ _/ _/ _/ | "Don't mess with anything thats got
_/ _/ _/ _/ _/ | more teeth than the whole of the
_/_/_/_/_/ _/ _/ _/_/_/_/_/ | entire Osmond family. (A Rimmer)

7006. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 15:55:31 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1t0fdj$8pe@usenet.INS.CWRU.Edu>
Source record: 205933

In a previous article, hutch@bellman.lanl.gov (John Hutchinson) says:

>
>
>>Most <Atari> developers are gone, where have you been?
>
>You're right, Len. I guess I'm just one of the few "stupid" ones left who
>is trying to continue support for the Atari community, even in the face of
>rampant piracy and such "encouragement" as yours.

Oh, C'mon... the piracy situation is bad, but not THAT bad.

You, as a developer, would make a good profit if there were enough
Atari computers on the market. The pirates don't help any, but Atari
doesn't help any by only producing 10,000 or so computers a month.

I didn't call you _stupid_... I just said that most developers are gone.

Hey, lack of competition should create mor sales, no? :)

>
>Gee, thanks...
>
>_____ John "HUTCH" Hutchinson _____
>_____ Fair Dinkum Technologies Member - IAAD _____
>_____ "No worries, mate... it's from Fair Dinkum!" _____
>_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____
>
>
>

--

7007. Re: A decent PD space invaders anyone?

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 16:05:09 UTC
From: etlgtme@etlxd32l.ericsson.se
Message-ID: <ETLGTME.93May14170509@etlxd32l.ericsson.se>
Source record: 205935

In article <ETLGTME.93May14164007@etlxd32l.ericsson.se> etlgtme@etlxd32l.ericsson.se (Grant McFarlane) writes:
References: <1st7us$kn@usenet.INS.CWRU.Edu> <1993May13.122850.26850@iplmail.orl.mmc.com>

[stuff deleted]
'galaxians' copy on there soon. I might post it to comp.sys.atari.binaries
^^^^^^^^^^^^^^^^^^^^^^^^
if I get some time.

Grant.

OOOPS !! That sould be comp.binaries.atari.st

Grant.
--

```
_/_/_/_/_/ _/_/ _/_/ _/_/_/_/_/ | Grant McFarlane, Ericsson Telecom.
_/ _/ _/ _/ _/ _/ | E-Mail: etlgtme@etlxd20.ericsson.se
_/ _/_/ _/ _/ _/ _/ | "Don't mess with anything thats got
_/ _/ _/ _/ _/ | more teeth than the whole of the
_/_/_/_/_/ _/ _/ _/_/_/_/_/ | entire Osmond family. (A Rimmer)
```

7008. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 16:20:09 UTC
From: neurom@u.washington.edu
Message-ID: <1t0grpINNnrh@news.u.washington.edu>
Source record: 205934

In article <huots00.737362021@tohi> huots00@tohi (SYLVAIN HUOT) writes:
> -> If your Amiga OS allows you to read all disk formats, then good. Ours
> -> doesn't simply because we never needed it, and so no one ever wrote
> -> anything to do so.
>
> YARK!! Atari world is so closed that nobody needs to exchange with
> other platforms ??
>
> Today, it's impossible to live in such closed world ...
> But, if you want to print on a laser printer service running on a PC, or
> you need to include an EPSF drawing from your friend that have a Mac, in
> your word processor ... if you can't , big troubles !!!
>
> And, such things are very very frequent !!!
>

To all, I apologise since I really didn't want to get into this stupid Disk Format war so I'll keep my end of this short.

Note: Various lines were deleted to keep the length in the realm of sanity.

* * * * W A K E U P ! ! ! ! ! * * * *

The Atari and MS-DOS machines use _the_same_ disk format. Always have, probably always will. (Do I smell an NTFS module for MTOS, hmmmm)

> Just a simple example :
>
> When i am doing FTP, i ALWAYS copy files directly form the Sun's floppy to
> a MS-DOS Disk, and i read them directly with my Amiga ...
>
> I think that all people that needs to do many normal things with their
computer
> *AVOID* to buy a ATARI ST/STE/TT/FALCONVAPORHARDWARE 'cause they know that
> computers can't ...
>
> .... other that buy ATARI don't care what others do, they don't know
frequently
> what AMIGA/MAC/PC do !!!
>

Read the above. The difference is we don't even need new hardware, or even software, to read PC disks. In fact, ST's don't even need a new drive to read Mac disks, we use the standard w/ "Good ol'" Spectre GCR.

Now, don't flame me about the fact that Amigas can too. Only if you have the
A-MAX II Plus which I haven't even seen in existance yet. The straight A-Max
can't do it.

> -> How many Amiga users run their WP in full 4096 color mode ? OK, maybe
> -> they will use it for games, but that's about it. And if you don't want
> -> to play games, you bought an expensive piece of hardware for no reason
> -> whatsoever.
>
> Very ridiculous !!! ;-)
>
> The coprocessors of Amiga aren't so expensive ...
>
> .... and, see what xVGA do, and look prices. Look also WHO HAVE a VGA on PC.
> Almost anybody ...
>

Everybody has s+VGA. The only thing is, if you want to talk game software,
just _now_ we're getting software that uses 640x480 in *static* pictures. Most
use 320x240x256 colors. Strange that w/ Spectrum 512 kind of technology, an ST
can pull that off. (WC-II on the ST in full VGA colors. Hmmmmm.....)

> And, in opposition to ATARI computers, all these colors on AMIGA have
> professionnal applications and using. I think you know well DESKTOP VIDEO
> and MULTIMEDIA.
>

Cubase Audio. With the Video attachments, see Atari Explorer Online 2/8.

> -> But on the ST, if you wanted it from the start, you would have bought
> -> the required hardware along with the machine. And what you don't need,
> -> you don't pay for.
>
> HEY! ;-) 4096, and now 16 million of colors ar NORMAL configurations today!!!
>
> Perhaps not on ATARI, but on ALL other platforms you need only some peanuts
> to get thems ... ;-)
>

32,000 colors standard on the Falcon030. 4096 _standard_ on the STe.
With the CyReL card, 16.7 million colors, resolutions up to 2048x2048, on
monitors up to 37".

> I did not think that computers will be very less expensive without it.
> The difference isn't so big to not get these colors ...
>
> .... and on ATARI, if you get these card ... how many softs support them??
>

Bitch any more and I'll mail you a list for the CyReL.

> -> I've had my ST for 6 years now, and I still like it a lot.
>
> I have an Amiga since 1986, and i have choose it considering also ATARI.

> But it was definitely CLEAR to me that ATARI ST offers ALWAYS less than
> Amiga computers, on Hardware AND on OS.
>

Name a recording studeo w/o an Atari. Case in point: American Music. At the University of Washington Computer Fair, they had a 486 and some Mac there (They're all the same, what's it matter...) They had software lists and all for both machines. I asked the salesman what I should do for MIDI sequencing, i.e. what hardware I needed. I told him I had an ST and he told me not to get any hardware, just software. When I told him it was 6+ years old, he said get some RAM and then the software.

If you don't think that's significant, upon going to their store, I didn't see one PC, and the only Mac I saw was sitting in the corner w/o a monitor. There were ST's everywhere, [1 520ST, 1 1040STfm, 1 Mega 2 ST, 1 Mega 2 STe, 1 TT030] All running.

Curious. That _seems_ like professional applications....

>
> -> Buying a TT or Falcon is another matter.
>
> TT have technologies of yesterday ... not interesting at all !!
>
> (YARK !!! What a PIZZA BOX !!!!!)
>

Have you looked _inside_ a 4000? The expansion slots are a joke. There are three of them. And three PC/AT slots. Bridgeboard? I think not, not with that little room.

> Falcon, can you buy one PRESENTLY ???
>

Yes. I'll sell you one. Want one?

> Falcon is technology of tomorrow for after-tomorrow ... with promises to
> be relaesed yesterday!!!
>

"Technology of Tomorrow"? I like it. Thanks.

> The important thing is to be satisfied with youe computer, same as you said!
>
> But, try seriously an Amiga 1200, and i sincerely think that you will never
> want your ATARI again.
>

I do, every day. I do like them, I just don't like the way so many people put down STs. I will not blatantly flame Amigas (it's bad for business), but I will do my best to set _people_ straight.

Sorry for the length. And _really_ sorry it's in here, but these kind of things get to me. If you want to flame me, do it in c.s.a.a., and I'll

probably ignore you.

--Neuromancer

7009. Re: Questions.

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 16:28:59 UTC
From: neurom@u.washington.edu
Message-ID: <1t0hcbINNo18@news.u.washington.edu>
Source record: 205937

In article <1790.78.uupcb@uttsbbs.uucp> jeff.spink@uttsbbs.uucp (Jeff Spink) writes:
> A couple of questions:
>
> 1) Will an ST hard drive run on a Falcon? I've got a MegaFile 44
> (Removable 44 meg cart's) and really do NOT want to have to make this
> useless, I know that the Falcon uses the IDE HD controller, but also
> think that there is a SCSI port, will I be able to connect the MegaFile
> through this?
>

Yes and no. ;) You'll have to get rid of the Host Adapter and hook it up with a straight SCSI cable. If you're using ICD's Link, then all you have to do is plug in the Link-less cable into the Falcon (After using a SCSI-I SCSI-II converter.) If you are using an internal host adapter, then you'll have to get a new converter. I'd suggest getting just a new box with the internal/external SCSI converter. What you might want to do is get one with a SCSI-II output and enough room inside to add many things. Like a SCSI-II Poineer Quad Speed CD-ROM drive (they exist!), or a _really_ fast SCSI-II hard drive.

> 2) Anyone heard the latest on the 486 emulator? Is it done yet? Is it
> any good if so?
>

It's in [final?] beta. It looks really nice from what I've seen/heard. It uses the Falcon hardware a SVGA color. I believe the software is almost being completely rewritten since someone suggested a few things. 1) Using the Falcon as either Pro Audio 16 or SB16 and tricking the software with some IRQ/DMA wonderwork. 2) Running the 486 as a parallel processor with the 030. It's possible with the hardware setup, and Atari _is_ the company that developed the TransPuter.

> 3) Anyone know when the hell the Falcons are gonna be available in the
> US??

You can get them now. I'd wait about four to six week first, though. If you have any problems getting them, mail me and I'll see what I can do.

Hope I could help.
--Neuromancer

7010. Re: Atari TT as prize on game show.

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 16:50:32 UTC
From: annmarie.scott@p2.f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842.22bf3c00e@Kralizec.fido.zeta.org.au>
Source record: 205889

```
Original to: michael.smith
On <13 May 93>, a small alien, michael smith (3:800/842), bleeped:
>>> Saw the most unbelievable thing last night (04/MAY/93). An Atari TT
>>> was one of the major prizes on 'Sale of the Century' (sp), a quiz
>>> show here in Australia. It came supplied with some bundled software,
>>> unsure of what exactly. The quoted prize value was $2900.00(AUS).
ms>
ms> Wow! 8)

'Hey Hey, It's Saturday' have a 1040STe as a prize on Pluck-a-duck... not
that I watch the show or anything :-)

ms> \`miff` /|\

~/Kerick

--- ScanMail 0.69
* Origin: :) Kerick's Evil TWiN (: - Adelaide, SA (3:800/842.2)
```

7011. exit

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 17:27:29 UTC
From: x91mikowski@gw.wmich.edu
Message-ID: <1993May14.122729.9803@gw.wmich.edu>
Source record: 205936

Hi,
Where can I get some good GIF's or other digitized pics to go with
Speed Of Lite? I'd like to try it out but don't have any pics.

Also, for anyone familiar with KA9Q, what address should I use when
FTPing to another site?

Thanx,
Bernard

7012. Re: Falcon X/Unix system questions

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 19:05:21 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <7340132@hpfcso.FC.HP.COM>
Source record: 205942

> I know MultiTOS is much better than Unix :-) but will there be a unix
> (linux) clone for the Falcon? Does the Falcon have long file names in
> it's file structure? Will I be able to run X windows on a 14M Falcon over
> a unix clone, or over MultiTOS?
>
> -Andrew
> ----------

Give me a break. Unix has many more miles on it then MuliTOS as well as many more features. Lets see MultiTOS handle a diskless cluster.

Ted.

7013. (ADVOCACY) Life, Liberty, and the Pursuit of Silliness...

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 19:41:18 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1331@usdtsg.DaytonOH.NCR.COM>
Source record: 205803
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Sorry to respond in comp.sys.atari.st (the advocacy group isn't at
my site yet). Anyways, a rare respose of mine to a flame - hit that
'n' key now to avoid it :-)

In article <huots00.737362021@tohi> huots00@tohi (SYLVAIN HUOT) writes:

>YARK!! Atari world is so closed that nobody needs to exchange with
>other platforms ??

Yark???

I dunno, I exchange graphics, sound, word processing files, etc
between my MSTE and 386 (and MAC)...

>When i am doing FTP, i ALWAYS copy files directly form the Sun's floppy to
>a MS-DOS Disk, and i read them directly with my Amiga ...

Funny, that's exactly what I do with *my* Atari. Who knew? :-)

>I think that all people that needs to do many normal things with their computer
>*AVOID* to buy a ATARI ST/STE/TT/FALCONVAPORHARDWARE 'cause they know that
>computers can't ...

Doesn't sound like you've ever *used* an Atari, muchless know what it
can/cannot do. *All* stock ST's can read and write IBM format disks with
no problem (720k). Newer machines (Falcon, TT, and my MSTE) can read and
write 1.44meg IBM disks as well (my MSTE is stock, BTW).

re: "to do many normal things with their computer" - I shan't ask what the
alternative is... :-)

>... other that buy ATARI don't care what others do, they don't know frequently
>what AMIGA/MAC/PC do !!!

I have a PC (286) as well as a MAC emulator, and a friend of mine has
an Amiga - have seen what they can do...

>And, in opposition to ATARI computers, all these colors on AMIGA have
>professionnal applications and using. I think you know well DESKTOP VIDEO
>and MULTIMEDIA.

I never knew there were "professional" colors and "amateur(?)" colors.
How do you tell the difference?

>When you try an Amiga ... you didn't want to exchange it with a PC, a MAC
>or a ST! ;-)

I've tried Amigas. I wasn't overly impressed (nor disappointed)...

>Falcon is technology of tomorrow for after-tomorrow ... with promises to
>be relaesed yesterday!!!

...why do I have the sudden urge to watch an Abbott and Costello
routine :-)

>The important thing is to be satisfied with youe computer, same as you said!

Yep, Amiga, Atari, or whatever. Doesn't matter if someone else doesn't
like it ;-)

>But, try seriously an Amiga 1200, and i sincerely think that you will never
>want your ATARI again.

One of my friends has a A2000. I've stayed with the Atari however...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

...to those non-Atarians: I don't intend this as a flame (I've said
nothing bad about non-Atari systems above, as you can read) - I just felt
the message being replied to was misinformed enough to point a couple
things out (including a rather one-sided view of the world of computers) -
the sarcasm is in response to that, and not to the computers being talked
about... (so don't yell at me Raist :-)

7014. Re: GEnie.

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 19:48:52 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May14.194852.27428@newshost.lanl.gov>
Source record: 205940

Without a doubt, GEnie is the best online service deal for U.S. based Atarians. I say U.S. because I don't know about GEnie fees in other countries which may or may not be prohibitively expensive compared to other online services.

For a flat $4.95 per month you get access to the GEnie Star Services, which includes unlimited mail privileges and a host of other goodies in the non-prime time hours. It's $8.00 per hour non-prime time for accessing area like the computer roundtable forums. If that sounds expensive, check into what Compuserve charges! Plus, you can get a free telecommunications utility called Aladdin which is designed to automate (and greatly speed up) your time spent on GEnie. 300, 1200 & 2400 baud is the same price.

PC and Mac users I'd recommend Compuserve, but for Atari users, GEnie is the best deal by far, IMHO (especially considering it's the official online network of Atari Corp and all major Atari devs frequent and support it).

In all fairness, Delphi represents a _heck_ of a good value as well, but there is not as much Atari action there as compared to GEnie.

For info about GEnie, U.S. users call voice 800-638-9636. To sign up by modem, set it up for half duplex (local echo), dial 800-638-8369, hit HHH upon connection and at the U#= prompt, enter XTX99437,GENIE and hit Return. You can then sign up if you have a major credit card or take a short tour.

I'm not affiliated with GEnie, just a happy users for several years now.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

7015. Re: GEnie.

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 19:55:06 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1332@usdtsg.DaytonOH.NCR.COM>
Source record: 205804

In article <1776.78.uupcb@uttsbbs.uucp> jeff.spink@uttsbbs.uucp (Jeff Spink) writes:
re: GEnie pricing...
>Does anyone know the EXACT rates, and if it's really worth it? Do they
>have a file x-fer area, or is it all messages? What? I have no idea what
>the place is all about, as I've never called.

I use GEnie, but to be honest I couldn't give you a list of rates.
I do know that it's cheaper to call after 6pm than before 6 (before 6
being called "prime time" I think).

Also, there are BASIC areas and CHARGE areas. I *think* you can
use any of the BASIC areas (EMAIL, etc) for minimal charge ($5 comes
to mind, but I cannot recall if its by hour or month).
Using a CHARGE area (like ATARI) however, has an added charge to it.

Since I would assume that most internetters would probably hang
around the COMPUTER-specific areas, the higher charge would probably
apply (but no one would call before 6pm, would they? :-)

Oh, there are basically 3 pieces to the GEnie layout (at least in
the computer-specific area): MESSAGE BASES, ROUND TABLE (REALTIME)
CONFERENCES, and FILE AREAS. I don't read the message areas too much,
so I can't comment on those. However, the RTC (conferences) usually
involve some company (Atari, Purple Mount Comp, etc) where information
can be talked about, and questions asked (and answered). Bob Brodie,
for instance, holds a monthly RTC. Most Wednesdays its usually
just non-specific conferences. As for the file areas, they have
a *lot* of files there (my two sources for files are atari.archive
and GEnie) - some files may be on GEnie, and not on atari.archive,
and vice versa...

It's not the most elegant interface to work with (reminds me a little
of VMS), but using a front-end like "Aladdin" lets you work with it
via GEM-specific controls (just like a normal Atari program)...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

...I've found use for it - your mileage may vary :-)

7016. Re: Where to get .PI3 pictures?

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 20:00:36 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1333@usdtsg.DaytonOH.NCR.COM>
Source record: 205805

In article <1993May12.151423.7281@prime.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:

>I desperately need many .PI3 Degas monochrome picutres, fast! As odd
>as it may sound.. I searched the Graphics/ directory at a.a.u.e., but
>found only a picture of Bob Brodie :). Is there some FTP site with
>many many .PI3's? Thanks in advance!

Here's an easy way: get a copy of VIEW GIF 1.2 (should be at atari.archive.umich.edu), get a bunch of GIF pictures, and then convert the GIFs over to PI3 using the Viewgif program (you must be in mono mode to do so; if you're in color mode, I think it'll let you make PI1 and PI2's)...

Hope this helps...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

7017. ICD utils and TOS 3.06

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 20:06:29 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1t0u45INNs3c@news.u.washington.edu>
Source record: 205941

I just got one of the newer TTs with TOS 3.06 and I installed ICD Link utilities on partition C. When the computer boots, it doesn't seem to always recognize the hard drive. After the Atari symbol comes up, the HD light flashes a couple of times, and then it just hangs there. It does this cold OR warm boot. It seems to be random when it will "hang" like this and when it will boot correctly. I have a MAXTOR 213MB hard drive. I tried reformatting the drive with ICD Format, but it still has the same problem.

If no one can solve this problem for me, at least someone can give me the Email address of ICD, if they have one, or someone that would know what's going on. Thanks!

Stuart Denman
stusoft@u.washington.edu

7018. ZIP files on atari.archive

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 20:12:41 UTC
From: cpbuehrer@miavx1.acs.muohio.edu
Message-ID: <1993May14.151241.17823@miavx1.acs.muohio.edu>
Source record: 205806

I FTP'd some ZIPped stuff off atari.archive.umich.edu but none of the files unZIP properly. Are these files corrupted or am I? Please help (via email)!

advTHANKSance,
--Dennis (Cogito cogito, ergo cogito sum.)

7019. Re: Speedo Fonts ....

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 22:20:27 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.225994@cix.compulink.co.uk>
Source record: 205946

In article <1t02gp$kvd@news.cs.tu-berlin.de>, spoil@cs.tu-berlin.de (Laurenz Pruessner) writes:
>ogal@cix.compulink.co.uk (Ofir Gal) writes:
>
>>You just put the font names in the assign.sys file - just like with
>>GDOS. I am using the Connect font under Speedo right now. You can only
>>use GDOS and Speedo fonts AFAIK.
>
>Well, this _MIGHT_ work, but it definitely doesn't have to.
>The problem is that a Speedo-font might actually have the same ID# as the
>bitmap-font. Furthermore there is one Speedo-font that uses the same ID#
>as the system font - 1 (I think it was Swiss 721 light or so).
>
>So I don't recommend using both bitmap and vectorfonts.
>
>Regards,
>Laurenz
>
>
>
That's a good point, but you should be able to change the fonts id.

Ofir ogal@cix.compulink.co.uk

Experience is something you don't get until just after you need it.

7020. Re: Falcon030 Net Port

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 23:21:32 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.YN2pTpWZTUw@semprini.tdkcs.waterloo.on.ca>
Source record: 205812

In <1srlf6INNgkc@news.u.washington.edu>, Neuromancer writes:
>
> I was wondering, I know the F030 comes w/ a LocalTalk port, but does it come
> with any software that allows it to use it? Is there a .CPX w/ network drive
> mounting?

I'm pretty sure no one's ever written software to use the LocalTalk port
in the MegaSTe, TT, or Falcon. The authors of PowerNet and PowerDOS
were working on something, but I'm not sure when it will be ready.

The Atari OS also makes it difficult to do something useful, like print
over the network. You'd need a special driver for your network
printer... that's not likely to ever exist, since the "amazing" and
"complete" new SpeedoGDOS doesn't even have a PostScript driver...

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Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

7021. Re: Legends Of Valour

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 23:38:52 UTC
From: hoffman@lims.lockheed.com
Message-ID: <1993May14.233852.20427@lims.lockheed.com>
Source record: 205947

Craig Graham (Craig.Graham@newcastle.ac.uk) wrote:

: Has anyone seen the Legends Of Valour demo on the cover of ST Format this month?
: Is it any good ?

: Craig.

I saw the demo tried it out at my local store. Seems to work ok. I didn't play with it long enough to decide if it was any good in game play. I did notice that many of the thinks that were complained about on the PC didn't seem to occur. For example, Doors opened with a bang instead of having you walk through the door. All windows can be looked out and in. I didn't get sick. There didn't seem to be any police hassling me. The virtual reality was quite unique but I don't know how much it adds to the game. The general quality of the graphics (ie the icons, buttons, and places you see) were average at best.

All in all, I think that it's well worth the price if you are thinking of buying the game and want to test it out. The docs on use or the demo are real poor. I think that only the game save is disabled. Other than that I think it's fully functional. One sad note was that it didn't run on a Falcon...

John

--
+---+
| The preceding is my personal opinion and not legally binding... |
+---+
John Hoffman	Lockheed Integrated Solutions Company
NOAVA/Engineering	Internet: john.hoffman@lims.lockheed.com
408/987-4693	If it looks simple, You don't understand the problem
+---+

7022. High Speed Pascal - WANTED

Newsgroup: comp.sys.atari.st
Date: 1993-05-14 23:52:20 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <wPak4B1w165w@sys6626.bison.mb.ca>
Source record: 205945

Does anyone know where I can get a copy of High Speed Pascal? How much
does it cost?

Thanks.

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

7023. Re: GCC / MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-05-15 00:12:26 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.O23eQf&oE3k@semprini.tdkcs.waterloo.on.ca>
Source record: 205813
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1sm7b7$o2j@tamsun.tamu.edu>, Mark A Lehmann writes:
[...]
> When I begin work at IBM developement, I will have to sign a
> contract unconditionally giving then all of my intellectual property.
> I'm afraid that I will not be permitted to do any IBM un-authorized programming
> which leaves me unable to contribute to the Atari community. I think IBM
> is afraid that I'll give some piece of their PC operating systems AIX and
> maybe OS/2 away to MultiTOS.
[...]
> Is a statement like this to the UseNET a good enough copyright? I don't
> want to be unfair to IBM, but I would like to still work on these
> projects without having to worry about breaking the law. This is USA law.

I don't know about IBM and the US, but at NCR in Canada, I was able to
cross out parts of my contract that I didn't agree with. Specifically,
there was a clause that would've prevented me from working at my
profession for two years after stopping work for NCR. Personell had no
problem with that being stroked out.

You should discuss it with them though! It's not like anything to do
with the Atari platform could ever affect any of IBM's markets or
products...

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Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

7024. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-15 00:30:58 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.2GeED1W_glA@semprini.tdkcs.waterloo.on.ca>
Source record: 205814

In <1993May11.153508.28478@newshost.lanl.gov>, John Hutchinson writes:
> Again... I fail to see the logic in how an informative article on the current
> state of Pirate BBSs could be considered harmful. Illumination (by those
> who have actually READ Dorothy's article, please) is encouraged. :)

I think the only harmful aspect of that article was the fact that its
tone blamed the entire Atari market mess on pirates, instead of planting
it firmly on the shoulders of Atari, where it belongs.

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Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

7025. Re: Piracy (was Re: Customer Satisfaction!)

Newsgroup: comp.sys.atari.st
Date: 1993-05-15 00:35:02 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.P2YIJSk6&fc@semprini.tdkcs.waterloo.on.ca>
Source record: 205815

In <C6uD8H.CBt@mach1.wlu.ca>, bilinsky keith writes:
> I personally know/ am friends with about 25 people with ST's. The average
> user i have found from them seems to be one who likes to get a free game or
> program when ever thy can. They can't go into a store with in an hours
> drive to get anything so any chance they want to use. These people range
> from professional musicians to out of work musicians to school teachers to
> high school students. They are all the same. They have bought some of
> their stuff (Usually a word processor, their music program and few others
> and a couple games) after that most have mainly copied stuff. That is what
> i see the average user as and i do not think it is your view of an average
> user.

I don't really think this is an "average" ST/TT/Falcon user; this is the
fate of those people living NO WHERE NEAR an Atari dealer, or even a
store willing to carry Atari software. Again, no one's fault be Atari's.

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Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

7026. Re: Speedo Fonts ....

Newsgroup: comp.sys.atari.st
Date: 1993-05-15 00:39:08 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.Ck6gpyVhDa6@semprini.tdkcs.waterloo.on.ca>
Source record: 205816

In <1ss3hiINNecu@phakt.usc.edu>, Juxtaposer writes:
> I assume the SpeedoGDOS comes with a few starter fonts, and I am
> sure that I will "outgrow" them quickly.
>
> Does anyone know of a site with PD Speedo fonts? Does anyone know
> of a ATM->Speedo converter (at least ATM1, maybe ATM3) or a TrueType->Speedo
> converter program - for IBM/Mac/Atari?

There's no such beast. In fact, there's no PD/SW converters for font
editors that I've ever heard of. ATM (joy!) and TrueType (ick!) are the
place to be for free/PD fonts galore.

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Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

7027. Re: Totally stupid question about Rendering...

Newsgroup: comp.sys.atari.st
Date: 1993-05-15 00:47:32 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea._hh38kbppuE@semprini.tdkcs.waterloo.on.ca>
Source record: 205817

In <1sb1ec$jus@rw8.urc.tue.nl>, Erlend Nagel writes:
> Well, I am a bit afraid to ask but here goes:
>
> Having heard so many things about rendering software becoming available
> for the Falcon and so. What IS rendering?????

My reason for living... ;-)

Computers generating images; ray-tracing (wahoo, POV-Ray!), fractals,
animation, goodies like that.

Generally, stuff that looks real nice, and takes grotesque amounts of
CPU time! :)

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Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

7028. Re: Where to get .PI3 pictures?

Newsgroup: comp.sys.atari.st
Date: 1993-05-15 00:50:50 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.mV35aejtP_U@semprini.tdkcs.waterloo.on.ca>
Source record: 205818

In <1993May12.151423.7281@prime.mdata.fi>, Rasmus Paetau writes:
>
> I desperately need many .PI3 Degas monochrome picutres, fast! As odd
> as it may sound.. I searched the Graphics/ directory at a.a.u.e., but
> found only a picture of Bob Brodie :). Is there some FTP site with
> many many .PI3's? Thanks in advance!

I uploaded a HUGE batch of ST monochrome pictures in either PC3 or TNY
format to GEnie last summer... Someone could upload them to
atari.archive and I wouldn't complain... ;-)

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Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

7029. Re: ZIP files on atari.archive

Newsgroup: comp.sys.atari.st
Date: 1993-05-15 02:45:22 UTC
From: cpbuehrer@miavx1.acs.muohio.edu
Message-ID: <1993May14.214522.17825@miavx1.acs.muohio.edu>
Source record: 205809

In article <1993May14.151241.17823@miavx1.acs.muohio.edu>, cpbuehrer@miavx1.acs.muohio.edu writes:
> I FTP'd some ZIPped stuff off atari.archive.umich.edu but none of the files
> unZIP properly. Are these files corrupted or am I? Please help (via email)!
>
> advTHANKSance,
> --Dennis (Cogito cogito, ergo cogito sum.)

Nevermind. Problem solved. Didn't have enough free memory. Stupid ZIP program should've been able to tell me that though.

--Dennis

7030. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-05-15 04:07:20 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <1t1q9o$nq4@terminator.rs.itd.umich.edu>
Source record: 205948

```
drwxrwxr-x root 2048 May 1 12:12 ./Emulators
-rw-rw-r-- weiner 699 May 1 12:11 ./Emulators/0index
drwxrwxr-x root 2048 May 1 12:23 ./Editors
-rw-r--r-- entropy 1217 May 1 12:23 ./Editors/0index
drwxrwxr-x root 2048 May 1 12:22 ./Cli
-rw-rw-r-- weiner 690 May 1 12:17 ./Cli/0index
drwxrwxr-x root 4096 May 1 12:13 ./Mint
-rw-rw-r-- entropy 5561 May 1 12:15 ./Mint/0index
drwxrwxr-x root 10240 May 1 12:23 ./Utilities
-rw-rw-r-- entropy 16423 May 1 12:24 ./Utilities/0index
drwxr-xr-x dpz 2048 May 1 12:09 ./Magazines/Znet
-rw-r--r-- weiner 38528 Apr 30 23:31 ./Magazines/Znet/znet9301.lzh
-rw-r--r-- weiner 41472 Apr 30 23:31 ./Magazines/Znet/znet9302.lzh
-rw-r--r-- weiner 38272 Apr 30 23:31 ./Magazines/Znet/znet9303.lzh
-rw-r--r-- weiner 38400 Apr 30 23:31 ./Magazines/Znet/znet9304.lzh
-rw-r--r-- weiner 34455 Apr 30 23:31 ./Magazines/Znet/znet9305.lzh
-rw-r--r-- weiner 42530 Apr 30 23:31 ./Magazines/Znet/znet9306.lzh
-rw-r--r-- weiner 37504 Apr 30 23:31 ./Magazines/Znet/znet9308.lzh
-rw-r--r-- weiner 61626 Apr 30 23:32 ./Magazines/Znet/znet9310.lzh
-rw-r--r-- weiner 47744 Apr 30 23:32 ./Magazines/Znet/znet9311.lzh
drwxr-xr-x root 4096 May 3 09:58 .
drwxrwxr-x weiner 2048 May 3 18:54 ./Gnustuff/Tos/Include
drwxrwxr-x root 10240 May 3 09:46 ./Utilities
-rw-r--r-- weiner 51736 Apr 30 21:55 ./Utilities/dclock1.zoo
-rw-rw-r-- entropy 16521 May 3 09:50 ./Utilities/0index
drwxrwxr-x weiner 2048 May 3 09:49 ./Utilities/Tosfixes
-rw-r--r-- weiner 223443 Apr 28 20:55 ./Utilities/Tosfixes/sos_206.lzh
-rw-r--r-- weiner 71439 May 3 09:58 ./0ls-lR.Z
-rw-r--r-- weiner 183332 May 3 09:56 ./0index
-rw-r--r-- weiner 85299 May 3 09:56 ./0compind.Z
drwxrwxr-x weiner 2048 May 4 15:49 ./8bit/Diskutils
-rw-r--r-- lenn 24967 May 4 15:49 ./8bit/Diskutils/mule.arc
-rw-r--r-- lenn 13975 May 4 15:49 ./8bit/Diskutils/mule.exe
-rw-r--r-- lenn 3260 May 4 15:49 ./8bit/Diskutils/mule.txt
drwxrwxr-x weiner 2048 May 4 16:42 ./Gnustuff/Tos/Include
drwxr-xr-x root 4096 May 5 10:19 .
drwxrwxr-x root 2048 May 5 10:03 ./Portfolio
-rw-r--r-- weiner 8702 May 5 10:02 ./Portfolio/0index
drwxrwxr-x root 6144 May 5 18:37 ./Telecomm
-rw-r--r-- weiner 71531 May 5 10:19 ./0ls-lR.Z
drwxrwxr-x root 2048 May 5 10:10 ./Magazines
-rw-rw-r-- weiner 421 May 5 10:11 ./Magazines/0index
-rw-r--r-- weiner 165142 May 5 10:09 ./Magazines/stzine.zoo
-rw-r--r-- weiner 183484 May 5 10:16 ./0index
```

```
-rw-r--r-- weiner 85339 May 5 10:16 ./0compind.Z
drwxrwxr-x root 6144 May 6 23:30 ./8bit
drwxrwxr-x weiner 4096 May 6 23:28 ./8bit/Demos
-rw-r--r-- lenn 62720 May 6 23:26 ./8bit/Demos/kesofta.arc
-rw-r--r-- lenn 71424 May 6 23:26 ./8bit/Demos/kesoftb.arc
-rw-r--r-- lenn 131217 May 6 23:26 ./8bit/Demos/halle93a.dcm
-rw-r--r-- lenn 132002 May 6 23:26 ./8bit/Demos/halle93b.dcm
-rw-r--r-- lenn 85890 May 6 23:26 ./8bit/Demos/halle93c.dcm
-rw-r--r-- lenn 89602 May 6 23:26 ./8bit/Demos/veronika.dcm
-rw-r--r-- lenn 915 May 6 23:28 ./8bit/Demos/veronika.txt
-rw-r--r-- lenn 8832 May 6 23:27 ./8bit/dominoes.arc
-rw-r--r-- lenn 11392 May 6 23:27 ./8bit/euchre.arc
-rw-r--r-- lenn 5632 May 6 23:27 ./8bit/flash.arc
-rw-r--r-- lenn 1664 May 6 23:27 ./8bit/hints.arc
-rw-r--r-- lenn 83968 May 6 23:27 ./8bit/supgames.arc
-rw-rw-r-- weiner 4657 May 6 16:13 ./Applications/0index
drwxrwxr-x weiner 2048 May 6 16:08 ./Applications/Math
-rw-r--r-- dpz 84605 May 3 20:04 ./Applications/Math/ols.zoo
drwxrwxr-x weiner 2048 May 6 16:14 ./Applications/Other
-rw-r--r-- dpz 39639 May 3 20:03 ./Applications/Other/am.zoo
-rw-r--r-- dpz 71219 May 3 23:50 ./Applications/Other/grocry30.zip
drwxrwxr-x root 10240 May 6 23:18 ./Games
-rw-r--r-- lenn 13857 May 6 23:23 ./Games/0index
-rw-rw-rw- lenn 67873 May 6 18:47 ./Games/kubes.lzh
-rw-rw-rw- lenn 11854 May 6 18:47 ./Games/pipeline.lzh
-rw-r--r-- lenn 201024 May 6 23:18 ./Games/hazzard.tos
-rw-rw-r-- entropy 16569 May 6 16:04 ./Utilities/0index
drwxrwxr-x weiner 2048 May 6 16:03 ./Utilities/Virus
-rw-r--r-- dpz 3979 May 4 12:53 ./Utilities/Virus/agrabt_2.zip
drwxrwxr-x root 4096 May 6 15:58 ./Programming
-rw-r--r-- dpz 793260 May 4 14:43 ./Programming/funnel.zoo
-rw-r--r-- weiner 3570 May 6 15:59 ./Programming/0index
-rw-r--r-- dpz 288563 May 6 09:29 ./Programming/linkdem2.zoo
-rw-r--r-- dpz 383568 May 6 10:03 ./Programming/linkdemo.zoo
-rw-r--r-- dpz 167715 May 6 09:36 ./Programming/linkinst.zoo
drwxrwxr-x weiner 2048 May 6 09:19 ./Magazines/Aeo
-rw-r--r-- 20867 74368 May 6 09:19 ./Magazines/Aeo/aeo_0209.lzh
drwxr-xr-x root 4096 May 7 15:27 .
-rw-rw-r-- weiner 4657 May 7 10:01 ./Applications/0index
drwxrwxr-x weiner 2048 May 7 10:00 ./Applications/Math
-rw-r--r-- weiner 96955 May 7 10:24 ./Applications/Math/plot172l.zoo
drwxrwxr-x root 6144 May 7 15:16 ./Demos
-rw-r--r-- weiner 445612 May 4 13:03 ./Demos/pdawn.arc
-rw-rw-r-- weiner 7169 May 7 15:16 ./Demos/0index
-rw-rw-r-- entropy 5601 May 7 10:07 ./Mint/0index
drwxr-xr-x entropy 2048 May 7 10:06 ./Mint/Utilities
-rw-r--r-- weiner 6807 May 7 04:11 ./Mint/Utilities/lps102.lzh
drwxrwxr-x root 4096 May 7 10:01 ./Programming
-rw-r--r-- weiner 238310 May 3 19:14 ./Programming/gem++15b.zoo
-rw-r--r-- weiner 3630 May 7 10:02 ./Programming/0index
```

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-rw-r--r-- weiner 72147 May 7 15:27 ./0ls-lR.Z
drwxrwxr-x weiner 2048 May 7 10:04 ./Falcon
-rw-rw-r-- weiner 1071 May 7 10:05 ./Falcon/0index
-rw-r--r-- weiner 55911 May 7 04:02 ./Falcon/winrec13.lzh
-rw-r--r-- weiner 184176 May 7 15:25 ./0index
-rw-r--r-- weiner 85717 May 7 15:25 ./0compind.Z
drwxrwxr-x weiner 2048 May 10 09:49 ./8bit/Cc65
-rw-r--r-- lenn 3331 May 10 09:49 ./8bit/Cc65/cgrp1.arc
-rw-r--r-- lenn 3909 May 10 09:49 ./8bit/Cc65/cgrp2.arc
-rw-r--r-- lenn 7088 May 10 09:49 ./8bit/Cc65/cgrp3.arc
-rw-r--r-- lenn 418 May 10 09:49 ./8bit/Cc65/doscmd.arc
-rw-r--r-- lenn 2501 May 10 09:49 ./8bit/Cc65/float.arc
-rw-r--r-- lenn 442 May 10 09:49 ./8bit/Cc65/gets.arc
-rw-r--r-- lenn 1256 May 10 09:49 ./8bit/Cc65/scanf.arc
-rw-r--r-- lenn 487 May 10 09:49 ./8bit/Cc65/xio.arc
-rw-r--r-- lenn 339 May 10 09:49 ./8bit/Cc65/stuff.upl
drwxrwxr-x weiner 2048 May 10 09:42 ./8bit/Diskutils
-rw-r--r-- lenn 898 May 10 09:42 ./8bit/Diskutils/dir
drwxrwxr-x weiner 2048 May 10 19:21 ./8bit/Sound
-rw-r--r-- lenn 2618 May 10 19:21 ./8bit/Sound/actstreo.arc
-rw-r--r-- lenn 8124 May 10 19:21 ./8bit/Sound/gumby.arc
-rw-r--r-- lenn 5485 May 10 19:21 ./8bit/Sound/stereoxl.arc
-rw-r--r-- lenn 7785 May 10 19:21 ./8bit/Sound/theplayr.arc
drwxrwxr-x weiner 8192 May 13 19:23 ./8bit/Zmag
-rw-rw-rw- lenn 13419 May 13 19:23 ./8bit/Zmag/z860816.arc
-rw-rw-rw- lenn 11696 May 13 19:23 ./8bit/Zmag/zmag063.arc
-rw-rw-rw- lenn 16940 May 13 19:23 ./8bit/Zmag/zmag064.arc
drwxrwxr-x root 4096 May 13 18:07 ./Archivers
-r--r--r-- lenn 13283 May 13 18:07 ./Archivers/flexiarc.lzh
-rw-rw-r-- entropy 3029 May 13 18:08 ./Archivers/0index
drwxrwxr-x root 10240 May 13 18:03 ./Games
-rw-r--r-- lenn 13928 May 13 18:13 ./Games/0index
-rw-rw-rw- lenn 159065 May 13 18:04 ./Games/galaxian.lzh
drwxr-xr-x dpz 2048 May 13 11:04 ./Mint/Distrib_kit
drwxr-xr-x dpz 2048 May 13 11:02 ./Mint/Distrib_kit/Doc
-rw-r--r-- dpz 27402 May 13 11:02 ./Mint/Distrib_kit/Doc/readme.asc
-rw-r--r-- dpz 743803 May 13 11:02 ./Mint/Distrib_kit/Doc/readme.ps
drwxrwxr-x root 10240 May 13 18:06 ./Utilities
-r--r--r-- lenn 11326 May 13 18:06 ./Utilities/phwclk11.lzh
-rw-rw-r-- entropy 16721 May 13 18:18 ./Utilities/0index
drwxrwxr-x weiner 2048 May 13 18:04 ./Utilities/Desktop
-rw-rw-rw- lenn 97536 May 13 18:04 ./Utilities/Desktop/tera_130.lzh
-r--r--r-- lenn 11326 May 13 18:06 ./Utilities/phwclk11.lzh
drwxrwxr-x root 4096 May 14 16:21 .
drwxrwxr-x weiner 2048 May 14 11:32 ./8bit/Sound
-rw-r--r-- lenn 30179 May 14 11:32 ./8bit/Sound/bestams1.arc
-rw-rw-r-- weiner 4726 May 14 15:45 ./Applications/0index
drwxrwxr-x weiner 2048 May 14 15:44 ./Applications/Dtp/Fonts/Gdos
-rw-r--r-- dpz 190035 May 3 21:18 ./Applications/Dtp/Fonts/Gdos/gemfo111.lzh
drwxrwxr-x root 6144 May 14 15:49 ./Demos
```

```
-rw-r--r-- dpz 385787 May 4 13:09 ./Demos/eatmybol.zip
-rw-r--r-- dpz 729957 May 12 12:51 ./Demos/no_coop.lzh
-rw-rw-r-- weiner 7233 May 14 15:50 ./Demos/0index
drwxrwxr-x root 6144 May 14 15:43 ./Diskutils
-rw-r--r-- dpz 33053 May 3 21:19 ./Diskutils/elfback.lzh
-rw-rw-r-- entropy 6763 May 14 15:44 ./Diskutils/0index
drwxrwxr-x root 10240 May 14 15:12 ./Games
-rw-r--r-- dpz 225637 May 5 15:19 ./Games/apathy.lzh
-rw-r--r-- lenn 14049 May 14 15:13 ./Games/0index
drwxrwxr-x root 4096 May 14 15:07 ./Languages
-rw-r--r-- dpz 21169 May 7 13:56 ./Languages/gemenv.lzh
-rw-r--r-- weiner 4581 May 14 15:10 ./Languages/0index
drwxrwxr-x root 4096 May 14 10:04 ./Mint
-rw-rw-r-- entropy 5764 May 14 16:14 ./Mint/0index
drwxrwxr-x entropy 2048 May 14 15:53 ./Mint/Editors
-rw-r--r-- dpz 600111 May 11 09:07 ./Mint/Editors/st-emacs.tar.z
drwxrwxr-x entropy 2048 May 14 16:12 ./Mint/Utilities
-rw-r--r-- dpz 46236 May 3 20:02 ./Mint/Utilities/agrepbin.zoo
-rw-r--r-- dpz 45769 May 3 20:03 ./Mint/Utilities/agrepsrc.zoo
-rw-rw-r-- weiner 48859 May 8 15:37 ./Mint/Utilities/sed114.zoo
-rw-rw-r-- weiner 391766 May 8 15:38 ./Mint/Utilities/txtutl15.zoo
drwxrwxr-x root 10240 May 14 16:00 ./Utilities
-rw-r--r-- dpz 19545 May 4 12:53 ./Utilities/atomik35.zip
-rw-r--r-- dpz 12585 May 3 21:11 ./Utilities/diablocp.lzh
-rw-rw-r-- entropy 16846 May 14 16:01 ./Utilities/0index
lrwxr-xr-x dpz 23 May 14 15:07 ./Utilities/gemenv.lzh -> ../Languages/gemenv.lzh
drwxrwxr-x root 6144 May 14 09:59 ./Telecomm
-r--r--r-- weiner 18335 May 10 16:56 ./Telecomm/phdial14.lzh
-rw-r--r-- weiner 5288 May 14 09:59 ./Telecomm/0index
drwxrwxr-x root 2048 May 14 15:57 ./Tex
-rw-r--r-- dpz 47232 May 3 20:03 ./Tex/lgrind.zoo
-rw-r--r-- weiner 3935 May 14 15:58 ./Tex/0index
drwxrwxr-x root 4096 May 14 15:46 ./Programming
-rw-r--r-- dpz 795931 May 5 15:21 ./Programming/misty.lzh
-rw-r--r-- weiner 3736 May 14 15:47 ./Programming/0index
lrwxr-xr-x dpz 23 May 14 15:07 ./Programming/gemenv.lzh -> ../Languages/gemenv.lzh
-rw-r--r-- dpz 72537 May 14 16:21 ./0ls-lR.Z
drwxr-xr-x dpz 2048 May 14 15:05 ./Magazines/Str
-rw-r--r-- dpz 68608 May 8 17:12 ./Magazines/Str/str918.lzh
-rw-r--r-- dpz 64879 May 8 17:12 ./Magazines/Str/str919.lzh
drwxr-xr-x dpz 2048 May 14 15:06 ./Magazines/Znet
-rw-r--r-- dpz 39424 May 13 10:57 ./Magazines/Znet/znet9314.lzh
-rw-r--r-- dpz 185264 May 14 16:19 ./0index
-rw-r--r-- dpz 86271 May 14 16:19 ./0compind.Z
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

7031. Re: Questions.

Newsgroup: comp.sys.atari.st
Date: 1993-05-15 04:11:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <1828.78.uupcb@uttsbbs.uucp>
Source record: 205807

Thanks for the info. I do have to admit however, I think you lost me on most of the solution for being able to hook up the MegaFile to the Falcon... guess I'll just have my dad ask some of the tech types at his work to tell me exactly what to do, and give me the neccesary hardware to do so. As for me being able to get one, that's no problem, as my father works for Atari... I'm just wondering when they'll be available here so I can actually get a look at one..and hopefully even some people will start buying them. Hell, maybe there will even actually be some LCOAL Atari boards again!

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+---+

7032. Wanted: ICD Host Adapter

Newsgroup: comp.sys.atari.st
Date: 1993-05-15 04:36:00 UTC
From: Scott.Dunham@f47.n282.z1.tdkt.kksys.com
Message-ID: <737448507.AA07381@tdkt.kksys.com>
Source record: 205810

Anybody have a used ICD Host Adapter for sale? Call (612)894-0405 - leave message. Thanks!

* Origin: FlightLine BBS {MSP}MN USRdual 612-544-5118 (1:282/47)

7033. Re: GEnie.

Newsgroup: comp.sys.atari.st
Date: 1993-05-15 05:38:13 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <81419@cup.portal.com>
Source record: 205949

>It's $8.00 per hour non-prime time for accessing area
>like the computer roundtable forums. If that sounds expensive, check into
>what Compuserve charges!

Indeed... check into what CompuServe charges...

It's $8.95 per hour... with NO RESTRICTIONS on time of day..

Call any time.. day or night... one price...

Check into what GEnie charges for daytime access!

BobR

7034. Re: Questions.

Newsgroup: comp.sys.atari.st
Date: 1993-05-15 05:45:39 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <81420@cup.portal.com>
Source record: 205950

>It's possible with the hardware setup, and Atari _is_ the company that
>developed the TransPuter.

Er.. no...

Atari is the company that hemmmmed and hawwed, and waffled and
finally dropped the ATW (Atari Transputer Workstation) after
selling a few here and there in the world.

The transputer chip was designed by Inmos, a real computer
product company. Their chips are used in REAL transputer
workstations, still available and still used by serious
power computer users.

(And in fact, the ATW was developed by someone else... Atari only
played at marketing it...)

BobR

7035. Re: KA9Q

Newsgroup: comp.sys.atari.st
Date: 1993-05-15 05:52:31 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <81421@cup.portal.com>
Source record: 205801

> Also, for anyone familiar with KA9Q, what address should I use when
>FTPing to another site?

KA9Q for the ST doesn't understand "name paths", so you need to
obtain the Internet Address for the sites you want to FTP to.

For example, the IP address of the atari.archives at the
University of Michigan is:

141.211.165.41

It's a little like collecting BBS phone numbers.. you have to
watch for interesting IP addresses, and add them to your KA9Q
Hosts.Net file.

The KA9Q archive on CompuServe includes a very good set of text
files written by Bill Rayl of the Atari Interface magazine, which
make it easy to get KA9Q up and running...

BobR

7036. Re: Falcon X/Unix system questions

Newsgroup: comp.sys.atari.st
Date: 1993-05-15 06:38:03 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1t234bINNsds@golem.wcc.govt.nz>
Source record: 205802

] Give me a break. Unix has many more miles on it then MuliTOS as well as
] more features. Lets see MultiTOS handle a diskless cluster.

Info time....

] > I know MultiTOS is much better than Unix :-) but will there be a unix

The smiley face usually means someone is joking Ted!

7037. ESS GEM UUEncode & UUDecode POSTED - c.b.a.st./atari.archive

Newsgroup: comp.sys.atari.st
Date: 1993-05-15 09:48:58 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.sQG1LFxWy7Q@elfhaven.ersys.edmonton.ab.ca>
Source record: 205844

Hi!

I think that there are some users (at least I hope there are) who will be interested in these public domain programs, which is why I am posting this article.

Using the available source code for UUEncode and UUDecode, I have written GEM implementations of both of these programs. Why? I hate the old, slow, inferior versions available (although there are a few that are good). They have been posted to atari.archive and comp.binaries.atari.st (and should be available soon). The filename should be ess_uux.zoo (or ESS_UUX.ZOO).

Please note that these programs are not MultiTOS compatible. They should work on any Atari (including the Falcon) in any resolution that offers at least eighty columns. No MultiTOS, though, sorry.

Here is a -short- excerpt from the documentation which explains some things:

Why should you use this version instead of one of the other ten or twenty currently available?

Here are three good reasons:

a) SPEED - ESS UUEncode & ESS UUDecode are much faster than other versions of these programs that I have tested. In some cases, the difference is as much as 350%!

b) APPEARENCE - ESS UUEncode & ESS UUDecode use GEM! This means that you are given a nicely formatted progress display (which shows the output file, the input file, the currently active parameters, the source and destination path, and a growing thermometer bar that indicates how much of the current file has been processed).

c) COMPATABILITY - While UUEncode & UUDecode have remained roughly the same, the Atari ST has not. ESS UUEncode & ESS UUDecode have support for the ARGV command line standard that Atari has put forward. They also have support for the Mark Williams C xArg command line standard, and the default command line standard used by older ST systems.

Comments are welcome, as usual. Please be gentle with flames, though.

--
Regards,

() - - -

() ~ () stole my opinions ()
() mforget@elfhaven.ersys.edmonton.ab.ca () (along with all of ()
() ~ () my other worldly ()
() The story so far; in the beginning the () possessions). If ()
() Universe was created. This has made a lot () you discover them, ()
() of people very angry and has been widely () please contact me ()
() regarded as a bad move. -Douglas Adams () immediately. ()
() - () - - - - - - - - - - - - ()

7038. Re: KA9Q

Newsgroup: comp.sys.atari.st
Date: 1993-05-15 12:36:41 UTC
From: azog@world.std.com
Message-ID: <C72J15.7BK@world.std.com>
Source record: 205808

Bob_BobR_Retelle@cup.portal.com writes:

>The KA9Q archive on CompuServe includes a very good set of text
>files written by Bill Rayl of the Atari Interface magazine, which
>make it easy to get KA9Q up and running...
>
>BobR

Is there any place on the net where I can get help on running KA9Q?
It could be that I just dont know what I am doing, but I am having a
hard time get any results...

Thanx

--
Billy D'Augustine
azog@world.std.com

No sir, I don't like it.

7039. GEnie.

Newsgroup: comp.sys.atari.st
Date: 1993-05-15 15:41:48 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <737564653.AA07932@tdkt.kksys.com>
Source record: 205842

In a message of 14 May 93 03:53:00, Jeff Spink wrote:

JS> From: jeff.spink@uttsbbs.uucp (Jeff Spink)
JS> Newsgroups: comp.sys.atari.st
JS> Subject: GEnie.
JS> Organization: The Transfer Station BBS, Danville, CA - 510-837-4610/837-55
91
JS> Does anyone out there use GEnie? I was reading about it, and saw those
JS> $8 an HOUR charges... which seems really ridiculous to me. But then I
JS> was reading something else which said that it was $8 a month, and no
JS> hourly charge if you don't call during the Prime hours. Nowhere could I
JS> find what the Prime hours were though. So basically, what I'm asking is:
JS> Does anyone know the EXACT rates, and if it's really worth it? Do they
JS> have a file x-fer area, or is it all messages? What? I have no idea what
JS> the place is all about, as I've never called.

GEnie Services Pricing					
	U.S. (U.S. $)		Canada (Canadian $)		
Monthly Subscription Fee	$4.95/Month		$5.95		
Rates	Non-Prime	Prime	Non-Prime	Prime	
GEnie*Basic Services	No Hourly charge	$18/hour	No Hourly Charge	$25/hour	
GEnie Value Services	$6/hour	$18/hour	$8/hour	$25/hour	
GEnie$- Professional Services	Varies per individual service. These include Charles Schwab Brokerage (not avail. in Canada), Dow Jones News, Official Airline Guides, QuikNews, etc.				
Subcription includes unlimited access during non-prime time to select products at up to 2400 baud, and GEnie LiveWire magazine. Non-Prime Time: 6:00 PM to 8:00 AM local time, Monday-Friday, all day Saturday, Sunday, and selected holidays. Prime Time: 8:00 AM to 6:00 PM local time. Some service features may be subject to a surcharge. In addition, a state tax may apply to GEnie services. In a few areas, there is a $2/hour remote access surcharge. Where applicable, this charge applies					

```
| to all services, including the use of GEnie*Basic services. |
+-------------------------------------------------------------------------+
| For more information in the US or Canada, call 1-800-638-9636 |
+-------------------------------------------------------------------------+
```

Hope that answers your question! (No, I'm not connected with GEnie.)

(Hmmm... FAQ submittion?)

* Origin: FlightLine PointNet Point 1 (1:282/47.1)

7040. PC emulator wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-15 15:57:18 UTC
From: jesa@s0jxb.exnet.co.uk
Message-ID: <H.j_IwaJI2Q6o@s0jxb.exnet.co.uk>
Source record: 205811

I am looking for a 286 or 386 PC emulator for my Mega STE. If anyone in the
UK has one they don't use or has an opinion on the best/most reliable one
to get, mail me or follow up.

John

PS I need it mainly to develop some database applications with Foxbase Plus.
--
==========
From: John Budden Email: s0jxb@exnet.co.uk

7041. What do 2 bombs mean?

Newsgroup: comp.sys.atari.st
Date: 1993-05-15 16:22:48 UTC
From: Nick.Hard@f0.n8685.z86.toadnet.org
Message-ID: <737858254.AA01328@cheswicks.toadnet.org>
Source record: 205564

In a message of 12 May 93 07:22:44, Gijs Bok wrote:

GB> From: gijs@mbase97.hacktic.nl (Gijs Bok)
GB> Organization: Mail-to-News Gateway
GB>
GB> Hi,
GB> Can anybody tell me what two bombs mean?
GB> I get these now on a structural basis when running Hermes' RNEWS.
GB> I remember having seen a list of what all specific numbers of
GB> bombs really mean. Can anybody help me? Please reply with email,
GB> since my RNEWS is broken now!
GB>
GB> Thanks in advance,
GB> --
GB> gijs@mbase97.hacktic.nl (Gijs Bok)
GB> Systems analyst/Midi freak/bass player
GB> Listen to M-BASE music; it'll blow your mind!

File not found..

* * * 777:777/0@lasvegas.ftn
* * * 1:209/777@Fidonet.org - 86:8685/0@toadnet.org - 90:300/1016@nest.ftn
* * * 51:2/4.0@Atarinet.ftn - hard@toadnet.org - n.hard@genie.geis.com
* * * Join LasVegas Network FREQ 'LasVegas'
* * *

7042. Re: Seagate HD ST 4097

Newsgroup: comp.sys.atari.st
Date: 1993-05-15 19:06:00 UTC
From: Rolf_Kaermer@kr.maus.de
Message-ID: <A23310@KR.maus.de>
Source record: 205769

Hallo Everybody,

At the Dortmund HOBBYTRONIC Fair I bought the above Harddisk.

Despite trying out various junper positions, the d... thing did not run properly. The LED showed that there was some connection, but the computer did not recognize the HD. When I tried to communicate with "C"-partition, the window that opened said "ROM-MODULE".

1) Who has experience with the above HD?
2) Who has any suggestions?

I have an ATARI 520ST+ and so far have 2 Seagate HDs running without any problems. (ST 4096 and ST 251) I just wanted to substitute the new ST 4097 for the ST 251.

regards
--rolf

7043. Re: GEnie.

Newsgroup: comp.sys.atari.st
Date: 1993-05-15 20:09:00 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC733z0.1tt@netcom.com>
Source record: 205820

I use GEnie and I think it's worth it. It's $4.95 per month for the basic services (e-mail and some roundtables), and the computing areas (Atari, etc.) are $6.00 an hour.

If you do sign up, definitely get Aladdin, which is a free download. It helps you get around.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

7044. Re: GEnie.

Newsgroup: comp.sys.atari.st
Date: 1993-05-15 20:14:51 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC7348s.238@netcom.com>
Source record: 205821

In article <81419@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>
>Indeed... check into what CompuServe charges...

Indeed... check into how much Atari activity there is on CompuServe. :-P :-)

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

7045. Re: Falcon030 Net Port

Newsgroup: comp.sys.atari.st
Date: 1993-05-15 20:27:00 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC734t0.2ro@netcom.com>
Source record: 205823

In article <H.ea.YN2pTpWZTUw@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.t
dkcs.waterloo.on.ca writes:
>
>I'm pretty sure no one's ever written software to use the LocalTalk port
>in the MegaSTe, TT, or Falcon. The authors of PowerNet and PowerDOS
>were working on something, but I'm not sure when it will be ready.

Universal Network has been around for a few years, and PowerNet and
PowerDOS have been around for at least a year. Universal Network is
no longer being updated because its author is the author of PowerNet
and PowerDOS.

PowerNet and PowerDOS were marketed by Dragonware Software, but now they're
marketed by Viewtouch which is I think in Oregon. They sell TTs with
touchscreens for point-of-sale displays.

Both Universal Network and PowerNet support the LAN port and MIDI ports.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

7046. GEnie.

Newsgroup: comp.sys.atari.st
Date: 1993-05-15 20:40:20 UTC
From: Nick.Hard@f0.n8685.z86.toadnet.org
Message-ID: <737858254.AA01330@cheswicks.toadnet.org>
Source record: 205563

In a message of 14 May 93 04:53:00, Jeff Spink wrote:

JS> From: jeff.spink@uttsbbs.uucp (Jeff Spink)
JS> Organization: The Transfer Station BBS, Danville, CA -
510-837-4610/837-5591
JS>
JS> Does anyone out there use GEnie? I was reading about it, and saw those
JS> $8 an HOUR charges... which seems really ridiculous to me. But then I
JS> was reading something else which said that it was $8 a month, and no
JS> hourly charge if you don't call during the Prime hours. Nowhere could I
JS> find what the Prime hours were though. So basically, what I'm asking is:
JS> Does anyone know the EXACT rates, and if it's really worth it? Do they
JS> have a file x-fer area, or is it all messages? What? I have no idea what
JS> the place is all about, as I've never called.
JS>
JS> ----
JS>
+--+
JS> | The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both
lines)|
JS> | Danville, California, USA. 400+ MB Files & FREE public Internet Access
|
JS>
+--+

its $6.00 an hour.. and you must sign up to GEnie BASIC for $4.95 a month,
which gives you all sorts of 'free areas' for the $4.95.. mostly general
message areas and the such.. all file areas are subject to reg charges.. I
been a member for too many years to remember.. the $4.95 also gives you
unlimited email.. and with ALADDIN, you are on/off in no time flat, with
pre-arranged setups, downloads etc..

* * * 777:777/0@lasvegas.ftn
* * * 1:209/777@Fidonet.org - 86:8685/0@toadnet.org - 90:300/1016@nest.ftn
* * * 51:2/4.0@Atarinet.ftn - hard@toadnet.org - n.hard@genie.geis.com
* * * Join LasVegas Network FREQ 'LasVegas'
* * *

7047. Re: International Software Catalog

Newsgroup: comp.sys.atari.st
Date: 1993-05-15 22:09:58 UTC
From: alex@falcon.demon.co.uk
Message-ID: <737503798snz@falcon.demon.co.uk>
Source record: 205831

In article <A24565@BN.maus.de> Gerhard_Oppenhorst@bn.maus.de writes:

>Does anyone know, what hapened with the projekt of the
>
> International Atari Software Catalog
>
>for ST / STE / TT ?
>
>
>If it is availlable, then where can I get it?
>
>
>Gerhard Oppenhorst (LogiLex - Germany - Bonn)
>

It certainly got published, we have a couple of copies in the office which
we picked up at last Comdex. What happened for world-wide distribution
though I've no idea.

--
Alex Kiernan
akiernan@falcon.demon.co.uk

7048. Re: GCC / MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-05-15 23:20:58 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993May15.232058.3001@mnemosyne.cs.du.edu>
Source record: 205824
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> at NCR, I crossed out portions of my employment contract I didn't agree with

Boy, that was nice of them. In my last 9-5 type job, some years ago, AMS found out through the grapevine that I had an article published in Antic magazine while I was working there. The Big Boss called me on the carpet and pointed out that my contract said I couldn't publish anything, and I must never do it again. (They were concerned that proprietary things developed on their time might become the subejct of published books/articles.) I pointed out that it was an Atari-specific magazine, and I could hardly be publishing IBM-mainframe-specific company-related work in it, so obviously an exception was in order. He said there were no exceptions for any reason. So I quit, right there on the spot. (I was really lucky that I had just found out I had gotten a contract working for Jim Kent/Autodesk the prior day. I had been planning on quitting anyway, but it was fun letting him believe it was because he was such an ass.)

--
==
- Ian Lepore | In Bosnia-Pottsylvania today, Serb leaders rejected the new
ianl@bix.com | peace plan, and ordered troops to "Keel moose & squirrel".
==

7049. Re: KA9Q

Newsgroup: comp.sys.atari.st
Date: 1993-05-16 03:31:19 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <81464@cup.portal.com>
Source record: 205825

Basically, to get KA9Q runnning, you need to put the HOSTS.NET file in the ROOT directory of whatever drive you run KA9Q from.

That file contains the IP addresses of the systems you want to TELNET or FTP to, and a mnemonic name for each of them.

It's just a standard ASCII text file, so it can be edited to add more IP addresses as you collect them.

Then the NET.RC file goes into the same directory with the KA9Q files, and must be edited to reflect your local telephone number for net access, at the baud rate you want to use.

The other entries that need to be edited are the HOSTNAME and LOG lines.

An example for adding an entry to the HOSTS.NET file would be to add a line to the end that reads like this:

131.216.1.11 guitar

(That's the IP address of ftp.nevada.edu where there's an archive of music lyrics and guitar tablatures for playing music)

Then you'd run KA9Q, and after the modem dials and connects, and you eventually get a net> prompt, you'd just enter

ftp guitar

and KA9Q will attempt to make a connection to ftp.nevada.edu.

At that point you just make an anonymous FTP connection, just coming from a mainframe.

Billy D'Augustine wrote of having problems...

What exactly is happening when you try to run KA9Q...?

BobR

7050. PAGESTREAM III

Newsgroup: comp.sys.atari.st
Date: 1993-05-16 03:35:18 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1t4cpmINN3rv@golem.wcc.govt.nz>
Source record: 205826

***** PAGESTREAM LACK OF SALES *****

Well one user here had given up on Pagestream, he still has 1.8 and is fed up
with the BUGS...

BUGS not being, fixed does not help sales at all..

I have found that version 2.2 is still full of BUGS, its the only
DTP Program that W.S.I.N.W.G, what you see is not what you get,
its can't print the Compuphic fonts in large point sizes, also I made
a elongated box with some 64 point text in it, the lower part on the box
is missing, also all the larger Times fonts don't print, it also raped part of
a word to the other edge of the paper..

I was using a HP deskjet..

No wonder they can't sell Pagestream with all these bugs, no one wants
unrealiable software, the trouble is that Pagestream has got that Tag now,
and is hard to shake off..

Its good job that I have not brought it, I was going to, but after playing
with my friends registerd copy, if I had, I would be suing the firm as it
does not do what its claimed to do..!!!

To many software firms get you to pay for Bug fixes in there upgrades..

Can any one recommend a good DTP program thats good for Flyers with scaleable
fonts, not Calamus thanks or Outline, you need a degree to run those, but
still one along the simple lines as Pagestream..
NOTE: must be in English...

Thanks.............

Roger.................. sheppard_r@kosmos.wcc.govt.nz

7051. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-16 06:52:30 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13415@uqcspe.cs.uq.oz.au>
Source record: 205827

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>I think the only harmful aspect of that article was the fact that its
>tone blamed the entire Atari market mess on pirates, instead of planting
>it firmly on the shoulders of Atari, where it belongs.

Oh, come on Chris, next you'll be saying "Society is to blame".

It's attitudes like that which foster piracy... anyway a person can
find to rationalise software theft.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

7052. Re: International Software Catalog

Newsgroup: comp.sys.atari.st
Date: 1993-05-16 06:55:16 UTC
From: uparker!sbparker@infocom.co.uk
Message-ID: <H.1htn3tLJ05o@uparker.uucp>
Source record: 205832

In <A24565@BN.maus.de>, Gerhard Oppenhorst writes:
> Does anyone know, what hapened with the projekt of the
> International Atari Software Catalog
> for ST / STE / TT ?

Can't tell you where to get it, but the most recent copy of the ST Club's ST Applications magazine has a preview of Comdex 92 by Mario Gardenghi which states:

"International TOS Software Catalog : a 500-page catalogue reviewing almost all software available for the ST/E, TT and Falcon. The reviews are small but well done with screenshots. The price is very low: $12"

Going by the price and the spelling of "Catalog" in the title, it must be from the US.

--

Steve Parker from home email: sbparker@infocom.co.uk

7053. Brainstorm DSP developments

Newsgroup: comp.sys.atari.st
Date: 1993-05-16 08:22:19 UTC
From: 73110.713@CompuServe.COM
Message-ID: <930516081816_73110.713_FHG35-1@CompuServe.COM>
Source record: 205828
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This information about Brainstorm's DSP developments for the
Atari Falcon comes from a recent FAQ file in comp.graphics and
it reports that they are steadily improving their MPEG decoder.

Since they are getting over 10 frames per sec in the 320x200
16-bit color mode, I would guess that the Falcon is capable
of decoding at 30 frames/sec in a 16-bit color quarter-screen
window *with* high-quality stereo sound? Maybe we should all
chip in $20 to help Brainstorm out with their DSP software
developments....agreed?

III.7 | ATARI

From 72241.405@compuserve.com Tue Apr 13 17:56:15 1993
Date: 13 Apr 93 10:40:34 EDT
From: Brainstorm <72241.405@compuserve.com>

Bonjour!,

For technical points about our MPEG decoder: It's a SOFTWARE ONLY decoder,
currently running on any ATARI FALCON computers (not on the TT, because
it uses the MOTOROLA DSP56001).

Video output modes:

- B/W, using a 4x4 bayer dithering matrix.
- 4 greyscales, using a 4x4 bayer dithering matrix.
- 16 greyscales, using a 2x2 bayer dithering matrix.
- ATARI 15 bits true color (no dithering).
We have to write the 256 colors and the 24 bits true color modes.

Decoder's MPEG compatibility:

It currently only handles I Frames. We have found some MPEG files with P
and B frames, so it shouldn't a problem to implement P and B decompression.
We don't handle MPEG sound, because it's currently impossible to find MPEG
fileswith MPEG sound. The only card which seems to encode MPEG sound is
from Optibase, and I ask them to give us a MPEG file with sound, but there
were not very 'interested' in helping us...

Decoder speed:

It depends a lot of the MPEG file and display mode. Here are some benchmark
with 4 known MPEG files:

File Size (Bytes) Time (Frames/Sec) Video Mode

F16.MPG 94959 12.15 320x200, 4 Col. (TV)
F16.MPG 11.25 320x200, 16 Col. (TV)
F16.MPG 9.10 320x200, T.C. (TV)

MJACKSON.MPG 724567 13.82 320x200, 4 Col. (TV)
MJACKSON.MPG 13.19 320x200, 16 Col. (TV)
MJACKSON.MPG 10.40 320x200, T.C. (TV)

ROM.MPG 250937 9.25 320x200, 4 Col. (TV)
ROM.MPG 8.81 320x200, 16 Col. (TV)
ROM.MPG 8.02 320x200, T.C. (TV)

TAHITI.MPG 303547 11.87 320x200, 4 Col. (TV)
TAHITI.MPG 11.28 320x200, 16 Col. (TV)
TAHITI.MPG 9.45 320x200, T.C. (TV)

Decoder Size:

Currently, it's about 22Kb. P and B frames management shouldn't take more
than 10Kb.

Next Changes:

1: Speed: We expect to be 2 Frames/Sec faster in true color mode, and
1 Frame/Sec faster in other modes.

2: P and B frames compatibility.

Decoder's Availability:

Brainstorm is a small company, dedicated in writing software. We don't
want to sell the MPEG decoder by ourself. That's why we are currently
looking for a company interested in buying and distributing it. So, I
can't tell you when it will be available, and what will be it's price.

Brainstorm:
19 bis, rue de Cotte
75012 Paris FRANCE
tel +(331) 44670809
fax +(331) 44670811

We can be reached at:
- 72241.405@COMPUSERVE.COM
or, maybe,
- laurent.chemla@f200.n320.z2.fidonet ??? (we didn't test it)

Date: 29 Apr 93 10:50:06 EDT
From: Brainstorm <72241.405@compuserve.com>

Brainstorm MPEG changes:

Things are moving a lot! Last days, we have been working on speed
improvements on our MPEG decoder. Here are the new benchmarks:

File Size (Bytes) Av. Time (Frames/Sec) Video Mode

BIRDISBA.MPG 502473 15.24 320x200, 4 Col. (TV)
BIRDISBA.MPG 14.75 320x200, 16 Col. (TV)
BIRDISBA.MPG 11.51 320x200, T.C. (TV)

[stuff deleted]

The decoder is now 32 Kb.

As you can see, the speed depends a lot of the screen resolution. There are two main reasons:

1 - The Falcon video chip is connected to the MC68030 bus. It means that the video ram can be everywhere on the falcon RAM (on a PC, the video ram is on the video card). So, if you are using your computer on a nice video mode (i.e. true color), a lot of bus bandwidth is used by the video chip, and the 68030 is slower.

2 - In true color mode, the MPEG movie is displayed in color, and we perform 6 8x8 DCTs, and the colorspace conversion. In greyscale mode, we only perform 4 8x8 DCTs, and there is no colorspace conversion (we use the Y channel).

One of our biggest problem in this decoder is that the Falcon is a '2 chips' computer: the MC68030 at 16 MHz, and the DSP56001 at 32 MHz. We are using both chips (the MC68030 for the Huffman decoder, the DSP56001 for everything else). The speed of the decoder is the speed of the slowest chip. Till last week, the slowest was the MC68030, but we have improved a lot the Huffman decoder. So, the bottleneck is now the DSP56001. Our next big job is the DSP code improvement.

Best regards, Raphael (Brainstorm)

7054. Falcon demos

Newsgroup: comp.sys.atari.st
Date: 1993-05-16 08:37:10 UTC
From: 73110.713@CompuServe.COM
Message-ID: <930516083350_73110.713_FHG35-1@CompuServe.COM>
Source record: 205829
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Anyone try out these new demos for the Atari Falcon? It would
would be interesting to hear some of the technical details
involving these demos.

****
Number: 28721 Name: SPEEDER.ZIP
Address: L.SMITH70 Date: 930513
Approximate # of bytes: 163584
Number of Accesses: 14 Library: 4

Description:
A VERY nice graphics demo for the Falcon that features better-than-Super
NES scaling. The demo flies you over texture mapped terrain. Looks
GREAT!

Keywords:
falcon030,supernes,snes,scaling,demo,graphics,texture,map,fly,realtime
---

****
Number: 28719 Name: FRCFLIGH.ZIP
Address: N.KOWALEWSKI Date: 930513
Approximate # of bytes: 31360
Number of Accesses: 37 Library: 10

Description:
This is an outstanding and impressive demo for the power-of-two-hearts
on Ataris new Falcon030 computer, the first consumer level machine with
on-board Digital-Signal-Processor. Combining the 32 Mhz Motorola DSP56k
with an MC68030 CPU, this demo does a real-time mostly 25 frames per second
zooming flight through a fractal. There are three flights in ths archive.
Every flight has about 1000 frames.

This has been done by Photon of Lazer/Independant, a german demo crew.
Have fun.

Keywords: Falcon030, DSP, fractal, realtime, demo, power

7055. Nova graphics card

Newsgroup: comp.sys.atari.st
Date: 1993-05-16 08:42:07 UTC
From: 73110.713@CompuServe.COM
Message-ID: <930516083832_73110.713_FHG35-2@CompuServe.COM>
Source record: 205830
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Lexicor is taking orders for these graphics cards at the end of
this month. It looks like a lot of Atari owners will be able
to rejuvenate their systems with the Nova! (Anyone in Europe
have experience with the it?)

<==>
LEXICOR SOFTWARE PRESENTS:

The NOVA Graphics Card.
<====================================>
Hi

It's me again Yat Siu from Lexicor Software Europe. I have a happy
announcement to make!

Lexicor Software is glad to announce that they have acquired distribution
rights to the NOVA Card. The Nova Card comes in essentially 5 different
versions. Lexicor Software Products that run on the NOVA Card are:

XENOMORPH-3D/PHOENIX (works 100%) all functions

Cyber Colour (works 100%) all functions

Prism Paint (works 100%) v.1.1, 1.5 and the soon to be released 2.0

CHRONOS-3D Newest Version (works 100%) You can even RENDER in any rez at 8bit

GENESIS (works 100%)

Render 24 (works 100%)

Utility Disk (?) I haven't checked all the utilities but nearly ALL
appear to work.

And since it has an own VDI Driver, most Atari Applications that are
written cleanly should work just fine. Now to the availability and the
prices, Lexicor users get a special price as I understand and for those
who buy our Software bundled, they too will get a special price. I have
listed them into Lexicor and Non Lexicor and listed the price respectively
below. I hope the formatting works now! :)

Type of NOVA Card Prices:LEXICOR User Prices:NON-LEXICOR
Description of CARD:

NOVA Mega 32K 300 U$D 360 U$D

32,768 Colors for
any Mega ST BUS

Nova Mega 16M 400 U$D 490 U$D

16,7 Million Colors
for your Mega ST BUS

Nova VME 32K 429 U$D 560 U$D

32,768 Colors for any
Mega STE or TT VME

Nova VME 16M 529 U$D 699 U$D

16,7 Million Colors for
any Mega STE or TT VME

Super NOVA 999 U$D 1199 U$D

Excellence and brilliance!
Requires a VME Bus Mega STE or TT

If you own an ST or a regular STE (eg.1040, 520) then with a special adaptor you can connect the Mega BUS versions on your ST, STE. Price of the adaptor however is to date not known.

Transport is not included, add another 30-40 dollars depending on how quick you wish to have a delivery.

Prices are Subject to possible change but unlikely.

To the specs of the Card now:
All the NOVA Cards, 16M, 32k VME or Mega BUS have this in common:

1.Max Pixeltakt: 90 Mhz

2.Video RAM 1 Megabyte

3.Ramtype DRAM

4.Have Virtual Resolutions

5.Automatic Rez Switch

6.Upgrade Possibility

7.VDI for its Colors (16M have 24bit VDI, 32k have 32K VDI)

8.All have a Videomode Generator

9.All go upto 1024*768 in 72Hz in 2/16/256 Colors

The Max rez in 16,7 Million colors for the 16M VME is 640*480 and the MegaBUS is 640*400.

The Max rez for BUS version is 1024*768 and for VME version is 1088*832 at 70 Hz.

The Max rez at 32k colors for BUS version is 768*512 and VME version is 800*600.

The SUPERNOVA is a dream Card for a dream Price!!!

Max Mhz is 135 MHZ with 16,7 Million colors at 800*600, 32k colors at 1024* 768, Absolute Max at 256 Colors max is 1280 * 1024. Ram type is VRAM unlike the NOVA standard DRAM and has 2 Megabytes of VRAM. It has everything that regular NOVA's have AND has a hardware speedup, making it even quicker!

Naturally, Virtual Resolutions possible!

This is a very, very fine card and is to my knowledge the cheapest available Graphics Card for your Atari. The Crazy Dots which we so promoted before is still a fine card, but proved to be less compatible than the NOVA making for Lexicor Software the NOVA Card be the preferred choice.

Please, as this is a service of Lexicor Europe which needs to import and may run out of stock, consider a maximum delivery time of 6 weeks, depending on your preferred choice of delivery (Ground, Air, UPS or FEDEX?!).

We will have stock, and it should not take so long....I am only being careful! :)

Yat Siu

From: Lee Seiler

Just a few additional comments,

In addition: as a special gift to all our Lexicor software customers Lexicor will be offering a "NOVA-Chronos Private-Stock" bundle which will include all updates for all Lexicor products which run on the NOVA. With the NOVA you can do complete animations from start to finish. This offer will extend to the Phoenix with a special NOVA Phoenix/.ANM update when it is ready.

This offer means that for as little as $529 (plus shipping etc.) you can upgrade your ST/TT system and begin creating full 24 bit animations. It is a plug and play combination you can't beat at any price any were else.

If you want to ensure full compatability of you existing or new Phase-4 software be sure to check here before making a decision on purchasing a graphics card.

LEXICOR SOFTWARE CORPORATION
1726 Francisco ST.
Berkeley, CA 94703

Phone: 510-848-7621
FAX: 510-848-7613

7056. ICD utils and TOS 3.06

Newsgroup: comp.sys.atari.st
Date: 1993-05-16 09:32:44 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <737612207.AA08209@tdkt.kksys.com>
Source record: 205860

In a message of 14 May 93 21:06:29, Stuart Denman wrote:
SD> From: stusoft@hardy.u.washington.edu (Stuart Denman)
SD> Newsgroups: comp.sys.atari.st
SD> Subject: ICD utils and TOS 3.06
SD> Organization: University of Washington

SD> I just got one of the newer TTs with TOS 3.06 and I installed ICD Link
SD> utilities on partition C. When the computer boots, it doesn't seem to
SD> always recognize the hard drive. After the Atari symbol comes up, the
SD> HD light flashes a couple of times, and then it just hangs there. It does
SD> this cold OR warm boot. It seems to be random when it will "hang" like
SD> this and when it will boot correctly. I have a MAXTOR 213MB hard drive.
SD> I tried reformatting the drive with ICD Format, but it still has the same
SD> problem.
SD>
SD> If no one can solve this problem for me, at least someone can give me the
SD> Email address of ICD, if they have one, or someone that would know what's
SD> going on. Thanks!

Hmmm... I just got a ICD drive myself for my TOS 3.06 TT, and so far it's
running fine.... Boots OK. No problem Warm booting either.

Did you use the ICD HDUTIL.PRG to set the drive to boot?

Other then that, I've no idea.

ICD is on GEnie, which can be reached via InterNet (ICDINC@genie.com)

Tech support is at 1-815-968-2228 (voice),
BBS 1-815-968-2229

Good luck, and let us know what the solution is!

* Origin: FlightLine PointNet Point 1 (1:282/47.1)

7057. Re: More memory in MSTE

Newsgroup: comp.sys.atari.st
Date: 1993-05-16 13:16:40 UTC
From: ggreenbe@rodan.acs.syr.EDU
Message-ID: <1993May16.091640.24970@newstand.syr.edu>
Source record: 205833

In article <2bf3e88874eba4@discworld.oche.de> rincewind@discworld.oche.de writes:
>Send a mail to Martin_Wevelsiep@ac3.maus.de - he offers an RAM expansion
>which expands your memory up to 14MB in STs and up to 10MB in STEs - and
>that's *real* ST-compatible RAM, with full DMA and screen access
>possibilities, so it works with every TOS version and even most old
>programs have no problems using it (except when they think 'there can't be
>more than 4MB, so I won't use it').
>Michael

Just how does this memory expansion work? Does it fit inside
a standard ST case?
--Gerry
ggreenbe@rodan.acs.syr.edu

7058. Atari SC1224 For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-05-16 14:13:57 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1t5i75$oss@usenet.INS.CWRU.Edu>
Source record: 205834

For Sale:

Atari SC1224 color monitor. This is the JVC model, which has a much
better picture than newer units. It's in perfect condition, physically
and functionally. Includes all cables and original box. I don't
need it anymore since I changed platforms.

Asking $125 or make offer. Shipping not included.

--
""""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
"""

7059. ST/8-bit Items for Sale

Newsgroup: comp.sys.atari.st
Date: 1993-05-16 14:16:59 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1t5icr$p5j@usenet.INS.CWRU.Edu>
Source record: 205835

THIS IS A POST FOR A FRIEND THAT DOES NOT HAVE USENET ACCESS. PLEASE DO NOT

REPLY TO IT, AS IT IS NOT MY STUFF. PLEASE SEND MAIL TO BryEdewaard@Delphi.Com.

Thanks!

8-BIT SOFTWARE

WARGAMES PACK: Carrier Force, Panzer Grenadier, Battle Cruiser, Midway Campaign,

Gulf Strike, Batallion Commander, Wargame Construction Set

.....ALL SEVEN FOR $25

DEVELOPER PACK: Atari Assembler/Editor Cartridge, Lightspeed C, Diamond GOS

.....ALL THREE FOR $40

ST SOFTWARE

Starbase (Tracker), King's Quest, Hardball, TV Sports Football, RBI II Baseball,

Sundog, Hippo Backgammon, Speedball, Wayne Gretzky Hocket, Revolver, Obliterator

....ALL ELEVEN FOR $50

Software must be sold as a packaged set please.

8-BIT HARDWARE

Atari 400.....$10

Atari 410.....5

Atari 1010.....5

Atari 800XL.....30

Atari 850 Interface...30

ST HARDWARE

Forget Me Clock II (cartridge)....$15

Golden Image Mouse.................25

Prices do not include shipping.

PLEASE DO NOT SEND ME EMAIL ABOUT THIS STUFF. PLEASE REPLY TO

BryEdewaard@Delphi.Com

Thanks!

--
""""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
"""

7060. Help for a Uniterm user

Newsgroup: comp.sys.atari.st
Date: 1993-05-16 14:23:19 UTC
From: ggreenbe@rodan.acs.syr.EDU
Message-ID: <1993May16.102319.25145@newstand.syr.edu>
Source record: 205838

I have been using Uniterm for several years now. I have not had any problems and have enjoyed it very much. Very recently (i.e. yesterday) my university switch the way the mainframes work with dialups. The mainframes (Internet on UNIX via SUN and Bitnet via an IBM) used to be configured for 7 bits even parity. Users were told to now configure their setups for 7 bits "space" parity...or 8 bits no parity, especially for users who want to use x modem.

Well, Uniterm doesn't seem to have a way to specify "space" parity, so I have to (and am at least able to) use the 8bit method...But what to do about Kermit now? It seems that I'm forced to use Kermit (on the Internet system, at least)...I'll have to ask about that to be sure. But if that is so, how can I get Uniterm to work? That is, can I get Kermit to work using 8bits? Or can I get Uniterm to work with 7bit space parity?

Any help will be GREATLY appreciated.

--Gerry
ggreenbe@rodan.acs.syr.edu

7061. Re: KA9Q

Newsgroup: comp.sys.atari.st
Date: 1993-05-16 14:32:50 UTC
From: azog@world.std.com
Message-ID: <C74J2r.Fos@world.std.com>
Source record: 205836

Bob_BobR_Retelle@cup.portal.com writes:

[stuff deleted]
>Billy D'Augustine wrote of having problems...

>What exactly is happening when you try to run KA9Q...?
>
>BobR

Well, nothing much happens. Ive got the hosts.net (?) file in the root, as you say, and the net.rc where net.tos (net.prg?) is, and net.rc is edited to define my hostname and ip address, etc. When I fire up net, it just sits there at the net> prompt, never dials the modem, and generall wont let me do anything...

--
Billy D'Augustine
azog@world.std.com

No sir, I don't like it.

7062. Re: Falcon030 Net Port

Newsgroup: comp.sys.atari.st
Date: 1993-05-16 14:40:03 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.216.737563203@dhhalden.no>
Source record: 205837

In article <ekrimenC734t0.2ro@netcom.com> ekrimen@netcom.com (Ed Krimen) writes:
>
>PowerNet and PowerDOS were marketed by Dragonware Software, but now they're
>marketed by Viewtouch which is I think in Oregon. They sell TTs with
>touchscreens for point-of-sale displays.
>
>Both Universal Network and PowerNet support the LAN port and MIDI ports.

Yup, but no shops are sellig it, at least not here in Europe. Biodata
developed a cheap (?) Local Talk network, but they scrapped it since they
could not afford to support it. IMHO, this is ATARI's table, they should
bundle something along with the machines.

> Ed Krimen

Jon

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

7063. Re: Speedo Fonts ....

Newsgroup: comp.sys.atari.st
Date: 1993-05-16 14:49:39 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.217.737563779@dhhalden.no>
Source record: 205839

In article <H.ea.Ck6gpyVhDa6@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>> Does anyone know of a site with PD Speedo fonts? Does anyone know
>> of a ATM->Speedo converter (at least ATM1, maybe ATM3) or a TrueType->Speedo
>> converter program - for IBM/Mac/Atari?
>
>There's no such beast. In fact, there's no PD/SW converters for font
>editors that I've ever heard of. ATM (joy!) and TrueType (ick!) are the
>place to be for free/PD fonts galore.

Yup. Even commercially, you can get really cheap fonts. B&P has just lowered their price for the Serials II CD-ROM font collection from US$3,000.- to just US$400.-. This disc holds 1000 fonts in 4 formats (Type 1 MAC/PC and TrueType MAC/PC). At 40 cents each this is a steal for the home/office user. For those of you looking for a good vector drawing program, consider DA's Vector, soon to be available in the US. This program uses a propretary font format, a .DFN (Didot) font. It comes with a Type1 to Didot converter though... Future versions of Chagall will have vector capabilities as well and will support both Speedo, Calamus and Type 1 fonts... DA's Vector is not fully MTOS compatible yet, but I hope they will fix it in the near future.

I have just contacted Bitstream asking if their recently released Type1 Star Trek Font packs for the Mac will be available in Speedo format. Avaiting a fax soon (I hope...)

> Chris Herborth

Jon

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

7064. Re: Nova graphics card

Newsgroup: comp.sys.atari.st
Date: 1993-05-16 14:56:00 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.218.737564160@dhhalden.no>
Source record: 205840
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

For those of you wondering what drives the Nova cards, these are PC Clown cards with an interface card to the Atari (I spoke to tms about this on CeBIT). The SuperNova thingie is in reality an ATI Graphics Ultra card. Go check out a Clown reseller for the approximate performance of these cards.

Ain't that right, Doc?

Jon

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

7065. Space Invaders Clone

Newsgroup: comp.sys.atari.st
Date: 1993-05-16 19:32:32 UTC
From: beave@hardy.u.washington.edu
Message-ID: <1t64sgINN3u@news.u.washington.edu>
Source record: 205845

Jeez! I didn't expect such a huge response for a Space Invaders Clone. Because of a whole range of problems on my end and overwhelming mail I am having the file uploaded to atari.archive.umich.edu to be FTP'ed by all you to relish in. I certainly hope you all enjoy the game, I believe it is a good translation. BTW, the file should be called invaders.tos in the games directory.

--
Ted White
beave@u.washington.edu
University of Washington

7066. RTF import driver for Calamus S/SL?

Newsgroup: comp.sys.atari.st
Date: 1993-05-16 19:38:28 UTC
From: dud@stein.u.washington.edu
Message-ID: <1t657kINN5b@news.u.washington.edu>
Source record: 205846

Does anyone know where I can get a .RTF (Microsoft's Rich Text Format) import driver for Calamus S/SL? Or, failing that, at least some way of importing Calligrapher documents into Calamus that retains point sizes, rulers, etc.? I suppose I could get the postscript module for Calamus if it comes to that...

Thanks,

Dan Aylward
dud@u.washington.edu

7067. Program for learning Greek vocabularies

Newsgroup: comp.sys.atari.st
Date: 1993-05-16 23:14:00 UTC
From: postmaster@cl-hh.comlink.de
Message-ID: <37594046118@ted.cl-hh.comlink.de>
Source record: 205872

I'm looking for a program to learn Greek and Hebrew vocabularies with.
Please answer per mail because I'm not able to follow this group.

Thanks in advance, dil

Freies Telekommunikations-Zentrum Hamburg e.V. - comlink.de-gateway -
Dietrich Loebner, CL-HH - Port 1: +49 40 2500890, 300-14400bps + TPEP

7068. GNU textutils v1.5 bug

Newsgroup: comp.sys.atari.st
Date: 1993-05-16 23:32:02 UTC
From: m91der@tdb.uu.se
Message-ID: <1993May16.233202.17043@tdb.uu.se>
Source record: 205848

The version of the GNU textutils v1.5 which I recently uploaded to a couple of FTP-sites contains at least one program that doesn't work properly (sort, it does its thing, but instead of exiting gracefully it produces an illegal instruction error).

Stupid little me hadn't checked all programs before I posted them (I actually found the bug while porting GNU find v3.8 :-), and what's even worse is that I stripped of the symbol-table on the binaries which makes increasing the stack-size impossible (and setting the stack-size to a couple of kb does cure the "bug").

I'll be uploading a new version of the textutils with all symbol-tables left intact within a day or two.

QUESTION 1: How do I detect a program that needs a bigger stack than provided by the original binary?

QUESTION 2: How do I figure out just HOW big the stack should be?

QUESTION 3: Is it possible to have GCC tell me when a program is likely to need a bigger stack?

QUESTION 4: What would I need to do in order to make for example the textutils sharable under MiNT? I've tried compiling with the -mbaserel flag, but I keep getting errors while linking (absolute address-errors), and whenever linking goes well, the final binary doesn't work. So far I've only managed to get one big program to compile and run properly with the -mbasrel flag (GNU sed v1.14). How is it done in BIG programs, such as tcsh which is well over 200kb? Is it really necessary to heavily modify the code in order to get it to work?

I'm really sorry if anyone spent any valuable time downloading the textutils just to find out they doesn't work properly. :-(

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

7069. Re: Falcon030 Net Port

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 01:12:14 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC75CoF.9xn@netcom.com>
Source record: 205849

In article <jonal.216.737563203@dhhalden.no> jonal@dhhalden.no (JON ARVID LOVSTAD) writes:
>In article <ekrimenC734t0.2ro@netcom.com> ekrimen@netcom.com (Ed Krimen) writes:
>>
>>PowerNet and PowerDOS were marketed by Dragonware Software, but now they're
>>marketed by Viewtouch which is I think in Oregon. They sell TTs with
>>touchscreens for point-of-sale displays.
>>
>>Both Universal Network and PowerNet support the LAN port and MIDI ports.
>
>Yup, but no shops are sellig it, at least not here in Europe. Biodata
>developed a cheap (?) Local Talk network, but they scrapped it since they
>could not afford to support it. IMHO, this is ATARI's table, they should
>bundle something along with the machines.

Well, sure, of course they should. Falcons should also be selling here too,
but they're not available yet.

The fact is, the stuff is available if you want it. The issue wasn't whether
it should or should not be shipping with the machines.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

7070. Re: Nova graphics card

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 01:14:32 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC75Cs8.9zy@netcom.com>
Source record: 205850
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <jonal.218.737564160@dhhalden.no> jonal@dhhalden.no (JON ARVID LOVSTAD) writes:
>For those of you wondering what drives the Nova cards, these are PC Clown
>cards with an interface card to the Atari (I spoke to tms about this on
>CeBIT). The SuperNova thingie is in reality an ATI Graphics Ultra card. Go
>check out a Clown reseller for the approximate performance of these cards.

Hmm, interesting...

How good is the VDI that they've developed?

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

7071. Re: Orphan TT's

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 01:17:36 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC75CxC.A2G@netcom.com>
Source record: 205851

In article <5978.2BEF37A6@gisatl.FIDONET.ORG> june@f308.n133.z1.FIDONET.ORG (Ed June) writes:
>On <May 07 23:19>, Ed Krimen wrote to All:
>
> EK> Impossible to find a TT? How many dealers did you call? Which
> EK> ones?
>
> EK> They can't be that hard to find. Sheldon Winick in NC is
> EK> still selling them and MegaSTEs.
>
>You have a phone # and address?
>I'd like to check 'em out...

800-253-0201.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

7072. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 01:31:04 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13420@uqcspe.cs.uq.oz.au>
Source record: 205852

Forget ROM cartridges. CD-ROM discs are uncopiable. Just write games on those. And hey, waddayaknow, people are doing that already... and the Falcon has SCSI built-in, making CD-ROM attachment a breeze.

Of course, there is the market-share problem, but since Atari is a Music industry leader, we might expect other applications (not including games) to bring CD-ROM drives to the customers' desktops.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

7073. Re: KA9Q

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 05:28:40 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <81518@cup.portal.com>
Source record: 205854

Hmmm.. the sequence of events when you run KA9Q (double click on NET.TOS) is first the modem should go off hook, then dial... when the other end answers, there should be a pause of several seconds while KA9Q and the host negotiate an IP address for you, and only THEN should the net> prompt be displayed.

On occasion, I've had to redial a couple of times before getting the net> prompt (maybe all the slots at the host are already filled..?)

Be sure that one of the entries in the NET.RC file is NOT commented out with a # character, whichever one specifies the modem speed and phone number you're using.

BobR

7074. PRESS RELEASE: MasterBrowse 2.4 (c.b.a.st & atari.archive)

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 07:50:30 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.zeOfMkn8ba6@elfhaven.ersys.edmonton.ab.ca>
Source record: 205707

MasterBrowse has been available now for three months!

Each month, there has been a new version released, and this month is no exception. So, for those who are interested, MasterBrowse 2.4 has been sent to comp.binaries.atari.st and atari.archive (mb24_bin.zoo or MB24_BIN.ZOO). Following the list of new features and bug fixes ia a general description of MasterBrowse for those who have not seen the program.

New Features/Bug Fixes

MasterBrowse 2.1 - 2.4:

-A block can now be expanded into a full window. This allows you to load a large document, expand the part you are interested into a full MasterBrowse window, and then close the original document. This is great for tight memory situations.

-Blocks can now (optionally) be displayed in partial line mode, which means that the highlighting is only drawn to the end of the line (text) instead of from one window border to the other.

-The way the "Movement Base" option operates has been changed. Now the only keys that use the movement base are the application keypad keys. So, the arrow keys move one line up or down (or one character left or right) -- and the application keypad keys move "x" lines up or down, or "x" characters left or right.

-A new method of screen redrawing has been implemented for Monochrome users. The new method is optional, since it uses 32K of memory. If you do not use it, no extra memory will be taken. The new method has NO FLICKER at all. It is used in only two situations (the two most common) -- moving one line up or one line down.

-Find Next "X" & Find Previous "X" now work slightly differently. If you are searching in reverse mode, Find Next "X" actually searches backward and Find Previous "X" actually searches forward.

-Several new key patterns have been implemented:

F1-F7 = Switch to windows one through seven.
F8 = Open New Document
F9 = Close Document
F10 = Close All Documents & Exit

-Moved the bookmark functions over to Window Menu #1, and renamed that menu to Markers instead of Block.

-Added the ability to have window titles stored in MasterBrowse batch files.

-Moved "Save Options" and "Load Options" from the menu to the Set Options dialog. Added a "Done" button to the "Set Display Options" screen (and a "Save" button too) of the Set Options dialog box.

-The escape key can now be used to exit the program and close all windows.

-The following key patterns were changed, so that they would be easier to use (and remember):

Change Window Title
Open Document Batch
Full Block
Clear All Bookmarks
Close All Documents

-Two bugs in the "Create Document Batch" function were fixed;

1) A file could be overwritten without asking the user for confirmation.
2) The first file opened would be written to the batch file twice.

-The screen is no longer redrawn if you are at the edge of the screen when you try to move one line up or down, or one character left or right.

-Some seperating lines have been added to the "popup" menus so that items are easier to locate.

-The HELP dialog is now much more informative, and looks better.

-The "MasterBrowse" dialog now looks much better.

-Moving dialogs now move when you select the "background" of a dialog, instead of the small box that used to be in the top-right corner.

-There may have been a problem with reading the status of the shift keys on the Falcon. This should be fixed.

---A General Description Of MasterBrowse----------

Everyone who owns a computer has, at one time or another, needed to view the contents of a text file. The text file viewer supplied with Atari computers will allow you to do this, but it is lacking in many respects.

MasterBrowse is a replacement text file viewer for any Atari computer, in any resolution with a size greater than or equal to 640 X 200. It offers many features that the Atari text file viewer does not:

* MasterBrowse has a very fast GEM user interface, with special features such as flying dialogs raster-copy redraws for dialog boxes and windows, and pop-up menus. Of course, all functions in MasterBrowse can be accessed through the keyboard as well as the mouse.

* MasterBrowse allows you to have a virtually unlimited number of documents open at the same time, restricted only by the number of free window handles and the amount of memory available.

* MasterBrowse can use the command line (of course) to open documents (or open a document batch). The ARGV, xArg, and standard command line formats are supported.

* MasterBrowse allows you to use all of your familiar movement keys. You can use the arrow keys, the application keypad, or the space bar and the return key.

* MasterBrowse allows you to move in any direction inside a document, as you would expect. What you might not expect is that you can tell MasterBrowse how far it should move when the movement keys are pressed. How about moving two lines down instead of one? or perhaps three lines suits you better?

Do you still want more? Keep reading.

-You can jump to a specific line, a specific page, or any of ten personal "bookmarks" that MasterBrowse supplies (for each window).

* MasterBrowse also offers you the ability to search for up to three strings (at the same time) inside a document (case sensitive or case insensitive), starting at the top of the document or the current position. If a search is performed starting at the current position within the document, MasterBrowse can be told to search in forward mode or reverse mode. After the string is found, another command may be used to find the next (or previous) occurrence of the string. When strings are found, they are placed in the center of the screen and highlighted.

* MasterBrowse also has block functions. You can mark a block off, and then save it to disk, print it, or write it to the clipboard. You (!) can decide how the block is marked on the screen. MasterBrowse can also be told to remove the block markers after a block operation is completed. Unlike previous versions of MasterBrowse, blocks can now be marked using the -MOUSE-. More? A block can now be extracted from a larger document and placed inside a seperate MasterBrowse window!

* MasterBrowse is a master printer. It can print a document (or a block) with page headings, page numbers, line numbers, a description of the file or block, or a combination of the four. It can even print an identification string for those people who share a printer between more than one computer.

* MasterBrowse gives you complete control over your windows. You can cycle through them, change their titles, shrink them, close one, close them all, or get information about them all from the keyboard (or the mouse).

* MasterBrowse saves the positions of the first seven windows, so you
have complete control over where your documents appear and how
your screen looks.

* MasterBrowse allows you to load and save different configuration
files.

* MasterBrowse displays (optional) progress maps, just like the Desktop.

* Every window has a set of block markers and and a set of ten bookmarks
to itself.

* MasterBrowse supports batch files! If you use a certain group of
documents often, just load them up and tell MasterBrowse to create
a batch file. One double-click on the batch file, and they will
all be loaded again.

* MasterBrowse also has support for the clipboard! A block can be
written to the clipboard (with or without text formatting) or the
clipboard can be read into memory and treated like a document.

* Many bugs have been fixed! For a complete list, read the README.NEW
file (which should be in this archive).

The features listed above barely scratch the surface of MasterBrowse!

-Michel Forget
Electric Storm Software
May 19th, 1993

--
Regards,

() - - -

7075. Re: Falcon demos

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 08:41:27 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993May17.084127.11568@email.tuwien.ac.at>
Source record: 205855
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <930516083350_73110.713_FHG35-1@CompuServe.COM> 73110.713@CompuServe.COM (Allen Goreski) writes:

[...]

> Description:
> This is an outstanding and impressive demo for the power-of-two-hearts
> on Ataris new Falcon030 computer, the first consumer level machine with
> on-board Digital-Signal-Processor. Combining the 32 Mhz Motorola DSP56k
> with an MC68030 CPU, this demo does a real-time mostly 25 frames per second
> zooming flight through a fractal. There are three flights in ths archive.
> Every flight has about 1000 frames.

> This has been done by Photon of Lazer/Independant, a german demo crew.
> Have fun.

I beg your pardon???? Lazer are an *AUSTRIAN* demo crew! ;-)

(I just had to say that...)

-MY

7076. Space Empire Elite

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 08:55:07 UTC
From: f92jobe@fy.chalmers.se
Message-ID: <1993May17.085507.5978@fy.chalmers.se>
Source record: 205856

Why not tell your local Sysop to join the international online game Space Empire Elite for Atari ST? Make him choose the NeST SEE net, not Fido SEE or Fuji SEE. Each BBS in the net make a galaxy. There are currently Brittish, German, Dutch, Swedish, Danish, Greek and American galaxies. It would be good for the power balance if another alliance could be formed beside the Brittish, German and Scandinavian superpowers. (United Galaxies of America? :-)

Rasmus XIII, Emperor of E.R.K.
MaSTer Galaxy
The Scandinavian Union

through Johan Bergman, f92jobe@fy.chalmers.se

7077. Hacker meeting in Sweden!

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 09:43:15 UTC
From: m91jru@tdb.uu.se
Message-ID: <1993May17.094315.25919@tdb.uu.se>
Source record: 205859

```
Welcome to The Computer Crossroad o93
-------------------------------------

You are welcome to The Computer Crossroad, which is the first of a new
generation of demo parties arranged by the top groups on the Amiga, PC, Atari
and C64 scenes. With "a new generation" we mean that these parties are for
all computer brands, therefore the witty name "The Computer Crossroad".
This is the party for ALL hackers. We mention only the four brands
Amiga, PC, Atari and C64, because we believe that they are the most popular
computers in Europe. With "the first", we mean that there will be a party
here in Gothenburg even next year, and every year from now on.

There will be competitions for demo programmers, music composers and graphic
artists. These competitions will only be for the above mentioned computers.

Where and when?
---------------

The party starts on Saturday 29th of May and ends on Monday the 31st, and
is located at the Swedish Exhibition Centre in Gothenburg, which is the
main exhibition centre in Sweden. The party place is right in the heart of
Gothenburg, right next to Liseberg, an amusement park with masses of
exciting rides, artists, restaurants and the largest arcade hall in the
world. All visitors have a free entrance fee to Liseberg. A few minutes
walk or a tram ride away you find Kungsportsavenyn with pubs, restaurants,
cinemas and discoteques.

Competitions
------------

General rules for all competitions:

- The competitors must be present at the party.
- Only one contribution from each group/composer/artist.
- All contributions must be 100% finished.
- We will copy and spread all contributions.
- All entries must be delivered IN TIME at the information counter near the
entrance.
- All disks must be marked with a name and an address, so we can contact
the competitors, this because one of the sponsors may want to have a word
with the competitors about using their masterpiece.
- Different from other parties, the deadlines are actually DEADLINES. Since
this party is a rather big event, the schedule is tight and we cannot
afford pushing any deadlines, so please be ready in time...
- If a demo requires any user interaction, we want ONE of the competitors
to run the demo in the control room.
```

- All contributions will be looked at by a committe of 10 people, and the best ones will be shown/played on the big screen/sound equipment. This is done because of the limited time we have to show/play all the contributions. 5 hours per computer only for watching demos is quite a lot...
- In the demo compos, the prize money will be shared by the three winning demos, counted at a percentage of their votes. The more votes you get, the more money you win.

Amiga demo - Prize money: 20000 SEK ($2800)

- We will run the demo on a A500+ machine with 1M memory.
- The disk must start from the boot, even if it is a one-file demo.
- We will show the demo for 15 minutes absolute maximum.
- 10 demos will be selected by the committe.

Amiga graphics

- The picture must be loadable from DeluxePaint 4.0.
- 30 pictures will be selected by the committe.

Amiga music

- The tune must be an executable file.
- We will play the tune for max. 3 minutes.
- 20 tunes will be selected by the committe.

Atari demo - Prize money: 10000 SEK ($1400)

- We will run the demo on a 1040STE with 1M memory.
- The disk must start from the boot, even if it is a one-file demo.
- 10 demos will be selected by the committe.

Atari graphics

- The picture must be an executable file.
- All formats are allowed.
- Only the picture must be seen on the screen, no scrolls or other moving things.
- 30 pictures will be selected by the committe.

Atari music (modules)

- The tune must be an executable file.
- We will play the tune for max. 3 minutes.
- 20 tunes will be selected by the committe.

PC demo - Prize money: 10000SEK ($1400)

- We will run the demo on a standard 486-33MHz with ET4000, Soundblaster Pro.
- The demo must be able to run from hard disk.
- 10 demos will be selected by the committe.

C64 demo - Prize money: 5000SEK ($700)

- We will run the demo on a standard C64 with the old VIC and SID chips and the old 6526 timer chips, a 1541 drive, and an Action Replay MK6 cartridge.
- 10 demos will be selected by the committe.

C64 graphics

- The picture must be an executable file.
- All formats are allowed.
- Only the picture must be seen on the screen, no scrolls or other moving things.
- 30 pictures will be selected by the committe.

C64 music

- The tune must be an executable file.
- We will play the tune for max. 3 minutes (phew!).
- 20 tunes will be selected by the committe.

We didn't mention the prizes in the music and graphics compos, because these are donated by the sponsors, and are subject to change.

Please help us

As the walls of the exhibition hall is rather naked, we would want all the groups to decorate it with posters, banners, pictures and other stuff.
Note that we are NOT talking about painting the walls for us!!!
The best decoration wins a prize.

What is there?

Normally, this is where we start bragging about the size of the hall, the size of the video screen and how many dogs we can kill with the sound equipment. We find the equipment sufficient for our needs, and we don't want to brag about it. We take things like that for granted. There is room for at least 2500-3000 people, so don't worry.

How to get there

As the party place is in the heart of Gothenburg, there is no need for a detailed description. Just take the car, ferry, bus, train, plane or

whatever to Gothenburg and find the Swedish Exhibition Centre (Svenska Massan). More detailed information on how to get there is in the folder, which we will send to you when you contact us.

There are busses going from Stockholm - Gothenburg. Price 225 SEK round trip. Contact Mattias af Jocknick (Goblin of Light), phone: +46(0)171-56402

How to contact us

If you have any questions, and want us to send you the invitation folder, there are many ways to get in contact with us.

Write a letter to: Ove Oldberg (Bappalander of Light)
Sveagatan 23
44132 Alingsas
Sweden
Or call him: +46 (0)322-14846 (The official info line)

You can also call: Jorgen Andersson (Joe of LCG)
+46(0)322-15335

Or send an email to: Linus Nielsen (Boogaloo of Horizon)
erenie@moere.ericsson.se

If you want the latest information about the party, these are the BBS:es to call:

The Holy Grail Horizon +46(0)8-6121258 Amiga
Somewhere In Time Silents +46(0)40-423039 Amiga
Lynx BBS Lynx/Electra +46(0)8-6003456 Atari
The Ultimate Hallucination Cascada +46(0)8540-25353 PC
Twilight Garden Cascada +46(0)8510-50925 PC
TCB Code Center The CodeBlasters +46(0)35-62332 PC
The Future Zone Light +46(0)8-371300 C64

That was all for now, but we hope to see you all at the Crossroad.

Silents Phenomena
Omega Electra
Cascada The CodeBlasters
Light Horizon

7078. Re: Speedo Fonts ....

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 10:03:56 UTC
From: julian@math.uni-muenster.de
Message-ID: <1t7nuc$p87@obelix.uni-muenster.de>
Source record: 205857

In article 737322342snz@falcon.demon.co.uk, alex@falcon.demon.co.uk (Alex Kiernan) writes:
> In article <1993May13.184311@cs.bham.ac.uk> cjr@cs.bham.ac.uk writes:
>
> >Well, X11r5 can also use Speedo-format fonts, so any X font sites should
> >prove useful.
> >
> >--Chris
> >
>
> Speedo fonts are encrypted with a per-customer key. It seems unlikely that
> Bitstream would allocate Atari the same say as they gave away to the X
> Consortium...
>
> --
> Alex Kiernan
> akiernan@falcon.demon.co.uk

X only comes with 8 speedo fonts (and I guess, that Atari is shipping similary
ones). The X11R5 speedo fonts are not encrypted, so they *should* be usable with
a correctly ported bitstream font scaler. In fact, they can be used with Xact.

Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster (from July, 1st: D-48161)
eMail: julian@math.uni-muenster.de, jr@ms.maus.de
_____

7079. Bought SpeedoGDOS today

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 10:06:29 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <1t7o35$2rh@info2.rus.uni-stuttgart.de>
Source record: 205858

Hi,

The subject says it all. You can get SpeedoGDOS in Germany,
even if you are not a FALCON user.

Gerd

##
internet: CASTAN@cip.physik.uni-stuttgart.de
(Neuer Rechnername! Der alte bleibt aber noch einige Zeit gueltig.)
##
Real Name: # Einem Land, dessen Sprache das Wort "Kultur - Beutel"
Gerd Castan # hervorgebracht hat, ist nicht zu trauen.
Hoehbergstr. 16 # (Luisa Francia)
D-7000 Stuttgart 60 # obHack: Writing LIFE in Lotus 1-2-3
[D-70327 Stuttgart] #

7080. Re: MACophiles and Amigoids, please go away

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 12:40:01 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993May17.134001@cs.bham.ac.uk>
Source record: 205861
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

Please move this thread to comp.sys.atari.advocacy ONLY!
The atari.8-bit and atari.st sections are for information about the relevant computers, NOT for flames.

The follow-up to this item is set correctly!

Thank you,

David Oakley, proposer comp.sys.atari.advocacy

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | You have answered all 20 questions on the || || /_
Stoke On Trent | Mastricht treaty. Goodness knows whether _/|| ||_/ |
ST7 8QQ England.| you were right or not... |_/ |_| _|/

7081. Re: PAGESTREAM III

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 12:46:05 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <737642764.12528@minster.york.ac.uk>
Source record: 205876

In article <1stm7tINNfk2@lynx.unm.edu> cfaehl@polaris.unm.edu (Chris Faehl) writes:
>In article <1ssngiINNj0u@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>[no PageStream III till Atari sells machines]
>> a Agent here Pagestream was not pushed at all, one big problem here
>> was the price was far to high, to many distributors in the chain, so most
>> people got there copies from USA mail order but the problem there is
>> No English Dictionary..
>
>Geez, exactly HOW DIFFERENT is King's English to American? So you change a
>bunch of o's to ou's, add a few more words to the dictionary as you need them -
>I don't see what the problem is.

Actually, the difference is quite large (and it's Queen's English -- the
King has been dead for 40 years. British English is probably a better term,
but I digress.)

I suppose you'd be happy to use a British English dictionary? All you have
to do is add a few words, like color, humor, gray, etc. etc. etc...

>Chris Faehl
>cfaehl@polaris.unm.edu

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

7082. Re: Falcon DSP

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 12:50:14 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <737643014.12616@minster.york.ac.uk>
Source record: 205877

In article <1st347$1mge@info2.rus.uni-stuttgart.de> schulz@kssun7.rus.uni-stuttgart.de (Claus-Dieter Schulz) writes:
>Could you please help me with some informations on
>the Falcon30 DSP.
>I like to know if it's possible to write own DSP
>programs. Are there any tools available.

Yes, it is. There are a couple of tools available for FTP from atari.archive in the Falcon directory:

asm56.zoo -- DSP assembler
dspbind.lzh -- DSP bindings

>Second I want to know is if I could connect a CD and/or DAT
>digitally to the DSP. I know there is a DSP connector
>but it is not documented and the local dealer said that
>one needs a special interface to connect CD/DAT to the
>Falcon which is not yet available and will be expensive.

I know that digital interfaces are under development (there's an article on stuff previewed at Comdex in this month's ST Applications). I have no idea about how expensive these interfaces are likely to be.

>C.-D. Schulz schulz@rus.uni-stuttgart.de

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

7083. STE Simm - 2.5 Megs

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 12:58:58 UTC
From: ppxpjr@unicorn.nott.ac.uk
Message-ID: <1993May17.125858.12069@cs.nott.ac.uk>
Source record: 205864

Apologies if this is a FAQ.

If anyone has experience of "simmfix.prg" which enables the use of 2.5Meg of Simms in an STE please could they e-mail me their views on it.

Specifically is it worth using for general purpose applications WP's, Games etc. or does it only have value for "well behaved" software?

Thanks.

ppxpjr@uk.ac.nottingham.ccc.unicorn

7084. Falcon Video Registers

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 13:23:24 UTC
From: mdg@ukc.ac.uk
Message-ID: <7245@falcon.ukc.ac.uk>
Source record: 205862
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Some falcon hardware registers....

```
-------+-----+-------------------------------------------+----------
###############Falcon030 VIDEL Video Controller ###########
-------+-----+-------------------------------------------+----------
$FF8210|word |VWRAP |R/W (F030)
$FF8266|word |SPSHIFT |R/W (F030)
$FF8282|word |HHT |R/W (F030)
$FF8284|word |HBB |R/W (F030)
$FF8286|word |HBE |R/W (F030)
$FF8288|word |HDB |R/W (F030)
$FF828A|word |HDE |R/W (F030)
$FF828C|word |HSS |R/W (F030)
$FF828E|word |HFS |R/W (F030)
$FF8290|word |HEE |R/W (F030)
$FF82A2|word |VFT |R/W (F030)
$FF82A4|word |VBB |R/W (F030)
$FF82A6|word |VBE |R/W (F030)
$FF82A8|word |VDB |R/W (F030)
$FF82AA|word |VDE |R/W (F030)
$FF82AC|word |VSS |R/W (F030)
$FF82C0|word |VCO |R/W (F030)
```

This is SPOOKY, these register names are almost identical to the register names
in the Archimedes VIDC video controller, so is VIDEL made by VLSI???
So here are some possible register meanings :

HBB - Horizontal Border Begin
HBE - Horizontal Border End
HDB - Horizontal Display Begin
HDE - Horizontal Border End

VBB - Vertical Border Begin
VBE - Vertical Border End
VDB - Vertical Display Begin
VDE - Vertical Border End
VCO - Control Register(??)

Which basically means the Falcon VIDEL video controller is VERY flexible.

Griff.

7085. Re: HD disk drive on MSTE

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 13:32:40 UTC
From: vpm3q@poe.acc.Virginia.EDU
Message-ID: <C76AyG.342@murdoch.acc.Virginia.EDU>
Source record: 205865

ogal@cix.compulink.co.uk writes:
>
>
> In article <1993May13.075602.14083@galileo.cc.rochester.edu>,
ca2ee209@troi.cc.rochester.edu (Ho Ling Cherd) writes:
> >I just heard that there are soem megaSte shipped with HD disk
> >drive but was used as DD disk drive and it can be changed to HD
> >disk drive by switching the DIP switch. Is this true and if so
> >how could I tell and which is the proper DIP setting?
> >Thanks
> >...
> >Ling Cherd
> >
> >
>
> It is true, a friend of mine took almost a year to realise he had a HD
> drive. Don't remember which DIP switch it was.
>
> Ofir ogal@cix.compulink.co.uk
>
> Experience is something you don't get until just after you need it.

It's DIP switch #7.

7086. Re: GNU textutils v1.5 bug

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 13:50:36 UTC
From: mh1@irz206.inf.tu-dresden.de
Message-ID: <1t857c$aao@irz401.inf.tu-dresden.de>
Source record: 205882

In article <1993May16.233202.17043@tdb.uu.se>, m91der@tdb.uu.se (Daniel Eriksson) writes:

> QUESTION 1: How do I detect a program that needs a bigger stack
> than provided by the original binary?
>
> QUESTION 2: How do I figure out just HOW big the stack should be?

Usually, I do this by running a pretty heavy test script through the
program. If it crashes, it likely needs a bigger stack. :)

> QUESTION 4: What would I need to do in order to make for example
> the textutils sharable under MiNT? I've tried compiling with the
> -mbaserel flag, but I keep getting errors while linking (absolute
> address-errors), and whenever linking goes well, the final binary
> doesn't work. So far I've only managed to get one big program to
> compile and run properly with the -mbasrel flag (GNU sed v1.14).
> How is it done in BIG programs, such as tcsh which is well over
> 200kb? Is it really necessary to heavily modify the code in order
> to get it to work?

Shared text is only possible if the data+bss size of a given program does
not exceed 64KB. You can find out about the sizes of the program segments
by issuing a `size' on the executable.

Also don't forget that you have to use the sharable versions of the
libraries in order to link them with the program (biio.olb,
btermcap.olb...)

Sometimes, some modifications to the program can help to make it sharable:

o Often, some "const"s have to be removed in order to move a data object
which references another non-const data object out of the text
segment.

o To decrease the size of bss+data, you could try to decrease sizes
of buffers (this is what I had to do in order to make tcsh 6.03
sharable), or allocate buffers dynamically where they normally
would be allocated statically.

Hope that helps,
Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

7087. Re: KA9Q

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 14:18:03 UTC
From: x91mikowski@gw.wmich.edu
Message-ID: <1993May17.091803.9841@gw.wmich.edu>
Source record: 205863

In article <81421@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>
>> Also, for anyone familiar with KA9Q, what address should I use when
^^^^^^^^^^^^
>>FTPing to another site?
>
>
> KA9Q for the ST doesn't understand "name paths", so you need to
> obtain the Internet Address for the sites you want to FTP to.
>
> For example, the IP address of the atari.archives at the
> University of Michigan is:
>
> 141.211.165.41
>
> It's a little like collecting BBS phone numbers.. you have to
> watch for interesting IP addresses, and add them to your KA9Q
> Hosts.Net file.
>
> The KA9Q archive on CompuServe includes a very good set of text
> files written by Bill Rayl of the Atari Interface magazine, which
> make it easy to get KA9Q up and running...
>
> BobR
Sorry Bob, I guess I should have made my post a little clearer. When I FTP
to a site (i.e., I am already connected) I log in as Anonymous and then it
asks for a username@xxx.xx.xx.xx or it gets rude. I try to reply with my
three initials and then the ip address that shows up in the upper left-hand
corner of my screen when I start up. Some sites reply that the address is
invalide and to please enter a correct address when I log in as anonymous
next time. So now, what should I use?

Bernard Mikowski

7088. Re: GEnie.

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 14:56:19 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May17.145619.9395@newshost.lanl.gov>
Source record: 205867

In article 81419@cup.portal.com, Bob_BobR_Retelle@cup.portal.com () writes:
>
>>It's $8.00 per hour non-prime time for accessing area
>>like the computer roundtable forums. If that sounds expensive, check into
>>what Compuserve charges!
>
>
>Indeed... check into what CompuServe charges...
>
>It's $8.95 per hour... with NO RESTRICTIONS on time of day..
>
>Call any time.. day or night... one price...
>
>Check into what GEnie charges for daytime access!
>
>BobR

Oh brother... now what have we started? "My online service is better than your online service?" Gimme a break, Bob!

The one price anytime of day is nice, but I venture that the vast majority of Atari users are usually only able to log on in the evenings anyway, what with work and school. And of course, weekends and holidays are 24 hours at the non-prime rate.

As I said in my original reply, I find GEnie to be the best value for Atari users. Users of other platforms may wish to investigate CIS or Delphi. I was wrong in one area, however... the charge for accessing the computer roundtable forums in $6 per hour, non-prime time, not $8. So shoot me. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

7089. Re: GCC / MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 15:00:48 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993May17.150048.428@gumby.cc.wmich.edu>
Source record: 205866
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1sm7b7$o2j@tamsun.tamu.edu> lehmann@cs.tamu.edu (Mark A Lehmann) writes:
>
> When I begin work at IBM developement, I will have to sign a
> contract unconditionally giving then all of my intellectual property.

First comment is that all contracts are negotiable. No matter who you deal with in life, they'll always try to shove a piece of paper in front of your face and tell you that you have to sign it "as is" because it's the standard document. Bologna. The contract is a starting place, which lists everything they'd *like* to get. You need to strike out those things you're not willing to give, and add those additional items you want.

> I'm afraid that I will not be permitted to do any IBM un-authorized
> programming.

This seems strange. I can't say with 100% certainty, but it seems to me that I've seen programs floating around the PC freeware/shareware arena that were contributed by IBM employees?

> Does anyone know how to copyright ideas for software before going to work for
> a large corporation. I don't want to make any money off of this software,

You can't copyright ideas.

> ...list of projects/ideas deleted...

> Is a statement like this to the UseNET a good enough copyright? I don't
> want to be unfair to IBM, but I would like to still work on these
> projects without having to worry about breaking the law. This is USA law.

No, but if you include this section as an addendum to the contract with the stipulation that it be incorporated by reference you will protect your interests.

As a side note, I can't predict how the particular division of IBM that you're dealing with will react to such revisions, but if I were an employer it would indicate to me that you had read the contract, considered its ramifications, and were attempting to deal in good faith (rather than just saying "yeah, sure" with no intention of complying). They, on the other hand, may attempt to browbeat you. Who knows?

I guess at this point I should mention that I am not an attorney, nor do I play one on TV. The above should not be construed as legal advice, simply a personal observation. If you want to be sure of yourself, you should consult with an attorney. Especially when you're dealing with

IBM (who has *lots* of attorneys).

- Mark

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

7090. Re: International Software Catalog

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 16:30:13 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993May17.163013.1598@gumby.cc.wmich.edu>
Source record: 205868

In article <H.1htn3tLJ05o@uparker.uucp> uparker!sbparker@infocom.co.uk (Steve Parker) writes:
>
> "International TOS Software Catalog : a 500-page catalogue reviewing
> almost all software available for the ST/E, TT and Falcon. The reviews are
> small but well done with screenshots. The price is very low: $12"

One clarification, just so that no one is confused. The product descriptions in the catalog are *not* reviews in any sense. They are advertising materials, originally prepared by the products' manufacturers, then toned down a bit by the person who assembled the compilation (Dorothy Brumleve, I think, President of the IAAD).

I know this is true, because I wrote one of the descriptions (for a universal MIDI librarian called Omni-Banker ST, distributed by Paradigm Software Products). And I know they were toned down because they removed my claim that it "supports more instruments than all other universal librarians on all platforms put togeth-er" (even though the claim was true, it probably sounded too much like hype).

The catalog was a lot of work for Atari, and I thought they did a good job. There's ordering info over on GEnie. If anybody needs it (and nobody beats me to it), I can pull a copy over here.

- Mark

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

7091. Re: KA9Q

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 17:15:35 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <16BD1100C9.BWWL@ibm.rz.tu-clausthal.de>
Source record: 205871

In article <1993May17.091803.9841@gw.wmich.edu>
x91mikowski@gw.wmich.edu writes:

[...]
>Sorry Bob, I guess I should have made my post a little clearer. When I FTP
>to a site (i.e., I am already connected) I log in as Anonymous and then it
>asks for a username@xxx.xx.xx.xx or it gets rude. I try to reply with my
>three initials and then the ip address that shows up in the upper left-hand
>corner of my screen when I start up. Some sites reply that the address is
>invalide and to please enter a correct address when I log in as anonymous
>next time. So now, what should I use?

Register your hostname to enable hostname-lookups. Ask your local system-
administrator (on the machine your ka9q-computer is connected to).
Most FTP-clients refuse 'username@nummeric-ip-addr' as an invalid email-adr.

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

7092. Re: TT030 AND MISC FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 17:23:06 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993May17.172306.128863@zeus.calpoly.edu>
Source record: 205887

bsin@eis.calstate.edu (Bing Sin) stated:
> I have an ATARI TT030, 2MB ST-RAM, 16MB FAST RAM (expandable to 32MB on
>board), 40MB Quantum hard drive, TOS 3.06 w/Multi-TOS, ATARI PTC
^^^^^^^^^^
so where'd you get this?????????

>1426 monitor. All this for $3000 obo.
>
> Software for sale: STeno, NeoDesk 3.3, ICD PRO version, Stealth, GFA
>Basic 3.6, NewDesk CPX, Harddisk Sentry, and C-Manship. Price: best offer.
>
> Hardware for sale: Spectre GCR v3.0, Supra 2400 Plus Modem, Happy Cart,
>and Beetle Mouse. Price: best offer.
>
> --
> UUCP: bsin@eis.calstate.edu ,,,
> UUCP: bing_sin@bdt.com (o o)
>---oOO--(_)--OOo
>

|T| |T|I am one of a few, but proud of it!
|0|3|0| Steve Miller, Cal Poly Electronics Engineering
/ /| |\ \ smiller@farad.elee.calpoly.edu or semiller@flute.calpoly.edu
/_/ | | _\ 'I am a PhD in superficial knowledge!' :^P

7093. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 17:29:37 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1t8i21$8ls@usenet.INS.CWRU.Edu>
Source record: 205870

In a previous article, warwick@cs.uq.oz.au (Warwick Allison) says:

>Forget ROM cartridges. CD-ROM discs are uncopiable. Just write games on
>those. And hey, waddayaknow, people are doing that already... and the Falcon
>has SCSI built-in, making CD-ROM attachment a breeze.

The problem is SPEED with CD-ROM discs. The computer won't be able
to read data off of the CD-ROM fast enough for a lot of software.

>
>Of course, there is the market-share problem, but since Atari is a Music
>industry leader, we might expect other applications (not including games)
>to bring CD-ROM drives to the customers' desktops.
>
>--
>Warwick
> _-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
> / * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
> _.-._/ University of Queensland, _// || _ Both are GNUish = Free |
>_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|
>

--

7094. Re: PAGESTREAM III

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 17:30:40 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993May17.173040.131476@zeus.calpoly.edu>
Source record: 205888

sheppard_r@kosmos.wcc.govt.nz stated:
{bunch o' stuff deleted}
I wholeheartedly agree with you about pagestream, they should fix the damn
bugs, even their techie dept. has bugs!!!!!! aaaauuughghghhh! try to print
a postscript file at 11X17 on an imagesetter... hahahaha you have to say
the dimensions of the page are 17x11, took me a few dollars before I
gotthe info on that one!!! :(
>
>_____
>Can any one recommend a good DTP program thats good for Flyers with scaleable
>fonts, not Calamus thanks or Outline, you need a degree to run those, but

You son't need a degree, you just have not tried them, obviously!!! :^P

>still one along the simple lines as Pagestream..
>NOTE: must be in English...
>-----
>
>Thanks.............
>
>
>Roger.................. sheppard_r@kosmos.wcc.govt.nz
>
>

|T| |T|I am one of a few, but proud of it!
|0|3|0| Steve Miller, Cal Poly Electronics Engineering
/ /| |\ \ smiller@farad.elee.calpoly.edu or semiller@flute.calpoly.edu
/_/ | | _\ 'I am a PhD in superficial knowledge!' :^P

7095. Re: Lots of ST stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 17:42:20 UTC
From: ken@isgtec.com
Message-ID: <4772@isgtec.isgtec.com>
Source record: 205779

In article <ratlifc-130593182241@134.141.4.94> ratlifc@ctron.com (Christian A. Ratliff) writes:
> my desire to purchase a Sun 3/50 or Apple Lisa until I loose some hardware.

^^^^^^^^^^

;^} You're kidding, right?

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

7096. Re: Falcon030 Net Port

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 18:00:54 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993May17.180054.7354@ultb.isc.rit.edu>
Source record: 205873

Disclaimer for the flame sensitive :-) :-) :-) :-) :-)

If you folks whine loud enough and you give me a copy of Inside the Macintosh with the Apple-Talk standard I could write a simple assembly program that diverts printer data to the LAN port in Apple-Talk format :-)

Real stuff:

Really, it shouldn't be that hard. I could see the biggest part of the project muddling through Apple-Talk. The rest is simply wedging a routine into the printer output handler that sends the data through the assembler routine and then out to the LAN port.

Postscript? Well, use Speedo-GDOS and Compo Script and you won't have much of a problem. Yes, yes, for those of you who think there should be Postscript drivers built in, just think about how big a program Compo Script is and then think about whether or not you'd like to have that loaded in memory as a printer driver. :-)

Actually, with Multi-Tos using your favorite Speedo Program and CompoScript shouldn't be that painful.

Well that's my 0.00347234 cents (with uncertainty in the 8th decimal place)

+---+------------------------------+
Michael "Zoooks!" Zucca	Spam, spam, spam, spam, spam
Internet: mrz5149@ritvax.isc.rit.edu	Spam, spam, spam, spam, spam
Printing And Applied Computer Science	Lovely spam, woderful spam!
RIT - Rochester Institute Of Technology	Shut up. Shut up! Shut Up!
+---+------------------------------+

7097. New Falcons

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 19:04:42 UTC
From: cstadbs@csv.warwick.ac.uk
Message-ID: <1t8nkaINN3bh@lily.csv.warwick.ac.uk>
Source record: 205874

While I was in London this weekend, I went in to Silica Systems to see if they had any Falcons in the showroom.

I could not find any, so I asked the assistant if they had any. He said that Atari UK had taken them all back because there is a 'new model' coming out next week, which Atari would give them instead. This new model appears to be the one in the new case, the 'consumer' version as Atari UK calls it(which they have been talking about for the last few months).

Maybe this will be the Falcon with all the promised goodies!?

Paul

cstadbs@csv.warwick.ac.uk
pmd@dcs.warwick.ac.uk

7098. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 19:19:46 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May17.191946.29902@newshost.lanl.gov>
Source record: 205878

In article 8ls@usenet.INS.CWRU.Edu, aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>In a previous article, warwick@cs.uq.oz.au (Warwick Allison) says:
>
>>Forget ROM cartridges. CD-ROM discs are uncopiable. Just write games on
>>those. And hey, waddayaknow, people are doing that already... and the Falcon
>>has SCSI built-in, making CD-ROM attachment a breeze.
>
>The problem is SPEED with CD-ROM discs. The computer won't be able
>to read data off of the CD-ROM fast enough for a lot of software.

Well, there are several companies distributing software (applications and
games, too) on CD-ROM for the PC and Mac. But it's just not feasible to do
so for the Atari, IMHO, because (a) CD-ROM drives are not widely available for
the Atari and (b) there are not enough Atari users (with _or_ without CD-ROMs)
out there to justify the cost of mastering a CD-ROM disk. Granted, it costs
a LOT less than it used to, but still... who you gonna sell it to???

Sound familiar? ;-)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

7099. Re: New Falcons

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 19:23:37 UTC
From: cmedley@next18pg2.wam.umd.edu
Message-ID: <1t8onp$5v4@cville-srv.wam.umd.edu>
Source record: 205875

Mr P M Donovan writes
> While I was in London this weekend, I went in to Silica Systems to see if
> they had any Falcons in the showroom.
>
> I could not find any, so I asked the assistant if they had any. He said
> that Atari UK had taken them all back because there is a 'new model'
> coming out next week, which Atari would give them instead. This
> new model appears to be the one in the new case, the 'consumer' version
> as Atari UK calls it(which they have been talking about for the last few
> months).
>
> Maybe this will be the Falcon with all the promised goodies!?
>
> Paul
>
> cstadbs@csv.warwick.ac.uk
> pmd@dcs.warwick.ac.uk

Actually, I had heard that one change planned for the Falcon was that instead
of using the 1/8" mini-audio input jack, they would instead modify it to use
two RCA-type connectors for the convenience of the MIDI market.

(personally, i think if Atari were really serious...they would have put this in
from the start, or if they REALLY wanted to cause a stir, use something like
the Peavey DMP SX which accepts both 1/4" connectors and 3-pin XLR
connectors...)

7100. Hyundai 4-dr, sdn *mint cond*

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 19:27:07 UTC
From: pbirrel@eis.calstate.edu
Message-ID: <C76rD8.AE8@eis.calstate.edu>
Source record: 205899

```
Late 1988 Hyundai Excel for sale: Fresno, California
62,000 miles, one owner
white, blue interior
Air conditioning, electric sunroof
All new brakes
5 speed manual transmission
am/fm cassette, 4 speakers
Clifford Alarm

Offers close to $4775.

Please respond by e-mail to avoid cluttering this reader.

pbirrel@eis.calstate.edu

--
_______________________________________________________________________________
Ignorance is curable...it takes but an open mind and libraries, and maybe
a few pints.
_______________________________________________________________________________
```

7101. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 20:26:17 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <1t8sd9INNdm5@flounder.cis.ohio-state.edu>
Source record: 205879

In article <1993May17.191946.29902@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 8ls@usenet.INS.CWRU.Edu, aa399@cleveland.Freenet.Edu (Len Stys) writes:
>>
>>In a previous article, warwick@cs.uq.oz.au (Warwick Allison) says:

>>The problem is SPEED with CD-ROM discs. The computer won't be able
>>to read data off of the CD-ROM fast enough for a lot of software.

>Well, there are several companies distributing software (applications and
>games, too) on CD-ROM for the PC and Mac. But it's just not feasible to do
>so for the Atari, IMHO, because (a) CD-ROM drives are not widely available for
>the Atari and (b) there are not enough Atari users (with _or_ without CD-ROMs)
>out there to justify the cost of mastering a CD-ROM disk. Granted, it costs
>a LOT less than it used to, but still... who you gonna sell it to???
>

CD-ROMS aren't really all that bad on contiguos reads. When you
copy off a CD-ROM, there's a small delay, and then you start off. It's
faster than a flopyy, but slower than a fast HD.

I think alot of software could be designed where it never had to
instantly read something off the CD, and so the slower read time
wounldn't matter. Infrequently accessed items could be left on CD
as well (like Help stuff).

Games easily fall into this area....as well as giving
you a large space for Data. Nice sound, oodles of great graphics, reams
of data.

Still, I don't want to have to put in my Calumus CD to run Calumus.
The might work for single-tasking but doens't cut it for multi-tasking.

And, not only is alot of Mac software available now on CD, soon it will
all be available on CD. Apple is going to put out CD's with every
commercial Mac application on it. When you want to buy an app, you'll
call them, give them a Charge card number, and they'll give you an
authorization code. Docs will be on the CD, or be able to be purchased
from the software house. I don't know if this'll work...but it's an
interesting experiment.

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

7102. FORSALE: Atari ST Hardware and Software

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 20:57:31 UTC
From: ratlifc@ctron.com
Message-ID: <ratlifc-170593165320@134.141.4.94>
Source record: 205880
Cross-posted to: misc.forsale.computers.other,comp.sys.atari.st

For Sale:

Hardware
50$ [1] 520ST; 1MB RAM w/cover
@5$ [2] Wico "The Boss" Joysticks
150$ [1] Supra 30MB HardDrive
@25$ [3] SF314 3.5" Floppy Drives w/2 covers
30$ [1] SF354 3.5" Floppy Drive
100$ [1] SC1224 Color Monitor (w/cover)
10$ [1] Practical Peripherals 2400 Modem (no power supply)

Software [all software is 5$ unless otherwise noted]
by TimeWorks
25$ Word Writer ST w/dictionary
25$ Desktop Publisher w/samples&artwork
5$ ClipArt Diskettes
5$ People, Places and Things
5$ Symbols and Slogans
7$ Design Ideas [2 disk set]
5$ Education Graphics

by Atari Corp.
ST Language Disk
U.S.A Language Disk [three different revs]
Boot Disk
1st-Word

by WordPerfect Corp.
30$ WordPerfect w/speller,thesaurus,learn,font,printer

DTP
Degas Elite
Fontz!
Athena II CAD
15$ SpringBoard Certificate Maker w/library
Publishing Partner [colour and mono]
calamus Desktop Publishing w/utilities
15$ PrintMaster Plus w/Fonts&Borders and Art Gallery Fantasy

Misc.
Easy Record [db programme]
Mavis Beacon Teaches Typing!
MicroKitchen Companion
MicroBartender's Guide
MicroLawyer

A-Calc
Pha$ar
TimeKeeper

Utilities
The Juggler [task switcher]
ST-Talk [comm programme]
A-Copier
ProCopy
ST-Copy
Supra HardDrive Utils and Compressor

Games [10$ each]
Spectrum Holobyte: Tetris
MicroProse: Gunship
Psygnosis: Nitro
Psygnosis: Shadow of the Beast II
Epyx: Super Cycle
SoftLogik: Electro Solitaire & 21
Shelbourne: ST-Pool
Hippopotamus: HippoBackgrammon
InfoGrames: T.N.T.
Gambler Set

As before I will pick up shipping in the contiguous United States.

happy haggling,
christian

Christian Ratliff Cabletron Systems, Inc.
EDGE System Developer Rochester, NH 03867
ratlifc@ctron.com <NeXTmail OK> Work: (603) 337-1209
"I'm a NeXTSTEP man; I'm an SGI guy." Home: (207) 780-NeXT
Nobody at Cabletron knows, approves of, or recalls my opinions.

7103. Re: Speedo Fonts ....

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 21:19:11 UTC
From: alex@falcon.demon.co.uk
Message-ID: <737673551snz@falcon.demon.co.uk>
Source record: 205893

In article <1t7nuc$p87@obelix.uni-muenster.de> julian@math.uni-muenster.de writes:

>...
>X only comes with 8 speedo fonts (and I guess, that Atari is shipping similary
>ones). The X11R5 speedo fonts are not encrypted, so they *should* be usable
> with
>a correctly ported bitstream font scaler. In fact, they can be used with Xact.
>...

The X fonts which are shipped use customer number 0 with an encryption matrix of all zeroes. When you build a Speedo font engine you compile in the customer numbers together with the font encryption matrices. The customer numbers are stored in a private offset in the Speedo font header, which you then match against your customer numbers and retrieve appropriate encryption matrix which you compiled in; note that the font header includes only the customer number, not the encryption matrix.

Atari's code includes two customer numbers: Atari font encoding, and retail font encoding, these are two distinct font encryption matrices. Retail fonts cover 200 (or so) standard fonts which are available off the shelf, Atari font encoding is Atari's private encoding which Bitstream will encode fonts with for OEMs. SpeedoGDOS does not include (at least not last time I looked) include customer number 0 or the associated encryption matrix.

IIRC Atari are shipping 14 fonts which partially overlap the X fonts, but not completely (I think X includes Courier which Atari don't).

--
Alex Kiernan
akiernan@falcon.demon.co.uk

7104. Re: Program for learning Greek vocabularies

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 21:24:39 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.232984@cix.compulink.co.uk>
Source record: 205892

In article <37594046118@ted.cl-hh.comlink.de>,
postmaster@cl-hh.comlink.de (Dietrich Loebner) writes:
>I'm looking for a program to learn Greek and Hebrew vocabularies with.
>Please answer per mail because I'm not able to follow this group.
>
>Thanks in advance, dil
>
>---
>Freies Telekommunikations-Zentrum Hamburg e.V. - comlink.de-gateway -
>Dietrich Loebner, CL-HH - Port 1: +49 40 2500890, 300-14400bps + TPEP
>
>
I can get you a program for Hebrew on the PC if you're interested. I am
looking myself for a WP or text editor that can write in Hebrew.

Ofir ogal@cix.compulink.co.uk

The best defense against logic is ignorance.

7105. *** Wanted ICD Host Adapter ***

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 21:29:54 UTC
From: awest@ub.d.umn.edu
Message-ID: <1t904iINNomq@ub.d.umn.edu>
Source record: 205883

It seems I've seen a few of these requests lately, so let me add mine to the pile...

I am looking for an ICD Host Adapter to hook a hard drive to my 1040ST.
Pleae email to my Compuserve address if you have one as I will be losing net access soon...

Reply to: 75210,3415@compuserve.com

with subject "Host Adapter"

Thanks!

--
^ ^ "Never tease a weasel" | Andrew West (awest@ub.d.umn.edu)
(o o)\ -Jean Conder Soule | University of Minnesota-Duluth (Brr...)
\ /\ "Never give a sucker an | aka: "The Piano Man" (who is Billy Joel?)
v \ even break" -WC Fields | Disclaimer: Everything I type is false.

7106. Re: FZDT adress

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 22:01:49 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1t920dINNbu2@golem.wcc.govt.nz>
Source record: 205886

] WOW! Can you tell more about v3 cause I didn't know they were working on
] upgrade. Will this one finally include the Zmodem FDT instead of using XY

Aaron has promised internal protocols (Built into the main .PRG), and
Z-Modem will be included along with Y-Modem G
Full VT-100 emulation.
Full Resolution independancy (better than what it already has), so on
a falcon in 640*480*256 modes etc, you can use 16-color ANSI! (Nothing
new really, as other programs have been doing it for a while, but
the current FZDSterm is pretty old as this time)
Newer & faster interface (written in 100% assembler language, rather than
the slow, and large GFA-Basic compiling).

We'll see what it finally comes up with soon! I haven't been able to
ask the authors personally, as the idiots on the F*NET have decided
to drop atari-net from the network, thereby reducing the number of daily
new messages from up to 250, down to about 30, and losing access to
a large percentage of overseas people (Including Sean Price, although
I haven't tried Aaron yet, but I don't fancy my chances).

7107. MultiTos

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 22:36:27 UTC
From: dja_gow@lentil.uwe.ac.uk
Message-ID: <1993May17.223627.4740@pat.uwe.ac.uk>
Source record: 205885

I have seen multitos and I am not impressed. Since nowbody other than developers can get hold of Unix. I will be put my efforts into Linux 680X0. Linux for those uninitiated is a free Unix clone currently for the i386/486 processors. Linux is currently making the journel to the 68000 platforms. There is a group working on a TT version. I am unsure of a version for machines below the TT, ie ST, STFM and STE. I do hope there will be a version for MSTE.

What this space!

Jonathan

--
dja_gow@uk.ac.uwe-bristol.pat (JANET)
dja_gow@pat.uwe-bristol.ac.uk (INTERNET)

Q: How many surrealists does it take to change a light bulb?
A: Two. One to hold the girrafe and the other to fill the bathtub with brightly colored machine tools.

7108. Re: Falcon DSP

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 22:49:28 UTC
From: kls30@cd.amdahl.com
Message-ID: <05mJ02PM43j001@JUTS.ccc.amdahl.com>
Source record: 205884

In article <737643014.12616@minster.york.ac.uk>,
mjl-b@minster.york.ac.uk writes:
>In article <1st347$1mge@info2.rus.uni-stuttgart.de>
>schulz@kssun7.rus.uni-stuttgart.de (Claus-Dieter Schulz) writes:
>>Could you please help me with some informations on
>>the Falcon30 DSP.
>>I like to know if it's possible to write own DSP
>>programs. Are there any tools available.
>
>Yes, it is. There are a couple of tools available for FTP from
>atari.archive
>in the Falcon directory:
>
>asm56.zoo -- DSP assembler
>dspbind.lzh -- DSP bindings
>
>>Second I want to know is if I could connect a CD and/or DAT
>>digitally to the DSP. I know there is a DSP connector
>>but it is not documented and the local dealer said that
>>one needs a special interface to connect CD/DAT to the
>>Falcon which is not yet available and will be expensive.
>
>I know that digital interfaces are under development (there's an
>article on
>stuff previewed at Comdex in this month's ST Applications). I have no
>idea
>about how expensive these interfaces are likely to be.

It's a NeXT compatible DSP port.

As part of my MSEE project, I designed a device for the NeXT using Crystal
Semiconductor chips, that provides AES/EBU and S/PDIF in/out and 64x
oversampling A/D at 48K and 44.1K. The schematic is in ORCAD and I plan to
reproduce it using PADS so I can get postscript output.

I'll probably be sending out the schematic for a small fee.
I have two working prototypes.

--
/* What me, speak for Amdahl? Get real. These opinions and statements */
/* belong to me and me only. If something I said offends you, it's */
/* either you got a thin skin or that I'm just offensive. Who cares. */
/* */
/* "I'm not going to sit at your table and watch you eat, with nothing */
/* on my plate, and call myself a diner. Sitting at the table doesn't */

```
/* make you a diner. Being here in America doesn't make you an */
/* American." */
/* --Malcolm X */
/* */
/* Work - kls30@cd.amdahl.com - Don't send NeXTmail!! */
/* Play - kent@infoserv.com - NeXTmail welcome */
```

7109. Re: Piracy (was Re: Custo

Newsgroup: comp.sys.atari.st
Date: 1993-05-17 23:22:16 UTC
From: sysop@sterbbs.nl
Message-ID: <gate.T87P4B1w164w@sterbbs.nl>
Source record: 205881

Warwick Allison wrote
++++++++++++++++++++++++++++++++
|||Of course, there is the market-share problem, but since Atari is a Music
|||industry leader, we might expect other applications (not including games)
|||to bring CD-ROM drives to the customers' desktops.
++++++++++++++++++++++++++++++++

ROFL

Atari anounced a CD-ROM player about four years ago, again three years ago and again two years ago. Everytime "real soon now". Finaly they dropped the complete project. So Atari will not bring CD-ROM drives to the customers desktop, other companies are doing it right know. Atari will probably jump on the bandwagon later on.

Bert Rozenberg (sysop@sterbbs.nl)

STER BBS, The Netherlands	10 V.32bis lines on rotary
Internet Mail and 200 newsgroups	Major BBS v6.11 * 18 CD-ROM's
Call +31 1880 40035	* QWK * CHAT * GAMES * MORE *

---
* TLX v1.55 * Mr Sulu, set course for the HST Zone, warp 14400.

STER BBS, The Netherlands	10 V.32bis lines on rotary
Internet Mail and 200 newsgroups	Major BBS v6.11 * 18 CD-ROM's
Call +31 1880 40035	* QWK * CHAT * GAMES * MORE *

7110. Cross compiling with GNU C for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 00:29:05 UTC
From: roy@eckerd.edu
Message-ID: <1t9akh$9b9@eckserver.eckerd.edu>
Source record: 205900

I'm going to start doing some programming soon.. I wish to do all
of my programming in C++... Now, there are no C++ compiler I know of for
the ST except, of course, GNU C. I only have 1 MEG of RAM though...

So, it seems to me I should be able to compile a GNU C cross compiler for
the 68000 on the Suns at school, then link the .o files (hardware
independant stuff) to my friends GEM front-end code, which will be
standard ANSI C, compiled with Lattice C...

Does this sound reasonable? (Compiling 68K code with GNU on a Sun, then
linking the .o's to the other code with Lattice C.)

Thanks for any information. :)
--
F F Jonathan Roy, of the Free Access Foundation Email: ninja@faf.org
A Mail faf@halcyon.com for information, or FTP to halcyon.com: /pub/faf/
F F Vorlons, of the Galactic Bloodshed Development Team GEnie: J.ROY18
"Everything that has transpired has done so according to my design." - _RotJ_

7111. Re: MultiTos

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 00:46:08 UTC
From: m91der@tdb.uu.se
Message-ID: <1993May18.004608.3521@tdb.uu.se>
Source record: 205894

Air Max (dja_gow@lentil.uwe.ac.uk) wrote:
: [...] There is a group working on a TT version. I am unsure of a
: version for machines below the TT, ie ST, STFM and STE. I do hope there
: will be a version for MSTE.

Sorry, but Linux will only work on systems with 68020+MMU, 68030
or 68040.

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

7112. Re: GEnie.

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 01:21:20 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <81560@cup.portal.com>
Source record: 205895

Give *me* a break, John...

I didn't start this thread, nor was I the first one to make a "my system is better than yours" comparison...

BobR

7113. Re: KA9Q

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 01:30:23 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <81562@cup.portal.com>
Source record: 205896

Ah... I've gotcha now, Bernard..

The first line in your NET.RC file should have your "name path"...

For example, mine is bobr@aa.mi.us (Ann Arbor, Michigan, USA)

Those systems must want to see a name path, not the actual IP address.

(Some will even take anything as long as it's in the proper form..
"dufus@home" satisfies a lot of them... :)

REally, anything should work.. even those that complain and tell you to use
the "real thing" next time, will usually let you in.. it's more a matter
of following etiquette to supply your "real" identity.

BobR

7114. Zmodem rz.prg question

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 03:13:00 UTC
From: boyd@gauss
Message-ID: <C77Cxp.421@mailer.cc.fsu.edu>
Source record: 205898

I am experimenting with adding Zmodem capability to Uniterm (via a keyboard and popup macro). So far, the nicest zmodem implementation I have come across is rz.prg (in grzsz18.zoo, from atari.archive.umich.edu). I only have one problem: how do I specify something other than the current path to download to? Xyz.ttp does this with a command line argument, but the rz.prg doc file does not seem to mention anything like this (I say "seem" because it is in German, which I cannot read). Is there a way I can change the current path in Uniterm right before I execute rz.prg? This (or a previous version of this) is the program that Rufus uses for Zmodem downloads, and Rufus allows you to specify a download path. Any ideas?

On another note, I would be perfectly happy with xyz202b.ttp, except I get CRC errors with any files larger than about 500k. Has anyone else had this problem? I tried playing with the window size, without success.

Thanks in advance for any help.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

7115. Re: Piracy (was Re: Custo

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 03:15:23 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13440@uqcspe.cs.uq.oz.au>
Source record: 205897

sysop@sterbbs.nl (Bert Rozenberg) writes:

> Warwick Allison wrote
>|||to bring CD-ROM drives to the customers' desktops.

>Atari anounced a CD-ROM player about four years ago, again three years
>ago and again two years ago. Everytime "real soon now". Finaly they
>dropped the complete project.

Falcons come standard with a SCSI II port, so adding any third-party
CD-ROM drive is now a reality.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

7116. Space Empire Elite

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 03:50:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <1917.78.uupcb@uttsbbs.uucp>
Source record: 205762

Wow, I did'nt even know that Space Empire Elite was still around. I had that game on my board years ago...was'nt netted though. I am now an avid player of the spinoff from it, called Barren Realms Elite, which is good.. Anyone know of any boards running Space Empire naer the San Francisco, CA, USA area?

```
+-------------------------------------------------------------------------+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+-------------------------------------------------------------------------+
```

7117. Re: Program for learning Greek vocabularies

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 06:07:20 UTC
From: mike@medsun.unige.ch
Message-ID: <1993May18.060720.12039@news.unige.ch>
Source record: 205751

In article <memo.232984@cix.compulink.co.uk>, ogal@cix.compulink.co.uk (Ofir Gal) writes:
>
> >
> I can get you a program for Hebrew on the PC if you're interested. I am
> looking myself for a WP or text editor that can write in Hebrew.
>
> Ofir ogal@cix.compulink.co.uk
>
--
You need Fontkit - it is not only a great GDOS font editor, but has many
neat little accessories, which among other things allow many (most?) WPs
to work in Hebrew, Greek, whatever.

Actually, Jeremy Hughes wrote it during his PhD, to allow him to do just that ...

Mike Morris
Geneva
Switzerland

7118. Gemulator

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 06:30:13 UTC
From: support@tartarus.uwa.edu.au
Message-ID: <1t9vpl$455@uniwa.uwa.edu.au>
Source record: 205752

Newbie Request....

I am after info about the Gemulator...will it run Atari software that uses the midi port??? I use an MPU-IPCT on my pc and wish to take advantage of the huge range of stuff on the atari st

Adam

7119. Re: Hyundai 4-dr, sdn *mint cond*

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 07:03:03 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ta1n7INNde9@golem.wcc.govt.nz>
Source record: 205754

] Late 1988 Hyundai Excel for sale: Fresno, California
] 62,000 miles, one owner

Wrong are for selling cars methinks! 8-)

But, for anyone interested, those things are great cars! :)

7120. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 07:37:28 UTC
From: neurom@stein.u.washington.edu
Message-ID: <1ta3nolNNbjr@news.u.washington.edu>
Source record: 205753

In article <1t9vpl$455@uniwa.uwa.edu.au> support@tartarus.uwa.edu.au (Adam Soudure (Student Support)) writes:
>Newbie Request....
>
>
>I am after info about the Gemulator...will it run Atari software that
>uses the midi port??? I use an MPU-IPCT on my pc and wish to take
>advantage of the huge range of stuff on the atari st
>
>Adam

Nope. No sound/midi/serial port. I don't think it will be supported in the near future, either.

--Neuromancer

7121. Re: Program for learning Greek vocabularies

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 09:22:20 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.234517@cix.compulink.co.uk>
Source record: 205766

In article <1993May18.060720.12039@news.unige.ch>, mike@medsun.unige.ch (Mike Morris) writes:
>--
>You need Fontkit - it is not only a great GDOS font editor, but has many
>neat little accessories, which among other things allow many (most?) WPs
>to work in Hebrew, Greek, whatever.
>
>Actually, Jeremy Hughes wrote it during his PhD, to allow him to do just that ...
>
>
> Mike Morris
> Geneva
> Switzerland
>
>
Yes I have FontKit and it very good but it doesn't solve the problem of
word wrapping and paragraph formatting.

Ofir ogal@cix.compulink.co.uk

The best defense against logic is ignorance.

7122. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 09:23:06 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.219.737716986@dhhalden.no>
Source record: 205756

In article <1993May17.191946.29902@newshost.lanl.gov> hutch@bellman.lanl.gov (John Hutchinson) writes:
>Well, there are several companies distributing software (applications and
>games, too) on CD-ROM for the PC and Mac. But it's just not feasible to do
>so for the Atari, IMHO, because (a) CD-ROM drives are not widely available for
>the Atari and (b) there are not enough Atari users (with _or_ without CD-ROMs)
>out there to justify the cost of mastering a CD-ROM disk. Granted, it costs
>a LOT less than it used to, but still... who you gonna sell it to???
>
>Sound familiar? ;-)

This is the old vicious circle: no sofware available, no hardware sold -> no hardware sold, no software made...

I think the situation could be bettered if Atari made an Atari brand drive. Then at least the dealers would know that it would be available. In addition, consider a retailer disc consisting of demos of most Atari software available. Then all customers out there could try things out and decide if it's worth their money. I think this could reduce piracy (i.e. all downloads made from the pirate boards just to check out what a certain piece of software is like. This is IMHO generating a *lot* of traffic on those boards) and make devs (especially the US ones, who generally suck big time in the interface dept.) make better apps due to the fact that the competitors are only a few bytes away :-)

Think about it!

>_____________________________ John "HUTCH" Hutchinson

Jon

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

7123. Re: New Falcons

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 09:27:55 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <C77uAK.31H@cs.bham.ac.uk>
Source record: 205755

In article <1t8onp$5v4@cville-srv.wam.umd.edu> cmedley@next18pg2.wam.umd.edu (Charles Henry Medley) writes:
>Mr P M Donovan writes
>> While I was in London this weekend, I went in to Silica Systems to see if
>> they had any Falcons in the showroom.
>>
>> I could not find any, so I asked the assistant if they had any. He said
>> that Atari UK had taken them all back because there is a 'new model'
>> coming out next week, which Atari would give them instead. This
>> new model appears to be the one in the new case, the 'consumer' version
>> as Atari UK calls it(which they have been talking about for the last few
>> months).
>>
>> Maybe this will be the Falcon with all the promised goodies!?

Probably they meant they were getting _one_ Falcon next week :-(

7124. Re: New Falcons

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 09:54:43 UTC
From: hodgsoil@cs.aston.ac.uk
Message-ID: <1993May18.095443.4833@aston.ac.uk>
Source record: 205757

I have heard of this too, in a recent ST magazine (I forget which one) it said a new Falcon was being released in a pizza-box style case, two internal fans, 2 meg minimum and for 100 pounds cheaper. Woooo!

Ian...

:):):):):):):):) It's just a short step from `tush` to `Hey Nonny Nonny` and
:) Falcon 030 :) then I'm afraid I shall have to call the police.
:):):):):):):):) -Blackadder II-

7125. Calamus Outline

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 10:02:21 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1tac7dINNdpf@golem.wcc.govt.nz>
Source record: 205759
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

CALAMUS OUTLINE

Please Help...!!

Is Calamus Outline Art a stand alone program, or must it be used
in conjunction with Calamus..??

Thanks....

Roger.............. sheppard_r@kosmos.wcc.govt.nz

7126. Amiga/AtariST/misc computer items for sale.

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 10:58:18 UTC
From: storm@NETSYS.COM
Message-ID: <storm.737722698@netsys.com>
Source record: 205758
Cross-posted to: misc.forsale.computers,comp.sys.amiga.marketplace,comp.sys.atari.st

I have the following for sale:

Amiga 500 Computer w/ 2.04 Roms (keyboard,floppy,etc)
1/2 meg ram (A501) w/ battery backed up clock.
Workbench disks 2.1
Amiga mouse.
Power supply & all cables.
All manuals.
Monochrome monitor (Tandy VM-2, Green)

This system is complete everything you need to get started with amiga.
Asking..... $200 for the whole setup. + Shipping.

Amiga Version: PageStream 2.0 w/ all disks & Manuals/box.
Asking..... $75.00 + shipping.

Atari 520STfm Computer /w TOS 1.0, 1 Meg RAM, DD/DS floppy 3.5"
formats/reads/writes standard 720K MSDOS disks.
Manuals & all cables.
Atari SM124 High Resolution Monochrome monitor (640 x 400)
100+ disks w/ various software. (word processors, Dbase, mod players,
terminal
programs, games, paint programs, you name it...)

Asking..... $180 + shipping.

I also have a bunch of terminals if anyone is interested. (HP &
Tektronix)

If interested in any of the above items... Email me storm@netsys.com

--
='''
c oo storm@netsys.com -Digital Vanguard
| \ Stormfront technologies
-

7127. Re: Cross compiling with GNU C for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 11:00:48 UTC
From: moffatd@dcs.glasgow.ac.uk
Message-ID: <C77yLD.LD@dcs.glasgow.ac.uk>
Source record: 205760

You ask whether or not it would be possible to compile 68k code on a sun
Are you using sun3 (68k) or a sun4 (sparc) if the latter I think not, but even
the former would be difficult.

I suggest what you do is build the sozobon cross-compiler, available from
a.a.u.e (or one of it's many mirrors)

It does come with comprehensive instractions on how to build it.

It is not C++ but just plain old C, but this should get you started anyway.
And you will be able to compile and LINK on the sun.

How that helps you

--

##
DDDD JJJJJ M M ## email: moffatd@dcs.glasgow.ac.uk
D D J MM MM ##
D D J M M M ## post : Darren J Moffat
D D J J M M ## 20 Southpark Avenue
DDDD JJ M M ## Glasgow G12 8HZ
##

--

##
DDDD JJJJJ M M ## email: moffatd@dcs.glasgow.ac.uk
D D J MM MM ##
D D J M M M ## post : Darren J Moffat

7128. Problems with GNU C++

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 11:10:32 UTC
From: thiele@quando.quantum.de
Message-ID: <1993May18.111032.23632@quando.quantum.de>
Source record: 205761

```
Hello everybody,

I have a problem with the GNU C++ compiler:
When I try to compile C++ programs using static variables in class
definitions, the linking fails.
A simple example:

#include <iostream.h>

class Test
{
public:
void try_it();
static int var;
};

void Test::try_it();
{
var = 1;
}

main()
{
Test one;

one.try_it();
cout << one.var;
}

The compiler has no problems, but the linking will faile with the
following messages:
test.cc:12: Undefined symbol Test::var references from text
test.cc:20: Undefined symbol Test::var referenced from text

Is that a problem of the compiler or of the linker? I use the following
versions: CPP2.3.3p2, C++2.3.3p1, GAS1.38pl4, linker pl33

If is it possible to compile the program above, what version of the
compiler (or linker) is neccessary?

Thanks in advance

Holger

--
------------------------------------------------------------------------
Holger Thiele |
Quantum GmbH Dortmund | Et nunc, reges, intelligite,
```

thiele@quantum.de | erudimini, qui judicatis terram

7129. Re: GEnie.

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 11:40:17 UTC
From: roy@eckerd.edu
Message-ID: <1tahv1$b1v@eckserver.eckerd.edu>
Source record: 205771

In article <1993May17.145619.9395@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>
>As I said in my original reply, I find GEnie to be the best value for Atari
>users. Users of other platforms may wish to investigate CIS or Delphi. I
>was wrong in one area, however... the charge for accessing the computer
>roundtable forums in $6 per hour, non-prime time, not $8. So shoot me. :)
>

I think the important thing to remember is that GEnie has over 20 RT's
that are 'free', part of your $5/month. I spend hours on GEnie a night,
with no charge. Hundreds of Babylon 5 posts a week, nearly a hundred
a day about animation/ANIME in the Japan RT, lots of cool math and physics
chat in the Science RT, raytracing/etc. discussions in the Photo RT, and
on and on... I regularly read 20 RT's, only one of which is a pay
RT, the ST RT. My bills end up being about $10/month, that extra
$5 coming from reading the ST RT once or twice a week...

$10/month for 3-4 hours a night... Just can't beat it.

--
F F Jonathan Roy, of the Free Access Foundation Email: ninja@faf.org
A Mail faf@halcyon.com for information, or FTP to halcyon.com: /pub/faf/
F F Vorlons, of the Galactic Bloodshed Development Team GEnie: J.ROY18
"Everything that has transpired has done so according to my design." - _RotJ_

7130. Re: Hyundai 4-dr, sdn *mint cond*

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 12:19:27 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <1993May18.121927.1973@jonh.wimsey.bc.ca>
Source record: 205764

pbirrel@eis.calstate.edu (Paul Birrel) writes:

>Late 1988 Hyundai Excel for sale: Fresno, California

Does anyone know what version of TOS this runs?

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m* s/++ g+ w+++ -x+

7131. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 12:26:16 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <1993May18.122616.2103@jonh.wimsey.bc.ca>
Source record: 205767

neurom@stein.u.washington.edu (Neuromancer) writes:

>Nope. No sound/midi/serial port. I don't think it will be supported in the
>near future, either.

Actually, Darek's missing a big market here then, as ST
midi programs are/were the one thing you'd want to bring along to a PC.
Of course you can pick up a 1040 now for cheaper than a Gemulator,
and I've heard rumours WIndows has timer problems for midi that make
rewriting the Keyboard interupt on the ST look easy.

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m* s/++ g+ w+++ -x+

7132. MonSTer virtual screen program

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 12:27:58 UTC
From: boyd@gauss
Message-ID: <C782MM.F4t@mailer.cc.fsu.edu>
Source record: 205765

Monster.lzh at atari.archive.umich.edu seems to be corrupted. Can anyone email me a working copy of the program and doc file? The are both tiny (about 4k I seem to remember). Thanks in advance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

7133. Re: A decent PD space invaders anyone?

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 12:59:58 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.w0mcCzQ3ReE@semprini.tdkcs.waterloo.on.ca>
Source record: 205702

In <1993May13.122850.26850@iplmail.orl.mmc.com>, Larry writes:
> I second that. All of the space invader type programs at atari.archive.umich.edu
> are pretty lame (one even locks up on a certain screen). I have yet to see
> a good space invaders clone (color), or a decent galaxian copy (Nova doesn't
> count).

I seem to recall downloading a _really_ good Galaxian style game called
Insectoid from either GEnie or atari.archive.umich.edu... Written in
STOS, but still quite good!
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

7134. Re: Falcon X/Unix system questions

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 13:00:24 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.UPGDk7_3Ghw@semprini.tdkcs.waterloo.on.ca>
Source record: 205800

In <737282295.17364@minster.york.ac.uk>, andrew@minster.york.ac.uk writes:
> I know MultiTOS is much better than Unix :-) but will there be a unix
> (linux) clone for the Falcon? Does the Falcon have long file names in
> it's file structure? Will I be able to run X windows on a 14M Falcon over
> a unix clone, or over MultiTOS?

Let's see:

Not likely, way too slow. Not unless you load MiNT (the MultiTOS kernel)
and use the minix filesystem; minix filesystems are NOT accessible from
normal TOS, so your minix partitions will only be available if you have
MiNT/MultiTOS and the minix filesystem loaded. Not likely, way too
slow, and the screen is too small, unless you get the ScreenBlaster.
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

7135. Re: Falcon030 Net Port

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 13:00:46 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.&XbH0U6xdh2@semprini.tdkcs.waterloo.on.ca>
Source record: 205701

In <H.ea.YN2pTpWZTUw@semprini.tdkcs.waterloo.on.ca>, Chris Herborth writes:
> I'm pretty sure no one's ever written software to use the LocalTalk port
> in the MegaSTe, TT, or Falcon. The authors of PowerNet and PowerDOS
> were working on something, but I'm not sure when it will be ready.

Sorry to reply to my own post, but I think I've just remembered the
company's name:

Dragonware.

I could be wrong, but I think that's it.
--
-------------------==-------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

7136. Re: MiNT - under Unix

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 13:01:12 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.3wtiRSqBntM@semprini.tdkcs.waterloo.on.ca>
Source record: 205705
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993May13.104607.19610@cs.ruu.nl>, Annius Groenink writes:
> In <1993May12.085253.12443@rhrk.uni-kl.de> seimet@rhrk.uni-kl.de (Uwe Seimet) writes:
>
> >moffatd@dcs.glasgow.ac.uk (Darren J Moffat) writes:
> >>Has anyone ported MiNT so that it runs unde unix ?
> >
> >Where is the sense in running MiNT under Unix?
>
> Well I guess somewhere close to the sense in running MiNT on a Mac !?

That one makes sense to me... the only way to get pre-emptive multitasking
on the Mac!
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

7137. Re: Speedo Fonts ....

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 13:01:34 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.zqY9oeYMggY@semprini.tdkcs.waterloo.on.ca>
Source record: 205703

In <1993May13.184311@cs.bham.ac.uk>, Chris Ridd writes:
> Well, X11r5 can also use Speedo-format fonts, so any X font sites should
> prove useful.

Ah, but there's a difference between "can use" and "comes with".
SpeedoGDOS can use normal bitmapped GDOS fonts, but doesn't come with
any. That feature of X is probably for people/apps that require
standard outline fonts for DTP or whatever.
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

7138. Re: Speedo Fonts ....

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 13:01:58 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.RYLQizBBV6k@semprini.tdkcs.waterloo.on.ca>
Source record: 205704

In <1t02gp$kvd@news.cs.tu-berlin.de>, Laurenz Pruessner writes:
> Well, this _MIGHT_ work, but it definitely doesn't have to.
> The problem is that a Speedo-font might actually have the same ID# as the
> bitmap-font. Furthermore there is one Speedo-font that uses the same ID#
> as the system font - 1 (I think it was Swiss 721 light or so).
>
> So I don't recommend using both bitmap and vectorfonts.

That's really smart... You'd think Speedo would keep track of bitmapped
and outline fonts separately (hey, there's separate caches for them),
and resolve ID conflicts between them... ESPECIALLY if the system font
is one of the ones conflicting!
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

7139. ST Games (Civilisation)

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 13:13:25 UTC
From: J.M.Ross@man0507.wins.icl.co.uk
Message-ID: <MNEWS.737730805.28001@demon.co.uk>
Source record: 205768

---------- Start of body part 1

---------- Start of body part 2

Is there a newsgroup dedicated to ST games and is there a mailing list for
it or for this group? I would like to hear from anyone who plays
Civilisation to exchange hints and tips. Please email me as I don't have
read access to this group.

James M. Ross
ICL, Wenlock Way, W. Gorton, Manchester, M12 5DR

Tel: 061-223 1301 x2661
Email: j.m.ross@man0507.wins.icl.co.uk

---------- End of body part 2

7140. Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 13:23:02 UTC
From: rm03@ic.ac.uk
Message-ID: <1993May18.132302.2109@cc.ic.ac.uk>
Source record: 205763

Remember all those really good games on the Spectrum and C64 ?
Like to play them once again ?
We are looking for some ideas for a game to program. Rather than think up something new, we decided to do an enhanced copy of one of the great old games for the ZX Spectrum or C-64. Except we can't decide which one. So get your votes in now! Tell us which classic games you would like to see on the ST.
Please post, or email to r.mellish@ic.ac.uk or ha.jones@ic.ac.uk, and we will summarize if there is enough interest.

The Derivative Design Syndicate - "One of our games is both the same."

P.S. Those waiting for MolSys v1.0 : It'll be ready Real Soon Now!
No, I mean it! Really!

Regards,

--
------ Robert Mellish, FOG, IC, UK ------
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk IRC: HobNob
------ and also the mrs joyful prize for rafia work. ------

7141. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 13:27:05 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <737731625.17781@minster.york.ac.uk>
Source record: 205786

In article <1t8i21$8ls@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>In a previous article, warwick@cs.uq.oz.au (Warwick Allison) says:
>
>>Forget ROM cartridges. CD-ROM discs are uncopiable. Just write games on
>>those. And hey, waddayaknow, people are doing that already... and the Falcon
>>has SCSI built-in, making CD-ROM attachment a breeze.
>
>The problem is SPEED with CD-ROM discs. The computer won't be able
>to read data off of the CD-ROM fast enough for a lot of software.

Speed doesn't seem to be a problem for all those PC CD-ROM game producers --
especially those who include full-motion video in their games...

Once you actually get to the data you want, you can pull it off CD-ROM at
about 150K per second, and there are now drives that can deliver 300K per
second. Nimbus are reported to have developed a new pressing system that
doubles the transfer rate using ordinary drives -- I'm not quite sure how
they manage that!

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

7142. Re: Falcon030 Net Port

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 13:31:13 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <737731873.17866@minster.york.ac.uk>
Source record: 205785

In article <1993May17.180054.7354@ultb.isc.rit.edu> mrz5149@ritvax.isc.rit.edu writes:
>Postscript? Well, use Speedo-GDOS and Compo Script and you won't have
>much of a problem. Yes, yes, for those of you who think there should be
>Postscript drivers built in, just think about how big a program
>Compo Script is and then think about whether or not you'd like to have
>that loaded in memory as a printer driver. :-)

What people are asking for is a driver that *generates* PostScript, not one
which *rasterises* PostScript. CompoScript is a large program because it
rasterises PS -- all we want is a Speedo driver that takes VDI commands and
spits out equivalent PostScript. That really shouldn't be too hard.

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

7143. Re: Questions. ATW

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 13:58:32 UTC
From: dja_gow@tofu.uwe.ac.uk
Message-ID: <1993May18.135832.23321@pat.uwe.ac.uk>
Source record: 205794

In article <81420@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
|>
|> >It's possible with the hardware setup, and Atari _is_ the company that
|> >developed the TransPuter.
|>
|>
|> Er.. no...
|>
|> Atari is the company that hemmmmed and hawwed, and waffled and
|> finally dropped the ATW (Atari Transputer Workstation) after
Mmm, what ever happened the ATW. I managed to see the ATW 800 one year
at a computer show in London. ST World, just about the best serious atari
user magazine followed like a hawk. With much the same varosity as ST Format
are watching the Falcon.

ATW was supposed to come with Helios and X windows. Helios for those who
don't know is a operating system, very much a kin to Unix of some flavour.
The only and major difference is that Helios runs in parallel.

|> selling a few here and there in the world.
|>
|> The transputer chip was designed by Inmos, a real computer
Nice processor. Meiko still make high use of them.
|> product company. Their chips are used in REAL transputer
|> workstations, still available and still used by serious
|> power computer users.
|>
|> (And in fact, the ATW was developed by someone else... Atari only
Yeah I seem to remember Pherillion Software or some company by that vague
name had a hand in the ATW development.
|> played at marketing it...)
|>
|> BobR

If Atari still have them I would be very interested.

Jonathan.
--
dja_gow@uk.ac.uwe-bristol.pat (JANET)
dja_gow@pat.uwe-bristol.ac.uk (INTERNET)

Q: How many surrealists does it take to change a light bulb?
A: Two. One to hold the girrafe and the other to fill the bathtub with
brightly colored machine tools.

7144. HD problem

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 14:31:37 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <737735496.19036@minster.york.ac.uk>
Source record: 205787
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a Seagate SCSI hard drive with a GE-Soft host adapter. When I switched it on the other day, it didn't make its usual power-on-self-test noises -- it seemed to get stuck and make "tock tock" noises instead.

I switched it off, let it spin down, and then switched it back on. Resetting the ST got a system that booted, but I got lots of messages about "Data on drive C: may be damaged" etc.

So, I ran the GE-Soft utilities, and it found a new bad sector in the partition that is Drive C:. I marked it as bad. Everything now worked properly.

Now, when I switch on the drive, it performs its power-on-self-test as before. However, right at the end, the "Access" LED comes on and stays on, and the ST does not boot. Resetting the ST twice will switch the LED off, and the system performs normally.

Does anyone know what's wrong, and if I can fix it?

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

7145. Re: MonSTer virtual screen program

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 14:43:09 UTC
From: cs89bsm@brunel.ac.uk
Message-ID: <C788vy.305@brunel.ac.uk>
Source record: 205775

```
And me please.......
--
-----------------------------------------------------------------
| Brendan McEnroe (Brond) | Pure SINE wave in my head |
| Applied Computer Systems Yr4 | |
| Brunel University | /\ /\ /\ /\ |
| Middlesex |/ \ / \ / \ / \ |
| England | \ / \ / \ / \ /|
```

7146. DSP Questions

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 14:53:10 UTC
From: matt-dah@dsv.su.se
Message-ID: <3150@vall.dsv.su.se>
Source record: 205773

Hi Atari Lovers,

I'm from Amiga land (don't hit me, and I won't hit you) and I was wondering about this piece of hardware called DSP, which I've heard that the Falcon has. I know that the Amiga will support a DSP too later this year, and I have some questions regarding the use of such a device:

Since the DSP is capable of playing several voices of 16-bit sound, will that save me from buying that $2000 EPS-16+ keyboard? I mean, is it possible to hook up a very simple keyboard, which only has midi in/out, and then use the DSP as the main unit?

Maybe it's a stupid question, but I'll be glad if someone tried to answer...

--
```
=========================================================
= Regards = email: = 1280x512x262000+ =
= Mattias = matt-dah@dsv.su.se = I love it. =
=========================================================
= If we don't *buy* our programs, there soon won't be =
= any new software for the Amiga. Obvious, is it not? =
=========================================================
```

7147. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 14:53:34 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993May18.145334.11162@gumby.cc.wmich.edu>
Source record: 205770

In article <jonal.219.737716986@dhhalden.no> jonal@dhhalden.no (JON ARVID LOVSTAD) writes:
>
> I think the situation could be bettered if Atari made an Atari brand drive.
> Then at least the dealers would know that it would be available.

Huh? There are lots of plug-and-play CD-ROM drives available that
work fine on Atari's. And if Atari *did* make an "Atari brand drive"
what makes you think "dealers would know it would be available" any
more than the raft of other Atari products that are *not* available?

But if I went out and bought a CDROM drive, what would I put in it
(for the Atari)? Nobody will spend time/money creating the ROMs
with the small/diminishing customer base that currently exists.

> consider a retailer disc consisting of demos of most Atari
> software available. Then all customers out there could try things out and
> decide if it's worth their money.

This was suggested, and even attempted, but never got off the ground.
Unfortunately.

> I think this could reduce piracy (i.e. all downloads
> made from the pirate boards just to check out what a certain piece
> of software is like. This is IMHO generating a *lot* of traffic on
> those boards).

An interesting concept, and I suspect you may be right. I certainly
know that I hate to spend the bucks to buy some software that's
been hyped to the max in ads, only to find that it's incomplete,
bug-ridden, poorly documented, badly designed, or all of the above.
It makes you very cautious about future purchases.

> and make devs (especially the US ones, who generally suck big time
> in the interface dept.) make better apps

Hey! Smile when you say that, pardner. I'm a US software developer.

> due to the fact that the
> competitors are only a few bytes away :-)

Oh, I guess you did, Jon. :-)

- Mark O'Bryan (author of Omni-Banker ST)

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

7148. Macintosh HFS for MiNT?

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 15:03:14 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <C789tE.8sB@cs.bham.ac.uk>
Source record: 205772

The loadable filesystems of MiNT/MTOS seem an ideal solution to every Spectre owners problem: how to get files from Spectre<->ST.

Has anyone thought of doing an HFS.XFS for MiNT and Spectre?

Just a thought!

7149. Re: Hyundai 4-dr, sdn *mint cond*

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 15:15:18 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <C78ADJ.9n8@cs.bham.ac.uk>
Source record: 205774

```
In article <1993May18.121927.1973@jonh.wimsey.bc.ca> John Henders writes:
>pbirrel@eis.calstate.edu (Paul Birrel) writes:
>
>>Late 1988 Hyundai Excel for sale: Fresno, California
>
> Does anyone know what version of TOS this runs?
>
```

7150. Video output/ST

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 16:12:43 UTC
From: astralab@zoo.bt.co.uk
Message-ID: <1993May18.161243.27925@zoo.bt.co.uk>
Source record: 205777

I bet this is a FAQ, so i'll wear my flame proof 'undies' just in case....

I've got an old frame grabber for my ST(E-1mb). What's the *cheapest* way i can get the output from my ST onto VHS casette (i'm in the UK BTW)? I've tried bunging the ST2SCART lead into the back of my video recorder but there seems to be a problem with the time code or something (the video's tape counter throws a fit at the point i've paused the tape).

TIA

Andy 'Journeyman' Settle

7151. QUESTION ABOUT FONTS...?

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 16:35:03 UTC
From: akakavel@dante.nmsu.edu
Message-ID: <1tb37nlNNga1@dns1.NMSU.Edu>
Source record: 205778

Please:

I'm looking for a program--
Program Name:TYPE ART
Company: D.M.C.
Country of Origin: GERMANY
Computer: ATARI-JIL
Function: It constructs letters(fonts) and Vector-Graphics
^^^^^^^^^^
destined for the DTP program named "CALAMUS" of the
company mentioned above.

If anyone knows a representative of this company in U.S. (phone no.,etc)
or even better a source where someone could "fish" the program....
let me know...e-mail:akakavel@dante.nmsu.edu
HIGLY APPRECIATIVE IN ADVANCE----->ANDRE THE LOGICAL---->THANK YOU

7152. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 16:36:03 UTC
From: boyd@tait
Message-ID: <C78E43.2qM@mailer.cc.fsu.edu>
Source record: 205780

Mr R. Mellish (rm03@ic.ac.uk) wrote:
> Remember all those really good games on the Spectrum and C64 ?
> Like to play them once again ?
> We are looking for some ideas for a game to program. Rather than think
> up something new, we decided to do an enhanced copy of one of the
> great old games for the ZX Spectrum or C-64. Except we can't decide which
> one. So get your votes in now! Tell us which classic games you would like
> to see on the ST.
> Please post, or email to r.mellish@ic.ac.uk or ha.jones@ic.ac.uk, and
> we will summarize if there is enough interest.

Arcade games: Omega Race, Frogger, Pengo, Galaga, Tempest.
Old Atari 8-bit / C-64 games: Encounter (pleeeeeese!), Rescue From Fraculus

The one Encounter-like game I have found for the ST is Backlash, which is
really good, but too repeatative (it is almost there, only a few things would
be needed to make it a must-have).

The big problem with a Tempest clone would be the controller. I would opt
for the mouse, I suppose. I wonder if the old 8-bit paddle controllers would
work on an ST at all? If so, it would be very cool to have the option to
use them. Also, for any joystick games, support for the 4 player adaptor
would be nice, as they are so easy to make.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

7153. Re: DSP Questions

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 16:41:14 UTC
From: kreymer@fnalo.fnal.gov
Message-ID: <1993May18.104114.1@fnalo.fnal.gov>
Source record: 205776

In article <3150@vall.dsv.su.se>, matt-dah@dsv.su.se (Mattias Dahlberg) writes:
...(extracted)...
> Since the DSP is capable of playing several voices of 16-bit sound,
> will that save me from buying that $2000 EPS-16+ keyboard? I mean,
> is it possible to hook up a very simple keyboard, which only has midi
> in/out, and then use the DSP as the main unit?
...(extracted)...

The DSP is a Digital Signal Processor chip which can be used to filter, analyze or synthesize the audio signals in digital form. By itself, a DSP can only process digitized waveforms.

Certainly the $800 Falcon, which includes the necessary MIDI interface, Analog to Digital, DSP, Digital to Analog, and Software components, could act as your main unit. You should check your Amiga contacts for information on future Amiga DSP systems.

7154. Re: GEnie.

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 18:05:12 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May18.180512.3017@newshost.lanl.gov>
Source record: 205782

In article 81560@cup.portal.com, Bob_BobR_Retelle@cup.portal.com () writes:
>
>Give *me* a break, John...
>
>I didn't start this thread, nor was I the first one to make a "my system
>is better than yours" comparison...
>
>BobR

Consdider it "given" then, Bob. I was simply responding to a user's querie about GEnie and was not aware that CompuServe had lowered it's prices to something approaching a more reasonable level. Thank you so much for the enlightenment and my sincere apologies for ruffling your feathers.

Personally, I will return to the occasional login on CIS just to see what's up or to investigate one of the pc forums now that I can do so without mortgaging my house first. If they now have a superior service to offer the ATARI user as compared to GEnie's, I'll happily report that here on the net.

But somehow... I doubt that's what I'll find. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

7155. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 18:18:10 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May18.181810.4943@newshost.lanl.gov>
Source record: 205783

In article 737716986@dhhalden.no, jonal@dhhalden.no (JON ARVID LOVSTAD) writes:
>
>I think the situation could be bettered if Atari made an Atari brand drive.
>Then at least the dealers would know that it would be available. In
>addition, consider a retailer disc consisting of demos of most Atari
>software available. Then all customers out there could try things out and
>decide if it's worth their money. I think this could reduce piracy (i.e. all
>downloads made from the pirate boards just to check out what a certain piece
>of software is like.

Hey, that's a great idea! Unfortunately, it's one that Atari already had.
Last year, Atari announced they were going to produce this great demo CD-ROM
and had all the developers jumping through our collective rearends to provide
program demos and docs for inclusion on the CD. To make a long story short,
it never happened. <sigh>

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

7156. Re: Falcon demos

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 18:41:22 UTC
From: hstaalm@cs.vu.nl
Message-ID: <C78Jwz.4oq@cs.vu.nl>
Source record: 205781
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

73110.713@CompuServe.COM (Allen Goreski) writes:

>Anyone try out these new demos for the Atari Falcon? It would
>would be interesting to hear some of the technical details
>involving these demos.
>

> **********
>Number: 28721 Name: SPEEDER.ZIP
>Address: L.SMITH70 Date: 930513
>Approximate # of bytes: 163584
>Number of Accesses: 14 Library: 4

>Description:
>A VERY nice graphics demo for the Falcon that features better-than-Super
>NES scaling. The demo flies you over texture mapped terrain. Looks
>GREAT!

>Keywords:
>falcon030,supernes,snes,scaling,demo,graphics,texture,map,fly,realtime
> ----------

> **********
>Number: 28719 Name: FRCFLIGH.ZIP
>Address: N.KOWALEWSKI Date: 930513
>Approximate # of bytes: 31360
>Number of Accesses: 37 Library: 10

>Description:
>This is an outstanding and impressive demo for the power-of-two-hearts
>on Ataris new Falcon030 computer, the first consumer level machine with
>on-board Digital-Signal-Processor. Combining the 32 Mhz Motorola DSP56k
>with an MC68030 CPU, this demo does a real-time mostly 25 frames per second
>zooming flight through a fractal. There are three flights in ths archive.
>Every flight has about 1000 frames.

>This has been done by Photon of Lazer/Independant, a german demo crew.
>Have fun.

>Keywords: Falcon030, DSP, fractal, realtime, demo, power
> ----------

Good. Where can we find them?

Greetings

Hans Staalman,

--

Department of Mathematics & Computer Science Vrije Universiteit
Amsterdam The Netherlands

7157. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 18:52:20 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.221.737751139@dhhalden.no>
Source record: 205784

In article <1993May18.145334.11162@gumby.cc.wmich.edu> obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
>> I think the situation could be bettered if Atari made an Atari brand drive.
>> Then at least the dealers would know that it would be available.
>
>Huh? There are lots of plug-and-play CD-ROM drives available that
>work fine on Atari's. And if Atari *did* make an "Atari brand drive"
>what makes you think "dealers would know it would be available" any
>more than the raft of other Atari products that are *not* available?

Well, let me tell you something. When Apple first introduced their drives, they were *expensive*. Several others had drives on the market too, but Apple's sold more due to the fact that people felt more secure with that product since it were Apple brand. *I* know that you can plug and play a SCSI CD-ROM onto the Atari range (I'm using a standard Apple CD150 from time to time), but most people, dealers included, does not know this. Therefore, they don't carry it in their shops and show 'em off to people. What I mean is that a lot of people would feel more comfortable about buying a n Atari brand CD ROM drive even though it would cost a bit more than a similar un(Atari)branded drive (this was supposedly why Atari didn't brand the Chinon drive last time, it would be $50 over the street prices for a Chinon branded drive).

Atari made some deal with PLI some time back, but I don't know if it's still in effect. They were supposed to write 'compatible with Mac, PC bla bla Atari computers' in their ads for 3rd pary HD's etc.

>But if I went out and bought a CDROM drive, what would I put in it
>(for the Atari)? Nobody will spend time/money creating the ROMs
>with the small/diminishing customer base that currently exists.

Again, Atari must do something. Apple has pushed the CD-ROM media to an all time high since they are making promo discs and urging people to make use of the medium. I would strongly advise Atari to put all their developer docs, dev software and sample code (do they make this????) on disc in the future. Cheaper in production, saves a hell of a lot of trees and saves 'em enough on stamps to make a new Falcon case :-)

On a sidenote, *I* am willing to spend time and money making something on disc for the Atari community. I do not, however, have the funds right now :-(I exchanged a couple of mails with Bob of Walnut Creek CD-ROM about making an Atari disc last fall and they were interested. I urged him to contact Atari for eventual co-funding. I've been busy since that time so I haven't gotten back to him on that yet, but we'll see.

>> consider a retailer disc consisting of demos of most Atari
>> software available. Then all customers out there could try things out and
>> decide if it's worth their money.
>
>This was suggested, and even attempted, but never got off the ground.
>Unfortunately.

Do you know why the project crashed?

>> I think this could reduce piracy (i.e. all downloads
>> made from the pirate boards just to check out what a certain piece
>> of software is like. This is IMHO generating a *lot* of traffic on
>> those boards).
>
>An interesting concept, and I suspect you may be right. I certainly
>know that I hate to spend the bucks to buy some software that's
>been hyped to the max in ads, only to find that it's incomplete,
>bug-ridden, poorly documented, badly designed, or all of the above.
>It makes you very cautious about future purchases.

Right. That's the way I feel as well. In addition, if more people saw a
product that had potential, but missed something, they could give feedback
to the dev about it.

>> and make devs (especially the US ones, who generally suck big time
>> in the interface dept.) make better apps
>
>Hey! Smile when you say that, pardner. I'm a US software developer.

Hit a nerve there? :-) (just to be safe) I haven't seen your apps, but I'm
really sad to say that there are a *LOT* of overseas devs who hasn't got a
clue about interfaces. I mean both functional _and_ aestethical. If you
look to the German scene, it's more common with *real* checkboxes and
radiobuttons in dialogs, titles that *don't* look like buttons (check out
AtariWorks...OK, he's Indian) or drop down menus (watch that shaded box),
have buttons that look like they have caught a growing disease (yeah, about
8x11 inches or so) and last but not least, that *have* to have a raster in
dialogs. I'm exaggerating a bit here, but I think you get my drift.

>> due to the fact that the
>> competitors are only a few bytes away :-)
>
>Oh, I guess you did, Jon. :-)

Gotta cover my back!

BTW, wouldn't it be great with a one week developer camp for Atari devs
somewhere out there? Come together, share ideas and agree on some standards
or someting? All we need is some $$$ from Atari...

>- Mark O'Bryan (author of Omni-Banker ST)

Jon

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

7158. Forsale 520st

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 20:36:02 UTC
From: p1j@theborg.ssd.ray.com
Message-ID: <1993May18.203602.21392@theborg.ssd.ray.com>
Source record: 205568

I have the following atari system for sale.

1. 520st cpu with 2.5 meg of memory, new tos roms.
2. sm124 monicrome monitor.
3. Spectre Mac emulator cartridge with Mac Roms.
4. Debugger cartridge.
4. ICD AdSCSI ST Series Host Adapter, 1992.
5. Adaptek 4070 scsi->rll hard disk controller.
6. Micropolis 1325 80 meg mfm / 105 meg rll hard drive.

This is a complete system with the exception of a hard disk case/ps. If
you supply a hd case with power supply I will put the system together for you.

The hard drive currently has three mac partitions of 15 meg each and the
rest of the drive contains gem partitions.

I would like to get $675.00 for the system. If you want pieces please make
a offer. I've sold out and bought a 486 boat anchor.....

--

Paul R. Jacobs | p1j.ssd.ray.com or
---------------------| p1j@theborg.ssd.ray.com or
Home-> | p1j@seaslug.network23.com

7159. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 21:37:04 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1tbku0INNgnr@golem.wcc.govt.nz>
Source record: 205788

Old games huh?! How about a good platform-type game (like 'Great Giana sisters' I used to think that was pretty good on the C64 many moons ago...)

7160. Re: DSP Questions

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 21:42:39 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1tbl8flNNgnr@golem.wcc.govt.nz>
Source record: 205789

On this subject, according to a local dealer, some new mac, currently in the works, will have 2 DSP chips in it. Pretty powerful stuff! For a bit of extra money, as well as the built in micro-phone, you can also get a built in video-camera type add-on. So, you can network your machines, and talk to others around the office via that!

Motorola has also got a new chip, running at (I think) 80Mhz, without any clock doubling etc. Which is a fair bit more powerful than Intels Pentium chip (the one to be in the '586' (now the P5).

Atari has their Jaguar, which if it sees the light of day remains to be seen, and if it isn't out by this christmas, Sega etc. will sure beat them to it, but if they get it out, it's going to put a lot of atari product on the shelves!

Lotsa changes.... This time, 1995 - we won't have a clue what's going on! (Most of us don't at the moment....)

7161. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 21:45:03 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1tblcvINNgnr@golem.wcc.govt.nz>
Source record: 205790

```
] The big problem with a Tempest clone would be the controller. I would op
] for the mouse, I suppose. I wonder if the old 8-bit paddle controllers w

Tempest has already been written on the ST. Pretty terrible game.
(compared to say, anything written in the last 2 years).

I'm surprised it *isn't* PD.
```

7162. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 22:57:08 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC78vr8.33u@netcom.com>
Source record: 205791

In article <1993May18.181810.4943@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>
>Hey, that's a great idea! Unfortunately, it's one that Atari already had.
>Last year, Atari announced they were going to produce this great demo CD-ROM
>and had all the developers jumping through our collective rearends to provide
>program demos and docs for inclusion on the CD. To make a long story short,
>it never happened. <sigh>

Hey, I remember that! Wow, the good ol' days... :-)

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

7163. Re: Piracy (was Re: Custo

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 23:02:57 UTC
From: lannie@iowegia.dsm.ia.us
Message-ID: <mVPR4B1w165w@iowegia.dsm.ia.us>
Source record: 205728

sysop@sterbbs.nl (Bert Rozenberg) writes:

> Warwick Allison wrote
> ++++++++++++++++++++++++++++++++
> |||Of course, there is the market-share problem, but since Atari is a Music
> |||industry leader, we might expect other applications (not including games)
> |||to bring CD-ROM drives to the customers' desktops.
> ++++++++++++++++++++++++++++++++
>
> ROFL
>
> Atari anounced a CD-ROM player about four years ago, again three years
> ago and again two years ago. Everytime "real soon now". Finaly they
> dropped the complete project. So Atari will not bring CD-ROM drives to
> the customers desktop, other companies are doing it right know. Atari
> will probably jump on the bandwagon later on.
>
> Bert Rozenberg (sysop@sterbbs.nl)
>
> ---
> | STER BBS, The Netherlands | 10 V.32bis lines on rotary |
> | Internet Mail and 200 newsgroups | Major BBS v6.11 * 18 CD-ROM's |
> | Call +31 1880 40035 | * QWK * CHAT * GAMES * MORE * |
> ---
>
> ---
> * TLX v1.55 * Mr Sulu, set course for the HST Zone, warp 14400.
>
>
> ---
> | STER BBS, The Netherlands | 10 V.32bis lines on rotary |
> | Internet Mail and 200 newsgroups | Major BBS v6.11 * 18 CD-ROM's |
> | Call +31 1880 40035 | * QWK * CHAT * GAMES * MORE * |
> ---
>

I read a long time ago, they couldn't sell them for a competative
price, so they decided to let the other parties make the drives.

They had one made and working a LONG time ago.

7164. Re: GEnie.

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 23:22:56 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <81631@cup.portal.com>
Source record: 205799

Looks like everybody finally got the rates right, except that the prime time rate is now down to $12.50 per hour. Actually most all of the RT areas except for those which are computer specific are included in the *BASIC $4.95/month fee. This includes the Medical, Hobby, Scuba, Law, Radio & Electronics, Food & Wine, and not least Mine, A Law Enforcement RoundTable. (yup I'm predjudiced, but I made my decision to be on GEnie after several years elsewhere about 3 years before I had my own RT there.)

Dave Flory, ALERTsys*Cop

7165. Re: Video output/ST

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 23:29:29 UTC
From: Laurent_Zimmerli@temptation.alphanet.ch
Message-ID: <Laurent_Zimmerli.07z8@temptation.alphanet.ch>
Source record: 205750

In a message dated Tue 18 May 93 21:20, Astralab@zoo.bt.co.uk (andy 'Journe
wrote:

AJ> I've got an old frame grabber for my ST(E-1mb). What's the *cheapest*
AJ> way i can
AJ> get the output from my ST onto VHS casette (i'm in the UK BTW)? I've
AJ> tried bunging
AJ> the ST2SCART lead into the back of my video recorder but there seems
AJ> to be a problem
AJ> with the time code or something (the video's tape counter throws a
AJ> fit at the point
AJ> i've paused the tape).

Some versions of the ST have on pin 2 Composite Signal which can be
used to this,and some versions have a hugly signal called 'Composite Sync'
i've never understand what it's for...someone knows????

My 1040 stf cannot send its signal to a tape recorder,but my 520 stfm
make it perfectly...

hope this helps.. :)

L.Zimmerli

-- Via DLG Pro v0.995

+------------------+---+
Laurent Zimmerli	Temptation BBS +41 38553454 / Voice +41 39267037
Jacob-Brandt 81	Fidonet : 2:301/331 / Fax +41 39280607
CH-2300 Chx-de-Fds	Internet: Laurent_Zimmerli@temptation.alphanet.ch
+------------------+---+

7166. Re: Calamus Outline

Newsgroup: comp.sys.atari.st
Date: 1993-05-18 23:36:24 UTC
From: jesa@s0jxb.exnet.co.uk
Message-ID: <H.GN4ART&4dIw@s0jxb.exnet.co.uk>
Source record: 205725
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1tac7dINNdpf@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>CALAMUS OUTLINE
>Please Help...!!
>
>Is Calamus Outline Art a stand alone program, or must it be used
>in conjunction with Calamus..??
>
>
>
>Thanks....
>
>
>Roger.............. sheppard_r@kosmos.wcc.govt.nz

Outline is a stand alone vector graphics program, but as it only produces
CVG files, it is not a lot of use without Calamus.
BTW I have a Mega STE and have upgraded from Calamus 1.09n to Calamus S
and Calamus S is so slow even at 16 mhz that I have gone back to the
"old reliable" 1.09 !(just for info)

anyone want to buy a German language version of Calamus S? :-)

John
--
==========
From: John Budden Email: s0jxb@exnet.co.uk

7167. Re: HD problem

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 00:54:34 UTC
From: boyd@gauss
Message-ID: <C7916y.L6I@mailer.cc.fsu.edu>
Source record: 205792
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

mjl-b@minster.york.ac.uk wrote:
> I have a Seagate SCSI hard drive with a GE-Soft host adapter. When I
> switched it on the other day, it didn't make its usual power-on-self-test
> noises -- it seemed to get stuck and make "tock tock" noises instead.
> [......]
> Now, when I switch on the drive, it performs its power-on-self-test as
> before. However, right at the end, the "Access" LED comes on and stays on,
> and the ST does not boot. Resetting the ST twice will switch the LED off,
> and the system performs normally.

ICD utilties include a program called bootfix, which "programs Seagate and Quantum hard disks to reliably boot the first time". It is apparently a configuration that the hard disk stores in non-volatile memory. This may be related to your problem. Anyway, there are versions of the ICD software available via ftp (ftp.uni-kl.de might have it). The program is only run once, to initially program the drive. Give it a try, it couldn't hurt.

Also, the ICD formatter can be told to do multiple passes, which will usually root out any transient sector problems (which a single pass can miss).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

7168. zoo 2.1

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 01:50:09 UTC
From: braner@trantor.emba.uvm.edu
Message-ID: <1993May19.015009.19369@uvm.edu>
Source record: 205706

I've gotten zoo 2.1 from a.a.umich and as has been posted here recently
it has some problems. "zoo x file" does not work. "zoo -extract file"
does work, but that does not allow one to use the modifier letters such
as "zoo x: file". There are some .zoo files I got off of a.a.umich that,
when listed, show file names STARTING with '/'. (How come?) When I try
to un-zoo them with "zoo -extract" I get 2-bombs. Any workarounds?

- Moshe

--

Moshe Braner braner@emily.emba.uvm.edu
47 McGee Road, Essex, VT 05452 (802) 879-0876

7169. Re: PAGESTREAM III

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 01:53:40 UTC
From: cfaehl@polaris.unm.edu
Message-ID: <1tc3v4INN775@lynx.unm.edu>
Source record: 205793

In article <737642764.12528@minster.york.ac.uk> mjl-b@minster.york.ac.uk (Mathew Lodge) writes:
>In article <1stm7tINNfk2@lynx.unm.edu> cfaehl@polaris.unm.edu (Chris Faehl) writes:
>>
>>Geez, exactly HOW DIFFERENT is King's English to American? So you change a
>>bunch of o's to ou's, add a few more words to the dictionary as you need them -
>>I don't see what the problem is.
>
>Actually, the difference is quite large (and it's Queen's English -- the
>King has been dead for 40 years. British English is probably a better term,
>but I digress.)
>
>I suppose you'd be happy to use a British English dictionary? All you have
>to do is add a few words, like color, humor, gray, etc. etc. etc...

Yes, I'd be happy with it. Differences noted. So what. You add them as you use them, and soon, you have no problem. I don't know anybody who really cares if I spell color colour or gray grey. Those that do, I must label as language pedants.

You know, I can't see how hard it would be for someone to type in a supplementary dictionary and distribute it. Send it to SoftLogik.

>
>>Chris Faehl
>>cfaehl@polaris.unm.edu
>
>Mat
>
>| Mathew Lodge | "What's your name, boy?" "Kate." "Isn't that |
>| mjl-b@minster.york.ac.uk | a bit of a girl's name?" "It's short for... |
>| University of York, UK | Bob." -- Blackadder II |

7170. *** SOFTWARE *** for sale

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 02:59:36 UTC
From: dedebe@triton.unm.edu
Message-ID: <1tc7qoINN92o@lynx.unm.edu>
Source record: 205795

I still have a few of my old 1040 ST Games. Want 'em?

```
+-----------------------------------------------\
| OIDS POPULOUS BALANCE OF POWER <--- $5.00 each
+
| Gold of the Americas Puffy's Saga Arkanoid <--- $2.50 each
+-----------------------------------------------/
```

The Above Prices Include Shipping in the US.

Also available:

Mark Williams C - C Compiler with debugger and ST Internals (abacus)
$15.00 shipping included.

Give me a call! (206) 776-7750

Ask for David Adams

7171. Re: Hyundai 4-dr, sdn *mint cond*

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 03:44:31 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <1tcaev$8l5@charm.magnus.acs.ohio-state.edu>
Source record: 205796

Well, he is closer than some, Hyundai was selling computers before they jumped to cars...

Michael Steve jr.
The Sequel

7172. Re: Cross compiling with GNU C for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 03:52:14 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13460@uqcspe.cs.uq.oz.au>
Source record: 205797

roy@eckerd.edu (Jonathan Roy) writes:

> I'm going to start doing some programming soon.. I wish to do all
>of my programming in C++... Now, there are no C++ compiler I know of for
>the ST except, of course, GNU C. I only have 1 MEG of RAM though...

> So, it seems to me I should be able to compile a GNU C cross compiler for
>the 68000 on the Suns at school, then link the .o files (hardware
>independant stuff) to my friends GEM front-end code, which will be
>standard ANSI C, compiled with Lattice C...

I don't know if the object code of GNU C and Lattice C are compatible -

You could just use my GEM++ C++ class library (written in GNU C++ of course).

(If I plug GEM++ one more time, I think I'll have to rename it "Hoverjet
Simulator" or something ;)

Seriously, GEM programming lends itself VERY well to C++, since the GEM
system is already an object-based system (even one of the data types is
called "OBJECT"!). Merely using C GEM libraries, you'll have to be
careful to still have your own Object Oriented layer on top of the bare
C code. GEM++ is fairly minimal in that it provides little more than
what could be attained in plain C (except it is ten times easier to write
GEM++ programs than plain C programs), so your friend's C code will
probably provide you with more features in an absolute sense.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

7173. Re: Problems with GNU C++

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 04:00:25 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13461@uqcspe.cs.uq.oz.au>
Source record: 205798

thiele@quando.quantum.de (Holger Thiele) writes:

> #include <iostream.h>

> class Test { public: void try_it(); static int var; };

> void Test::try_it(); { var = 1; }

> test.cc:12: Undefined symbol Test::var references from text
> test.cc:20: Undefined symbol Test::var referenced from text

You don't define int Test::var; anywhere - that's what it's complainging
about (quite clearly too).

Add this line:

int Test::var=0;

To your code.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

7174. LZH'rs.

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 04:06:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <1973.78.uupcb@uttsbbs.uucp>
Source record: 205717

I've run into a problem recently, which I hope someone can help me with.
Here it is:

I recently was on GEnie (At a friends house, actually, who just got ann
account) and finally got my hands on the Speed Of Light GIF viewer. One
problem, it takes some new version of an LZH extractor, which was LZH'd
itself. We downloaded this. It tells us that for this we need yet
ANOTHER new LZ
H extractor, which is ALSO LZH'd! Well, I have'nt gotten any new
extractors in over 3 years, as that's when I shut my board down, and
there are NO local ST boards around.. So my question is, is there
anything on GEnie that will let me extract LZH201.LZH (I'm pretty sure
that was it) that is an executable file? Or am I going to have to go
through a maze of extractors? Please include filenames.

Thanks.

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+---+

7175. Re: Piracy (was Re: Customer Satisfaction!)

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 05:31:08 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <L35R4B18w165w@dogbox.acme.gen.nz>
Source record: 205451

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

> I don't really think this is an "average" ST/TT/Falcon user; this is the
> fate of those people living NO WHERE NEAR an Atari dealer, or even a
> store willing to carry Atari software. Again, no one's fault be Atari's.

This is what it's like here in New Zealand.
There are virtually NO Atari dealers in the entire country.

--
Alan Brown
dogbowl@dogbox.acme.gen.nz

7176. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 05:36:57 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <ac6R4B19w165w@dogbox.acme.gen.nz>
Source record: 205600

warwick@cs.uq.oz.au (Warwick Allison) writes:

> Forget ROM cartridges. CD-ROM discs are uncopiable. Just write games on
> those.

Not quite.

It's "CD-ROMs are huge, so let's make our datafiles so big that to
copy them people need a large hard drive. Forget copy protection,
just make them too big to copy easily."

This (IMO) is why there is so much animation, sound support, etc in
CD-ROM material - programmers have been freed from the normal
drive space constraints, and are encouraged to put as much
auxillary material on the disks as possible....

--
Alan Brown
dogbowl@dogbox.acme.gen.nz

7177. Re: Legends Of Valour

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 08:19:10 UTC
From: njp_summ@peanut.uwe.ac.uk
Message-ID: <1993May19.081910.17002@pat.uwe.ac.uk>
Source record: 205744

In article <1993May14.233852.20427@lims.lockheed.com>, hoffman@lims.lockheed.com (John Hoffman) writes:
|> Craig Graham (Craig.Graham@newcastle.ac.uk) wrote:
|>
|> : Has anyone seen the Legends Of Valour demo on the cover of ST Format this month?
|> : Is it any good ?
|>
|> : Craig.
|>
Well, it was OK. It got me gripped for a few 10's of minutes, the problem is (obviously) the speed. Texture mapping on a bit-planed machine is not realy on. Mr Tony Bennet (old UNT mem), with encouragement from myself, has developed a very fast texture-mepping routine that CAN ROTATE ON ALL THREE AXIS for the ST, and the version for the falcon is X times faster because of the extra speed, but it is then another 3 times faster when in true colour mode due to the ease of plotting a Pixel (1 word, instead of 4 words per pixel in 4 bitplains -16cols).

njp_summ@csd.uwe.ac.uk -CSD please!, not to one of the many workstations (eg kiwi, peanut, honey etc, CSD ONLY!)

7178. Re: Problems with GNU C++

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 08:21:44 UTC
From: thiele@quando.quantum.de
Message-ID: <1993May19.082144.2225@quando.quantum.de>
Source record: 205708

Holger Thiele (thiele@quando.quantum.de) wrote:
:
: Hello everybody,
:
: I have a problem with the GNU C++ compiler:
: When I try to compile C++ programs using static variables in class
: definitions, the linking fails.

< ..... >

Hello again,

I have to confess that I was very, very wrong to ask about an error in
the compiler.
In C++ it is not sufficient just to declare a static variable in a
class definition, because it is only a definition! It is necccessary to
declare the variable after the definition outside of the class definition.

Sorry to all of the GNU writers, but I have found this way of declare
static class variables in a C++ teach book. Because of this I asked about
an error in the compiler instead of searching the bug in myself!

Sorry again and thanks to the people who helped me.

Holger

--

Holger Thiele |
Quantum GmbH Dortmund | Et nunc, reges, intelligite,
thiele@quantum.de | erudimini, qui judicatis terram

7179. PAGESTREAM III

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 08:36:54 UTC
From: njp_summ@peanut.uwe.ac.uk
Message-ID: <1993May19.083654.17671@pat.uwe.ac.uk>
Source record: 205741

I WANT PAGESTREAM III!!!!!

I have got Pagestream 2.2, and it has killed everything else on ALL other formats (macs, pc's out workstations) for ease of use and productiveness.

I have converted many major anti-atari (for the reason the word 'atari' is used) people to use Pagestream to help to all their assignments, projects, and OHP slides for our course. Mind you, using it on 21" Eizo flexi - TT's gave it an advantage....

Anyway, was it just me, or did I see in (I think) ST USER, or REVIEW, a screen shot of the contents of one of their hard drives, with a directory named something like

PAGESTREM3.BETA (you now what i'm saying...)

```
;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
;;; I really dont like Calamus much.....
;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
;;; (Harsh words indeed there, Nathan ....????!@#$
;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
```

7180. Re: Falcon DSP

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 08:45:23 UTC
From: njp_summ@peanut.uwe.ac.uk
Message-ID: <1993May19.084523.18079@pat.uwe.ac.uk>
Source record: 205743

In article <1st347$1mge@info2.rus.uni-stuttgart.de>, schulz@kssun7.rus.uni-stuttgart.de (Claus-Dieter Schulz) writes:

> Could you please help me with some informations on
> the Falcon30 DSP.
> I like to know if it's possible to write own DSP
> programs. Are there any tools available.
> Second I want to know is if I could connect a CD and/or DAT
> digitally to the DSP. I know there is a DSP connector
> but it is not documented and the local dealer said that
> one needs a special interface to connect CD/DAT to the
> Falcon which is not yet available and will be expensive.
> Thank you for you help
>
> C.-D.
>
> ---
> C.-D. Schulz schulz@rus.uni-stuttgart.de
> ---

With the falcon I saw, there was a DSP assembler program and debugger (from Atari)

You mean the digital output? Hey! Why DO people sample from CD, when you can (should be able to) just nick the digital data straight from the disk.

No idea about connections though......

7181. Atari licenses Cinepak from SuperMac

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 10:12:26 UTC
From: 73110.713@CompuServe.COM
Message-ID: <930519100726_73110.713_FHG25-2@CompuServe.COM>
Source record: 205709

SuperMac announced that Atari licensed their video compression/de-
compression technology called Cinepak (aka CompactVideo) which will
allow full-length movies (with low framerates?) to be played from
CD-ROM. Cinepak is also the underlying technology of Apple's QuickTime.
Other licensees are Creative Labs and 3DO.

7182. Falcon demos request

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 10:17:00 UTC
From: 73110.713@CompuServe.COM
Message-ID: <930519101026_73110.713_FHG25-3@CompuServe.COM>
Source record: 205710

Would someone like to volunteer to download the Falcon demos from GENIE and send them over to Atari archives? I have been receiving a number of requests from people, but frankly my modem sucks (too slowly.) Someone also told me that N.Kowalewski is from Atari Germany, so the FractalFlight demo might be at some archive in Europe though.

The files are.....

Number: 28721 Name: SPEEDER.ZIP Library: 4
Address: L.SMITH70 Date: 930513

Number: 28719 Name: FRCFLIGH.ZIP Library: 10
Address: N.KOWALEWSKI Date: 930513

There's another new Falcon demo being released pretty soon from Tony "Blazing Bits" Barker called "Smooth". He's from Australia somewhere and can be reached by emailing 75300.2630@compuserve.com if you have any questions/comments about his stuff. He also created the Tina Turner and Paragon2 demos.

7183. Re: Program for learning Greek vocabularies

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 10:30:02 UTC
From: tony@gst-soft.demon.co.uk
Message-ID: <1993May19.113002.1@gst-soft.demon.co.uk>
Source record: 205719

As far as I know Jeremy is/was still looking for something that would handle Hebrew really well.

Tony
Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

7184. atari520 st + monitor + software for sale

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 10:30:44 UTC
From: kline@cs.arizona.edu
Message-ID: <40133@optima.cs.arizona.edu>
Source record: 205732

I have an atari520 st + monitor + software for sale.

I have the old developer's system.

I also have a non-functining 20 meg hd with lots of stuff I will throw
in.

I am asking $400 obo.

-nick
kline@cs.arizona.edu

7185. Re: Atari TT as prize on game show.

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 11:02:12 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.737809178@rw8.urc.tue.nl>
Source record: 205711

annmarie.scott@p2.f842.n800.z3.fido.zeta.org.au (AnnMarie Scott) writes:

>'Hey Hey, It's Saturday' have a 1040STe as a prize on Pluck-a-duck... not
>that I watch the show or anything :-)

How about this, in the Netherlands, in Vara TV Magazine, a TV guide, a picture of an Atari (not completely visible), about half a page in size, accompanying an interviews with the 'Vermeulen' brothers. (?)

Oh, by the way, also some keyboards on the photo, but I am just a computer spotter who can recognize a computer at a mile distance, so no keyboards :)

Erlend.

7186. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 11:14:35 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.737809882@rw8.urc.tue.nl>
Source record: 205712

rm03@ic.ac.uk (Mr R. Mellish) writes:

>Remember all those really good games on the Spectrum and C64 ?
>Like to play them once again ?
>We are looking for some ideas for a game to program. Rather than think
>up something new, we decided to do an enhanced copy of one of the
>great old games for the ZX Spectrum or C-64. Except we can't decide which
>one. So get your votes in now! Tell us which classic games you would like
>to see on the ST.

Thrashman! I used to play it every day (almost) when I still had my
C-64! If you don't know this game, here is a short description:
You had to pick up garbage at houses.
Little dogs would chase you.
It had a top view of the area, with a road in the middle and houses by
the side. garbage collecting against time, and there were other things
that hindered you while collecting the garbage that I can't remember
right now.

Erlend.

7187. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 11:16:31 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.737810119@rw8.urc.tue.nl>
Source record: 205713

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>Old games huh?! How about a good platform-type game (like 'Great Giana
>sisters' I used to think that was pretty good on the C64 many moons
>ago...)

nah, the very very best platform game was Frantic Freddy. It had the
very coolest music ever to feature in a game. Very very addictive.
Also a classic C-64 game.

Erlend.

7188. Re: Questions. ATW

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 11:18:55 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <737810333.14904@minster.york.ac.uk>
Source record: 205739

In article <1993May18.135832.23321@pat.uwe.ac.uk> dja_gow@csd.uwe.ac.uk writes:
>In article <81420@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>|> Atari is the company that hemmmmed and hawwed, and waffled and
>|> finally dropped the ATW (Atari Transputer Workstation) after
>Mmm, what ever happened the ATW. I managed to see the ATW 800 one year
>at a computer show in London. ST World, just about the best serious atari
>user magazine followed like a hawk. With much the same varosity as ST Format
>are watching the Falcon.

I spoke to Les Player, ex-product manager at Atari UK in charge of the ATW project, some time ago. He said that Atari eventually got around to manufacturing the ATW. A production line was tooled up in Germany, rather than Taiwan (the idea was that Germany and Europe would be the ATWs best market). However, the boards produced never worked properly and after fiddling around trying to sort the production line out, the whole thing was given up as a bad job.

>ATW was supposed to come with Helios and X windows. Helios for those who
>don't know is a operating system, very much a kin to Unix of some flavour.
>The only and major difference is that Helios runs in parallel.

Almost right. The clever thing about Helios is that it's a *distributed* operating system. It had a Unix-like interface, but since it didn't rely on shared memory, things like fork() were difficult to implement. The fact that it was distributed meant that parallel execution was really a by-product

>Yeah I seem to remember Pherillion Software or some company by that vague
>name had a hand in the ATW development.

Perihelion developed the original design. The company was then split into Perihelion Hardware, which Atari bought, who worked on the design of the ATW. Perihelion Software worked independently on Helios.

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

7189. Re: PAGESTREAM III

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 11:21:34 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <737810494.14975@minster.york.ac.uk>
Source record: 205740

In article <1tc3v4INN775@lynx.unm.edu> cfaehl@polaris.unm.edu (Chris Faehl) writes:
>In article <737642764.12528@minster.york.ac.uk> mjl-b@minster.york.ac.uk (Mathew Lodge) writes:
>>In article <1stm7tINNfk2@lynx.unm.edu> cfaehl@polaris.unm.edu (Chris Faehl) writes:
>>>Geez, exactly HOW DIFFERENT is King's English to American? So you change a
>>>bunch of o's to ou's, add a few more words to the dictionary as you need them -
>>>I don't see what the problem is.
>>
>>Actually, the difference is quite large (and it's Queen's English -- the
>>King has been dead for 40 years. British English is probably a better term,
>>but I digress.)
>>
>>I suppose you'd be happy to use a British English dictionary? All you have
>>to do is add a few words, like color, humor, gray, etc. etc. etc...
>
>Yes, I'd be happy with it. Differences noted. So what. You add them as you
>use them, and soon, you have no problem. I don't know anybody who really
>cares if I spell color colour or gray grey. Those that do, I must label as
>language pedants.

It is perhaps unfortunate, then, that all the documents I produce are
targetted at and read by nasty language pedants.

>>>Chris Faehl
>>>cfaehl@polaris.unm.edu

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

7190. Re: Falcon030 Net Port

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 11:37:22 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.737811308@rw8.urc.tue.nl>
Source record: 205714

mrz5149@ritvax.isc.rit.edu writes:

>Postscript? Well, use Speedo-GDOS and Compo Script and you won't have
>much of a problem. Yes, yes, for those of you who think there should be
>Postscript drivers built in, just think about how big a program
>Compo Script is and then think about whether or not you'd like to have
>that loaded in memory as a printer driver. :-)

Composcript is not just a printer driver. It is a complete post script interpreter, so an entire programming language. It has drivers for lots of printers. A postscript printer driver for Speedo shouldn't be that big. Maybe it could even be smaller since not everything has to be translated into bitmaps first, but could be sent like some sort of meta-file (in postscript of course).

Erlend.

7191. Re: Hyundai 4-dr, sdn *mint cond*

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 11:39:28 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.737811537@rw8.urc.tue.nl>
Source record: 205715

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>] Late 1988 Hyundai Excel for sale: Fresno, California
>] 62,000 miles, one owner

>Wrong are for selling cars methinks! 8-)

But didn't you see the subject line????
MiNT condition! ;-)

Erlend.

7192. PLEASE HELP : LOOKING FOR A C LANGUAGE FOR ST

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 11:47:26 UTC
From: philip@goofi.greco-prog.fr
Message-ID: <1993May19.114726.14117@greco-prog.fr>
Source record: 205554

I use to program my ST with the GFA-Basic, but I discovered the C a
few month ago (when I entered this school) and I find it more
powerful, so here are my questions :

_ what C (I want it ansi compatible!) do you urge me to use for
my ST ? Is it available on the net ? (It is not very easy for me to
find such softwares)
_ with this, can I easily use windows and mouse as I do with GFA?
_ and above all : is it possible to control the MIDI ?
_ where can I find C sources for ST?

Thanks a lot for helping me,

Fred.


```
-------------------------------------------------------------------------------
| PHILIP Frederic SSSS L AAA SSSS H H __ _ |
|------------------------------ S L A A S H H / `-' ) ,,, |
| philip@enserb.u-bordeaux.fr SSS L AAAAA SSS HHHH | | ()||||||||[:::}|
|------------------------------ S L A A S H H \__.-._) ''' |
| E.N.S.E.R.B. Bordeaux FRANCE SSSS LLL A A SSSS H H |
-------------------------------------------------------------------------------
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HendrixClaptonMooreVanHalenVaiKingCollinsSLASHSatrianiGilmourKnopflerBattenPage
VaughanReidHammetRichardsWoodHarrisonTaylorBerryReaNugentBettencourtGilbertBeck
YoungZappaGibbonsHookerDiMeolaHoldsworthAllmanMarvinHealeyRaittMayRhoadsSantana
GallagherFramptonMalmsteenTowshendLukatherGambaleWyldeWatersCray..and me ;-(

7193. price info needed

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 13:10:17 UTC
From: wayne@bragg.bio.purdue.edu
Message-ID: <C79z95.9t2@mentor.cc.purdue.edu>
Source record: 205718

Our lab is selling an atari system with the following characteristics

Computer:
Atari MEGA ST4 with 4 MB RAM
1 floppy drive
65 MB hard drive (Model: SEAGATE ST 279R)
12 R High Resolution B & W monitor (Model: SM124)
laser printer 300 x 300 DPI (Model: SLM 804)

Software:
All system software
Neodesk 2.0
LDW power spreadsheet
The timeworks desktop publisher ST
All manuals & original disks

How much would be a fair asking price. This system IS NOT FOR SALE TO THE PUBLIC YET. People at the university have to have first crack at it.

Please write me with price estimates as soon as possible
Thanks in advance
Wayne@bilbo.bio.purdue.edu

7194. Amberstar Puzzles Again

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 13:16:23 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <1993May19.131623.7089@porthos.cc.bellcore.com>
Source record: 205720

Well my wife is stumped again, so she came to me, and now
I'm stumped again too. In Amberstar, she has reached a
"Snake Island" which is surrounded by mountains, and she
cannot get through even though she has the sphere of opening.
Any suggestions?

In a different path, the Riddlemouth wants a word for the
opening. Our answers have ranged from "portal" to "debut."
It doesn't like any of our answers.

Since I see many puzzles ahead for us, does anyone know if
a hint book exists for Amberstar? This is apparently a very
addictive game, by the way.

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

7195. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 13:55:21 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1tde89$if@loch2.cc.strath.ac.uk>
Source record: 205721

rm03@ic.ac.uk (Mr R. Mellish) writes:

>Remember all those really good games on the Spectrum and C64 ?
>Like to play them once again ?
>We are looking for some ideas for a game to program. Rather than think
>up something new, we decided to do an enhanced copy of one of the
>great old games for the ZX Spectrum or C-64. Except we can't decide which
>one. So get your votes in now! Tell us which classic games you would like
>to see on the ST.

What about Trans-Am from the speccy ????

---

o===o +----+
David McNicol, | Strathclyde University, | |
3rd Yr Laser Physics, | SCOTLAND. |/--\| "I'm sorry Dave,
o===o ||[]|| but I'm afraid
Internet: D.McNicol@ccsun.strath.ac.uk !talk ! |\--/| I can't do that"
JANET: D.McNicol@uk.ac.strath.ccsun !to me! | |
o===o +----+

7196. Atari 1040 ST For Sale with Lots of Software

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 13:57:54 UTC
From: esg@pyuxd.cc.bellcore.com
Message-ID: <1993May19.135754.7683@porthos.cc.bellcore.com>
Source record: 205723
Cross-posted to: comp.sys.atari.st,alt.uu.comp.misc,comp.misc,ny.forsale,misc.forsale.computers.other,misc.forsale.computers,nj.forsale,misc.forsale.computers.d,misc.forsale,nj.general,rec.games

Hi:

I have to sell the following hardware & software ASAP. Asking $550.00 + S&H
for _everything_(!!!). _All_ the reasonable offers will be considered.

Ed Gokhman

Voice: (908)359-5161
Fax: (908)517-0059
e-mail: esg@cc.bellcore.com

. Atari 1040 ST
. Hardware
1. Atari 1040 ST Computer
2. SC 1224 RGB Color Monitor
3. 20 Mb SH Hard Disc Drive
4. Avatex 1200 Modem
5. Panasonic KX-P1080i impact dot matrox printer
. Documentation
1. ST Basic Sourcebook and Tutorial
2. ST Computer Owner's manual
3. SH Hard Disk Drive Owner's manual
4. SC1224 RGB Color Monitor Owner's manual
5. KX-P1080i Operating Instructions
. System Software
1. ST USA Language Disk
2. ST Boot Disk
. Games
1. Accolade.
2. Aquanaut.
3. Aussie Joker Poker.
4. Balance of Power (1990 Edition)
5. Batman, The Caped Crusader
6. Chuck Yeager's Advanced Flight Trainer 2.0
7. Chaos Strikes Back, Dungeon Master - Expansion Set #1
8. Eye of Horus (no instructions)
9. Golden Path
10. Iron Lord
11. Mixed-Up Mother Goose
12. The Real Ghostbusters (no instructions)
13. Rick Davis's World Trophy Soccer
14. Road Runner
15. The Running Man (includes the book by S. King)
16. Savage

17. Space Ace
18. Spy vs Spy - The Island Caper.
19. Triton III (no instructions)
20. Winter Challenge (no instructions - do you need one?)
21. Zombi.
. Educational
1. First Letters and Words by FirstByte
2. Mathtalk by FirstByte
3. Speller Bee by FirstByte
. Art
1. Degas Elite.
. Productivity
1. WordWriter by Timeworks
2. ST-Term (FoReM BBS Compatible) by Comnet Systems Software
3. Megamax C Language Development System
4. Maillist (no instructions) by Artworx
. Books
1. B. and J. Flynn. ST Applications. COMPUTE! Publications, Inc.
2. Atari ST Internals, Abacus Software
3. Atari ST GEM Programmer's Reference, Abacus Software
. Magazines/Disks
1. STart, August 1989. Diskless
2. STart, March 1989. On Disk: SEURAT Paint Program, ST Coloring
Book (cute!), Assembly language graphics & sound
3. ST Format, December 1992. Issue 41. 2 Disks. Disk 1: Air
Support, Hyperbase, Sound Lab, STOS Fix, GFA Spec, GIF to RAW,
PLUS!. Disk 2: Protext v4.3, Maastricht.
4. ST Action. Disks only:
a. #9: Flip-it 'N Magnose, Professor Mariarti, Helter
Skelter, Gremlin's Venus.
b. #11: Nine Lives, Saint Dragon, Spellbound
c. #12: Toyotta Rally, Defender II, Flimbo's Quest, Z-Out
d. #13: Chip's Challenge, James Pond, Team Suzuki, Striker
e. #14: Jupiter's Masterdrive, Bug Bash, Nitro, Tentacle

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_/ _/ _/ _/ _/_/ ====================================
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879 West Park Ave, Ste 290
Ocean, NJ 07712 (908) 359-5161(v) (908) 517-0059(f)

7197. Re: Falcon demos request

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 14:15:09 UTC
From: tose@brosme.dhmolde.no
Message-ID: <TOSE.93May19141509@brosme.dhmolde.no>
Source record: 205716

>>>>> On 19 May 1993 05:17:00 -0500, 73110.713@CompuServe.COM (Allen Goreski) said:
AG> NNTP-Posting-Host: cs.utexas.edu

AG> Would someone like to volunteer to download the Falcon demos from
AG> GENIE and send them over to Atari archives? I have been receiving
AG> a number of requests from people, but frankly my modem sucks
AG> (too slowly.) Someone also told me that N.Kowalewski is from Atari
AG> Germany, so the FractalFlight demo might be at some archive in Europe
AG> though.
AG> The files are.....
AG> Number: 28721 Name: SPEEDER.ZIP Library: 4
AG> Address: L.SMITH70 Date: 930513
AG> Number: 28719 Name: FRCFLIGH.ZIP Library: 10
AG> Address: N.KOWALEWSKI Date: 930513
AG> There's another new Falcon demo being released pretty soon from
AG> Tony "Blazing Bits" Barker called "Smooth". He's from Australia
AG> somewhere and can be reached by emailing 75300.2630@compuserve.com
AG> if you have any questions/comments about his stuff. He also created
AG> the Tina Turner and Paragon2 demos.
AG>

Ok, me and some other lucky bastards (ie. falcon owners) upload everything
we get to ftp.uni-kl.de in germany. Both the files above are there, and a few
others as well. They rarely make it to a.a because of a couple of things:

1) I can never get into a.a these days, always too many users.
2) Files moves so slowly from New to Newitems
3) Transfer speeds aren't what they used to be either..

So if someone with a fast link to uni-kl and a.a could move the files over
that would be to the benefit of all I guess.

Now getting files from GENIE to Internet has never been easy and probably
never will but there is one thing that is even worse: getting files from
Australia the same year they are released :) Good luck!

Cheers,
Torbjoern Ose - tose@brosme.dhmolde.no

7198. Re: Calamus Outline

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 14:39:29 UTC
From: mike@medsun.unige.ch
Message-ID: <1993May19.143929.29282@news.unige.ch>
Source record: 205726
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1tac7dINNdpf@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
> CALAMUS OUTLINE
>
>
> Please Help...!!
>
>
>
> Is Calamus Outline Art a stand alone program, or must it be used
> in conjunction with Calamus..??
>

>

It is indeed a stand-alone. It is quite powerful (and I gather there
is now a new, fancier version); but look also at Didot Lineart, which
I much prefer.

--

Mike Morris
Geneva
Switzerland

7199. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 14:43:43 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.737822521@rw8.urc.tue.nl>
Source record: 205724

cabp09@ccsun.strath.ac.uk (DavidMcNicol) writes:

>What about Trans-Am from the speccy ????

No no, the very very best game on the Spectrum was certainly School
Daze and School Daze II (Back to School)

That was excellent fun. Write naughty things on the blackboard, kicking
junior students and shooting things at them.

Erlend.

7200. URGENT-driver sought

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 15:03:19 UTC
From: mike@medsun.unige.ch
Message-ID: <1993May19.150319.29510@news.unige.ch>
Source record: 205727

HELP PLEASE!

I am looking for a Calamus SL driver for a
Tektronix Phaser II PXe printer (colour postscript/
HPGL).
I need it YESTERDAY - if you have a working one that you
can legally give/sell me, or a contact address, please get
in touch!
via email or fax (Switzerland) 22.702.57.06

Thanks in advance!!
--

Mike Morris PhD
Division of Medical Genetics
Geneva
Switzerland

7201. WANTED: ATARI SM124 MONO MONITOR (Central England/Mid Wales)

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 15:22:13 UTC
From: evilandi@vnet.IBM.COM
Message-ID: <19930519.072915.545@almaden.ibm.com>
Source record: 205722

Wanted: Atari SM124 mono monitor for Atari ST computer. Will pay up to
50 UK pounds cash depending on condition. Must include leads. Can collect
anywhere from London to Manchester.

Telephone Andrew on UK 0926 464830 (answering machine) or email reply.

Andrew Oakley, IBM Warwick, UK IBM VNet: <9oakley@asicvm1> x(7)664830
InterNet: <evilandi@vnet.ibm.com> I speak FROM IBM, not FOR IBM!
JANet: <evilandi%vnet.ibm.com@earn-relay> UK 24h Tel. 0926 464830
24 Daddlebrook Road, Alveley, Near Bridgnorth, Shropshire, WV15 6NU, UK

7202. Re: Falcon demos request

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 16:24:05 UTC
From: hstaalm@cs.vu.nl
Message-ID: <C7A886.Lo1@cs.vu.nl>
Source record: 205731

tose@brosme.dhmolde.no (Torbjoern Ose) writes:

<< stuff deleted >>

>Ok, me and some other lucky bastards (ie. falcon owners) upload everything
>we get to ftp.uni-kl.de in germany. Both the files above are there, and a few
>others as well. They rarely make it to a.a because of a couple of things:

>1) I can never get into a.a these days, always too many users.

Try the mirror: src.doc.ic.ac.uk

>Cheers,
> Torbjoern Ose - tose@brosme.dhmolde.no

CU
Hans Staalman,

--

Department of Mathematics & Computer Science Vrije Universiteit
Amsterdam The Netherlands

7203. Re: Falcon demos request

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 16:26:27 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C7A8DK.Gnq@news.cis.umn.edu>
Source record: 205730

In article <TOSE.93May19141509@brosme.dhmolde.no>, tose@brosme.dhmolde.no (Torbjoern Ose) writes:
>So if someone with a fast link to uni-kl and a.a could move the files over
>that would be to the benefit of all I guess.

OK. I'm in the process of FTPing the falcon-related files from uni-kl (thanks to multi-tasking and multi-processing ... I have a UNIX box on my right which is doing the transfers at this moment.)

Expect to see them on atari.archive.umich.edu no later than 20 May 1993.

-- David Paschall-Zimbel

7204. Re: Hyundai 4-dr, sdn *mint cond*

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 16:42:27 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993May19.164227.10942@dcs.warwick.ac.uk>
Source record: 205733

In article <wmtwen.737811537@rw8.urc.tue.nl> wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
>wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>
>>] Late 1988 Hyundai Excel for sale: Fresno, California
>>] 62,000 miles, one owner
>
>>Wrong are for selling cars methinks! 8-)
>
>But didn't you see the subject line????
>MiNT condition! ;-)

Which I guess means that the car is in bits and you'll have to put it together yourself before you can use it (Either that it's an old version with major mechanical problems).

:-)

- Leo

7205. Re: Falcon X/Unix system questions

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 16:45:52 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993May19.164552.2787@beaver.cs.washington.edu>
Source record: 205734

In article <H.ea.UPGDk7_3Ghw@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <737282295.17364@minster.york.ac.uk>, andrew@minster.york.ac.uk writes:
>> I know MultiTOS is much better than Unix :-) but will there be a unix
>> (linux) clone for the Falcon? Does the Falcon have long file names in
>> it's file structure? Will I be able to run X windows on a 14M Falcon over
>> a unix clone, or over MultiTOS?
>
>Let's see:
>
>Not likely, way too slow. Not unless you load MiNT (the MultiTOS kernel)
>and use the minix filesystem; minix filesystems are NOT accessible from
>normal TOS, so your minix partitions will only be available if you have
>MiNT/MultiTOS and the minix filesystem loaded. Not likely, way too
>slow, and the screen is too small, unless you get the ScreenBlaster.
>--

Tell that to the computer people at our school who have MacX running on
just about every single Mac on campus. They're all hooked up to the
Internet somehow so you can log in with MacX just like you're on an
X-term. These aren't Quadras either, they're 2-3 year old Mac II
machines (like cx, si, ci -- I get confused with all the different
kinds), and the performance really isn't too bad. Oh, and the screen
resolution : 640x480.

>------------------==----------------
>Chris Herborth
>cherborth@semprini.tdkcs.waterloo.on.ca

Regards,

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

7206. Re: Piracy (was Re: Custo

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 18:03:37 UTC
From: sysop@sterbbs.nl
Message-ID: <gate.qsHT4B1w164w@sterbbs.nl>
Source record: 205729

Warwick Allison wrote
++++++++++++++++++++++++++++++++
|||Falcons come standard with a SCSI II port, so adding any third-party
|||CD-ROM drive is now a reality.
++++++++++++++++++++++++++++++++

That means Atari is finaly joining the SCSI and CD-ROM market.
That's a little different then 'bringing CD-ROM to the users desk' as
suggested in the original posting. Atari is just jumping on the
bandwagon.

Bert Rozenberg

STER BBS, The Netherlands	10 V.32bis lines on rotary
Internet Mail and 200 newsgroups	Major BBS v6.11 * 18 CD-ROM's
Call +31 1880 40035	* QWK * CHAT * GAMES * MORE *

---
* TLX v1.55 * Fill'em up with ZIP standard sir? No! ARJ premium please!

STER BBS, The Netherlands	10 V.32bis lines on rotary
Internet Mail and 200 newsgroups	Major BBS v6.11 * 18 CD-ROM's
Call +31 1880 40035	* QWK * CHAT * GAMES * MORE *

7207. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 18:24:28 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <C7ADss.GtD@freenet.carleton.ca>
Source record: 205735

rm03@ic.ac.uk (Mr R. Mellish) writes:
>
>Remember all those really good games on the Spectrum and C64 ?
>Like to play them once again ?
>We are looking for some ideas for a game to program. Rather than think
>up something new, we decided to do an enhanced copy of one of the
>great old games for the ZX Spectrum or C-64. Except we can't decide which
>one. So get your votes in now! Tell us which classic games you would like
>to see on the ST.

How about Montezuma's Revenge or Phantom of the Asteroid from the C-64?

BTW If there are any Bards Tale fans out there who played it on the C-64
but do not have it on your ST, this might be of interest. I have The
original Bards Tale running on my ST; it is a 300k+ file uncompacted.
It is exactly the same as the original!
--

!! Computer Engineering at The Carleton Country Club!!
------------------------ac382@freenet.carleton.ca-------------------

7208. Re: Falcon demos request

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 18:34:16 UTC
From: m91der@tdb.uu.se
Message-ID: <1993May19.183416.9124@tdb.uu.se>
Source record: 205736

```
Staalman H (hstaalm@cs.vu.nl) wrote:
: tose@brosme.dhmolde.no (Torbjoern Ose) writes:
:[...]
: >1) I can never get into a.a these days, always too many users.
:
: Try the mirror: src.doc.ic.ac.uk

No, uploading to a mirror will not put the file at atari.archive. :-(

---
Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)
```

7209. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 18:55:43 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.93May19195543@serdlc23.essex.ac.uk>
Source record: 205737

In article <C78E43.2qM@mailer.cc.fsu.edu> boyd@tait (Mickey Boyd) writes:
| The one Encounter-like game I have found for the ST is Backlash, which is
| really good, but too repeatative (it is almost there, only a few things would
| be needed to make it a must-have).

Er, I seem to remember reading a review of the ST version of Encounter
in ST Action a year or two ago. I guess this means that it *was*
available, once upon a time... but you'll have a hard job getting
hold of it.

--
Simon Oke, 3rd year Computer Science
undergraduate at the University of Essex, UK.

7210. Re: MultiTos

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 18:57:04 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2bfa83b7@p12.f202.n281.z2.fidonet>
Source record: 205456

In a message of <Mon 17 May 93 23:36>, Air Max (2:281/202.0) writes:

AM> I have seen multitos and I am not impressed. Since nowbody other
AM> than developers can get hold of Unix. I will be put my efforts into
AM> Linux 680X0. Linux for those uninitiated is a free Unix clone
AM> currently for the i386/486 processors. Linux is currently making the
AM> journel to the 68000 platforms. There is a group working on a TT
AM> version. I am unsure of a version for machines below the TT, ie ST,
AM> STFM and STE. I do hope there will be a version for MSTE.

Well, since Linux definitely needs memory protection (read a PMMU, so a
68030 in our case) it will only run on a TT or Falcon030 and probably needs
8Mb RAM minimum.

Greetings... - Jan -
FidoNet: 2:281/202.12 UseNet: jan@nextjk.wlink.nl

--- ZapMail 1.20
* Origin: When she spoke her words ensnared me... (2:281/202.12)

7211. Re: DSP Questions

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 19:02:56 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <7340133@hpfcso.FC.HP.COM>
Source record: 205578

The DSP in the falcon does not have enough balls to do a lot of voices with a lot of control over them. I would estimate that you could get 6 to 8 voices with simple attack,decay,sustain and release control over amplitude, harshness (frequency spectrum) and possibly center frequency. It most likely will have enough CPU horesepower to do on DX-7 voice.

Ted.

P.S. You also need to find code or write it to do it. I wrote some for a TMS320C30 DSP I have connected to my Atari that I can do 5 voices on. The code is not turned for performance very well but does respond to MIDI commands.

7212. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 19:04:33 UTC
From: boyd@tait
Message-ID: <C7AFnL.5Dq@mailer.cc.fsu.edu>
Source record: 205738

rm03@ic.ac.uk (Mr R. Mellish) writes:
>
>Remember all those really good games on the Spectrum and C64 ?
>Like to play them once again ?
>We are looking for some ideas for a game to program. Rather than think
>up something new, we decided to do an enhanced copy of one of the
>great old games for the ZX Spectrum or C-64. Except we can't decide which
>one. So get your votes in now! Tell us which classic games you would like
>to see on the ST.

Hey, another one just hit me. M.U.L.E., an all time classic. Also,
Seven Cities of Gold was fairly cool.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

7213. Re: New Falcons

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 19:24:34 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2bfa8978@p12.f202.n281.z2.fidonet>
Source record: 205457

In a message of <Mon 17 May 93 20:23>, Charles Henry Medley (2:281/202.0) writes:

>> Maybe this will be the Falcon with all the promised goodies!?
>>
CH> Actually, I had heard that one change planned for the Falcon was that
CH> instead
CH> of using the 1/8" mini-audio input jack, they would instead modify it
CH> to use two RCA-type connectors for the convenience of the MIDI
CH> market.
CH> (personally, i think if Atari were really serious...they would have

If Atari were really serious they would have made sure that there had been enough Falcons produced to supply the stores lot of months ago and that an adequate advertisement campaign had been set up...

Greetings... - Jan -

--- ZapMail 1.20
* Origin: When she spoke her words ensnared me... (2:281/202.12)

7214. Any word on Spectre 3.1 ???

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 19:28:34 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1993May19.122836.4597@arizona.edu>
Source record: 205742

I'm finally in a position to consider getting more RAM for my 2 meg TT.
Of course, I would prefer to get only fast TT RAM, except that Spectre 3.0
doesn't recognize it. So I might algo get a couple more megs of ST RAM....
unless someone tells me that 3.1 is coming soon (I hope...). Whatever is
happening with all the beta testers? Is the thing working? Is there any
hope of it being out in the next few weeks (months in Atari time)? Is there
any word from Dave Small?

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

7215. Supercharger

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 20:07:32 UTC
From: jesa@s0jxb.exnet.co.uk
Message-ID: <H.swuES2LTiRk@s0jxb.exnet.co.uk>
Source record: 205749

Has anyone got any experience of Supercharger the PC (XT?) emulator for the Atari ST. How does it work, does it work with STE, any problems, anything!

John
--
==========
From: John Budden Email: s0jxb@exnet.co.uk

7216. Cinepak video compression

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 20:17:20 UTC
From: Steven Gemma <sg47+@andrew.cmu.edu>
Message-ID: <EfydLEq00ioW4Mh1Qc@andrew.cmu.edu>
Source record: 205748

I just read that Atari has acquired a license to use Supermac Technology's Cinepak video compression technology (used by Apple for System 7 Quicktime multimedia extensions) in one of its upcoming products. Unfortunately, no mention was made on which product it was to be used for.

It certainly is nice to hear good news about Atari outside of this newsgroup, though!

-Steve

7217. Re: Calamus Outline

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 20:21:21 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993May19.202121.101408@zeus.calpoly.edu>
Source record: 205745
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
sheppard_r@kosmos.wcc.govt.nz stated:
>CALAMUS OUTLINE
>
>
>Please Help...!!
>
>
>
>Is Calamus Outline Art a stand alone program, or must it be used
>in conjunction with Calamus..??
>
>
>
>Thanks....
>
>
>Roger.............. sheppard_r@kosmos.wcc.govt.nz
>

In the sense that you _can_ import CVG format files into Pagestream,
Invision Elite etc. or change the CVG into an Illustrator EPS it is stand
alone... however you cannot print from Outline Art. I have Outline Art 3.0
with color and it is wonderful!!!

|T| |T|I am one of a few, but proud of it!
|0|3|0| Steve Miller, Cal Poly Electronics Engineering
/ /| |\ \ smiller@farad.elee.calpoly.edu or semiller@flute.calpoly.edu
/_/ | | \_\ 'I am a PhD in superficial knowledge!' :^P
```

7218. v19INF1: Introduction to comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 20:33:58 UTC
From: akakavel@dante.nmsu.edu
Message-ID: <1te5jmlNNgj2@dns1.NMSU.Edu>
Source record: 205746

[Article crossposted from comp.binaries.atari.st,comp.sys.atari.st]
[Author was Steven Grimm]
[Posted on 3 Apr 1993 11:10:08 -0800]

Submitted-by: koreth@spud.Hyperion.COM (Steven Grimm)
Posting-number: Volume 19, Info 1
Archive-name: Intro

[Note: as of volume 19, the structure of the articles will change slightly,
to bring comp.binaries.atari.st more in line with other moderated software
groups.]

This is the first of three introductory articles about comp.binaries.atari.st.
This one describes how to submit binaries to the newsgroup. A companion
article lists all previously-published binaries, and a third article explains
how to retrieve and unpack binaries posted by others.

I am always looking for suggestions on how to improve the usefulness
of the newsgroup, and can be contacted as listed below.

-- Steven Grimm
koreth@spud.Hyperion.COM

Subject: Submitting binaries for publication

Items intended for posting or queries and problem notes should be sent to
atari-binaries@spud.Hyperion.COM. If you are on a UUCP-only site, you
can send them to uunet!spud.hyperion.com!atari-binaries. Note that
comp.binaries.atari.st is not the correct place to ask general questions
or to ask, "Does anyone have software that does X?" Post such requests to
comp.sys.atari.st or comp.sys.atari.st.tech.

If you want verification of arrival, say so at the beginning of your
submission, or in a cover note. I try to verify that a program works,
and if I can't get it to work, I may hold up posting it for a couple of
days. Please note that, except in rare cases, software without
documentation will not be published. The backlog from receipt to posting
varies from one to four weeks depending mostly on the set of submissions
currently in my queue.

If you are submitting both sources and binaries, PLEASE send the two
separately. (The comp.sources.atari.st address is atari-sources@hyperion.com.)
If I have to separate your sources from your binaries by hand, your
submission will most likely sit on the back burner for a while, or be
rejected outright.

Please include a description of your program at the top of your article. Look at old issues of comp.binaries.atari.st for examples of the sorts of descriptions I'm looking for. I don't write the descriptions at the tops of the articles; what you see is what the submitters gave me. If your program only runs in one resolution, or requires a certain amount of memory, please say so; I can't test it in every possible configuration to see what works and what doesn't. If a submission arrives without a description, it is likely to be rejected.

The preferred packing method is Zoo 2.1 with high-compression mode (the "h" flag) turned on. I will only accept binaries packed with an archiver for which source code is widely available. For the time being, this means arc, zoo (preferably 2.1), and some versions of lharc, though that's risky. If you want to use a nifty new archiver, make the source code available to the public (posting to comp.sources.atari.st is fine.) I reserve the right to repack binaries with another archiver if the other archiver saves a significant amount of space, or has other advantages. LHarc submissions may be rejected if I can't figure out which version of lharc I need to use to unpack them.

If you're submitting a demo of a commercial program, or a shareware program, please keep the amount of advertising to an absolute minimum. The net gods become angry when people try to use the net as a free advertising medium, and I'd like to keep comp.binaries.atari.st out of trouble. If you want to solicit orders, do it in a README file or an About... dialog box, not in a message that comes up every time the user does something. In other words, treat the net like a PBS station (apologies to those outside the US.) I will not accept programs which I feel are excessively commercial. I'm aware that commercial demos and shareware are often very useful to the users on the net, which is why I allow them at all.

Subject: The structure of comp.binaries.atari.st articles

Each posting in comp.binaries.atari.st is called an "issue"; there are roughly 100 issues to a volume. The division is arbitrary and may vary. There are two types of articles in comp.binaries.atari.st: binaries and "information postings." They can be distinguished by the subject line:

Subject: v19INF2: Index of previously-published binaries

This first word in the title identifies this as the third info posting of volume six. Similarly, the subject line shown below:

Subject: v19i081: deadwrtr -- Ouija-word processor part01/01

identifies this as the 81st binary article in Volume 19. Large programs are broken up into smaller pieces, and have subject lines that look like this:

Subject: v19i041: zx81 -- Timex/Sinclair emulator part04/39

The References: line, if present, points to the previous part of a multi-part program, so that newsreaders (trn, tin, etc.) which can follow threads

will recognize a large program as a single thread.

The first few lines of an article's body are auxiliary headers that look like this:

```
Submitted-by: jackt@atari.com (Jack Tramiel)
Environment: uue, zoo-high, high, tt
Posting-number: Volume 19, Issue 80
Archive-name: rsn
Supersedes: atw: Volume 10, Issue 10-15
```

"Submitted by" is the author of the program. If you have comments about the binaries published in comp.binaries.atari.st this is the person to contact. When possible, this address is in domain form, otherwise it is a UUCP bang path relative to some major (backbone) site. This will usually be the same as the "From:" line in the article's main header.

Certain information about the system configuration required to use the program is given on the Environment: line.

```
Environment: uuencode, 1meg, medium, high
```

This means that the program requires at least one meg of RAM and runs in medium or high resolution. Following is a list of keywords; new ones may be added as needed. They are mostly self-explanatory.

```
uue - program is uuencoded (Dumas "uud" required to unpack)
arc - program is archived (arc required to unpack)
zoo - program is a zoo archive (zoo required to unpack)
zoo-high - program is a zoo 2.1 high-compression archive (zoo21 req'd)
lharc - program is an lharc archive (lharc required to unpack)
high - runs in high resolution (monochrome)
medium - runs in medium resolution
low - runs in low resolution
1meg - needs 1 meg of RAM
ste - requires an STe
tt - requires a TT
```

The Posting-number line repeats the volume/issue information for the aid of notes sites and automatic archiving programs.

The Archive-name is the "official" name of this program in the archive. Large postings will have names that look like this:

```
Archive-name: desktop/part01
```

Since most archive sites run UNIX, articles are given UNIX-style filenames rather than ST-style filenames. I do make an effort to keep filenames to 8 characters or smaller, however.

The Supersedes header line, if present, indicates that the program replaces an earlier version. This is mainly for use by automatic archiving software.

Subject: Reporting and tracking bugs and patches to postings

Updates to programs are usually announced in comp.sys.atari.st. When large changes are made to a program, the entire thing will be reposted to comp.binaries.atari.st.

To report bugs, contact the person listed in the Submitted-by header. Often there is a contact address in a README file, too. I do not maintain the programs I moderate, so don't send your bug reports to me.

If the program documentation mentions some file that isn't included in the posting (for instance, a font editor's documentation might refer to some sample fonts), contact the submitter, not me. I post articles in their entirety, so if it isn't posted, I probably don't have it.

7219. .NEW FONTS PROGRAM..?

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 20:36:22 UTC
From: akakavel@dante.nmsu.edu
Message-ID: <1te5o6INNgkf@dns1.NMSU.Edu>
Source record: 205747

```
[ Article crossposted from comp.sys.atari.st ]
[ Author was KAKAVELAKIS ]
[ Posted on 18 May 1993 16:35:03 GMT ]

Please:

I'm looking for a program--
Program Name:TYPE ART
Company: D.M.C.
Country of Origin: GERMANY
Computer: ATARI-JIL
Function: It constructs letters(fonts) and Vector-Graphics
^^^^^^^^^^
destined for the DTP program named "CALAMUS" of the
company mentioned above.

If anyone knows a representative of this company in U.S. (phone no.,etc)
or even better a source where someone could "fish" the program....
let me know...e-mail:akakavel@dante.nmsu.edu
HIGLY APPRECIATIVE IN ADVANCE----->ANDRE THE LOGICAL---->THANK YOU
```

7220. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 20:55:09 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.240564@cix.compulink.co.uk>
Source record: 205566

>Old games huh?! How about a good platform-type game (like 'Great Giana
>sisters' I used to think that was pretty good on the C64 many moons
>ago...)
No, what the ST *really* needs is a Mr Do! clone. I can't believe no-one
has ever done this commercially or PD.

If it wasn't for Mr Is for Xwindows, I'd have serious withdrawal
symptoms by now. :-)

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user

7221. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 20:55:15 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.240561@cix.compulink.co.uk>
Source record: 205567

>Old games huh?! How about a good platform-type game (like 'Great Giana
>sisters' I used to think that was pretty good on the C64 many moons
>ago...)
No, what the ST *really* needs is a Mr Do! clone. I can't believe no-one
has ever done this commercially or PD.

If it wasn't for Mr Is for Xwindows, I'd have serious withdrawal
symptoms by now. :-)

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user

7222. The Falcons are here!

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 21:02:35 UTC
From: apalmer@pyrtech.mis.pyramid.com
Message-ID: <1te79b$77h@pyrtech.mis.pyramid.com>
Source record: 205573

They are here!!!!!! The Falcons were in customs yesterday and should reach the Atari warehouse today. If it takes as long to QA these as it did the dealer demo's, we should be able to buy one by the end of next week. This info comes from a very reliable source. (I live in Sunnyvale, CA:-)

Al Palmer
apalmer@pyramid.com

7223. Re: Calamus Outline

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 21:54:32 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1teaaolNNmbv@golem.wcc.govt.nz>
Source record: 205551
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993May19.143929.29282@news.unige.ch>, mike@medsun.unige.ch (Mike Morris) writes:
>In article <1tac7dINNdpf@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>> CALAMUS OUTLINE

>It is indeed a stand-alone. It is quite powerful (and I gather there
>is now a new, fancier version); but look also at Didot Lineart, which
>I much prefer.
>
> Mike Morris
> Geneva
> Switzerland

Sory Mike but from what I have seen of the Price for Didot, its not for the home user, its a real Professional program, and from the feed back that has come back to me Outline Art is not a stand alone program, plus you do realy need a TT and lots of Ram to run it, again still not a Home user program..

What I am after is a Program to replace the Bug ridden Pagestream 2.2, but I only need it for flyers etc...

Is there nothing out there for the Home user..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

7224. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 22:00:04 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May19.220004.13975@newshost.lanl.gov>
Source record: 205553

In article GtD@freenet.carleton.ca, ac382@Freenet.carleton.ca (Jack Kitowicz) writes:
>
>How about Montezuma's Revenge or Phantom of the Asteroid from the C-64?
^^^^^^^^^^^^^^^^^^^

Oh, yes... I LOVED Montezuma's Revenge on the 8-bit Atari. Heaps 'o fun! :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

7225. Re: Hyundai 4-dr, sdn *mint cond*

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 22:09:21 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1teb6hINNmk2@golem.wcc.govt.nz>
Source record: 205557

```
] But didn't you see the subject line????
]
] MiNT condition! ;-)

Go away, please! 8-) (That was terrible....)
```

7226. Re: Falcon demos request

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 22:10:45 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1teb95INNmk2@golem.wcc.govt.nz>
Source record: 205559

] we get to ftp.uni-kl.de in germany. Both the files above are there, and a

Mail-server address? (We don't have FTP 8-(

and, if possible, a directory and the filename of the new-files index!

Ta!

7227. Re: LZH'rs.

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 22:12:52 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1tebd4INNmk2@golem.wcc.govt.nz>
Source record: 205558

] there are NO local ST boards around.. So my question is, is there
] anything on GEnie that will let me extract LZH201.LZH (I'm pretty sure
] that was it) that is an executable file? Or am I going to have to go

Well, if you can get access to atari.archive.umich.edu (either by
mail-server or via FTP) there is a file in the

atari/Archivers/

directory which is (I think) lzh_201l.ttp which will do what you want!
(In that directory are the last versions, and an english translation
of version l. (There is also an alternative LZH/LHarc utility from
someone whos name eludes me which is pretty similar in there!)

7228. Re: Cross compiling with GNU C for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 22:15:37 UTC
From: comeau@csanta.attmail.com
Message-ID: <C7AoI2.Er4@well.sf.ca.us>
Source record: 205552

In article <1t9akh$9b9@eckserver.eckerd.edu> roy@eckerd.edu (Jonathan Roy) writes:
> I'm going to start doing some programming soon.. I wish to do all
>of my programming in C++... Now, there are no C++ compiler I know of for
>the ST except, of course, GNU C. I only have 1 MEG of RAM though...

Well, the Comeau C++ 3.0 With Templates beta, although belated, is currently
in quite a stable state, and what is left is a bunch of nitpicks and loose ends
so another choice will be available soon. We won't use 1M either, but
won't use as much as GNU.

> So, it seems to me I should be able to compile a GNU C cross compiler for
>the 68000 on the Suns at school, then link the .o files (hardware
>independant stuff) to my friends GEM front-end code, which will be
>standard ANSI C, compiled with Lattice C...

Parts of that looks like it will work from what I understand you to
say, but I don't think the full scheme will.

- Greg
--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
Here:attmail.com!csanta!comeau / BIX:comeau or comeau@bix.com / CIS:72331,3421
Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a / WELL: comeau

7229. Portfolio?

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 22:23:02 UTC
From: azog@world.std.com
Message-ID: <C7AouG.Au@world.std.com>
Source record: 205579

i am just wondering, there was such a great hubabaloo when the Portfolio
was announced, and now I barely hear about it. Is this a dead
product or still being activly supported (the Atari way)

Thanx

--
Billy D'Augustine
azog@world.std.com

No sir, I don't like it.

7230. Re: Problems with GNU C++

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 22:23:18 UTC
From: comeau@csanta.attmail.com
Message-ID: <C7Aouv.F0y@well.sf.ca.us>
Source record: 205555

In article <1993May18.111032.23632@quando.quantum.de> thiele@quando.quantum.de (Holger Thiele) writes:
> I have a problem with the GNU C++ compiler:
> When I try to compile C++ programs using static variables in class
> definitions, the linking fails.
>....
> class Test {
>....
> static int var;
>....
> The compiler has no problems, but the linking will faile with the
> following messages:
> test.cc:12: Undefined symbol Test::var references from text
> test.cc:20: Undefined symbol Test::var referenced from text
>
> Is that a problem of the compiler or of the linker? I use the following
> versions: CPP2.3.3p2, C++2.3.3p1, GAS1.38pl4, linker pl33

It is a problem of the programmer ;-) The issue is that what you have above only establishes a static member declaration, a definition is still needed. A definition would look like so:

int Test::var = <someinitvalue>;

Further, please note that this DOES NOT (from a stylistic viewpoint) go into a header file (actually it goes beyond style because if you used the respective header twice it would end up violating the ``one definition rule''.

- Greg
--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
Here:attmail.com!csanta!comeau / BIX:comeau or comeau@bix.com / CIS:72331,3421
Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a / WELL: comeau

7231. Re: Cross compiling with GNU C for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 22:30:28 UTC
From: comeau@csanta.attmail.com
Message-ID: <C7Ap6t.FDM@well.sf.ca.us>
Source record: 205556

In article <13460@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>You could just use my GEM++ C++ class library (written in GNU C++ of course).

I'd be interested in hearing more about this, and AMS.

>Seriously, GEM programming lends itself VERY well to C++, since the GEM
>system is already an object-based system (even one of the data types is
>called "OBJECT"!). Merely using C GEM libraries, you'll have to be
>careful to still have your own Object Oriented layer on top of the bare
>C code. GEM++ is fairly minimal in that it provides little more than
>what could be attained in plain C (except it is ten times easier to write
>GEM++ programs than plain C programs), so your friend's C code will
>probably provide you with more features in an absolute sense.

Any chance of giving a "mild" example, maybe a screens-worth?

Do you use any of the g++ extensions/incompatibilities?
I ask this as I'd imagine that if it didn't, that it would
probably mesh with Comeau C++ 3.0 With Templates reasonably.
Any thoughts?

- Greg
--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
Here:attmail.com!csanta!comeau / BIX:comeau or comeau@bix.com / CIS:72331,3421
Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a / WELL: comeau

7232. MiNTbash Help Please

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 23:40:26 UTC
From: scotty@verdix.com
Message-ID: <1993May19.234026.20790@verdix.com>
Source record: 205561

I was using the Korn Shell (in spite of its weaknesses) in TOSWIN with MiNT 0.95, but I find that 'ls' doesn't work anymore when I use it under MiNT 1.04. For this reason, I decided to download mintbash from a.a.u.e. and give 'er a try.

While for the most part it looks very promising, I've run into some problems that are making things difficult:

o Setting the prompt: the documentation refers to a function called decode_prompt_string() and lists parameters for it. mintbash doesn't recognize this function. Is it a builtin, or do I need to acquire it from somewhere?

o Using define or typeset to set the prompt to the current path, (ie. define PS1='[$PWD] '), works incorrectly. Instead of replacing the value of PS1 with the new path, the new path is concatenated! This results in a prompt which looks like
[c:/mint_104e:/gnu/bine:/work/dev]
and keeps getting longer. The point is, $PS1 isn't being updated properly. I'm using a standard GEMDOS "8.3" filesystem; could mintbash be minix fs only?

o I can't get line editing to work. I'm using 'set editing-mode vi' at present. In KSH this is supposed to start happening when one types the escape key. It doesn't. Of course, this command is supposed to go in one's .inputrc file, and mintbash doesn't seem to have an equivalent file on the ST. I put the command in my bash.rc file.

o I'd love to RTFM to solve this. If anyone knows where there's an M, point the way! ;-)

Thanks for any help! If there's interest I'll post a summary of replies.

Disclaimer: I do not represent Verdix Corporation, and my
postings do not represent their opinions.

Scott R. Chilcote
scotty@verdix.com - or -
scotty%verdix.com@uunet.uu.net

7233. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-19 23:59:35 UTC
From: bhtran@ocf.berkeley.edu
Message-ID: <1tehl7$bia@agate.berkeley.edu>
Source record: 205560

In article <1993May18.132302.2109@cc.ic.ac.uk> rm03@ic.ac.uk (Mr R. Mellish) wri
tes:
>Remember all those really good games on the Spectrum and C64 ?
>Like to play them once again ?
>We are looking for some ideas for a game to program. Rather than think
>up something new, we decided to do an enhanced copy of one of the
>great old games for the ZX Spectrum or C-64. Except we can't decide which
>one. So get your votes in now! Tell us which classic games you would like
>to see on the ST.
>
>--
>------ Robert Mellish, FOG, IC, UK ------
> Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk IRC: HobNob
>------ and also the mrs joyful prize for rafia work. ------

All I need to say is : ARCHON! ARCHON! ARCHON! ARCHON! ARCHON! ARCHON!

As I remember the good ol' 8-bit days, both of the Atari 8-bit and
the C-64, the most fun two-player game in the world was ARCHON. There were
other games but eventually they lost their flavor. ARCHON never did and it
was always an exciting and enjoyable game. It had both strategy (seeing what
creature is best for what and trying to gain certain positions on the board)
and a test of reflexes and reactions (the combat portion of the game). There
are other similar games such as Street Fighter II and StarCon II, but we
will never see very playable versions on the Atari ST. Also, they don't have
the playability that ARCHON has (I played StarCon II, which is extremely
similar except it was a battle in spaceships, and it just wasn't a game
of quick reflexes and actions...there were few obstacles and the balance
just wasn't there). Archon was ported to the Amiga and the Macintosh by EA and
I think that there should be a version for the ST.
--

Bryan H. Tran
bhtran@ocf.berkeley.edu
c60b-2jt@web-2a.berkeley.edu

7234. Re: Seagate HD ST 4097

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 00:33:12 UTC
From: steveg@cseic.saic.com
Message-ID: <12812852@MVB.SAIC.COM>
Source record: 205562

In article <A23310@KR.maus.de> Rolf_Kaermer@kr.maus.de (Rolf Kaermer) writes:
>Hallo Everybody,
>
>At the Dortmund HOBBYTRONIC Fair I bought the above Harddisk.
>
>Despite trying out various junper positions, the d... thing did not run
>properly. The LED showed that there was some connection, but the computer did
>not recognize the HD. When I tried to communicate with "C"-partition, the
>window that opened said "ROM-MODULE".
>
>1) Who has experience with the above HD?
>2) Who has any suggestions?
>

Under TOS if you try to access "c:" vice "C:" (note case difference) you are
trying to talk to the (c)artridge port vice a floppy or hard disk drive.
Perhaps this is your problem.

Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Currently: Mega 4, ICD AdSpeed 16Mhz Accelerator, SLM804 Laser, Spectre GCR
Disclaimer: That's not what I said.

--
Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Currently: Mega 4, ICD AdSpeed 16Mhz Accelerator, SLM804 Laser, Spectre GCR
Disclaimer: That's not what I said.

7235. Need # for FastTech

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 00:49:17 UTC
From: steveg@cseic.saic.com
Message-ID: <12813164@MVB.SAIC.COM>
Source record: 205588

Does anyone have a phone number where I can reach Jim Allen of Fast
Technologies, makers of the T16, T25, Turbo030 and still to be seen
TinyTurbo accelerator boards?

Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Currently: Mega 4, ICD AdSpeed 16Mhz Accelerator, SLM804 Laser, Spectre GCR
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Currently: Mega 4, ICD AdSpeed 16Mhz Accelerator, SLM804 Laser, Spectre GCR
Disclaimer: That's not what I said.

7236. Re: Falcon demos request

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 00:51:38 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13471@uqcspe.cs.uq.oz.au>
Source record: 205574

tose@brosme.dhmolde.no (Torbjoern Ose) writes:

>Now getting files from GENIE to Internet has never been easy and probably
>never will but there is one thing that is even worse: getting files from
>Australia the same year they are released :) Good luck!

Really? I have no problems. :)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

7237. WANTED: looking for Music Layout Program

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 02:02:32 UTC
From: maheal@hawk.adied.oz.au
Message-ID: <maheal.737863352@hawk>
Source record: 205572

I am looking for information about the following program:

Program Name : ScoreST
Program Author : Phil Comeau
Copyright Date : 1990
Distributed By : Antic Publishing

I have seen this program running and I am interested to know where can I get a copy from. Or, has the Author produced an updated version of this program.

The program is a _Desktop Music Layout Program_ that runs on the ST.

If anyone knows of any programs that do similiar things to the above program, or know of any programs that will allow me to develope music scores that are a mixture of music and text (i.e. similiar to that presented in your average music book), then I would be interested to know where I can get them.

Thanks in advance,

Martin Heal (maheal@hawk.adied.oz.au).

7238. Speed of Light Version 2.5 on a.a.u.e!

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 02:12:29 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1tepedINNdn9@news.u.washington.edu>
Source record: 205565

I'd like to announce the release of an intermediate version of Speed of Light GIF viewer for all ST/E/MEGA/TT/Falcon (all Ataris!) computers! It can be found at the FTP site atari.archive.umich.edu.

This version fixes most of the bugs that version 2.1 had and is almost exactly the same as far as its features, with the following changes:

-- The program now works in TT fast Ram.
-- Uncompression, color reduction, screen drawing, and a lot of other features have been radically improved, for even greater SPEED!
-- The program now loads all GIF formats including commented GIFs and 89a. It will even load GIFs with garbage at the beginning of the file (some get corrupted!)
-- The program allows you to save low rez screens as a PI1 picture. (This is just a quick hack, don't get too excited!)
-- Memory is handled a lot cleaner for compatability with more resident programs and accessories.
-- Many other bugs have been fixed.

NOTE: Version 3.0 is about half way finished and version 2.5 was just released as an intermediate version to show users that I'm still with you!

VERSION 3.0 SCREEN SHOTS ARE INCLUDED WITH THE PROGRAM TO GIVE YOU A TASTE OF SOME OF THE STUNNING NEW FEATURES!

Please THOROUGHLY read the README.1ST file for more information and changes.

If anyone does not have FTP access to atari.archive.umich.edu, please Email me and I can send you a uuencoded version of the file.

Thanks for your support and Enjoy the program...

__
/ /
/ / T U STuart Denman
\ \ Email: stusoft@u.washington.edu
\ \ O F T
/ /
/_/tm

7239. Re: Piracy (was Re: Custo

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 02:38:42 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <8qRT4B7w165w@dogbox.acme.gen.nz>
Source record: 205540

sysop@sterbbs.nl (Bert Rozenberg) writes:

> ROFL
>
> Atari anounced a CD-ROM player about four years ago, again three years
> ago and again two years ago. Everytime "real soon now". Finaly they
> dropped the complete project. So Atari will not bring CD-ROM drives to
> the customers desktop, other companies are doing it right know. Atari
> will probably jump on the bandwagon later on.

Huh?

I've used an atari CD-ROM drive.
It's currently sitting on the local Atari club's BBS.

"Real soon now"? More like - "Been there, done that, no-one bought them"

--
Alan Brown. (SysAdmin) Palmerston North
dogbowl@dogbox.acme.gen.nz New Zealand
Dawghaus BBS -> +64 (6) 357-9245 "A wet and windy place in the South Pacific"

7240. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 03:53:39 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1tevc3INNnl7@golem.wcc.govt.nz>
Source record: 205569

] No, what the ST *really* needs is a Mr Do! clone. I can't believe no-one
] has ever done this commercially or PD.

I'm pretty sure there was.... (I may be thinking of something on
my 8-bit however...) But from memory there was a Mr' do clone for
the 16-bit ST's!

7241. Computer stores in Ottawa area?

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 04:31:21 UTC
From: allan@cs.UAlberta.CA
Message-ID: <allan.737872281@swanlake>
Source record: 205570

Hi there.

I'm eventually going to be moving from the Edmonton to the
Ottawa area, and I was wondering if there were any stores dealing
in Atari merchandise and whether they service Atari machines.

I have an Atari 520STfm, and was planning on either upgrading
the memory, buying a 1040, or buying a Falcon, and I need to decide
if I should do the upgrading now or later. (If there are no Atari
specific stores in Ottawa, I'll have to do the upgrade here.)

7242. Re: PLEASE HELP : LOOKING FOR A C LANGUAGE FOR ST

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 04:58:25 UTC
From: wilsont@rahul.net
Message-ID: <C7B75D.AM3@rahul.net>
Source record: 205576

In <1993May19.114726.14117@greco-prog.fr> philip@goofi.greco-prog.fr (PHILIP Frederic) writes:

[GFA sucks compared to C deleted]

Great, first step out of the way :)

> _ what C (I want it ansi compatible!) do you urge me to use for
>my ST ? Is it available on the net ? (It is not very easy for me to
>find such softwares)

Definately GnuC (you need lots of memory though!)
or Sozobon C (heat N serve)
Both are at atari.archive.umich.edu

> _ with this, can I easily use windows and mouse as I do with GFA?
Never used GFA, but there is of course 100% support for all the windows
mice, etc. etc. just get a good library and gemfast.h

> _ and above all : is it possible to control the MIDI ?
Midiws(), Bconout(3,ch), ch=Bconin(3);
(Midi protocols are up to you of course, since thats an 'external' standard)

> _ where can I find C sources for ST?
same site as above, as well as comp.sources.atari.st

Since C is portable(moreso than GFA), the internet is the best place to
get C code in general
--
Timothy Wilson ~~Dark Oak Software~~~ Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
Bring back the right hand Joystick for home gaming!

7243. Re: Speed of Light Version 2.5 on a.a.u.e!

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 05:00:29 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1tf39dINNfp3@news.u.washington.edu>
Source record: 205575

It appears that there is a serious bug in the low-memory reduction and/or sectioning part of the program. I will try to fix this by the weekend and have a new version of 2.5 out. If you use this feature a lot then the program might not work for you. Thanks for understanding. Machines that need this low memory feature can use 2.1 for the time beeing.

Stuart Denman
stusoft@u.washington.edu

7244. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 05:36:44 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993May19.233645.13226@iscsvax.uni.edu>
Source record: 205571

In article <jonal.221.737751139@dhhalden.no>, jonal@dhhalden.no (JON ARVID LOVSTAD) writes:
> In article <1993May18.145334.11162@gumby.cc.wmich.edu> obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
>>> I think the situation could be bettered if Atari made an Atari brand drive.
>>> Then at least the dealers would know that it would be available.
>>
>>Huh? There are lots of plug-and-play CD-ROM drives available that
>>work fine on Atari's. And if Atari *did* make an "Atari brand drive"
>>what makes you think "dealers would know it would be available" any
>>more than the raft of other Atari products that are *not* available?

To bad...I just got new Mac prices that will increase the install base of Mac CDROM systems. A mac Centris 610 4/80 is $1217 educational and $1449 street, the 8/230/cdrom is $1979. The Mac IIVX 5/80/cd is $1783 about what the Falcon 14/65 costs. The Mac LCII 4/80 is $799 educational and $1049 list(don't know what the street is).

Anyone know the street price of the Fa lcon is???

>
> Well, let me tell you something. When Apple first introduced their drives,
> they were *expensive*. Several others had drives on the market too, but
> Apple's sold more due to the fact that people felt more secure with that
> product since it were Apple brand. *I* know that you can plug and play a
> SCSI CD-ROM onto the Atari range (I'm using a standard Apple CD150 from time
> to time), but most people, dealers included, does not know this. Therefore,
> they don't carry it in their shops and show 'em off to people. What I
> mean is that a lot of people would feel more comfortable about buying a
> n Atari brand CD ROM drive even though it would cost a bit more than a
> similar un(Atari)branded drive (this was supposedly why Atari didn't
> brand the Chinon drive last time, it would be $50 over the street
> prices for a Chinon branded drive).
>
> Atari made some deal with PLI some time back, but I don't know if it's still
> in effect. They were supposed to write 'compatible with Mac, PC bla bla
> Atari computers' in their ads for 3rd pary HD's etc.
>
>>But if I went out and bought a CDROM drive, what would I put in it
>>(for the Atari)? Nobody will spend time/money creating the ROMs
>>with the small/diminishing customer base that currently exists.
>
> Again, Atari must do something. Apple has pushed the CD-ROM media to an all
> time high since they are making promo discs and urging people to make use of
> the medium. I would strongly advise Atari to put all their developer docs,

> dev software and sample code (do they make this????) on disc in the future.
> Cheaper in production, saves a hell of a lot of trees and saves 'em enough
> on stamps to make a new Falcon case :-)

Selling lots of CDrom systems. Atari might as well throw in the bag..They are
too slow to respond...
>
> On a sidenote, *I* am willing to spend time and money making something on
> disc for the Atari community. I do not, however, have the funds right now :-(
> I exchanged a couple of mails with Bob of Walnut Creek CD-ROM about making
> an Atari disc last fall and they were interested. I urged him to contact
> Atari for eventual co-funding. I've been busy since that time so I haven't
> gotten back to him on that yet, but we'll see.
>
>>> consider a retailer disc consisting of demos of most Atari
>>> software available. Then all customers out there could try things out and
>>> decide if it's worth their money.
>>
>>This was suggested, and even attempted, but never got off the ground.
>>Unfortunately.
>
> Do you know why the project crashed?
>
>>> I think this could reduce piracy (i.e. all downloads
>>> made from the pirate boards just to check out what a certain piece
>>> of software is like. This is IMHO generating a *lot* of traffic on
>>> those boards).
>>
>>An interesting concept, and I suspect you may be right. I certainly
>>know that I hate to spend the bucks to buy some software that's
>>been hyped to the max in ads, only to find that it's incomplete,
>>bug-ridden, poorly documented, badly designed, or all of the above.
>>It makes you very cautious about future purchases.
>
> Right. That's the way I feel as well. In addition, if more people saw a
> product that had potential, but missed something, they could give feedback
> to the dev about it.
>
>>> and make devs (especially the US ones, who generally suck big time
>>> in the interface dept.) make better apps
>>
>>Hey! Smile when you say that, pardner. I'm a US software developer.
>
> Hit a nerve there? :-) (just to be safe) I haven't seen your apps, but I'm
> really sad to say that there are a *LOT* of overseas devs who hasn't got a
> clue about interfaces. I mean both functional _and_ aestethical. If you
> look to the German scene, it's more common with *real* checkboxes and
> radiobuttons in dialogs, titles that *don't* look like buttons (check out
> AtariWorks...OK, he's Indian) or drop down menus (watch that shaded box),
> have buttons that look like they have caught a growing disease (yeah, about

> 8x11 inches or so) and last but not least, that *have* to have a raster in
> dialogs. I'm exaggerating a bit here, but I think you get my drift.
>
>>> due to the fact that the
>>> competitors are only a few bytes away :-)
>>
>>Oh, I guess you did, Jon. :-)
>
> Gotta cover my back!
>
> BTW, wouldn't it be great with a one week developer camp for Atari devs
> somewhere out there? Come together, share ideas and agree on some standards
> or someting? All we need is some $$$ from Atari...
>
>>- Mark O'Bryan (author of Omni-Banker ST)
>
> Jon
>
> Jon Lovstad | Sorry, but this part of my .sig file has been
> jonal@sofus.dhhalden.no | retconned by DeFalco...
> |
> SnailMail: Hjortsbergvn 7 |
> N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
> Voice: +47 9 17 59 39 |

7245. Re: Falcon demos request

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 05:49:32 UTC
From: roy@eckerd.edu
Message-ID: <1tf65c$b1f@darwin.eckerd.edu>
Source record: 205462

In article <930519101026_73110.713_FHG25-3@CompuServe.COM> 73110.713@CompuServe.COM (Allen Goreski) writes:
>Would someone like to volunteer to download the Falcon demos from
>GENIE and send them over to Atari archives? I have been receiving
>a number of requests from people, but frankly my modem sucks
>(too slowly.)

The are all already availible via FTP. :) Just connect to
ftp.uni-kl.de. That is where every new demo GEnie eventually
gets comes from... As far as I know, it's the first place in the world
to receive most demos, as many of the demo coding teams send the files
there directly. atari.archive should just mirroe their demo
directory. :)

The ones you mentioned are, of course, there.

--
F F Jonathan Roy, of the Free Access Foundation Email: ninja@faf.org
A Mail faf@halcyon.com for information, or FTP to halcyon.com: /pub/faf/
F F Vorlons, of the Galactic Bloodshed Development Team GEnie: J.ROY18
"Everything that has transpired has done so according to my design." - _RotJ_

7246. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 06:15:35 UTC
From: beave@hardy.u.washington.edu
Message-ID: <1tf7m7INNgo2@news.u.washington.edu>
Source record: 205577

I second that ARCHON request! I really enjoyed playing that game when I was young on a friend's C64. If you decide on this one though I would hope you would keep it two player since that is actually what I enjoyed about it.

Another great game from the 8-bit world is Seven Cities of Gold. My friends and I played it almost every weekend on a 130XE. I have often considered picking one up for that game alone. Hope to see a great game from you soon, I would surely send shareware fees for both the games mentioned here.

--
Ted White
beave@u.washington.edu
University of Washington, Computer Science

7247. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 06:53:23 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1tf9t3INNo4c@golem.wcc.govt.nz>
Source record: 205580

```
] I second that ARCHON request! I really enjoyed playing that game when I
] young on a friend's C64. If you decide on this one though I would hope y
] would keep it two player since that is actually what I enjoyed about it.

I 3rd it! That is a pretty good game!
```

7248. is there an ST port of REXX ?

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 06:58:58 UTC
From: mike@r-node.hub.org
Message-ID: <C7BCqB.4LB@r-node.hub.org>
Source record: 205453

Has anyone ported REXX to the ST?

If so, is there a binary available?

Mike
--
==========
Mike Stramba Email: mike@r-node.hub.org
Toronto,Canada
==========

7249. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 08:46:40 UTC
From: jmcrmack@unix2.tcd.ie
Message-ID: <jmcrmack.737887600@unix2.tcd.ie>
Source record: 205581

I'm sorry but despite all the great dungeon games around.....
I'd love to play the Hobbit ..

Sean.
--
====jmcrmack@unix2.tcd.ie ==
++++++++++++++++++++++++++++++++++++++Moria in Final Year+++++++++++++++
====AARRRGGGGHHHHHH!!!!!! ==
++++++++++++++++++++++++++++++++++++++NO HOPE NOW++++++++++++++++++++++

7250. US Falcons On Order: Get 'Em Yet?

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 08:58:00 UTC
From: rost@tecrus.enet.dec.com
Message-ID: <1993May20.125550.20188@ryn.mro4.dec.com>
Source record: 205593

A couple of weeks ago some intrepid advbenturers said that they had actually placed orders with local US dealers for Falcons and the machines were expected to be shipped from Atari "in a week". Any of you folks actually gotten yours yet?

Brian Rost @tecrus.enet.dec.com

508-568-6115

****
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
****

7251. ASTRAsoft DeskTracker s1.03 uploaded

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 09:15:27 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993May20.101527@cs.bham.ac.uk>
Source record: 205582

Hi!

Blatent plug time, sorry!

Jeff has just put onto atari.archive the new version of my DeskTracker program,
in /Ste/dtmt.lzh.

ASTRAsoft DeskTracker MT
========================
for the Atari ST

Release s1.03

DTMT is an AUTO program / ACCessory combination which will play most
types of NoiseTracker and ProTracker MOD files with an interactive
control panel and associated visual windows (oscilloscope and Frequency
patterns).

Compatible with Atari ST, Atari TT, Atari Falcon (with patch program, not
provided) and MultiTOS (with memory protection turned off!) with any
version of TOS and (hopefully) any screen resolution.

David Oakley, ASTRAsoft
18th May 1993

PS: Registered version available v.soon now... Copes with Amiga MED files too!
After my exams I'll be tackling OctaMED!

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | You have answered all 20 questions on the || || /_
Stoke On Trent | Mastricht Treaty. Goodness knows whether _/|| ||_/ |
ST7 8QQ England.| you were right or not... |_/ |_| _|/

7252. Re: Calamus Outline

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 09:23:19 UTC
From: erikjan@icce.rug.nl
Message-ID: <12746@obelix.icce.rug.nl>
Source record: 205583
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1teaaoINNmbv@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

>In article <1993May19.143929.29282@news.unige.ch>, mike@medsun.unige.ch (Mike
Morris) writes:

>>It is indeed a stand-alone. It is quite powerful (and I gather there
>>is now a new, fancier version); but look also at Didot Lineart, which
>>I much prefer.

>Sory Mike but from what I have seen of the Price for Didot, its not for the
>home user, its a real Professional program, and from the feed back that
>has come back to me Outline Art is not a stand alone program, plus you do realy
>need a TT and lots of Ram to run it, again still not a Home user program..

I don't know the price for Didot LineArt, because my copy, sort of, erm, fell
off eh... the back of a truck, but it definitely runs on an ST. I have an
1040ST with 3Mb RAM and I have never encountered memory problems. It can
render PostScript output, which OutlineArt can not. It does have a (very bad)
tracer and a very good fonteditor/converter. Now you can read PostScript Type1
fonts and convert them to Calamus CFN format.

EJee
--

Erik-Jan Vens. E.J.Vens@icce.rug.nl
--
The ICCE usenet account
providing access to usenet news
for the ICCE Experience
_WERKEN_AAN_DE_GRENZEN_VAN_HET_KUNNEN_

7253. Online games wanted!!!

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 10:45:35 UTC
From: storm@NETSYS.COM
Message-ID: <storm.737894735@netsys.com>
Source record: 205584
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well, the subject pretty much says it all. I would like to get some online games for my friend's BBS. He is running Turbo Board. He can run Forum compatable games. He currently have DDST, Galatic empire, SEE, Assassin, Air Raid. He is also interested in getting utilities for it and would like info on Fnet.

Email info or games to me and I will give them to him. Seems that the support BBS for Turbo Board is going down/out of business. This is why I beg to the net.
Anyways. email replies to storm@netsys.com

P.S. If anyone is interested in calling... number is 503-753-3023 24 hours a day. You get full access first call.

--
='''
c oo storm@netsys.com -Digital Vanguard
| \ Stormfront technologies
-

7254. Re: Falcon demos request

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 11:06:46 UTC
From: cstadbs@csv.warwick.ac.uk
Message-ID: <1tfoo6INN7st@lily.csv.warwick.ac.uk>
Source record: 205585

Speeder.zip and a file called flight.zip (possibly the same as frcfligh.zip)
are available at ftp.uni-kl.de in pub/atari/falcon/gfx_demos

Paul Donovan
cstadbs@csv.warwick.ac.uk
pmd@dcs.warwick.ac.uk

7255. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 11:44:10 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1tfqua$rn0@loch2.cc.strath.ac.uk>
Source record: 205586

In article 737822521@rw8.urc.tue.nl, wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
>
>That was excellent fun. Write naughty things on the blackboard, kicking
>junior students and shooting things at them.

And then going home to play trans-am on you spectrum ... ???

>Erlend.

Dave.

---
o===o +----+
David McNicol, | Strathclyde University, | |
3rd Yr Laser Physics, | SCOTLAND. |/--\| "I'm sorry Dave,
o===o ||[]|| but I'm afraid
Internet: D.McNicol@ccsun.strath.ac.uk !talk ! |\--/| I can't do that"
JANET: D.McNicol@uk.ac.strath.ccsun !to me! | |
o===o +----+

7256. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 11:47:31 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1tfr4j$rn0@loch2.cc.strath.ac.uk>
Source record: 205587

OH WOW ..... MEMORIES COME FLOODING BACK ...

What about ... 3-D ANT ATTACK

and the follow up, ZOMBIE! ZOMBIE! .....

You just HAVE to do ZOMBIE! ZOMBIE! .... coz I lost mine back in school, and have been pining for it ever since .... does anyone wanna sell me there copy ..??????

DAve.

o==o +----+
David McNicol, | Strathclyde University, | |
3rd Yr Laser Physics, | SCOTLAND. |/--\| "I'm sorry Dave,
o==o ||[]|| but I'm afraid
Internet: D.McNicol@ccsun.strath.ac.uk !talk ! |\--/| I can't do that"
JANET: D.McNicol@uk.ac.strath.ccsun !to me! | |
o==o +----+

7257. Modem questions

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 11:54:48 UTC
From: gijs@mbase97.hacktic.nl
Message-ID: <H.eg.hvTXVBCeWGw@mbase97.hacktic.nl>
Source record: 205454

Hi,

I recently replaced a 1200 baud with a 9600 baud modem. This gives me
some problems:

1. When dialing BBSs, some characters get lost, but only sometimes.
I use Flash, and the Atari vt52 acc. RTS/CTS on or off doesn't matter.
I use Serialfix 1.1. This is a very irritating phenomenon.

2. I tried LAPM/V42bis on a UUCP connection. This gives me lots of errors,
and UUCICO can't seem to correct it. Without LAPM/V42bis everything
works fine. This doesn't worry me so much, but I'd like to know
what's going on.

The strange thing is that Zmodem downloading with XYZ works flawlessly.

The computer is an Atari 520ST+, TOS 1.0.
The modem is a Tricom Tornado Quin.

If anybody has a clue, please followup or mail!

Another question:
Does anybody know of an ANSI terminal emulator that uses Atari's
monochrome monitor?

Thanks in advance,
--
gijs@mbase97.hacktic.nl (Gijs Bok)
Systems analyst/Midi freak/bass player
Listen to M-BASE music; it'll blow your mind!

7258. Hard Disk for Sale

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 12:31:27 UTC
From: scgk@dcs.ed.ac.uk
Message-ID: <scgk.737901087@dcs.ed.ac.uk>
Source record: 205590

100 Mb Slimline Hard Disk (doscontinued line from Power Computing)
with own power supply and fast 11ms Quantum Mechanism.
Works fine on my ST-E. Need quick sale for holiday cash so I will sell it
for 200 pounds (stirling) or nearest offer. Buyer pays postage or collects.

--

Simon Kinahan "Only in our dreams are we truly free,
scgk@dcs.ed.ac.uk the rest of ythe time we need wages. "
-- Terry Pratchett, Wyrd Sisters

7259. Re: New Falcons

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 12:35:56 UTC
From: glens@natinst.com
Message-ID: <1tftvc$8g6@falcon.natinst.com>
Source record: 205589

In article <1t8nkaINN3bh@lily.csv.warwick.ac.uk> cstadbs@csv.warwick.ac.uk (Mr P M Donovan) writes:

>I could not find any, so I asked the assistant if they had any. He said
>that Atari UK had taken them all back because there is a 'new model'
>coming out next week, which Atari would give them instead. This
>new model appears to be the one in the new case, the 'consumer' version
>as Atari UK calls it(which they have been talking about for the last few
>months).

Are you serious? Damn. Now how am I supposed to get one without
my wife noticing? :) On a more serious note: I am no musician but
wouldn't they (musicians) rather have the 1 piece case for portability?

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@falcon.natinst.com

7260. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 12:37:52 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1337@usdtsg.DaytonOH.NCR.COM>
Source record: 205597

In article <1tevc3INNnl7@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>] No, what the ST *really* needs is a Mr Do! clone. I can't believe no-one
>] has ever done this commercially or PD.
>
>I'm pretty sure there was.... (I may be thinking of something on
>my 8-bit however...) But from memory there was a Mr' do clone for
>the 16-bit ST's!

I know there was definitely one for the 8-bit systems - and from
what I remember it was a very good version as well (graphically and
musically).

I never got around to searching for games for the 16bit, so I dunno
about that.

On that subject - was there a Dig Dug for the ST, and if so, how
faithful was it to the original?...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

7261. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 12:49:02 UTC
From: mebeb@liverpool.ac.uk
Message-ID: <C7Bsxq.GH8@liverpool.ac.uk>
Source record: 205594

In article <memo.240564@cix.compulink.co.uk>, ilaskey@cix.compulink.co.uk (Iain Laskey) writes:
> If it wasn't for Mr Is for Xwindows, I'd have serious withdrawal
> symptoms by now. :-)
>
Is it ftpable, or is it commercial? If the former, where can I get it from.
I tried a few searches with Archie, but it didn't show up.

Kevin O'Donovan kebab@cix.compulink.co.uk
mebeb@uxb.liverpool.ac.uk

7262. Re: Questions. ATW

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 12:49:58 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <C7BszC.1GI@cs.bham.ac.uk>
Source record: 205591

In article <737810333.14904@minster.york.ac.uk> mjl-b@minster.york.ac.uk (Mathew Lodge) writes:
>Perihelion developed the original design. The company was then split into
>Perihelion Hardware, which Atari bought, who worked on the design of the
>ATW. Perihelion Software worked independently on Helios.

Perihelion means "Closest point to the Sun", rather amusingly. One of the main guys who did the hardware, a Richard Lang (?) now is (one of the) top men in Atari US.

7263. Calamus 24 pin driver needed - HELP!

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 13:13:56 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1993May20.091356.1@sscl.uwo.ca>
Source record: 205592

I have a Calamus 24 pin driver (for a Star NX2410), but the ONLY page size is A4, which is too long for the standard 8 1/2 X 11 sheets I use...does anyone have a 24 pin calamus driver that has 8 1/2 X 11 output??? Please?
Also, is A4 the standard paper size in Europe? Redacteur initially defaults to this size also! Thanks in advance for any help,

T.T.F.N.
JR.

+--------------------------------+ +-------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+-------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-------------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-------------------------------------+ +--------------------------------+

7264. Re: Calamus Outline

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 13:22:42 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1tg0n2INNq8q@golem.wcc.govt.nz>
Source record: 205595
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <12746@obelix.icce.rug.nl>, erikjan@icce.rug.nl (Erik-Jan Vens) writes:
>In <1teaaoINNmbv@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>I don't know the price for Didot LineArt, because my copy, sort of, erm, fell
>off eh... the back of a truck, but it definitely runs on an ST. I have an
>1040ST with 3Mb RAM and I have never encountered memory problems. It can
>
>EJee

Hi Erik,

yes I do have a copy of Didot Line Art, but I think its a Demo version,
there is no printer option from what I can see of it, can yours print..??

Another good German program is LavaDraw Plus, can do a lot of thing with Text,
no big fonts from what I can find out, 3D mode and Stars with any number of
pionts, shadow text and yoy rtell it were the show will be, etc..

German software I find is good, but can't read German much..

Is there any other good programs that you know off..??

Bye for now...

Roger.................. sheppard_r@kosmos.wcc.govt.nz

7265. LZH'rs.

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 13:47:08 UTC
From: Nick.Hard@f0.n8685.z86.toadnet.org
Message-ID: <738040814.AA01417@cheswicks.toadnet.org>
Source record: 205527

```
JS> From: jeff.spink@uttsbbs.uucp (Jeff Spink)
JS> Organization: The Transfer Station BBS, Danville, CA -
510-837-4610/837-5591
JS>
JS> I've run into a problem recently, which I hope someone can help me with.
JS> Here it is:
JS>
JS> I recently was on GEnie (At a friends house, actually, who just got ann
JS> account) and finally got my hands on the Speed Of Light GIF viewer. One
JS> problem, it takes some new version of an LZH extractor, which was LZH'd
JS> itself. We downloaded this. It tells us that for this we need yet
JS> ANOTHER new LZ
JS> H extractor, which is ALSO LZH'd! Well, I have'nt gotten any new
JS> extractors in over 3 years, as that's when I shut my board down, and
JS> there are NO local ST boards around.. So my question is, is there
JS> anything on GEnie that will let me extract LZH201.LZH (I'm pretty sure
JS> that was it) that is an executable file? Or am I going to have to go
JS> through a maze of extractors? Please include filenames.
JS>
JS> Thanks.
JS>
JS> ----
JS>
+-----------------------------------------------------------------------+
JS> | The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both
lines)|
JS> | Danville, California, USA. 400+ MB Files & FREE public Internet Access
|
JS>
+-----------------------------------------------------------------------+

Download ARC_LZH2.TOS which is a self extracting archive and contains ARCSHELL
from the CODEHEADS, which is what most everyone is using now a days.

This archive was put out by GEnie, for users such as yourself. It is also
available from my bbs

* * * 777:777/0@lasvegas.ftn
* * * 1:209/777@Fidonet.org - 86:8685/0@toadnet.org - 90:300/1016@nest.ftn
* * * 51:2/4.0@Atarinet.ftn - hard@toadnet.org - n.hard@g��ie.geis.com
* * * Join LasVegas Network FREQ 'LasVegas'
* * *
```

7266. Re: Falcon Video Registers

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 13:47:35 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C7BvnC.Kup@newcastle.ac.uk>
Source record: 205452
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <7245@falcon.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
>
>Which basically means the Falcon VIDEL video controller is VERY flexible.
>
>Griff.

Yes, Markus Gutschkes excellent Falcon HiRes driver (900*768*4bit) uses these registers to full effect, giving a competitive HiRes mode to a Falcon without extra hardware, which works fine for all falcon software....WHY did Atari not include this GFX mode as standard from the desktop??? The hardware can do it...
...bugger, I forgot, Atari Corp. hates us all don't they ;{

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

7267. Re: Need # for FastTech

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 14:06:21 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May20.140621.11591@newshost.lanl.gov>
Source record: 205598

In article 12813164@MVB.SAIC.COM, steveg@cseic.saic.com (Stephen Harold Goldstein) writes:
>Does anyone have a phone number where I can reach Jim Allen of Fast
>Technologies, makers of the T16, T25, Turbo030 and still to be seen
>TinyTurbo accelerator boards?

Jim Allen @ Fast Technology may be reached at (508) 475-3810 phone or fax.

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

7268. Re: PLEASE HELP : LOOKING FOR A C LANGUAGE

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 14:18:07 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May20.141807.12822@newshost.lanl.gov>
Source record: 205599

In article AM3@rahul.net, wilsont@rahul.net (Timothy Wilson) writes:

>[GFA sucks compared to C deleted]

The original poster did NOT say this Tim... this is entirely _your_ viewpoint.

>Never used GFA, but there is of course 100% support for all the windows
^^^^^^^^^^^^^^^

And all too often, the guy that says GFA sucks has never used it. ;-)

Don't get me wrong as I'm well aware of GFA's foibles and I use C/C++ as well.
But I just couldn't resist jumping on this one. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

7269. ASTRAsoft DeskTracker s1.03 uploaded

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 14:57:09 UTC
From: evilandi@vnet.IBM.COM
Message-ID: <19930520.070632.21@almaden.ibm.com>
Source record: 205596

In <1993May20.101527@cs.bham.ac.uk>, dxo@cs.bham.ac.uk (David Oakley) (no relation) wrote:
:Jeff has just put onto atari.archive the new version of my DeskTracker program
:in /Ste/dtmt.lzh.
:
: ASTRAsoft DeskTracker MT
: ========================
: for the Atari ST
:
(then goes on to say how it is compatible with virtually any Atari 16-bit)

Err... if this program is compatible with normal ST's, how come its in the /Ste/ directory? I'm not being flippant, I'm seriously interested.

(Sorry if I missed something here).

Andrew Oakley, IBM Warwick, UK IBM VNet: <9oakley@asicvm1> x(7)664830
InterNet: <evilandi@vnet.ibm.com> I speak FROM IBM, not FOR IBM!
JANet: <evilandi%vnet.ibm.com@nsfnet-relay> UK 24h Tel. 0926 464830

If God had meant us to be happy, he wouldn't have invented BS5750.

7270. Re: Falcon demos request

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 15:37:34 UTC
From: mk@anuurn.do.open.de
Message-ID: <2bfc1cbabd98@anuurn.do.open.de>
Source record: 205481

In <1993May19.183416.9124@tdb.uu.se>, Daniel Eriksson (m91der@tdb.uu.se) wrote:

>: >1) I can never get into a.a these days, always too many users.
>:
>: Try the mirror: src.doc.ic.ac.uk
>
>No, uploading to a mirror will not put the file at atari.archive. :-(

So it's only a one-way mirror, it seems? ;-)
By the way: can the mirror be reached via mail, too, or is it just an
FTP-only server?
Are there any other mirrors of a.a in Europe?
--
Martin Koehling | mk@anuurn.do.open.de | Martin_Koehling@un.maus.de

7271. Atari ST Hardware/Software for sale

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 15:46:27 UTC
From: jeffmay@magnus.acs.ohio-state.edu
Message-ID: <1tg94j$b80@charm.magnus.acs.ohio-state.edu>
Source record: 205459

I'm posting this for a friend. You can reach him by calling
(614) 235-8809 (David Smith) or send me e-mail, and I will
forward it to him.

****
FOR SALE(prices do not include shipping):

Hardware:
$12 mouse master
$50 Star NP-10 printer
$ 2 joystick (Atari 7800 style)

Software:
$16 multidesk
$11 cleanup ST
$20 Neodesk 3
$ 9 Spectrum 512
$15 Xboot
$30 WordWriter ST
$14 Degas Elite

Games:
$10 Defender of the Crown
$16 Flight Simulator II
$20 Coin Op Hits (Ghouls&Ghosts, Hammerfist, Ninja Spirit,
Vigilante, and Dynasty Wars)
$ 5 Championship Wrestling
$10 Gauntlet
$ 6 Hereos of the Lance
$ 7 Phantasie I
$ 7 Phantasie II
$ 7 Phantasie III
$20 Zork Trilogy
$ 5 10th Frame Bowling
$ 5 Rogue
$ 5 The Pawn

****

--Jeff
jeffmay@magnus.acs.ohio-state.edu

7272. Re: Computer stores in Ottawa area?

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 16:39:46 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <C7C3MA.2My@freenet.carleton.ca>
Source record: 205455

In a previous article, allan@cs.UAlberta.CA (Allan Sullivan) says:

>
>Hi there.
>
>I'm eventually going to be moving from the Edmonton to the
>Ottawa area, and I was wondering if there were any stores dealing
>in Atari merchandise and whether they service Atari machines.
>
>I have an Atari 520STfm, and was planning on either upgrading
>the memory, buying a 1040, or buying a Falcon, and I need to decide
>if I should do the upgrading now or later. (If there are no Atari
>specific stores in Ottawa, I'll have to do the upgrade here.)
>
>

There is at least one here that both services and sells Atari
hardware: Chiang Computers.
--

!! Computer Engineering at The Carleton Country Club!!
------------------------ac382@freenet.carleton.ca-------------------

7273. Help wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 16:58:30 UTC
From: djp@ecs.soton.ac.uk
Message-ID: <djp.737917110@marston>
Source record: 205496

My hard disk died. I would have liked to run something analogous
to the PC Norton utilities over it to find the problem and maybe fix
it. However, ALL the diskedit/recovery programs that I have looked
at are brain damaged and will not handle sector sizes other than
512. None of the dealers I have spoken to know of anything suitable
(there are very few serious Atari dealers in this country).

Does anyone out there have a solution - it does not have to be free,
but inexpensive would be nice.

--
Dr David J. Pritchard
Electronics and Computer Science tel (+44 703) 592722
University of Southampton fax (+44 703) 593045
Southampton SO9 5NH

7274. Re: PLEASE HELP : LOOKING FOR A C LANGUAGE

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 18:07:08 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.243513@cix.compulink.co.uk>
Source record: 205465

In article <1993May20.141807.12822@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
>In article AM3@rahul.net, wilsont@rahul.net (Timothy Wilson) writes:
>
>>[GFA sucks compared to C deleted]
>
>The original poster did NOT say this Tim... this is entirely _your_ viewpoint.
>
>
>>Never used GFA, but there is of course 100% support for all the windows
>^^^^^^^^^^^^^^^
>
>And all too often, the guy that says GFA sucks has never used it. ;-)
>
>Don't get me wrong as I'm well aware of GFA's foibles and I use C/C++ as well.
>But I just couldn't resist jumping on this one. :)
>
>
>_____________________________ John "HUTCH" Hutchinson ____________________________
>_____________________ Fair Dinkum Technologies Member - IAAD _____________________
>_____________________ "No worries, mate... it's from Fair Dinkum!" _____________________
>_____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________
>
>
>
>

Is anyone using HiSoft BASIC out there? It's well worth checking.

Ofir ogal@cix.compulink.co.uk

The best defense against logic is ignorance.

7275. Re: Speed of Light Version 2.5 on a.a.u.e!

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 18:17:11 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1tghv7INNqo7@news.u.washington.edu>
Source record: 205460

stusoft@hardy.u.washington.edu (Stuart Denman) writes:

>It appears that there is a serious bug in the low-memory reduction and/or
>sectioning part of the program. I will try to fix this by the weekend and
>have a new version of 2.5 out. If you use this feature a lot then the
>program might not work for you. Thanks for understanding. Machines that
>need this low memory feature can use 2.1 for the time beeing.

I HAVE PUT THE FIXED FILE spoflt25.lzh ON ATARI.ARCHIVE and it should be
moved out today or tomorrow. The moderator at atari.archive.umich.edu has
removed the old program from the archive until the new one is moved from
the New directory to the Graphics directory. Sorry for the
problems...Murphey's Law!

__
/ / Stuart Denman
/ / T U stusoft@u.washington.edu
\ \
\ \ O F T
/ /
/_/tm

7276. RDE_V3 - Version 3 of the RDE/RDY ramdisk sent to a.a.

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 18:36:17 UTC
From: wabe@ukc.ac.uk
Message-ID: <4370@eagle.ukc.ac.uk>
Source record: 205461

Saveable-with-Contents-to File, RDY, Mark Williams Co.

I have just downloaded Version_3 of RDE to atari.archive@umich
where you can find it at ~New/rde_v3.uue until Mr. Weiner et al move
it elsewhere (presumably to atari/Utilities). It has also been sent to
the archive hensa@uk.ac.hensa.micros and should soon be available there.

Brief Description:
~~~~~~~~~~~~~~~~~~
Version_3 of RDE, the reset survivable, configurable and
(uniquely?) saveable-with-contents to file ramdisk, started life as
Mark Williams Co.'s RDY ramdisk utility bundled with their C compiler.
Since MWC left the ST-scene, I have, by kind permission of Mark Williams
Co., been upgrading this to cater for the latest TOS changes etc. e.g.
RDE Version_2 (in the archives since March 1992) is an "All TOS"
compatible version that works on ALL ST's and, I think, also on the TT
and Falcon (though I have not been able to check this - Please let me know
you Falconers and TT'ers). Now I've added some further upgrades the most
important of which is the removal of a "bug" that limited the maximum
size of ramdisk to < 2036 kbytes or so.

RDE_V3 supports virtually unlimited sized ramdisks - and as such
should be useful to Falcon and TT users that have a lot of RAM (up to
32 Mbytes is possible I believe). Several other minor improvements have
been made as explained in the documentation. Some (essential) accessories
are included - including a sector copier, DFT.TOS, and DESKTOP.TOS so
that one can load DESKTOP.INF files from a "booting" RDE ramdisk to drive
C:\ (if it exists) where TOSes (>= 1.04) will look for them. This is
upgraded (slightly) to cater for the new TOS 2.06 (3.06 on TT).

Sincerely, W. Alan B. Evans
[wabe@ukc.ac.uk]
~~~~~~~~~~~~~~~~~~

7277. Re: Modem questions

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 19:02:21 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <C7CA7x.1KD@dscomsa.desy.de>
Source record: 205458

In article <H.eg.hvTXVBCeWGw@mbase97.hacktic.nl> gijs@mbase97.hacktic.nl writes:

>Another question:
>Does anybody know of an ANSI terminal emulator that uses Atari's
>monochrome monitor?

Yes CoNnect - but you probably won't get happy with modern programs
running on TOS 1.0... Ths should be your first upgrade...

Wolfgang

7278. Re: is there an ST port of REXX ?

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 19:34:58 UTC
From: alex@falcon.demon.co.uk
Message-ID: <737926497snz@falcon.demon.co.uk>
Source record: 205466

In article <C7BCqB.4LB@r-node.hub.org> mike@r-node.hub.org writes:

>Has anyone ported REXX to the ST?
>
>If so, is there a binary available?
>
>Mike
>--
>===
>Mike Stramba Email: mike@r-node.hub.org
>Toronto,Canada
>===
>

Are there sources anywhere? I'd be interested in site & path...

--
Alex Kiernan
akiernan@falcon.demon.co.uk

7279. RDE_V3 - Version 3 of the RDE/RDY ramdisk sent to a.a.

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 19:42:53 UTC
From: wabe@ukc.ac.uk
Message-ID: <4372@eagle.ukc.ac.uk>
Source record: 205464

Saveable-with-Contents-to File, Mark Williams Co.

I have just downloaded Version_3 of RDE to atari.archive@umich
where you can find it at ~New/rde_v3.uue until Mr. Weiner et al move
it elsewhere (presumably to atari/Utilities). It has also been sent to
the archive hensa@uk.ac.hensa.micros and should soon be available there.

Brief Description:
~~~~~~~~~~~~~~~~~~
Version_3 of RDE, the reset survivable, configurable and
(uniquely?) saveable-with-contents to file ramdisk, started life as
Mark Williams Co.'s RDY ramdisk utility bundled with their C compiler.
Since MWC left the ST-scene, I have, by kind permission of Mark Williams
Co., been upgrading this to cater for the latest TOS changes etc. e.g.
RDE Version_2 (in the archives since March 1992) is an "All TOS"
compatible version that works on ALL ST's and, I think, also on the TT
and Falcon (though I have not been able to check this - Please let me know
you Falconers and TT'ers). Now I've added some further upgrades the most
important of which is the removal of a "bug" that limited the maximum
size of ramdisk to < 2036 kbytes or so. RDE_V3 is fully compatible with
ramdisks and saved-ramdisk-files made with RDE_V2 and indeed RDE_V1.

RDE_V3 supports virtually unlimited sized ramdisks - and as such
should be useful to Falcon and TT users that have a lot of RAM (up to
32 Mbytes is possible I believe). Several other minor improvements have
been made as explained in the documentation. Some (essential) accessories
are included - including a sector copier, DFT.TOS, and DESKTOP.TOS so
that one can copy DESKTOP.INF (or NEWDESK.INF for TOS 2.06) files from
a "booting" RDE ramdisk to C:\DESKTOP.INF (or C:\NEWDESK.INF TOS_2.06)
where, provided drive C:\ (hard disk usually) exists, TOSes (>= 1.04)
will insist on looking for them - otherwise the desktop on the "booting"
ramdisk drive is used automatically. If those without a hard disk wish to
see how this works - just load a non-booting Ramdisk C:\ in addition to
your booting Ramdisk and TOS will treat this just like a hard-drive C:\.

Sincerely, W. Alan B. Evans
~~~~~~~~~~~~~~~~~~

7280. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 19:43:29 UTC
From: rm03@ic.ac.uk
Message-ID: <1993May20.194329.26506@cc.ic.ac.uk>
Source record: 205463

In article <1tfr4j$rn0@loch2.cc.strath.ac.uk> cabp09@ccsun.strath.ac.uk writes:
>OH WOW ..... MEMORIES COME FLOODING BACK ...
>
>What about ... 3-D ANT ATTACK
>[deletions]

Actually, we tried this one already. We called it "Beetle Battle" :)
We got to the stage of having a scrolling, 3D city, but we lost interest
in optimizing to code to speed it up enough to be useful.

Thanks to all the people who responded... We got lots of replies. We are
still open to suggestions, though. I'll summarize sometime next week.

BTW, does anyone know about the legality of doing this? (That is,
copying the concept and plot (and maybe the graphics, to a certain extent)
of an old 8-bit game). The game will be PD, so we won't make any money out
of it. Of course, we won't be using any of the original code, but could
we be done for "look and feel" ?

> David McNicol, | Strathclyde University, | |

--
------ Robert Mellish, FOG, IC, UK ------
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk IRC: HobNob
------ and also the mrs joyful prize for rafia work. ------

7281. Re: Amberstar Puzzles Again

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 20:11:53 UTC
From: stevew@teleride.on.ca
Message-ID: <C7CDFt.BIn@teleride.on.ca>
Source record: 205471

In article <1993May19.131623.7089@porthos.cc.bellcore.com> rrk@vixen.cc.bellcore.com (kutz,randolph r) writes:
>Well my wife is stumped again, so she came to me, and now
>I'm stumped again too. In Amberstar, she has reached a
>"Snake Island" which is surrounded by mountains, and she
>cannot get through even though she has the sphere of opening.
>Any suggestions?
>
>In a different path, the Riddlemouth wants a word for the
>opening. Our answers have ranged from "portal" to "debut."
>It doesn't like any of our answers.
>
>Since I see many puzzles ahead for us, does anyone know if
>a hint book exists for Amberstar? This is apparently a very
>addictive game, by the way.

My guess for snake island is to get that Amazing Flying Machine out of the cave in the Western Desert and just fly over those mountains.

Which riddlemouth wants the word?

I don't know of any hint book. A manual that was more than (badly) transliterated from the original German might be a bit of a help, though. For example, it took me a while to figure out "parade" meant "marching order".

--
Stephen M. Webb ---- Doubleplus bellyfeel unfrink ----- stevew@teleride.on.ca

We're sorry, you call cannot be completed as dialled. Please hang up and try your call again. This is a recording. We're sorry, your call cannot be comp

7282. Re: MultiTos

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 21:48:00 UTC
From: dud@stein.u.washington.edu
Message-ID: <1tguagINN2q4@news.u.washington.edu>
Source record: 205467

Jan_Willekens@p12.f202.n281.z2.fidonet writes:

>In a message of <Mon 17 May 93 23:36>, Air Max (2:281/202.0) writes:

> AM> I have seen multitos and I am not impressed. Since nowbody other
> AM> than developers can get hold of Unix. I will be put my efforts into
> AM> Linux 680X0. Linux for those uninitiated is a free Unix clone
> AM> currently for the i386/486 processors. Linux is currently making the
> AM> journel to the 68000 platforms. There is a group working on a TT
> AM> version. I am unsure of a version for machines below the TT, ie ST,
> AM> STFM and STE. I do hope there will be a version for MSTE.

>Well, since Linux definitely needs memory protection (read a PMMU, so a
>68030 in our case) it will only run on a TT or Falcon030 and probably needs
>8Mb RAM minimum.

I have a TT which will soon have 20 megs of RAM. Can I run X-Windows
under Linux? If I run Linux, do I forfeit my ability to run TOS and GEM
programs? If not, is it concievable that they could be run in windows on
X-windows? If I compiled hello.c under Linux, could I take the binary and
run it on a non-linux machine (i.e., a 520 or something)? If I compiled a
GEM program under Linux, could I do the same thing?

Dan Aylward
dud@u.washington.edu

7283. Re: Atari licenses Cinepak from SuperMac

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 21:56:55 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C7CIAv.1nJ@ecf.toronto.edu>
Source record: 205468

In article <930519100726_73110.713_FHG25-2@CompuServe.COM> 73110.713@CompuServe.COM (Allen Goreski) writes:
>
>SuperMac announced that Atari licensed their video compression/de-
^^^^^
>compression technology called Cinepak (aka CompactVideo) which will
>allow full-length movies (with low framerates?) to be played from
>CD-ROM. Cinepak is also the underlying technology of Apple's QuickTime.
>Other licensees are Creative Labs and 3DO.
^^^

Atari and 3DO ?!?! Jaguar vs. 3DO showdown ?!! Wonder of wonders!!!

I wait with bated breath!! :) :) :)

Vaya con Dios,
AcEzE.
--
.sig deleted by lousy, stinkin, dirty, rotten and utterly PARANOID sys admin!

7284. Atari in Australia

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 21:58:38 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.244092@cix.compulink.co.uk>
Source record: 205479

This message is posted on behalf of a friend who has no Internet access yet, but can be contacted via email.

He is planning to emigrate to Sydney, Australia towards the end of this year and would like any information about the Atari situation in Oz. He has just returned from a 7 week visit and has found the Amiga to be the most popular games and recreational machine. Does Atari have much of a share in any marketplace particularly the music industry. Also he would like to make contact with other Atari users. He is a specialist in Data Recovery from all types of hardware and systems particularly Akai and Roland samplers, as well as DOS, OS32 MT (CCC), Atari etc.

Please answer by email to - Eric,

studio3@cix.compulink.co.uk

Ofir ogal@cix.compulink.co.uk

The best defence against logic is ignorance.

7285. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 22:01:19 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C7CII7.23B@ecf.toronto.edu>
Source record: 205469

In article <wmtwen.737822521@rw8.urc.tue.nl> wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
>cabp09@ccsun.strath.ac.uk (DavidMcNicol) writes:
>
>
>>What about Trans-Am from the speccy ????
>
>No no, the very very best game on the Spectrum was certainly School
>Daze and School Daze II (Back to School)
>
>That was excellent fun. Write naughty things on the blackboard, kicking
>junior students and shooting things at them.
>
>Erlend.

Haha!! I remember THAT one!! Certainly brings back oooold memories! I loved
that game! Many's a long night I spent playing that game!

Hmmm, sorry 'bout the rambling....

Vaya con Dios,
AcEzE.
--
.sig deleted by lousy, stinkin, dirty, rotten and utterly PARANOID sys admin!

7286. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 22:07:28 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C7CIsH.2qF@ecf.toronto.edu>
Source record: 205470

In article <C7AFnL.5Dq@mailer.cc.fsu.edu> boyd@math.fsu.edu writes:
>Hey, another one just hit me. M.U.L.E., an all time classic. Also,
>Seven Cities of Gold was fairly cool.
>

Hey! Wasn't "7 Cities of Gold" an Apple][game??
While I'm on that track, how about two more reeelly old games from
the Apple][... "Aztec" and "Black Magic" ?? (No flaming about Apple][
computers, okay?! I liked Apple until they threw Steve Jobs out!! #@%@!@)
Or better still, do a clone of "Stellar Seven"!!! THAT would be awesome!!!

Boy! Aren't I jumping on the bandwagon!! :)

Vaya con Dios,
AcEzE.
--
.sig deleted by lousy, stinkin, dirty, rotten and utterly PARANOID sys admin!

7287. .IMG ---> .PC3

Newsgroup: comp.sys.atari.st
Date: 1993-05-20 23:16:45 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993May20.231645.26522@prime.mdata.fi>
Source record: 205473

Would anybody happen to know how I can convert monochrome IMG format
fraphics files to compressed Degas (.PC3)? Help is very much
apperciated!

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

7288. Higher Screen Res. on Falcon.

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 00:10:32 UTC
From: danieldr@ecr.mu.oz.au
Message-ID: <9314110.26878@mulga.cs.mu.OZ.AU>
Source record: 205472

Hi,

I have heard many times about the 'Screen Blaster' for the Falcon.
Exactly what resolutions can it handle with and without hardware ? How many colours are offered in these resolutions, and how fast does the machine run these
modes ? In adittion, is a Multisync monitor or just a Super VGA monitor
required ?

Thanks

_ /\ danieldr@ecr.mu.oz.au
/ _| \ danieldr@ee.mu.oz.au
| | danieldr@cs.mu.oz.au
_,-x/ University of Melbourne
V _ /
|_____/

7289. Re: Cross compiling with GNU C for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 01:17:01 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13501@uqcspe.cs.uq.oz.au>
Source record: 205474

comeau@csanta.attmail.com (Greg Comeau) writes:

>warwick@cs.uq.oz.au writes:
>>You could just use my GEM++ C++ class library (written in GNU C++ of course).

>I'd be interested in hearing more about this, and AMS.

Greg may have intended to email, but I think this is worth posting anyway.

I am a strong believer in sharing code. And I think C++ is THE language for
doing it. The reasons are:

1. It is as popular as C (or at least, it shortly will be).
- You need a userbase in order to share code
2. It has a high level of information hiding - encapulation.
- You need this, or else chaos eats you up.

Now, it seems to me that there are three types of applications written for the
Atari computers:

1. Machine independent (eg. all the ported GNU tools)
2. GEM dependent (all those nice apps that run on all screen sizes)
3. Machine specific (they run in only one or two fixed resolutions)

For (1), you can use all the world's class libraries.

For (2), I wrote GEM++.
For (3), I wrote AMS.

>Any chance of giving a "mild" example, maybe a screens-worth [of GEM++]?

Here is some example code I just made up:

```
------------------------------------------------------------------------

main()
{
// Before we do ANYTHING with GEM, we must declare a GEMapplication.
// This does the old appl_init/appl_exit stuff for us.
GEMapplication example;

// Create some GEMrsc objects (they load RSC files)...
GEMrsc rsc1("example.rsc",8,16);
GEMrsc rsc2("exam2.rsc",8,16);

// Create some GEMform objects from those GEMrsc objects
// by simply using the RSC indices that we used in the
// RSC editor.
GEMform form1(rsc1,FORM1_RSC_INDEX);
```

```
GEMform form2(rsc2,SOME_OTHER_INDEX);

// We can make a complete COPY of a form very easily...
// This copies all the user-modifiable parts of the form,
// but can just share the original copies of constant things
// like titles strings, etc.
GEMform anotherform=form1;

// To use forms, we just "Do" them... [ SEE NOTE 1 ]
form1.Do(); // (centred)
form1.Do(100,30); // (at a given position)

// If we declare GEMobject objects :) in the GEMform, we
// can find out more via those GEMobjects. Again, we simply
// use the RSC indices to refer to objects...
GEMobject the_okay_button(form1,OKAY_BUTTON);

if (the_okay_button.Selected()) {
printf("OKAY selected\n");
}

// More interesting than GEMforms, are GEMformwindows, which
// are just like GEM forms, except they are in a window.
//
// To use GEMformwindows, we need a GEMactivity in which the
// windows act. This encapsulates all the event handling
// code, and all those ugly low-level things that C GEM users
// had to deal with.
GEMactivity activity;

// Then, all we do to have a window is say which GEMactivity
// it is in, and get the graphics out of a GEMrsc.
GEMformwindow my_window(activity,rsc1,MY_WINDOW_INDEX);

// Open the window... [ SEE NOTE 2 ]
my_window.Open();

// And set it all in motion... [ SEE NOTE 3 ]
activity.Do();
}

NOTES:
1. Normally, the user will create a derived class of GEMform
that encapsulates the actions that need to happen when
the user interacts with a form. This is done by overriding
the virtual method "DoItem(int item, const GEMevent& e)",
or by declaring actuve GEMobjects in the form. But here,
for simplicity, I have shown GEMforms being used directly.
2. Cleverly, GEM++ only calls the GEM "wind_create" funtion
when a window is actually opened. This way, you can have
any number of "GEMwindows" (of which GEMformwindow is one type)
and only the OPEN ones will take up GEM window handles.
(which are limited in some TOS versions)
```

3. Normally, the user will have other things like a GEMmenu
object, maybe a GEMdesktop [though not advisable under
MultiTOS!], other windows, etc. in the activity.

>Do you use any of the g++ extensions/incompatibilities?
>I ask this as I'd imagine that if it didn't, that it would
>probably mesh with Comeau C++ 3.0 With Templates reasonably.

I have tried to avoid any dependence on GNU C++, but only having one
compiler to check against, I guess some minor dependencies may exist
(ie. bugs in my code that G++ lets slide).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

7290. Re: Higher Screen Res. on Falcon.

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 01:31:25 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1thbddINNssa@golem.wcc.govt.nz>
Source record: 205477

] I have heard many times about the 'Screen Blaster' for the Falcon.
] Exactly what resolutions can it handle with and without hardware ? How m

The screen blaster *is* a hardware add-on!

It can give res' such as 1280*960, and apparently the 16.78 million colors..

7291. Re: Modem questions

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 01:46:10 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1338@usdtsg.DaytonOH.NCR.COM>
Source record: 205483

In article <C7CA7x.1KD@dscomsa.desy.de> wwc@dxhra1.cern.ch (Wolfgang Wander) writes:
[STuff deleted]

>Yes CoNnect - but you probably won't get happy with modern programs
>running on TOS 1.0... Ths should be your first upgrade...

If someone has a TOS 1.0 machine, then upgrading to TOS 1.4 probably
is the best first upgrade. You figure, it doesn't cost that much,
and if your TOS chips are socketed, then it's so simple even *I*
could do it :-)

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

...if for no other reason than speeding up hard disk accesses...

7292. Re: is there an ST port of REXX ?

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 02:05:22 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993May21.020522.26322@csi.uottawa.ca>
Source record: 205475

Perl, which is a comparatively similar job control/scripting language, has been ported to the ST. This is fairly easy in that sources are readily available in C via GNU-Copyleft.

I haven't seen any "Public-Domain-equivalent" sources for REXX; in most cases, implementations are commercially developed. There's one exception; I've got an IBM-PC version of REXX that was released as freeware. It's definitely 80x86 specific, and sources weren't available.

I'd suggest that people take a look at Perl instead. It does very similar things.
--
Christopher Browne | Genius may have its limitations, but
aa454@freenet.carleton.ca | stupidity is not thus handicapped.
Moderator, Atari SIG, and possibly the Canadian Operational Research Society SIG (Real Soon Now).

7293. Re: What do 2 bombs mean?

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 02:20:25 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13505@uqcspe.cs.uq.oz.au>
Source record: 205478

>In a message of 12 May 93 07:22:44, Gijs Bok wrote:
>GB> Can anybody tell me what two bombs mean?

Nick.Hard@f0.n8685.z86.toadnet.org (Nick Hard) writes:
>File not found..

:)

Actually, two bombs means "Bus error". It may mean in your case though
that a file is indeed missing, and the program is not checking the
returned FILE* - just using it blindly. In the file is not found,
the FILE* will be 0, and hence a Bus Error will be signalled if they
still try to use it.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

7294. DON'T CLONE CLASSIC GAMES! (was Re: Classic games - ideas wanted)

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 02:29:41 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1theqlINNf3u@life.ai.mit.edu>
Source record: 205480

In article <1993May20.194329.26506@cc.ic.ac.uk> rm03@ic.ac.uk (Mr R. Mellish) writes:
>BTW, does anyone know about the legality of doing this? (That is,
>copying the concept and plot (and maybe the graphics, to a certain extent)
>of an old 8-bit game).

Yes, and the conclusion, in a word, is DON'T DO IT. By cloning someone else's game, you are asking for legal trouble. The holder of the copyright can make a case that you have cost them money in lost sales. If they are a US company and have registered their product with the US copyright registry, they will be entitled to treble damages. The Berne international copyright convention, which most 1st world countries adhere to, specifies similar terms.

As much as those great old games seem to beg to be ported, don't take the risk. Contact the holder of the rights for the Atari, and make sure you get written permission from them to do your port. You may find that a little old grandmother in Tulsa holds the rights and is willing to let you do your port for free. (This is a real example, by the way.)

>The game will be PD, so we won't make any money out of it.

This really has no bearing, other than potentially making the judge more sypmathetic to you once you're in court. To show loss of sales, you don't need to say anything about how much the infringer made. In fact, it could be argued that a *free* program costs the copyright holder more in terms of lost sales than something the infringer charged for.

Consider this. Suppose the Bitmap Brothers release their latest game for the ST. It's awesome; clearly a classic of its genre and a masterpiece of coding. Now you and some friends decide you want to see if you can match their tricks. You copy their game concept and use their art, and make a near-perfect clone. Would you release it? Hopefully, it's obvious that you'd be getting yourself in trouble by doing so.

The fact that a game is old doesn't change this scenario. The holder of the rights for your platform is STILL the holder of those rights, and you MUST get permission to do your port to avoid the threat of a suit.

>Of course, we won't be using any of the original code, but could we be
>done for "look and feel" ?

You simply MUST make your game substantially different to be in the clear. In particular, it must APPEAR different to the computer-naive, for it will be that kind of person who will be determining whether or

not you have infringed in court, should it get that far. This means different graphics, different sound effects, etc. at the very least. But really you're just better off writing your own game, perhaps using the classic as a jumping off point. If your game is as different from the classic as Galaxians is from Space Invaders, for example, you're probably OK.

Finally, don't think that people don't come out of the woodwork and enforce their copyrights and trademarks on old games. People have come under fire for ports of Pacman, Tetris, and Scrabble on several platforms, and there are surely more examples. Sometimes it's only a matter of time before someone at the source company stumbles upon your clone.

Be careful -- don't learn this lesson the hard way!

Dave Baggett

--

dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

7295. Modem questions

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 03:33:18 UTC
From: sysop@sterbbs.nl
Message-ID: <gate.8T3V4B1w164w@sterbbs.nl>
Source record: 205476

```
Gijs Bok wrote
++++++++++++++++++++++++++++++++
|||I recently replaced a 1200 baud with a 9600 baud modem. This gives me
|||some problems:
|||
|||The strange thing is that Zmodem downloading with XYZ works flawlessly.
|||
|||The computer is an Atari 520ST+, TOS 1.0.
|||The modem is a Tricom Tornado Quin.
++++++++++++++++++++++++++++++++

If you're using a highspeed modem your computer has to 'talk' to the
modem (and back) using the RTS/CTS signals (Request To Send/Clear To
Send) also known as 'hardware handshake'.

The problem with the Atari ST is that it never supports that hardware
handshake correctly, even with TOS 2.06 you need some patches. However,
if you put one of the patches (like RS232EN.PRG) in your AUTO-folder,
things are working pretty nice. I don't know if the patches will work
with your 'stone age TOS'.

Bert Rozenberg (sysop@sterbbs.nl)

---
* TLX v1.55 * Why do tornadoes only hit trailer parks?

--------------------------------------------------------------------
| STER BBS, The Netherlands | 10 V.32bis lines on rotary |
| Internet Mail and 200 newsgroups | Major BBS v6.11 * 18 CD-ROM's |
| Call +31 1880 40035 | * QWK * CHAT * GAMES * MORE * |
--------------------------------------------------------------------
```

7296. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 03:34:31 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <C7CxxJ.Jzv@freenet.carleton.ca>
Source record: 205482

In a previous article, alrashi@ecf.toronto.edu (AL RASHID SHAHIR) says:

>In article <C7AFnL.5Dq@mailer.cc.fsu.edu> boyd@math.fsu.edu writes:
>Or better still, do a clone of "Stellar Seven"!!! THAT would be awesome!!!
^^^^^^^^^^^^^^^^^^^

One of the best tank games EVER!!!!!!
--

!! Computer Engineering at The Carleton Country Club!!
------------------------ac382@freenet.carleton.ca-------------------

7297. Re: MultiTos

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 04:06:44 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <1993May21.040644.4409@jonh.wimsey.bc.ca>
Source record: 205490

Jan_Willekens@p12.f202.n281.z2.fidonet writes:

>Well, since Linux definitely needs memory protection (read a PMMU, so a
>68030 in our case) it will only run on a TT or Falcon030 and probably needs
>8Mb RAM minimum.

Linux does quite well on a 4 meg pc, and is even (relatively)
usable with 2. However, with X, 8 megs is prefered. You can always use
swap, however.

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m* s/++ g+ w+++ -x+

7298. Re: A decent PD space invaders anyone?

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 04:59:10 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.DFv1fVr9cKM@semprini.tdkcs.waterloo.on.ca>
Source record: 205504

In <13389@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> richards@elmer.orl.mmc.com (Larry) writes:
>
> >I have yet to see... a decent galaxian copy...
>
> Check out Insectroid - just make sure you install it in the root directory
> (yes, groan).

I can't believe people still do things like that... Quite annoying, no?

> [personally, these sorts of games don't appeal to me anymore]

That's cause you got religion! NetHack 3.1.1 will keep almost anyone busy
for days and days!
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

7299. Re: Falcon Video Registers

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 05:33:01 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993May21.053301.12305@gumby.cc.wmich.edu>
Source record: 205484
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <C7BvnC.Kup@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>
> Yes, Markus Gutschkes excellent Falcon HiRes driver (900*768*4bit) uses these
> registers to full effect, giving a competitive HiRes mode to a Falcon without
> extra hardware, which works fine for all falcon software....WHY did Atari not
> include this GFX mode as standard from the desktop??? The hardware can do it.

At this resolution, what's the refresh rate? Also, would higher resolutions be possible in a monochrome (1-bit) mode? I'm thinking 19" monitor here (1024 x 768, or 1280 x 960).

I take it this is just software? No extra hardware involved?

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

7300. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 06:33:55 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993May21.063355.12874@gumby.cc.wmich.edu>
Source record: 205485

In article <jonal.221.737751139@dhhalden.no> jonal@dhhalden.no (JON ARVID LOVSTAD) writes (both times):
> >> the situation could be bettered if Atari made an Atari brand drive.
> >> Then at least the dealers would know that it would be available.
>
> Well, let me tell you something. When Apple first introduced their drives,
> they were *expensive*. Several others had drives on the market too, but
> Apple's sold more due to the fact that people felt more secure with that
> product since it were Apple brand. *I* know that you can plug and play a
> SCSI CD-ROM onto the Atari range (I'm using a standard Apple CD150 from time
> to time), but most people, dealers included, does not know this. Therefore,
> they don't carry it in their shops and show 'em off to people. What I
> mean is that a lot of people would feel more comfortable about buying a
> n Atari brand CD ROM drive even though it would cost a bit more than a
> similar un(Atari)branded drive (this was supposedly why Atari didn't
> brand the Chinon drive last time, it would be $50 over the street
> prices for a Chinon branded drive).

Well, now that you put it that way, I agree with you that it would be
a good thing. If nothing else, it would demonstrate that Atari was
solidly behind CD-ROM, and encourage others to jump on the bandwagon.
But then, I've felt this way since I first saw CDROMs operating on
the Atari back in 1985 at the CES show.

> Atari made some deal with PLI some time back, but I don't know if it's still
> in effect. They were supposed to write 'compatible with Mac, PC bla bla
> Atari computers' in their ads for 3rd pary HD's etc.

The deal is still in effect, but I haven't seen any ads recently.

> I would strongly advise Atari to put all their developer docs,
> dev software and sample code (do they make this????) on disc in the future.

That would be cool.

> >> consider a retailer disc consisting of demos of most Atari
> >> software available. Then all customers out there could try things out and
> >> decide if it's worth their money.
>
> Do you know why the project crashed?

My understanding was that the amount of submissions Atari received
didn't fill enough of a CDROM disk to make it worthwhile. It was
quite a bit of work for developers to prepare, and the demo maker
software was rather buggy. A number of developers weren't confident
enough that Atari would follow through, and so weren't willing to

spend the time.

> I haven't seen your apps, but I'm
> really sad to say that there are a *LOT* of overseas devs who hasn't got a
> clue about interfaces. I mean both functional _and_ aestethical. If you
> look to the German scene, it's more common with *real* checkboxes and
> radiobuttons in dialogs, titles that *don't* look like buttons (check out
> AtariWorks...OK, he's Indian) or drop down menus (watch that shaded box),
> have buttons that look like they have caught a growing disease (yeah, about
> 8x11 inches or so) and last but not least, that *have* to have a raster in
> dialogs. I'm exaggerating a bit here, but I think you get my drift.

Thanks for the enumeration of sins. I'll go remove them all right away.
B-)

But this is an interesting topic. When you say "*real* checkboxes",
if you mean squares with X's in them I suspect the reason they're
not used more is because the AES is buggy. I.e., the Checked attri-
bute puts a *white* X in a box (that is, invisible). So most check-
boxes just toggle the selection state (white to black).

When you say "real radiobuttons", if you mean circles with dots in
the center, it's because there's no such animal available in the
AES (you have to create custom objects and animate them yourself).
Plus, you have to do it twice: once for mono rez, once for color.
I've found that many German apps (at least in certain niches),
just don't even bother with color (they're mono only). That cer-
tainly makes things a *great* deal easier. I could design *lots*
better interfaces if I didn't have to accomodate the least common
denominator, i.e., a color screen with only 180-some vertical
pixels available.

I agree with you that there's way too wide a variety of styles for
highlighting titles for dialog boxes. This is an area in which
there were no guidelines available, so unfortunately, everybody
created their own styles.

Speaking of conforming to standards, this is an area where even
Atari can't get it right. Ever since TOS 1.02, they've turned
all/most of their desktop dialog boxes into the alert style.
I.e., two thin lines, instead of the thicker line surrounded
by a thin line. Looks awful.

> BTW, wouldn't it be great with a one week developer camp for Atari
> devs somewhere out there? Come together, share ideas and agree on
> some standards or someting?

This is a great idea. If fact, it may have already been done once.
I know it was scheduled at least twice (before I signed up as a
dev, I think). However, unless Atari financed it, I'm afraid it
would be too expensive for many devs to attend. I know I couldn't
afford it.

But if you want to share ideas and agree on standards, there's a lot easier and cheaper way to do so. The private, developer-only conference on GEnie provides a convenient forum, and I've even seen user-interface issues (e.g. menu hot-keys) discussed from time to time.

> all we need is some $$$ from Atari...

Slap! Wake up, Jon. Wake up! You've been dreaming. Sigh.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

7301. Re: Speed of Light Version 2.5 on a.a.u.e!

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 07:54:09 UTC
From: xaemyl@netcom.com
Message-ID: <xaemylC7D9yA.Es2@netcom.com>
Source record: 205486

I tried to get this file ... and it gave Me this: "Permission Denied" can someone fix this? This program looks good ...

--


```
/\__.__/\/\_____/\_______/\_ __ /\_.___/\__. Raa Amon Zepol
\ | /\____ \ ____/\ \/ \ \ | \_ |__ Xaemyl et SuperTzar!
/ \/ _ \ _|___/ ___ \/ | / | \ Omniverse of Darkness!
/ \\ | \\ / | \\___ \ ` \\ Turns People into clay
\ __|__ /___|__ / ____\____|__ / _____/_______ \ Radiation ... minds decay
\/ \/ \/\/ \/\/ \/ UUCP: xaemyl@netcom.com
```

7302. Re: Higher Screen Res. on Falcon.

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 08:03:55 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.245246@cix.compulink.co.uk>
Source record: 205487

In article <9314110.26878@mulga.cs.mu.OZ.AU>, danieldr@ecr.mu.oz.au
(Daniel_Romulus CUCINELLI) writes:
>
>Hi,
>
>I have heard many times about the 'Screen Blaster' for the Falcon.
>Exactly what resolutions can it handle with and without hardware ? How
many colours are offered in these resolutions, and how fast does the
machine run these
>modes ? In adittion, is a Multisync monitor or just a Super VGA monitor
>required ?
>
>Thanks
>

As far as I know there are two separate products:

FalconScreen is a PD program that currently gives up to 928x704@40Hz in
16 colours and a bit less in monochrome.
ScreenBlaster is probably better because the scan rate is at least 60Hz.
It can run in all video modes and res is up to 880*606. ScreenBlaster is
a commercial product.
You do not need a multisync just an SVGA monitor for both.

Ofir ogal@cix.compulink.co.uk

The best defence against logic is ignorance.

7303. Re: Calamus Outline

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 09:16:23 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.222.737975783@dhhalden.no>
Source record: 205489
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1teaaoINNmbv@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
Rog writes:
>Sory Mike but from what I have seen of the Price for Didot, its not for the
>home user, its a real Professional program, and from the feed back that
>has come back to me Outline Art is not a stand alone program, plus you do realy
>need a TT and lots of Ram to run it, again still not a Home user program..
>
>What I am after is a Program to replace the Bug ridden Pagestream 2.2, but I
>only need it for flyers etc...
>
>Is there nothing out there for the Home user..??

At CeBIT, 3K dumped the prices on the Didot package - it is now DM595 for the b/w version and DM995 for the colour version. This is a bundle that consists of Didot Lineart and Retouche Pro. The colour package of course includes the "CD" versions of the two packages. As I see it, they are lowering their prices since the developers left and formed H3 or Digital Arts or something. The new company are offering DA's Vector (and soon DA's Picture). Great app, cheap as well (DM 295 SRP, DM250 street - coming to the US soon) but not yet 100% MTOS friendly as far as I know.

For the home user - well you *could* still use EasyDraw with Speedo or some of the other GEM orientated drawing progs out there. X-Act Draw from germany for instance. That one will probably work just fine for flyers. More apps that tap into the power of the new GDOS will surely appear soon.

But pleeeeeease, dump that Pagestream shit *NOW* :-)

>Roger..... sheppard_r@kosmos.wcc.govt.nz

Jon

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

7304. Re: .IMG ---> .PC3

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 09:29:52 UTC
From: moffatd@dcs.glasgow.ac.uk
Message-ID: <C7DEDt.6LI@dcs.glasgow.ac.uk>
Source record: 205488

paetau@mits.mdata.fi (Rasmus Paetau) writes:

>Would anybody happen to know how I can convert monochrome IMG format
>fraphics files to compressed Degas (.PC3)? Help is very much
>apperciated!

Try useing PicSwitch (0.7) from your local ftp site /fav PD catalog.
It will convert most ST formats and also does Mac Paint PICT format !

--
Darren J Moffat
(moffatd@dcs.glasgow.ac.uk)

NIKE VIRUS - Just Does It !

7305. Re: Falcon Video Registers

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 09:54:43 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.245922@cix.compulink.co.uk>
Source record: 205491

In article <1993May21.053301.12305@gumby.cc.wmich.edu>, obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
>In article <C7BvnC.Kup@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>>
>> Yes, Markus Gutschkes excellent Falcon HiRes driver (900*768*4bit) uses these
>> registers to full effect, giving a competitive HiRes mode to a Falcon without
>> extra hardware, which works fine for all falcon software....WHY did Atari not
>> include this GFX mode as standard from the desktop??? The hardware can do it.
>
>At this resolution, what's the refresh rate? Also, would higher
>resolutions be possible in a monochrome (1-bit) mode? I'm
>thinking 19" monitor here (1024 x 768, or 1280 x 960).
>
>I take it this is just software? No extra hardware involved?
>
>--
>Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
>Western Michigan University
>Kalamazoo, MI 49008
>
>
He is working on a monochrome version. Scan rates vary between 40Hz-80Hz.

Ofir ogal@cix.compulink.co.uk

The best defence against logic is ignorance.

7306. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 10:16:29 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.737979338@rw8.urc.tue.nl>
Source record: 205494

alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:

>While I'm on that track, how about two more reeelly old games from
>the Apple][... "Aztec" and "Black Magic" ?? (No flaming about Apple][

Aztec???? Was that something like Aztec Challenge??? That was a nice
arcade game too!
Jumping over spears and so on.

Erlend.

7307. Re: Higher Screen Res. on Falcon.

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 10:18:47 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993May21.101847.21686@rhrk.uni-kl.de>
Source record: 205497

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>The screen blaster *is* a hardware add-on!

>It can give res' such as 1280*960, and apparently the 16.78 million colors..

You forgot the smiley. Here's one from me: :-)))))))))))


```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

7308. DON'T CLONE CLASSIC GAMES! (was Re: Classic games - ideas wanted)

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 10:34:41 UTC
From: evilandi@vnet.IBM.COM
Message-ID: <19930521.032842.660@almaden.ibm.com>
Source record: 205492

In <1theqlINNf3u@life.ai.mit.edu>, dmb@case.ai.mit.edu (David Baggett) wrote:
:In article <1993May20.194329.26506@cc.ic.ac.uk> rm03@ic.ac.uk (Mr R. Mellish)
:>BTW, does anyone know about the legality of doing this? (That is,
:>copying the concept and plot (and maybe the graphics, to a certain extent)
:>of an old 8-bit game).
:
:Yes, and the conclusion, in a word, is DON'T DO IT. By cloning someone
:else's game, you are asking for legal trouble. The holder of the
:copyright can make a case that you have cost them money in lost sales.
:If they are a US company and have registered their product with the US
:copyright registry, they will be entitled to treble damages. The Berne
:international copyright convention, which most 1st world countries
:adhere to, specifies similar terms.

Dave, I think you may have over-estimated the influence of international agreements, and may also have forgotten that UK court cases are nowhere near comparible with USA super-sueings.

Also, as I understand it, the lads are not talking about wholesale carbon-copying a game, merely "look and feel" gameplay and style.

Damages? Paid from what? Non-profit making students (who probably have enough trouble paying their rent every week) don't have much money from which to take damages. Prison is NOT an option. The UK (congratulations, by the way, for noticing that this was a NON-USA question) does NOT have a tradition of fining people what they can't afford, whatever the international agreement.

The Berne Convention certainly sets down some guidelines. However, in the UK, there has never been such an action (foreign rulings do not count), so any case would also be a LEGAL PRECEDENCE, in addition to being financially non-productive.

Action would only be taken if:
1) The person, company or whoever bought out the copyright were still in existance (unlikely) and
2) They were prepared to set a legal precedence in UK law (expensive) and
3) They just wanted the game removed from the market (not fiscal compensation)

Since you are not making a profit, and the company whose game you are adapting/ripping off (delete as applicable) is most probably defunct (perhaps a good idea to choose a game whose copyright owner is KNOWN to be defunct?!?), and the action would be very expensive (and yeild LITTLE return- you're penniless students making no profit, so you have no money which they can claim from you) you're quite, quite safe.

Illegal? Debatable. Immoral? Perhaps. Likely to result in prosecution? NO!
Slightest posibility of being financially sued? Absolutely not!

Even if legal action were to ensue, you'd most likely only be asked to
withdraw the game from any PD libraries/archives you posted it to. You made
no profit and as students are unlikely to have any savings, so the courts have
nothing from which to fine you.

I suggest you'd be totally safe to copy the "look and feel" from a game,
but NOT characters or desgins. Your game would then be a (whatever)-STYLE
game rather than a (whatever)-CLONE game. This way even unprofitable legal
precedence actions would be on exceptionally shaky ground.

I AM NOT SAYING THIS IS MORALLY RIGHT. I am saying what they intend to do
is not likely to result in legal prosecution in the UK.

I welcome further comments from those with knowledge of UK law. If you
have little knowlegde of UK law, then your comments will be of no relevence,
no matter what internation conventions you cite. Sorry.

Andrew Oakley, IBM Warwick, UK IBM VNet: <9oakley@asicvm1> x(7)664830
InterNet: <evilandi@vnet.ibm.com> I speak FROM IBM, not FOR IBM!
JANet: <evilandi%vnet.ibm.com@nsfnet-relay> UK 24h Tel. 0926 464830
24 Daddlebrook Road, Alveley, Near Bridgnorth, Shropshire, WV15 6NU, UK

Evil Andi of GOTHIC DOMAIN SOFTWARE: Computing for the culture-shocked
Budgie UK titles: Ballpark, Flipped & Square Off
Shareware titles: ST-Zine Disk Mag Kit, Quiz Construction Kit & others
MORE & MORE TITLES AVAILABLE ON ATARI ARCHIVE... STAY HUNGRY!

&witticism

7309. Re: ASTRAsoft DeskTracker s1.03 uploaded

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 10:37:29 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993May21.113729@cs.bham.ac.uk>
Source record: 205493

```
In article <19930520.070632.21@almaden.ibm.com>, evilandi@vnet.IBM.COM
(Andrew Oakley) (yup, no relation!) writes:
|> In <1993May20.101527@cs.bham.ac.uk>, dxo@cs.bham.ac.uk (David Oakley) (no
|> relation) wrote:
|> :Jeff has just put onto atari.archive the new version of my DeskTracker program
|> :in /Ste/dtmt.lzh.
|> :
|> : ASTRAsoft DeskTracker MT
|> : ========================
|> : for the Atari ST
|> :
|> (then goes on to say how it is compatible with virtually any Atari 16-bit)
|>
|> Err... if this program is compatible with normal ST's, how come its in the
|> /Ste/ directory? I'm not being flippant, I'm seriously interested.
|>
|> (Sorry if I missed something here).
|>
|> Andrew Oakley, IBM Warwick, UK IBM VNet: <9oakley@asicvm1> x(7)664830

Ah. Err. Um. Oops!

Version II:
ASTRAsoft DeskTracker MT
========================
for the Atari STE

Compatible with Atari STE, Atari TT, Atari Falcon (with patch program, not ...

One thing's for sure, I'll never go into marketing!

Sorry about that, and thanks Andy!

----
David.
.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | You have answered all 20 questions on the || || /\_
Stoke On Trent | Mastricht Treaty. Goodness knows whether _/|| ||\_/ |
ST7 8QQ England.| you were right or not... |_/ |_| \_|/
```

7310. Re: Falcon Video Registers

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 10:54:34 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.737981488@rw8.urc.tue.nl>
Source record: 205495
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>Yes, Markus Gutschkes excellent Falcon HiRes driver (900*768*4bit) uses these
>registers to full effect, giving a competitive HiRes mode to a Falcon without
>extra hardware, which works fine for all falcon software....WHY did Atari not
>include this GFX mode as standard from the desktop??? The hardware can do it...

Oh, the reason is very likely that Atari doesn't want complete newbies
come to the store saying "All I did was choosing 900*768*16colors mode
and now my monitor is broken". Some monitors can't handle this and will
be damaged. One of the monitors that could be damaged is Atari's own
PTC 14something VGA monitor. At least according to specifications. So
it was just some appropriate measure to prevent damage.

Erlend.

7311. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 11:35:22 UTC
From: Alexander_Bochmann@traveller.fido.de
Message-ID: <2bfccce7@p1.f7803.n241.z2.fidonet.org>
Source record: 205536

...message from wells_s to All :

> Old games huh?! How about a good platform-type game (like 'Great
> Giana sisters' I used to think that was pretty good on the C64 many
> moons ago...)

I once had Great Giana Sisters for the ST...

But I don't know if it still exists; when I remember correctly, Nintendo bought the idea and then called the game "Super Mario Bros." or some crap like that.

/\|ex.

7312. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 11:38:34 UTC
From: Alexander_Bochmann@traveller.fido.de
Message-ID: <2bfccd94@p1.f7803.n241.z2.fidonet.org>
Source record: 205537

...message from Mr R. to All :

> Remember all those really good games on the Spectrum and C64 ?
> Like to play them once again ?

What about Space Taxi (!!!!!!!), Castles of Dr. Creep, Gyruzz(sp.?), Manic Miner, or JumpMan?

/\|ex.

7313. Re: Space Empire Elite

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 11:53:08 UTC
From: Alexander_Bochmann@traveller.fido.de
Message-ID: <2bfcd0f1@p1.f7803.n241.z2.fidonet.org>
Source record: 205538

...message from Jeff Spink to All :

> Wow, I did'nt even know that Space Empire Elite was still around. I
> had that game on my board years ago...was'nt netted though. I am now an
> avid player of the spinoff from it, called Barren Realms Elite, which
> is good.. Anyone know of any boards running Space Empire naer the San
> Francisco, CA, USA area?

Issue No. 29 19/05/93

Current Systems of Space Empire Elite V. 11.35 (Via NeST.Ftn)
~~~~~~

Sysop Name Galaxy Name NeST Node FakeFNET Location
~~~~~~~~~~ ~~~~~~~~~~~ ~~~~~~~~~ ~~~~~~~~ ~~~~~~~~

James Partner Beta Lyrae IV 90:101/1 1027 Norwich, UK
% Derek Stewart Geordie 90:100/111 1046 Newcastle, UK
% Paul Simmonds Krisalis 90:100/112 1047 Bradford, UK
Steve Caple !!!ZOB!!! 90:100/114 1050 Crewe, UK
Kevin Norman Betelgeuse 90:105/2 1054 Aberdeen, UK
Andy Styles The Dark Empire 90:102/103 1502 Chelmsford, UK
Ian Coates The Lost Boys 90:101/2 1506 Diss, UK
Mark Butler Mystic 90:106/100 1600 Penarth, UK
Mark Taylor UnderTaker 90:106/101 1601 Stroud, UK
Dave Meaker Taye 90:106/102 1602 Bristol, UK
Alexander Bochmann Traveller's Home 90:400/101 2103 Freiburg, D
Joerg Spilker Hangay 90:400/100 2106 Luegde, D
Benedikt Heinen Icemark 90:400/401 2141 Aachen, D
Darko Starman Ariadlair 90:400/4002 2142 Aachen, D
Carsten Brockmann Fornax 90:400/1001 *2160* Bad Pyrmont, D
Jan Kriesten Knight Vision 90:400/1002 2162 Marburg, D
Kim Andersen Maxon Sky 90:1500/102 2502 Taastrup, DK
Stefan Andreasson MaSTer 90:1101/100 3102 Partille, S
Tommy Schmidt Unicorn II 90:1100/100 3103 Sodertalje, S
Bertil Jagard Darth Vader's 90:1101/104 3104 Partille, S
Hans Bergman Crime City 90:1100/106 3106 Stockholm, S
Fredrik Heselius Vismut 90:1103/100 3109 Gefle, S
Bjorn Fagerstedt MultiSpace 90:1100/104 3204 Salem, S
Rich Tietjens Lagniappe Cluster 90:300/1110 4110 Lake Charles, USA
Jeff Fehlman Kilorian Space 90:300/1657 4657 Citr. Heights, USA
John Curtis Conqueror's Empire 90:300/701 4701 Fort Hood, USA
Eddie Tao PowerSlave 90:500/104 5104 Harderwijk, NL
Harry Buyvoets Zappatari 90:500/210 5210 Tilburg, NL

2160 - InterGalactic Co-ordinator
% - temporarily down

~~~~~~
Please forward any application forms (available from your Host / Hub)
to join IG SEE to Carsten Brockmann, 90:90/904 (90:400/1001).
~~~~~~~~~~~~~~~~~~~~~~~~~

/\|ex.

7314. Atari's Vicious Come Back

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 12:40:22 UTC
From: glens@natinst.com
Message-ID: <1tiijm$ceh@falcon.natinst.com>
Source record: 205498

I am just wondering why all those ney-sayers (I won't mention any
names, ahh what the heck, BobR) that rant and rave about Atari's demise
every time their stock drops in value 1/32 never report when the stock has
an increase in value? It has been on the rise for a full week now and closed
yesterday at 1 & 1/2 after reaching a high of 1 & 5/8. Now here is where I
am supposed to rant and rave about Atari taking over the world (to keep true
to form which was set by the unmentionables on this group).
ATARI IS TAKING OVER THE WORLD!!!!! EVERYBODY BETTER GO BUY A
FALCON NOW BEFORE THE STORES QUIT CARRYING SOFTWARE FOR THEIR IBM CLOWN!!!
BLAH BLAH .....

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@falcon.natinst.com

7315. Re: DON'T CLONE CLASSIC GAMES! (was Re: Classic games - ideas wanted)

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 12:49:03 UTC
From: jonesha1@ph.ic.ac.uk
Message-ID: <1tij3vINNliv@elvis.clinet.fi>
Source record: 205499

In article <1theqlINNf3u@life.ai.mit.edu> dmb@ai.mit.edu writes:
>In article <1993May20.194329.26506@cc.ic.ac.uk> rm03@ic.ac.uk (Mr R. Mellish) writes:
>>BTW, does anyone know about the legality of doing this? (That is,
>>copying the concept and plot (and maybe the graphics, to a certain extent)
>>of an old 8-bit game).
>
>Yes, and the conclusion, in a word, is DON'T DO IT. By cloning someone
>else's game, you are asking for legal trouble. The holder of the
[stuff deleted]
>
>As much as those great old games seem to beg to be ported, don't take
>the risk. Contact the holder of the rights for the Atari, and make
^^^^^^^^^^^^^^^^^^^^
Firstly, will there always BE such things? The atari didn't exist
when most of these games were first published, and secondly,
how do you find out who does have them? In the UK, I mean, seeing
as most Spectrum software was british, and there isn't a copyright
registry here, as far as I know... you publish, and it is copyrighted
because you say so.

>sure you get written permission from them to do your port. You may
>find that a little old grandmother in Tulsa holds the rights and is
>willing to let you do your port for free. (This is a real example, by
>the way.)

Wolfenstein 3d, right? :)

>
>>The game will be PD, so we won't make any money out of it.
>
> [stuff deleted: the game being free makes no difference...]
>
>Consider this. Suppose the Bitmap Brothers release their latest game
>for the ST. It's awesome; clearly a classic of its genre and a
>masterpiece of coding. Now you and some friends decide you want to see
>if you can match their tricks. You copy their game concept and use
>their art, and make a near-perfect clone. Would you release it?
>Hopefully, it's obvious that you'd be getting yourself in trouble by
>doing so.
>
>The fact that a game is old doesn't change this scenario. The holder
>of the rights for your platform is STILL the holder of those rights,
>and you MUST get permission to do your port to avoid the threat of a
>suit.

>
>>Of course, we won't be using any of the original code, but could we be
>>done for "look and feel" ?
>
>You simply MUST make your game substantially different to be in the
>clear. In particular, it must APPEAR different to the computer-naive,
> [more deleted]
>
>Finally, don't think that people don't come out of the woodwork and
>enforce their copyrights and trademarks on old games. People have come
>under fire for ports of Pacman, Tetris, and Scrabble on several
>platforms, and there are surely more examples. Sometimes it's only a
>matter of time before someone at the source company stumbles upon your
>clone.
>
>Be careful -- don't learn this lesson the hard way!
>
>Dave Baggett

Dave - so what did you do with Hacman, then?
I remember reading that Atari asked you about that when you went
to see them with Game Workbench - did you make any arrangments?

Also, all the examples you give, are 'big names' - I know Spears are
very nasty about Scrabble, and Atari are, or least, used to be about
Pacman, Berzerk and all those games [anyone else remember their old
full-page 'Hands Off Pacman' ads?]. Most of these were by one-man
companies, operating out of their homes. I know that strictly speaking,
this make no difference - but I am hoping that because the copyright
holder will be the programmer in this case, rather than the big faceless
corporation, it will make a difference. Heh, we will see.

The games we are looking at *are* those old games, that for some
inexplicable reason were never ported to the ST (or the company went bust).
For instance, Turbo Esprit, on the spectrum was a game with that little extra.
It was a driving game, but instead of 'plod down a track like you're on rails',
it was in a city, with traffic, signals, one way streets, pedestrians, etc...
That game was really nice to play - but it is only available for the spectrum.
It would be very nice on an ST with sound, colour (it was pretty much mono),
and disks. It could also be a nice multi-player game with a MIDI link.

Another one someone mentioned - RDS is similar: I played it off tape
on the c64, and it was a nightmare to load - about 20 minutes before
you play, loading off of 4 different tapes! On an ST, with disks, and a
faster processor/more memory, it would be a lovely game. You could even
MIDI it for more players (original was split-screen). Of course, EA are
still around, and seem to have run into 'US Gold syndrome', so this one
may be hard to do...

I would like to contact the authors, for some of these games, with a view
to getting permission... has anyone else tried this? how hard are these
people to track down? In particular, I am thinking of Ultimate, and

the guy who wrote Skool Daze (Derek Brewster? I don't recall off-hand).

One that made me wonder, was Sinister Developments' Galaxian that
recently appeared... plastered with Bally-Midway logos and copyrights.
Does anyone know if they actually asked Bally or if they are just
'doing the decent thing' and showing the original copyright?

It seems to me that there are a lot of ideas out there that just died
when the only implementation was on a now-dead (not intended as a flame at
speccy and c64 owners - I *know* there are still active communities for
these machines!), and I would like to try and get some of them onto
(relatively) current hardware.

Anyway,
Any information gratefully recieved :)

howie
--
Howard Jones, Dept. of Physics, | "Run with the Devil! | The Billy &
Imperial College, London, UK | Shout Satan's might! | The Boingers
Internet: ha.jones@ic.ac.uk | Deathtongue! Deathtongue! | Bootleg
IRC: howie on #atari | The beast rides tonight!" | - Berke Breathed

7316. Test, please ignore

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 12:53:23 UTC
From: boyd@gauss
Message-ID: <C7Dnsz.737@mailer.cc.fsu.edu>
Source record: 205500

```
Testing . . .
```

7317. Falcon - File Selection

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 13:41:16 UTC
From: andrew@minster.york.ac.uk
Message-ID: <737991676.20056@minster.york.ac.uk>
Source record: 205510

Does MultiTOS allow for files to be dragged from a directory window and then dropped into an application? Now that we have a multitasking operating system it seems only obvious that from now on managing files will be taken care of by the desktop and MultiTOS/TOSWIN applications will only have to do the job they are designed for. i.e. no longer the need for each application to have file management menus.

Loading a file will mean dragging a file icon into an application and dropping it there. Copying files will mean going to the desktop and copying the file as you normally would. Renaming a file would use the file manager. Saving a file from an application might even mean dragging an icon out of the application into the file manager?

I assume most people know what I mean and could developers assure me that this is the case.

If someone can send me more details of MultiTOS and TOSWIN I'd appreciate it.

-Andrew

Andrew Hague -- Researching Computer Aided Learning & On-Line Lectures
Department of Computer Science. University of York, YORK. Y01 5DD
Tel: (+44/0)904 432762 E-MAIL: andrew@minster.york.ac.uk

7318. Re: DON'T CLONE CLASSIC GAMES! (was Re: Classic games - ideas wanted)

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 14:06:34 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1tinlaINNp8m@life.ai.mit.edu>
Source record: 205502

In article <19930521.032842.660@almaden.ibm.com> evilandi@vnet.IBM.COM (Andrew Oakley) writes:
> Dave, I think you may have over-estimated the influence of international >agreements, and may also have forgotten that UK court cases are nowhere near >comparible with USA super-sueings.

Tell Warwick Allison that. He was threatened with legal action by a British company.

> Also, as I understand it, the lads are not talking about wholesale >carbon-copying a game, merely "look and feel" gameplay and style.

They don't want to get in the position of having to make that case in court. Just going to court will cost them a lot of money. It would be much easier to obtain permssion or write something entirely different.

> Damages? Paid from what? Non-profit making students (who probably have >enough trouble paying their rent every week) don't have much money from which >to take damages.

Ah, but there's always personal bankruptcy. If IBM wins a suit against Foobar Inc. and Foobar can't pay, Foobar goes bankrupt, but the company owners are safe from this burden of debt. If an individual owes damages however, there's no such protection.

>Prison is NOT an option.

No, but a lifetime of debt isn't something I'd go looking for.

>The UK (congratulations, by the way, for noticing that this was a >NON-USA question) does NOT have a tradition of fining people what they >can't afford, whatever the international agreement.

So IF the company that you infringe happens to be British, and IF what you say is true, then you're fine to go off infringing on a copyright because all you'll lose is your entire personal fortune? You DO NOT KNOW what would happen in court. And you shouldn't take the risk on the basis of some naive faith in the inerrancy of your legal system vs. that of the United States.

> Since you are not making a profit, and the company whose game you are >adapting/ripping off (delete as applicable) is most probably defunct (perhaps >a good idea to choose a game whose copyright owner is KNOWN to be defunct?!?),

All these "probablies" don't mean dipsquat if you're sued. The fact is that whether or not you make money on your infringing clone is

irrelevant. We're talking about loss of sales here. The mere fact that the clone would be freely available on an international network makes loss of sales easy to establish. You could only counter that by claiming that the game was too old to be profitable in today's market. That would be hard to show, particularly if the free imitation were popular.

Consider Infocom. People had long considered making their games freely available, since the company was "defunct." Had they done so, however, they would have been in serious trouble, because Activision decided to re-release the games later on, and they sold well! In this case, they might very well have lost a lot of sales had someone taken the liberty of making the games freely available. And in this case, where it seems like "little current market value" might be possible to establish, we see that in fact there was tremendous market value -- Activision has sold many tens of thousands of LTOI 1 and 2.

Not only that, but the fact that the authors have gone on an international network saying they intend to clone a classic game makes the infringement even easier to establish. "Gee, the games look the same, AND they have given public notice of intent to infringe!"

>and the action would be very expensive (and yeild LITTLE return- you're
>penniless students making no profit, so you have no money which they can claim
>from you) you're quite, quite safe.

Expensive, yes, for both parties. And, again, the fact that the students don't have the money to cover the damages does not expempt them from paying them. If they've cost a company $200,000 in lost sales, their having no money doesn't change that fact.

> Illegal? Debatable.

No, not debatable at all. If the clone is indeed a clone, it is infringing on the original copyright holder's rights. If the distribution rights for a given platform have been transfered to another party, then the clone may be infringing on both parties' rights. Either way, it's clear-cut from a legal standpoint.

>Immoral? Perhaps.

Totally irrelevant.

>Likely to result in prosecution? NO!
>Slightest posibility of being financially sued? Absolutely not!

Man, do you need to be hauled into court and lose your life savings before you lose your naivete about this? I'm trying to prevent people from learing this lesson in some painful or catastrophic way, and you're practically pushing them off the cliff!

While I admit there's no *guarantee* that you'd even be threatened, such things have happened, even in the United Kingdom, and you are most definitely NOT safe from any kind of action if you clone a game. Why

would anyone want to bring potential financial disaster upon themselves?

> Even if legal action were to ensue, you'd most likely only be asked to
>withdraw the game from any PD libraries/archives you posted it to.

Uh-huh. "Most likely." Suppose you're in that 1% "unlikely" bracket
that includes a $1 million lawsuit. Oops! Guess you lost the
lottery! Too bad...

>You made no profit ...

This is NOT relevant except in that it may get you some sympathy. If
you burn down a building you don't make any profit either. But you
still do damage. (Though that would also be a criminal offense.)

> I welcome further comments from those with knowledge of UK law. If you
>have little knowlegde of UK law, then your comments will be of no relevence,
>no matter what internation conventions you cite. Sorry.

It's unfortunate that you're confident enough of yourself to give
advice that could leave people destitute for NO GOOD REASON. Sorry.

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

7319. Re: Higher Screen Res. on Falcon.

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 14:12:23 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993May21.141223.17065@gumby.cc.wmich.edu>
Source record: 205501

In article <memo.245246@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>
> FalconScreen is a PD program that currently gives up to 928x704@40Hz in
> 16 colours and a bit less in monochrome.

Any idea why it would be less in mono? Seems like it would be more.
(or at least the same)

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

7320. Re: DON'T CLONE CLASSIC GAMES! (was Re: Classic games - ideas wanted)

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 14:37:57 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1tipg5INNq0i@life.ai.mit.edu>
Source record: 205503

In article <1tij3vINNliv@elvis.clinet.fi> jonesha1@ph.ic.ac.uk (Howard Jones) writes:
>>As much as those great old games seem to beg to be ported, don't take
>>the risk. Contact the holder of the rights for the Atari, and make
> ^^^^^^^^^^^^^^^^^^^^
>Firstly, will there always BE such things? The atari didn't exist
>when most of these games were first published, and secondly,
>how do you find out who does have them?

I suspect that the rights to a given platform don't disappear, even if the machine is no longer being made. In the case of new machines, it probably depends on what licensing agreements the original holder of the rights has signed. If they haven't signed them away, they have rights for every machine. The "look and feel" of a program isn't restricted to one implementation. This is still a grey area, however, so making bets one way or the other is unwise. (Read the regular columns about computer law in the Communications of the ACM for vivid evidence of this.)

>In the UK, I mean, seeing as most Spectrum software was british, and
>there isn't a copyright registry here, as far as I know... you publish,
>and it is copyrighted because you say so.

The exact implemenation of enforcement is surely different from what the United States does. The registry only affects your damages here. But the UK does follow the Berne convention; they sort of have to to avoid annoying other countries. A recent example is Taiwan. The US (among others) was getting miffed that Taiwan wasn't enforcing copyright conventions, because they were losing money from massive copyright and patent infringements in Taiwan. Taiwan recently gave in to the pressure and came on board. So while it's true that countries are gven freedom in how they choose to enforce the copyright conventions, they can't just ignore them without paying a heavy political price.

If a UK company cloned a Quadra and exported them to the US, for example, and the British legal system prevented anyone from doing anything about it, you can bet there would be hell to pay. And this works both ways, of course. GM can't go copying Jaguars without a lawsuit. Here we're getting into patents, but the political ramifications are similar. (Consider a UK company's ripoff of Micrsoft Windows, for example.)

>You may
>>find that a little old grandmother in Tulsa holds the rights and is

>>willing to let you do your port for free. (This is a real example, by
>>the way.)
>
>Wolfenstein 3d, right? :)

Yes. I don't know if it was actually Tulsa, though. :)

>Dave - so what did you do with Hacman, then?
>I remember reading that Atari asked you about that when you went
>to see them with Game Workbench - did you make any arrangments?

Simply put, they threatened to sue me. I haven't distributed it
since then. (I.e., I haven't made newer versions available.)

>Most of these were by one-man
>companies, operating out of their homes. I know that strictly speaking,
>this make no difference - but I am hoping that because the copyright
>holder will be the programmer in this case, rather than the big faceless
>corporation, it will make a difference. Heh, we will see.

Yeah, but why take the risk? Because the company was a one-man operation,
it should be easy to work out some agreement. Just ring up the dude
and see what he thinks. All I'm saying is that you shouldn't go into
this blindly, because if you do so you are putting yourself at serious
risk -- for nothing.

What did I gain from HacMan II? Nothing, really, except personal
amusement. Yet I put myself at tremendous risk by writing and
releasing it. Don't make that mistake. Old games beg to be ported,
but it's not worth the risk unless you get permission.

>That game was really nice to play - but it is only available for the spectrum.
>It would be very nice on an ST with sound, colour (it was pretty much mono),
>and disks. It could also be a nice multi-player game with a MIDI link.

Yes, it would be nice. But think about it from the point of view of
the original author. Maybe he would be unhappy that you've ripped off
his game. You just don't know. You need to find out before releasing
anything like that. Again, you may hit the jackpot, as Id did with
Castle Wolfenstein. Those bastards didn't even credit Silas Warner.
And it's perfectly legal.

> It seems to me that there are a lot of ideas out there that just died
>when the only implementation was on a now-dead (not intended as a flame at
>speccy and c64 owners - I *know* there are still active communities for
>these machines!), and I would like to try and get some of them onto
>(relatively) current hardware.

The alternative, of course, is to use those great ideas in original
games of your own. Instead of cloning Archon, for example, make your
own game along those lines. Make entirely new pieces, give it a
science fiction setting, make the board different, etc. But don't just
clone the original (or come close), and for God's sake don't publicly

tout your new game as "an Archon clone" or name it something like
"Arrchonn." By doing that you'll just invite trouble.

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

7321. Re: Falcon Video Registers

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 15:03:09 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1993May21.160309@cs.bham.ac.uk>
Source record: 205505
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993May21.053301.12305@gumby.cc.wmich.edu>, obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
|> In article <C7BvnC.Kup@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
|> >
|> > Yes, Markus Gutschkes excellent Falcon HiRes driver (900*768*4bit) uses these
|> > registers to full effect, giving a competitive HiRes mode to a Falcon without
|> > extra hardware, which works fine for all falcon software....WHY did Atari not
|> > include this GFX mode as standard from the desktop??? The hardware can do it.
|>
|> At this resolution, what's the refresh rate? Also, would higher
|> resolutions be possible in a monochrome (1-bit) mode? I'm
|> thinking 19" monitor here (1024 x 768, or 1280 x 960).
|>
|> I take it this is just software? No extra hardware involved?
|>
|> --
|> Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
|> Western Michigan University
|> Kalamazoo, MI 49008

If the Falcon can do 768x480x16 bit interlced this works out at a bandwidth of 2949120 bits for each full refresh... If I've worked this out right then you could easily have 1280x960x2 bits (4 colours). That would be lurvly on a 17 inch monitor but a bit of a mess on a 14inch VGA :).

Ian

7322. Re: Atari in Australia

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 15:18:12 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May21.151812.11708@newshost.lanl.gov>
Source record: 205506

In article 244092@cix.compulink.co.uk, ogal@cix.compulink.co.uk (Ofir Gal) writes:
>
>This message is posted on behalf of a friend who has no Internet access
>yet, but can be contacted via email.
>
>He is planning to emigrate to Sydney, Australia towards the end of this
>year and would like any information about the Atari situation in Oz. He
>has just returned from a 7 week visit and has found the Amiga to be the
>most popular games and recreational machine. Does Atari have much of a
>share in any marketplace particularly the music industry. Also he would
>like to make contact with other Atari users. He is a specialist in Data
>Recovery from all types of hardware and systems particularly Akai and
>Roland samplers, as well as DOS, OS32 MT (CCC), Atari etc.
>
>Please answer by email to - Eric,
>
>studio3@cix.compulink.co.uk

While Atari's market share in Oz is much as it is everyplace else (poor),
there is indeed a strong Atari presence and at least one really good Atari
users group in Sydney, A.C.E. of NSW.

I'll send details to Eric via email.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

7323. Atari Zooms Upward

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 15:46:16 UTC
From: crissman@btree.uucp
Message-ID: <1993May21.154616.15994@btree.uucp>
Source record: 205539

In the general upturn of the stock market this week, Atari stock price has gone from 15/16 to 1 5/8. There must be some good news SOMEwhere, or the price would continue to languish at sub-dollar levels.

-- George Crissman

UUCP: ...ucsd!btree!crissman
Internet: crissman@brooktree.com

**** Opinions Expressed Are Not Necessarily Those Of Brooktree Corp ****

--
UUCP: ...ucsd!btree!crissman
Internet: crissman@brooktree.com

7324. Re: US Falcons On Order: Get 'Em Yet?

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 17:02:02 UTC
From: saj@chinet.chinet.com
Message-ID: <C7DzBF.CB8@chinet.chinet.com>
Source record: 205507

In article <1993May20.125550.20188@ryn.mro4.dec.com> rost@tecrus.enet.dec.com (My name is Brian Rost) writes:
>
>A couple of weeks ago some intrepid advbenturers said that they had actually
>placed orders with local US dealers for Falcons and the machines were expected
>to be shipped from Atari "in a week". Any of you folks actually gotten yours
>yet?

I was one of them, and I don't believe I said "in a week." My dealer said "In 2 Atari weeks." He then translated that as probably 2-4 weeks normal time, maybe a month. I ordered on May 1, or whatever day close to that was a Saturday. I called the dealer on May 20, and he said things still looked good for May 28 or so. I'd be interested in hearing if anyone else has gotten delivery of a Falcon through a dealer in the US yet.

Steve

7325. Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 17:51:43 UTC
From: neurom@u.washington.edu
Message-ID: <1tj4rfINNihh@news.u.washington.edu>
Source record: 205508

The camels back is about to be broken, fellow Atari users. After posting a Washington only message on a great Falcon deal we were offering, I checked back with out distributors. Aparantly, even though we were given the _exact_ same price on _four_ seperate occasions, the dealer price of a Falcon030 just went up $500. Although, the list price went _down_ $100. (Now at $1,299) I'm really close to giving up, fellas. I cannot offer the deal I was planning on ($999 for an F030 4/65, with a sweet deal on VGA monitors (like $249)), and at this point I really don't see too much point in the matter. I'm _really_ getting frustrated. Also, with all the bickering going on in every single ST newsletter/magazine/online forem/ad nauseum, I'm loosing faith in the average Atari user. Major downward spiral, and I'm loosing hope.

I was wondering if anybody was interested in maybe drafting a letter for everybody to sign (i.e. attatch names and email addresses on the end) and Fax off to Atari Corp's management. I think (hope) something like that would help. Otherwise, I'll just get a PC and join the herd.

Sadly signing off,
--Neuromancer

7326. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 19:13:01 UTC
From: cwynne@liberty.uc.wlu.edu
Message-ID: <1993May21.191301.14732@liberty.uc.wlu.edu>
Source record: 205509

Mr R. Mellish (rm03@ic.ac.uk) wrote:

> Please post, or email to r.mellish@ic.ac.uk or ha.jones@ic.ac.uk, and
> we will summarize if there is enough interest.

Ballblazer, by Lucasfilm Games for 8-bit.
Also, another vote on the heap for both 7 Cities of Gold and Archon.

CJW

>>>

7327. Someone please catch me up!

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 19:43:55 UTC
From: descalzm@ucs.orst.edu
Message-ID: <1tjbdr$ak5@gaia.ucs.orst.edu>
Source record: 205512

I've been "out of the loop" regarding Atari machines for a while. Frankly I got fed up with their lack of support for the one I had. Sadly I defected over the clone market and got myself a 486-50 recently. I've been kind of unifored about Atari machines lately and would like to catch up.

What I would like to here most are the specs on the Falcon. I haven't heard much on it other than stuff about its graphics capabilities. If someone can convince me that Atari can still put a good machine together and support it properly, I'd gladly come back to them. I'm more than a little peeved at Microsoft right about now, so I really shouldn't be tempting myself to dump my my machine, but please mail/tell me what you know.

Thanks in advance!

Mark Descalzo
descalzm@ucs.orst.edu

7328. Re: Speed of Light Version 2.5 on a.a.u.e!

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 19:50:15 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1tjbpnINNkv4@news.u.washington.edu>
Source record: 205511

xaemyl@netcom.com (Raa Amon Zepol) writes:

>I tried to get this file ... and it gave Me this: "Permission Denied" can
>someone fix this? This program looks good ...

You can get it now in the Graphics directory...I think you must have tries
to get it from the New directory, which you can't. You can also get it
from the Newitems directory while the file is still "new".

Hope this helps...

```
__
/ / Stuart Denman
/ / T U stusoft@u.washington.edu
\ \
\ \ O F T
/ /
/_/tm
```

7329. ICD HD power supply wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 20:41:05 UTC
From: phruby@ucrengr
Message-ID: <31419@galaxy.ucr.edu>
Source record: 205405

My ICD hard drive is dying. It takes longer and longer for the drive to turn on and the fan to start. I need a new power board. Any ideas were I can get one cheap? The hard drive unit is a 3 1/2" half-height 50mb seagate.

Paul
phruby@ucrengr.ucr.edu

7330. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 20:44:29 UTC
From: boyd@gauss
Message-ID: <C7E9M5.4M5@mailer.cc.fsu.edu>
Source record: 205513

Colin J. Wynne (cwynne@liberty.uc.wlu.edu) wrote:
> Ballblazer, by Lucasfilm Games for 8-bit.
> Also, another vote on the heap for both 7 Cities of Gold and Archon.

Ballblazer is out for the ST, under the title Masterblazer. It has a few small enhancements, but the same basic game. Very good stuff.

This thread is prompting me to pick up a used 8-bit (and grab all my old games the next time I visit my parents). I might actually have a good use for the big idiot box in the living room . . . .

Hey, does anyone remember SSI's Cosmic Balance II on the 8-bit? Great spacewar strategy game. I would love to see an ST version of it.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

7331. Re: Falcon - File Selection

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 21:18:00 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC7EB61.GvH@netcom.com>
Source record: 205514

In article <737991676.20056@minster.york.ac.uk> andrew@minster.york.ac.uk writes:
>Does MultiTOS allow for files to be dragged from a directory window and
>then dropped into an application?

Yes.

>Saving a file from an application might even mean dragging an icon out of the
>application into the file manager?

Not yet (dragging *to* the desktop isn't implemented in the current
version of MultiTOS). It will be possible in the next version.

>If someone can send me more details of MultiTOS and TOSWIN I'd appreciate
>it.

TOSWIN has nothing to do with MultiTOS, really, except that it's an application
that can run under MultiTOS that can run .TOS and .TTP programs in a
window. The MINIWIN program that comes with MultiTOS also does this,
but does it better (IMHO: but I wrote both of them, so MHO should count
for something :-)).

Regards,
Eric

7332. FORSALE: Timeworks Software Titles

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 21:31:07 UTC
From: rast@vice.ico.tek.com
Message-ID: <1tjhmr$5cq@vice.ico.tek.com>
Source record: 205525

```
Timeworks Publisher ST
Word Writer ST
Partner ST

Each title is only $12.00 plus $3.50 for S&H

Keith Rast
rast@tal.ICO.TEK.COM
```

7333. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 23:19:42 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C7EGsv.42s@ecf.toronto.edu>
Source record: 205515

In article <wmtwen.737979338@rw8.urc.tue.nl> wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
>alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:
>
>>While I'm on that track, how about two more reeelly old games from
>>the Apple][... "Aztec" and "Black Magic" ?? (No flaming about Apple][
>
>Aztec???? Was that something like Aztec Challenge??? That was a nice
>arcade game too!
>Jumping over spears and so on.
>
>Erlend.

Hmmmm, I dunno....never heard of "Aztec Challenge"....then again, it might
have been marketed under a different name! The game was, more or less, a search
for "The Idol of Quetzalcoatl (sp?)" (Ta-dah!) ! It was a horiz. arcade game..
platformish...among the beasts you fight was croc's, tigers, dinosaurs (!),
big spiders, and some kind of tentacly being (took up the whole lower part of
a blimmin' screen!)

Same game? Whatever it is, I lurved it!! :)

Vaya con Dios,
AcEzE.
--
.sig deleted by lousy, stinkin, dirty, rotten and utterly PARANOID sys admin!

7334. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 23:21:31 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C7EGvv.48p@ecf.toronto.edu>
Source record: 205516

In article <C7CxxJ.Jzv@freenet.carleton.ca> ac382@Freenet.carleton.ca (Jack Kitowicz) writes:
>
>In a previous article, alrashi@ecf.toronto.edu (AL RASHID SHAHIR) says:
>
>>In article <C7AFnL.5Dq@mailer.cc.fsu.edu> boyd@math.fsu.edu writes:
>>Or better still, do a clone of "Stellar Seven"!!! THAT would be awesome!!!
> ^^^^^^^^^^^^^^^^^^
>
>One of the best tank games EVER!!!!!!
>--
>---
> !! Computer Engineering at The Carleton Country Club!!
>------------------------ac382@freenet.carleton.ca-------------------

What do you mean ONE of the....it IS the best EVER!!! :) :) :)

Ticked me off that they remade it for the IBM and Amiga, but never for the ST.....argh!

Vaya con Dios,
AcEzE.
--
.sig deleted by lousy, stinkin, dirty, rotten and utterly PARANOID sys admin!

7335. ATARI 520ST for sale.

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 23:23:44 UTC
From: sang@tss.com
Message-ID: <C7EGzL.Fyz@tss.com>
Source record: 205519

I have an ATARI 520ST for sale. Below are the items what you will get.

(1) ATARI 520ST computer--512KB RAM
(2) TWO external 3.5 floppy drives
(3) A brand NEW monochrome monitor
(4) ALL ABACUS books on ATARI ST
(5) Games
(6) Compilers--PASCAL, LATTICE C, MAGAMAX C.
(7) Word Processor--ST Writer
(7) An EPSON dot matrix printer

Make an offer. I am a DOS/UNIX man now. All equipments are in good shape. I rarely use the computer and have kept in good conditions.

E-mail addr: sang@tss.com
(415) 617-2247 (10AM - 6:00PM Weekdays).

Sang.

7336. Re: A decent PD space invaders anyone?

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 23:34:04 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C7EHGs.54H@ecf.toronto.edu>
Source record: 205517

In article <H.ea.DFv1fVr9cKM@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <13389@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
>> richards@elmer.orl.mmc.com (Larry) writes:
>>
>> >I have yet to see... a decent galaxian copy...
>>
>> Check out Insectroid - just make sure you install it in the root directory
>> (yes, groan).
>
>I can't believe people still do things like that... Quite annoying, no?

Actually, if you read through the doc file included, you have the option of
dumping everything into a directory called, oddly enough, "Insect".
Only thing is, if you're running of floppy, the game will demand that you
not write protect the disk.....(for all those luverly, or in my case, terrible
highscores). Interestingly enough, its even hardrive installable! Just copy
into "<drive letter>:\Insect\"! Boy, aren't I a helpful little bugger today...

>> [personally, these sorts of games don't appeal to me anymore]
>
>That's cause you got religion! NetHack 3.1.1 will keep almost anyone busy
>for days and days!
>--
>------------------==----------------
>Chris Herborth
>cherborth@semprini.tdkcs.waterloo.on.ca

On the subject 'o' nethack, did you do that sound+graphics nethack? (Is this
version it?) I've always loved nethack, but playing nethack always got a little
dull after about 4-5 hours....(Same with all my Infocom text adventures....)
I've never tried Nethack 3 though....(Noooooooo....don't flame meeeeee!!)

Vaya con Dios,
AcEzE.
--
.sig deleted by lousy, stinkin, dirty, rotten and utterly PARANOID sys admin!

7337. Shoot-em-ups.

Newsgroup: comp.sys.atari.st
Date: 1993-05-21 23:47:07 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C7EI2J.65J@ecf.toronto.edu>
Source record: 205518

Sorry to bother....

I'm looking for the best (in your opinion) shoot-em-up in the PD/Shareware market these days. Any suggestions can be mailed to me, or if you want, posted. I've tried Insectroid already, and although it's pretty good, I hate how the sample of the dying insects cut into the samples of the shooting and explosions. Currently, I'm in a shoot-em-up frenzy (I've dl'ed about 10 shoot-em-ups in the past two days...) so any replies would be appreciated. If the games are STe enhanced, so much the better. I don't think there are any STe only shoot-em-ups out there, so I wont get my hopes up *snif*.

BTW, I only have a 4meg STe.....

Thanks!
Oh yeah, please tell me where to get 'em too!! :)

On a different note, where would I be able to get the FalconScreen utility? (No, I don't have a Falcon yet....but it would be nice to be ready when I DO get one...!)

Thanx to anyone who replies! :)

Vaya con Dios,
AcEzE.
--
.sig deleted by lousy, stinkin, dirty, rotten and utterly PARANOID sys admin!

7338. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-22 00:57:11 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC7ELBB.6Es@netcom.com>
Source record: 205520

So instead of selling Falcons for $999, you'd have to sell them for $1299
like everyone else, right?
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

7339. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-22 00:58:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <2133.78.uupcb@uttsbbs.uucp>
Source record: 205534

How about BallBlazer? That was a great game, which could be ported/new
version made very nicely on the ST.

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+---+

7340. Re: Calamus Outline

Newsgroup: comp.sys.atari.st
Date: 1993-05-22 01:07:04 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993May22.010704.185489@zeus.calpoly.edu>
Source record: 205614
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

E.J.Vens@icce.rug.nl (Erik-Jan Vens) stated:
>off eh... the back of a truck, but it definitely runs on an ST. I have an
>1040ST with 3Mb RAM and I have never encountered memory problems. It can
>render PostScript output, which OutlineArt can not. It does have a (very bad)
>tracer and a very good fonteditor/converter. Now you can read PostScript Type1
>fonts and convert them to Calamus CFN format.
>
>EJee
>--
>
>Erik-Jan Vens. E.J.Vens@icce.rug.nl
>--
> The ICCE usenet account
> providing access to usenet news
> for the ICCE Experience
> _WERKEN_AAN_DE_GRENZEN_VAN_HET_KUNNEN_

Sorry man, OA 1.o could creat a eps file and the new OA 3.0 can not only
create EPS files but they are in color too!! It can also load Illustrator
1.1? format EPS files...

|T| |T|I am one of a few, but proud of it!
|0|3|0| Steve Miller, Cal Poly Electronics Engineering
/ /| |\ \ smiller@farad.elee.calpoly.edu or semiller@flute.calpoly.edu
/_/ | | _\ 'I am a PhD in superficial knowledge!' :^P

7341. LZH'rs.

Newsgroup: comp.sys.atari.st
Date: 1993-05-22 01:32:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <2134.78.uupcb@uttsbbs.uucp>
Source record: 205533

Thanks, my friend got the file from GEnie yesterday, but thanks for the help anyway! Speed Of Light is GREAT! Now it looks like I've gotta get my hands on v2.5.

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 400+ MB Files & FREE public Internet Access |
+---+

7342. Re: The Falcons are here!

Newsgroup: comp.sys.atari.st
Date: 1993-05-22 02:04:33 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1tk1nh$vjl@msuinfo.cl.msu.edu>
Source record: 205530

apalmer@pyrtech.mis.pyramid.com (Albert "Mr. Atari" Palmer) writes:

>They are here!!!!!! The Falcons were in customs yesterday and should
>reach the Atari warehouse today. If it takes as long to QA these as
>it did the dealer demo's, we should be able to buy one by the end of
>next week. This info comes from a very reliable source. (I live in
>Sunnyvale, CA:-)

Speaking with Bill Rehbock on Thursday, I can confirm this. (Anyone
out there NOT believe Bill?) QA procedures started today, and the
first shipments to dealers is likely to start on Wednesday or Thursday
of next week. (Presuming, of course, that quality meets requirements.)
--
=-=
When the Clintonistas take guns ||| First week of March
away from the people, only the ||| came and went. So
Clintonistas will have guns... / | \ where's my Falcon?

7343. File Selector & Multiple File Systems

Newsgroup: comp.sys.atari.st
Date: 1993-05-22 02:06:59 UTC
From: cmedley@wam.umd.edu
Message-ID: <1tk1s3$hao@cville-srv.wam.umd.edu>
Source record: 205522

I'm curious about one aspect of the loadable file systems of MultiTOS...
can the user install multiple file systems on their hard drive, such as
the MINIX partition and still work with it under GEM? For example, what
happens to the system file selector when it goes to a MINIX partition when
it gets a filename that isn't 8.3 format?>

7344. memory management

Newsgroup: comp.sys.atari.st
Date: 1993-05-22 02:08:21 UTC
From: les dodman <les.dodman@canrem.com>
Message-ID: <1993May21.4514.33465@dosgate>
Source record: 205521

I have an ATARI 520ST upgraded to 1meg, two double sided disk drives (internal and external), AdSCI ST ICD 40meg hard drive and AT Speed installed on my computer.

The question, I have disabled the caches, reduced the folders, etc, I'm running Neodesk 3 and still only end up with 555000bytes of free memory out of the 1meg, does this sound appropriate? It seems to me I should have more free memory than that? I do have a few of the auto run programs in my Auto folder for boot up and to run Neodesk. The ACC I boot only take up about 20000bytes tops. Any suggestions as to the best set ups of my hard drive and Neodesk(or should I use it) to obtain more free memory?

Thanks.....

Les.....
--
CRS Online - Toronto, Ontario
416-213-6002/213-6003

7345. Re: Falcon - File Selection

Newsgroup: comp.sys.atari.st
Date: 1993-05-22 02:14:45 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1tk2al$t3a@msuinfo.cl.msu.edu>
Source record: 205523

andrew@minster.york.ac.uk writes:

>Does MultiTOS allow for files to be dragged from a directory window and
>then dropped into an application? Now that we have a multitasking operating

If I am understanding you correctly, the answer is yes. You can drag a
data file and drop it onto a program icon and it will launch that
program. You can also drag a data file and drop it onto the filename
if the window is still open. For all intents and purposes, it appears
to me that launching programs in this manner works exactly as if the
program were installed as an application, temporarily.

>Loading a file will mean dragging a file icon into an application and
>dropping it there. Copying files will mean going to the desktop and copying
>the file as you normally would. Renaming a file would use the file manager.
>Saving a file from an application might even mean dragging an icon out of the
>application into the file manager?

Interestingly enough, under MultiTOS, you can BLOW AWAY THE DESKTOP and
still run programs. Launching programs is then accomplished via a file
selector.
--
=-=-=-

7346. Bombs.

Newsgroup: comp.sys.atari.st
Date: 1993-05-22 02:19:28 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C7Ep4H.HxI@ecf.toronto.edu>
Source record: 205524

Does anyone have a listing of what x numbers of bombs mean (where x = 1 to current maximum)??? Since the FAQ has been dropped in favour of a new diet version, I can't look it up there (sorry).

On a different note....
Is Cybernetix (horiz. scrolling Defenderish game) non-STe compatible?
The game loads up to the game screen, but then bombs out. I've tried every conceivable thing...from playing from root dir to playing in PAL (50 khz)!!
The funny thing is, the _first_ time I played it...it seemed to work fine!!
Every consecutive time I've tried it, it refused to work! I've even tried downloading the copy @ a.a.u.e. but to no avail! Any help here will be appreciated!

Vaya con Dios,
AcEzE.
--
.sig deleted by lousy, stinkin, dirty, rotten and utterly PARANOID sys admin!

7347. Re: Falcon - File Selection

Newsgroup: comp.sys.atari.st
Date: 1993-05-22 03:41:22 UTC
From: dud@stein.u.washington.edu
Message-ID: <1tk7d2INNs92@news.u.washington.edu>
Source record: 205526

molin@ptb.cl.msu.edu (Michael Olin) writes:

>andrew@minster.york.ac.uk writes:

>>Does MultiTOS allow for files to be dragged from a directory window and
>>then dropped into an application? Now that we have a multitasking operating

>If I am understanding you correctly, the answer is yes. You can drag a
>data file and drop it onto a program icon and it will launch that
>program. You can also drag a data file and drop it onto the filename
>if the window is still open. For all intents and purposes, it appears
>to me that launching programs in this manner works exactly as if the
>program were installed as an application, temporarily.

This does not have to do with MultiTOS, this has been a feature of Newdesk since the first TT's came out. Under MultiTOS, if you drag a data file to the icon of an application that is running, it will simply run another copy of that application, not transfer the data file to the currently running application. At least this is true with programs not written especially for MultiTOS. The viewer, for example, creates it's own "icon" that floats around the desktop when running. If you drag stuff to this, then it will be loaded into the currently running copy of viewer. If you drag the file to the viewer.app program on the disk drive, it will launch another copy of viewer.

Dan Aylward
dud@u.washington.edu

7348. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-05-22 04:06:52 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <1tk8ss$ptr@terminator.rs.itd.umich.edu>
Source record: 205528

```
drwxrwxr-x root 4096 May 15 01:20 .
drwxrwxr-x root 6144 May 15 01:13 ./Diskutils
-rw-rw-r-- entropy 6826 May 15 01:14 ./Diskutils/0index
-rw-r--r-- weiner 5364 May 15 01:13 ./Diskutils/expander.lzh
-rw-r--r-- weiner 72577 May 15 01:20 ./0ls-lR.Z
drwxrwxr-x weiner 2048 May 15 01:10 ./Falcon
-rw-rw-r-- weiner 1130 May 15 01:11 ./Falcon/0index
-rw-r--r-- weiner 7322 May 15 01:10 ./Falcon/magi.lzh
-rw-r--r-- weiner 185386 May 15 01:18 ./0index
-rw-r--r-- weiner 86393 May 15 01:18 ./0compind.Z
drwxrwxr-x root 4096 May 16 00:07 .
drwxrwxr-x root 6144 May 17 11:37 ./Diskutils
-rw-rw-r-- entropy 6823 May 17 11:37 ./Diskutils/0index
-rw-r--r-- dpz 61952 May 17 08:32 ./Diskutils/stdcat52.zip
drwxrwxr-x weiner 2048 May 17 11:33 ./Magazines/Aeo
-rw-r--r-- dpz 71808 May 15 23:53 ./Magazines/Aeo/aeo_0210.lzh
drwxr-xr-x dpz 2048 May 17 11:33 ./Magazines/Str
-rw-r--r-- dpz 68608 May 8 17:12 ./Magazines/Str/str918.lzh
-rw-r--r-- dpz 64879 May 8 17:12 ./Magazines/Str/str919.lzh
-rw-r--r-- dpz 65792 May 15 08:02 ./Magazines/Str/str920.lzh
drwxr-xr-x dpz 2048 May 17 11:32 ./Magazines/Znet
-rw-r--r-- dpz 39424 May 13 10:57 ./Magazines/Znet/znet9314.lzh
-rw-r--r-- dpz 45574 May 15 08:03 ./Magazines/Znet/znet9315.lzh
drwxrwxr-x weiner 8192 May 19 20:56 ./8bit/Zmag
-rw-rw-rw- lenn 14949 May 19 20:56 ./8bit/Zmag/zmag065.arc
-rw-rw-rw- lenn 16245 May 19 20:56 ./8bit/Zmag/zmag067.arc
drwxrwxr-x root 4096 May 19 13:35 ./Archivers
-rw-rw-r-- entropy 3073 May 19 13:36 ./Archivers/0index
-rw-r--r-- dpz 34663 May 19 13:33 ./Archivers/ess_uux.zoo
drwxrwxr-x root 10240 May 19 13:44 ./Games
-rw-r--r-- dpz 53020 May 18 11:47 ./Games/entombed.zip
-rw-r--r-- lenn 14109 May 19 13:45 ./Games/0index
drwxrwxr-x root 8192 May 19 13:22 ./Graphics
-rw-r--r-- dpz 51443 May 17 20:28 ./Graphics/spoflt25.lzh
-rw-r--r-- entropy 10926 May 19 13:22 ./Graphics/0index
drwxrwxr-x root 10240 May 19 13:41 ./Utilities
-rw-r--r-- dpz 4847 May 18 10:45 ./Utilities/dvorak2.lzh
-rw-rw-r-- entropy 16788 May 19 13:41 ./Utilities/0index
-rw-r--r-- dpz 57698 May 19 13:39 ./Utilities/mb24_bin.zoo
drwxrwxr-x root 2048 May 19 13:28 ./Ste
-rw-r--r-- dpz 28541 May 18 09:45 ./Ste/dtmt.lzh
drwxrwxr-x root 4096 May 19 13:20 ./Programming
-rw-r--r-- weiner 3785 May 19 13:21 ./Programming/0index
-rw-r--r-- dpz 42718 May 19 12:52 ./Programming/xaes.zip
```

```
drwxrwxr-x weiner 2048 May 19 12:54 ./Falcon
-rw-r--r-- dpz 162612 May 19 12:52 ./Falcon/termfin.prg
-rw-rw-r-- weiner 1413 May 19 13:04 ./Falcon/0index
-rw-r--r-- dpz 163306 May 19 12:51 ./Falcon/speeder.zip
-rw-r--r-- dpz 31270 May 19 12:50 ./Falcon/flight.zip
-rw-r--r-- dpz 39835 May 19 12:51 ./Falcon/fpaint.zip
drwxr-xr-x dpz 2048 May 19 13:25 ./Magazines/Diskmags
drwxr-xr-x dpz 2048 May 19 13:23 ./Magazines/Diskmags/Stnews
-rw-r--r-- dpz 874691 May 19 12:52 ./Magazines/Diskmags/Stnews/stnews81.zip
-rw-r--r-- dpz 735289 May 19 09:43 ./Magazines/Diskmags/pb21.lzh
drwxrwxr-x root 8192 May 20 10:54 ./Graphics
-rw-r--r-- entropy 10847 May 20 10:54 ./Graphics/0index
drwxr-xr-x dpz 2048 May 20 10:41 ./Magazines/Znet
-rw-r--r-- dpz 28032 May 20 10:41 ./Magazines/Znet/znet9316.lzh
drwxrwxr-x root 4096 May 21 10:11 .
drwxrwxr-x root 2048 May 21 13:20 ./Gnustuff/Tos
drwxrwxr-x weiner 2048 May 21 13:21 ./Gnustuff/Tos/Updates
-rw-r--r-- hyc 118917 May 21 13:19 ./Gnustuff/Tos/Updates/update29.zoo
-rw-r--r-- hyc 111198 May 21 13:20 ./Gnustuff/Tos/Updates/update30.zoo
drwxrwxr-x root 8192 May 21 10:02 ./Graphics
-rw-r--r-- weiner 51464 May 20 13:48 ./Graphics/spoflt25.lzh
-rw-r--r-- entropy 10889 May 21 10:03 ./Graphics/0index
drwxrwxr-x root 2048 May 21 10:05 ./Misc
-rw-rw-r-- weiner 1952 May 21 10:05 ./Misc/0index
-rw-r--r-- weiner 9900 May 21 02:25 ./Misc/hardware.zoo
-rw-r--r-- weiner 73251 May 21 10:11 ./0ls-lR.Z
-rw-r--r-- weiner 185788 May 21 10:09 ./0index
-rw-r--r-- weiner 86579 May 21 10:09 ./0compind.Z
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

7349. Re: Atari's Vicious Come Back

Newsgroup: comp.sys.atari.st
Date: 1993-05-22 04:58:55 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <81866@cup.portal.com>
Source record: 205529

Golly, Glen... if I thought you actually knew how to read, I'd ask you to quote me back the last time I "ranted and raved" about Atari's stock dropping by a penny or two..

But since you seem to be convinced that you've actually read messages like that, I guess I'll just have to chalk it up to your overactive imagination, and not to your ability to read.

Tell you what.. when the stock price gets back up into the kind of range tha says investors are once again taking Atari seriously, we'll both rant and rave together... how's that..?

BobR

7350. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-22 08:46:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.248642@cix.compulink.co.uk>
Source record: 205531

In article <1tj4rfINNihh@news.u.washington.edu>, neurom@u.washington.edu (Neuromancer) writes:
>
>The camels back is about to be broken, fellow Atari users. After posting a
>Washington only message on a great Falcon deal we were offering, I checked back
>with out distributors. Aparantly, even though we were given the _exact_ same
>price on _four_ seperate occasions, the dealer price of a Falcon030 just went
>up $500. Although, the list price went _down_ $100. (Now at $1,299) I'm
>really close to giving up, fellas. I cannot offer the deal I was planning on
>($999 for an F030 4/65, with a sweet deal on VGA monitors (like $249)), and at
>this point I really don't see too much point in the matter. I'm _really_
>getting frustrated. Also, with all the bickering going on in every single ST
>newsletter/magazine/online forem/ad nauseum, I'm loosing faith in the average
>Atari user. Major downward spiral, and I'm loosing hope.
>
>
>I was wondering if anybody was interested in maybe drafting a letter for
>everybody to sign (i.e. attatch names and email addresses on the end) and Fax
>off to Atari Corp's management. I think (hope) something like that would help.
>Otherwise, I'll just get a PC and join the herd.
>
>Sadly signing off,
> --Neuromancer
>

Every musician I know wants an F030 to run Cubase Audio. Hope that's some comfort to your camel. :-)

Ofir ogal@cix.compulink.co.uk

The best defence against logic is ignorance.

7351. Re: memory management

Newsgroup: comp.sys.atari.st
Date: 1993-05-22 08:46:03 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.248675@cix.compulink.co.uk>
Source record: 205532

In article <1993May21.4514.33465@dosgate>, "les dodman" <les.dodman@canrem.com> writes:
>
>boot only take up about 20000bytes tops. Any suggestions as to the best
>set ups of my hard drive and Neodesk(or should I use it) to obtain more
>free memory?
>
>Thanks........
>
>Les.........
>--

You should set NeoDesk to unload from memory when executing another program. TSRs and ACCs can use more memory then their actual file size. I have less than 3MB free on my 4MB machine, and I use the built in desktop. Best thing is to get more RAM.

Ofir ogal@cix.compulink.co.uk

The best defence against logic is ignorance.

7352. Need FTP-site for 3d2, rd1 or anm-files

Newsgroup: comp.sys.atari.st
Date: 1993-05-22 09:42:50 UTC
From: alien@clinet.fi
Message-ID: <1tksiqINNmad@clinet.fi>
Source record: 205535

I know that there is some, but I just can't find them.
avalon.chinalake.navy.mil and a.a. has couple, but that's all. There
must be more and I would be very pleased if you could let me know
where I can get these files.

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VISUAL ART PRODUCTION

Risto Juvonen Internet: alien@clinet.fi
Merisotilaantori 3 c 26 Fidonet: @SMACK! (2:220/110.0)
00160 Helsinki, Finland tel.358-(9)0-654804
Domination is the name of the Game

7353. Re: Atari Zooms Upward

Newsgroup: comp.sys.atari.st
Date: 1993-05-22 14:03:15 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <C7FLpF.AtK@ucunix.san.uc.edu>
Source record: 205541

In article <1993May21.154616.15994@btree.uucp> crissman@btree.uucp (George Crissman) writes:
>In the general upturn of the stock market this week, Atari stock
>price has gone from 15/16 to 1 5/8. There must be some good news
>SOMEwhere, or the price would continue to languish at sub-dollar
>levels.

I just went down to my local bookstore and got a copy of STFormat. They have on the front cover: "150,000 new owners" Due to the cut in prices on the 520ST.

Perhaps this has something to do with it...?

+-------------------------------------+_
*> Kevin Klasmeier	
*> NET: klasmekj@ucunix.san.uc.edu	
*> GEnie: K.KLASMEIER	
[Cincinnati, Ohio in the US of A]	
+-------------------------------------+ |
'-------------------------------------'
>-- George Crissman
> UUCP: ...ucsd!btree!crissman
>Internet: crissman@brooktree.com

>**** Opinions Expressed Are Not Necessarily Those Of Brooktree Corp ****

7354. Re: Bombs.

Newsgroup: comp.sys.atari.st
Date: 1993-05-22 14:26:04 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <C7FMrG.3LK@mailer.cc.fsu.edu>
Source record: 205542

AL RASHID SHAHIR (alrashi@ecf.toronto.edu) wrote:
> Does anyone have a listing of what x numbers of bombs mean (where x = 1 to
> current maximum)??? Since the FAQ has been dropped in favour of a new diet
> version, I can't look it up there (sorry).

Here you go.

----begin included text----

Ever wondered what those TOS error messages and 'bombs' on your
monitor signified? Below is a letter, originally written by Darryl
May, that John Townsend of Atari posted on GEnie in January to provide
some answers. This letter also appeared in the June 1988 issue of
Current Notes (122 N. Johnson Rd., Sterling, VA 22170).

Dear ATARI customer,

The following is an official list of the errors that can appear
while you are operating your ST computer. This first list gives you
the GEM error messages:

Error description GEM Error code
==
OK (no error).....0
Fundamental error.....1
Drive not ready.....2
Unknown command.....3
CRC error.....4
Bad request.....5
Seek error.....6
Unknown media.....7
Sector not found.....8
No paper.....9
Write fault.....10
Read fault.....11
General error.....12
Write protect.....13
Media change.....14
Unknown device.....15
Bad sectors on format.....16
Insert other disk.....17
Invalid function number.....32
File not found.....33
Path not found.....34
No handles left.....35
Access denied.....36

```
Invalid handle..................37
Insufficient memory.............39
Invalid memory block address....40
Invalid drive specified.........46
No more files...................49
Range error.....................64
Internal error..................65
Invalid program load format.....66

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
========================================
Reset: Initial PC2..............1
Bus Error.......................2
Address Error...................3
Illegal Instruction.............4
Zero Divide.....................5
CHK Instruction.................6
TRAPV Instruction...............7
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255

Darryl May
Tech Specialist

----end included text----

--
*******************************************************************************
* Mickey Boyd *
* Systems Administrator *
```

* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

7355. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-22 15:42:56 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC7FqBK.109@netcom.com>
Source record: 205543

In article <2133.78.uupcb@uttsbbs.uucp> jeff.spink@uttsbbs.uucp (Jeff Spink) writes:
>How about BallBlazer? That was a great game, which could be ported/new
>version made very nicely on the ST.

It has been ported to the ST, with some new features, but the music isn't
as good.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

7356. Looking for Atari Light Gun

Newsgroup: comp.sys.atari.st
Date: 1993-05-22 15:47:08 UTC
From: jeffmay@magnus.acs.ohio-state.edu
Message-ID: <1tlhtt$2o6@charm.magnus.acs.ohio-state.edu>
Source record: 205544
Cross-posted to: rec.games.video.classic,comp.sys.atari.st

Hi. I was wondering if anyone had an Atari light gun
they were willing to sell, or if anyone knows where
one could be obtained. Thanks.
--Jeff
jeffmay@magnus.acs.ohio-state.edu

7357. NVDI for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-05-22 18:32:44 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993May22.183244.17065@prime.mdata.fi>
Source record: 205545

Was there going to be a separate NVDI version just for Falcon? If so,
is it out yet, and wherefrom can it be mailordered and at what price?
Address and phone&fax numbers would be nice! Thanks!

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

7358. Re: Falcon DSP

Newsgroup: comp.sys.atari.st
Date: 1993-05-22 20:11:00 UTC
From: care@taliesin.emi.u-bordeaux.fr
Message-ID: <1993May22.201100.29795@greco-prog.fr>
Source record: 205548

Claus-Dieter Schulz (schulz@kssun7.rus.uni-stuttgart.de) wrote:

: I like to know if it's possible to write own DSP
: programs. Are there any tools available.

Well, in fact, there are tools to write programs for the DSP (Motorola's
56002 dsp), such as a gcc version for the dsp56000 or an assembler made
in lexx-yacc for the dsp56000. All this stuff is freeware, so...
There are also commercial stuff such as a powerful (do you know Adebog ?)
debuggers or editors/assemblers...

..So don't worry and buy your Falcon, it's a wonderful computer.

: Second I want to know is if I could connect a CD and/or DAT
: digitally to the DSP. I know there is a DSP connector
: but it is not documented and the local dealer said that
: one needs a special interface to connect CD/DAT to the
: Falcon which is not yet available and will be expensive.

There is truth in what the dealer said to you, you need a very small
'interface' to connect your CD or DAT player to a FALCON because
the clock frequencies of the Falcon's ADC (or something like that)
can't be set exactly to 44.1 or 44.4 Khz (but 50 Khz exist...)
so you must add a clock which frequency must be that of your player
(DAT or CD...) ... (and perhaps one or two components, but nothing
expensive)...
With that 'interface' (and it will soon be available I think...),
you just have to connect your CD to your FALCON by that small hardware
and all is fine...

In fact, all that is about 'direct' digitization with the DSP connector,
but it's also possible to digtize via your jack connector... so, in that
case, nothing is needed but a small jack-to-jack cable...

/ "Je n'etais que jouet entre
care@taliesin.emi.u-bordeaux.fr / ses doigts de cristal, goutte
/ de sang perdue dans un
/ ocean d'indifference ... "

7359. Looking for new SPICE

Newsgroup: comp.sys.atari.st
Date: 1993-05-22 20:13:24 UTC
From: XILEF@EZINFO.VMSMAIL.ETHZ.CH
Message-ID: <1993May22.201324.16992@bernina.ethz.ch>
Source record: 205546

A friend of mine asked my to look for the programm called 'SPICE' (which calculates electronic circuits or so) in a new version (he has one which is from 1989). He told me something that there should be a version with graphical user-interface.
If anybody knows where I could get it (ftp), please e-mail me.
Thanks in advance,
Felix

xilef@ezinfo.vmsmail.ethz.ch

7360. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-22 20:21:21 UTC
From: paul@isl.cf.ac.uk
Message-ID: <1993May22.202122.29775@cm.cf.ac.uk>
Source record: 205547

>>
>
>Every musician I know wants an F030 to run Cubase Audio. Hope that's some
>comfort to your camel. :-)
>
>Ofir ogal@cix.compulink.co.uk
>
>The best defence against logic is ignorance.

Personally, I don't see the point in buying a F030 to run Cubase. The
price of a F030 in the UK is MORE than the cost of a good pc, with
hi-res graphics and a decent hard disk etc. Get a MIDI card for a couple
of hundred pounds and I reckon it's a better deal than an F030.

One of the attractions of Atari's over pc's when it came to midi was
that the st was under 300 UK pounds wherease a pc was closer to a
1000. With the Falcon that's not the case.

--
Paul Richards, University of Wales, College Cardiff

Internet: paul@isl.cf.ac.uk

7361. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-22 23:14:15 UTC
From: alexm@aifh.ed.ac.uk
Message-ID: <1993May23.001415@aifh.ed.ac.uk>
Source record: 205549

You're missing the point.As well as all the MIDI facilities,the Falcon
also happens to be an excellent quality sound sampler and synth-have
a look at how much a dedicated sampler would cost that is at least comparable
to
the falcon.And it pisses on PC's graphically as well.

8-)

A.

7362. Re: Falcon DSP

Newsgroup: comp.sys.atari.st
Date: 1993-05-23 00:50:14 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1tmho6INN9bv@golem.wcc.govt.nz>
Source record: 205550

In article <1993May22.201100.29795@greco-prog.fr>, care@taliesin.emi.u-bordeaux.fr (care Christophe) writes:
>Claus-Dieter Schulz (schulz@kssun7.rus.uni-stuttgart.de) wrote:

>
> In fact, all that is about 'direct' digitization with the DSP connector,
>but it's also possible to digtize via your jack connector... so, in that
>case, nothing is needed but a small jack-to-jack cable...

May be some one has not told you that the Falcons DA/AD are only 8 bits, thats only good for Games, this is what the Falcon was design for, was it not..

This fact is being kelp very much in the dark, I wonder why..??

>care@taliesin.emi.u-bordeaux.fr / ses doigts de cristal, goutte

Roger..... sheppard_r@kosmos.wcc.govt.nz

7363. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-23 00:52:37 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1tmhslINN9bv@golem.wcc.govt.nz>
Source record: 205601

In article <1993May23.001415@aifh.ed.ac.uk>, alexm@aifh.ed.ac.uk (Alex McLean) writes:
>
>You're missing the point.As well as all the MIDI facilities,the Falcon
>also happens to be an excellent quality sound sampler and synth-have
>a look at how much a dedicated sampler would cost that is at least comparable

WHAT ! all 8 bits worth, you must be kidding...

The Falcon is just a Games computer, nothing more...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

7364. Re: Bombs.

Newsgroup: comp.sys.atari.st
Date: 1993-05-23 01:10:24 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <1tmiu0$31f@charm.magnus.acs.ohio-state.edu>
Source record: 205602

Who has the time to count 64-255 bombs....?
Actually, the most I ever saw was two, but I guess I haven't ripped the top of
my ST and toyed with it with a pair of pliers....

Michael STeve jr.
The Sequel

7365. Atari.archive request

Newsgroup: comp.sys.atari.st
Date: 1993-05-23 01:38:51 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <C7GHws.GxD@mailer.cc.fsu.edu>
Source record: 205603

Hey, atari-archivists, would it be possible to make the output of "ls -lRc" available on atari.archive.umich.edu, in addition to the regular ls file? Note the "c", which will sort based on date instead of name. The reason for this is that I never find the time to keep a monitor on the Newitems directory anymore, so I have to search for the new stuff when I do get a chance to snarf files. I also have to do this after a vacation (yeah, feel sorry for me :-). Having a date-sorted list would be a big help.

My alternative is to write a perl script to resort 0ls-lR.Z. Bleech.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

7366. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-23 01:54:14 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <1993May23.015414.4479@jonh.wimsey.bc.ca>
Source record: 205604

ekrimen@netcom.com (Ed Krimen) writes:

>So instead of selling Falcons for $999, you'd have to sell them for $1299
>like everyone else, right?

Ed's right. How dare you think of giving the customer's a deal
when the extra $500 could go in Atari's pocket instead.

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m* s/++ g+ w+++ -x+

7367. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-23 03:03:23 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <81908@cup.portal.com>
Source record: 205605

> ... and it pisses on PC's graphically as well...

I see your not-very-well toilet trained Falcon hasn't seen a PC lately..

BobR

7368. Re: The Falcons are here!

Newsgroup: comp.sys.atari.st
Date: 1993-05-23 04:01:30 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1tmsuqlNN9og@golem.wcc.govt.nz>
Source record: 205612

] Speaking with Bill Rehbock on Thursday, I can confirm this. (Anyone
] out there NOT believe Bill?) QA procedures started today, and the

Unlike Bob Brodie, Bill R. seems to be pretty reliable!

7369. Re: Bombs.

Newsgroup: comp.sys.atari.st
Date: 1993-05-23 04:03:50 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1tmt36INN9og@golem.wcc.govt.nz>
Source record: 205606

```
] Does anyone have a listing of what x numbers of bombs mean (where x = 1 t
] current maximum)??? Since the FAQ has been dropped in favour of a new die
] version, I can't look it up there (sorry).

Sure do, I may even have it here.... (Looks on disk.....)

Here's some of 'em!

+----------+-------------------------------+
| No.Bombs | Message |
+----------+-------------------------------+
| 2 | Bus error. |
| 3 | Address error. |
| 4 | Illegal Instruction. |
| 5 | Division by Zero. |
| 8 | Privilege Violation. |
| 9 | Trace. |
| 12 | Undocumented error. |
| 13 | Undocumented error. |
| 14 | Undocumented error. |
| 15 | Uninitialised interrupt. |
| 24 | Spurious interrupt. |
+----------+-------------------------------+

Not particularly great - there is a file on (I think) atari-archive
called something like 'toserror' (I know it's on cs.tu-berlin.de)
which describes all the errors in much better detail!
```

7370. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-23 04:05:43 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1tmt6nINN9og@golem.wcc.govt.nz>
Source record: 205607

```
] How about BallBlazer? That was a great game, which could be ported/new
] version made very nicely on the ST.

Master-Blazer! More games, more baddies, better sound & graphics etc.
(Still prefer the original 8-bit version though!)
```

7371. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-23 04:14:30 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1tmtn6INN9og@golem.wcc.govt.nz>
Source record: 205608

] I see your not-very-well toilet trained Falcon hasn't seen a PC lately..
]

How many standard PC's can show 65000+ colors?
(The standard is VGA remember.... unless it's changed in the last
24 hours!)

Besides, ever heard of personal opinion?

7372. Re: Atari Zooms Upward

Newsgroup: comp.sys.atari.st
Date: 1993-05-23 05:01:32 UTC
From: dcable@nyx.cs.du.edu
Message-ID: <1993May23.050132.26586@mnemosyne.cs.du.edu>
Source record: 205609

crissman@btree.uucp (George Crissman) writes:

>In the general upturn of the stock market this week, Atari stock
>price has gone from 15/16 to 1 5/8. There must be some good news
>SOMEwhere, or the price would continue to languish at sub-dollar
>levels.

Surely you do not intend for us to believe that stock prices bear some
form of resemblence to real events?

Dan

--
dcable@nyx.cs.du.edu

7373. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-23 06:14:22 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC7Guny.Brn@netcom.com>
Source record: 205610

In article <1993May23.015414.4479@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca (John Henders) writes:
>ekrimen@netcom.com (Ed Krimen) writes:
>
>>So instead of selling Falcons for $999, you'd have to sell them for $1299
>>like everyone else, right?
>
> Ed's right. How dare you think of giving the customer's a deal
>when the extra $500 could go in Atari's pocket instead.

John, Neuromancer was going to get them from a distributor, not Atari.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

7374. Re: Falcon DSP

Newsgroup: comp.sys.atari.st
Date: 1993-05-23 07:42:26 UTC
From: wilsont@rahul.net
Message-ID: <C7Gyqr.DFC@rahul.net>
Source record: 205611

In <1tmho6INN9bv@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

>In article <1993May22.201100.29795@greco-prog.fr>, care@taliesin.emi.u-bordeaux.fr (care Christophe) writes:
>>Claus-Dieter Schulz (schulz@kssun7.rus.uni-stuttgart.de) wrote:

>>
>> In fact, all that is about 'direct' digitization with the DSP connector,
>>but it's also possible to digtize via your jack connector... so, in that
>>case, nothing is needed but a small jack-to-jack cable...

>May be some one has not told you that the Falcons DA/AD are only 8 bits, thats
>only good for Games, this is what the Falcon was design for, was it not..

>This fact is being kelp very much in the dark, I wonder why..??

Are you stoned? The falcon records with 16 bits only. playback can be
8 or 16. If you don't believe me, look at falcon.h

Why would every single ad and flyer for the falcon have 16bit audio on it?

there are some '8's in the falcon, like some modes have 8 bit color, and
there are 8 channels of sound.

You really haven't heard of this?

--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
Bring back the right hand Joystick for home gaming!

7375. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-23 10:29:00 UTC
From: holy_oli@aslan.en.open.de
Message-ID: <51O2F00Ntd0098R_42@aslan.seven.sub.org>
Source record: 205403

-> "Re: Classic games - ideas wanted"
beave%hardy.u.washington.edu@U told us:

> I second that ARCHON request! I really enjoyed playing that game when I
> was young on a friend's C64. If you decide on this one though I would
> hope you would keep it two player since that is actually what I enjoyed
> about it.
> Another great game from the 8-bit world is Seven Cities of Gold. My
> friends and I played it almost every weekend on a 130XE. I have often
> considered picking one up for that game alone. Hope to see a great game
> from you soon, I would surely send shareware fees for both the games
> mentioned here.

Both games are very nice, but I would prefer The Heart of Africa instead
of Seven Cities of Gold.
What about the real classic games? I mean e.g. Missile Command, Pacman,
Skyfox (from EA), Choplifter, Centipede and so on...

Bye,
Oliver

--
* UseNet: holy_oli@aslan.en.open.de The following is a true story,
* SevenNet: HOLY OLI@ASLAN/CASBAH *X* only the names have been changed
* Z-Netz: HOLY_OLI@JUST-BOX.ZER *P* to protect the guilty... (AC/DC)
CrossPoint v2.1

7376. Re: .IMG ---> .PC3

Newsgroup: comp.sys.atari.st
Date: 1993-05-23 12:52:16 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <16BD7C312.BWWL@ibm.rz.tu-clausthal.de>
Source record: 205613

In article <C7DEDt.6LI@dcs.glasgow.ac.uk>
moffatd@dcs.glasgow.ac.uk (Darren J Moffat) writes:

>paetau@mits.mdata.fi (Rasmus Paetau) writes:
>
>
>>Would anybody happen to know how I can convert monochrome IMG format
>>fraphics files to compressed Degas (.PC3)? Help is very much
>>apperciated!
>
>Try useing PicSwitch (0.7) from your local ftp site /fav PD catalog.
>It will convert most ST formats and also does Mac Paint PICT format !

Try PicSwitch 1.01 from ftp.tu-clausthal.de (139.174.2.10)
/pub/graphics/convert.
Also available via email (mail-server@ftp.tu-clausthal.de)

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

7377. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-23 13:09:36 UTC
From: ritz@ritz.mordor.com
Message-ID: <9305231684@ritz.mordor.com>
Source record: 205619

Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
:] I see your not-very-well toilet trained Falcon hasn't seen a PC lately..
:]

: How many standard PC's can show 65000+ colors?
: (The standard is VGA remember.... unless it's changed in the last
: 24 hours!)

There are a plethora (SAT word #4432) of 24-bit color boards available
for both Mac and IBM-clone boxes.

Chris

--
Christopher Mauritz | Knowledge is a deadly friend
ritz@ritz.mordor.com | When no one sets the rules.
{backbone}!rutgers!ritz!ritz | The fate of all mankind I see
King Crimson ----------------> | Is in the hands of fools.

7378. Re: Atari Zooms Upward

Newsgroup: comp.sys.atari.st
Date: 1993-05-23 13:13:06 UTC
From: ritz@ritz.mordor.com
Message-ID: <9305231690@ritz.mordor.com>
Source record: 205618

George Crissman (crissman@btree.uucp) wrote:
: In the general upturn of the stock market this week, Atari stock
: price has gone from 15/16 to 1 5/8. There must be some good news
: SOMEwhere, or the price would continue to languish at sub-dollar
: levels.

Looks can be deceiving. It is much more likely that a few people
are playing games with the stock. The volume is still VERY
(and I stress VERY) low. Anyone with a couple of grand in their
pocket can make that stock bounce up and down all day.

I'll believe in the "forthcoming good news theory" when a stock
price increase is accompanied by moderate volume.

Cheers,

Chris

--
Christopher Mauritz | Knowledge is a deadly friend
ritz@ritz.mordor.com | When no one sets the rules.
{backbone}!rutgers!ritz!ritz | The fate of all mankind I see
King Crimson ---------------> | Is in the hands of fools.

7379. Re: MiNT - under Unix

Newsgroup: comp.sys.atari.st
Date: 1993-05-23 13:33:18 UTC
From: jimomura@tndb.UUCP
Message-ID: <jimomura.02w4@tndb.UUCP>
Source record: 205672
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.ea.3wtiRSqBntM@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>In <1993May13.104607.19610@cs.ruu.nl>, Annius Groenink writes:
>> In <1993May12.085253.12443@rhrk.uni-kl.de> seimet@rhrk.uni-kl.de (Uwe Seimet) writes:
>>
>> >moffatd@dcs.glasgow.ac.uk (Darren J Moffat) writes:
>> >>Has anyone ported MiNT so that it runs unde unix ?
>> >
>> >Where is the sense in running MiNT under Unix?
>>
>> Well I guess somewhere close to the sense in running MiNT on a Mac !?
>
>That one makes sense to me... the only way to get pre-emptive multitasking
>on the Mac!

Well, no. In fact OS-9 was available for the Mac years ago.
Call Microware if you're interested in pre-emptive multitasking on
the Mac.

--

Jim Omura, (416) 652-3880
'jimomura@lsuc'

7380. old games: TRACKER

Newsgroup: comp.sys.atari.st
Date: 1993-05-23 13:55:30 UTC
From: Alexander_Bochmann@traveller.fido.de
Message-ID: <2bff9162@p1.f7803.n241.z2.fidonet.org>
Source record: 205674

Hmm, just when everyone is talking about old games...

I have the game TRACKER for the ST, used to like it very much - until I built a TOS 1.04 into my 1040ST some years ago.

The game itself still seems to work, but the mouse control is gone...

Also doesn't work with RAM-TOS 1.0 or whatever; only with the original TOS1.0 ROMs...

Does anyone know of a patch or something like that, to make it work with newer TOS versions?

/\|ex.

7381. Re: .IMG ---> .PC3

Newsgroup: comp.sys.atari.st
Date: 1993-05-23 19:54:15 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1tokp7INNd01@golem.wcc.govt.nz>
Source record: 205615

```
] Try PicSwitch 1.01 from ftp.tu-clausthal.de (139.174.2.10)
] /pub/graphics/convert.

Version 1.xx will only save files in .IMG format!
```

7382. Civilisation fix...

Newsgroup: comp.sys.atari.st
Date: 1993-05-23 19:58:07 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1tol0fINNd01@golem.wcc.govt.nz>
Source record: 205616

Could the person who worked out the proper civilisation fix, please
E-Mail me it, as a fried after hearing it wishes me to fix his version,
and I haven't got it written down anywhere!

Ta!

7383. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-23 21:28:42 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1toqaaINNnkm@news.u.washington.edu>
Source record: 205617

sheppard_r@kosmos.wcc.govt.nz writes:

>>a look at how much a dedicated sampler would cost that is at least comparable

>WHAT ! all 8 bits worth, you must be kidding...

Try 16 bit stereo with any bit you want on the programmable DSP...

>The Falcon is just a Games computer, nothing more...

OK, ouch, you got me...I'm hurting...oooooo that was a good burn there.
Gee, if I remember correctly, there are over 10,000 games for the PC and
very few specifically for the Falcon. Get the facts straight or get off
this news group BUB!

--
/ / Stuart Denman
/ / T U stusoft@u.washington.edu
\ \
\ \ O F T
/ /
/_/tm

7384. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-23 22:35:28 UTC
From: Dconroy@outb.wimsey.bc.ca
Message-ID: <Dconroy.0er9@outb.wimsey.bc.ca>
Source record: 205624

Great Gianna Sisters is out for the ST and has been for a while, it's a fnuny game, after all it IS old.

7385. Re: Bombs.

Newsgroup: comp.sys.atari.st
Date: 1993-05-23 23:05:30 UTC
From: ken@isgtec.com
Message-ID: <4793@isgtec.isgtec.com>
Source record: 205689

In article alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:
> Does anyone have a listing of what x numbers of bombs mean (where x = 1 to
> current maximum)??? Since the FAQ has been dropped in favour of a new diet
> version, I can't look it up there (sorry).

Below is part of a letter, originally written by Darryl May, that John Townsend of Atari posted on GEnie. This letter also appeared in the June 1988 issue of Current Notes. This is fairly old info, but it probably applies to all the 68000 ST's.

Those bombs that appear on your screen are error messages from the 68000 micro-processor.

Number
Description of bombs
==========

Reset: Initial PC2.....1
Bus Error.....2
Address Error.....3
Illegal Instruction.....4
Zero Divide.....5
CHK Instruction.....6
TRAPV Instruction.....7
Privilege Violation.....8
Trace.....9
Line 1010 Emulator.....10
Line 1111 Emulator.....11
[unassigned, reserved].....12
[unassigned, reserved].....13
Format Error.....14
Uninitialized Interrupt Vector..15
[unassigned, reserved].....16-23
Spurious Interrupt.....24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].....48-63
User Interrupt Vectors.....64-255

Darryl May, Tech Specialist

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

7386. STReport is worthless

Newsgroup: comp.sys.atari.st
Date: 1993-05-23 23:08:41 UTC
From: timf@nic.cerf.net
Message-ID: <1tp05p$qtf@news.cerf.net>
Source record: 205620

This quote came from the May 21 issue of STReport, along with much griping, negative slanting, and hand selected positive reports about PC platforms:

>psssst.
> FYI.... The Shareholder's equity is fine.... NOT!
>
> The Stock is hovering around $0.81

In Actuallity the stock is trading closer to 1 and 1/2, and hit a high of 1 and 5/8 on both thursday and friday of last week. This is just sloppy inaccurate, non credible reporting. This magazine is totally out of touch.

I had heard very positive things all week, including a rumor that a ship load of Falcons had been sighted going through customs, and a News release that Atari had licensed Supermac's Cinepak technology (also licensed by Creative Labs, Apple, and 3DO). I was hoping to get some info on these from STReport. They didn't even mention the press release on the Cinepak technology in there news summary. There were just too many PC related press releases to get in I suppose. Later a user quote mentioned that he read an article on it.

If you are looking for any type of unbiased credible reporting on Atari don't bother with this magazine. They seem to be totally caught up in an anti Atari vendetta. I don't even know why they continue to publish. If everything is so hopless, and Atari is going bankrupt, and the stock is crashing, and the Falcon is cancelled, and there is no software, and BLAH, BLAH, BLAH, you would think they could spend there time on other things.

Tim Fitzgerald (fitzgera@nic.cerf.net)

7387. Re: The Falcons are here!

Newsgroup: comp.sys.atari.st
Date: 1993-05-23 23:19:45 UTC
From: ken@isgtec.com
Message-ID: <4794@isgtec.isgtec.com>
Source record: 205690

In article <1tk1nh$vjl@msuinfo.cl.msu.edu> molin@ptb.cl.msu.edu (Michael Olin) writes:
> >They are here!!!!!! The Falcons were in customs yesterday and should

^^^^^^^^^^^^

what does this mean? 50? 100?

> >reach the Atari warehouse today. If it takes as long to QA these as
> >it did the dealer demo's, we should be able to buy one by the end of
> >next week. This info comes from a very reliable source. (I live in
> >Sunnyvale, CA:-)
>
> Speaking with Bill Rehbock on Thursday, I can confirm this. (Anyone
> out there NOT believe Bill?) QA procedures started today, and the
> first shipments to dealers is likely to start on Wednesday or Thursday
> of next week. (Presuming, of course, that quality meets requirements.)

Sh*t, we've been hearing this exact same line for 2 months now. This is
pathetic, it makes it sound like Atari is run by half a dozen people...
We hear about every machine that comes into North America! Why don't we
post the damn serial numbers? Meanwhile C= has unfortunately been stamping
out 1200's like cookies for around 6 months. It's already too late...

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

7388. Coming Soon to a screen near you...

Newsgroup: comp.sys.atari.st
Date: 1993-05-23 23:24:03 UTC
From: ken@isgtec.com
Message-ID: <4795@isgtec.isgtec.com>
Source record: 205691

Appearing soon on atari.archive and c.s.binaries.st:

S C R O L L I N G T H U N D E R
Text File Viewer v1.0
by Ken Newman

DEMO VERSION

Scrolling Thunder is a viewer or browser for text files (actually, any kind of file) with a difference. It exclusively uses hardware smooth scrolling, available only on STe/MegaSTe/TT/Falcon, to produce the smoothest, fastest display of text you've ever seen. It scrolls forward or backward at variable speed, and is almost entirely mouse-controlled. It is completely free of the restrictions that annoy me about virtually all other text viewers. There is NO limit on line length (and I mean no limit - you can give it a binary file if you want), no fixed tab size, or fixed end-of-line character requirements. It can load fonts and search for strings, is compact and unbelievably fast. The user interface was the primary design consideration - it's effortless and requires very little to control it. It uses the entire screen and displays full-sized characters, which makes text much more readable (and faster to draw) than vdi text in a window. After seeing smooth flowing text for a while, everything else looks jerky! It's amazing how bad the desktop Show function looks for example after using Scrolling Thunder. The effect is not unlike the scrolling credits at the end of a movie.

There are two versions of Scrolling Thunder, colour and mono, that together will work on all current machines and monitors *that have hardware smooth scrolling* - TT/Falcon will have to use ST medium or high resolutions. The program does NOT work on regular ST/STfm/MegaST systems. Scrolling Thunder is shareware; details in the archive.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

7389. HELP

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 00:06:39 UTC
From: gustavo@arcana.uchicago.edu
Message-ID: <1993May24.000639.340@midway.uchicago.edu>
Source record: 205621
Cross-posted to: comp.sys.atari.st,comp.music,rec.makers.music.synth

Hi,
While checking out the goodies available at ftp.cs.ruu.nl, I found
a universal synthesizer patch editor librarian called glib which looks
pretty intersting. It is supposed to run on an assorment of systems,
including mac, atari, Unix, etc. Unfortunately, only the C sources are
there, and I don't think I have enough memory in my computer to
compile it. So, here are my questions:
1- Has anybody used the program? Is it worth trying?
2- Has anybody out there either compiled this thing (and has the necessary
executables to run it on an Atari ST), or know of some ftp site where these
files are available?

Thanks a lot
Gustavo Comezana

7390. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 00:17:26 UTC
From: azog@world.std.com
Message-ID: <C7I8t4.Eyn@world.std.com>
Source record: 205622

ritz@ritz.mordor.com (Christopher Mauritz) writes:

>Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
>:] I see your not-very-well toilet trained Falcon hasn't seen a PC lately..
>:]

>: How many standard PC's can show 65000+ colors?
>: (The standard is VGA remember.... unless it's changed in the last
>: 24 hours!)

>There are a plethora (SAT word #4432) of 24-bit color boards available
>for both Mac and IBM-clone boxes.

>Chris

Correct me if I am wrong, but the plethora of 24-bit colour cards
cost at a minimum of $150, and are not part of the system, per se.
Whereas on the Falcon, gee, you get the colour controller built in.
Yea, so it may be have 64 bits of 4 gagillion colours, but its all
stock.

--
Billy D'Augustine
azog@world.std.com

No sir, I don't like it.

7391. Wanted BasicXE

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 00:21:36 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <1993May24.002136.20955@cs.tulane.edu>
Source record: 205623
Cross-posted to: comp.sys.atari.st,comp.music,rec.makers.music.synth

Sorry to interupt here but I just though I'd post this around...
I'm looking for a BasicXE cart... If you've got one just setting
around collecting dust, I'd be interested in taking it off your hands.

It's needed so I can review some programs from Newell for Current Notes.
Any information leading me to one would be a help.

Mike Todd
snyder10@convex1.tcs.tulane.edu

7392. Graphical NetHack! FULL COLOUR! 850 icons! TT & Falcon!

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 00:34:46 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13522@uqcspe.cs.uq.oz.au>
Source record: 205625

I have just uploaded "nh311gem.zoo" to atari.archive.umich.edu.

This is, IMO, a MUST HAVE for anyone with a TT or Falcon, and a MUST SEE
for anyone who's played the old character-based NetHack (even if you thought
it was boring).

I've put a TONNE (1.1 TON) of work into this port. 150K of graphics,
and a lot of code.

NetHack 3.1.1

Graphical GEM Version for Atari Computers

by Warwick Allison

No longer do you have to play NetHack with silly character graphics!

OVERVIEW

This port of NetHack 3.1.1 gives you full-colour graphics, plus a
completely GEM user interface. Not to be confused with the hackfnt
technique of simply changing the font, THIS version gives you
16x16 pixel, 16 colour graphic icons for EVERY OBJECT IN THE GAME -
that's about 850 different icons.

REQUIREMENTS

Being a GEM application, this game will run in many graphics modes,
however it is by far the best when played with:

- 16 colours
- AT LEAST 640x480 pixels

This means that the game is not really playable on the standard modes
of old ST, Mega, and STe models. It will, however, run in such modes,
but with most of the playability lost. Run it in ST-medium to the
see basic interface, then run it in ST-low to see the neat graphics...
then try to imagine what it is really like...

and get a Falcon, a TT, or a graphics card.

This version also requires at least 2 MEGABYTES of RAM: the program
itself is more than 1M, and the graphics consumes 350K.

THE DISPLAY

There are 3 windows, initially placed in the order:

- Message window
- Map window
- Status window

The Message window is a scrolling window of messages. Make sure you keep an eye of these messages - they mean the difference between death and maybe death. Note that it works a little different from the normal NetHack message display: you will always see the 5 most recently output messages.

The Map window is where all the action happens. It is a scrolling window, although in 640x480 modes, you can see the full height of the map, and half of the full width. It scrolls automatically as your player moves around the map, and can be manually scrolled with the GEM scrollbars, or by using the arrow keys. You may select to have a box around your player by choosing the "Map cursor" menu item - this is most useful if you drink a potion of invisibility!

The Status window is exactly as appears in the traditional character-based NetHack. I won't go into details of NetHack itself - read the NetHack documents for that information.

THE CONTROLS

Both mouse and keyboard controls are available at all times.

Experienced NetHack players will generally use the keyboard 95% of the time, but it is handy to have the GEM menus at the top of the screen for those less-often used commands.

The GEM menus have the keyboard equivalents displayed with them, so the beginner can quickly learn the more common commands (selecting 'Get' will drive you crazy if you don't learn that ',' is the keyboard equivalent).

The map can be clicked on to move the player around, but this gets VERY tedious. Use the numeric keypad (8 directions) to move the player:

```
N
|
7 8 9 5 = self / rest
```

W-4 6-E Shift-number to move in that direction until a corner.

```
1 2 3
|
S
```

When scrolling about with the arrow keys or scrollbars, the HOME key will return the view to your player.

During pop-up dialog boxes, the UNDO key will ALWAYS end the interaction
with a non-response (usually undoing the activity without effect).
The ESC key also ends interaction in MOST pop-ups. It doesn't end
a "get line of text" pop-up, because the standard GEM user interface
uses the ESC key to clear a field. You would agree with me that you
don't want ESC to cancel the pop-up when you are asked to wish for
something...

Also in pop-up dialogs, keypresses can be used to select options - just
use the keys depicted in the pop-up. The RETURN key selects the heavy-
outlined button, as per the GEM user interface.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

7393. Re: STReport is worthless

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 00:48:34 UTC
From: ritz@ritz.mordor.com
Message-ID: <930523951@ritz.mordor.com>
Source record: 205633

Tim Fitzgerald (timf@nic.cerf.net) wrote:
: This quote came from the May 21 issue of STReport, along with much
: griping, negative slanting, and hand selected positive reports about
: PC platforms:

: >psssst.
: > FYI.... The Shareholder's equity is fine.... NOT!
: >
: > The Stock is hovering around $0.81

: In Actuallity the stock is trading closer to 1 and 1/2, and hit a high of
: 1 and 5/8 on both thursday and friday of last week. This is just sloppy
: inaccurate, non credible reporting. This magazine is totally out of touch.

I haven't read STReport in ages, and I do remember it being worthless
trub. However, these price quotes are accurate. The stock price
was hovering between 3/4 and 1 for months. It only recently, Thursday
and Friday to be exact, spiked up to the 1 1/2 range. If STReport
was dated on or before 5/20/93 then the information is pretty much
accurate. Even if it was dated 5/20 or 5/21 the author would have
had to check his/her quotron at the "presses" to get the price
correct by your definition.

: I had heard very positive things all week, including a rumor that a ship
: load of Falcons had been sighted going through customs, and a News release

Well, it remains to be seen if this is good or not. A ship full of
devices which are seemingly overpriced and outgunned may just be
another chapter in Atari using their valuable warehouse space to
house equipment that they cannot sell, only to take a loss on it
later.

: that Atari had licensed Supermac's Cinepak technology (also licensed by
: Creative Labs, Apple, and 3DO). I was hoping to get some info on these

I saw that report too. It was one of the few positive notes about
Atari I've seen in a while. However, it is also a VERY recent
news item and I'm not surprised that it hasn't made it into any
of the electronic rags yet.

: from STReport. They didn't even mention the press release on the Cinepak
: technology in there news summary. There were just too many PC related
: press releases to get in I suppose. Later a user quote mentioned that he
: read an article on it.

What's wrong with the PC related stuff? I must confess that it has literally
been years since I've seen any of Ralph's (is that his name?) electronic

blathering. Is the magazine supposed to be ST specific? Even if it is,
you cannot control what the "owner" wants to put in it, except by
refusing to read it or pass it on.

By reposting his "misinformation" on the net, you have done more
to spread it than he has.

: If you are looking for any type of unbiased credible reporting on Atari
: don't bother with this magazine. They seem to be totally caught up in
: an anti Atari vendetta. I don't even know why they continue to publish.

Then why are you reading it?

: If everything is so hopless, and Atari is going bankrupt, and the stock
: is crashing, and the Falcon is cancelled, and there is no software, and
: BLAH, BLAH, BLAH, you would think they could spend there time on other
: things.

I agree. It sounds like a major waste of time.

Cheers,

Chris

--
Christopher Mauritz | Knowledge is a deadly friend
ritz@ritz.mordor.com | When no one sets the rules.
{backbone}!rutgers!ritz!ritz | The fate of all mankind I see
King Crimson ----------------> | Is in the hands of fools.

7394. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 00:50:31 UTC
From: paul@isl.cf.ac.uk
Message-ID: <1993May24.005033.21557@cm.cf.ac.uk>
Source record: 205626

In article <1tmtn6INN9og@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>] I see your not-very-well toilet trained Falcon hasn't seen a PC lately..
>]
>
>How many standard PC's can show 65000+ colors?
>(The standard is VGA remember.... unless it's changed in the last
>24 hours!)
>
>Besides, ever heard of personal opinion?

Well there's personal opinions and personal opinions.

It's a little naive to claim that the "standard" is VGA. There never was
a very strong standard, CGA,VGA,MGA,Hercules,8514 and SVGA could all be
said to be pc standards.

C'mon, in reality no pc is sold today without svga cards which means
256 colours and 1024x768 resolution. That's just basic, for a little
extra the new accelerator boards have higher resolution and more
colours.

One of the things that's always frustrated me about atari's is that
their graphics are 10 years out of date. Even the new falcon only does
something like 600x400 (someone with the exact specs can correct this).

Off the top of my head I believe my BBC computer did something like this
and that's definitely 10 years old. (I doubt anyone outside the UK knows
what the BBC computer was but never mind).

Personally, I can't see the Falcon competing with machines in it's price
range. It's not in the same league as a 33Mhz 486 with svga and as I
said in my previous post the midi card would only be a little extra and
come to that a sampler too --- incidentally, who wants an 8 bit sampler,
if you're a serious musician and I can't see the idle hobbyist forking
out that much money, then you've got to have a 16 bit sampler.
(OK perhaps I'm stretching the comparison here since that would probably
make the pc 500 pounds more expensive).

The ST is a bargain (even more so now they're dropping the
price) for those, like myself, who want to enter the world of
hi-tech music. I really couldn't justify buying a Falcon though. It's
FOUR times the price of an ST and in that price bracket there are far
better machines available.

--
Paul Richards, University of Wales, College Cardiff

Internet: paul@isl.cf.ac.uk
spedpr@thor.cf.ac.uk

7395. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 02:07:52 UTC
From: dud@stein.u.washington.edu
Message-ID: <1tpaloINNqm1@news.u.washington.edu>
Source record: 205627

paul@isl.cf.ac.uk (Paul) writes:

>come to that a sampler too --- incidentally, who wants an 8 bit sampler,
>if you're a serious musician and I can't see the idle hobbyist forking
>out that much money, then you've got to have a 16 bit sampler.
>(OK perhaps I'm stretching the comparison here since that would probably
>make the pc 500 pounds more expensive).

The Falcon has a 16 bit sampler. I've used it myself to record at 50 KHz
16 bit stereo, directly to disk, in the background. Show me a PC that can
do that out of the box for that price...

7396. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 02:57:09 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <81961@cup.portal.com>
Source record: 205628

The comment about the Falcon with the bladder control problem didn't say "pisses on standard VGA equipped PCs", it just named PCs in general..

And there are plenty of PCs which can piss right back, better and more colorfully than the Falcon..

If we as Atari owners have to be vulgar to make a point, let's at least be accurate in our vulgarity...

BobR

7397. Re: Falcon DSP

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 03:11:14 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13531@uqcspe.cs.uq.oz.au>
Source record: 205629

sheppard_r@kosmos.wcc.govt.nz writes:

>May be some one has not told you that the Falcons DA/AD are only 8 bits, thats
>only good for Games, this is what the Falcon was design for, was it not..

The article:

```
.--------------------------------------------------.
|Atari ST/STe/MSTe/TT/F030 Hardware Register Listing|
`--------------------------------------------------'
```

Version 5.1 - 5/18/93
By Dan Hollis
Copyright (C) 1993 MicroImages Software

Gives the following information:

Location $FF8921, bit 6 enables "16 bit Stereo".

To me, that means that either the DAC or the ADC must be a 16-bit device.

Therefore, some shepherd has been rogering too many sheep...

```
--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
\_.-._/ University of Queensland, _// || \\_ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || \_| _________________________|
```

7398. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 03:15:28 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1tpekgINNe5g@golem.wcc.govt.nz>
Source record: 205630

] There are a plethora (SAT word #4432) of 24-bit color boards available
] for both Mac and IBM-clone boxes.

Some of the newer macs have 24-bit color as standard....

As for IBM, how much software on the things support anything more
than 256-color VGA? (There are a couple of SVGA programs that I
know of...)

Not as if it matters, whatever works......

7399. Re: STReport is worthless

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 03:17:48 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1tpeosINNe5g@golem.wcc.govt.nz>
Source record: 205632

```
] This quote came from the May 21 issue of STReport, along with much
] griping, negative slanting, and hand selected positive reports about
] PC platforms:
]
]
] >psssst.
] > FYI.... The Shareholder's equity is fine.... NOT!
] >
] > The Stock is hovering around $0.81
```

ST-Report has had that same quote since December, among a LOT of
other stuff which is repeated every month.
(I worked out that over 50% of the material in that magazine is either
repeated *every* issue, or is just pointless advertising. very little
is actually original material, much less so than Z*NET anyway!)

I can't see why he bothers with it, as so few people see it in the end....

7400. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 03:23:04 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1tpf2oINNe5g@golem.wcc.govt.nz>
Source record: 205631

] It's a little naive to claim that the "standard" is VGA. There never was
] a very strong standard, CGA,VGA,MGA,Hercules,8514 and SVGA could all be
] said to be pc standards.

In their day maybe, but in todays market, very little software actually
uses much more than the 640*480*256 mode of VGA/SVGA! (The majority of
software is games software, many/most applications will support
variable resolution, if they are programmed properly....)
The majority of software that will work with machines currently being
produced will be VGA, with some S-VGA software starting to weigh it
down!

] C'mon, in reality no pc is sold today without svga cards which means
] 256 colours and 1024x768 resolution. That's just basic, for a little
] extra the new accelerator boards have higher resolution and more
] colours.

Only in say, the last year have the machines practically all had SVGA
cards, up to a while ago there were still a lot of VGA cards in them,
now they have to keep up with the times..... (One advantage of PC's,
at least this can be done with not-too-much expense, still don't
like the things much though....:)

7401. Re: STReport is worthless

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 07:13:42 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1tpsj6INNev1@golem.wcc.govt.nz>
Source record: 205635

In article <1tp05p$qtf@news.cerf.net>, timf@nic.cerf.net (Tim Fitzgerald) writes:
>This quote came from the May 21 issue of STReport, along with much
>griping, negative slanting, and hand selected positive reports about
>PC platforms:
>If everything is so hopless, and Atari is going bankrupt, and the stock
>is crashing, and the Falcon is cancelled, and there is no software, and
>BLAH, BLAH, BLAH, you would think they could spend there time on other
>things.
>
>Tim Fitzgerald (fitzgera@nic.cerf.net)
>

Don't forget there are 2 sides to every coin, well the ones we get here have 2 sides, and I like to know about both, I find its a good Informative BBS magazine, it tells it like it is..

You sound like the person that only likes good news, thats a pity, I like to know whats going on, and whats not being told. like the Forbes report, may be you don't believe that also..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

7402. Re: Atari in Australia

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 07:21:01 UTC
From: tpearson@titan.trl.OZ.AU
Message-ID: <1993May24.072101.28550@trl.oz.au>
Source record: 205634

hutch@bellman.lanl.gov (John Hutchinson) writes:
> >This message is posted on behalf of a friend who has no Internet access
>
> While Atari's market share in Oz is much as it is everyplace else (poor),
> there is indeed a strong Atari presence and at least one really good Atari
> users group in Sydney, A.C.E. of NSW.
>
>
There are many Atari user groups in Australia, just from memory
Melbourne Atari computer enthusiasts
ACTARI - ACT
QUACE - Queensland
GAUG - Geelong Victoria
The main dealer in Australia is Paragon Computers in Western Australia
who provide a good level of support. I can't say the same aboutAtari or
most of the other dealers. Some who have tried in the past are being
given a hard time by Atari Aus over the new Falcon.
Trevor.

>

7403. What is covered by NDA?

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 07:29:05 UTC
From: dhollis@zero.cypher.com
Message-ID: <1993May24.072905.22113@nuchat.sccsi.com>
Source record: 205636
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I was wondering, what exactly is covered by NDA in the developer's docs?
I seem to remember Bill Rehbock saying something to the effect that
any pages stamped wiht the red "confidential" stamp was covered by NDA<
but that anything not stamped was freely available information.

Can someone clarify this? Bill, are you still out there!? .-)

-Dan

7404. Re: Bombs.

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 08:17:17 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1993May24.081717.25197@unix.brighton.ac.uk>
Source record: 205641

if you get lots of bombs, this usually means chain-errors occured......

Dom De Vitto

7405. Re: MultiTos

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 09:25:58 UTC
From: msmith@flash.pax.tpa.com.au
Message-ID: <1tq4b6INNs33@flash.pax.tpa.com.au>
Source record: 205637

dud@stein.u.washington.edu (Dan Aylward) writes:
>>Well, since Linux definitely needs memory protection (read a PMMU, so a
>>68030 in our case) it will only run on a TT or Falcon030 and probably needs
>>8Mb RAM minimum.

(as a member of the TT dev team I guess I can comment on this 8)
Yes, Linux will probably require 4M of fast RAM as a minimum. It will _not_,
unconditionally, run on anything less than a 68020/68551, in other words,
it will (we hope 8) run on a TT or falcon030. It _may_ be possible to
run it on an SST or TinyTurbo 030. This depends on someone with technical
information on these devices coming to the party. (I can't remember if the
TinyTurbo has an EC030 or not - if it does, then it's out of contention.)

>I have a TT which will soon have 20 megs of RAM. Can I run X-Windows
>under Linux? If I run Linux, do I forfeit my ability to run TOS and GEM
>programs? If not, is it concievable that they could be run in windows on
>X-windows? If I compiled hello.c under Linux, could I take the binary and
>run it on a non-linux machine (i.e., a 520 or something)? If I compiled a
>GEM program under Linux, could I do the same thing?

Okay. Right now, the answer to all of the above is no. LinuxTT does not
exist yet. It may not exist for quite some time in fact. At the moment, all
030 development is trying to remain in sync - the TT effort at the moment is
centred on getting a consistent development environment, and on resolving the
differences between the amiga and TT hardware. Once these are out of the
way, things may move a little faster.

The 'projected' answers to your questions :

You will be able to run X if you have a 19" mono screen. Do not expect X on
a colour system unless you want to write the video-dependant parts of the
server code yourself. You will not enjoy it - there are fundamental
differences between the way X likes to think and the way the TT does.

You should be able to have LinuxTT and TOS filesystems on the same disk unit,
however it is unlikely that you will be able to run TOS/GEM programs
under Linux.

A LinuxTT binary will not work under any other operating system, however
you would be able to install a compiler such as gcc to cross-compile for
other operating systems/architectures. This would include compiling
GEM programs.

Please, don't get too carried away about this yet. Linux was written for the
386. It thinks very much like an intel processor in a PC, and it is going
to take quite a lot of effort to tweak.

>Dan Aylward
>dud@u.washington.edu

mike
(ps if anyone knows how to upgrade the 4M TT fastram boards I would _dearly_
love to know how. I remember someone describing this a while ago, but
they never responded to my mail 8(. As you can guess, lots of memory would
be really really helpful 8)

--
Mike Smith : msmith@flash.pax.tpa.com.au
: michael smith, 3:800/842.0

7406. Re: File Selector & Multiple File Systems

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 09:46:13 UTC
From: haebler@uni-muenster.de
Message-ID: <1tq5h5$jof@obelix.uni-muenster.de>
Source record: 205638

In article <1tk1s3$hao@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (FLiP) writes:
|> I'm curious about one aspect of the loadable file systems of MultiTOS...
|> can the user install multiple file systems on their hard drive, such as
|> the MINIX partition and still work with it under GEM? For example, what
|> happens to the system file selector when it goes to a MINIX partition when
|> it gets a filename that isn't 8.3 format?>
|>
|>
Well, I have written a file selector for MiNT. That means, that it overcomes this 8+3
names. If the GEM-program saves enough space for Path and File Name
then it is no Problem to use with MINIXFS under GEM.
BTW: My file selector is available from ftp.uni-kl.de and ftp.uni-muenster.de.

Regards,

Marcus

--
****
* Marcus Haebler * haebler@obelix.uni-muenster.de *
* Althausweg 29 * or *
* * srb114@math.uni-muenster.de *
* 4400 Muenster **
* * IRC: D_Gently *
****

7407. Info on Wordflair II wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 10:01:24 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <1tq6dk$qn3@rw8.urc.tue.nl>
Source record: 205639

Hi,

Hisoft now has a good offer on Wordflair II in combination with
SpeedoGDOS. I am thinking about buying things but I would like to hear
first what other people think of the program. I know there was a review
of Wordflair II in Atari ST User in the Feb issue, but that happens to
be the only issue I missed this year.
Questions I would like to see answered are the following:
Is it any good or does it have serious bugs?
Can I make texts with multiple colums in it?
What file formats does it import/export?
Ascii import/export?
Is the database in it any good?
Can the database use large text objects?
Can I mail merge with the database?
How is graphics handling?
Support for GEM vector pictures?
Not really applicable yet, but would it work on a Falcon?
Under MultiTOS?
Does it do autmatic reformatting?
And can it make a table of contents automatically?

Well that is about it. I would especially like to hear about the import
export possibilities and how good the manual is.

e-mail to wmtwen@urc.tue.nl and I will summarize.
Thanks in advance,

Erlend.

7408. Buying an ST for sequencing ?

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 10:10:36 UTC
From: jhu@bdk.tue.nl
Message-ID: <jhu.63.0@bdk.tue.nl>
Source record: 205640

I have both a crappy pc and an Amiga, and these two computers aren't the
best in the world to do some midi stuff.
So, I thought about buying a 2nd hand 520ST, to run Cubase.
This is (for me) one of the cheapest solutions. (I don't have the money to
upgrade my PC, I'd rather spend my money on music equipment)
My question is.... does Cubase run perfectly on a 520ST with 1Mb ?
Or are there some setbacks.....?

Your help would be apreciated..

Greetz...
Jakko van Hunen....

7409. Re: Atari ST software?

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 10:36:11 UTC
From: lancer@ramanujan.WPI.EDU
Message-ID: <LANCER.93May24103611@ramanujan.WPI.EDU>
Source record: 205660
Cross-posted to: rec.music.makers.synth,comp.sys.atari.st

I previously posted that I just bought an Atari 1040ST so I can play
with it and try out some music making on it. I've learned a bit since
my last post, but still have some questions...

>>>>> "hjv" == Hendrik Jan Veenstra <hjv@phil.ruu.nl> writes:
>What software can do what?
[too broad]
Ok, I want to be able to do the following: Sequence and mix MIDI from
keyboards and drum machines. This means like 6 tracks of MIDI data.
I also want to be able to sample and edit these samples graphically
(ie cut out, loop, and move). Which software should I look for to do
these two things, where can I get it, and how much will it cost?

>How expandable is it?

hjv> Add a 68000/16MHz, install a DOS-emulator, or a Mac-emulator
hjv> (fabulous!), graphic cards, upgrade your OS to TOS 2.06 (I
hjv> think), add memory (up to 4 Meg), buy a hard-disk, install a HD
hjv> floppy drive, ...

I have a software MAC emulator coming with the machine. Where can I
get a 68000/16? And how much $$? Also, it takes Mac-style SIMMS,
right? So which is the best place to get these?

>It has a 68000. Can I replace that with a 68010 like in an Amiga?

The reason I ask is that I have a spare 68010 sitting in my room...

>I would assume I can add a hard drive. Am I assuming too much?

hjv> No, if you look at the back of your machine, you'll discover the
hjv> harddisk connector. But beware: Atari doesn't use SCSI, but
hjv> ACSI, so before buying, check out that indeed the HD is
hjv> Atari-compatible.

Which manufacturers make ACSI HDs? I read the faq for the st groups
and it seems like they're saying to go with an adapter and a SCSI
drive. Which is the best way to go?

Thanks,
.s.

PS: the real reason I bought an ST is that I've wanted one since I
gave up my old Atari 800XL for an IBM PC. The PC was cheaper...
Boo-hoo...
--
- lancer@wpi.wpi.edu - - In the Mean Time -

- To die unsung would really bring you down although wet eyes -
- would never suit you - walk through no archetypal suicide -
- To die young is far too boring these days... -

7410. PC CLONE PRICES IN NZ..

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 11:09:57 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1tqae5INNfmk@golem.wcc.govt.nz>
Source record: 205644
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

*** NEW ZEALAND PRICES OF PC CLONES.... ***

Some one was after the prices of PC Clones here in New Zealand,
but Please note, are Dollar is about 54c US..

These are current prices from PC General...

Some of the features are..

1. Local Bus Windows Accelerator with 1 meg Ram..
2. 16 Million True Colours, Muti-Mode RAM DAC..
3. 2 VESA Local Bus 32 Bit Slots..
4. 4 megs of Ram..
5. 14" Mutisync Monitor 1024*768, Non-Interlaced, 30-60k 72hz..
6. Upgradable CPU to Pentium on 486 machines..
7. 1.4 meg Floppy..
8. 129 Key Keyboard..
9. Calculator..
10. DOS 6.0 and Windows 3.1 Installed..

Prices are in NZ Dollars..

	120m	210m	340m I.D.E. HD
386DX-40	$2349	$2549	$2799
486DLC-33	$2499	$2699	$2949
486DX-33	$2899	$3099	$3349
486DX2-50	$3199	$3399	$3649
486DX2-66	$3499	$3699	$3949
EISA-66	$3849	$4049	$4299

So to get USA prices from these, please divide by 1.852

You have to add 12.5% Sales or Vat Tax..we call it G.S.T...

The estimated Flacon 4/65 price will be about $3000nz, with out Monitor,
including the 12.5% Tax..

So how do these prices stack up with the USA John..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

7411. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 11:21:23 UTC
From: ritz@ritz.mordor.com
Message-ID: <9305241388@ritz.mordor.com>
Source record: 205406

azog (azog@world.std.com) wrote:
: ritz@ritz.mordor.com (Christopher Mauritz) writes:

: >Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
: >:] I see your not-very-well toilet trained Falcon hasn't seen a PC lately..
: >:]

: >: How many standard PC's can show 65000+ colors?
: >: (The standard is VGA remember.... unless it's changed in the last
: >: 24 hours!)

: >There are a plethora (SAT word #4432) of 24-bit color boards available
: >for both Mac and IBM-clone boxes.

: >Chris

: Correct me if I am wrong, but the plethora of 24-bit colour cards
: cost at a minimum of $150, and are not part of the system, per se.
: Whereas on the Falcon, gee, you get the colour controller built in.
: Yea, so it may be have 64 bits of 4 gagillion colours, but its all
: stock.

It depends on who you buy the system from. A lot of manufacturers
include high-end video cards by default. 24-bit color is becoming
increasingly common.

Besides, $150 is peanuts when you consider that you can pop out
the card and upgrade to the latest/greatest video standard
by replacing the card. What do you do when you want to
upgrade the Falcon's paltry graphics...pour chickens' blood
on the shifter and hope for the best????

The ability to swap video cars is an asset, my friend, not
a liability.

Cheers,

Chris

--
Christopher Mauritz | Knowledge is a deadly friend
ritz@ritz.mordor.com | When no one sets the rules.
{backbone}!rutgers!ritz!ritz | The fate of all mankind I see
King Crimson ---------------> | Is in the hands of fools.

7412. Re: DON'T CLONE CLASSIC GAMES! (was Re: Classic games - ideas wanted)

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 11:30:01 UTC
From: tony@gst-soft.demon.co.uk
Message-ID: <1993May24.123001.1@gst-soft.demon.co.uk>
Source record: 205646

Re Atari rights
> Firstly, will there always BE such things? The atari didn't exist
> when most of these games were first published
This doesn't affect anything. By implication those rights exist once
the medium exists and someone will own them. The exact question of
who will own them depends on many things such as how contracts were
worded etc. A similarly confused situation is happening at the moment
over CD-ROM compilations of magazine articles and whether the
journalist owns the rights to the article or whether the magazine
does.
If it helps then try thinking of this as being like translating
something into another language - just because the language wasn't
known at the time of the writing doesn't prevent there being
copyright in that language.

> In the UK, I mean, seeing
> as most Spectrum software was british, and there isn't a copyright
> registry here, as far as I know... you publish, and it is copyrighted
> because you say so.
Actually it is copyright (unless you specifically say otherwise) at
the time of writing, not merely after publication.

> One that made me wonder, was Sinister Developments' Galaxian that
> recently appeared... plastered with Bally-Midway logos and copyrights.
> Does anyone know if they actually asked Bally or if they are just
> 'doing the decent thing' and showing the original copyright?

If they are doing this without permission then they are open to all
sorts of claims - use of tradmark, 'passing off' (eg implying their
work is by Bally-Midway) etc.

Tony
Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

7413. Re: DON'T CLONE CLASSIC GAMES! (was Re: Classic games - ideas wanted)

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 11:30:22 UTC
From: tony@gst-soft.demon.co.uk
Message-ID: <1993May24.123022.2@gst-soft.demon.co.uk>
Source record: 205647

> Dave, I think you may have over-estimated the influence of international
> agreements, and may also have forgotten that UK court cases are nowhere near
> comparible with USA super-sueings.
But there have been moments of insanity.

> Damages? Paid from what? Non-profit making students (who probably have
> enough trouble paying their rent every week) don't have much money from which
> to take damages.

And if the case happens in a few years time when they are earning
lots of dosh? What about if we get someone who starts buying up the
rights to these games and then sets about suing people for
infringments - done properly I guess you could make a living at it
(although not the way that most ethical people would want to live).

> The Berne Convention certainly sets down some guidelines. However, in the
> UK, there has never been such an action (foreign rulings do not count), so
> any case would also be a LEGAL PRECEDENCE, in addition to being financially
> non-productive.

This is now wrong, as far as I'm aware their is a case which was
reported on in CTW a few weeks ago that may well have set the
precedent for look & feel. Certainly it is about a very similar
issue to this and would be relevant.

> Action would only be taken if:
> 1) The person, company or whoever bought out the copyright were still in
> existance (unlikely) and
Why - most people who wrote for the spectrum etc have not died, let
alone died over 50 years ago. Hence the copyright will still exist -
it may be difficult in some cases to find who owns it (eg company x
goes bust, is brought out by company y - ownership of copyrights held
by x will depend on several different contracts, what y brought, if
any of original authors had clauses returning their contracts in
situation of non-payment etc).

> a good idea to choose a game whose copyright owner is KNOWN to be defunct?!?),
This cannot exist unless the author died over 50 years ago - or the
company vanished in a very strange way. It may be (since they are
major prefered creditors) that either HM Taxes or Customs and Excise
own the copyrights on some games.

Tony
Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.

Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

7414. Re: DON'T CLONE CLASSIC GAMES! (was Re: Classic games - ideas wanted)

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 11:30:31 UTC
From: tony@gst-soft.demon.co.uk
Message-ID: <1993May24.123031.3@gst-soft.demon.co.uk>
Source record: 205648

> But the UK does follow the Berne convention; they sort of have to to
> avoid annoying other countries.

I thought it was the USA which was tardy about signing the Berne
convention.

Tony
Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

7415. Minix

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 11:35:04 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <1tqbt8$133@alpha.qmw.ac.uk>
Source record: 205642
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Is anyone out there willing to sell- or give ;-) - me a cheap copy of Minix for the STe?
Are there any other similar **ix programs available for the ST?

Please mail all correspondences to

D.Bhabuta@alpha.qmw.ac.uk
or
vctec@westminster.ac.uk

--

7416. Virtual Reality

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 11:44:42 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <1tqcfa$1f5@alpha.qmw.ac.uk>
Source record: 205643
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Is there any ST owner who is interested in VR, especially on the ST and X-Windows? If yes, I'd like to hear from you.

I have developed an interest in VR and would like to write some programs in the field using my humble ST. I am new to programming, my first language being Prolog due to a course in AI. However, I'd like to learn C/C++/Smalltalk. Are these suitable languages to learn for VR?

Any graphics examples would be highly appreciated.

Please send all correspondences to

D.Bhabuta@alpha.qmw.ac.uk
or
vctec@westminster.ac.uk

Cheers,
-Danny.

--

7417. Re: Falcon DSP

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 11:52:09 UTC
From: eang62@castle.ed.ac.uk
Message-ID: <36115@castle.ed.ac.uk>
Source record: 205645

In article <C7Gyqr.DFC@rahul.net> wilsont@rahul.net (Timothy Wilson) writes:
>>> In fact, all that is about 'direct' digitization with the DSP connector,
>
>>May be some one has not told you that the Falcons DA/AD are only 8 bits, thats
>>only good for Games, this is what the Falcon was design for, was it not..
>
>Are you stoned? The falcon records with 16 bits only. playback can be
>8 or 16. If you don't believe me, look at falcon.h
>Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online

Does this mean that we could easily use the Falocn as a rather good
data-logging computer? I remember that the old UK BBC computer had a 12
bit DAC that made it very popular in school science classes because
it was so easy to hook up to instruments. 16 bits would be really nice.
The Falocn could be used then as a cheap data-logging computer for schools.

Herbert Sauro
UK

7418. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 12:06:58 UTC
From: julian@math.uni-muenster.de
Message-ID: <1tqdp2$jn6@obelix.uni-muenster.de>
Source record: 205649

In article 21557@cm.cf.ac.uk, paul@isl.cf.ac.uk (Paul) writes:
> One of the things that's always frustrated me about atari's is that
> their graphics are 10 years out of date. Even the new falcon only does
> something like 600x400 (someone with the exact specs can correct this).

Well it's 640 x 480, and it can easily stretched to more given you have an
SVGA monitor.

> Personally, I can't see the Falcon competing with machines in it's price
> range. It's not in the same league as a 33Mhz 486 with svga and as I
> said in my previous post the midi card would only be a little extra and
> come to that a sampler too --- incidentally, who wants an 8 bit sampler,
> if you're a serious musician and I can't see the idle hobbyist forking
> out that much money, then you've got to have a 16 bit sampler.
> (OK perhaps I'm stretching the comparison here since that would probably
> make the pc 500 pounds more expensive).

While you're correct that an 486/33 is much faster, the Falcon *indeed* has
16 stereo sound input and output.

Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster (from July, 1st: D-48161)
eMail: julian@math.uni-muenster.de, jr@ms.maus.de

7419. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 12:18:26 UTC
From: christof@wowbagger.pc-labor.uni-bremen.de
Message-ID: <1993May24.121826.2193@informatik.uni-bremen.de>
Source record: 205651

In article <1tde89$if@loch2.cc.strath.ac.uk> cabp09@ccsun.strath.ac.uk writes:
>
>rm03@ic.ac.uk (Mr R. Mellish) writes:
>
>>Remember all those really good games on the Spectrum and C64 ?
>>Like to play them once again ?
>>We are looking for some ideas for a game to program. Rather than think
>>up something new, we decided to do an enhanced copy of one of the
>>great old games for the ZX Spectrum or C-64. Except we can't decide which
>>one. So get your votes in now! Tell us which classic games you would like
>>to see on the ST.
>
>What about Trans-Am from the speccy ????

Yeah, or what about Saber Wulf and Penetrator, two games that had me
hooked like hell right from the start. Concerning addictiveness and
gameplay quality in action games, there are few today that match these
gems from years ago...

Christoph (still have my Spectrum - will never sell it)
--
Christoph Koerner |
christof@pc-labor.uni-Bremen.de | "Wizard, your life force is running out."

7420. Monitors with a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 12:38:15 UTC
From: cstadbs@csv.warwick.ac.uk
Message-ID: <1tqfjnINN63r@lily.csv.warwick.ac.uk>
Source record: 205652
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

If all goes well I will be buying a Falcon in the next few months, and
I would like a decent monitor to use with it. I know this has been discussed
before, but I have a few questions:

1) Can the ST compatible modes ie ST Low,Med,High be used with an SVGA
monitor, or do I need an sc1224 or multisync that will scan at 15khz
(I would like to run my old ST software)?

2) If I buy a multisync, is it worth getting one that does 15-40khz, or
should I not bother with 15khz and get one that does 30-60khz (bearing
in mind add-ons such as ScreenBlaster, graphics cards etc which will
provide greater resolutions)?

3) What is the chance that after buying an SVGA monitor, most programs
are written with TVs in mind and not VGA monitors. How dependent will
games and other software be on the screen mode and monitor being used?

4) Will programs like FalconScreen and super78 work on an SVGA monitor?

Thanks in advance for any answers,

Paul Donovan

cstadbs@csv.warwick.ac.uk
pmd@dcs.warwick.ac.uk

7421. Re: Atari's Vicious Come Back

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 12:48:39 UTC
From: glens@natinst.com
Message-ID: <1tqg77$p6g@falcon.natinst.com>
Source record: 205653

In article <81866@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>Golly, Glen... if I thought you actually knew how to read, I'd ask you
>to quote me back the last time I "ranted and raved" about Atari's stock
>dropping by a penny or two..

Yeah, too bad I didn't save the article. Next time I'll know to save it.

>But since you seem to be convinced that you've actually read messages like
>that, I guess I'll just have to chalk it up to your overactive imagination,
>and not to your ability to read.

Those 3 lines were kept just so I wouldn't get blamed for cutting out some
'significant' info.

>Tell you what.. when the stock price gets back up into the kind of range tha
>says investors are once again taking Atari seriously, we'll both rant and
>rave together... how's that..?

What other stock could you have nearly doubled your money on in only 2 weeks?
(like I did with what was supposed to be my Falcon savings, funny thing is now
it is actually enough to buy a Falcon with :) BTW, I might have an easier time
reading if others knew how to write! What is the word 'tha' in the statement
above? If it was just a simple typo, I couldn't even figure out what word you
were trying to type!

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@falcon.natinst.com

7422. RGB Colour Monitor, 50pounds

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 12:49:50 UTC
From: kiddlejc@vax.sbu.ac.uk
Message-ID: <1993May24.124950.2362@vax.sbu.ac.uk>
Source record: 205650
Cross-posted to: comp.sys.amiga.hardware,comp.sys.atari.st

For sale, Microvitec CUB COLOUR MONITOR.

I can supply the relevant cable to attach it to any Atari,
Commodore, PC etc etc. Will connect to most computers. RGB
analogue or TTL. Good picture, I use one myself and
I've got one spare.

If you want to use it with CUBASE or similar high resolution
software, I can supply a Public Domain mono emulator accessory
that gives you a very useable picture on a colour monitor.

If you play a lot of games, a monitor like this could
definately help improve the health of your poor eyes...

Delivery within a reasonable radius of Peckham or Ladbroke Grove
can be arranged free of charge.

50 pounds, including cable and
delivery, or nearest offer.

Now you can't say fairer than that, can you.

Leave a message on 081-693-2846 and Ill get back to you
as soon as possible.....

KIDDLEJC@uk.ac.sbu.vax | Jason C. Kiddle | "The Assault Technician"

...or if you prefer analogue communications: London (+44) 81 693 2846...

7423. Re: Falcon DSP

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 13:24:52 UTC
From: di780@cleveland.Freenet.Edu
Message-ID: <1tqib4$92p@usenet.INS.CWRU.Edu>
Source record: 205654

Sorry,
The 56001 has 2 24bit data buses. More than enough to exceed
cd/dat decks. Look in the Nov. '92 BYTE magazine, pp. 177-184 if you would
like to learn more before spewing untruths and ignorant posts...
Later,
Bernard Mikowski

7424. Re: Falcon Video Registers

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 13:39:41 UTC
From: acher@Informatik.TU-Muenchen.DE
Message-ID: <1993May24.133941.1403@Informatik.TU-Muenchen.DE>
Source record: 205656
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993May21.160309@cs.bham.ac.uk>, imr@cs.bham.ac.uk (Ian M Rae) writes:

|> If the Falcon can do 768x480x16 bit interlced this works out at a bandwidth of
|> 2949120 bits for each full refresh... If I've worked this out right then you
|> could easily have 1280x960x2 bits (4 colours). That would be lurvly on a 17 inch
|> monitor but a bit of a mess on a 14inch VGA :).
|>
|> Ian
The Falcon CAN do 1280x960x2bits with about 68Hz interlaced, but only with
additional hardware. Without hardware you'll get 44Hz interlaced :-<>
(flicker...). This is only possible in 4 colours and nowhere else ...
The better way is to use 1024x768x2bits with 103Hz interlaced (needs hardware).
I am working with 960x720x4 (16 colours, 93Hz interlaced) all the time (needs
hardware (BlowUP030), too). To say it simple, without extra hardware the best
you can get is not enough for your eyes (this has NOTHING to do with the number
of colour planes!)
Bye
Georg Acher
+---+
| Georg Acher, acher@informatik.tu-muenchen.de |
| "Oh no, not again !" The bowl of petunias |
+---+

7425. PRICE

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 13:42:16 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <1tqjbo$4q0@charm.magnus.acs.ohio-state.edu>
Source record: 205655

> Well, it remains to be seen if this is good or not. A ship full of
> devices which are seemingly overpriced and outgunned may just be
> another chapter in Atari using their valuable warehouse space to
> house equipment that they cannot sell, only to take a loss on it
> later.

I've seen this sentiment from many people in the form of a blanket statement; ie it's true for EVERYBODY. It depends a lot on a person's situation whether it's true for that individual or not.

Case in point: I was going to jump ship to the clone world. I wanted a clone hardware and software package that would enable me to do better DTP than I currently do on my ST. I did a considerable amount of pricing and discovered I would have to spend about 2450 dollars (US) plus tax in hardware and software. And that was WITHOUT stereo, MIDI, DSP, and SCSI.

Total price to ME for a Falcon to do better DTP: 1400 dollars (US) plus tax.

It's all relative.

->->->((JP))<-<-<-

7426. Civilisation fix wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 14:22:57 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1993May24.142257.12396@aston.ac.uk>
Source record: 205658

Hi there. I saw the recent bug fix, but the "too much corruption"
thing doesn't happen to me. My problem is the crashing power graph
thingy... does anyone have a fix they could post? (Or e-mail me,
if it's been posted and I missed it... ;) TIA...

--
Tim Wright. \ Being Human just isn't
wrighttj@uhura.aston.ac.uk \ enough fun.

7427. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 14:25:50 UTC
From: bbaird@cs.strath.ac.uk
Message-ID: <1tqlte$ps@fleming-10.cs.strath.ac.uk>
Source record: 205657

In article <2bfccce7@p1.f7803.n241.z2.fidonet.org> Alexander_Bochmann@traveller.fido.de (Alexander Bochmann) writes:
>...message from wells_s to All :
>
[Stuff deleted]
>
>I once had Great Giana Sisters for the ST...
>
>But I don't know if it still exists; when I remember correctly, Nintendo bought
>the idea and then called the game "Super Mario Bros." or some crap like that.
>
>/\|ex.
>

What actually happened was Nintendo sued the programming crew for copyright,
because Giana Sisters was too close to Mario Brothers.The game was taken off the
shelves after about a week.Only pirate versions are available now.
BTW the same programmers were also forced to not release their R-Type clone on
the Commie 64 by another company.

Brian.

7428. Re: Atari's Vicious Come Back

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 14:33:15 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1993May24.103315.6035@spcvxb.spc.edu>
Source record: 205661

In article <1tqg77$p6g@falcon.natinst.com>, glens@natinst.com (Glen Sescila) writes:
> In article <81866@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>
>>Golly, Glen... if I thought you actually knew how to read, I'd ask you
>>to quote me back the last time I "ranted and raved" about Atari's stock
>>dropping by a penny or two..
>
> Yeah, too bad I didn't save the article. Next time I'll know to save it.
>
>>But since you seem to be convinced that you've actually read messages like
>>that, I guess I'll just have to chalk it up to your overactive imagination,
>>and not to your ability to read.
>
> Those 3 lines were kept just so I wouldn't get blamed for cutting out some
> 'significant' info.
>
>>Tell you what.. when the stock price gets back up into the kind of range tha
>>says investors are once again taking Atari seriously, we'll both rant and
>>rave together... how's that..?
>
> What other stock could you have nearly doubled your money on in only 2 weeks?
> (like I did with what was supposed to be my Falcon savings, funny thing is now
> it is actually enough to buy a Falcon with :) BTW, I might have an easier time
> reading if others knew how to write! What is the word 'tha' in the statement
> above? If it was just a simple typo, I couldn't even figure out what word you
> were trying to type!

Well, that is the "nature of the beast" when you play with penny stocks
and/or options. It is certainly possible to double your money, but it
is just as possible to lose it all. I am convinced that Atari's recent
stock increase is the result of some type of manipulative play. Somebody
is pumping money into the stock in an effort to boost it, but sellers seem
to derail it around 1 7/16 - 1 1/2 or so. I would be very careful if you
want to play around with this stock. It's like going to the casino...don't
put in anything you can't afford to lose.

Just for your info, here's the price/volume info for the last 2
weeks.

Cheers,

Chris

-------snip snip---------
DATE HIGH LOW CLOSE VOL(100/S)
05/06/93 3/4 11/16 3/4 130

05/07/93 13/16 3/4 13/16 364
05/10/93 15/16 13/16 15/16 747
05/11/93 1 1/8 15/16 1 1/16 2230
05/12/93 1 1/8 1 1 1/16 481
05/13/93 1 1/16 7/8 7/8 411
05/14/93 1 7/8 1 655
05/17/93 1 15/16 1 558
05/18/93 1 1/16 15/16 1 1/16 326
05/19/93 1 1/8 1 1 1/8 665
05/20/93 1 5/8 1 3/16 1 1/2 2928
05/21/93 1 5/8 1 3/8 1 7/16 1669

7429. Falcon Stos cancelled!

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 14:33:50 UTC
From: ma2ljg@sunlab1.bath.ac.uk
Message-ID: <C7JCHH.ADu@sunlab1.bath.ac.uk>
Source record: 205659

I just got this email from Francois Lionet creater of Stos/Amos
, I think all you Stos users should take a look.If Atari had an ounce
of common sense they would finance the project themselves ! F**K all chance.

Atari are you listening ??????????????????

Weeeeeell, I am very sorry, but my editor took a decision two weeks ago:
we dont want to make a Falcon version now. We wait to see what the machine
is going to become.
Sales of software on Atari machines are inexistent in Great Britain. Making
a Falcos is a biiiiiig project, and unless Atari pays for the entiere
development investment, Europress will not take the risk.
I am sorry, as I think this could have been a nice product.
Anyway, if the Falcon sells, be sure that there will be a Falcos.
In this case, it will not be compatible with the St. Too much of a hassle
to do a backward compatibility with such a small machine (compared to the
Falcon).
Cheers,

--
"The words of AMOS: proclaim free-will and publish!"
(Old Testament, AMOS 4.5)
Francois Lionet
cbmvax!cbmehq!cbmfra!lionfl!lionet
lionet@lionfl.adsp.sub.org

7430. Re: PRICE

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 14:42:53 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1993May24.104253.6036@spcvxb.spc.edu>
Source record: 205662

In article <1tqjbo$4q0@charm.magnus.acs.ohio-state.edu>, jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) writes:
>> Well, it remains to be seen if this is good or not. A ship full of
>> devices which are seemingly overpriced and outgunned may just be
>> another chapter in Atari using their valuable warehouse space to
>> house equipment that they cannot sell, only to take a loss on it
>> later.
>
> I've seen this sentiment from many people in the form of a blanket
> statement; ie it's true for EVERYBODY. It depends a lot on a person's
> situation whether it's true for that individual or not.
>
> Case in point: I was going to jump ship to the clone world. I wanted a
> clone hardware and software package that would enable me to do better DTP than
> I currently do on my ST. I did a considerable amount of pricing and
> discovered I would have to spend about 2450 dollars (US) plus tax in hardware
> and software. And that was WITHOUT stereo, MIDI, DSP, and SCSI.
>
> Total price to ME for a Falcon to do better DTP: 1400 dollars (US) plus
> tax.

What exactly does $1400 get you? This isn't a flame, but I'm curious to know how "decked out" a falcon would be at that price point. I'm curious since I would like to compare it in my own mind to the Apple Centris 610 and IIvx line as well as a 486 box.

You get what you pay for,

Chris

7431. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 14:52:47 UTC
From: doucet@ripolin.laas.fr
Message-ID: <9661@laas.laas.fr>
Source record: 205678

How about Sentinel ?

It seemed to be a great game some *long* years ago, but
I've never actually played it... Just heard about it...

JED.

7432. Re: Buying an ST for sequencing ?

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 16:01:26 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.253854@cix.compulink.co.uk>
Source record: 205670

In article <jhu.63.0@bdk.tue.nl>, jhu@bdk.tue.nl (Jakko v.Hunen (Stag.BAB)) writes:
>My question is.... does Cubase run perfectly on a 520ST with 1Mb ?
>Or are there some setbacks.....?
>
>Your help would be apreciated..
>
>Greetz...
> Jakko van Hunen....
>
>
Cubase runs on a 1MB ST, but it's much better with 2MB. If you have only
1MB you may have problems printing and you will not be able to have all
the modules (phrase synth, MIDI mixer, etc.) running at once. But that is
not a major problem.

Ofir ogal@cix.compulink.co.uk

The best defense against logic is ignorance.

7433. Re: Monitors with a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 16:01:26 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.253855@cix.compulink.co.uk>
Source record: 205671

In article <1tqfjnINN63r@lily.csv.warwick.ac.uk>, cstadbs@csv.warwick.ac.uk (Mr P M Donovan) writes:
>Hello,
>
>1)Can the ST compatible modes ie ST Low,Med,High be used with an SVGA
>monitor, or do I need an sc1224 or multisync that will scan at 15khz
>(I would like to run my old ST software)?

You can run all ST resolutions on an SVGA.
>
>2)If I buy a multisync, is it worth getting one that does 15-40khz, or
>should I not bother with 15khz and get one that does 30-60khz (bearing
>in mind add-ons such as ScreenBlaster, graphics cards etc which will
>provide greater resolutions)?

A 15-40KHz will give you access to 640*480*true colour, while an SVGA can only do 320*240 in true colour. If this is important get a 15-40 multisync, if not get an SVGA which will do all other resolutions at 640*480.

>
>3)What is the chance that after buying an SVGA monitor, most programs
>are written with TVs in mind and not VGA monitors. How dependent will
>games and other software be on the screen mode and monitor being used?

That's not a problem because the Falcon emulates all ST resolutions.

>4)Will programs like FalconScreen and super78 work on an SVGA monitor?

I have two monitors, none work with super78 and only one copes with FalconScreen. You should not have any problems with the ScreenBlaster.

>Thanks in advance for any answers,
>
>Paul Donovan
>
>cstadbs@csv.warwick.ac.uk
>pmd@dcs.warwick.ac.uk
>

My personal choice would be an SVGA with the ScreenBlaster.

Ofir ogal@cix.compulink.co.uk

The best defense against logic is ignorance.

7434. Re: PRICE

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 16:04:03 UTC
From: cmedley@wam.umd.edu
Message-ID: <1tqrlj$5ql@cville-srv.wam.umd.edu>
Source record: 205663

In article <1993May24.104253.6036@spcvxb.spc.edu> mauritz_c@spcvxb.spc.edu writes:
>What exactly does $1400 get you? This isn't a flame, but I'm curious
>to know how "decked out" a falcon would be at that price point. I'm
>curious since I would like to compare it in my own mind to the
>Apple Centris 610 and IIvx line as well as a 486 box.
>
>You get what you pay for,
>
>Chris
>

I've been grappling with the problem of "should I buy a Falcon" or not, and the main reason I personally haven't been able to get away from the Atari line is that there is no affordable, killer, application for the PC in terms of MIDI that I could get that would make the switch worth it.

Running a 16mhz 68000 as I am now is really unsatisfactory, but I am not about to plunk down $1500 for a clone and then have to pay another $300-$1000 to get new software (most of which would be better, but the cost is prohibitive to me...).

For MIDI, I'll probably do better to get a Falcon 030 and change sequencers from Dr. T's KCS Omega to either Cubase or Cubase Audio (which is $800).

7435. Re: Piracy (was Re: Custo

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 16:05:47 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May24.160547.19213@newshost.lanl.gov>
Source record: 205666

In article 8qRT4B7w165w@dogbox.acme.gen.nz, dogbowl@dogbox.acme.gen.nz (Kennelmeister) writes:
>sysop@sterbbs.nl (Bert Rozenberg) writes:
>> Atari anounced a CD-ROM player about four years ago, again three years
>> ago and again two years ago. Everytime "real soon now". Finaly they
>> dropped the complete project. So Atari will not bring CD-ROM drives to
>> the customers desktop, other companies are doing it right know. Atari
>> will probably jump on the bandwagon later on.
>
>Huh?
>
>I've used an atari CD-ROM drive.
>It's currently sitting on the local Atari club's BBS.
>
>"Real soon now"? More like - "Been there, done that, no-one bought them"

The Atari CD-ROM was never actively marketed in the U.S. and to the best of my knowledge, is no longer available anywhere. I know it was available for a limited time in Australia and the UK, but I don't think it's available anywhere now. No matter as better and cheaper CD-ROM units for the Falcon's SCSI-2 port are available from a number of third party vendors now.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

7436. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 16:17:08 UTC
From: neurom@u.washington.edu
Message-ID: <1tqse4INN7iq@news.u.washington.edu>
Source record: 205664

In article <1tpf2oINNe5g@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>] It's a little naive to claim that the "standard" is VGA. There never was
>] a very strong standard, CGA,VGA,MGA,Hercules,8514 and SVGA could all be
>] said to be pc standards.
>
> In their day maybe, but in todays market, very little software actually
> uses much more than the 640*480*256 mode of VGA/SVGA! (The majority of
> software is games software, many/most applications will support
> variable resolution, if they are programmed properly....)
> The majority of software that will work with machines currently being
> produced will be VGA, with some S-VGA software starting to weigh it
> down!
>

Actually, most PC games use 320x240x256. That's what's called MCGA. Standard VGA is 640x480x16 colors. _S_VGA is 640+x480+x256+. That's why 7th Guest is only 640x480x256 (and letterboxed at that!) and is considered SVGA. If someone _really_ went out there and produced some software that took advantage of the number of colors these things could produce, it would be staggering! Of course, they would have to be static pictures. A PC has problems moving a full screen sentence of 128 point fonts accross the screen....

--Neuromancer

7437. Re: Atari ST software?

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 16:31:52 UTC
From: neurom@u.washington.edu
Message-ID: <1tqt9oINN7th@news.u.washington.edu>
Source record: 205665

In article <LANCER.93May24103611@ramanujan.WPI.EDU> lancer@ramanujan.WPI.EDU (Stephe Lewis Foskett) writes:
> I previously posted that I just bought an Atari 1040ST so I can play
> with it and try out some music making on it. I've learned a bit since
> my last post, but still have some questions...
>
> >>>>> "hjv" == Hendrik Jan Veenstra <hjv@phil.ruu.nl> writes:
> >What software can do what?
> [too broad]
> Ok, I want to be able to do the following: Sequence and mix MIDI from
> keyboards and drum machines. This means like 6 tracks of MIDI data.
> I also want to be able to sample and edit these samples graphically
> (ie cut out, loop, and move). Which software should I look for to do
> these two things, where can I get it, and how much will it cost?
>

Try Cubase 3.0 or Notator. They're GREAT! (And industry standards, no less)

> >How expandable is it?
>
> hjv> Add a 68000/16MHz, install a DOS-emulator, or a Mac-emulator
> hjv> (fabulous!), graphic cards, upgrade your OS to TOS 2.06 (I
> hjv> think), add memory (up to 4 Meg), buy a hard-disk, install a HD
> hjv> floppy drive, ...
>
> I have a software MAC emulator coming with the machine. Where can I
> get a 68000/16? And how much $$? Also, it takes Mac-style SIMMS,
> right? So which is the best place to get these?
>

Hmmm. The 68000/16 will probably cost you around $200. And some time to solder it in. Most ST's didn't come w/ socketed Processors. Also, they do _not_ use SIMMS. They use DIP RAM. If you want to use SIMMS, you have to get a RAM board. They are around, what, $100? (Correct me if I'm wrong)

> >It has a 68000. Can I replace that with a 68010 like in an Amiga?
>
> The reason I ask is that I have a spare 68010 sitting in my room...
>

Not that I know of. Again, you'd either have to solder in the new chip or solder in a socket. Either way, pull out the iron...

> >I would assume I can add a hard drive. Am I assuming too much?
>
> hjv> No, if you look at the back of your machine, you'll discover the

> hjv> harddisk connector. But beware: Atari doesn't use SCSI, but
> hjv> ACSI, so before buying, check out that indeed the HD is
> hjv> Atari-compatible.
>
> Which manufacturers make ACSI HDs? I read the faq for the st groups
> and it seems like they're saying to go with an adapter and a SCSI
> drive. Which is the best way to go?
>

Okay. What you have to do is get what's called a host adapter. This allows you to controll SCSI hard drives. You have two choices now, you can go with a traditional host, which is a small internal card that you mount in your hard drive case, or the ICD Link, which simply looks like a small adapter that plugs into your DMA/Hard Disk port and comes out standard SCSI. The first is cheaper in the long (and short?) run. You simply get an old PC/XT/AT case. Mount the host adapter in it, and then use the ample room to mount as many SCSI HD mechs you can get your hands on. (You could also just buy pre-packaged HD units, but they ususally aren't a very good deal...) If you go with the Link, which makes for a much more astheticly pleasing setup, just get any Mac/PC/Amiga (!) external SCSI Hard Drive unit and plug it in.

I hope this helps. If you have any more questiong, I'd be happy to help you with them.

--Neuromancer

7438. Re: What is covered by NDA?

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 16:36:00 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC7JI41.3wH@netcom.com>
Source record: 205668
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993May24.072905.22113@nuchat.sccsi.com> dhollis@zero.cypher.com (Dan Hollis) writes:
>I was wondering, what exactly is covered by NDA in the developer's docs?
>I seem to remember Bill Rehbock saying something to the effect that
>any pages stamped wiht the red "confidential" stamp was covered by NDA<
>but that anything not stamped was freely available information.

Basically, everything is covered by NDA. If you see the information available elsewhere, you can repeat it. If you get information by some means other than one of the documents covered by NDA, then you can repeat it. Otherwise, you can't.

(This is the standard way that NDAs work in the computer industry.)

I've never seen a red "confidential" stamp on any developer docs. If they are starting to put one on, perhaps it's to serve as a reminder.
--
As usual, I'm giving my opinion, not Atari's.

Eric Smith ersmith@netcom.com ersmith@atari.uucp

7439. Re: Multi-player games using MIDI or RS-232?

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 17:14:14 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993May24.111415.493@janus.arc.ab.ca>
Source record: 205687

In article <1993May11.125837.24749@eua.ericsson.se>, nikhan@erix.ericsson.se (Niklas Hanberger) writes:
>Since I've recently acquired my second atari ST (a STE at last), I'm
>wondering if anyone can help me with a list of games, arcade, MUD,
>and/or strategy, which can be played by, at least, two players with at
>least two computers. Personally I'd prefer to connect the computers with
>MIDI-cables, (I've got a few of those), but I'm also interested in
>games using the RS-232 interfaces. Further more I wouldn't mind if the
>programs could be run on different machines, i.e. Apple or IBM. It is
>no disadvantage if the programs are PD or Shareware.
>

I know of 2 games that work over MIDI. One is MIDI Maze and the other I think is called MIDI Battle. As for RS-232 the only one I know of is Falcon (F-16 fligh sim.). The first 2 are shareware and Falcon is a commercial product.

Bob

7440. Word Writer Replacement Sought

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 17:19:06 UTC
From: cse0947@desire.wright.edu
Message-ID: <1993May24.121907.9803@desire.wright.edu>
Source record: 205669

I'm looking for a great word processor to replace my aging Word Writer.
I have tried WordUp v3.0 and found it's interface to be rather cumbersome and
its output to be not worth the investment. So besides WordUp what else is
available for the ST and at what cost (approximately)?

Todd

cse0947@desire.wright.edu

7441. Re: PRICE

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 17:27:42 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993May24.112742.13300@iscsvax.uni.edu>
Source record: 205667

In article <1993May24.104253.6036@spcvxb.spc.edu>, mauritz_c@spcvxb.spc.edu writes:
> In article <1tqjbo$4q0@charm.magnus.acs.ohio-state.edu>,
jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) writes:
>>> Well, it remains to be seen if this is good or not. A ship full of
>>> devices which are seemingly overpriced and outgunned may just be
>>> another chapter in Atari using their valuable warehouse space to
>>> house equipment that they cannot sell, only to take a loss on it
>>> later.
>>
>> I've seen this sentiment from many people in the form of a blanket
>> statement; ie it's true for EVERYBODY. It depends a lot on a person's
>> situation whether it's true for that individual or not.
>>
>> Case in point: I was going to jump ship to the clone world. I wanted a
>> clone hardware and software package that would enable me to do better DTP than
>> I currently do on my ST. I did a considerable amount of pricing and
>> discovered I would have to spend about 2450 dollars (US) plus tax in hardware
>> and software. And that was WITHOUT stereo, MIDI, DSP, and SCSI.
>>
>> Total price to ME for a Falcon to do better DTP: 1400 dollars (US) plus
>> tax.
>
> What exactly does $1400 get you? This isn't a flame, but I'm curious
> to know how "decked out" a falcon would be at that price point. I'm
> curious since I would like to compare it in my own mind to the
> Apple Centris 610 and IIvx line as well as a 486 box.
>
> You get what you pay for,
>
> Chris

The centris 610 4/80 has a street price of $1450 as well as the IIVX 4/80. The
LCIII has a street price of $1250 for the 4/80 config. As a student I can
get the same Centris 610 for $1217.

-Peter

>

7442. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 17:46:04 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1tr1ks$q9o@loch2.cc.strath.ac.uk>
Source record: 205673

In article 2193@informatik.uni-bremen.de, christof@wowbagger.pc-labor.uni-bremen.de (Christoph Koerner) writes:
>In article <1tde89$if@loch2.cc.strath.ac.uk> cabp09@ccsun.strath.ac.uk writes:

>> [Mr Mellish's Post goes here ... you know what it said !]
>>
>> What about Trans-Am from the speccy ????

>Yeah, or what about Saber Wulf and Penetrator, two games that had me
>hooked like hell right from the start. Concerning addictiveness and
>gameplay quality in action games, there are few today that match these
>gems from years ago...

Jings, I remember Penetrator .... watta-game .... You're perfectly right, none (or few) games match these classics, apart from Populous, and Carrier Command.

Which reminds me, I have the first release of carrier command, which doesn't allow you to refuel (downer). Does anyone have the second release ???

>Christoph (still have my Spectrum - will never sell it)

Same here ...

Dave.

```
o=============================================o +----+
David McNicol, | Strathclyde University, | |
3rd Yr Laser Physics, | SCOTLAND. |/--\| "I'm sorry Dave,
o=============================================o ||[]|| but I'm afraid
Internet: D.McNicol@ccsun.strath.ac.uk !talk ! |\--/| I can't do that"
JANET: D.McNicol@uk.ac.strath.ccsun !to me! | |
o=============================================o +----+
```

7443. Re: Falcon Stos cancelled!

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 18:06:19 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1993May24.180619.16794@unix.brighton.ac.uk>
Source record: 205419

If they do ever get round to doing a Falcos (no chance of atari footing the bill!) I hope it will be a totall re-write, ie not a line number basic.

AMOS is far better than STOS, and I'm not talking about the commands, or anything that an Amoeba owner could claim could not be done on an st, its the basic language an editor of AMOS which are far superior to STOS.

If they changed it into a decent language, ie a procedural basic, or better still, if they based it on 'c' or pascal, cut down and simplified versions of course (hide all the pointers etc!) if reckon they would sell a lot more. Maybe they should get HISoft to market it, they seem to be commited to the Falcon.

--------------------------Tom.

7444. The _new_ Falcon lineup!

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 18:14:30 UTC
From: neurom@u.washington.edu
Message-ID: <1tr3a6INN9q2@news.u.washington.edu>
Source record: 205676

On <5.24.94> In message <663747437@somewhere.u.edu>, <how.am.I@somewhere.u.edu>
wrote:
>
> I'm confused. Could someone please post the difference between all the
> Falcon models.
>

Sure, here goes!

The Falcon lineup (as seen by Neuromancer):

1) The Falcon030. Standard 1040 style case w/ squishy keyboard. Nice
machine, but was surpassed by the Falcon II only a year after its
introduction. While still as capable as a standard Falcon030 II, not
nearly as expandable. Can only accept 2 1/2" IDE hard drives internally,
and only has a 1.44 meg Floppy, although this can be expanded to a 2.88
meg.

2) The Falcon II, Home Multimedia Station. This is the Falcon you see almost
every day. Small footprint desktop case. The Processor and DSP are both
on the processor bus that Atari stunned the world with back in 1993.
Taking knowledge from the STT (ST Transputer) and the ATW (Atari Transputer
Workstation), Atari was the first company ever to include _four_ slots,
each capable of holding processor or DSP unit. After its introduction, a
68040 unit was quickly released, giving you the option of starting with a
Falcon040 II, or getting the 040 later and running both in parallel. Also
seen were video production crews using three DSP chips to render 3D
animations in real time. The two VME slots also provided extra
expendability, while keeping compatibility with the excellent, although now
old, CyReL Sunrise cards. While standard Falcon II Units came with 4 megs
of RAM, the eight standard SIMM sockets allow up to eight gigabytes,
although the cost of the RAM prohibits this amount to a most fortunate few.
The multiple bays were also a boon. Although Atari kept the external SCSI
II port of the Falcon I, they added an internal SCSI II connection to
facilitate connections for devices to be stored in the cases five bays.
The standard HMS Falcon II came with an IDE Hard Drive to keep down the
cost, and the now standard Floptical 21 megabyte floppy drive.

3) The Falcon II, Professional Musical Workstation. Atari took a radical step
away from tradition when they introduced this model. Internally identical
to the HMS, Atari answered many skeptics answers to why the Motherboard for
the HMS was in two pieces. But stacking them instead of placing them side
by side, Atari was able to place this machine into a case the size of two
MIDI modules stacked together. Why? What musician _doesn't_ have room for
another MIDI module? The five bays were replaced by only three, one for
the Floptical, one for a 3 1/2" SCSI II hard drive (to facilitate fast

recording) and one 5 1/4" bay used mainly for CD-ROM and CDR (CD Recordable) drives. They keyboard was also unique, having claps build in that enabled it to be attached to almost any keyboard either above or below the unit. This, combined with an extra long monitor and keyboard cable, integrated the musicians workstation for the first time.

4) The Falcon II, Professional Multimedia Workstation. Internally the same to the two units mentioned above, this unit is unique in that is mounts _two_ of the VME/processor/RAM expansion boards, turning this motherboard into a three piece unit. This outrageous expansion capability, inside a tower case with seven bays, produced the most powerful multimedia workstation outside of $20,000+ Silicon Graphics Workstations! For example, AT&T uses a network of four PMmWs with two 68060 processors (each takes two Direct Processor slots to enable 64-bit addressing) and four 56001 DSP chips, all running at 50MHz, to exparament on their new Virtual Reality Interpersonal Communication system, because of their ability to render complex 3D images in real time.

MultiTOS 2.0. This is the operating system used by the Falcon II line, and is available as an upgrade for the Falcon I and TT030 models, although you need to get a special decoder to enable the extra address space required to fit the OS. With a pre-emptive multitasking kernel, along with multi-threading, and symmetric multiprocessor support, all contained in ROMS, very little RAM is needed to use this operating system. With sockets for multiple device drivers and file systems, along with built in network compatibility via the Falcon I and II standard LocalTalk and Falcon II standard Ethernet ports, this gives the Falcon the ability to connect to a variety of platforms. MultiTOS comes standard with T-NIX (Atari's Unix), and NaMFS (Not a Mac File System (comparable to the Macintosh's HFS)) to allow connection to those platforms immediately. Also, NTFS and HPFS (Windows NT and OS/2 2.x, respectively) are available. This system really shines when combined with multiple machines running multiple processors. The network and symmetric multiprocessing are so much a part of the Operating System that on a network composed of Falcon II's, one machine could use the resources of another machine on the network that is not being used. For example, if you were on a network composed of four Falcon II machines each with two 32MHz 68030 processors, and you were the only one there, you would have the processing power of _eight_ 030 processors, with the only limitation that access to the six processors outside your box is limited to Ethernet speeds. Also possible is running multiple copies of the same applications from different Falcons, each linking their data files to a central unit with OLE` 2.0, giving you the power to, say, edit a newspaper while the articles are still coming in.

Well, I hope this answers any questions you might have about the Falcon030 and Falcon II lines. It should be really interesting to see what happens next year.

--Neuromancer

7445. Re: Graphical NetHack! FULL COLOUR! 850 icons! TT & Falcon!

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 18:26:28 UTC
From: azog@world.std.com
Message-ID: <C7Jn85.DAx@world.std.com>
Source record: 205677

warwick@cs.uq.oz.au (Warwick Allison) writes:

>I have just uploaded "nh311gem.zoo" to atari.archive.umich.edu.

>This is, IMO, a MUST HAVE for anyone with a TT or Falcon, and a MUST SEE
>for anyone who's played the old character-based NetHack (even if you thought
>it was boring).

>I've put a TONNE (1.1 TON) of work into this port. 150K of graphics,
>and a lot of code.

Does it work with non-68030 machines?

> No longer do you have to play NetHack with silly character graphics!

Boo! Hiss!!!

Who can argue that one of the greatest things in the world about
playing NetHack was that it was chacter based! Its like these poeple
now porting the 550 point version of Adventure to Windows, some
things just are too sacred!

:-)

--
Billy D'Augustine
azog@world.std.com

No sir, I don't like it.

7446. Re: Atari ST software?

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 18:41:51 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.738268911@groucho>
Source record: 205679
Cross-posted to: rec.music.makers.synth,comp.sys.atari.st

lancer@ramanujan.WPI.EDU (Stephe Lewis Foskett) writes:

>Ok, I want to be able to do the following: Sequence and mix MIDI from
>keyboards and drum machines. This means like 6 tracks of MIDI data.
>I also want to be able to sample and edit these samples graphically
>(ie cut out, loop, and move). Which software should I look for to do
>these two things, where can I get it, and how much will it cost?

There are several shareware/PD sequencers for the ST. I don't know them so
can't comment on their relative merits, but you might try them all and find out
for yourself. Maybe someone else has any pointers? Check out atari.archive --
they should have quite some stuff.
Commercial sequencers are rather expensive -- typical $500+ -- but at the same
time of course offer more features, flexibility, etc, than the PD stuff. It
all depends on what you want. Most famous are Steinberg's Cubase and C-lab's
Notator, although I myself am a happy SMPTEtrack user (by Hybrid Arts).
Re: samples et al. Do you want to samplew with a sampler and then edit those
samples? In that case I don't think there's too much (if any) decent freeware
around. The real sampling-editing stuff (e.g Avalon, TurboSynth, etc.) is
quite expensive, and a bit tedious to use, since you have to send all the
samples thru MIDI (which is awfully slow).
If you want to sample on the ST.... I dunno -- there are some 8-bit samplers
for the ST, but personally I can't take 8 bits serious. That's all I know :).

>I have a software MAC emulator coming with the machine. Where can I
>get a 68000/16? And how much $$? Also, it takes Mac-style SIMMS,
>right? So which is the best place to get these?

Dunno where you can get the various stuff. I live in the Netherlands, so the
addresses I know would be of litle help, I presume :-).
Uhhm... wadda ya mean, mac-simms??? For the mac-emulator??? Simms are RAM,
and you can't stuff mac-simms in the ST to expand your memory. Various
manufacturers make memory-expansions for the ST though.

>>It has a 68000. Can I replace that with a 68010 like in an Amiga?
>The reason I ask is that I have a spare 68010 sitting in my room...

Can't help on this one. I'm no hardware guy...

>Which manufacturers make ACSI HDs? I read the faq for the st groups
>and it seems like they're saying to go with an adapter and a SCSI
>drive. Which is the best way to go?

Since HDs have become quite cheap lately, your not too dependent on specific
brands. I think I would go for the SCSI & adapter, depending on the price of
such an adapter. Since all machines (except the ST) talk SCSI, your HD will

still be worth something if you ever decide to buy another computer.
An alternative would be a HD which has both SCSI and ACSI busses (like my HD --
but that's a custom built 210 Meg Quantum drive... :-).
Anyhow, don't buy a HD that will soon become too small -- nothing below 60 Meg,
and preferably 100+ (just my opinion, of course).

--
Hendrik Jan Veenstra (in another life: hjv@phil.ruu.nl) -- Dept. of Philosophy
University of Utrecht -- The Netherlands
** ...and with what sense of history do we view our bright new world, with **
** the video nasty blasting through the set of our next door neighbour... **

7447. Games on the TT?

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 18:42:31 UTC
From: skolodzieski@vaxc.stevens-tech.edu
Message-ID: <1993May24.134231.1@vaxc.stevens-tech.edu>
Source record: 205675

Looking for a list of games that are TT compatible? I am looking to get some
of the older dungeon style games, i.e Dungeon Master/Chaos Strikes Back?
Has anyone had any TT related experiences with these games?

Cheers,
Scott Kolodzieski
skolodzieski@sitvxc.stevens-tech.edu
-or-
scott@dmi.stevens-tech.edu

7448. Re: Atari ST software?

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 18:56:46 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.738269806@groucho>
Source record: 205683

neurom@u.washington.edu (Neuromancer) writes:

>In article <LANCER.93May24103611@ramanujan.WPI.EDU> lancer@ramanujan.WPI.EDU
>(Stephe Lewis Foskett) writes:
>> Ok, I want to be able to do the following: Sequence and mix MIDI from
>> keyboards and drum machines. This means like 6 tracks of MIDI data.
>> I also want to be able to sample and edit these samples graphically
>> (ie cut out, loop, and move). Which software should I look for to do
>> these two things, where can I get it, and how much will it cost?

>Try Cubase 3.0 or Notator. They're GREAT! (And industry standards, no less)

Note: these are *sequencers* only, and thus *not* suited for sample-editing or
recording. And since they're commercial, they're very expensive ($500+).
firts try out the shareware/freeware/PD stuff to see if that suffices. if not,
you can always decide later to spend some $500 on a comercial sequencer.
Never heard of sequencers that were industry standards btw...

--
Hendrik Jan Veenstra (in another life: hjv@phil.ruu.nl) -- Dept. of Philosophy
University of Utrecht -- The Netherlands
** ...and with what sense of history do we view our bright new world, with **
** the video nasty blasting through the set of our next door neighbour... **

7449. Re: Monitors with a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 19:02:49 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May24.190249.20574@newshost.lanl.gov>
Source record: 205680

Just FYI... there is a guy selling an NEC 3D for $200 over in the misc.forsale.computers.other newsgroup. Great for a soon-to-be Falcon owner.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

7450. Supra 30 Meg Drive Forsale

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 19:37:36 UTC
From: leonard@cs.UAlberta.CA
Message-ID: <leonard.738272256@genesee>
Source record: 205682
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

Hi - I have a Supra 30 Meg drive forsale.
This is the one in the smaller case (uses 3.5" drives)
All software - very reliable
Price: $200 US

/leonard
(403) 439-7834

7451. Re: PRICE

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 19:38:24 UTC
From: mauritz_c@spcvxb.spc.edu
Message-ID: <1993May24.153824.6042@spcvxb.spc.edu>
Source record: 205684

In article <1tqrlj$5ql@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (FLiP) writes:
> In article <1993May24.104253.6036@spcvxb.spc.edu> mauritz_c@spcvxb.spc.edu writes:
>>What exactly does $1400 get you? This isn't a flame, but I'm curious
>>to know how "decked out" a falcon would be at that price point. I'm
>>curious since I would like to compare it in my own mind to the
>>Apple Centris 610 and IIvx line as well as a 486 box.
>>
>>You get what you pay for,
>>
>>Chris
>>
>
> I've been grappling with the problem of "should I buy a Falcon" or not, and
> the main reason I personally haven't been able to get away from the Atari
> line is that there is no affordable, killer, application for the PC in
> terms of MIDI that I could get that would make the switch worth it.
>
> Running a 16mhz 68000 as I am now is really unsatisfactory, but I am not
> about to plunk down $1500 for a clone and then have to pay another $300-$1000
> to get new software (most of which would be better, but the cost is prohibitive
> to me...).
>
> For MIDI, I'll probably do better to get a Falcon 030 and change sequencers
> from Dr. T's KCS Omega to either Cubase or Cubase Audio (which is $800).

I'm curious why you would not choose a Mac for MIDI purposes. We used
to use them at the Columbia-Princeton Electronic Music Center (one
of the most advanced places of its kind) a few years ago and I don't
recall having any problems at all. I'm not sure what they are using
now, but I think they are still Mac based. Haven't all the Dr. T
titles been ported to the Mac?

Cheers,

Chris

P.S. I'm not knocking the pc clone, but the Mac already seems to
have a following in MIDI.

7452. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 19:44:55 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993May24.194455.22226@gumby.cc.wmich.edu>
Source record: 205681

In article <1t9vpl$455@uniwa.uwa.edu.au> support@tartarus.uwa.edu.au (Adam Soudure (Student Support)) writes:
>
> I am after info about the Gemulator...will it run Atari software that
> uses the midi port??? I use an MPU-IPCT on my pc and wish to take
> advantage of the huge range of stuff on the atari st

No, the current version does not. My understanding is that Darek is
working on adding sound support, but has no immediate plans for MIDI.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

7453. Atari in the News

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 20:03:55 UTC
From: neurom@u.washington.edu
Message-ID: <1tr9nbINNc27@news.u.washington.edu>
Source record: 205685

Well, just reading Clarinet, and saw two mentions of Atari. First, they lost their lawsuit against Nintendo, but are apealing. Second, more on that codec deal, probably for use in both the Jaguar and Falcon software. Hmm...

Just thought I'd mention it...

--Neuromancer

7454. Re: Falcon DSP

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 20:26:49 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C7Jssp.AGE@ecf.toronto.edu>
Source record: 205686

In article <1tmho6INN9bv@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>In article <1993May22.201100.29795@greco-prog.fr>, care@taliesin.emi.u-bordeaux.fr (care Christophe) writes:
>>Claus-Dieter Schulz (schulz@kssun7.rus.uni-stuttgart.de) wrote:
>
>>
>> In fact, all that is about 'direct' digitization with the DSP connector,
>>but it's also possible to digtize via your jack connector... so, in that
>>case, nothing is needed but a small jack-to-jack cable...
>
>
>May be some one has not told you that the Falcons DA/AD are only 8 bits, thats
>only good for Games, this is what the Falcon was design for, was it not..
>
>This fact is being kelp very much in the dark, I wonder why..??
>
>>care@taliesin.emi.u-bordeaux.fr / ses doigts de cristal, goutte
>
>
>
>Roger..... sheppard_r@kosmos.wcc.govt.nz
>

You must have seen a preproduction Falcon as the production version will
have 16 DA/AD. At least this is what the developers docs say.

7455. Re: Word Writer Replacement Sought

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 20:55:01 UTC
From: dud@stein.u.washington.edu
Message-ID: <1trcn5INNd18@news.u.washington.edu>
Source record: 205688

cse0947@desire.wright.edu writes:

> I'm looking for a great word processor to replace my aging Word Writer.
>I have tried WordUp v3.0 and found it's interface to be rather cumbersome and
>its output to be not worth the investment. So besides WordUp what else is
>available for the ST and at what cost (approximately)?

I bought Calligrapher Professional, distributed in the US by CodeHead
Technologies. It is very nice. Many features; vector fonts, thesaurus,
powerful and easy to use rulers, postscript output, and MUCH more. It was
$150, and worth every cent. From what I've seen of Atari Works, it looks
quite good also. It uses SpeedoGDOS, which I really must commend Atari
on. It is fast and easy to use, and not much of a memory hog considering
what it does either. I think Atari Works doesn't use as much memory as
Calligrapher, and it includes a database, spreadsheet, and a lame terminal
program too. There are plenty of reviews of both of these in various
magazines.

Dan Aylward
dud@u.washington.edu

7456. Re: Word Writer Replacement Sought

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 22:01:27 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1trgjnINNin0@golem.wcc.govt.nz>
Source record: 205694

In article <1993May24.121907.9803@desire.wright.edu>, cse0947@desire.wright.edu writes:
> I'm looking for a great word processor to replace my aging Word Writer.
>I have tried WordUp v3.0 and found it's interface to be rather cumbersome and
>its output to be not worth the investment. So besides WordUp what else is
>available for the ST and at what cost (approximately)?
>
>Todd
>
>cse0947@desire.wright.edu

To me there is ONLY ONE, thats SCRIPT III, but the problems is there
is no English port of it, there is a full Printing Demo of it on
ftp.cs.tu-berlin.de ...

Its a big shame as I have Version 1.0, there are none otheres that are so easy
to use...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

7457. Bombs

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 22:37:22 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C7JyuB.KKo@ecf.toronto.edu>
Source record: 205692

Thanks for the relative deluge of replies to my bombs posting! :)
I know what those stupid @%^#%&#@ bombs mean!!
Thanks, everyone who replied, for your (collective) help!! :)

And who says user support is dead?!!? :) :)

Vaya con Dios,
AcEzE.
--
.sig deleted by lousy, stinkin, dirty, rotten and utterly PARANOID sys admin!

7458. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 22:55:42 UTC
From: paul@isl.cf.ac.uk
Message-ID: <1993May24.225544.12053@cm.cf.ac.uk>
Source record: 205693

In article <1tpf2oINNe5g@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>] It's a little naive to claim that the "standard" is VGA. There never was
>] a very strong standard, CGA,VGA,MGA,Hercules,8514 and SVGA could all be
>] said to be pc standards.
>
>In their day maybe, but in todays market, very little software actually
>uses much more than the 640*480*256 mode of VGA/SVGA! (The majority of
>software is games software, many/most applications will support
>variable resolution, if they are programmed properly....)
>The majority of software that will work with machines currently being
>produced will be VGA, with some S-VGA software starting to weigh it
>down!

Well this is totally off my point. My argument was that a 486 box
provides a much more powerfull platform than a falcon for the same
price, that is especially true when it comes to graphics. Whether there
is software for it is a seperate issue. I happen to run 386BSD unix on
my 486 box so the full power of my graphics card is used by the X
server.

I really can't believe that everyone thinks 600x480 is good. It's really
basic. If all you want is a games machine then get a SEGA (or SNES I
don't want to start arguing about that), in the UK they're about 130
pounds and falling in price. That's a hell of a lot cheaper than 980
pounds for a falcon.

For a 1000 pounds I expect a serious computing engine, not a toy. The
falcon falls short of the mark when viewed in these terms.

Two other points, I apologise for claiming the falcon only has 8 bit
sampling, I was wrong.

Secondly, in another post someone discussed using a pc with a midi board
instead of a falcon and was concerned about software prices. Well,
CUBASE for windows is the same price as it is for the ST. If you want a
powerfull midi machine, that behaves just like you're old ST but a LOT
faster then I'd get a 486 based system and cubase for windows.

A lot of the comments seemed anti pc but in fact were anti DOS/Windows.
This I can understand but it doesn't change the fact that in terms of
hardware for the price of a falcon you can get a far more powerfull
machine if you go for the 486.

--
Paul Richards, University of Wales, College Cardiff

Internet: paul@isl.cf.ac.uk
spedpr@thor.cf.ac.uk

7459. Re: DON'T CLONE CLASSIC GAMES! (was Re: Classic games - ideas wanted)

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 23:03:10 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1trk7eINNf81@life.ai.mit.edu>
Source record: 205695

In article <1993May24.123031.3@gst-soft.demon.co.uk> tony@gst-soft.demon.co.uk (Tony Brown) writes:
>> But the UK does follow the Berne convention; they sort of have to to
>> avoid annoying other countries.
>
>I thought it was the USA which was tardy about signing the Berne
>convention.

I wasn't pointing any fingers with regard to the original signing; the fact is that now most of the civilized world is on board.

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

7460. Medusa Computer Systems

Newsgroup: comp.sys.atari.st
Date: 1993-05-24 23:31:54 UTC
From: m91der@tdb.uu.se
Message-ID: <1993May24.233154.12553@tdb.uu.se>
Source record: 205696

I'm looking for the voice-number to a company which I _think_ is called Medusa Computer Systems in Switzerland. They make the T40 Medusa accelerator card.

Thanks in advance!

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

7461. Re: Games on the TT?

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 00:57:55 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <C7K5CJ.E4o@mailer.cc.fsu.edu>
Source record: 205697

skolodzieski@vaxc.stevens-tech.edu wrote:
> Looking for a list of games that are TT compatible?

I seem to remember that there is a "Revenge of the Mutant Camels" for the TT. It should be mind-numbing, judging from the quality of the ST version. It is shareware, details contained in the text file included with the ST version (available from atari.archive).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

7462. JRI SIMM memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 01:10:29 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <C7K5xH.EKn@mailer.cc.fsu.edu>
Source record: 205698

Anybody have any comments about the JRI memory expansion board (the one that takes SIMMS)? I am considering bumping my Mega2ST up to 4mb. I am a bit hesitant to modify my Mega, as I have never had any kind of problem with it (which prompts me to leave it alone). I am primarily interested in hearing if folks began to experience a higher incidence of weird lockups or crashes after installing the JRI upgrade.

Funny, I never felt cramped with 2mb until I began to play with Mac emulation . . .

Thanks in advance for any comments.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

7463. Re: Atari in the News

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 02:37:03 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1ts0of$sms@usenet.INS.CWRU.Edu>
Source record: 205699

In a previous article, neurom@u.washington.edu (Neuromancer) says:

>
>Well, just reading Clarinet, and saw two mentions of Atari. First, they lost
>their lawsuit against Nintendo, but are apealing. Second, more on that codec
>deal, probably for use in both the Jaguar and Falcon software. Hmm...
>
>Just thought I'd mention it...
>
>--Neuromancer
>

Why are people always so ignorant when it comes to ATARI CORPORATION
and ATARI GAMES?

ATARI GAMES lost their lawsuit against Nintendo. This has little place
in this newsgroup since they are both totally different companies.

They only similarity is their name.

--

7464. Re: Atari Zooms Upward

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 02:39:26 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1ts0su$sv7@usenet.INS.CWRU.Edu>
Source record: 205700

In a previous article, ritz@ritz.mordor.com (Christopher Mauritz) says:

>George Crissman (crissman@btree.uucp) wrote:
>: In the general upturn of the stock market this week, Atari stock
>: price has gone from 15/16 to 1 5/8. There must be some good news
>: SOMEwhere, or the price would continue to languish at sub-dollar
>: levels.
>
>Looks can be deceiving. It is much more likely that a few people
>are playing games with the stock. The volume is still VERY
>(and I stress VERY) low. Anyone with a couple of grand in their
>pocket can make that stock bounce up and down all day.
>
>I'll believe in the "forthcoming good news theory" when a stock
>price increase is accompanied by moderate volume.
>
>Cheers,
>
>Chris
>
>--
>Christopher Mauritz | Knowledge is a deadly friend
>ritz@ritz.mordor.com | When no one sets the rules.
>{backbone}!rutgers!ritz!ritz | The fate of all mankind I see
>King Crimson ----------------> | Is in the hands of fools.
>

Most likely someone heard that ATARI GAMES may win their lawsuit
against Nintendo. So, they quickly bought Atari stock. But ignorant
as they are, they bought the wrong stock!

--

7465. Re: Word Writer Replacement Sought

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 02:52:46 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC7KAnz.F2p@netcom.com>
Source record: 205401

In article <1993May24.121907.9803@desire.wright.edu> cse0947@desire.wright.edu writes:
> I'm looking for a great word processor to replace my aging Word Writer.
>I have tried WordUp v3.0 and found it's interface to be rather cumbersome and
>its output to be not worth the investment. So besides WordUp what else is
>available for the ST and at what cost (approximately)?

If you're not in any hurry, wait a couple of months for AtariWorks. You'll
love it. It's an integrated word processor, spreadsheet, and database
program. For $129, you'll get that plus SpeedoGDOS and a dozen fonts, with
many more only a phone call away.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

7466. Re: Atari in the News

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 02:56:08 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC7KAtL.F9J@netcom.com>
Source record: 205402

In article <1tr9nbINNc27@news.u.washington.edu> neurom@u.washington.edu (Neuromancer) writes:
>
>Well, just reading Clarinet, and saw two mentions of Atari. First, they lost
>their lawsuit against Nintendo, but are apealing. Second, more on that codec
>deal, probably for use in both the Jaguar and Falcon software. Hmm...

That lawsuit against Nintendo was Atari Games, not Atari Corp.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

7467. Re: Monitors with a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 04:53:27 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993May25.045327.27727@mnemosyne.cs.du.edu>
Source record: 205404
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>1)Can the ST compatible modes ie ST Low,Med,High be used with an SVGA
>monitor, or do I need an sc1224 or multisync that will scan at 15khz
>(I would like to run my old ST software)?

Yes. I use all 3 ST-compatible video modes on my Falcon and an SVGA monitor. That includes programs like Tempus and Cyber Paint which want to see 100%-compatible video modes because they touch screen memory and hardware in extrememly mode-specific ways. Never had a problem. (Of course, these same programs fail to run in the new Falcon modes. Well, Cyber Paint doesn't, it knows how to switch a Falcon to ST Low mode on the fly, but it works equally well on SVGA or TV type monitors.)

I've yet to find software that refuses to run in an ST-compatible mode on a Falcon with an SVGA monitor. (But I haven't tried boot-up-into games like Flight Simulator and stuff.) My SVGA monitor is a NEC 3D clone.

--
==
- Ian Lepore | In Bosnia-Pottsylvania today, Serb leaders rejected the new
ianl@bix.com | peace plan, and ordered troops to "Keel moose & squirrel".
==

7468. Re: STReport is worthless

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 06:18:02 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <82040@cup.portal.com>
Source record: 205407

What I find to be wildly humorous is that the "anti STReport" activists seem to download and avidly read every issue, looking for evidence to support their religiously held views that the publication is nothing but anti-Atari trash, and not worth downloading...

"Real people" just look it over and say "so what"... and get on with their lives...

Sort of makes you wonder just who it is who really has the problem...

BobR

7469. Amiga 500, Atari ST, & NES systems for sale

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 08:03:49 UTC
From: storm@NETSYS.COM
Message-ID: <storm.738317029@netsys.com>
Source record: 205408
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st,misc.forsale.computers

I have the following for sale:

Amiga 500 Computer w/ 2.04 Roms (keyboard,floppy,etc)
1/2 meg ram (A501) w/ battery backed up clock.
Workbench disks 2.1
Amiga mouse.
Power supply & all cables.
All manuals & original packaging.
Monochrome monitor (Tandy VM-2, Green)

This system is complete everything you need to get started with amiga.
Asking..... $200 for the whole setup. + Shipping.

Amiga Version: PageStream 2.0 w/ all disks & Manuals/box.
Asking..... $75.00 + shipping.

Atari 520STfm Computer /w TOS 1.0, 1 Meg RAM, DD/DS floppy 3.5"
formats/reads/writes standard 720K MSDOS disks.
Manuals & all cables.
Atari SM124 High Resolution Monochrome monitor (640 x 400)
100+ disks w/ various software. (word processors, Dbase, mod players,
terminal programs, games, paint programs, you name it...)

Asking..... $180 + shipping.

I have 2 HP terminals (they have nice little detachable keyboards and
good emulation) I have a manual for these also. They have modem and
printer ports. I used to use all these terminals at one time or
another with a modem to login to my unix account and call a few BBSes.

One is a HP 2621 the other is a HP 125.
I also have an extra keyboard for the HP-125.

I have a Tektronix CT8500 terminal. It has printer and modem ports and
a detachable keyboard. Its emulation is good for unix systems... I
have the manual for it and an extra keyboard.

I also have a Texas Instruments Silent 700 portable printing terminal.
It has an internal acoustic modem (300 baud). Has ports for connecting
a monitor. Uses rolls of thermal paper.(I have 2 full rolls for it)
It is brief case sized. When it is closed up in the case it looks like

a brief case/tool kit or something. Works fine.

Feel free to make an offer...

I have a NES system that I would like to sell, It consists of the
following:
NES Console deck.
2 - NES controllers
Cables to connect to a TV & power supply.
4 Games: MarioBros/Duckhunt, Xevious, & Mario Bros. III.
I have the box & manuals for Xevious.
Asking $50.00 + shipping.

I am looking for any of the following: (buy or trade)

* Amiga bridgeboard (xt or 286).
* Amiga 2000 cards (hard drive controller/ram combo or just a ram
card)
* Hard drive for amiga 2000(actually a Bodega Bay).
* External 14.4K modem.
* Flicker fixer.
* Also maybe a plain external 2400 baud modem.
* Cheap IBM Compat. XT or AT.
* Information on putting a flicker fixer (I or II) in the Bay.
(Manual says to call C.A. I know they will just try to sell me
an adapter or something).
* Accelerator to go in the A500 that is hooked into the Bay.
* Rom switch setup.

Email all offers/questions/information to storm@netsys.com

--
='''
c oo storm@netsys.com -Digital Vanguard
| \ Stormfront technologies
-

7470. Z80 Emulator

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 08:12:25 UTC
From: fh04@rummelplatz.uni-mannheim.de
Message-ID: <1tskd9$bvj@darum.uni-mannheim.de>
Source record: 205410

Hi Netters,

I'm in desperatly need for a Z80 Emulator for my ST. Is there any PD-Version
on FTP available?
Additionally I need an Assembler for the Z80.

Any help is appreciated.

Send E-mail to

fh04@rummelplatz.uni-mannheim.de

7471. Re: PC CLONE PRICES IN NZ..

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 08:30:11 UTC
From: wb@arb-phys.uni-dortmund.de
Message-ID: <1993May25.083011.24639@arb-phys.uni-dortmund.de>
Source record: 205409
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1tqae5INNfmk@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>*** NEW ZEALAND PRICES OF PC CLONES.... ***
>...
>Roger.............. sheppard_r@kosmos.wcc.govt.nz
>
Why do you post such noise in *these* groups?
--
Dipl.-Math. Wilhelm Bernhard Kloke,
Institut fuer Arbeitsphysiologie an der Universitaet Dortmund
Ardeystrasse 67, D-44139 Dortmund, Tel. 0231-1084-257

7472. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 08:53:47 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.256436@cix.compulink.co.uk>
Source record: 205411

In article <1993May24.225544.12053@cm.cf.ac.uk>, paul@isl.cf.ac.uk (Paul) writes:
>
>Secondly, in another post someone discussed using a pc with a midi board
>instead of a falcon and was concerned about software prices. Well,
>CUBASE for windows is the same price as it is for the ST. If you want a
>powerfull midi machine, that behaves just like you're old ST but a LOT
>faster then I'd get a 486 based system and cubase for windows.
>

Cubase for Windows lags far behind the ST/Falcon version. In addition,
the only way to run Cubase Audio on a 486 is to buy the Yamaha CBX-D5
which is 1. Not available yet 2. Cost more than 2000UKP.
Cubase Audio runs on a Falcon without any extra hardware. Well almost,
you do need a rather large SCSI drive.

Ofir ogal@cix.compulink.co.uk

The best defense against logic is ignorance.

7473. Re: Cross compiling with GNU C for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 09:14:20 UTC
From: "Giles M.W.Guthrie"
Message-ID: <1993May25.091420.12126@st-andrews.ac.uk>
Source record: 205413

You should find that versions of Lattice C higher than 5.00.00 can compile to the C++ standard anyway, but I wouldn't think there'd be any problems cross-compiling as long as you've got version 5 of Lattice, which is fully ANSI compatible, and your GNU compiler is ANSI too.

Hope that's of use.
Giles.

7474. Re: Piracy (was Re: Customer Satisfaction!

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 09:18:17 UTC
From: "Giles M.W.Guthrie"
Message-ID: <1993May25.091817.12240@st-andrews.ac.uk>
Source record: 205412

Be realistic! I've had an order for an SM144 Mono Monitor for 8 months now, and have just decide to cancel it on the grounds that I don't think I'll see it before I get the cash for a Falcon.

Don't forget, what Atari say, and what Atari do are rarely, if ever, the same.

Giles.
gmwg@st-andrews.ac.uk

7475. Re: .IMG ---> .PC3

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 09:24:19 UTC
From: haebler@uni-muenster.de
Message-ID: <1tsok3$1hvr@obelix.uni-muenster.de>
Source record: 205415

Hi,

I should sav how it is called. It's name is MfsfM. YOu can find it on
ftp.uni-muenster.de in pub/atari/Mint/Gem_util/mfsfm.zoo

Marcus
--
****
* Marcus Haebler * haebler@obelix.uni-muenster.de *
* Althausweg 29 * or *
* * srb114@math.uni-muenster.de *
* 4400 Muenster **
* * IRC: D_Gently *
****

7476. Re: The _new_ Falcon lineup!

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 09:42:53 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1tspmt$gpv@loch2.cc.strath.ac.uk>
Source record: 205414

In article 1tr3a6INN9q2@news.u.washington.edu, neurom@u.washington.edu (Neuromancer) writes:

>Sure, here goes!
>
>The Falcon lineup (as seen by Neuromancer):
>
> [... falcon stuff ...]
>
>--Neuromancer

It's early ... I have an exam ... just to confirm that my twisted and much beaten mind is still functioning .... this is a joke/story .. yes ??

Dave. (Quantum was a nightmare, E&M was up there with the Greats, Molecular was down the toilet, and Solid State is coming up in about, oh ... 2 hours <gulp>)

:)

o==o +----+
David McNicol, | Strathclyde University, | |
3rd Yr Laser Physics, | SCOTLAND. |/--\| "I'm sorry Dave,
o==o ||[]|| but I'm afraid
Internet: D.McNicol@ccsun.strath.ac.uk !talk ! |\--/| I can't do that"
JANET: D.McNicol@uk.ac.strath.ccsun !to me! | |
o==o +----+

7477. Re: Falcon DSP

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 10:13:47 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1tsrgrE4oe@uni-erlangen.de>
Source record: 205416

giggey@ecf.toronto.edu (GIGGEY Mike S) writes:

>In article <1tmho6INN9bv@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>>In article <1993May22.201100.29795@greco-prog.fr>, care@taliesin.emi.u-bordeaux.fr (care Christophe) writes:

>>May be some one has not told you that the Falcons DA/AD are only 8 bits, thats
>>only good for Games, this is what the Falcon was design for, was it not..
>>
>>This fact is being kelp very much in the dark, I wonder why..??
>>

>You must have seen a preproduction Falcon as the production version will
>have 16 DA/AD. At least this is what the developers docs say.

There was never and will never be a Falcon with only 8 bit ADC/DAC. Pure
nonsense.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

7478. Re: memory management

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 10:19:13 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993May25.101913.25632@cs.ruu.nl>
Source record: 205417

In <memo.248675@cix.compulink.co.uk> ogal@cix.compulink.co.uk (Ofir Gal) writes:

> TSRs and ACCs can use more memory then their actual file size.

Do you know *any* program that does not use more memory than its actual file size? That program would use no variables (writable memory) and would hence be extremely simple.

--
Annius V. Groenink -- phone (private): +31 30 895261
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, (same phone)

7479. File Selector & Multiple File Systems

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 10:30:48 UTC
From: haebler@uni-muenster.de
Message-ID: <1tssgo$fp4@obelix.uni-muenster.de>
Source record: 205418

Hi,

sorry for posting with the wrong subject. Here it is again:
I should say how it is called. It's name is MfsfM. You can find it on
ftp.uni-muenster.de in pub/atari/Mint/Gem_util/mfsfm.zoo

Marcus

--
****
* Marcus Haebler * haebler@obelix.uni-muenster.de *
* Althausweg 29 * or *
* * srb114@math.uni-muenster.de *
* 4400 Muenster **
* * IRC: D_Gently *
****

7480. Re: Z80 Emulator

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 10:38:42 UTC
From: bwwl@sun.rz.tu-clausthal.de
Message-ID: <1993May25.103842.3503@solaris.rz.tu-clausthal.de>
Source record: 205430

Marcon Thomas (fh04@rummelplatz.uni-mannheim.de) wrote:
: Hi Netters,

: I'm in desperatly need for a Z80 Emulator for my ST. Is there any PD-Version
: on FTP available?
: Additionally I need an Assembler for the Z80.

: Any help is appreciated.

Get the file /pub/atari/emulators/Index from ftp.tu-clausthal.de
(139.174.2.10) or via email to 'mail-server@ftp.tu-clausthal.de'...

Bye,
Wolfgang

--
Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
W-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132

7481. Hi and Med Res with DCDesktop

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 10:52:48 UTC
From: ggreenbe@rodan.acs.syr.EDU
Message-ID: <1993May25.065249.25021@newstand.syr.edu>
Source record: 205420

I've been using DCDesktop happily for years with a mono monitor. Now I want to set up to be able to use a color ST monitor in med-res as well, but cannot figure out how to do this. Can any experienced DCDesktop user out there offer any help on how to set this up?

You see, I want to set up my hard drive so that I can boot up in hi-res, with various auto prgs and other gem prgs on the desktop, AND so that my kids can boot up into med-res, with less auto prgs and different gem prgs on the desktop...ALL FROM THE SAME HD! Try as I might, I can only get the color monitor to boot up in lo-res.

Thanks in advance for help around this problem.

--Gerry
ggreenbe@rodan.acs.syr.edu

PS. I picked up SuperBoot and gave that a try, but couldn't figure out how to get the right results with it, either.

7482. Re: Civilisation fix wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 12:19:46 UTC
From: proche@imag.fr
Message-ID: <C7L0wy.8IF@imag.fr>
Source record: 205421

OK. As some people requested it, I repost the bug fix against the crash
happening on the city status display of towns far from the capital,
under an anarchist government:
In the sector 176 of file GAME.PRG, look for the sequence
3F03 3F02 2F39 0006 024E 4EB9 0005 737E 4FEF 0014
then change it to 6000 000E <<<<<<<<<<unchanged>>>>>>>>>> 4FEF 000C
Moreover, someone who phoned Microprose UK told me that they would be
ready to exchange Civilization disks sent to them with a new version,
maybe this week.

--
****
* "I am the Demon, I am the Demon, I am the Demon, I am the Demon..."* *
* Fatima Mansions * *
****
* Pascal ROCHE * proche@imag.fr * LGI Grenoble * 76-51-46-00 p 51-20 *
****

7483. Atari STE system for sale

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 12:52:29 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1993May25.135230@cs.bham.ac.uk>
Source record: 205424
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

To enable the purchase of a Falcon030 I am selling my Atari STE system, everything must go! Prices below are rough guestimates only as I have no Atari magazine to hand to see what current prices are... make me an offer!

Hardware:

Atari 520STE With 2Mb memory and TOS 2.06 switchable upgrade - 200 quid
40 Mb Power computing hard drive - ICD adaptor and software - 200 quid
Atari SM124 Mono monitor - 50 quid
Philips CM8833 clone - colour monitor - 100 quid

Software - no prices, just make an offer

NeoDesk 3
Lattice C v3
Hisoft C Interpreter
Degas Elite
Warp 9
GFA Basic 3
GFA Compiler
First word plus
STOS
STOS compiler

Midwinter II
Kick Off II
All 20 odd games that came with it...
Microprose F1GP

Books

Atari ST internals - Abacus
Atari Assembly programming - ZZ Soft - with disk

Miscellaneous

TOS 2.06 chips - suitable for upgrading an STE - these are entirely separate from the above switchable upgrade
Monitor switch box
Nice mouse :)

Well I think thats it at the moment, if anyone wants to make an offer for any of that stuff then just email me.

Ian Rae
Software Engineer
University of Birmingham

7484. Re: Falcon DSP

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 12:55:42 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.738334340@rw8.urc.tue.nl>
Source record: 205422

eang62@castle.ed.ac.uk (Herbert Sauro) writes:

>Does this mean that we could easily use the Falocn as a rather good
>data-logging computer? I remember that the old UK BBC computer had a 12
>bit DAC that made it very popular in school science classes because
>it was so easy to hook up to instruments. 16 bits would be really nice.
>The Falocn could be used then as a cheap data-logging computer for schools.

Hmmm, yes that would be a nice application. Also one that could be used
at home for controling e.g. the central heating system. But is 50 Khz
enough for all applications. Of course it can't be used as a scope for
electronic circuits. But can there be an external crystal to supply
higher sampling rates to the DA converter? I hope some developers
indeed make some useful educational software for the Falcon. The
machine seems just ideal for it.

Erlend.

7485. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 13:01:29 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.738334799@rw8.urc.tue.nl>
Source record: 205423

holy_oli@aslan.en.open.de (Oliver Bentler) writes:

>Both games are very nice, but I would prefer The Heart of Africa instead

I already sent them my request for Heart of Africa so this makes at
elast 2!!!
>What about the real classic games? I mean e.g. Missile Command, Pacman,
>Skyfox (from EA), Choplifter, Centipede and so on...

Don forget... FROGGER FROGGER FROGGER.
maybe Fort apocalypse...

Erlend.

7486. Re: Word Writer Replacement Sought

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 13:05:36 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <738335136.6767@minster.york.ac.uk>
Source record: 205444

In article <1trcn5INNd18@news.u.washington.edu> dud@stein.u.washington.edu (Dan Aylward) writes:
>cse0947@desire.wright.edu writes:
>> I'm looking for a great word processor to replace my aging Word Writer.
>>I have tried WordUp v3.0 and found it's interface to be rather cumbersome and
>>its output to be not worth the investment. So besides WordUp what else is
>>available for the ST and at what cost (approximately)?
>
>I bought Calligrapher Professional, distributed in the US by CodeHead
>Technologies. It is very nice. Many features; vector fonts, thesaurus,
>powerful and easy to use rulers, postscript output, and MUCH more. It was
>$150, and worth every cent.

The downside of Calligrapher is:
1) It's rather slow -- better on a TT or Falcon
2) PostScript output is pretty buggy, and produces *huge* files. The author refuses to accept there's anything wrong with it.
3) Poor support -- first convince the author there's anything wrong, then convince him that he ought to do something about it. I and others have had many problems getting a satisfactory response.

Personally, I use That's Write V2. It uses GDOS bit-mapped fonts, without GDOS, but can also take advantage of any fonts built into your printer. Fast, multi-window WYSIWYG display with print-preview. Works well under MultiTOS. Excellent support from Compo UK (but I know nothing about the US distributor)

I've used That's Write (V1.5 and V2) to write two large dissertations (17,500 and 33,000 words, respectively) and have been very pleased with the results. I cannot imagine getting either finished if I'd used Calligrapher.

>Dan Aylward
>dud@u.washington.edu

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

7487. Re: memory management

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 13:55:40 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.257324@cix.compulink.co.uk>
Source record: 205426

In article <1993May25.101913.25632@cs.ruu.nl>, avgroeni@cs.ruu.nl (Annius Groenink) writes:
>In <memo.248675@cix.compulink.co.uk> ogal@cix.compulink.co.uk (Ofir Gal) writes:
>
>
>> TSRs and ACCs can use more memory then their actual file size.
>
>Do you know *any* program that does not use more memory than its actual file
>size? That program would use no variables (writable memory) and would hence
>be extremely simple.
>
>--

Yes. The Overscan driver (OVRSCAN.PRG) is about 30k but only uses 12k of RAM. Other programs just set something and terminate. I have a program in my AUTO folder that sends a setup string to my printer. The file size is about 2k, but once it has terminated, it uses no memory at all.

In general, you are right.

Ofir ogal@cix.compulink.co.uk

The best defense against logic is ignorance.

7488. Re: Games on the TT?

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 14:19:57 UTC
From: bjgrier@bnr.ca
Message-ID: <C7L6HA.8DE@news.rich.bnr.ca>
Source record: 205428

In article <1993May24.134231.1@vaxc.stevens-tech.edu>, skolodzieski@vaxc.stevens-tech.edu writes:
|> Looking for a list of games that are TT compatible? I am looking to get some
|> of the older dungeon style games, i.e Dungeon Master/Chaos Strikes Back?
|> Has anyone had any TT related experiences with these games?
|>
|>

Both DM and CSB work on the TT, but you must press both the alternate and the number 1, not the numeric keypad 1, when booting to get into the correct resolution. Other than that I use the TT for programming, I kept the ST for games.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________|_____________________________________
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

7489. Re: JRI SIMM memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 14:36:57 UTC
From: bjgrier@bnr.ca
Message-ID: <C7L79L.8Mt@news.rich.bnr.ca>
Source record: 205429

In article <C7K5xH.EKn@mailer.cc.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
|> Anybody have any comments about the JRI memory expansion board (the one
|> that takes SIMMS)? I am considering bumping my Mega2ST up to 4mb. I am a
|> bit hesitant to modify my Mega, as I have never had any kind of problem with
|> it (which prompts me to leave it alone). I am primarily interested in hearing
|> if folks began to experience a higher incidence of weird lockups or crashes
|> after installing the JRI upgrade.
|>
|> Funny, I never felt cramped with 2mb until I began to play with Mac
|> emulation . . .
|>
|> Thanks in advance for any comments.
|>

You may not need a JRI board. Open your Mega and see if you have one of those
that just require you to add the extra chips, You'll see 16 empty spots next
to your current memory. If this is the case then all you should need to do is
add the chips and the resistors to enable the RAS and CAS lines.

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

```
_____________________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|_____________________________________|
```

7490. HELP me with The Link :-(

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 14:52:31 UTC
From: mandela@maya.dei.unipd.it
Message-ID: <C7L7zK.4K7@dei.unipd.it>
Source record: 205433

Hi,
I'm in trouble with my hard disk installation.
I've connected an ICD "The Link" interface to my
1040 STE 4Mb trough a dma cable, then a Quantum
LPS hard disk to "The Link" host adapter through
a SCSI cable and a PSU to the HDD. I booted my
system with the ICD utilities disk (6.0.8) in drive A:
But what I can read is only :

NO ICD Host Adapter

And when I run the format PRG or any other Utility
I receive the same answer : icd host adapter not found!!!
I can change the ID number of my HDD and when I boot
I see "0 ID ..." or "2 ID ..." or ...., but
when I scan which devices are connected nothing is found.
I can change STE with STF or a LINK with another or
a dma cable with another but with the same result.
Can anyone help me?

Reply via e-mail if possible.

Thank You Very Much


```
**********************************************************************
* ___ ______ *
* |\/| /__/ / *
* | |andela@sabrina.dei.unipd.it is / aolo / agliaro *
* mandela@maya.dei.unipd.it *
* *
* ||| ____ ______ ____ via Caron 25 *
* ||| /___ / /__ *
* / | \ ATARI ____/ / /____ Vigorovea (PD) ITALY *
* *
**********************************************************************
```


C I A O !!!

P.S. Excuse my baaaaad English.

7491. Re: PRICE

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 14:53:04 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <1ttbsg$7g4@charm.magnus.acs.ohio-state.edu>
Source record: 205427

> What exactly does $1400 get you? This isn't a flame, but I'm curious
> to know how "decked out" a falcon would be at that price point. I'm
> curious since I would like to compare it in my own mind to the
> Apple Centris 610 and IIvx line as well as a 486 box.

Off the top of my head, you get 4 MB memory, 65 MB IDE hard drive,
Windowing environment, mouse, 15 pin joystick ports, SCSI II, serial, parallel,
MIDI, DSP, stereo in, stereo out, VGA, Atari Works, SpeedoGDOS, 16 MHz 68030,
processor direct slot, BLiTTER, LAN, 1.44 MB floppy, MultiTOS.

->->->((JP))<-<-<-

7492. xrwx--- 7 anderss race 224 May 3 11:38 ../

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 15:00:46 UTC
From: anderss@edb.tih.no
Message-ID: <1993May25.150046.20667@edb.tih.no>
Source record: 205432

Where to get that LZH shell ARC_LZH2.TOS ??????

7493. Re: Falcon Stos cancelled!

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 15:56:27 UTC
From: ma2ljg@sunlab1.bath.ac.uk
Message-ID: <C7LAyw.A0n@sunlab1.bath.ac.uk>
Source record: 205431

In the referenced article, teh@unix.brighton.ac.uk (Tom Haines) writes:
>If they do ever get round to doing a Falcos (no chance of atari footing the
>bill!) I hope it will be a totall re-write, ie not a line number basic.
>
>AMOS is far better than STOS, and I'm not talking about the commands, or
>anything that an Amoeba owner could claim could not be done on an st, its
>the basic language an editor of AMOS which are far superior to STOS.
>
>If they changed it into a decent language, ie a procedural basic, or better
>still, if they based it on 'c' or pascal, cut down and simplified versions of
>course (hide all the pointers etc!) if reckon they would sell a lot more.
>Maybe they should get HISoft to market it, they seem to be commited to the
>Falcon.
>
>
>--------------------------Tom.

Thats an excellent idea , what about it Hisoft ?
The Falcon and the whole St range needs a language which gives you easy
access to the Graphics/Sound hardware .With over 100000 copies of the
original Stos sold It must be profitable for someone write a Blitz Baisc/Amos
clone for the St?

+---------------------+-----------------+
ma2ljg@ss1.bath.ac.uk	Life's a journey
Les Greenhalgh	not a destination
	Aerosmith
+---------------------+-----------------+
| C is dead - long live STOS |

7494. Re: JRI SIMM memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 16:18:13 UTC
From: healy@nosc.mil
Message-ID: <1993May25.161813.10495@nosc.mil>
Source record: 205357

In article <C7K5xH.EKn@mailer.cc.fsu.edu> boyd@math.fsu.edu writes:
>Anybody have any comments about the JRI memory expansion board (the one
>that takes SIMMS)?

I've had a JRI SIMM board in my 1987 vintage 1040ST for several years.
I haven't seen any lockups. The only difference I have noticed (other
than having 4 megs :-)) is that you get some interference on the
screen when a lot of data is moving between the computer and the
hard disk - this is due to the removal of the cover of the video
shifter can I think. I've been meaning to shield it with some metal
foil but it is not annoying enough to be worth opening my machine
up again. Installation wasn't bad - a friend of mine who is a
hardware engineer did it :-). You should be good at soldering and
stuff if you want to do it.

When I did it several years ago, 1 meg SIMMs were $39 from the
Chip Merchant in San Diego. I'd imagine they'd be cheaper now.

Mike Healy

healy@nosc.mil

7495. Re: ICD HD power supply wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 16:32:42 UTC
From: boyd@tait.math.fsu.edu
Message-ID: <C7LCMI.IGv@mailer.cc.fsu.edu>
Source record: 205434

paul hruby (phruby@ucrengr) wrote:
> My ICD hard drive is dying. It takes longer and longer for the drive to
> turn on and the fan to start. I need a new power board. Any ideas were I
> can get one cheap? The hard drive unit is a 3 1/2" half-height 50mb
> seagate.

Try Toad Computers, 1-800-448-TOAD. Also, D&P Computer Supply would probably
have such a thing (I don't have their number handy, email if you strike
out with Toad).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

7496. SPECTRE GCR QUESTION

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 16:59:44 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93145.35984.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 205438

Does anyone have experience with using Macintosh system/finder 6.0.8 on an STe using Spectre GCR? Any bugs? I installed it because I need to use Aldus Pagemaker (sorry, Calamus fans, but Pagemaker and Quark are industry standards) Also, will Microsoft Word 5.0 load on an ST with Spectre GCR. I had problems with it. --Mark van Wyk, (408) 739-0541.

7497. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 17:07:29 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1ttjoh$q7l@loch2.cc.strath.ac.uk>
Source record: 205436

In article 9661@laas.laas.fr, doucet@ripolin.laas.fr (Jean-Etienne Doucet) writes:

>How about Sentinel ?

Already done ... I used to have it on my dad's ST (In fact I think he still
has it somewhere :)

Dave.

o===o +----+
David McNicol, | Strathclyde University, | |
3rd Yr Laser Physics, | SCOTLAND. |/--\| "I'm sorry Dave,
o===o ||[]|| but I'm afraid
Internet: D.McNicol@ccsun.strath.ac.uk !talk ! |\--/| I can't do that"
JANET: D.McNicol@uk.ac.strath.ccsun !to me! | |
o===o +----+

7498. re: help with LINK

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 17:12:53 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <25MAY93.13125364@cc4.crl.aecl.ca>
Source record: 205435

The LPS drives do not have a jumper for parity (Atari does not use the parity bit). Parity can be set on/off via software ONLY if

1. you have the right version of the LINK software (don't have my docs with me and I cannot remember)

2. the ROM on the Quantum has to be a specific version or higher (again, do not have the docs).

Howard at ICD can give you all the right info (he bailed out one of my clients for me). ICD's FAX # is 815 968-6888.

7499. Re: Multi-player games using MIDI or RS-232?

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 17:13:06 UTC
From: jonesha1@ph.ic.ac.uk
Message-ID: <1ttk32INNdl4@elvis.clinet.fi>
Source record: 205356

In article <1993May24.111415.493@janus.arc.ab.ca> erkamp@titan.arc.ab.ca writes:
>In article <1993May11.125837.24749@eua.ericsson.se>, nikhan@erix.ericsson.se (Niklas Hanberger) writes:
>>Since I've recently acquired my second atari ST (a STE at last), I'm
>>wondering if anyone can help me with a list of games, arcade, MUD,
>> [deleted - asking about linked games]
>
>I know of 2 games that work over MIDI. One is MIDI Maze and the other I think
>is called MIDI Battle. As for RS-232 the only one I know of is Falcon (F-16
>fligh sim.). The first 2 are shareware and Falcon is a commercial product.
>
>Bob
Other things that do this...
Sublogic FS2 : Two player mode via RS232
Stuntcar Racer : REALLY cool two-player race mode! [good game anyway, BTW]
Digital Integration F16 : Two Player Duel Mode - older versions don't
work on STE, but I think the newer budgert one
does.
Gremlin Lotus II : (and III, I think...) II has up to 4 players on two
computers via RS232.
Populous : You each get to be competing gods - RS232

All the above are commercial...

In shareware, there was also another MIDI-linked game on ST Formats
coverdisk recently, called Rayoids. Dunno what it's like, because I
only have one ST at the moment (someones borrowed the other - gah!).

There is a (very) old kindof connect-the-dots game, the name of which
escapes me, that lets you play via RS232, too...

and I hope to be writing a MIDI game before too long, when I have spare
time after these exams :)

hope that helps

howie
--
Howard Jones, Dept. of Physics, | "Run with the Devil! | The Billy &
Imperial College, London, UK | Shout Satan's might! | The Boingers
Internet: ha.jones@ic.ac.uk | Deathtongue! Deathtongue! | Bootleg
IRC: howie on #atari | The beast rides tonight!" | - Berke Breathed

7500. Re: Hi and Med Res with DCDesktop

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 17:19:24 UTC
From: ggreenbe@rodan.acs.syr.EDU
Message-ID: <1993May25.131924.29031@newstand.syr.edu>
Source record: 205437

In article <1993May25.065249.25021@newstand.syr.edu> ggreenbe@rodan.acs.syr.EDU (Gerald Greenberg) writes:
>I've been using DCDesktop happily for years with a mono
>monitor. Now I want to set up to be able to use a color ST
>monitor in med-res as well, but cannot figure out how to do
>this. Can any experienced DCDesktop user out there offer any
>help on how to set this up?
>
>You see, I want to set up my hard drive so that I can boot up
>in hi-res, with various auto prgs and other gem prgs on the
>desktop, AND so that my kids can boot up into med-res, with
>less auto prgs and different gem prgs on the desktop...ALL
>FROM THE SAME HD! Try as I might, I can only get the color
>monitor to boot up in lo-res.
>
>Thanks in advance for help around this problem.
>
>--Gerry
>ggreenbe@rodan.acs.syr.edu
>
>PS. I picked up SuperBoot and gave that a try, but couldn't
>figure out how to get the right results with it, either.
>
>

Thanks to one quick and friendly user, I now have what I need.
I saved the desktop.inf of my true-blue mono set-up as
desktop.in1, saved all the desktop information, and then
rebooted from my color monitor.

I booted up without DCDesktop (ctrl-alt at boot up)
into low res due to the desktop.inf at the root director,
which I then erased. Then I switched into med res, set up the
desktop the way I wanted it, and saved this desktop from the
GEM desktop.

I then copied the desktop.inf file from the root into the
dcdesktop folder, where all the necessary files are kept, and
rebooted, this time letting dcdesktop boot. Sure enough, it
came up in med-res with dcdesktop installed and working!

So, I can now boot up in this "general" setup both in med res
and mono...and all it takes to get to my old desktop is alt-1
(on the keypad).

Hope this helps others with a similar situation.

--Gerry

7501. Re: MultiTos

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 18:20:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A53530@K.maus.de>
Source record: 205316

>information on these devices coming to the party. (I can't remember if the
>TinyTurbo has an EC030 or not - if it does, then it's out of contention.)

It has an EC030.

7502. Re: Falcon Stos cancelled!

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 18:40:51 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May25.184051.14386@newshost.lanl.gov>
Source record: 205440

In article A0n@sunlab1.bath.ac.uk, ma2ljg@sunlab1.bath.ac.uk (L J Greenhalgh) writes:
>
>The Falcon and the whole St range needs a language which gives you easy
>access to the Graphics/Sound hardware .With over 100000 copies of the
>original Stos sold It must be profitable for someone write a Blitz Baisc/Amos
>clone for the St?

What about GFA BASIC? It was always superior, IMHO, to STOS for writing any application other than games because of it's editor, no line numbers, modular approach, speed, etc. STOS' great capability was in all the specialized sound and graphics functions it had which greatly simplified game creation. You could do the same things in GFA, but it took a _lot_ more work by hand.

What if GFA users had a library of specialized graphics and sound handling features that they could "include" in their own code with a single INLINE command? What if these features included the ability to create and manage several multi-colored sprites as well as collision detection? What if it easily supported horizontal and vertical scrolling? What if it came bundled with a hundred or so DMA and digitized sounds? What if it included an easy-to-use sprite editor? What if... well, you get the idea. Would there be any interest in such a product for STs and Falcons? Hmmmmm???

Just a little market research, folks. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

7503. Re: ICD HD power supply wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 19:26:04 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC7LKnG.9t7@netcom.com>
Source record: 205439

In article <31419@galaxy.ucr.edu> phruby@ucrengr (paul hruby) writes:
>My ICD hard drive is dying. It takes longer and longer for the drive to
>turn on and the fan to start. I need a new power board. Any ideas were I
>can get one cheap? The hard drive unit is a 3 1/2" half-height 50mb
>seagate.

Have you called ICD?

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

7504. Re: Falcon DSP

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 20:07:11 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C7LMK0.5An@ecf.toronto.edu>
Source record: 205441

In article <1tsrgrE4oe@uni-erlangen.de> mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>giggey@ecf.toronto.edu (GIGGEY Mike S) writes:
>
>>In article <1tmho6INN9bv@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>>>In article <1993May22.201100.29795@greco-prog.fr>, care@taliesin.emi.u-bordeaux.fr (care Christophe) writes:
>
>>>May be some one has not told you that the Falcons DA/AD are only 8 bits, thats
>>>only good for Games, this is what the Falcon was design for, was it not..
>>>
>>>This fact is being kelp very much in the dark, I wonder why..??
>>>
>
>>You must have seen a preproduction Falcon as the production version will
>>have 16 DA/AD. At least this is what the developers docs say.
>
>There was never and will never be a Falcon with only 8 bit ADC/DAC. Pure
>nonsense.
>--
> Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
> mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

The documentation that I have (which is the Falcon addendum to the Atari Developers kit is that preproduction machines have certain differences to them including having only an 8 bit ADC/DAC. It also states that there will be a full 16bit ADC/DAC in the production machines sold to the general public.

7505. Re: Bombs.

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 20:15:39 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.93May25131539@hpbeo82.bbn.hp.com>
Source record: 205443

> Is Cybernetix (horiz. scrolling Defenderish game) non-STe compatible?

Dunno, but when I tried it out, I had to reset the _memtop system variable
to 1MB. This (ie., programs not running in 4MB) often happens with games.

Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

7506. For sale in UK.

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 20:30:00 UTC
From: murphyw@summer.bt.co.uk
Message-ID: <2C028B45@tanith.summer.bt.co.uk>
Source record: 205425

Hi,

I recently sold most of my Atari kit, but the following items remain.

- an Atari monochrome monitor. (50 pounds)
- PC Speed. (50 pounds)
- an assortment of programming books on 68000, GEM, TOS etc, including disk. (L30).

I've some cover disks too, which someone can have for 15 pounds.

Mail me as I'm on leave for the rest of the week.

William.

7507. Re: Falcon Stos cancelled!

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 20:31:56 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993May25.203156.14294@iplmail.orl.mmc.com>
Source record: 205446

In article <1993May25.184051.14386@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
|> In article A0n@sunlab1.bath.ac.uk, ma2ljg@sunlab1.bath.ac.uk (L J Greenhalgh) writes:
|> >
|> >The Falcon and the whole St range needs a language which gives you easy
|> >access to the Graphics/Sound hardware .With over 100000 copies of the
|> >original Stos sold It must be profitable for someone write a Blitz Baisc/Amos
|> >clone for the St?
|>
|>
|> What about GFA BASIC? It was always superior, IMHO, to STOS for writing any
|> application other than games because of it's editor, no line numbers, modular
|> approach, speed, etc. STOS' great capability was in all the specialized sound
|> and graphics functions it had which greatly simplified game creation. You
|> could do the same things in GFA, but it took a _lot_ more work by hand.
|>
|> What if GFA users had a library of specialized graphics and sound handling
|> features that they could "include" in their own code with a single INLINE
|> command? What if these features included the ability to create and manage
|> several multi-colored sprites as well as collision detection? What if it
|> easily supported horizontal and vertical scrolling? What if it came bundled
|> with a hundred or so DMA and digitized sounds? What if it included an easy-
|> to-use sprite editor? What if... well, you get the idea. Would there be
|> any interest in such a product for STs and Falcons? Hmmmmm???
|>
|> Just a little market research, folks. :)
|>
|> _____________________________ John "HUTCH" Hutchinson ____________________________
|> ______________________ Fair Dinkum Technologies Member - IAAD _____________________
|> ______________________ "No worries, mate... it's from Fair Dinkum!" ______________________
|> _____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________
|>
|>

I think there is a product out called the GP Graphics Engine that does just that, although I don't know the details of this product. It has been used to produce some recent games (Insectroid). Does anyone have any details concerning this product???

Larry Richardson
richards@elmer.orl.mmc.com

7508. Re: Computer stores in Ottawa area?

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 20:34:14 UTC
From: gfrajkor@superior.carleton.ca
Message-ID: <C7Lnt3.Hpu@cunews.carleton.ca>
Source record: 205442

In article <allan.737872281@swanlake> allan@cs.UAlberta.CA (Allan Sullivan) writes:
>
>
>I'm eventually going to be moving from the Edmonton to the
>Ottawa area, and I was wondering if there were any stores dealing
>in Atari merchandise and whether they service Atari machines.

This ia a pretty active Atari town. There are at least three
stores selling Atari stuff and some other smaller outfits. Chiang
Computers is the most dedicated a nd yiou can bargain with the owner.
He is quite knowledeable and helful. Ali computers sells atari
stuff, but their support and knowledge is minimal. Click Here
Computers is a new and lively outfit, one of whose owners is Tim
Rosenquist (his brother Eric wrote the Stalker/Steno series) and they
can do any custom stuff you want as well as repairs. Tim is very
helpful, and very good as a repairman / customizer.
There is a user group (National capital Atari Users group) which
meets once a month. Interesting people show up as there are some
really good programmers here -- Phil Comeau who wrote GramSlam and
Spelling Sentry lives here, etc.. Tim Rosenquist runs the NCAUG
bulletin board and is always at meetings.

>I have an Atari 520STfm, and was planning on either upgrading
>the memory, buying a 1040, or buying a Falcon, and I need to decide
>if I should do the upgrading now or later. (If there are no Atari
>specific stores in Ottawa, I'll have to do the upgrade here.)

You should have no trouble doing any of the above here. A new
Falcon would be my personal choice, but it is a matter of $$ anmd what
you intend to do. I have upgraded all three of my Atari 1040s to 4Mb,
two of them through Tim at Click Here computers.

welcome to Ottawa

7509. Re: Falcon Stos cancelled!

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 21:31:45 UTC
From: ma2ljg@sunlab1.bath.ac.uk
Message-ID: <C7LqHr.Hn6@sunlab1.bath.ac.uk>
Source record: 205445

In the referenced article, hutch@bellman.lanl.gov writes:
>In article A0n@sunlab1.bath.ac.uk, ma2ljg@sunlab1.bath.ac.uk (L J Greenhalgh) writes:
>>
>>The Falcon and the whole St range needs a language which gives you easy
>>access to the Graphics/Sound hardware .With over 100000 copies of the
>>original Stos sold It must be profitable for someone write a Blitz Baisc/Amos
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>
>
>What about GFA BASIC? It was always superior, IMHO, to STOS for writing any
>application other than games because of it's editor, no line numbers, modular
>approach, speed, etc. STOS' great capability was in all the specialized sound
>and graphics functions it had which greatly simplified game creation. You
>could do the same things in GFA, but it took a _lot_ more work by hand.
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>features that they could "include" in their own code with a single INLINE
>command? What if these features included the ability to create and manage
>several multi-colored sprites as well as collision detection? What if it
>easily supported horizontal and vertical scrolling? What if it came bundled
>with a hundred or so DMA and digitized sounds? What if it included an easy-
>to-use sprite editor? What if... well, you get the idea. Would there be
>any interest in such a product for STs and Falcons? Hmmmmm???
>
>Yes I expect there would be a lot of interest in such a product , however
to generate the same speed as the specialised graphics routines of Stos wouldn't
GFA have to lose its system friendly approach .Stos gets its performance by
bypassing the operating system which is exactly what GFA doesn't.If you could
get GFA to perform 50 complete screen copies every second I would be very
interested .....
>
>

+---------------------+-----------------+
ma2ljg@ss1.bath.ac.uk	Life's a journey
Les Greenhalgh	not a destination
	Aerosmith
+---------------------+-----------------+
| C is dead - long live STOS |

7510. Re: help with LINK

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 22:17:23 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1tu5tjlNNq7p@phakt.usc.edu>
Source record: 205447

In article <25MAY93.13125364@cc4.crl.aecl.ca> csullogg@cc4.crl.aecl.ca writes:
>The LPS drives do not have a jumper for parity (Atari does not
>use the parity bit). Parity can be set on/off via software ONLY if

That statement is just a little too sweeping. I used to have a
Quantum 105LPS hooked to my TT and it certainly did have a parity jumper and
it worked. If I remember correctly, only the LPS240s did not have the jumper.
The other drives should have one - and it needs to be jumpered (to disable).
Usually the jumper sequence is DP, SS, WS - Disable Parity, Sector Seek (a HD
test mode), Wait to Spin. Make sure that DP is the only one jumpered (of those
three).

>1. you have the right version of the LINK software (don't have my
> docs with me and I cannot remember)
>
>2. the ROM on the Quantum has to be a specific version or higher
> (again, do not have the docs).
>
>Howard at ICD can give you all the right info (he bailed out one
>of my clients for me). ICD's FAX # is 815 968-6888.

Good advice. The guys at ICD _do_ know whereof they speak.

-MikeB

7511. Re: Falcon Stos cancelled!

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 22:25:50 UTC
From: ma2ljg@sunlab1.bath.ac.uk
Message-ID: <C7Lszv.5uC@sunlab1.bath.ac.uk>
Source record: 205449

In the referenced article, richards@elmer.orl.mmc.com (Larry Richardson) writes:
>In article <1993May25.184051.14386@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
>|> In article A0n@sunlab1.bath.ac.uk, ma2ljg@sunlab1.bath.ac.uk (L J Greenhalgh) writes:
>|> >
>|> >The Falcon and the whole St range needs a language which gives you easy
>|> >access to the Graphics/Sound hardware .With over 100000 copies of the
>|> >original Stos sold It must be profitable for someone write a Blitz Baisc/Amos
>|> >clone for the St?
>|>
>|>
>|> What about GFA BASIC? It was always superior, IMHO, to STOS for writing any
>|> application other than games because of it's editor, no line numbers, modular
>|> approach, speed, etc. STOS' great capability was in all the specialized sound
>|> and graphics functions it had which greatly simplified game creation. You
>|> could do the same things in GFA, but it took a _lot_ more work by hand.
>|>
>|> What if GFA users had a library of specialized graphics and sound handling
>|> features that they could "include" in their own code with a single INLINE
>|> command? What if these features included the ability to create and manage
>|> several multi-colored sprites as well as collision detection? What if it
>|> easily supported horizontal and vertical scrolling? What if it came bundled
>|> with a hundred or so DMA and digitized sounds? What if it included an easy-
>|> to-use sprite editor? What if... well, you get the idea. Would there be
>|> any interest in such a product for STs and Falcons? Hmmmmm???
>|>
>|> Just a little market research, folks.
>|>
>|>
>
>I think there is a product out called the GP Graphics Engine that does just
>that, although I don't know the details of this product. It has been used
>to produce some recent games (Insectroid). Does anyone have any details
>concerning this product???

Tis limited to 16x16 sprites me thinks , neither use nor ornament!
>

+---------------------+-----------------+
ma2ljg@ss1.bath.ac.uk	Life's a journey
Les Greenhalgh	not a destination
	Aerosmith
+---------------------+-----------------+
| C is dead - long live STOS |

7512. Games I hope they port to the TT/Falcon ...

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 22:25:51 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1tu6dfINNqjf@phakt.usc.edu>
Source record: 205448

Hi all,

Does anyone know if there are plans to port these titles to the TT/Falcon? (leaving out the ST/STe is intentional as they take 640x480 res.)

Dune II - I played this the other day. Darn is it addicting! A very neat real-timish simulation of battle on the Planet Arrakis. You can be any one of three battling houses (Atreidi, Harkonnen, and one other), battle the other houses with tanks, Quadbikes, Ornithopters, Rocket launchers. I saw (and played) it on a PC, but I don't remember the software house.

Might and Magic III - Another addicting game. neat graphics (again, I got to play it on the PC).

Guess I'll have to see if the new version of NHack will keep me occupied until I can get something like these... :)

-MikeB

7513. .PNT converter ...

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 22:40:15 UTC
From: baffoni@phakt.usc.edu
Message-ID: <1tu78fINNrbe@phakt.usc.edu>
Source record: 205450

Hey Everyone,

I was wondering if anyone has written a converter that converts from some format (preferably .GIF or .JPG, but I'm not picky - .iff, .lbm, .lbx, tiff, pict, whatever) to .PNT. I have lots of .gifs that I would like to use as a background under Warp9 in my TT screen modes, but the only picture converters I have will only convert to .pc? and .pi? etc. which are only ST resolution file formats.

Does Codehead plan on making other file formats loadable????

-MikeB

7514. Civilization on a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 22:53:03 UTC
From: boblu@tekgen.bv.tek.com
Message-ID: <2931@tekgen.bv.tek.com>
Source record: 205351

Has anyone succesfully ran Civilization on a Falcon? And if so, how did you do it(system configuration, TOS version etc...)

Many thanks,

Bob Luneski
boblu@tekgen.bv.tek.com

7515. Re: Atari in the News

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 23:25:12 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <Psm54B3w165w@sys6626.bison.mb.ca>
Source record: 205352

ekrimen@netcom.com (Ed Krimen) writes:

> In article <1tr9nbINNc27@news.u.washington.edu> neurom@u.washington.edu (Neur
> >
> >Well, just reading Clarinet, and saw two mentions of Atari. First, they los
> >their lawsuit against Nintendo, but are apealing. Second, more on that code
> >deal, probably for use in both the Jaguar and Falcon software. Hmm...
>
> That lawsuit against Nintendo was Atari Games, not Atari Corp.
>
> --
> Ed Krimen
> ekrimen@netcom.com
> AEO.5 (GEnie)

Funny isn't it how two AMERICAN companies both use the same JAPANESE
word. Does A.G. still belong to WARNER?

7516. Software for sale

Newsgroup: comp.sys.atari.st
Date: 1993-05-25 23:54:18 UTC
From: mlake@irscscm.UUCP
Message-ID: <1993May25.235418.5946@irscscm.UUCP>
Source record: 205214

ST Software for sale (all items come with original disks and docs):

The Games '92, Espana 7
Daily Double Horseracing 3
Vampire's Empire 3
C.O.L.R. Object Editor 3
Steve McQueen Westphaser 4
Knight Force (*NOT* STe) 3
Targhan 4
California Games 4
Black Lamp 4
Blockbuster 4
Flood 4
Blood Money 4

Please add $1 per order to help cover shipping.

Marshall Lake
POB 7332
Washington, DC 20044-7332
Tel 703-533-2132
Fax 703-538-4598
Internet mlake@irscscm.uucp or mlake%irscscm%media@uunet.uu.net
uucp ...!uunet!{media,mimsy!bogart}!irscscm!mlake
CIS 73717,3174
GEnie MLAKE

--
Marshall Lake
mlake%irscscm%media@uunet.uu.net
...!uunet!{media,mimsy!bogart}!irscscm!mlake
mlake@irscscm.UUCP

7517. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 00:05:53 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13577@uqcspe.cs.uq.oz.au>
Source record: 205360

In <1993May24.225544.12053@cm.cf.ac.uk> paul@isl.cf.ac.uk (Paul) writes:

>I really can't believe that everyone thinks 600x480 is good.

Is this fellow deaf, or just totally brain-dead?

640 by *480* is a basic Falcon resolution. Without any additional
hardway, resolutions like *768* by *576* are easily achieved.
Even higher resolutions are possible in software, and higher still
with a very simple hardware addition (just an external clock, basically).

As far as graphics goes, the Falcon is superior to a plain SVGA card
(ie. no accelerator, not localbus), simply because of the FAR greater
throughput to the Falcon's video memory. How many SVGA cards have
4M of RAM on them? 14M?

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _____________________|

7518. Re: Monitors with a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 00:09:28 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13578@uqcspe.cs.uq.oz.au>
Source record: 205361

In <memo.253855@cix.compulink.co.uk> ogal@cix.compulink.co.uk (Ofir Gal) writes:

>A 15-40KHz will give you access to 640*480*true colour, while an SVGA can
>only do 320*240 in true colour.
^^^^^^^
^^^^^^^
^^^^^^^
320x480

All "240" line VGA modes are implemented by line-doubling (ie. actually
480 lines, but every second line is just a hard-ware copy of previous line),
therefore, "240" line modes use just as much resources as 480 line modes.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| ___________________________|

7519. Re: .PNT converter ...

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 00:13:30 UTC
From: dud@stein.u.washington.edu
Message-ID: <1tucnaINN8to@news.u.washington.edu>
Source record: 205353

baffoni@phakt.usc.edu (Juxtaposer) writes:

> Hey Everyone,

> I was wondering if anyone has written a converter that converts from
>some format (preferably .GIF or .JPG, but I'm not picky - .iff, .lbm, .lbx,
>tiff, pict, whatever) to .PNT. I have lots of .gifs that I would like to
>use as a background under Warp9 in my TT screen modes, but the only picture
>converters I have will only convert to .pc? and .pi? etc. which are only
>ST resolution file formats.

The only one I know of that is currently available is Prism Paint itself.
In about 2 months, Speed of Light 3.0 will be released, which will rock
the ST/TT/Falcon graphics world... :) It will do the deed you desire.

> Does Codehead plan on making other file formats loadable????

I sure hope so; especially .IMG for use with graphics cards with weird
resolutions.

Dan Aylward
dud@u.washington.edu

7520. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 00:21:30 UTC
From: rutger@csa.bu.edu
Message-ID: <120802@bu.edu>
Source record: 205355

i heard a while back that someone was doing a remake of ballblazer called masterblazer, but i haven't seen any evidence. i figure this game needs to be done on the st range simply because anything that can drag people from an amiga and get them to crowd around an 800xl has to have something. however, my one fear with this kind of thing is that it will end up looking like st star raiders, which ran slower on my tt than it did on my 800xl.

i mean, if a can't run Spectre (the mac game) on my tt, with this, i wouldn't have reason to complain :P

rutger@csa.bu.edu leave your witty phrases at the door

7521. Re: Word Writer Replacement Sought

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 00:27:16 UTC
From: dud@stein.u.washington.edu
Message-ID: <1tudh4INN958@news.u.washington.edu>
Source record: 205354

mjl-b@minster.york.ac.uk writes:

>The downside of Calligrapher is:
>1) It's rather slow -- better on a TT or Falcon

This is a surprise! Of course I do run it on a TT, but I've seen it on several 8 MHz machines, and have been impressed with the speed. I think it's speed is comparable with Speedo GDOS, and much faster than (though not as accurate as) Calamus.

>2) PostScript output is pretty buggy, and produces *huge* files. The author
>refuses to accept there's anything wrong with it.

I have not tried using the PostScript much yet; I'm getting an HP LaserJet 4 this summer though, so I'm sure I'll find out. CodeHead software is supporting it very well in the US. They've made some major changes (including to the postscript driver). It works fine under MultiTOS, and it doesn't need GDOS anymore. I tried the pre-CodeHead version before I bought this, and it was very buggy. I have yet to have a problem with this version.

>3) Poor support -- first convince the author there's anything wrong, then
>convince him that he ought to do something about it. I and others have had
>many problems getting a satisfactory response.

It seems the CodeHeads are allowed to do anything they want to it; I'm happy with the service and with the results of their tinkerings.

>Personally, I use That's Write V2. It uses GDOS bit-mapped fonts, without
>GDOS, but can also take advantage of any fonts built into your printer.
>Fast, multi-window WYSIWYG display with print-preview. Works well under
>MultiTOS. Excellent support from Compo UK (but I know nothing about the US
>distributor)

>I've used That's Write (V1.5 and V2) to write two large dissertations
>(17,500 and 33,000 words, respectively) and have been very pleased with the
>results. I cannot imagine getting either finished if I'd used Calligrapher.

I've heard it's pretty good, but I've never seen it. I've read a few reviews, and I had the impression that Calligrapher had more features.

Dan Aylward
dud@u.washington.edu

7522. Re: Falcon DSP

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 00:27:37 UTC
From: ken@isgtec.com
Message-ID: <4806@isgtec.isgtec.com>
Source record: 205359

In article <1tmho6INN9bv@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
> May be some one has not told you that the Falcons DA/AD are only 8 bits, thats
> only good for Games, this is what the Falcon was design for, was it not..
> This fact is being kelp very much in the dark, I wonder why..??

Wrong, Einstein. Where have you been? The Falcon has 16bit da/ad. And the
Falcon was not designed to be a game machine. You just lost whatever minimal
credibility you had. Into my kill file...

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

7523. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 03:31:51 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1tuob7INNos0@golem.wcc.govt.nz>
Source record: 205358

] i heard a while back that someone was doing a remake of ballblazer called
] masterblazer, but i haven't seen any evidence. i figure this game needs

It was a commercial game released back in about 1988! I have a copy
of it, can't say It's the best around, but back then it looked real
impressive!

7524. Re: Remember GULAM ... Forget GULAM

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 06:13:58 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93May26061358@hal.cerfacs.fr>
Source record: 205369

After many years of use, I hardly ever see gulam throw up a couple of bombs! Anyhow, if you want a truely minimal shell, try Bammi's MINSHELL. It sould be on a.a. You get source!

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a rejuvenated Mega 4ST with TOS 2.06! Do I *really* want a Falcon/Next/Sun?

7525. Re: Atari's Vicious Come Back

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 07:57:14 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <82127@cup.portal.com>
Source record: 205399

Gosh, Glen... I guess your news mailer never truncates a line if it goes over the max it can handle...

If you actually knew how to read, and could read in context, you'd probably be able to figure out that the trucated word "tha" actually was "that"...

(I know.. it's a difficult concept, but keep at it.. you'll get it some day...)

Anyway... so Atari has finally managed to manipulate itself out of the realm of "penny stocks"... whoopie..!

So now it's back to where it was several years ago..

I guess that's reason for dancing in the streets...

Anyone stupid enough to have bought Atari stock in years past has now regained a few pennies against the losses brought on by superior management.

Like I said... when intelligent investors begin to take notice of Atari as a credible investment and begin to bring the stock price back up to where it has some credibility in the market, we'll both "rant and rave" together...

BobR

7526. Re: Falcon Stos cancelled!

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 08:25:43 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <1tv9i7$10qu@info2.rus.uni-stuttgart.de>
Source record: 205362

In article <1993May25.184051.14386@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>What about GFA BASIC? It was always superior, IMHO, to STOS for writing any
>application other than games because of it's editor, no line numbers, modular
>approach, speed, etc. STOS' great capability was in all the specialized sound
>and graphics functions it had which greatly simplified game creation. You
>could do the same things in GFA, but it took a _lot_ more work by hand.

In Germany, the distributer Richter announces the new (GFA-)Basic 4.0
interpreter is ready now. The compiler will be available at the end of
1993. It seems that the company 'GFA Systemtechnik' doesn't exist any longer,
but a few programmers try to continue the developement of this language.

The new Version will not have a Games-Lib, first of all they try to include
all new GEM-features and finally the Editor will run on any resolution (what
a shocker, eh?). But the most important thing is: GFA-Basic lives!

Ciao, Heiko.

7527. Re: Monitors with a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 09:25:45 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1993May26.092545.8@Informatik.TU-Muenchen.DE>
Source record: 205363
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1tqfjnINN63r@lily.csv.warwick.ac.uk>, cstadbs@csv.warwick.ac.uk (Mr P M Donovan) writes:
|> 1) Can the ST compatible modes ie ST Low,Med,High be used with an SVGA
|> monitor, or do I need an sc1224 or multisync that will scan at 15khz
|> (I would like to run my old ST software)?

It's possible to display the COMPATIBLE-Modes on VGA/SVGA/ms-monitors (with 60Hz)
|> 2) If I buy a multisync, is it worth getting one that does 15-40khz, or
|> should I not bother with 15khz and get one that does 30-60khz (bearing
|> in mind add-ons such as ScreenBlaster, graphics cards etc which will
|> provide greater resolutions)?

You'd better get one without 15 kHz. Only one programm (CEBIT93.PRG) isn't able to run on a TV (silly thing as ATARI hasn't any RGB-adaptors yet) - all the others only need the compatible screen-memory.
I bought a 17" NoName (AOC735) three weeks ago (30-64kHz .. 50-90Hz but works with 27.5kHz and even with 245Hz too.
And since my default-resolution for CALAMUS is 1024*768 now, or even 1280*960 (with BlowUP030) I really like working with this machine now.

|> 3) What is the chance that after buying an SVGA monitor, most programs
|> are written with TVs in mind and not VGA monitors. How dependent will
|> games and other software be on the screen mode and monitor being used?

If the games are either stupid or very time-critical there might be problem ... but ATARI asked the developers to write flexible enough for both TV and VGA.

|> 4) Will programs like FalconScreen and super78 work on an SVGA monitor?

Super_78 NEEDS a SVGA cause it's the forerunner of BlowUP030

--
==
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 8070 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS
==

7528. Re: Monitors with a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 09:56:08 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C7MoxL.FLB@hpbbrd.bbn.hp.com>
Source record: 205390
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ian Lepore (ilepore@nyx.cs.du.edu) wrote:
>
> >1)Can the ST compatible modes ie ST Low,Med,High be used with an SVGA
> >monitor, or do I need an sc1224 or multisync that will scan at 15khz
> >(I would like to run my old ST software)?
>
> Yes. I use all 3 ST-compatible video modes on my Falcon and an SVGA
> monitor.

What about overscan modes on such a monitor?

--
--clausb@hpbeo79.bbn.hp.com----------
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>----------

7529. Re: Cross compiling with GNU C for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 10:03:58 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13604@uqcspe.cs.uq.oz.au>
Source record: 205366

In <1993May25.091420.12126@st-andrews.ac.uk> Giles M.W. Guthrie writes:

>You should find that versions of Lattice C higher than 5.00.00 can
>compile to the C++ standard anyway...

Err... C++ is more than just a "standard" for C... or are you saying
that there is a Lattice C++ compiler???! (THAT would be neat)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

7530. Michael May Here - Who Wants Me?

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 10:18:14 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993May26.101814.7781@unix.brighton.ac.uk>
Source record: 205365

The guy who wanted to talk to me about the falcon, my mail bounces back when I mail you too! Maybe we could use this for comms?

I do not log on much though...my email addresses are (if you want to try again):

mm68@uk.ac.bton.unix
mm68@uk.ac.bton.vms

Michael May

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix |
+---+

7531. Re: Falcon monitors - thanks

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 10:27:34 UTC
From: cstadbs@csv.warwick.ac.uk
Message-ID: <1tvgmmlNNset@clover.csv.warwick.ac.uk>
Source record: 205364
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

Thanks to everyone who replied to my question about which monitor to buy
for a Falcon. I've decided to get a nice SVGA (possibly an AOC 337).

On a related topic, what is BlowUP030?

Paul
cstadbs@csv.warwick.ac.uk

7532. Re: Word Writer Replacement Sought

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 10:47:38 UTC
From: Alexander_Bochmann@traveller.fido.de
Message-ID: <2c035984@p1.f7803.n241.z2.fidonet.org>
Source record: 205271

...message from sheppard_r to All :

>> I'm looking for a great word processor to replace my aging Word
>> Writer.
sr> To me there is ONLY ONE, thats SCRIPT III, but the problems is there
sr> is no English port of it,

Hm, what about PAPYRUS?

I don't know about an english version, but a demo should also be available, and it's really EASY to use, although you might need to get used to the user interface... Supports Signum/Script Fonts as well as GDOS (at least)...

/\|ex.

7533. Scheme on AtariSt

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 11:42:29 UTC
From: ravanbod@nada.kth.se
Message-ID: <1993May26.114229.11738@kth.se>
Source record: 205368

Hi, does anybody know of a scheme implementation on ST who has an editor!
Or does anyone know how can on get the xscheme to work with an outside editor
like Tempus or to load files written in them.
Thanks for any info!

==
|
Mehrdad Ravanbod School Of Computer Science | _ | _ _o__O
Royal Institute of Technology | _| | _| _/ 0
Stockholm Sweden |
------ |
Still looking for a pretentious quote.., you'll be dazzled when I find it!
==

7534. PAGESTREAM UPDATE

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 11:52:58 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1tvlmqINNqbu@golem.wcc.govt.nz>
Source record: 205367
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Help...

Some one mentioned a few weeks back about the latest version of Pagestream, I think it was now 2.21, and some thing to do with new Fonts, and there was a mention of Febuary..?? and a special offer..??

Could you please send me that info, its for a friend of mine, he is avid Pagestream user.

Thanks...........

Roger.............. sheppard_r@kosmos.wcc.govt.nz

7535. Re: Michael May Here - Who Wants Me?

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 13:36:42 UTC
From: di780@cleveland.Freenet.Edu
Message-ID: <1tvrpa$lhp@usenet.INS.CWRU.Edu>
Source record: 205370

Funny, the newsreader shows your address as mm68@unix.ac.brighton.uk.
And, to my knowledge that is the proper form for an internet
address.

Later,
Bernard

7536. ORA patch programs u/l'd to a.a.

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 13:41:57 UTC
From: cordes@ac.dal.ca
Message-ID: <1993May26.104157.13986@ac.dal.ca>
Source record: 205374

I've just uploaded the following patch programs from ORA (Oregon Research Associates) to the New directory on a.a.:

DB2V251.LZH Diamond Back 2.50 -> 2.51
DE100102.LZH Diamond Edge 1.00 -> 1.02
DE102103.LZH Diamond Edge 1.02 -> 1.03

--
John

7537. Re: Michael May Here - Who Wants Me?

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 13:48:30 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993May26.144830@cs.bham.ac.uk>
Source record: 205371

In article <1993May26.101814.7781@unix.brighton.ac.uk>, mm68@unix.brighton.ac.uk (Allanon) writes:
|> The guy who wanted to talk to me about the falcon, my mail bounces back
|> when I mail you too! Maybe we could use this for comms?
|>
|> I do not log on much though...my email addresses are (if you want to try
|> again):
|>
|> mm68@uk.ac.bton.unix
|> mm68@uk.ac.bton.vms
|>
|> Michael May
|>
|> --
|> +---+
>	You are knowing it is a rock when it is falling on your head.
>	
>	Michael May, Brighton University, Sussex, England
>	mm68@uk.ac.bton.unix
> +---+

To get a more internationally compatible mail address, try reversing the address, like this:

mm68@unix.bton.ac.uk
mm68@vms.bton.ac.uk

Should work accross countries...

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | You have answered all 20 questions on the || || /_
Stoke On Trent | Mastricht Treaty. Goodness knows whether _/|| ||_/ |
ST7 8QQ England.| you were right or not... |_/ |_| _|/

7538. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 13:59:24 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1993May26.135924.6131@Informatik.TU-Muenchen.DE>
Source record: 205373

In article <1993May22.202122.29775@cm.cf.ac.uk>, paul@isl.cf.ac.uk (Paul) writes:
|> Personally, I don't see the point in buying a F030 to run Cubase. The
|> price of a F030 in the UK is MORE than the cost of a good pc, with
|> hi-res graphics and a decent hard disk etc. Get a MIDI card for a couple
|> of hundred pounds and I reckon it's a better deal than an F030.

The ceapest price foe a sound-card in 16 bit (and I didn't find anything about
a DSP on it is 1200DM (500 pounds) thats more than half of a Falcon and the
you start with the problems to integrate the card ...

Forget it
You won't get a PC able to do HardDiskRecording at that price

|>
|> One of the attractions of Atari's over pc's when it came to midi was
|> that the st was under 300 UK pounds wherease a pc was closer to a
|> 1000. With the Falcon that's not the case.
|
--
==
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 8070 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS
==

7539. French Falcon Connections...

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 14:04:10 UTC
From: mmartin@neumann.une.edu.au
Message-ID: <mmartin.738425050@neumann.une.edu.au>
Source record: 205375

I am writing a program for the Falcon with a friend who is currently in France (we don't like to make things TOO easy for ourselves). He is interested in getting in touch with anybody writing for the Falcon in that part of the world for the purpose of mutual support/admiration in the absence of such services from Atari. If anyone is interested please send me your snail mail address/phone number as he doesn't have internet access (yet).

Thanks,

Mark.

mmartin@neumann.une.edu.au .sig virus V1.13 was here.

7540. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 14:18:27 UTC
From: kohlj@carson.u.washington.edu
Message-ID: <1tvu7jINNigr@news.u.washington.edu>
Source record: 205372

speaking of the ZX Spectrum, what were its specs anyway? and for that matter how about the Archimedes and BBC? living in the usa i have not seen these computers...

7541. Re: Monitors with a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 14:20:11 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.261603@cix.compulink.co.uk>
Source record: 205379

In article <1993May26.092545.8@Informatik.TU-Muenchen.DE>,
seibert@Informatik.TU-Muenchen.DE (Ewald Seibert) writes:
>
>Super_78 NEEDS a SVGA cause it's the forerunner of BlowUP030
>
What's BlowUP030?

Ofir ogal@cix.compulink.co.uk

The best defense against logic is ignorance.

7542. Re: Monitors with a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 14:20:11 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.261601@cix.compulink.co.uk>
Source record: 205380

In article <13578@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
>In <memo.253855@cix.compulink.co.uk> ogal@cix.compulink.co.uk (Ofir Gal) writes:
>
>>A 15-40KHz will give you access to 640*480*true colour, while an SVGA can
>>only do 320*240 in true colour.
> ^^^^^^^
> ^^^^^^^
> ^^^^^^^
> 320x480
>
>All "240" line VGA modes are implemented by line-doubling (ie. actually
>480 lines, but every second line is just a hard-ware copy of previous line),
>therefore, "240" line modes use just as much resources as 480 line modes.
>
>--
That's true, but it's not really a usable resolution in my opinion.

Ofir ogal@cix.compulink.co.uk

The best defense against logic is ignorance.

7543. Re: Word Writer Replacement Sought

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 14:20:15 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.261599@cix.compulink.co.uk>
Source record: 205381

In article <1tudh4INN958@news.u.washington.edu>, dud@stein.u.washington.edu (Dan Aylward) writes:
>
>This is a surprise! Of course I do run it on a TT, but I've seen it on
>several 8 MHz machines, and have been impressed with the speed. I think
>it's speed is comparable with Speedo GDOS, and much faster than (though
>not as accurate as) Calamus.
>

Calligrapher is MUCH slower than Speedo.

Ofir ogal@cix.compulink.co.uk

The best defense against logic is ignorance.

7544. Re: Falcon Video Registers

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 14:20:48 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C7n16p.71F@newcastle.ac.uk>
Source record: 205377
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993May24.133941.1403@Informatik.TU-Muenchen.DE>,
acher@Informatik.TU-Muenchen.DE (Georg Acher) writes:

>hardware (BlowUP030), too). To say it simple, without extra hardware the best
>you can get is not enough for your eyes (this has NOTHING to do with the number
>of colour planes!)

Well, 800*600*4bit is perfectly nice to use on my F030.....

>+---+
>| Georg Acher, acher@informatik.tu-muenchen.de |
>| "Oh no, not again !" The bowl of petunias |
>+---+

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\---
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

7545. Re: Multi-player games using MIDI or RS-232?

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 14:36:35 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C7n1x3.8A4@newcastle.ac.uk>
Source record: 205378

Got a game from an old STAmiga Format cover disc (back when it was just one mag.
for both formats). A 4-way scroller a bit like Gauntlet, allowed a Midi Ring
for up to 32 machines to play at the same time. Still got it somewhere.....

Oh yeah, it was called Jitterbug......

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

7546. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 14:37:52 UTC
From: paul@isl.cf.ac.uk
Message-ID: <1993May26.143754.7000@cm.cf.ac.uk>
Source record: 205376

In article <13577@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>In <1993May24.225544.12053@cm.cf.ac.uk> paul@isl.cf.ac.uk (Paul) writes:
>
>>I really can't believe that everyone thinks 600x480 is good.
>
>Is this fellow deaf, or just totally brain-dead?
>

As it happens neither and I'll refrain from making similar comments
about you.

>
>*640* by *480* is a basic Falcon resolution. Without any additional
>hardway, resolutions like *768* by *576* are easily achieved.
>Even higher resolutions are possible in software, and higher still
>with a very simple hardware addition (just an external clock, basically).
>

From what I've been told, I admit I haven't seen anything except the
advertising blurb so far, it takes a few tricks to get these higher
resolutions and at the cost of the number of colours displayed. Added to
this is the totally different way of using these higher modes and you've
basically got a nice hack for those programmers who know what they're
doing. With SVGA, you can put your card into as high a mode as it can
and it STILL looks like a SVGA card to the software, you just get higher
resolution graphics out of it.

>As far as graphics goes, the Falcon is superior to a plain SVGA card
>(ie. no accelerator, not localbus), simply because of the FAR greater
>throughput to the Falcon's video memory. How many SVGA cards have
>4M of RAM on them? 14M?

Some but not many, but in any case, this is totally irrelevant. The
hardware on the falcon won't use more than 1M of ram because there's
nothing it could do with any more than that. You only need more ram when
you increase the resolution/no of colours. Virtually all svga cards sold
today come with 1M which will give you 1024x768 @256 colours.

Perhaps you can explain the FAR greater throughut argument a bit more.
Are you saying that the falcon uses CPU memory for graphics? If so then
there are a whole number of other issues, such as bus contention which
would make it a very inefficient implementation.

As an aside, I don't think it's fair for people to keep claiming that
the 486 boxes are XT's. They're not. The falcon is a new machine and
as such should be compared to hardware of equal age and price range.

Therefore we are talking about a 33Mhx 486, with a 1Mb SVGA card and
quite possibly a local bus S3 accelerated card.

--
Paul Richards, University of Wales, College Cardiff

Internet: paul@isl.cf.ac.uk
spedpr@thor.cf.ac.uk

7547. Atari ST stuff for sale: Okimate 20 printer, Printmaster Plus S/W

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 16:27:44 UTC
From: georgew@tekig1.PEN.TEK.COM
Message-ID: <10103@tekig7.PEN.TEK.COM>
Source record: 205259
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

Printmaster Plus program for Atari ST $8
Make signs, greeting cards, etc. Works with 9-pin printers and Okimate 20.

Okimate 20 24-pin color printer $30
My kids used this a lot for color screen dumps when they were younger, but they're into DTP now, so I bought a 300 DPI printer. This is the Atari ST version of the printer, which emulates Atari SMM804 graphics (basically Epson 9 pin) as well as doing color screen dumps and 24-pin NLQ text. Included: 2 1/2 black ribbons, 1 1/2 color ribbons, and about 250 sheets of fanfold paper. Doesn't include printer cable, since it uses a standard Centronics cable - about $10 from any computer store. Also, the current print head has one of the 24 pins burned out; new ones cost about $20 by mail order and just snap into place. I'll enclose an order form from the company that sells paper, ribbons, and print heads.

Take both together for $35.

Both of the above come with original boxes and manuals, and I'll pay shipping in the continental U.S. (Extra charge for COD.)

George.S.Walker@tek.com *OR* georgew@tekig1.pen.tek.com
OR uunet!tektronix!tekig1.pen.tek.com!georgew

7548. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 16:51:34 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993May26.165134.22077@beaver.cs.washington.edu>
Source record: 205382

In article <1993May26.143754.7000@cm.cf.ac.uk> paul@isl.cf.ac.uk (Paul) writes:
>
>From what I've been told, I admit I haven't seen anything except the
>advertising blurb so far, it takes a few tricks to get these higher
>resolutions and at the cost of the number of colours displayed. Added to
>this is the totally different way of using these higher modes and you've
>basically got a nice hack for those programmers who know what they're
>doing. With SVGA, you can put your card into as high a mode as it can
>and it STILL looks like a SVGA card to the software, you just get higher
>resolution graphics out of it.
>

According to all those lucky hackers in Germany with Falcons, the higher
modes act just like you installed a graphics card in the system (note
someone was using Calamus in 1024x768). You just put some sort of driver
software in the auto folder to go along with your little piece of
hardware (or no hardware in some cases), and the OS understands the newer
resolution. If any program calls on the VDI to provide the screen size and
number of colors, it will be fully cooperative and return 837x652x16 or
whatever weird screen size was set up by the driver.

No hacks, no problems for any well-behaved software, just a nice higher
resolution display. The only problem I see is that you _have_ to have
a capable monitor, otherwise this sounds like a real hot item for the
Falcon (anyone want to distribute them in the U.S.? Please?).

>--
> Paul Richards, University of Wales, College Cardiff
>
> Internet: paul@isl.cf.ac.uk
> spedpr@thor.cf.ac.uk

Cheers,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

7549. Re: Falcon Stos cancelled!

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 16:56:12 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May26.165612.18725@newshost.lanl.gov>
Source record: 205383

In article 14294@iplmail.orl.mmc.com, richards@elmer.orl.mmc.com (Larry Richardson) writes:
>
>I think there is a product out called the GP Graphics Engine that does just
>that, although I don't know the details of this product. It has been used
>to produce some recent games (Insectroid). Does anyone have any details
>concerning this product???

Yes, Dave Munsie's GP Graphics Engine has never been commercially released.
It has a lot of capability (as is evidenced by all the cover disk games he
created for ST REVIEW with it) and is even Falcon compatible (in ST res)
but he's not convinced sufficient demand is there to justify giving it up
for his own personal use.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

7550. Re: Falcon Stos cancelled!

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 16:58:47 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May26.165847.19200@newshost.lanl.gov>
Source record: 205384

In article 5uC@sunlab1.bath.ac.uk, ma2ljg@sunlab1.bath.ac.uk (L J Greenhalgh) writes:
>In the referenced article, richards@elmer.orl.mmc.com (Larry Richardson) writes:
>>
>>I think there is a product out called the GP Graphics Engine that does just
>>that, although I don't know the details of this product. It has been used
>>to produce some recent games (Insectroid). Does anyone have any details
>>concerning this product???
>
>Tis limited to 16x16 sprites me thinks , neither use nor ornament!

Ummm, I'm pretty sure that limitation went away long ago. At least it sure
looks that way from the appearance of some of his latest games I've seen.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

7551. Re: Falcon Stos cancelled!

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 17:03:04 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May26.170304.20032@newshost.lanl.gov>
Source record: 205385

In article 10qu@info2.rus.uni-stuttgart.de, zcam1121@rpool9.rus.uni-stuttgart.de (Heiko Hartmann) writes:
>
>In Germany, the distributer Richter announces the new (GFA-)Basic 4.0
>interpreter is ready now. The compiler will be available at the end of
>1993. It seems that the company 'GFA Systemtechnik' doesn't exist any longer,
>but a few programmers try to continue the developement of this language.

Whoa, that's bound to be a shock to the current GFA employees in the USA branch office that I just spoke to. :) Nah, while it's true that GFA's interest in the Atari market has waned, they are very much much alive thanks to their DOS & Windows products.

As far as Richter is concerned, I hope they DO release a new "GFA" BASIC but the last I heard from CeBit was they still had a lot of legal wrangling to do with GFA Systemtechnik first. Information to the contrary would be appreciated, of course.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

7552. Re: help with LINK

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 17:30:56 UTC
From: omerzu@quando.quantum.de
Message-ID: <1993May26.173056.23477@quando.quantum.de>
Source record: 205386

In article <1tu5tjINNq7p@phakt.usc.edu>
baffoni@phakt.usc.edu (Juxtaposer) writes:

> That statement is just a little too sweeping. I used to have a
>Quantum 105LPS hooked to my TT and it certainly did have a parity jumper and
>it worked. If I remember correctly, only the LPS240s did not have the jumper.
>The other drives should have one - and it needs to be jumpered (to disable).
>Usually the jumper sequence is DP, SS, WS - Disable Parity, Sector Seek (a HD
>test mode), Wait to Spin. Make sure that DP is the only one jumpered (of those
>three).

Well, at least for my Quantum LP240S this is not true.
It has jumpers SS, EP, WS.
I suppose 'EP' means 'enable parity', and the drive was recognized
as soon as I removed an initially present jumper from that position.

--
--
Thomas Omerzu Internet: omerzu@quantum.de
Quantum Software GmbH Telefon: +49-231-75441-0
Dortmund, Germany FAX: +49-231-75441-115

7553. Re: Cross compiling with GNU C for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 18:09:22 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1u0boi$7l@loch2.cc.strath.ac.uk>
Source record: 205387

In article 13604@uqcspe.cs.uq.oz.au, warwick@cs.uq.oz.au (Warwick Allison) writes:

>Err... C++ is more than just a "standard" for C... or are you saying
>that there is a Lattice C++ compiler???! (THAT would be neat)

I phoned Hisoft a while back with that question, their answer was (paraphrased):

"We have NOT got a C++ compiler for the ST on the market, nor
are there ANY plans to produce one."

Strange ... there's an option in my Lattice C (-c+ or something) which is used to:

"Ensure compatibility with the Lattice C++ front-end"

Curiouser and Curiouser, said Alice ...

DAve.

```
o=============================================o +----+
David McNicol, | Strathclyde University, | |
3rd Yr Laser Physics, | SCOTLAND. |/--\| "I'm sorry Dave,
o=============================================o ||[]|| but I'm afraid
Internet: D.McNicol@ccsun.strath.ac.uk !talk ! |\--/| I can't do that"
JANET: D.McNicol@uk.ac.strath.ccsun !to me! | |
o=============================================o +----+
```

7554. ### WANTED: Atari SM124 Monocrome Monitor and Mouse

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 18:44:58 UTC
From: mode@csd4.csd.uwm.edu
Message-ID: <1u0draINNpec@uwm.edu>
Source record: 205388

```
WANTED: Atari SM124 Monocrome Monitor and Atari Mouse

--
```

7555. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 19:26:40 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.262976@cix.compulink.co.uk>
Source record: 205391

In article <1993May26.143754.7000@cm.cf.ac.uk>, paul@isl.cf.ac.uk (Paul) writes:
>
>Perhaps you can explain the FAR greater throughut argument a bit more.
>Are you saying that the falcon uses CPU memory for graphics? If so then
>there are a whole number of other issues, such as bus contention which
>would make it a very inefficient implementation.
>
The Falcon does use CPU memory for Video and is very slow at 256 colours.
However, NVDI (software accelerator) speeds up the graphics by a factor
of 2 to 10, depending on what VDI function is used. Text output for
example is 9 times faster.

Ofir ogal@cix.compulink.co.uk

The best defense against logic is ignorance.

7556. Stalker freaks out...

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 19:48:38 UTC
From: omenos@cs.washington.edu
Message-ID: <1993May26.194838.28909@beaver.cs.washington.edu>
Source record: 205254

UUGGHH!!! My Stalker_3.0 program has freaked out and I am hoping someone could offer some useful words.

When I use it as an accessory (which i don't like to do) it works fine (I think).

BUT! When I try to run it as a program I get a message complaining that the resource file , STALKER.RSC is missing. This is crazy since it is right there next to it!

This is actually the latest in a series of bizarre errors/problems I've been getting trying to run this thing since yesterday. Before I would get 2 bombs (bus error I believe) when it ran. Before that I think it was comlaining about memory (which it never did before, and shouldn't have then).

Any suggestions would be greatly appreciated.

--
onkar meNO sHARMa omenos@wolf.cs.washington.edu

Humpty Dumpty was pushed... :o

7557. Need Graphics engine/package

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 19:50:22 UTC
From: cwilliso@tuba.calpoly.edu
Message-ID: <1993May26.195022.168974@zeus.calpoly.edu>
Source record: 205389

Does anyone know of a graphics package, or engine for C on the ST.
Or, does anyone know of a graphics package or engine for ANY compiled
language on the ST (PD or non PD.)

Thanks.

.....Chris L. Willison
.....cwilliso@tuba.calpoly.edu

7558. Re: Cross compiling with GNU C for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 20:59:41 UTC
From: alex@falcon.demon.co.uk
Message-ID: <738449981snz@falcon.demon.co.uk>
Source record: 205393

In article <1u0boi$7l@loch2.cc.strath.ac.uk> cabp09@ccsun.strath.ac.uk writes:

>In article 13604@uqcspe.cs.uq.oz.au, warwick@cs.uq.oz.au (Warwick Allison)
> writes:
>
>>Err... C++ is more than just a "standard" for C... or are you saying
>>that there is a Lattice C++ compiler???! (THAT would be neat)
>
>I phoned Hisoft a while back with that question, their answer was
> (paraphrased):
>
> "We have NOT got a C++ compiler for the ST on the market, nor
> are there ANY plans to produce one."

There is no C++ from HiSoft, nor am I working on one, if we were working
on one I would be the person in charge of that work! What there is is a C++
front end from Comeau, who have commented on usenet recently (Greg are
you out there?)

>
>Strange ... there's an option in my Lattice C (-c+ or something) which is used
> to:
>
> "Ensure compatibility with the Lattice C++ front-end"

Lattice (the Chicago company who we licensed LC from) had a C++ translator
for the Amiga, it only ever had one version (1.0) and was frankly little
more than a toy (and is now defunct). The -c+ option was a hangover from
that (and IIRC I removed the code from the compiler some time ago...)

--
Alex Kiernan
akiernan@falcon.demon.co.uk

7559. Re: Stalker freaks out...

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 21:11:37 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1u0me9INNsrj@golem.wcc.govt.nz>
Source record: 205256

```
] This is actually the latest in a series of bizarre errors/problems I've b
] getting trying to run this thing since yesterday. Before I would get 2 b
] (bus error I believe) when it ran. Before that I think it was comlaining
] memory (which it never did before, and shouldn't have then).

Try clean-booting (e.g. no TSR's, ACC's etc) and running it.
Also, if you are getting problems, run a virus checker over the machine,
as there is always the unlikely possibility that a virus can actually
cause in-compatibilities with other software trying to use the same
system traps etc.
Could even be a loose SIMM board if you have any, in which case the
drop-the-ST-onto-the-desk trick might fix it, but it doesn't do the
internals much good otherwise!
It might just be one puny TSR or ACC that doesn't like something else,
so something like X-Boot/Super-boot etc. to try disabling/enabling
certain combinations might help!

(I presume that because you are using STalker you have a hard-drive!)
```

7560. Re: Cross compiling with GNU C for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 21:48:36 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C7nLx1.4Es@ecf.toronto.edu>
Source record: 205392

I read somewhere that Hisoft was going to release a C++ frontend for
the compiler (a la AT&T) but was so unreliable that it was scrapped.

7561. Re: Need Graphics engine/package

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 22:40:54 UTC
From: healy@nosc.mil
Message-ID: <1993May26.224054.8038@nosc.mil>
Source record: 205395

In article <1993May26.195022.168974@zeus.calpoly.edu> cwilliso@tuba.calpoly.edu (Chris L. Willison) writes:
> Does anyone know of a graphics package, or engine for C on the ST.
>Or, does anyone know of a graphics package or engine for ANY compiled
>language on the ST (PD or non PD.)

Gee, I had a C graphics package bundled with my ST. It was called GEM (couldn't resist) :-)

Mike Healy

healy@nosc.mil

7562. *** Software *** for SALE

Newsgroup: comp.sys.atari.st
Date: 1993-05-26 22:52:54 UTC
From: dedebe@triton.unm.edu
Message-ID: <1u0sc6INNd7h@lynx.unm.edu>
Source record: 205394

(posting for my brother in law)

I still have a few of my old 1040 ST Games. Want 'em?

```
+-----------------------------------------------\
| OIDS POPULOUS BALANCE OF POWER <--- $5.00 each
+
| Gold of the Americas Puffy's Saga Arkanoid <--- $2.50 each
+-----------------------------------------------/
```

The Above Prices Include Shipping in the US.

Also available:

Mark Williams C - C Compiler with debugger and ST Internals (abacus)
$15.00 shipping included.

Give me a call! (206) 776-7750

Ask for David Adams

7563. Re: Stalker freaks out...

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 00:12:43 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC7nsL7.D8r@netcom.com>
Source record: 205267

Are you using TOS 2.0x or 3.0x?
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

7564. Re: Falcon Stos cancelled!

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 00:28:49 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13610@uqcspe.cs.uq.oz.au>
Source record: 205397

teh@unix.brighton.ac.uk (Tom Haines) writes:

>If they changed it into a decent language, ie a procedural basic, or better
>still, if they based it on 'c' or pascal, cut down and simplified versions of
>course (hide all the pointers etc!) if reckon they would sell a lot more.

Why not use a LIBRARY! All this talk of inventing new languages to
suit tiny little markets drives me crazy. Write a decent library
in a proper language, and be done with it!

No ex-STOS programmer is going to get a job writing STOS programs, are
they - so learn a real language, use a library for that language, and
give yourself some job opportunities.

I don't really care if it is C++, C, Modula-2, Modula-3, LISP, Pascal,
or whatever.

Libraries are the solution. Not new languages whenever your field
changes.

(I'm talking to everyone, not Tom in particular)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

7565. Re: .PNT converter ...

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 00:53:30 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13612@uqcspe.cs.uq.oz.au>
Source record: 205398

dud@stein.u.washington.edu (Dan Aylward) writes:
>baffoni@phakt.usc.edu (Juxtaposer) writes:

>> Does Codehead plan on making other file formats loadable????

>I sure hope so; especially .IMG for use with graphics cards with weird
>resolutions.

Actually, the thing I find most annoying about Warp9's custom-desktop-picture feature is that the picture must fill the whole screen. There is no reason why they couldn't allow a smaller picture to be loaded, and have it positioned at some point on the screen, with the rest of the screen plain (or patterned I guess - if you go for that sort of thing).

The reason is that a TTmedium screen takes 150K. That's a LOT of memory just to have a background-pic! Besides, I don't want the picture over at the sides underneath my icons - I want it in the middle of the screen where I normally open up a window.

Also useful would be a tiling mode - allow any image to tile/tesselate to fill the screen. That way, you could use some of the gorgeous wood-grain GIFs that are available - nice and soothing to the eyes.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

7566. Re: Need Graphics engine/package

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 00:53:35 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.264219@cix.compulink.co.uk>
Source record: 205396

In article <1993May26.195022.168974@zeus.calpoly.edu>, cwilliso@tuba.calpoly.edu (Chris L. Willison) writes:
> Does anyone know of a graphics package, or engine for C on the ST.
>Or, does anyone know of a graphics package or engine for ANY compiled
>language on the ST (PD or non PD.)
>
>Thanks.
>
>.........................Chris L. Willison
>...................cwilliso@tuba.calpoly.edu

Bit of a broad concept that. But yes there are a few. Have a good look on a.a.u.e

Adam.

7567. PAGESTREAM III

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 01:28:00 UTC
From: jon.brenda@outlan.ersys.edmonton.ab.ca
Message-ID: <16967.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 205273

Yes, I agree. It is irresponsible for Softlogik to blame all of
their problems selling in the Atari market on the users when they don't
even advertise their products in North America. I haven't seen any kind
of promotion from them in any magazine I read regularly for over a year
now. They are at least as big of a problem to themselves as we, the
users.

Message was posted at outlan.ersys.edmonton.ab.ca
#403-478-4010 HST and v.32bis Try it, you'll like it!

7568. What Brand & Model# is a good H.D. for Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 02:22:26 UTC
From: cwilliso@tuba.calpoly.edu
Message-ID: <1993May27.022226.197407@zeus.calpoly.edu>
Source record: 205400

I want to purchase a new Hard Drive that would be 100% compatible
with the ICD Link, and a normal 520ST.

Any Suggestions??

7569. Falcons arrived today

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 03:06:39 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1u1b7v$nhj@msuinfo.cl.msu.edu>
Source record: 205251

We weren't expecting them until next week... But they started arriving
at our store today. The 4meg/65meg units, that is.

Now I'm looking forward to a crush of new software. :)
--
=-=-=-

7570. Re: Word Writer Replacement Sought

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 03:13:24 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1u1bkk$vjd@msuinfo.cl.msu.edu>
Source record: 205252

cse0947@desire.wright.edu writes:

> I'm looking for a great word processor to replace my aging Word Writer.
>I have tried WordUp v3.0 and found it's interface to be rather cumbersome and
>its output to be not worth the investment. So besides WordUp what else is
>available for the ST and at what cost (approximately)?

You may want to give Calligrapher a try. You're looking in the $130 to
$230+ range, depending on which version you get. I guess the price
you pay will be determined by how important the art of word processing
is to you...
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

7571. uEmacs 3.12

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 03:19:06 UTC
From: cburke@nexus.yorku.ca
Message-ID: <cburke.738472746@yorku.ca>
Source record: 205282
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

MicroEmacs 3.12 has been out for about a month now (you can get the source all over the net as ue312dev.zip, for example from von-neum.uni-muenster.de in the directory /pub/Micros/Micro-Emacs), but I can't find a compiled version for the ST. Has somebody got one? If so, can you upload it someplace?

This is a bit urgent, because the version of 3.11 available on atari.archive and elsewhere has a very bad bug: if you try to save a file onto a full disk, it bombs.

Thanks,

--
//
// Carolyn L Burke // cburke@nexus.yorku.ca // 416) 604 2235 //
// Philosophy // YORK University // TORONTO, CANADA //
//

7572. Re: Piracy (was Re: Custo

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 03:24:03 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1u1c8j$ljk@msuinfo.cl.msu.edu>
Source record: 205253

hutch@bellman.lanl.gov (John Hutchinson) writes:

>The Atari CD-ROM was never actively marketed in the U.S. and to the best of
>my knowledge, is no longer available anywhere. I know it was available for
>a limited time in Australia and the UK, but I don't think it's available
>anywhere now. No matter as better and cheaper CD-ROM units for the Falcon's
>SCSI-2 port are available from a number of third party vendors now.

The PLI CD-ROM unit is now already in distribution. Since it is specifically
designed for use with a SCSI II port, it will require an ICD Link in order
to work on ST machines. It is capable of data, audio AND PhotoCD, so
(of course...) it's not gonna be cheap. But it IS available NOW.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

7573. Re: A decent PD space invaders anyone?

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 03:29:12 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.YHXTGNSTxBY@semprini.tdkcs.waterloo.on.ca>
Source record: 205305

In <C7EHGs.54H@ecf.toronto.edu>, AL RASHID SHAHIR writes:
> On the subject 'o' nethack, did you do that sound+graphics nethack? (Is this
> version it?) I've always loved nethack, but playing nethack always got a little
> dull after about 4-5 hours....(Same with all my Infocom text adventures....)
> I've never tried Nethack 3 though....(Nooooooo....don't flame meeeeee!!)

Warwick Allison was working on a GEM-based graphical NetHack (get out
those TTs and Falcons so you'll have a useful screen size at 16
colours!), I was going to add sound support if I had time...

Unfortunately, I haven't had time. I'll have to discuss things a bit
with Warwick, since I was using his code to create sounds... ;-) I
might be able to add the bits and he can incorporate it into his GEM
NetHack build.

--
------------------==------------------
.--. cherborth@semprini.tdkcs.waterloo.on.ca
(OS/2) The choice of a New Generation. Chris Herborth
`--'

7574. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 03:45:12 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.qj11TBKGZ_g@semprini.tdkcs.waterloo.on.ca>
Source record: 205306

In <1tj4rfINNihh@news.u.washington.edu>, Neuromancer writes:
>
> The camels back is about to be broken, fellow Atari users.
[...]
> Also, with all the bickering going on in every single ST
> newsletter/magazine/online forem/ad nauseum, I'm loosing faith in the average
> Atari user. Major downward spiral, and I'm loosing hope.

Isn't being a dealer and getting screwed by Atari over and over again
just wonderful? No wonder there are no dealers around here...

Am I the only one who's noticed the lack of Falcon040 information?
OVER A YEAR before the Falcon030 was announced, _full_ specs were being
posted to the 'net (too bad they left the 16-bit bus out of there). So,
if we take that example as "typical" for new Atari products, the
Falcon040 is WELL over a year away. Hmm, PowerPC chips should be cheap
and plentiful over a year from now. Well, at least they'll be
available, unlike the Falcon040...

Sure, we had a couple of messages about developers who had Falcon040 on
their resume's _months_ ago, well before even the first "Falcon030
availability" date. Atari's made no moves to provide us with a faster
machine, even something easy like a 33Mhz '030 machine.

Is the 16Mhz Falcon030 even available in Canada yet? It's almost June
(what, 8 months after "Falcon030's will be avilable in Oct/92!").

> I was wondering if anybody was interested in maybe drafting a letter for
> everybody to sign (i.e. attatch names and email addresses on the end) and Fax
> off to Atari Corp's management. I think (hope) something like that would help.
> Otherwise, I'll just get a PC and join the herd.

Don't join the MS heard, get OS/2... 2.1 is due June 14th, and RULEZ,
D00D. If you don't like it for some reason, at least you'll have a real
nice machine for running Windoze.
--
------------------==------------------
.--. cherborth@semprini.tdkcs.waterloo.on.ca
(OS/2) The choice of a New Generation. Chris Herborth
`--'

7575. Re: Monitors with a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 05:53:25 UTC
From: pauls@quando.quantum.de
Message-ID: <1993May27.055325.26388@quando.quantum.de>
Source record: 205257

In article <memo.261601@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>In article <13578@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
>>In <memo.253855@cix.compulink.co.uk> ogal@cix.compulink.co.uk (Ofir Gal) writes:
>>>A 15-40KHz will give you access to 640*480*true colour, while an SVGA can
>>>only do 320*240 in true colour.
>> ^^^^^^^
>> 320x480
>>All "240" line VGA modes are implemented by line-doubling (ie. actually
>>480 lines, but every second line is just a hard-ware copy of previous line),
>>therefore, "240" line modes use just as much resources as 480 line modes.
>
>That's true, but it's not really a usable resolution in my opinion.

OK, not for serious work. But for games it is useable! Remember the
old C64? Nearly all games used the resolution of 160x200 and looked
quite good...

But I believe most games will run in 320x200 TrueColor-Mode...

Bye,

Achim

(}----------------------{ Achim Pauls }----oOOo--()--oOOo----{)
( ) |||| (Liedbachstrasse 2) (QQ) ( )
( ) (QQ) (4750 Unna-Billmerich) |||| ( )
(}----oOOo--()--oOOo----{ pauls@quando.quantum.de }----------------------{)

7576. Re: Monitors with a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 05:55:26 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.264515@cix.compulink.co.uk>
Source record: 205261

In article <C7MoxL.FLB@hpbbrd.bbn.hp.com>, clausb@hpbbrd.bbn.hp.com
(Claus Brod) writes:
>
>What about overscan modes on such a monitor?
>
You can't overscan an SVGA, but there are some programs and hardware
add-ons to extend the resolution.

Ofir ogal@cix.compulink.co.uk

"I've gone to hundreds of fortune-tellers' parlors, and have been told
thousands of things, but nobody ever told me I was a policewoman getting
ready to arrest her."
-- New York City Detective

7577. ANYONE have OXYD for Falcon/TT ???

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 05:55:47 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13625@uqcspe.cs.uq.oz.au>
Source record: 205255

Could someone with the International version (has German, French, English, and more) of OYXD that uses the 640x480 colour mode of the TT and Falcon, or even the 640x400 mono mode, please upload a copy to atari.archive.umich.edu, or elsewhere, or just email a copy to me... I'm desperate. I want to order the dongle, but there isn't much point if all I have is the ugly 320x200 colour version!

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

7578. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 06:24:58 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13627@uqcspe.cs.uq.oz.au>
Source record: 205258

paul@isl.cf.ac.uk (Paul) writes:
>warwick@cs.uq.oz.au writes:
>>paul@isl.cf.ac.uk (Paul) writes:
>>
>>>I really can't believe that everyone thinks 600x480 is good.

>From what I've been told, I admit I haven't seen anything except the
>advertising blurb so far, it takes a few tricks to get these higher
>resolutions and at the cost of the number of colours displayed.

If all you've done is read a few bits of advertising, what makes you think
you're any kind of expert?

>Added to
>this is the totally different way of using these higher modes

Was this bullshit in the advertising too? The VDI in the Falcon is
quite capable of handling quite a few different modes, I think you
will find...

>With SVGA, you can put your card into as high a mode as it can
>and it STILL looks like a SVGA card to the software, you just get higher
>resolution graphics out of it.

Just as all Falcon graphics modes will still look like VDI to
GEM applications.

>>As far as graphics goes, the Falcon is superior to a plain SVGA card
>>(ie. no accelerator, not localbus), simply because of the FAR greater
>>throughput to the Falcon's video memory. How many SVGA cards have
>>4M of RAM on them? 14M?

>Some but not many, but in any case, this is totally irrelevant. The
>hardware on the falcon won't use more than 1M of ram because there's
>nothing it could do with any more than that.

Here's a very simple use:

Use double-buffered TrueColor 640x480.

That uses: 2 * 640 * 480 * 2 bytes = 1200Kbytes.

>you increase the resolution/no of colours. Virtually all svga cards sold
>today come with 1M which will give you 1024x768 @256 colours.

Not to mention that all these VGA, etc cards also have to find space
in that 1M for the graphics to transfer TO the screen if it is to
operate at high speed.

>Perhaps you can explain the FAR greater throughut argument a bit more.

An animation using delta-frame animation (which is very prone to large
differences in redraw-times for each frame) could use 10 600K frame buffers
if that suited the application.

>The falcon is a new machine and as such should be compared to hardware
>of equal age and price range. Therefore we are talking about a 33Mhx
>486, with a 1Mb SVGA card and quite possibly a local bus S3
>accelerated card.

Why compare anything? Why don't you take your 33MHx (that's 33 million
hacks applied to an 8088 chip) and just move along through the door
on your right.

Sorry everyone. I'll take this to advocacy.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

7579. Space Invaders Clone Revisited

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 06:32:59 UTC
From: beave@hardy.u.washington.edu
Message-ID: <1u1narINN519@news.u.washington.edu>
Source record: 205260

Due to continued requests for the Space Invaders clone I offered I thought it best that I post once again to inform anyone interested that it is available on atari.archive, or atleast should be soon. I am sorry if this is a problem for anyone, but many problems with my mail program not working on the other end and various bounced mail problems to boot I am not able to continue mailing it. Thanks for understanding and I hope you are able to play the game soon if you don't have it already. Again, my apologies!

--
Ted White
beave@u.washington.edu
University of Washington, Computer Science

7580. Re: .PNT converter ...

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 06:43:20 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1u1nu8INN576@news.u.washington.edu>
Source record: 205262

dud@stein.u.washington.edu (Dan Aylward) writes:

>> I was wondering if anyone has written a converter that converts from
>>some format (preferably .GIF or .JPG, but I'm not picky - .iff, .lbm, .lbx,
>>tiff, pict, whatever) to .PNT. I have lots of .gifs that I would like to
>>use as a background under Warp9 in my TT screen modes, but the only picture
>>converters I have will only convert to .pc? and .pi? etc. which are only
>>ST resolution file formats.

>The only one I know of that is currently available is Prism Paint itself.
>In about 2 months, Speed of Light 3.0 will be released, which will rock
>the ST/TT/Falcon graphics world... :) It will do the deed you desire.

Since 3.0 does do this as Dan said, but I'll not be releasing it for a
while, I'd be willing to convert any GIFs or JPGs to .PNT format for
anyone who wants to send me their favorite picture. I have no guarantees
about how soon, or even if you'll get it back, but give it a shot anyway.

I might even release the best desktops I get in a file on
atari.archive.umich.edu.

SO...SEND UUENCODED PICTURES TO BE CONVERTED OVER TO .PNT FORMAT TO:

stusoft@u.washington.edu

Thanks for the kind words Dan...

__
/ / Stuart Denman
/ / T U stusoft@u.washington.edu
\ \
\ \ O F T
/ /
/_/tm

7581. SPEED OF LIGHT VERSION 2.6 ON a.a.u.e

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 06:48:08 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1u1o78INN588@news.u.washington.edu>
Source record: 205263

Version 2.6 fixes some bugs with interlacing that 2.5 has. Interlacing
now works 100%. Just couldn't seem to get it right, but I figured it out!
Also it fixes an early low-memory bug that 2.5 had.

So, go out there and get it and let me know what you think!

__
/ / Stuart Denman
/ / T U stusoft@u.washington.edu
\ \
\ \ O F T
/ / Speed of Light is Shareware and (c) 1993, StuSoft.
/_/tm

7582. Re: Looking for new SPICE

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 07:31:55 UTC
From: ee90grb@brunel.ac.uk
Message-ID: <C7oCx8.9s@brunel.ac.uk>
Source record: 205264

Felix Rauch (XILEF@EZINFO.VMSMAIL.ETHZ.CH) wrote:
: A friend of mine asked my to look for the programm called 'SPICE' (which
: calculates electronic circuits or so) in a new version (he has one which is
: from 1989). He told me something that there should be a version with graphical
: user-interface.
: If anybody knows where I could get it (ftp), please e-mail me.
: Thanks in advance,
: Felix

I have a version of spice but it is pre 1989 i think and does not have
a graphical interface. If anyone knows of a later version then please let me
know either here or by email.

Thanks

Gareth Blades

ee90grb@brunel.ac.uk

7583. Re: Monitors with a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 08:25:43 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993May27.082543.29711@email.tuwien.ac.at>
Source record: 205266

In <1993May27.055325.26388@quando.quantum.de> pauls@quando.quantum.de (Achim Pauls) writes:

> In article <memo.261601@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
> >In article <13578@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
> >>In <memo.253855@cix.compulink.co.uk> ogal@cix.compulink.co.uk (Ofir Gal) writes:
> >>>A 15-40KHz will give you access to 640*480*true colour, while an SVGA can
> >>>only do 320*240 in true colour.
> >> ^^^^^^^
> >> 320x480
> >>All "240" line VGA modes are implemented by line-doubling (ie. actually
> >>480 lines, but every second line is just a hard-ware copy of previous line),
> >>therefore, "240" line modes use just as much resources as 480 line modes.
> >>
> >That's true, but it's not really a usable resolution in my opinion.

> OK, not for serious work. But for games it is useable! Remember the
> old C64? Nearly all games used the resolution of 160x200 and looked
> quite good...

> But I believe most games will run in 320x200 TrueColor-Mode...

Let's not forget that now that some people have discovered how flexible the Falcon030's VIDEL is, there can be practically *any* resolution one wants (on Multiscan monitors) within some boundaries, and I wouldn't be surprised if resolutions like 480x360 in TrueColour mode were used in games...

-MY

7584. 'Microsoft Mail' like software for ST? PD or Commercial

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 08:28:35 UTC
From: mode@csd4.csd.uwm.edu
Message-ID: <1u1u3jINN5co@uwm.edu>
Source record: 205265

Is is there anything out there like Microsoft Mail for the ST? Or any sort of graphical 'front-ends' for conencting and using mainframe?

I am not sure if I am explaining to well what I'm looking for...is there stuff I can run on my ST allowing me to use windows/icons/mouse/etc when logging onto the internet?

Thanks...

--

Daniel James Frederiksen
mode@csd4.csd.uwm.edu Milwaukee Wisconsin

7585. Re: Atari in Australia

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 08:36:27 UTC
From: msmith@flash.pax.tpa.com.au
Message-ID: <1u1uibINNobq@flash.pax.tpa.com.au>
Source record: 205268

tpearson@titan.trl.OZ.AU (Trevor Pearson) writes:

>hutch@bellman.lanl.gov (John Hutchinson) writes:
>> >This message is posted on behalf of a friend who has no Internet access
>>
>> While Atari's market share in Oz is much as it is everyplace else (poor),
>> there is indeed a strong Atari presence and at least one really good Atari
>> users group in Sydney, A.C.E. of NSW.
>>
>>
>There are many Atari user groups in Australia, just from memory
>Melbourne Atari computer enthusiasts
>ACTARI - ACT
>QUACE - Queensland
>GAUG - Geelong Victoria

Hey! You forgot us! AACC - South Australia - we're probably more active than the rest of them put together (*grins* - having been to a few ACE meetings anyway 8)

>The main dealer in Australia is Paragon Computers in Western Australia
>who provide a good level of support. I can't say the same aboutAtari or
>most of the other dealers. Some who have tried in the past are being
>given a hard time by Atari Aus over the new Falcon.

Paragon, whilst pretty good, are slowly being eclipsed by Multilearn, who are doing rather well indeed selling more falcons than they can get their hands on.

>Trevor.

mike
>>
--
// Mike Smith : msmith@flash.pax.tpa.com.au, michael smith, 3:800/842.0 \\
// The question "Why are the fundamental laws of nature mathematical?" then \\
// invites the trivial answer: "Because we define to be fundamental those \\
// laws of nature that are mathematical." - Paul Davies, "The Mind of God" \\

7586. Re: What Brand & Model# is a good H.D. for Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 08:57:42 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1u1vq6INN28r@golem.wcc.govt.nz>
Source record: 205269

In article <1993May27.022226.197407@zeus.calpoly.edu>, cwilliso@tuba.calpoly.edu (Chris L. Willison) writes:
> I want to purchase a new Hard Drive that would be 100% compatible
>with the ICD Link, and a normal 520ST.
>
> Any Suggestions??
>

1. GET TOS 1.4 its a MUST FOR HARD DRIVE USE..

2. Fit 2 megs of Ram, its almost imposible to use a hard drive with 1/2 meg..

3. ICD LINK adapter is for made up external SCSI drives for MAC's and PC's
fitted with the 50 way connector, its not ment for home brew hard drives..

For home brew drives use the AdSCSI and Plus for memory, the Plus has the
built in clock..

Have been there done that...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

7587. Hooking a CD-ROM to my Mega 4 ST

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 09:22:34 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93May27092234@hal.cerfacs.fr>
Source record: 205287
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have recently gotten a SCSI CD-ROM at the Computer Shopper in
London, UK. I vaguely remember that there were problems between Atari
software and modern CD-ROMs. And I seem to have a problem with mine]
My Mega 4 does not see the CD-ROM. Nevertheless, ICD's IDCHECK does
successfully communicate with it:

TOSHIBA CD-ROM XM-3401TA

So, I believe that it is correctly hooked up. I am using ICD Pro BOOT
6.0.8 together with MetaDOS 2. For these tests it is my *only* SCSI
device.

Any suggestions, anyone? I am currently at a loss.

Thanks,

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a rejuvenated Mega 4ST with TOS 2.06] Do I *really* want a Falcon/Next/Sun?

7588. Re: Stalker freaks out...

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 09:24:35 UTC
From: Winifred_Swatschek@mindlink.bc.ca
Message-ID: <24756@mindlink.bc.ca>
Source record: 205270

> Steve Wells writes:
>
> Could even be a loose SIMM board if you have any, in which case the
> drop-the-ST-onto-the-desk trick might fix it, but it doesn't do the
> internals much good otherwise!

Well, twisting the machine does the same thing as dropping it, but perhaps
with less shock/damage to the internals. :)

Win

--
a7739@mindlink.bc.ca

7589. Re: memory management

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 10:32:56 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <738498775.6810@minster.york.ac.uk>
Source record: 205285

In article <memo.257324@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>In article <1993May25.101913.25632@cs.ruu.nl>, avgroeni@cs.ruu.nl (Annius Groenink)
writes:
>>In <memo.248675@cix.compulink.co.uk> ogal@cix.compulink.co.uk (Ofir Gal) writes:
>>> TSRs and ACCs can use more memory then their actual file size.
>>
>>Do you know *any* program that does not use more memory than its actual file
>>size? That program would use no variables (writable memory) and would hence
>>be extremely simple.
>>
>Yes. The Overscan driver (OVRSCAN.PRG) is about 30k but only uses 12k of
>RAM. Other programs just set something and terminate. I have a program in
>my AUTO folder that sends a setup string to my printer. The file size is
>about 2k, but once it has terminated, it uses no memory at all.

My screen blanker, ST Blank (plus plug), attempts to use as little memory as
possible by overlaying its data areas with its initialisation code. After
all, once the installation is over the initialisation code isn't required
any more.

After initialisation, all that's left in memory are the various interrupt
and TRAP handlers and the buffers. If it weren't for the fact that ST Blank
needs to allocate a screenful of memory, it would take up less memory in the
machine than it requires on disk.

>Ofir ogal@cix.compulink.co.uk

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

7590. Re: Word Writer Replacement Sought

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 10:46:17 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <738499577.7101@minster.york.ac.uk>
Source record: 205286

In article <1tudh4INN958@news.u.washington.edu> dud@stein.u.washington.edu (Dan Aylward) writes:
>I have not tried using the PostScript much yet; I'm getting an HP LaserJet
>4 this summer though, so I'm sure I'll find out. CodeHead software is
>supporting it very well in the US. They've made some major changes
>(including to the postscript driver). It works fine under MultiTOS, and
>it doesn't need GDOS anymore. I tried the pre-CodeHead version before I
>bought this, and it was very buggy. I have yet to have a problem with
>this version.
>
>>3) Poor support -- first convince the author there's anything wrong, then
>>convince him that he ought to do something about it. I and others have had
>>many problems getting a satisfactory response.
>
>It seems the CodeHeads are allowed to do anything they want to it; I'm
>happy with the service and with the results of their tinkerings.

I get the feeling that I've not used the version you have! If the CodeHeads have a source licence, I'm sure it's a better product than the UK version (irony of ironies!)

>>I've used That's Write (V1.5 and V2) to write two large dissertations
>>(17,500 and 33,000 words, respectively) and have been very pleased with the
>>results. I cannot imagine getting either finished if I'd used Calligrapher.
>
>I've heard it's pretty good, but I've never seen it. I've read a few
>reviews, and I had the impression that Calligrapher had more features.

It depends on what sort of documents you write. Calligrapher is good for short, intricate documents with many different sizes and styles of text, fiddly layouts, many pictures etc. That's Write is oriented to long documents that have to look good but also be *consistent* -- that's the sort of thing I write.

>Dan Aylward
>dud@u.washington.edu

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

7591. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 11:15:36 UTC
From: jonesha1@ph.ic.ac.uk
Message-ID: <1u27solNN3mf@elvis.clinet.fi>
Source record: 205272

Hi!

Seeing as the thread seems to have tailed off now - I thought I'd post the summary I mentioned at the beginning... this is a list of the games that were mentioned - multiple votes are marked, and I have added any extra information that may be useful, where I can.

2 Galaxian {Sinister Developments have done this one recently }
2 Tempest {Tricky because of the controller...}
2 Missile Command
Phoenix
Risk {This one was done as PD for the ST, but subsequently withdrawn after complaints/legal threats from Parker Bros. who make the original board game. There are still versions available for other machines. Notably EGARisk on the PC, and a nice Mac one (or so I am told) }
Sinistar
Impossible Mission {Martin Frederiksen rightly points out that there *is* an ST version of this - but it is really awful. It is. It sucks. Lots. }
2 Manic Miner {Supposedly this was done, by someone for the ST and the Amiga, not too long ago, with revamped graphics, and a 'classic' mode, too, but I have never seen any review or mention of it}
Jet Set Willy
Herberts Dummy Run
Thing on a Spring
Hungry Horace {a clone of a pacman rip?? dear dear... :) }
2 Horace Goes Skiing
Horace & the Spiders
"Any Monty Mole"
Lunar Jetman
2 Skool Daze
Back to School
Rebel Star
Sabre Wulf
Nether Earth
Enigma Force
2 M.U.L.E
HERO
4 Ballblazer {This is available - just. I have it. It is called Masterblazer on the ST, by Activision, and it is quite nice - with a lot of extra frills and things - nice music too! :) I got mine for 3 quid - a bargain.}
3 Frogger {seriously? :) }

Neuromancer
Armor Alley
2 Lords Of Midnight
Tron/Lightcycles{There are *Several* of these (!) but they do all lack
that certain something...}
Eidolon
Operation Nexus
Pitstop II {Lotus I is very similar - and probably out on budget by
now... combine two threads by getting Lotus II, and
have a comms-link game too! :) }
2 Space Taxi
Way of the Exploding Fist {done to death since, but it was a good one}
Ace II
Pole Position
4 Archon { There may already be one, by EA...}
StarCon II
Racing Destruction Set {I loved this - except for the tape-load! }
Mazogs {and this one :) dunno how well it would go these days..}
Omega Race
Galaga
Pengo {I have this on a disk - presumably I got it from
atari.archive some time ago - a bit crusty though}
Encounter {There is Backlash, by Paul Woakes (Encounter's programmer)
which is similar - I never really played Encounter much. I
got this one for 3 quid too... }
Rescue on Fractalus
Trashman { I saw the speccy version - there was also a sequel
"Travels with Trashman" but it wasn't as good...}
Frantic Freddy
2 Trans Am
Montezuma's Revenge
Phantom of the Asteroid
Mr Do! { YES!!!! I have started on this - but I haven't quite
figured it out yet - I have the c64 version to work with
and the XMrIs source (xmris 3.0 is the thing to look for,
if you want it - quite impressive!). The sequel, (or one
of them), was done on the ST, called Do Run Run, and it
is diabolical. I paid 3 quid for that too, but I regretted
it....}
2 Seven Cities of Gold
Ant Attack { Got half an Ant Attack too - disk corruption and a loss of
interest stopped that... }
Cosmic Balance II
2 Aztec Challenge
Black Magic
2 Stellar 7
2 Great Giana Sisters
Jumpman
Gyrus
Castles of Dr Creep

2 Penetrator {see Hungry Horace :) }
The Sentinel { this is available for the ST. but the music (those
funny little chords) isn't as good as the c64 version!}
Skyfox
Choplifter
Centipede { Sinister Developments have done this. I personally still
prefer the CBM version I have, from years ago...}
Pacman { if you really want one - and this is kind of dubious,
I think HacMan II is probably still floating around.
Dave Bagget probably won't like me saying this one bit...
It *is* a very nice version though...}
Fort Apocalypse

and there you have it!

From the list, you can see that someone who manages to do a decent Archon-style game (not a clone, of course), would do very nicely. I don't know why - I have never seen Archon. Or MULE, which is another name that *always* comes up when old fogeys crowd around the fire talking about old games.

Ballblazer is popular, and if anyone can find somewhere that still has a few copies of Masterblazer , I'm sure people here would be grateful to hear about it.

The games I am looking at doing are Trans Am, and Back to School...
Trans Am, we feel we can improve and alter enough to be able to do -
a MIDI-linked version, allowing a 'duel' type of play, and moving to
Europe, are two changes we have already - obviously improved graphics
are another.

Back To School is really so unique, that to alter it would change it's flavour too much, so I am going to try and contact the author. I have this game at home somewhere, but at the moment I can't even remember the guy's name... does anyone know anything about him that might help us?

Another is RDS, which I loved on the 64, but really needed more memory and fast disks to be playable - if I can (a) work out how it works, and (b) get hold of the original tape version, I am interested in this, too...

Anyone else fancy taking something from the list?

Thanks to all who contributed,

Howie
--
Howard Jones, Dept. of Physics, | "For a small fee, I can install this here
Imperial College, London, UK | *green* button, to get you back down"
Internet: ha.jones@ic.ac.uk | - Daffy Duck
IRC: howie on #atari |

7592. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 11:36:00 UTC
From: e2nida3@etek.chalmers.se
Message-ID: <1993May27.113600.4096@etek.chalmers.se>
Source record: 205274

Ooops, the former entries disappeared.

But I'd like to contribute to all these old goodies games category:

Ports of Call or a similar game.

A REAL Kick Off, not that icky field in the background.

(We are DEEP into games that allow a lot of players to co-play and interact,
something which will be GREAT on Falcon, not on any PC 66MHz or whatever).

Niklas Danvind

a true freak in some areas.

7593. Re: Falcon Stos cancelled!

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 11:58:26 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1993May27.115826.20567@unix.brighton.ac.uk>
Source record: 205279

warwick@cs.uq.oz.au (Warwick Allison) writes:
> teh@unix.brighton.ac.uk (Tom Haines) writes:
>
> Why not use a LIBRARY! All this talk of inventing new languages to
> suit tiny little markets drives me crazy. Write a decent library
> in a proper language, and be done with it!
>
> No ex-STOS programmer is going to get a job writing STOS programs, are
> they - so learn a real language, use a library for that language, and
> give yourself some job opportunities.
>
> I don't really care if it is C++, C, Modula-2, Modula-3, LISP, Pascal,
> or whatever.
>
> Libraries are the solution. Not new languages whenever your field
> changes.
>
> (I'm talking to everyone, not Tom in particular)

I agree with your point, I my self programm in C, I can't stand STOS or AMOS, and I would dearly love to find some decent libraries for sound and graphics.

I how ever enjoy programming for programmings sake, I also wouldn't mind a job programming!

There are however lots of people who don't want to program. They want to be able to muck around with sound and animation etc. But if you use an animation package, for example, you are very restricted, often to the extent of having to view those animations with in that package. If you wish to go a little further and produce, say a game for example, or even just a demo, you really need a programming language, but learning c, especially off your own back, is not that easy!

AMOS/STOS type languages are a good compromise for those who don't want/need to learn a real programming language.

Sorry about the inept way I have just put this argument, but I'm in a hurry.

----------------Tom.

7594. postscript output from cubase

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 12:04:51 UTC
From: helper@castle.ed.ac.uk
Message-ID: <36410@castle.ed.ac.uk>
Source record: 205275

My friend has:

- an atari
- CUBASE music software

He wants to print laser printer quality music, my question is, can
CUBASE on the ATARI produce a postscript file which I could then print
on a postscript printer?

Arthur Wilson Telephone: 031-650 3323
Information Services Section Fax: 031-662 4809
Edinburgh University Computing Service email from EU: A.Wilson@ed
University Library from A.Wilson@uk.ac.ed
George Square from bitnet: A.Wilson%ed.ac.uk@UKACRL
EDINBURGH EH8 9LJ from UUCP: A.Wilson%ed.ac.uk@ukc.uucp

7595. A.A INDEX HELP..!!

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 12:05:55 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1u2ar3INN2q3@golem.wcc.govt.nz>
Source record: 205276
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

HELP....

Atari Archive...

I have the INDEX from A.A. but I am unable to work out
the Directory Paths of this File...

Applications Dtp Fonts pagestream: chancery.arc

Is it possible to have a better INDEX on A.A. one that lists/shows the Directory
paths correctly..

The way I read this INDEX, that the files is in

Applications/Dtp/Fonts/pagestream/chancery.arc..

But that is incorrect....???

Thanks...........

Roger.................. sheppard_r@kosmos.wcc.govt.nz

7596. Re: .PNT converter ...

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 13:01:39 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.738507647@rw8.urc.tue.nl>
Source record: 205277

dud@stein.u.washington.edu (Dan Aylward) writes:

>The only one I know of that is currently available is Prism Paint itself.
>In about 2 months, Speed of Light 3.0 will be released, which will rock
>the ST/TT/Falcon graphics world... :) It will do the deed you desire.

TruePaint by HiSoft will also load and save PNT files.

Erlend.

7597. HacMan II, Archon, MULE (was Re: Classic games - ideas wanted)

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 13:25:10 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1u2ffmINN5eg@life.ai.mit.edu>
Source record: 205278

In article <1u27soINN3mf@elvis.clinet.fi> jonesha1@ph.ic.ac.uk (Howard Jones) writes:
> Pacman { if you really want one - and this is kind of dubious,
> I think HacMan II is probably still floating around.
> Dave Bagget probably won't like me saying this one bit...
> It *is* a very nice version though...}

The last version I released is on atari.archive as hacmn215.arc. It should run on TT's and Falcons too. If people download it, play it, and like it ... great! I certainly don't mind anyone telling people about it; it's there to be played.

BTW, for those who may be wondering, there's no danger in having the game on your hard drive or archive site. Atari never demanded that I stop distributing it, they just threatened (vaguely) to sue me for something or other. They weren't too clear on what. If they decide to firm up their allegations and demand that I chase down copies of the thing, you'll certainly hear about it, so never fear. :)

>From the list, you can see that someone who manages to do a decent Archon-style
>game (not a clone, of course), would do very nicely. I don't know why - I have
>never seen Archon. Or MULE, which is another name that *always* comes up
>when old fogeys crowd around the fire talking about old games.

Some friends and I did some work on an Archon clone, including redoing all the art for 16 colors/320x200 and figuring out the (simple) AI and internals of the original, down to timing the shot regain times of all the different creatues.

We called Electronic Arts and asked them if they wanted a port to the Atari and they told us that there were no plans to port Archon or any other EA game to the ST. This was back in 1986 or so. We didn't ask them if we could release it for free. (Perhaps something they said dissuaded us from that; I don't really remember.)

As for M.U.L.E., the game is still "active" in some sense, since a Nintendo version recently came out. There have been stubborn rumors that Dan Bunten is developing "MULE 2000" for the PC now. (Funny how at one time putting 2000 after the name made it sound really futuristic; now it could just be the release date.)

Anyway, I seriously considered doing an Atari ST MULE port (even using the 4-joystick adapter for head-to-head play), and found out that Dan was *reputed* to be willing to allow ports for a percentage of the royalties. So if anyone wants to do a MULE port, you probably can, and you may even be able to get the original code to work from. Heck, if Dan has the rights himself you can probably sell it commercially.

MULE is a really amazing game. I'd have to say that I think it's probably the most well-designed computer game written to date. The blend of simple playability and emergent complexity makes four-player MULE a truly unique experience. It's worth buying an Atari 800 and MULE cartridge from Toad Computers for $50 or so just to try it.

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

7598. Re: memory management

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 14:21:00 UTC
From: Don_Maple@kr.maus.de
Message-ID: <A23971@KR.maus.de>
Source record: 205236

O>I have a program in my AUTO folder that sends a setup string to my printer.
O>The file size is about 2k, but once it has terminated, it uses no memory at
O>all.

TWO K to send a string to the printer!!! What a waste! No doubt a C program...
;-)

Down with C-issies! Long live assembler! ;-)

Don

PS Hi Ofir! So your're lurking around here as well, eh?

7599. Re: Falcon Stos cancelled!

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 14:28:00 UTC
From: Don_Maple@kr.maus.de
Message-ID: <A23972@KR.maus.de>
Source record: 205235

```
Z>It seems that the company 'GFA Systemtechnik' doesn't exist any longer, but
Z>a few programmers try to continue the developement of this language.

GFA does indeed continue to exist but they have migrated to the PC
platform (spit). AFAIK GFA-Basic was only licenced to Richter for
further development which is one of the reason why the name remains
the same.

Don
```

7600. Quick question: french phone system

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 14:53:21 UTC
From: wmagro@uiuc.edu
Message-ID: <C7oxCx.1Hw@news.cso.uiuc.edu>
Source record: 205280

For you guys in France:
Is the French phone standard the same as the US standard? I have a guy visiting from france who'd like to buy a US modem. Will it work?

Thanks!

--
William Magro NeXTMail welcome
wmagro@uiuc.edu

7601. Re: Falcon Stos cancelled!

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 15:05:47 UTC
From: m2_james@tomato.uwe.ac.uk
Message-ID: <1993May27.150547.375@pat.uwe.ac.uk>
Source record: 205336

In article <1993May24.180619.16794@unix.brighton.ac.uk>, teh@unix.brighton.ac.uk (Tom Haines) writes:
|> If they do ever get round to doing a Falcos (no chance of atari footing the
|> bill!) I hope it will be a totall re-write, ie not a line number basic.
|>
|> AMOS is far better than STOS, and I'm not talking about the commands, or
|> anything that an Amoeba owner could claim could not be done on an st, its
|> the basic language an editor of AMOS which are far superior to STOS.
|>
|> If they changed it into a decent language, ie a procedural basic, or better
^^^^^
Tom, what did you learn on the BTEC, hit yourself with a haddock......

|> still, if they based it on 'c' or pascal, cut down and simplified versions of
|> course (hide all the pointers etc!) if reckon they would sell a lot more.
|> Maybe they should get HISoft to market it, they seem to be commited to the
|> Falcon.
|>
|>
|> --------------------------Tom.

Mark.

7602. Re: Scheme on AtariSt

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 15:06:40 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1993May27.150640.28037@daimi.aau.dk>
Source record: 205281

ravanbod@nada.kth.se (Mehrdad Ravanbod) writes:

>Hi, does anybody know of a scheme implementation on ST who has an editor!
>Or does anyone know how can on get the xscheme to work with an outside editor
>like Tempus or to load files written in them.
>Thanks for any info!

I do not know of any, but there are workarounds, depending on your setup.

If you have lots of memory, I think the best solution will be to get MiNT and the MiNT aware emacs and run scheme through that. Lots of memory is at least 2 mega, I think. Emacs can run in 1Mb, but I doubt that you can squeze both MiNT and scheme in too, and you need MiNT to have multiple processes.

In less memory, or if you do not like emacs (silly you :-), I would recommend something like getting tempus or jove and a decent shell with job-control (such as tcsh), and keep both the editor and scheme running, suspending one with ^Z, and resuming the other with the fg command. More bother, but better than having to restart scheme and the editor on every fix. Jove may even have some ability built-in. I just recently found out accidentily (dont use it much myself) that it has some compilation support, so perhaps some clever Makefile hacking can help automate the process the start/resume-load-evaluate cycle.

The easiest way to get MiNT, is to get the distribution kit. It is really nice and automated, and I highly recommend it whatever solution you may find.

Christian Lynbech | Hit the philistines three times over the
office: R0.32 phone: 5034 | head with the Elisp reference manual.
email: lynbech@daimi.aau.dk | - petonic@hal.com (Michael A. Petonic)

7603. Re: Falcon Stos cancelled!

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 15:28:45 UTC
From: m2_james@tomato.uwe.ac.uk
Message-ID: <1993May27.152845.3877@pat.uwe.ac.uk>
Source record: 205335

In article <1993May27.115826.20567@unix.brighton.ac.uk>, teh@unix.brighton.ac.uk (Tom Haines) writes:
|>
|> I agree with your point, I my self programm in C, I can't stand STOS or AMOS,
|> and I would dearly love to find some decent libraries for sound and graphics.
|>
|> I how ever enjoy programming for programmings sake, I also wouldn't mind a job
|> programming!
|>
|> There are however lots of people who don't want to program. They want to be
|> able to muck around with sound and animation etc. But if you use an animation
|> package, for example, you are very restricted, often to the extent of having to
|> view those animations with in that package. If you wish to go a little further
|> and produce, say a game for example, or even just a demo, you really need a
|> programming language, but learning c, especially off your own back, is not that
|> easy!
|>
|> AMOS/STOS type languages are a good compromise for those who don't want/need to
|> learn a real programming language.
|>
|> Sorry about the inept way I have just put this argument, but I'm in a hurry.
|>
|> -----------------Tom.

This is very true, it is amazing how many people have trouble learning c without
and real expreiance of a procedureal lanuguage. Even some who seem competant in
one seem to have real trouble transfering there skills to c. This has always
baffled me I suppose c is not heavilly typed and will let you get away with
alot, ie: the compiler lets you get away with alot and if the syntax is correct
then comilation is usually succssful.
on the other hand 'basic' type programming lanugages are easy to understand and
use.

sorry about the spelling, I'm just crap at it !!!

Mark.

7604. Damaged Mega STe...

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 16:29:11 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993May27.162911.29758@email.tuwien.ac.at>
Source record: 205283

My Mega STe broke down about 4 months ago, and I haven't managed to find anyone who could fix it. I live in Vienna, and have tried the supposedly `best' Atari Dealer here ("Digi-Shop"), but I was told they couldn't find what the problem was, and that I should get a new motherboard from Atari. Atari Austria has been unable to provide me with one yet for all that time, so I'm looking for an alternative solution. So, the question is:

Who knows where to get a Mega STe motherboard, or where to get a Mega STe fixed (near Austria?). The Mega STe does nothing when switched on, sometimes when it hasn't been switched on for a while it draws a screen full of bombs (horizontally). I wouldn't be asking for help here on Usenet, but it seems that Atari Austria are unable to provide any customer support, or even support for registered developers (I am one). I'd like to hear some Atari employee's opinions about that by the way...

Sorry for wasting your time & bandwith!

Regards,
Marinos Yannikos (nino@vmars.tuwien.ac.at)

PS: Any help/hint is welcome...

7605. ST Action

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 17:05:44 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May27.170544.27608@newshost.lanl.gov>
Source record: 205284

Does anyone have the address (and preferably Fax number) of the UK Atari magazine, ST Action?

I'd really appreciate it if you could send it to me via email.

Thanks,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

7606. Re: A.A INDEX HELP..!!

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 17:42:01 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1343@usdtsg.DaytonOH.NCR.COM>
Source record: 205290
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1u2ar3INN2q3@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

re: Atari Archive...

>The way I read this INDEX, that the files is in
>
> Applications/Dtp/Fonts/pagestream/chancery.arc..
>
>But that is incorrect....???

Try capitalizing Pagestream. If I remember correctly, all
directories at atari.archive.umich.edu (under atari/) are capitalized.
The rest of your path looks right...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

7607. TT030 FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 17:45:33 UTC
From: bsin@eis.calstate.edu
Message-ID: <C7p5Bx.106@eis.calstate.edu>
Source record: 205291

```
FOR SALE: (ASKING $1600)

TT030 32Mhz with 32Mhz FPU

o TOS 3.6 with Multi-TOS
o 1.44MB Floppy Drive
o 2MB ST RAM
o PTC1426 14" Monitor

Comes with Orginal Boxes. Buyers pay shipping..

--
UUCP: bsin@eis.calstate.edu ,,,
UUCP: bing_sin@bdt.com (o o)
-----------------------------------------------------oOO--(_)--OOo
```

7608. Falcons in end users hands??

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 18:06:17 UTC
From: de500@cleveland.Freenet.Edu
Message-ID: <1u2vup$8ak@usenet.INS.CWRU.Edu>
Source record: 205288

So Atari is now shipping machines to dealers for sale! How many are they shipping. I hear that a dealer is lucky if they just get one machine! What's going to happen with those dealers that have 20 or more machines prepaid. I guess people will have to wait a few months. We want our Falcons now!! No we wanted them yesterday...

Jim Montoya
jmtech@gorn.echo.com

7609. Does anyone know where I can order a replacement mouse?

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 18:24:27 UTC
From: mode@csd4.csd.uwm.edu
Message-ID: <1u310rINNa4q@uwm.edu>
Source record: 205289

Having trouble finding someone with a used or new Atari mouse to sell! I really need one! Does anyone know of a dealer or someone who sells them? Mail order? Thanks...

--

Daniel James Frederiksen
mode@csd4.csd.uwm.edu Milwaukee Wisconsin

7610. binhex format?

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 18:52:53 UTC
From: ggreenbe@rodan.acs.syr.EDU
Message-ID: <1993May27.145253.20814@newstand.syr.edu>
Source record: 205293

Just out of curiosity, is there any utility out there that
will encode and/or decode into/from the 'binhex' file format
used on macs?
--Gerry
ggreenbe@rodan.acs.syr.edu

7611. re: help with LINK

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 19:28:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A56170@K.maus.de>
Source record: 205202

>The LPS drives do not have a jumper for parity (Atari does not use the
>parity bit). Parity can be set on/off via software ONLY if

Nonsense. The LPS drives do have a parity jumper (labelled EP). The Quantum ELS drives do not.

The problem with the non-recognized The Link might be gone once the EP jumper is removed from the drive.

7612. Re: Civilization on a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 19:31:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A56171@K.maus.de>
Source record: 205201

>Has anyone succesfully ran Civilization on a Falcon? And if so, how did you
>do it(system configuration, TOS version etc...)

I did, off the original disks.

Two problems:

- Hard disk installed version bombs immediately.
- Color setup is wrong (Anyone ever seen a pink universe?)

F030 4/65, TOS 4.02.

bye, Peter

7613. Re: A.A INDEX HELP..!!

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 19:49:41 UTC
From: bhawker@ham.almanac.bc.ca
Message-ID: <iX584B1w164w@ham.almanac.bc.ca>
Source record: 205295
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@kosmos.wcc.govt.nz writes:

> HELP....
>
> Atari Archive...
>
> I have the INDEX from A.A. but I am unable to work out
> the Directory Paths of this File...

[stuff deleted]

> The way I read this INDEX, that the files is in
>
> Applications/Dtp/Fonts/pagestream/chancery.arc..
>
>
> But that is incorrect....???
>
>
> Thanks...........
>
>
> Roger.................. sheppard_r@kosmos.wcc.govt.nz
>
>

Try Applications/Dtp/Fonts/Pagestream/chancery.arc
^
I requested (and received) this file last week. What I have found out
about the index, is that you must capitalize all directories and
subdirectories, while leaving files lower case.

Fun, huh ?? :-)

<< Bruce >>

bhawker@ham.almanac.bc.ca Ladysmith B.C. 604-245-5531

Putting smokers and non-smokers in the same room is like having a
urinating and a non-urinating section in a swimming pool - Ross Parker

7614. RDE Version_4 (sent to a.a.) can remove ramdisks in ANY order.

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 19:58:52 UTC
From: wabe@ukc.ac.uk
Message-ID: <4510@eagle.ukc.ac.uk>
Source record: 205294
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

RDE (Version_4) - Significant upgrade on RDE_Version_3.
~~~~~~

(Distribution to the Public Domain

by kind permission of

Mark Williams Company)

Hot on the heels of my last submission of RDE (Version_3), comes Version_4 with the very significant upgrade that loaded RDE/RDY ramdisks can now be removed (dropped) IN ANY ORDER WHATSOEVER. The restriction of "Last in First Out" that ALL previous versions of RDE/RDY have had is now lifted. Otherwise this has ALL the features of Version_3 and is FULLY compatible with all previous RDE/RDY ramdisks and saved ramdisk files. Unlike Version_3, I've packed RDE Version_4 with the ICE (v_2.4) packer which is MINT-compatible. You can unpack it with Marinos Yannikos' NAUGHTY unpacker if you like.

Why did I submit Version_3 a week or so ago if I was working on this? Well, I WASN'T WORKING ON IT! - and the idea only occurred after the latter was submitted. I was also led to believe that this could not be done within TOS - but I persevered out of interest. After finding out by "trial and error" about OEM cruft links and the way TOS boots-up its hard disk partitions I finally could see how this (very desirable) feature could be incorporated. For those who prefer to have as much RAM as possible and work with utilities installed on RDE ramdisks (like me!) this will make life much easier.

For example, I could be writing a paper within my SIGNUM2 ramdisk when I find I need to finalise some data analysis with Fortran. So I wish to load my RDE FORTRAN installation but, da*?*n it, I had forgotten to remove that CALAMUS ramdisk installation I was previously working with BEFORE loading the SIGNUM2 one and now there is no room for the FORTRAN one as well on my 4 Mbyte machine. With Version_4 it becomes possible to get rid of that CALAMUS ramdisk I've finished with to make room to load the FORTRAN without disturbing the SIGNUM2 installation at all (Of course - there will be a warm reset - so you must save your document to file on the ramdisk first - come to think of it you'd HAVE TO anyway with SIGNUM2 as it does not allow the execution of external programs from within itself.

I'm sure that other RDE users can see similar benefits. This now makes me extremely envious of Falconers and TT'ers with 32 Mbytes or so. (Thanks to Ofir Gal who has verified that Version_3 works OK on a Falcon.) They could install huge applications (given that Version_3 removed the bug
~~~~~~

that previously had limited RDY ramdisks to no bigger than about 2036 kb) or a huge number of smaller applications simultaneously. I must get one of those Falcons..... but with Maximum RAM as a PREREQUISITE so that I can defragment whole Hardisk Partitions (<= 16 Mbytes) in safety on a huge suitably configured RDE ramdisk in a few seconds (minutes?) only. The only risk is in "sector copying" the defragmented ramdisk (with DFT.TOS) back to the Hardisk Partition. But this should be QUICK (few seconds) and you'd have to be unlucky indeed for the electricity supply to fail during that time!!

My apologies to the archivists for bothering them again so soon after Version_3 was downloaded. But I guess they must be used to this phenomenon for I know of few authors who can discipline their minds not to continue thinking about the task that's occupied a hefty % of their "thinking time" for the previous few days - so if further good ideas occur to them....!! I guess this must be a phenomenon well-known to software archivists & justifies an appropriate "delay-time" before submissions are archived that sometimes annoys "over-keen" authors.

For the curious, RDE ramdisks install themselves at the top of memory and decrement PHYSTOP to allow space. Removing a previously loaded ramdisk leaves the "stack" fragmented - and it is necessary to pull its tail up to fill the gap. However you must do this in a way that TOS will not complain about and plunge your machine into utter darkness out of which re-birth (i.e. a cold boot) is the only solution. This involves monitoring the values of several "vectors" held within RDE's bootsectors to take into account the ensuing change of addresses of the routines these vectors point to as well as altering in a different way the cruft-link pointers that RDE uses to "find" its disks etc. etc. Anyway now I've got the sums right - the whole operation happens usually within about a second and reliably.

There are a few minor quirks. If you remove your "booting" ramdisk then, after a warm reset, booting defaults to A:\ (all this assumes you do NOT make your Hardisk (if any) self-booting from C:\ - Rather Harddisks MUST be woken up AFTER the ramdisks have loaded - preferably from a prog. such as AHDI in the AUTO folder of a "booting" RDE ramdisk (see IQ_BOOT the intelligent booting sourcecode for a tailored booting program that I sent with Version_2 of RDE last year). If subsequently you reload your booting ramdisk off A:\ you will get a normal "loading" warm reset usually followed (at least with ICD Harddisks) by another warmreset after which your booting ramdisk will take over control. There is nothing to worry about in this - it is normal and your data should be intact. HAVING SAID THAT I EMPHASIZE THAT NEITHER I (nor Mark Williams Co. who developed the original RDY) CAN BE RESPONSIBLE FOR ANY LOSS OF DATA, ACCIDENTS ETC. THAT MIGHT ENSUE FROM THE USE OF THIS SOFTWARE. THIS SOFTWARE IS NEW! AND, AS SUCH, SHOULD BE TREATED WITH CARE (but it's passed all my tests so far - wabe).

W. Alan B. Evans.
[wabe@ukc.ac.uk] - May 27th 1993.

7615. Taipan.

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 20:20:45 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C7pCIM.1LK@ecf.toronto.edu>
Source record: 205292
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Has anyone ever compiled Taipan for the ST??

Thinking it was the same "Taipan" that was released for the Apple2 family
a looooooong time ago, I bought a PD (or was it Shareware) disk with the game
"Taipan" on it (This was at ACE in Toronto last year - off TAF, I'm sure).
However, the proggy was in GFA Basic so I couldn't play it (bah!)...
Anyway, having gotten a PD version of GFA (off a STformat CoverDisk) for the
express reason of compiling the blimmin game, I was knackered when it didn't
compile at all!!!

Can anyone help me out here? If it's okay, I'll even post up the source....
if any of you want to have a go at compiling it! :)

Posting's or e-mail appreciated.

Vaya con Dios,
AcEzE.
--
.sig deleted by lousy, stinkin, dirty, rotten and utterly PARANOID sys admin!

7616. Re: postscript output from cubase

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 20:26:23 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.266041@cix.compulink.co.uk>
Source record: 205297

In article <36410@castle.ed.ac.uk>, helper@castle.ed.ac.uk (A Wilson) writes:
>
>He wants to print laser printer quality music, my question is, can
>CUBASE on the ATARI produce a postscript file which I could then print
>on a postscript printer?
>

Not as far as I know.

Ofir ogal@cix.compulink.co.uk

"I've gone to hundreds of fortune-tellers' parlors, and have been told
thousands of things, but nobody ever told me I was a policewoman getting
ready to arrest her."
-- New York City Detective

7617. Re: Hooking a CD-ROM to my Mega 4 ST

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 20:57:44 UTC
From: bjgrier@bnr.ca
Message-ID: <C7pE89.JKD@news.rich.bnr.ca>
Source record: 205310
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <RALPH.93May27092234@hal.cerfacs.fr>, ralph@cerfacs.fr (Ralph Sobek) writes:
|> I have recently gotten a SCSI CD-ROM at the Computer Shopper in
|> London, UK. I vaguely remember that there were problems between Atari
|> software and modern CD-ROMs. And I seem to have a problem with mine!
|> My Mega 4 does not see the CD-ROM. Nevertheless, ICD's IDCHECK does
|> successfully communicate with it:
|>
|> TOSHIBA CD-ROM XM-3401TA
|>
|> So, I believe that it is correctly hooked up. I am using ICD Pro BOOT
|> 6.0.8 together with MetaDOS 2. For these tests it is my *only* SCSI
|> device.
|>
|> Any suggestions, anyone? I am currently at a loss.
|>
|> Thanks,
|>
|> --
|> Dr. Ralph P. Sobek
|> ==
|> Got a rejuvenated Mega 4ST with TOS 2.06! Do I *really* want a Falcon/Next/Sun?

What are your settings in your config.sys file? (bet most of you never thought you'd here that in reference to an Atari!) Make sure that the hardware driver points to the SCSI address of your CD drive, and the software driver points to the hardware driver. It's a messy file but it works. Also make sure that you are using the hardware driver from ICD not Atari. The Atari driver has some problems with brands other than Chinon and Sony.

I can switch my CD-Rom, Chinon 431, from my SCSI to my DMA port this weekend, and get back to you with the results. I'll send you a copy of my config.sys.

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________|_____________________________________
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

7618. Re: 'Microsoft Mail' like software for ST? PD or Commercial

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 21:03:31 UTC
From: wilsont@rahul.net
Message-ID: <C7pEHw.EGn@rahul.net>
Source record: 205296

In <1u1u3jINN5co@uwm.edu> mode@csd4.csd.uwm.edu (Daniel James Frederiksen) writes:

>Is is there anything out there like Microsoft Mail for the ST? Or any sort
>of graphical 'front-ends' for conencting and using mainframe?

>I am not sure if I am explaining to well what I'm looking for...is there
>stuff I can run on my ST allowing me to use windows/icons/mouse/etc when
>logging onto the internet?

I'm working on one, (plug plug), it'll be able to do quite a bit of what you
want with out a unix-side server. But if you can compile the server portion
of it, it will allow multiple shells, and background downloading.

The server won't really be a problem to compile (unzoo and make) but I'm
not sure of all of the various systems out there. (VMS for example)

It will include an editor, It will use the clipboard, it'll have an adress
book, A FTP directory, etc etc.. and many more secret features :)

There will also be a BBS version that will allow for us with BBS'es,
Genie and delphi.

--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
Bring back the right hand Joystick for home gaming!

7619. Re: PRICE

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 22:32:09 UTC
From: ken@isgtec.com
Message-ID: <4824@isgtec.isgtec.com>
Source record: 205302

In article <1ttbsg$7g4@charm.magnus.acs.ohio-state.edu> jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) writes:
> > What exactly does $1400 get you? This isn't a flame, but I'm curious
> > to know how "decked out" a falcon would be at that price point. I'm
> > curious since I would like to compare it in my own mind to the
> > Apple Centris 610 and IIvx line as well as a 486 box.
>
> Off the top of my head, you get 4 MB memory, 65 MB IDE hard drive,
> Windowing environment, mouse, 15 pin joystick ports, SCSI II, serial, parallel,
> MIDI, DSP, stereo in, stereo out, VGA, Atari Works, SpeedoGDOS, 16 MHz 68030,
> processor direct slot, BLiTTER, LAN, 1.44 MB floppy, MultiTOS.

Going by Canadian prices anyway, the Mac Centris 610 and IIvx are quite a
few hundred bucks above the Falcon range. A great Mac in the same price
range is the LC3. You can also currently get good deals on the (I believe
now discontinued) IIvi, if you want the built-in CD-rom.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

7620. *** Would Like Info/Recommendations for TOS Upgrade ***

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 22:38:57 UTC
From: M14563@mwvm.mitre.org
Message-ID: <16BDB10641.M14563@mwvm.mitre.org>
Source record: 205298

Hello,

I am a fairly new Atari user and am interested in upgrading my 4MB 1040STe
from TOS 1.0 (1985) to a more recent version. First, I would like to knowif
any one knows the release dates and release numbers of the available versions
of TOS. Second, I would like to know if anyone can recommend a version
of TOS to upgrade to. (By the way, I borrowed a 1MB 1040STf from a friend
which had a TOS date that was more recent than mine, (Under Desktop info,
the TOS dates were 1986, 1987 -- I am assuming these dates correspond to
a given version of TOS; please advise). I noticed that I could run a certain
game(s) on his machine that would not work on mine. I know that this could
be due to the fact that the game can not run on a 4MB machine, (one game is
SDI and it *bombs* (2) very early in the game on a consistent basis) but since
I am running my machine under TOS 1.0, I thought that it would probably be
beneficial to go ahead and upgrade the TOS to a more recent version and then
clasp my hands and hope that games/software that could not run previously
on my machine would run under the new version. (Oh, one other thing...
SDI will not run on my machine even if a RAMDISK has been defined.))

So, if anyone could give me a list of release dates and the corresponding TOS
version numbers and/or recommendations for a stable, reliable TOS version to
upgrade to I would be *most* appreciative. 8-) You may thread your responses
to this posting, (which I would *prefer* in the long run) or you may send
responses directly to me at:

etcoles@mwvm.mitre.org

Thank you so very much for any and all help! Take care and God bless!
Ciao! 8-)

7621. Re: Falcons in end users hands??

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 23:46:20 UTC
From: de786@cleveland.Freenet.Edu
Message-ID: <1u3jsc$dc4@usenet.INS.CWRU.Edu>
Source record: 205299

I've waited 3 months for 3 months hearing ,"they're here" so many times I can't count.Ordered a 486 today and amreading my Dos 6 manual.Too bad for them...

7622. atari stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1993-05-27 23:52:25 UTC
From: sie_0026@bigdog.engr.arizona.edu
Message-ID: <1993May27.235225.25348@organpipe.uug.arizona.edu>
Source record: 205317

Leaving the computer world...gotta pay those bills.

1 atari 520 st w/1 meg, 1 dsdd external drive, and pcditto II installed

$150 obo

1 sm124 mono monitor...works but needs repair....$25 obo

1 sm1224 color monitor made by goldstar works great...asking $150 obo

email sie_0026@bigdog.engr.arizona.edu

or call Glen Ingebretson at 602-795-7633

7623. Re: Monitors with a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 00:03:34 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.MTLPydTOhGk@nasim.sta.sub.org>
Source record: 205312
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

seibert@Informatik.TU-Muenchen.DE (Ewald Seibert) writes:

>You'd better get one without 15 kHz. Only one programm (CEBIT93.PRG) isn't
>able to run on a TV (silly thing as ATARI hasn't any RGB-adaptors yet) - all
>the others only need the compatible screen-memory.

The CEBIT93 Demo works fine on TV if you plug the SM124(etc.) adapter
into the monitor port as dummy. The programmers of CEBIT93 were just too
silly to ask for the TV - maybe they didn't know TV is nearly the same
as RGB.

The SM124 adapter is available here in Munich for DM 30 (~US$20).

Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

7624. Re: .IMG ---> .PC3

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 00:12:50 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.kwZKO06x2WQ@nasim.sta.sub.org>
Source record: 205313

moffatd@dcs.glasgow.ac.uk (Darren J Moffat) writes:

>paetau@mits.mdata.fi (Rasmus Paetau) writes:

>>Would anybody happen to know how I can convert monochrome IMG format
>>fraphics files to compressed Degas (.PC3)? Help is very much
>>apperciated!

>Try useing PicSwitch (0.7) from your local ftp site /fav PD catalog.
>It will convert most ST formats and also does Mac Paint PICT format !

I always thought every Atari user has GUCK 1.8 installed. Doesn't seem
so.

GUCK is a very fast Fileviewer for the desktop. If you double-klick on
any non-executable file it will allow you to browse through the file
with both mousebuttons (up/down). Pressing both mousebuttons will exit
the viewer. 'p' prints the file via the wordplus printer driver. 'f'
searches for text.
If a picture is detected (IMG, GEM, PI?, PAC) it will be shown. If you
get a big IMG you can move through the image with the mouse(!) very
fast. You can save the picture as a PI? if you want.
GUCK does not need *any* memory because it's called if you double-klick
on the file. GUCK is installed in the desktop.inf/newdesk.inf. GUCK
works on all ST/STE/TT/FALCON without MultiTOS.

Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

7625. Re: Info on Mint

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 00:13:56 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.XaRKwc1irCw@nasim.sta.sub.org>
Source record: 205314

jam@uni-paderborn.de (J. Wegner) writes:

>There ar some (a number of) compilers which should do the work. I tried it
>out with the GNU-CC (gcc-2.3.1) on a 3-Meg-Byte ST (1040STf). But it was
>mentioned in the readme-section that Lattice and another compiler (I can't
>remeber it's name) will work.

Sozobon and Pure C are also supported.

>If you want to compile MiNT1.04, you need nothing but the sources
>and the (a) c-compiler. But to take advantage of MiNT's multitasking-
>features, you might need a shell, and toswin.acc (or stuff like that: e.g.
>mw ...). It might also be a good idea to ftp a copy of the mintutils which
>were posted once with the MiNT0.95-release.

You will need the MiNT-Libraries (mntolbnn.zoo and mntincnn.zoo; nn=30
now). You will need xstrip.ttp from the archive utlbin33.zoo. And you
will need prgflags.ttp(prg) from Atari. The actual version of 'make' is
3.63 (Atari PL2!). Edit the makefile and look for '-DONLY030 and
'-DMULTITOS'. Then you can type make without an error.

If you want to use the mintultils you should recompile them with the PL30
Libraries. If you want to recompile 'top.ttp', you have to compile the
curses from the archive 'mntlibnn.zoo'.

BTW: Is it possible to compile the MiNT Libraries under plain TOS?

Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

7626. Re: Multi-player games using MIDI or RS-232?

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 00:15:10 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.ZgSW7CimEa6@nasim.sta.sub.org>
Source record: 205315

nikhan@erix.ericsson.se (Niklas Hanberger) writes:

>MidiMaze I and II (MIDI of course, works wonderfully, very fast. From an
>Atari ST User cover disk, I think)

Midimaze III will be available soon! I got a nice playable beta version.
It will support RS232 *and* MIDI so you can connect up to 32 STs!!

The beta relaese does not work on my FALCON, does no longer support
b/w-mode and is Joystick only.

Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

7627. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 00:49:38 UTC
From: mbaffoni@skat.usc.edu
Message-ID: <1u3nj2$7g1@skat.usc.edu>
Source record: 205300

In article <memo.262976@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:

>The Falcon does use CPU memory for Video and is very slow at 256 colours.
>However, NVDI (software accelerator) speeds up the graphics by a factor
>of 2 to 10, depending on what VDI function is used. Text output for
>example is 9 times faster.

Are you saying that they now have a Falcon-compatible NVDI now?
Cool!!!! What are the speeds compared to ST-med/ST-mono?

>Ofir ogal@cix.compulink.co.uk
>
>The best defense against logic is ignorance.

-MikeB

7628. Has anyone gotten XYZ202B to work right under Mint1.04?

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 01:31:05 UTC
From: mbaffoni@skat.usc.edu
Message-ID: <1u3q0p$bg0@skat.usc.edu>
Source record: 205301

Hi all,

I was running XYZ202B under MiNT1.04 and, although it works, it hogs the machines resources so much (at 2400bps) that it is impossible to open windows or even get at the control panel to use the Mint controller to change Nice levels. Is this normal behavior for just running XYZ202b with out any change to its nice level (I run it from CoNnect)? I notice that when I run it from normal TOS (no MiNT) the progress update is quick, whereas under MiNT, it updates the screen every 20-30 secs by quickly writing all the screen output it missed, then goes back to looking "locked up" then it does a screen catchup again.

This isn't a big problem as I can just boot without MiNT and run it, I was just curious.

Thanks,

MikeB

7629. Re: Monitors with a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 02:14:56 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13638@uqcspe.cs.uq.oz.au>
Source record: 205303

ogal@cix.compulink.co.uk (Ofir Gal) writes:
>warwick@cs.uq.oz.au (Warwick Allison) writes:
>>ogal@cix.compulink.co.uk (Ofir Gal) writes:
>>
>>>A 15-40KHz will give you access to 640*480*true colour, while an SVGA can
>>>only do 320*240 in true colour.
>> ^^^^^^^
>> ^^^^^^^
>> ^^^^^^^
>> 320x480

>That's true, but it's not really a usable resolution in my opinion.

320x200 was used by thousands of ST games with no problem.

If you're saying the aspect ratio is the problem (which I guess you must,
since you suggested 320x240 was useful), then consider that all an application
needs to do is have X-coordinates (or double Y coordinates), and give
graphics elements a 1:2 aspect ratio, and everything is sweet again.

The biggest drawback of 320x480 mode is the "320" - that's only 40 columns
of 8-pixel-wide-font text.

Check out the difference between 320x240 pictures and 320x480 pictures -
I've done this with TT-low (320x480x256), and the 480 lines makes all
the difference.

Anyway, the fact remains that "SVGA can only do 320*480 in true colour."

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

7630. Looking for Compute book

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 02:16:32 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <0Tm94B1w165w@ersys.edmonton.ab.ca>
Source record: 205307
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am looking for the following book, "Compute's Guide to GEM Programming, Volume 2: AES". If anybody knows where I can locate this book, please e-mail me. The book was published by Compute Magazine (Publishing).

Adv/Thx/ance,


```
=========================================================================
| Gregeory C. (Greg) Granger | |
| (GGranger@Ersys.Edmonton.Ab.Ca) | "If only you could see what |
| 5516-190A Street | I've seen with your eyes." |
| Edmonton, Alberta T6M-2L3 Canada | |
| +1 (403) 483-2049 / 481-5110 | - Roy Batty, _Blade Runner_ |
=========================================================================
```

7631. Re: Atari in Australia

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 02:23:16 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13639@uqcspe.cs.uq.oz.au>
Source record: 205304

msmith@flash.pax.tpa.com.au (miff) writes:
>tpearson@titan.trl.OZ.AU (Trevor Pearson) writes:

>>QUACE - Queensland

That's "QACE" for anyone writing them down.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

7632. Re: Loosing hope

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 04:15:05 UTC
From: phruby@ucrengr
Message-ID: <31828@galaxy.ucr.edu>
Source record: 205308

>> Otherwise, I'll just get a PC and join the herd.

>Don't join the MS heard, get OS/2... 2.1 is due June 14th, and RULEZ,
>D00D. If you don't like it for some reason, at least you'll have a real
>nice machine for running Windoze.
>--
>------------------==------------------
> .--. cherborth@semprini.tdkcs.waterloo.on.ca
>(OS/2) The choice of a New Generation. Chris Herborth
> `--'

No, don't join the OS/2 heard, get Linex w/x-windows... it's FREE!!!!

7633. Re: Has anyone gotten XYZ202B to work right under Mint1.04?

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 04:56:48 UTC
From: wilsont@rahul.net
Message-ID: <C7q0Eo.4IM@rahul.net>
Source record: 205309

In <1u3q0p$bg0@skat.usc.edu> mbaffoni@skat.usc.edu (Michael Baffoni) writes:

> Hi all,

> I was running XYZ202B under MiNT1.04 and, although it works, it hogs
>the machines resources so much (at 2400bps) that it is impossible to open
>windows or even get at the control panel to use the Mint controller to change
>Nice levels. Is this normal behavior for just running XYZ202b with out
>any change to its nice level (I run it from CoNnect)? I notice that when I
>run it from normal TOS (no MiNT) the progress update is quick, whereas under
>MiNT, it updates the screen every 20-30 secs by quickly writing all the screen
>output it missed, then goes back to looking "locked up" then it does a screen
>catchup again.

Whoever programmed Xyz.ttp stuck the darn thing in supervisor mode!
Supervisor mode doesn't multitask, since its only really supposed to be used
for changing not-so-often-changed system varibles.

I picked up rz.prg and sz.prg, they don't seem to support all of the standard
zmodem commandline options (download to a path, recover from crash) etc,
they do multitask nicely. I get the normal 230-240 cps and I can do other stuff
(shell, edit a file with edhak) with no loss of characters and what not..
on my stock 8mhz STe.
They also don't run in a window, so they dirty the desktop with 'bytes
received: xxxx'

sigh I guess we can't have it all yet...

As another plug for Me (Dark Oak software), I got a zmodem transfer 'skeleton'
right now working, no windows etc, but it *is* compiled with mintlib.

When I get it working right, i'll let you all know.
--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
Bring back the right hand Joystick for home gaming!

7634. Re: postscript output from cubase

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 09:06:30 UTC
From: djs@jet.uk
Message-ID: <1993May28.090630.3269@jet.uk>
Source record: 205319

In <36410@castle.ed.ac.uk> helper@castle.ed.ac.uk (A Wilson) writes:

>My friend has:

> - an atari
> - CUBASE music software

>He wants to print laser printer quality music, my question is, can
>CUBASE on the ATARI produce a postscript file which I could then print
>on a postscript printer?

If you only want laser printer quality, then you don't need PostScript. Cubase comes with an SLM804 laser printer driver. Hopefully, it also comes with a LaserJet driver, although I do not have my ST at hand to check.

PostScript is obviously useful if you want to print at better-than-laser quality, but the current ST version of Cubase has no such driver. The Mac version does have a driver that can produce PostScript or Encapsulated PostScript, the latter being very useful for finishing your manuscript with a real dtp package.

Cubase is soon to be replaced by Cubase Score, apparently, which has more sophisticated scoring facilities. Maybe it will have a PS driver? Try contacting the UK distributors, Harman Audio. I do not have their number to hand, but try Directory Enquiries; Harman Audio are in Slough.
--
+---+
| David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028 |
+---+
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

7635. Re: Hooking a CD-ROM to my Mega 4 ST

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 09:43:05 UTC
From: julian@math.uni-muenster.de
Message-ID: <1u4mr9$13pb@obelix.uni-muenster.de>
Source record: 205311

In article 93May27092234@hal.cerfacs.fr, ralph@cerfacs.fr (Ralph Sobek) writes:
> I have recently gotten a SCSI CD-ROM at the Computer Shopper in
> London, UK. I vaguely remember that there were problems between Atari
> software and modern CD-ROMs. And I seem to have a problem with mine!
> My Mega 4 does not see the CD-ROM. Nevertheless, ICD's IDCHECK does
> successfully communicate with it:
>
> TOSHIBA CD-ROM XM-3401TA
>
> So, I believe that it is correctly hooked up. I am using ICD Pro BOOT
> 6.0.8 together with MetaDOS 2. For these tests it is my *only* SCSI
> device.
>
> Any suggestions, anyone? I am currently at a loss.
>
> Thanks,

As far as I know, this CD-ROM has to be initialized to 2048-bytes/block mode.
Color Concept (makers of the Photo CD software) are shipping an auto folder
program for that.

Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster (from July, 1st: D-48161)
eMail: julian@math.uni-muenster.de, jr@ms.maus.de

7636. Re: ST Action

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 10:27:35 UTC
From: ortega@cactus.org
Message-ID: <1993May28.102735.18471@cactus.org>
Source record: 205318

In article <1993May27.170544.27608@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>Does anyone have the address (and preferably Fax number) of the UK Atari
>magazine, ST Action?
>
>I'd really appreciate it if you could send it to me via email.
>

Please post it here, too. I'm trying to get the local magazine
distributor to carry it.

--
Paul Ortega | "While looking for the men's room,
2015 Cedar Bend Dr., #1105 | VP Dan Quayle stepped into the Quantum
Austin, TX 78758 | Leap Accelerator and vanished....."
ortega@cactus.org ----------

7637. Hard Drive query

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 12:04:07 UTC
From: vctec@westminster.ac.uk
Message-ID: <1993May28.120407.7035@westminster.ac.uk>
Source record: 205322
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone out there have or has heard of Disk Drives Limited of Kent?

I recently had a major upgrade with my Atari STe by buying lots of new and second hand stuff.

One of the second hand ones was a 48Mb Hard Disk Drive.

Now, I did get a manual with it, and it has a technical helpline phone number, but it seems that the company has gone bust. I made loads of phone calls to Atari UK, Atari Workshop, Silica Systems and other major Atari dealers here in the UK, but none of them had heard of the aforementioned company.

I have opened the caseing to the drive, and found that the SCSI interface is by the same company. My problem seems to be that I don't know how to change the battery in the in-built clock, as I can not see where the existing one is. I really need to change the Battery.

Also, I'd like to increase the size of my HD by adding on another bare drive. How do I go about it?

Please help.

Danny =):-(

vctec@westminster.ac.uk
D.Bhabuta@alpha.qmw.ac.uk
--
****
*
D.Bhabuta (Dan The Man !!) *
vctec@uk.ac.westminster ****

7638. Re: A.A INDEX HELP..!!

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 12:12:03 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1u4vijINN829@golem.wcc.govt.nz>
Source record: 205320
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1343@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
>In article <1u2ar3INN2q3@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>
> Try capitalizing Pagestream. If I remember correctly, all
>directories at atari.archive.umich.edu (under atari/) are capitalized.
>The rest of your path looks right...
>
> Robert Anisko
> anisko@usdtsg.daytonoh.ncr.com

I found there is a Bug in the INDEX files, pagestream directory
is listed in lower case..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

7639. Re: Has anyone gotten XYZ202B to work right under Mint1.04?

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 12:35:34 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1u50umINN829@golem.wcc.govt.nz>
Source record: 205321

In article <C7q0Eo.4IM@rahul.net>, wilsont@rahul.net (Timothy Wilson) writes:
>In <1u3q0p$bg0@skat.usc.edu> mbaffoni@skat.usc.edu (Michael Baffoni) writes:
>
>> Hi all,
>
>> I was running XYZ202B under MiNT1.04 and, although it works, it hogs
>>the machines resources so much (at 2400bps) that it is impossible to open

>I picked up rz.prg and sz.prg, they don't seem to support all of the standard
>zmodem commandline options (download to a path, recover from crash) etc,
>they do multitask nicely. I get the normal 230-240 cps and I can do other stuff

>As another plug for Me (Dark Oak software), I got a zmodem transfer 'skeleton'
>right now working, no windows etc, but it *is* compiled with mintlib.
>
>When I get it working right, i'll let you all know.
>--
>Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
>wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie

*** GSZRZ.PRG/ACC ***

Well if you buy the Latests SZ/RZ.PRG you will get it all, there is no piont in
reinventing the weel, is there, but his latest version 3.4 is no longer PD,
but 30DM, it can allso be called as a ACC, and from what the author
Michael Ziegler has told me its compatible under Mint/MutiTos, and from the
Docs it looks like its been that way for nearly a year...

Also has support for the ARCV that the others don't have, a must for batch
uploads...

Worth buying...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

7640. Greek on the ST(E)

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 13:33:26 UTC
From: rrice@netnews.upenn.edu
Message-ID: <128700@netnews.upenn.edu>
Source record: 205327

Xairete, Barbaroi!

That would look a lot better if I could manage the proper alphabet. Am I the only Atari-using Classicist in the world? I've been staggering along with a Greek font cobbled together from the International character set and creative keyboard mapping on Word Perfect 4.1--that and my SMM-804 printer (screen shot available on request). There's GOT to be a better way.

Word Perfect having dropped us, I'm getting ready to drop them, but would definitely need the footnotes, outline generator, Table of Contents generator and the Thesaurus from Hell. Redacteur, hommes Francaise? That's Write II, mates? Ist eine alles? And above all, I want to do (have to do!) GREEK!

meta de tauta

Rob S. Rice
Ancient History
The University of Pennsylvania

7641. Atari IFF

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 13:39:28 UTC
From: rrice@netnews.upenn.edu
Message-ID: <128702@netnews.upenn.edu>
Source record: 205326

[No readable article body recovered]

7642. Re: Atari - Mac - GCR Spectre

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 13:46:33 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <C7qoxn.E20@cbnewse.cb.att.com>
Source record: 205325
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <1u18q7$pad@news.ysu.edu> ab588@yfn.ysu.edu (joseph sabatino) writes:
>From: jpost@zeus.datasrv.co.il (Jerusalem Post)
>Subject: Atari - Mac - GCR Spectre
lead in deleted
> I have tried unsuccesfully to run Appleshare and TOPS software in
>emulation mode between the two machines - the problem I imagine is that
>the Atari is unable to run Appletalk.
rest deleted
>Thanks, Derek Fattal
>-->Send email to jpost@zeus.datasrv.co.il(Jerusalem Post)
>Joe Sabatino-->ab588@yfn.ysu.edu

Apologies to 8 biters - this should be in CSAST. Followups there
or post directly.

Spectre GCR will not run Appletalk without an Appletalk board that
Gadgets by Small was working on and I think is available from them.
Wayne Booth

7643. Civ query

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 13:56:00 UTC
From: mmunoz@vxcrna.cern.ch
Message-ID: <28MAY199314564755@vxcrna.cern.ch>
Source record: 205323

I just buied Civilization and I want to know if they're somo patches for
the possibles bugs in it.
MArc

7644. Fast printer for sale.

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 13:57:49 UTC
From: csg019@cch.coventry.ac.uk
Message-ID: <C7qpGE.5C3@cck.coventry.ac.uk>
Source record: 205337
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st

FOR SALE:

UNISYS 24 PIN PRINTER.

Upto 444 CPS.

Hardly used.

Single Sheet/Fan fold.

LCD Menu system, different fonts.

PRICE 200 POUNDS (UK).

Mail me.

csg019@cck.cov.ac.uk

--
**********Steven Haggerty**csg019@uk.ac.cov.cck ok?**********
* There is the law of GRAVITY, there is the law of CONSERVATION, there is the *
* law of DREDD. You can break the first two, but the last one plays for keeps!*
**********- 2000AD on Judge Dredd.*******

7645. Re: binhex format?

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 14:28:35 UTC
From: erlingh@idt.unit.no
Message-ID: <1993May28.142835.29146@ugle.unit.no>
Source record: 205328

In article <1993May27.145253.20814@newstand.syr.edu>, ggreenbe@rodan.acs.syr.EDU (Gerald Greenberg) writes:
|> Just out of curiosity, is there any utility out there that
|> will encode and/or decode into/from the 'binhex' file format
|> used on macs?

Yeah. there is a program called mcvert that will do this.
The source-code for this is in ftp.apple.com, directory
/pub/nerdtools/unix (!).
It compiles just fine with the mint-libraries.

|> --Gerry
|> ggreenbe@rodan.acs.syr.edu
|>
|>

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Don't save the whale !

7646. Re: ST Action

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 14:37:27 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May28.143727.24936@newshost.lanl.gov>
Source record: 205329

In article 18471@cactus.org, ortega@cactus.org (Paul Ortega) writes:
>In article <1993May27.170544.27608@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>>Does anyone have the address (and preferably Fax number) of the UK Atari
>>magazine, ST Action?
>
>
>Please post it here, too. I'm trying to get the local magazine
>distributor to carry it.

Well, thanks to Ted White, I have this address for ST ACTION:

Gollner Publishing Ltd, Latham House, Quarry Lane, Chichester,
West Sussex, PO19 2NY. Telephone (0243) 532828

I'm still looking for their FAX number. If anyone has an issue of ST ACTION,
can you see if they list a FAX number somewhere?

Thanks!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

7647. Re: Info on Mint

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 15:07:48 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <738601666@amazon.cs.duke.edu>
Source record: 205334

From the Holy Book of <H.ea.XaRKwc1irCw@nasim.sta.sub.org>
as spake by knarf@nasim.sta.sub.org (Frank Bartels) :

>jam@uni-paderborn.de (J. Wegner) writes:

>>There ar some (a number of) compilers which should do the work. I tried it
>>out with the GNU-CC (gcc-2.3.1) on a 3-Meg-Byte ST (1040STf). But it was
>>mentioned in the readme-section that Lattice and another compiler (I can't
>>remeber it's name) will work.

>Sozobon and Pure C are also supported.

Sozobon? To compile MiNT itself? Nothing in the 1.04 source
distribution indicates that. Now that it's summer and I have some of
my free time back, though, I plan to rectify that ;).

The MiNT _libraries_ are, of course, available for Sozobon C and HSC
(yeah, yeah, I'm most of the way through building pl30, so it'll be out
soon).

>BTW: Is it possible to compile the MiNT Libraries under plain TOS?

The libraries themselves? Sure. All you're doing, after all, is making
object code and libraries; you shouldn't need MiNT features for that.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

7648. Re: Falcons in end users hands??

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 15:09:13 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May28.150913.28767@newshost.lanl.gov>
Source record: 205333

In article dc4@usenet.INS.CWRU.Edu, de786@cleveland.Freenet.Edu (Charles P. Zeps) writes:
>
>I've waited 3 months for 3 months hearing ,"they're here" so many times I can't
>count.Ordered a 486 today and amreading my Dos 6 manual.Too bad for them...

Nah, that's _your_ loss, too, Charles. Sure, I use a PC too (and others) but my Atari computers are the only ones I can reliably count on every time. Heck, it seems I sometimes NEED an Atari computer just to keep my sanity!!! You will too after rebuilding your config.sys and autoexec.bat for the 1,000th time... which usually hits about 2 weeks into PC ownership. :)

Just kidding, of course. Sorry you missed the Falcon. Hope you enjoy your PC.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

7649. Re: Cross compiling with GNU C for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 15:10:25 UTC
From: comeau@csanta.attmail.com
Message-ID: <C7qstE.9A2@well.sf.ca.us>
Source record: 205330

In article <738449981snz@falcon.demon.co.uk> alex@falcon.demon.co.uk writes:
>There is no C++ from HiSoft, nor am I working on one, if we were working
>on one I would be the person in charge of that work! What there is is a C++
>front end from Comeau, who have commented on usenet recently (Greg are
>you out there?)

Yes, things have taken longer than we originally expected, however, things
have recently shaped up fine and we are now in a frosting/nitpick/loose
end state re Comeau C++ 3.0 With Templates for the Atari.

- Greg
--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
Here:attmail.com!csanta!comeau / BIX:comeau or comeau@bix.com / CIS:72331,3421
Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a / WELL: comeau

7650. Re: Cross compiling with GNU C for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 15:13:58 UTC
From: comeau@csanta.attmail.com
Message-ID: <C7qszA.9Er@well.sf.ca.us>
Source record: 205331

In article <1993May25.091420.12126@st-andrews.ac.uk> gmwg@uk writes:
>You should find that versions of Lattice C higher than 5.00.00 can
>compile to the C++ standard anyway

THAT IS NOT EVEN A LITTLE TRUE. Lattice C is a C compiler and only
a C compiler.

- Greg
--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
Here:attmail.com!csanta!comeau / BIX:comeau or comeau@bix.com / CIS:72331,3421
Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a / WELL: comeau

7651. Re: Cross compiling with GNU C for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 15:18:08 UTC
From: comeau@csanta.attmail.com
Message-ID: <C7qt69.9I6@well.sf.ca.us>
Source record: 205332

In article <C7nLx1.4Es@ecf.toronto.edu> giggey@ecf.toronto.edu (GIGGEY Mike S) writes:
>I read somewhere that Hisoft was going to release a C++ frontend for
>the compiler (a la AT&T) but was so unreliable that it was scrapped.

I hadn't heard that and had heard to to the exact contrary.

In any event, Comeau C++ 3.0 With Templates is literally based upon
the AT&T USL cfront 3.0 compiler, and can assure you that not only is
it not unreliable but that it is among the top compilers in stability
and robustness and adherence to the spec. We're doing an Atari port
of Comeau C++ right now just to prove that ;-) (Seriously).

- Greg
--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
Here:attmail.com!csanta!comeau / BIX:comeau or comeau@bix.com / CIS:72331,3421
Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a / WELL: comeau

7652. Re: Falcons in end users hands??

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 15:22:53 UTC
From: tose@brosme.dhmolde.no
Message-ID: <TOSE.93May28152253@brosme.dhmolde.no>
Source record: 205324

>>>>> On 27 May 1993 23:46:20 GMT, de786@cleveland.Freenet.Edu (Charles P. Zeps) said:
Charles> NNTP-Posting-Host: hela.ins.cwru.edu

> I've waited 3 months for 3 months hearing ,"they're here" so many times I can't
> count.Ordered a 486 today and amreading my Dos 6 manual.Too bad for them...

Take care, DOS 6 has a huge list of known bugs.. including total loss of data
if you happen to run any of a number of Bios versions..

Cheers and good luck with your PC setup..

Torbjoern Ose

7653. Falcon sighted and purchased!

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 15:36:58 UTC
From: apalmer@pyrtech.mis.pyramid.com
Message-ID: <1u5biq$d49@pyrtech.mis.pyramid.com>
Source record: 205350

I purchased my Falcon yesterday from B&C ComputerVisions. I was #1 on their waiting list for the Falcon. I did not have to pre-pay to be on the list. Atari split the Falcons between the dealers. I was told each dealer was able to get three.

These units have a newer rom rev and a 84meg drive. (not 65meg) The story is that Atari ran out of 65meg drives and had to install 84's. That was OK with me.

Al Palmer
apalmer@pyramid.com

7654. Re: Monitors with a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 16:43:58 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1993May28.164358.10827@Informatik.TU-Muenchen.DE>
Source record: 205339

In article <memo.253855@cix.compulink.co.uk>, ogal@cix.compulink.co.uk (Ofir Gal) writes:
|> >4)Will programs like FalconScreen and super78 work on an SVGA monitor?
|>
|> I have two monitors, none work with super78 and only one copes with
|> FalconScreen. You should not have any problems with the ScreenBlaster.

What do you think a README file is for ... it states it states that youneed at
least a SVGA-monitor.
And by the way none of the Resolution-Enhancements (ScreenWonder,
ScreenBlaste or BlowUP030) for the F030 brings you lot of increasement on a
non-SVGA or non-MultiScan

--
==
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 8070 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS
==

7655. Re: Does anyone know where I can order a replacement mouse?

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 17:17:35 UTC
From: boyd@zeno.math.fsu.edu
Message-ID: <C7qypC.KBC@mailer.cc.fsu.edu>
Source record: 205338

Daniel James Frederiksen (mode@csd4.csd.uwm.edu) wrote:
> Having trouble finding someone with a used or new Atari mouse to sell! I
> really need one! Does anyone know of a dealer or someone who sells them?
> Mail order? Thanks...

Toad Computers, 1-800-448-TOAD. Check out a Beetle Mouse, they are cool
(if you have small hands). For large-fisted folk, the stock ST mouse is
probably better.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

7656. Falcon Bought in USA

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 17:56:11 UTC
From: foster@rufus.nsc.com
Message-ID: <1993May28.175611.17796@berlioz.nsc.com>
Source record: 205342

I purchased a Falcon from B&C Computers yesterday also,
I think I was first on the waiting list ;) Albert... ANYWAY.

Here are some impressions.
I really liked Atari Works and SpeedoGDOS. They worked fine in 16 color mode.

I am fortunate enough to have an ACER multi-sync so I can run the computer in
all graphics combinations. I liked 80 column 256 colors the best. Looks rock
solid.

The TrueColor mode was excellent and had almost no flicker when displaying
stills. B&C put alot of .TGA files on the disk for me.

Some of the demo's were awesome. Terifim (sp?) and CEBIT93. Excellent graphics
and sound simulatneously.

I had some hellatious crashes though. MultiTos caught a lot of them. One problem
I had was that MultiTos was not last in my auto folder... I found that this
was important from the manual and it helped things very much.

Well I don't want to bore you.

Paul F.

7657. New Falcon, Old Case?

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 17:59:12 UTC
From: crissman@btree.uucp
Message-ID: <1993May28.175912.1946@btree.uucp>
Source record: 205340

With initial shipments of Falcons trickling in, supposedly in the
'old style' 1040 case, does that mean that they will become *somehow*
valuable when the 'new style' case is introduced in the near future?

Just wondering ....

-- George Crissman

--
****
Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation
George Crissman San Diego, California
****

7658. Re: New Falcon, Old Case?

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 18:28:44 UTC
From: timf@nic.cerf.net
Message-ID: <1u5lks$a89@news.cerf.net>
Source record: 205341

In article <1993May28.175912.1946@btree.uucp> crissman@btree.uucp (George Crissman) writes:
>With initial shipments of Falcons trickling in, supposedly in the
>'old style' 1040 case, does that mean that they will become *somehow*
>valuable when the 'new style' case is introduced in the near future?
>
>Just wondering ....
>
>-- George Crissman

Yes, it certainly does. I would suggest investing in as many as you can as soon as they come out. You will make a fortune.

Sorry, I couldn't help it.

-Tim

7659. Atari News, losses + Jaguar Notes

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 18:36:55 UTC
From: anamr@cats.ucsc.edu
Message-ID: <1u5m47INNkcf@darkstar.UCSC.EDU>
Source record: 205343

05/27 1506 ATARI CORPORATION POSTS LOSS OF $2 MILLION FOR ...

SUNNYVALE, CA (MAY 27) PR NEWSWIRE - Atari Corp. (AMEX: ATC) today reported its operations for the first quarter ended March 31, 1993.
Sales for the quarter were $10.1 million versus $44.1 for the same period in 1992. Anticipating the decline in sales, the company instituted additional restructuring programs in the fourth quarter of 1992 and reduced its overhead in the first quarter of 1993 to $5.9 million, as compared to $16.1 million in the first quarter of 1992. As a result of the lower sales offset by the lower overhead the company incurred a net loss for 1993 of $2 million, as compared to a net loss of $13.8 million in 1992. In addition, the company incurred a loss on exchange of $12.1 million in 1992, versus a gain of $0.7 million in 1993.
Commenting on the report, Sam Tramiel, president of Atari, said, "The company has commenced shipments in small quantities of its new Atari Falcon030(TM) computers, and initial reactions have been favorable. We expect production of the Falcon030 to increase during the second quarter. In addition, the company has released for production its proprietary chip set for its new multi-media entertainment system called 'Jaguar.' We are currently organizing the launch of this product. The company has available over $40 million in cash to fund the introduction of these new products."
Atari Corp. manufactures and markets personal computers and video games for the home, office and educational marketplaces throughout the world. Atari headquarters is located at 1196 Borregas Ave., Sunnyvale, CA 94089.
ATARI CORP.
Condensed Consolidated Statements of Operations
(in thousands, except per share amounts)
Quarter Ended
March 31, 1993 March 31, 1992
Net Sales $ 10,150 $ 44,079
Operating Income (loss) (3,074) (2,351)
Exchange Gain (loss) 731 (12,053)
Other Income (Expense) Net 169 79
Interest (Expense) Net of
Interest Income 45 468
Income (loss) from Before
Income Taxes (2,129) (13,857)
Income Taxes (recovery) (111) (9)
Net Income (loss) (2,018) (13,848)
Earnings Per Common and Equivalent Share:
Net Income (loss) $ (0.03) $ (0.24)
Weighted Average Number of Shares
Used in Computation 57,804 57,585
CONTACT: August J. Liguori of Atari, 408-745-2069

7660. Re: Loosing hope

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 19:25:39 UTC
From: paul@isl.cf.ac.uk
Message-ID: <1993May28.192540.22519@cm.cf.ac.uk>
Source record: 205344

In article <31828@galaxy.ucr.edu> phruby@ucrengr (paul hruby) writes:
>>> Otherwise, I'll just get a PC and join the herd.
>
>>Don't join the MS heard, get OS/2... 2.1 is due June 14th, and RULEZ,
>>D00D. If you don't like it for some reason, at least you'll have a real
>>nice machine for running Windoze.
>>--
>>------------------==----------------
>> .--. cherborth@semprini.tdkcs.waterloo.on.ca
>>(OS/2) The choice of a New Generation. Chris Herborth
>> `--'
>
>No, don't join the OS/2 heard, get Linex w/x-windows... it's FREE!!!!
>

Or 386BSD, which is also free and also has X-windows.

--
Paul Richards, University of Wales, College Cardiff

Internet: paul@isl.cf.ac.uk
spedpr@thor.cf.ac.uk

7661. FORSALE: Migraph Software Products

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 19:40:05 UTC
From: rast@vice.ico.tek.com
Message-ID: <1u5pql$ach@vice.ico.tek.com>
Source record: 205210

```
Migraph:
TouchUp $20
EZ-Draw $20
w/ Supercharger
& EZ-Tools
HP Deskjet Printer Driver $10
w/ with 150&300dpi fonts
OSpooler $10
printer spooling program
allows you to print to disk
and other stuff. Neat tool.

Shipping on TouchUp and EZ-Draw is $3.50ea
others $2.00ea. COD is $4.50 (ouch!) extra

Keith
rast@tal.ICO.TEK.COM
```

7662. Re: .IMG ---> .PC3

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 19:55:39 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1u5qnrINNaj7@golem.wcc.govt.nz>
Source record: 205345

```
] I always thought every Atari user has GUCK 1.8 installed. Doesn't seem
] so.

Except for non-Hard-Driver users & those who can't read German!
^X
```

7663. Re: Has anyone gotten XYZ202B to work right under Mint1.04?

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 19:57:57 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1u5qs5INNaj7@golem.wcc.govt.nz>
Source record: 205346

```
] Also has support for the ARCV that the others don't have, a must for batc
] uploads...

ARCV or ARGV? There's a difference! 8-)

(XYZ202B seems to support some pretty huge command lines though, I
can tell it to upload up to (that I've tried) 10 files. Which don't
fit on the standard Atari command line!
```

7664. Re: Cross compiling with GNU C for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 20:26:04 UTC
From: alex@falcon.demon.co.uk
Message-ID: <738620764snz@falcon.demon.co.uk>
Source record: 205349

In article <C7qt69.9I6@well.sf.ca.us> comeau@csanta.attmail.com writes:

>In article <C7nLx1.4Es@ecf.toronto.edu> giggey@ecf.toronto.edu (GIGGEY Mike S)
> writes:
>>I read somewhere that Hisoft was going to release a C++ frontend for
>>the compiler (a la AT&T) but was so unreliable that it was scrapped.
>
>I hadn't heard that and had heard to to the exact contrary.

And whats more you're absolutely right!

>
>- Greg
>--
> Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
> Here:attmail.com!csanta!comeau / BIX:comeau or comeau@bix.com / CIS:72331,3421
> Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a / WELL: comeau
>

--
Alex Kiernan
akiernan@falcon.demon.co.uk

7665. Atari JPEG

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 20:48:23 UTC
From: cwynne@liberty.uc.wlu.edu
Message-ID: <1993May28.204823.15100@liberty.uc.wlu.edu>
Source record: 205347

Are there any JPEG viewers available through ftp? I tried jpeg4a to convert some of my jpeg's to gif format, but then Dpped of Light couldn't read the converted gif's, and gave me three bombs whenever I tried to view one. Oh, that was spoflt26, by the way.

CJW

>>>

7666. 3D2 to LWOB or OBJ or DXF or something!

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 21:02:39 UTC
From: jones@plains.NoDak.edu
Message-ID: <C7r94G.Atu@ns1.nodak.edu>
Source record: 205348

Hello Folks,

I was wondering if anyone knows of a coversion util, to convert CAD-3D's .3D2 objects to a different 3d modeling format. Highest preference being LightWave (LWOB) or WaveFront (OBJ) or dxf as a last choice. The prog would have to run on a UNIX platform.

Please reply via email, as I dont frequent this list..

Thanks..
Scott A Jones

jones@plains.nodak.edu jones@bright.cs.misu.nodak.edu

7667. (none)

Newsgroup: comp.sys.atari.st
Date: 1993-05-28 21:40:00 UTC
From: only_bbs!JOHN_LOCKARD@under.mind.ORG
Message-ID: <2624680@under.mind.ORG>
Source record: 205242

John "HUTCH" Hutchinson, GFA sulks! =^)

P.S. Any ideas on why the blitter wants 32623 bytes on medium res?
It crashes is you give it 32768 bytes - the 14 hour mistery.
Also, a desk accesory can be closed and opened and GEM gives
good information on screen redraws for the window. But if
that accesory opens a fileselector box, GEM updates the
accesory
first and then the window. Poof, accessory vanishes from
screen.
I'll call this the 157 lined mystery.

--
via Fortress Gateway at uumind.mind.ORG

7668. Beetle mouse (was: Re: replacement mouse?)

Newsgroup: comp.sys.atari.st
Date: 1993-05-29 00:58:13 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993May29.005813.10410@beaver.cs.washington.edu>
Source record: 205203

In article <C7qypC.KBC@mailer.cc.fsu.edu> boyd@math.fsu.edu writes:
>
>Toad Computers, 1-800-448-TOAD. Check out a Beetle Mouse, they are cool
>(if you have small hands). For large-fisted folk, the stock ST mouse is
>probably better.
>

Actually, I've got large hands and I LOVE the Beetle Mouse. After my Atari mouse died and then my Best mouse died, I got the Beetle Mouse and it's the best so far. What I find is that the whole mouse fits in my fingers and the palm of my hand is pretty much resting on the mouse pad. This way it feels more like a finger device than a palm one -- more control that way perhaps.

So, maybe if you have either small or big hands it works, but not medium ones... :-)

>--
>***
>* Mickey Boyd *
>* Systems Administrator *
>* Florida State University Mathematics Department *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
>***

Regards,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

7669. Re: Atari JPEG

Newsgroup: comp.sys.atari.st
Date: 1993-05-29 01:01:41 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993May29.010141.10534@beaver.cs.washington.edu>
Source record: 205204

In article <1993May28.204823.15100@liberty.uc.wlu.edu> cwynne@liberty.uc.wlu.edu (Colin J. Wynne) writes:
>
>Are there any JPEG viewers available through ftp? I tried jpeg4a to
>convert some of my jpeg's to gif format, but then Dpped of Light couldn't
>read the converted gif's, and gave me three bombs whenever I tried to view
>one. Oh, that was spoflt26, by the way.
>

GEMView is great for JPEG pictures, although it doesn't do any fancy screen stuff so if you only have 16 color modes the pics may look pretty bad. On a TT or a Falcon it's great though (although I still think it could be sped up somehow... :). Nice thing about GEMView is it has a ton of other formats too.

>
>CJW

Cheers,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

7670. Re: binhex format?

Newsgroup: comp.sys.atari.st
Date: 1993-05-29 01:30:40 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.TywfEf1diuw@nasim.sta.sub.org>
Source record: 205080

ggreenbe@rodan.acs.syr.EDU (Gerald Greenberg) writes:

>Just out of curiosity, is there any utility out there that
>will encode and/or decode into/from the 'binhex' file format
>used on macs?
>--Gerry
>ggreenbe@rodan.acs.syr.edu

I'm very interested in that, too!

Maybe there's a MacBinary converter for the ST, too?

Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

7671. Re: MultiTos

Newsgroup: comp.sys.atari.st
Date: 1993-05-29 02:15:10 UTC
From: m91der@tdb.uu.se
Message-ID: <1993May29.021510.25921@tdb.uu.se>
Source record: 205205

Peter Missel (Peter_Missel@k.maus.de) wrote:
: >information on these devices coming to the party. (I can't remember if the
: >TinyTurbo has an EC030 or not - if it does, then it's out of contention.)
:
: It has an EC030.

That's the 40MHz-version. The 50MHz-version has a full 68030. The 50MHz-version also has a socket for a 60MHz 68882.

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

7672. Re: New Falcon, Old Case?

Newsgroup: comp.sys.atari.st
Date: 1993-05-29 03:22:07 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1u6ksv$t55@usenet.INS.CWRU.Edu>
Source record: 205206

In a previous article, crissman@btree.uucp (George Crissman) says:

>With initial shipments of Falcons trickling in, supposedly in the
>'old style' 1040 case, does that mean that they will become *somehow*
>valuable when the 'new style' case is introduced in the near future?
>
>Just wondering ....
>

I think it is plain to see that the Falcon030 is going to be sold in
the 1040 ST style case we see.

If Atari puts anything in a PC-style or tower case, it is going to be
faster than 16 MHz!

But, I don't think we will see any new Falcon computers until early 1994.
This is my prediction.

Atari is too busy manufacturing Lynx, Jaguar, and Falcon030 to start
manufacturing more Falcons.

>
>
>
>--
>**
>Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation
>George Crissman San Diego, California
>**
>

--

7673. Re: Atari JPEG

Newsgroup: comp.sys.atari.st
Date: 1993-05-29 03:36:00 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1u6ln0$6cl@msuinfo.cl.msu.edu>
Source record: 205207

cwynne@liberty.uc.wlu.edu (Colin J. Wynne) writes:

>Are there any JPEG viewers available through ftp? I tried jpeg4a to

GemView will display .JPG files... You should be able to find a recent
version on atari archive.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

7674. Re: Atari JPEG

Newsgroup: comp.sys.atari.st
Date: 1993-05-29 03:37:07 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1u6lp3$id9@msuinfo.cl.msu.edu>
Source record: 205208

bgilbert@cs.washington.edu (Ben Gilbert) writes:

>GEMView is great for JPEG pictures, although it doesn't do any fancy screen
>stuff so if you only have 16 color modes the pics may look pretty bad. On
>a TT or a Falcon it's great though (although I still think it could be
>sped up somehow... :). Nice thing about GEMView is it has a ton of other
>formats too.

Use the iconify command... You'll be AMAZED how fast the picture will
load once you've done that.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

7675. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-05-29 04:06:56 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <1u6nh0$mf2@terminator.rs.itd.umich.edu>
Source record: 205209

```
drwxrwxr-x root 8192 May 22 22:13 ./Graphics
-rw-r--r-- entropy 10958 May 22 22:21 ./Graphics/0index
-rw-r--r-- molin 90173 May 22 10:28 ./Graphics/fracjrny.lzh
drwxrwxr-x root 4096 May 23 01:11 .
drwxrwxr-x root 6144 May 23 21:56 ./8bit
drwxrwxr-x weiner 2048 May 23 21:39 ./8bit/Sound
-rw-r--r-- lenn 26654 May 23 21:39 ./8bit/Sound/amsa1.arc
-rw-r--r-- lenn 29945 May 23 21:39 ./8bit/Sound/amsa2.arc
-rw-r--r-- lenn 17915 May 23 21:39 ./8bit/Sound/amsa3.arc
drwxrwxr-x weiner 2048 May 23 21:53 ./8bit/Telecomm
-rw-r----- lenn 264 May 23 21:53 ./8bit/Telecomm/qwk.txt
-rw-r----- lenn 2400 May 23 21:53 ./8bit/Telecomm/qwkread.txt
-rw-r--r-- lenn 50560 May 23 21:53 ./8bit/Telecomm/qwksilv.arc
-rw-r----- lenn 34845 May 23 21:56 ./8bit/0index
-rw-r--r-- entropy 10955 May 23 00:21 ./Graphics/0index
-rw-r--r-- weiner 72785 May 23 01:10 ./0ls-lR.Z
-rw-r--r-- weiner 72937 May 23 01:11 ./ls-lRc.Z
-rw-r--r-- weiner 185854 May 23 01:07 ./0index
-rw-r--r-- weiner 86629 May 23 01:07 ./0compind.Z
drwxrwxr-x root 4096 May 24 10:09 .
drwxrwxr-x root 6144 May 24 20:42 ./8bit
drwxrwxr-x weiner 2048 May 24 20:33 ./8bit/Sound
-rw-r--r-- lenn 27549 May 24 20:33 ./8bit/Sound/amsb1.arc
-rw-r--r-- lenn 27911 May 24 20:33 ./8bit/Sound/amsb2.arc
-rw-r--r-- lenn 20923 May 24 20:33 ./8bit/Sound/amsb4.arc
drwxrwxr-x weiner 2048 May 24 20:38 ./8bit/Telecomm
-rw-r--r-- lenn 52371 May 24 20:38 ./8bit/Telecomm/pabqwk.arc
drwxrwxr-x weiner 2048 May 24 20:39 ./8bit/Utilities
-rw-r----- lenn 35009 May 24 20:41 ./8bit/0index
drwxrwxr-x root 10240 May 24 09:59 ./Games
-rw-r--r-- weiner 807503 May 26 1993 ./Games/nh311gem.zoo
-rw-r--r-- lenn 14168 May 24 10:00 ./Games/0index
drwxrwxr-x root 2048 May 24 09:43 ./Gnustuff/Tos/Gcc
-rw-r--r-- hyc 12473 May 24 09:45 ./Gnustuff/Tos/0index
-rw-rw-r-- weiner 13786 May 24 09:41 ./Sound/Sounds/0index
drwxrwxr-x root 2048 May 24 10:03 ./Ste
-rw-rw-r-- weiner 2163 May 24 10:03 ./Ste/0index
-rw-r--r-- weiner 96796 May 24 09:10 ./Ste/sam_seq.lzh
drwxrwxr-x weiner 2048 May 24 10:00 ./Tt
-rw-rw-r-- entropy 1085 May 24 10:00 ./Tt/0index
lrwxr-xr-x weiner 21 May 24 10:00 ./Tt/nh311gem.zoo -> ../Games/nh311gem.zoo
-rw-r--r-- weiner 73289 May 24 10:07 ./0ls-lR.Z
drwxrwxr-x weiner 2048 May 24 10:01 ./Falcon
-rw-rw-r-- weiner 1470 May 24 10:01 ./Falcon/0index
```

```
lrwxr-xr-x weiner 21 May 24 10:01 ./Falcon/nh311gem.zoo -> ../Games/nh311gem.zoo
drwxrwxr-x root 2048 May 24 09:48 ./Magazines
drwxr-xr-x weiner 2048 May 24 09:53 ./Magazines/Roundtables
-rw-r--r-- weiner 1487495 May 23 22:47 ./Magazines/Roundtables/str10311.arc
-rw-rw-r-- weiner 2185 May 24 09:49 ./Magazines/Roundtables/0readme.txt
-rw-r--r-- weiner 73555 May 24 10:09 ./ls-lRc.Z
-rw-r--r-- weiner 86969 May 24 10:05 ./0compind.Z
-rw-r--r-- weiner 184589 May 24 10:05 ./0index
drwxrwxr-x root 6144 May 25 16:35 ./8bit
drwxrwxr-x weiner 2048 May 25 16:22 ./8bit/Sio2pc
-rw-r--r-- lenn 15839 May 25 16:22 ./8bit/Sio2pc/atarimg.exe
-rw-r--r-- lenn 1017 May 25 16:22 ./8bit/Sio2pc/atarimg.txt
drwxrwxr-x weiner 2048 May 25 16:21 ./8bit/Sound
-rw-r--r-- lenn 27542 May 25 16:21 ./8bit/Sound/amsb3.arc
drwxrwxr-x weiner 2048 May 25 16:33 ./8bit/Telecomm
-rw-r----- lenn 25219 May 25 16:29 ./8bit/Telecomm/znetnj.qwk
-rw-r----- lenn 61370 May 25 16:33 ./8bit/Telecomm/pq11b.arc
drwxrwxr-x weiner 8192 May 25 16:26 ./8bit/Zmag
-rw-r--r-- lenn 15503 May 25 16:26 ./8bit/Zmag/z860715.arc
-rw-r--r-- lenn 15639 May 25 16:26 ./8bit/Zmag/z860722.arc
-rw-r--r-- lenn 26093 May 25 16:26 ./8bit/Zmag/zmag111.arc
-rw-r----- lenn 35294 May 25 16:35 ./8bit/0index
drwxrwxr-x root 6144 May 25 18:51 ./Demos
-rw-r--r-- lenn 675987 May 25 18:51 ./Demos/pete1.lzh
-rw-r--r-- lenn 792869 May 25 18:52 ./Demos/pete2.lzh
-rw-rw-r-- weiner 7360 May 25 18:56 ./Demos/0index
-rw-r--r-- weiner 807503 May 26 1993 ./Games/nh311gem.zoo
drwxrwxr-x root 8192 May 25 18:50 ./Graphics
-rw-r--r-- entropy 10955 May 25 18:48 ./Graphics/0index
-rw-r--r-- lenn 52106 May 25 18:48 ./Graphics/spoflt26.lzh
drwxrwxr-x weiner 2048 May 26 21:17 ./8bit/Sound
-rw-rw-rw- lenn 32661 May 26 16:27 ./8bit/Sound/amsc5.arc
-rw-rw-rw- lenn 29824 May 26 21:17 ./8bit/Sound/amsde.arc
drwxrwxr-x root 10240 May 26 10:03 ./Games
-rw-r--r-- weiner 807754 May 26 10:03 ./Games/nh311gemb.zoo
-rw-r--r-- lenn 14169 May 26 10:03 ./Games/0index
drwxrwxr-x root 4096 May 27 19:57 .
drwxrwxr-x root 6144 May 27 17:02 ./8bit
drwxrwxr-x weiner 2048 May 27 05:51 ./8bit/Sound
-rw-rw-rw- lenn 30823 May 27 05:51 ./8bit/Sound/amsd1.arc
-rw-rw-rw- lenn 30274 May 27 05:51 ./8bit/Sound/amse2.arc
-rw-rw-rw- lenn 12707 May 27 05:51 ./8bit/Sound/amse3.arc
-rw-r----- lenn 35638 May 27 17:01 ./8bit/0index
drwxr-xr-x lenn 2048 May 27 17:02 ./8bit/Games
-rw-r--r-- lenn 16614 May 27 16:32 ./8bit/Games/games1.arc
-rw-r--r-- lenn 23105 May 27 16:32 ./8bit/Games/games2.arc
-rw-r--r-- lenn 17748 May 27 16:32 ./8bit/Games/rubberba.arc
-rw-r--r-- lenn 81376 May 27 16:33 ./8bit/Games/bingames.dcm
-rw-r--r-- lenn 125752 May 27 16:33 ./8bit/Games/mblast.arc
-rw-r--r-- lenn 83968 May 27 16:34 ./8bit/Games/supgames.arc
```

```
-rw-r--r-- lenn 43290 May 27 16:34 ./8bit/Games/illumina.arc
-rw-r--r-- lenn 26677 May 27 16:34 ./8bit/Games/illuminb.dcm
-rw-r--r-- lenn 26579 May 27 16:34 ./8bit/Games/livewre2.arc
-rw-r--r-- lenn 14848 May 27 16:34 ./8bit/Games/tetrix.arc
-rw-r--r-- lenn 29312 May 27 16:35 ./8bit/Games/gauntlet.com
-rw-r--r-- lenn 7791 May 27 16:41 ./8bit/Games/blakjack.arc
-rw-r--r-- lenn 6621 May 27 16:41 ./8bit/Games/chess.arc
-rw-r--r-- lenn 39637 May 27 16:42 ./8bit/Games/atomit.dcm
-rw-r--r-- lenn 53912 May 27 16:42 ./8bit/Games/cavlords.arc
-rw-r--r-- lenn 11264 May 27 16:43 ./8bit/Games/dogdaze.exe
-rw-r--r-- lenn 8693 May 27 16:43 ./8bit/Games/dzone.arc
-rw-r--r-- lenn 8832 May 27 16:43 ./8bit/Games/dominoes.arc
-rw-r--r-- lenn 17408 May 27 16:44 ./8bit/Games/earth2500.arc
-rw-r--r-- lenn 11392 May 27 16:44 ./8bit/Games/euchre.arc
-rw-r--r-- lenn 1664 May 27 17:02 ./8bit/Games/hints.arc
-rw-rw-r-- weiner 4726 May 27 13:34 ./Applications/0index
drwxrwxr-x weiner 2048 May 27 13:33 ./Applications/Other
-rw-r--r-- dpz 218108 May 27 09:00 ./Applications/Other/ger2en30.zip
drwxrwxr-x root 6144 May 27 19:47 ./Diskutils
-rw-r--r-- weiner 107136 May 27 09:31 ./Diskutils/db2v251.lzh
-rw-r--r-- weiner 118656 May 27 09:34 ./Diskutils/de100102.lzh
-rw-r--r-- weiner 119936 May 27 09:34 ./Diskutils/de102103.lzh
-rw-r--r-- dpz 11702 May 18 10:45 ./Diskutils/raminit.lzh
-rw-rw-r-- entropy 7082 May 27 19:48 ./Diskutils/0index
-rw-r--r-- weiner 38424 May 27 14:00 ./Diskutils/rde_v4.zoo
drwxrwxr-x root 10240 May 27 13:16 ./Games
-rw-r--r-- dpz 53102 May 16 16:42 ./Games/invaders.tos
-rw-r--r-- dpz 266613 May 19 23:00 ./Games/pinfo.zoo
-rw-r--r-- dpz 53236 May 19 22:58 ./Games/zmachine.zoo
-rw-r--r-- lenn 14310 May 27 13:20 ./Games/0index
drwxrwxr-x root 2048 May 27 13:29 ./Ste
-rw-rw-r-- weiner 2234 May 27 13:33 ./Ste/0index
-rw-r--r-- dpz 34018 May 27 13:22 ./Ste/scrth.zoo
-rw-r--r-- weiner 73941 May 27 19:54 ./0ls-lR.Z
drwxr-xr-x weiner 2048 May 27 13:43 ./Magazines/Roundtables
-rw-r--r-- dpz 1276990 May 23 22:47 ./Magazines/Roundtables/str11201.arc
-rw-r--r-- dpz 0 May 27 13:43 ./Magazines/Roundtables/str09261.arc
drwxr-xr-x dpz 2048 May 27 13:35 ./Magazines/Diskmags
-rw-r--r-- dpz 397581 May 19 04:57 ./Magazines/Diskmags/dp4_1.zip
-rw-r--r-- dpz 363630 May 19 04:58 ./Magazines/Diskmags/dp4_2.zip
-rw-r--r-- weiner 74195 May 27 19:57 ./ls-lRc.Z
-rw-r--r-- weiner 87663 May 27 19:51 ./0compind.Z
-rw-r--r-- weiner 185981 May 27 19:51 ./0index
drwxrwxr-x root 4096 May 28 10:15 .
drwxrwxr-x root 4096 May 28 10:06 ./Archivers
-rw-rw-r-- entropy 3235 May 28 10:08 ./Archivers/0index
drwxrwxr-x root 10240 May 28 00:10 ./Games
-rw-r--r-- molin 157448 May 18 11:48 ./Games/x_peg1.tos
-rw-r--r-- molin 65462 May 18 11:48 ./Games/x_peg2.tos
-rw-r--r-- lenn 14428 May 28 00:31 ./Games/0index
```

```
drwxrwxr-x root 2048 May 28 10:05 ./Gnustuff/Tos
-rw-r--r-- hyc 12118 May 28 10:08 ./Gnustuff/Tos/0index
-rw-r--r-- weiner 8702 May 28 10:01 ./Portfolio/0index
drwxrwxr-x root 10240 May 28 09:56 ./Utilities
-rw-rw-r-- entropy 16788 May 28 09:56 ./Utilities/0index
-rw-r--r-- weiner 73931 May 28 10:13 ./0ls-lR.Z
-rw-r--r-- weiner 73943 May 28 10:15 ./ls-lRc.Z
-rw-r--r-- weiner 185906 May 28 10:12 ./0index
-rw-r--r-- weiner 87685 May 28 10:12 ./0compind.Z
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

7676. SNES programming on ST

Newsgroup: comp.sys.atari.st
Date: 1993-05-29 06:21:48 UTC
From: phruby@ucrengr
Message-ID: <31919@galaxy.ucr.edu>
Source record: 205211

I found this assembler for the ST that lets one assemble SNES games.
Does anyone know about this assember? Are SNES games developed on the ST?
(ya, right!) sorry, evil twin. Does anyone know of an FTP site with technical
programming info on the SNES so I can put this assembler to use?

Paul
phruby@ucrengr.ucr.edu

p.s. I know the address is wrong! I like it that way. This way I have
the choice of receiving e-mail or not. :-> Evil twin again.

7677. ls-lR.Z File on A.A..

Newsgroup: comp.sys.atari.st
Date: 1993-05-29 06:56:17 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1u71ehlNNc4b@golem.wcc.govt.nz>
Source record: 205212
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

**** HELP... ****

I am trying to get the ls-lR.Z file from A.A. by the mail-server,
nothing seems to work..??

Can some one give me the correct procedure...

Thanks...........

Roger.............. sheppard_r@kosmos.wcc.govt.nz

7678. Re: Info on Mint

Newsgroup: comp.sys.atari.st
Date: 1993-05-29 11:57:59 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993May29.125759@cs.bham.ac.uk>
Source record: 205213
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Anyone any success with compiling MiNTlib with Lattice 5.52? Mine makes (ok, projects) OK, but you need to add crt0.s and then the stuff crashes if you compile a file using it. Do you have to compile the lib INTO the existing LCNB.LIB? And can you compile it into base-relative?

David.

NB: cross-posted. Follow-up to .tech!

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | You have answered all 20 questions on the || || /_
Stoke On Trent | Mastricht Treaty. Goodness knows whether _/|| ||_/ |
ST7 8QQ England.| you were right or not... |_/ |_| _|/

7679. Re: ST Action

Newsgroup: comp.sys.atari.st
Date: 1993-05-29 13:23:33 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <C7sIJB.HwC@cbnewse.cb.att.com>
Source record: 205215

In article <1993May28.143727.24936@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>Gollner Publishing Ltd, Latham House, Quarry Lane, Chichester,
>West Sussex, PO19 2NY. Telephone (0243) 532828
>
>I'm still looking for their FAX number. If anyone has an issue of ST ACTION,
>can you see if they list a FAX number somewhere?

John, Happy to provide Fax number from a September 89 issue (hope its
still good..... Fax (0243) 533070
Cheers, Wayne

7680. Wanted: ICD Link Adapter

Newsgroup: comp.sys.atari.st
Date: 1993-05-29 14:37:08 UTC
From: dunham@src.honeywell.com
Message-ID: <1993May29.143708.396@src.honeywell.com>
Source record: 205217

I'm looking for a used ICD Link Adapter.

Call Scott @ (612) 894-0405. Leave message.

--
Scott Dunham| Honeywell | Internet:
| Sensors & Systems Development Ctr.|
| 10701 Lyndale Ave South |
| Bloomington, MN 55420 |dunham@homer.src.honeywell.com

7681. Re: A decent PD space invaders anyone?

Newsgroup: comp.sys.atari.st
Date: 1993-05-29 14:48:34 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C7sMGz.F1u@ecf.toronto.edu>
Source record: 205216

>Warwick Allison was working on a GEM-based graphical NetHack (get out
>those TTs and Falcons so you'll have a useful screen size at 16
>colours!), I was going to add sound support if I had time...

Sound support? Great!!
About the screen size thing though, has anyone tried playing 640x400 using MonSTEr? I was wondering if this would work...(ya know, 16 colours AND a useable screen interface...)
Don't have a Falcon or TT just now, so using MonSTEr would be a BIG plus!!

Vaya con Dios,
AcEzE.
Got my sig back!!!
--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

7682. Re: New! NVDI 2.5 for FALCON

Newsgroup: comp.sys.atari.st
Date: 1993-05-29 15:15:00 UTC
From: Christian_Mittendorf@ki.maus.de
Message-ID: <A52403@KI.maus.de>
Source record: 205234

In Msg A55862@K, mbaffoni@skat.usc.edu asked:

M> Are you saying that they now have a Falcon-compatible NVDI now?
M>Cool!!!! What are the speeds compared to ST-med/ST-mono?

Here are the latest figures from german ST-Magazin testing NVDI for the FALCON:
(All figures compared to a ST in 640x400 Hig-Res, taken from QUICKINDES 2.1)

without NVDI with NVDI
2 Colors, 640x400:
TOS-Text 161% 552%
TOS-String 167% 268%
TOS-Scroll 214% 241%
TOS-Dialog 197% 613%

16 Colors, 640x480:
TOS-Text 89% 170%
TOS-String 108% 157%
TOS-Scroll 40% 45%
TOS-Dialog 159% 422%

256 Colors, 650x480:
TOS-Text 49% 90%
TOS-String 65% 100%
TOS-Scroll 16% 17%
TOS-Dialog 118% 265%

65536 Colors, 320x480:
TOS-Text 66% 163%
TOS-String 83% 139%
TOS-Scroll 18% 18%
TOS-Dialog 100% 280%

65536 Colors, 640x400:
TOS-Text 70% 197%
TOS-String 87% 160%
TOS-Scroll 12% 13%
TOS-Dialog 104% 318%

Greetings,
Christian

****
* Christian Mittendorf - Manrade 41 - 24106 Kiel - Germany *
* chris-m@pz-oekosys.uni-kiel.dbp.de *
* christian_mittendorf@ki.maus.de *
****

7683. STReport _VERY_ inaccurate

Newsgroup: comp.sys.atari.st
Date: 1993-05-29 15:27:10 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1u7vce$lal@usenet.INS.CWRU.Edu>
Source record: 205218

Well, STReport has been released again with Atari's stock reported
at .81 cents.

Atari's stock has been above $1.00 all week. In fact, above $1.25 all week.

On Friday, May 28th, Atari's stock closed at $1.75.

I think everyone should remember this when they read ST Report. If the
publisher cannot report Atari's stock right, how should readers expect to
believe the news he reports???

And it is just my personal opinion, but isn't the QUOTES in the beginning
of the magazine getting _REALLY_ out of control???

Len

--

7684. Re: STReport _VERY_ inaccurate

Newsgroup: comp.sys.atari.st
Date: 1993-05-29 15:42:59 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993May29.154259.5442@email.tuwien.ac.at>
Source record: 205219

In <1u7vce$lal@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:

> Well, STReport has been released again with Atari's stock reported
> at .81 cents.

Pathetic, isn't it?

> Atari's stock has been above $1.00 all week. In fact, above $1.25 all week.

> On Friday, May 28th, Atari's stock closed at $1.75.

> I think everyone should remember this when they read ST Report. If the
> publisher cannot report Atari's stock right, how should readers expect to
> believe the news he reports???

> And it is just my personal opinion, but isn't the QUOTES in the beginning
> of the magazine getting _REALLY_ out of control???

Well, I've given up reading STReport months ago... I just don't have
enough time to read things like "Start Trek 6"-stories etc.

-MY

7685. Re: Atari JPEG Viewers wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-29 15:54:00 UTC
From: Christian_Mittendorf@ki.maus.de
Message-ID: <A52404@KI.maus.de>
Source record: 205233

In Msg A56912@K, cwynne@liberty.uc.wlu.edu wrote:
C>Are there any JPEG viewers available through ftp?

Dear Colin!

You should try GemView 2.1, available from ftp.uni-muenster.de or
ftp.informatik.uni-stuttgart.de. (Gemvie21.* or something like that,
subdirectory /pub/atari/graphics. I hope so :-)

It works with following graphic-formats:
"GEM-View images [*.GVW]" (internes Format)
"TIFF Format [*.TIF]"
"GIF Images 87/89 [*.GIF]"
=>> "JPEG Images [*.JPG]"
"Sun Rasterfiles [*.SUN]"
"Imagelab Images [*.B&W]
"STAD Images [*.PAC]"
"IFF Imagefiles [*.IFF]"
"HAM Hold & Modify [*.IFF]"
"MS-Windows Bitmap (*.BMP, *.RLE)"
"OS/2 Bitmap (*.BMP)"
"GEM-(X)Image Files (*.IMG)"
"GEM-Metafiles (Vector) (*.GEM)"
"Neochrome Rasterfiles (*.NEO)"
"Art-Director Rasterfiles (*.ART)"
"Degas Images (*.P[IC][123])"
"Tiny-Compressed Images (*.TN[123Y])"
"Doodle Monochrome Rasters (*.DOO [640x...])"
"Spectrum 512 Images (*.SPU, *.SPC)"
"Portable Bit Map [*.P[BGP]M]"
"MacPaint Image [*.MAC]"
"PC Paintbrush (monochrom) (*.PCX)"
"X Bitmap-File [*.XBM]"
"1st Word Files [*.DOC]"
"Load as Text or Hexdump [*.*]"

Greetings,
Christian

****
* Christian Mittendorf - Manrade 41 - 24106 Kiel - Germany *
* chris-m@pz-oekosys.uni-kiel.dbp.de *
* christian_mittendorf@ki.maus.de *
****

7686. Re: Classic games - ideas wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-29 16:26:55 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1u82sf$5hu@loch2.cc.strath.ac.uk>
Source record: 205220

>2 Trans Am

>The games I am looking at doing are Trans Am, [...]

Heaven is come ... I see many long nights, with only the dim flickering of a monitor and a strange, revving sound to accompany it, drifting through what used to be my bedroom, but what has now become a sparse shrine to all that is 2 dimensional monochrome racing games.

>Howie

David McNicol, Internet ... D.McNicol@ccsun.strath.ac.uk
3rd Yr Laser Physics, JANET ..... D.McNicol@uk.ac.strath.ccsun
Strathclyde University,
SCOTLAND. life != ((void *) 0);

<exam report>

.. dit .. dit .. dit .. dit ..

Just in, dave has finished his exams. One maths still to go, but our sources indicate a lack of enthusiasm directed towards that one. Dave could pass or just Crash-And-Burn, all is in the hands of the board ..

.. dit .. dit .. dit .. dit ..

7687. Best way to pay for shareware

Newsgroup: comp.sys.atari.st
Date: 1993-05-29 16:28:11 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <738692890.7436@minster.york.ac.uk>
Source record: 205223

I some excellent US and German shareware that I want to register. What ios the best way of getting currency to the authors?

Previously I have stuffed dollar bills left over from holidays into envelopes (it worked!) Obviously, this is not very safe and not feasible for those currencies that I do not possess (I want to avoid high bank commission rates)

Neither of the authors can handle credit card payments, so what's the best way (i.e. cheapest and most secure) for me to get money from the UK to individuals in the USA and Germany?

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

7688. Re: Atari ST software?

Newsgroup: comp.sys.atari.st
Date: 1993-05-29 16:39:54 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <T1XDBRCC@heaven7.in-berlin.de>
Source record: 205226

In <1tqt9oINN7th@news.u.washington.edu>, Neuromancer (neurom@u.washington.edu) writes:

: Not that I know of. Again, you'd either have to solder in the new chip or
: solder in a socket. Either way, pull out the iron...

Or don't, for that matter. TOS will choke on anything but a real 68k. It is
NOT compatible with 680[1234]0 processors, at least the version installed in
regular STs aren't. Of course, patched versions are available, but look out!
--
Soldaten sind, man glaubt es nicht, REINHARD | Martin Ibert, Fï¿½rstenweg 11,
aufs Sterben gar nicht so erpicht, MEY | D-13589 Berlin (-30/6: 1B20)
und auch nicht auf das "Feld der Ehre" aus, | martini@heaven7.in-berlin.de
Soldaten woll'n nur eins, sie woll'n nach Haus! | +49-30-3753479, Fax -3753699

7689. Re: Atari ST software?

Newsgroup: comp.sys.atari.st
Date: 1993-05-29 16:46:34 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <Z1XDBBKC@heaven7.in-berlin.de>
Source record: 205227

In <1tqt9oINN7th@news.u.washington.edu>, Neuromancer (neurom@u.washington.edu) writes:
: (You could also just buy pre-packaged HD units, but
: they ususally aren't a very good deal...) If you go with the Link, which makes
: for a much more astheticly pleasing setup, just get any Mac/PC/Amiga (!)
: external SCSI Hard Drive unit and plug it in.

There are another option. You can purchase an empty hard disk case (with
power supply), one of those the manufacturers of external SCSI drives use to
manufacture external SCSI drives :-) seriously though, they are hard to find,
but you can buy them separately. Price would be $100 or so, I guess.

You can then proceed to mount a hard drive (choose a big one, at least 200 MB,
smaller ones are just not worth getting given the price/size relation) an
an ICD mini-SCSI host adaptor inside. You will have to think about what do to
with the external 50-pin amphenol connector (ACSI uses 19 pin sub-d), but
you can solve that problem: Either remove the amphenol, or custom-make a
cable to connect your Atari (19 pins) with the hard drive case (50 pin).
--
Soldaten sind, man glaubt es nicht, REINHARD | Martin Ibert, Fï¿½rstenweg 11,
aufs Sterben gar nicht so erpicht, MEY | D-13589 Berlin (-30/6: 1B20)
und auch nicht auf das "Feld der Ehre" aus, | martini@heaven7.in-berlin.de
Soldaten woll'n nur eins, sie woll'n nach Haus! | +49-30-3753479, Fax -3753699

7690. Re: Atari News, losses + Jaguar Notes RE: thats pathetic

Newsgroup: comp.sys.atari.st
Date: 1993-05-29 17:51:33 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993May29.115133.13407@iscsvax.uni.edu>
Source record: 205221

In article <1u5m47INNkcf@darkstar.UCSC.EDU>, anamr@cats.ucsc.edu (Ana M Rodriguez) writes:
>
> 05/27 1506 ATARI CORPORATION POSTS LOSS OF $2 MILLION FOR ...
>
> SUNNYVALE, CA (MAY 27) PR NEWSWIRE - Atari Corp. (AMEX: ATC) today reported
> its operations for the first quarter ended March 31, 1993.
> Sales for the quarter were $10.1 million versus $44.1 for the same period
> in 1992. Anticipating the decline in sales, the company instituted additional
> restructuring programs in the fourth quarter of 1992 and reduced its overhead
> in the first quarter of 1993 to $5.9 million, as compared to $16.1 million in
> the first quarter of 1992. As a result of the lower sales offset by the lower
> overhead the company incurred a net loss for 1993 of $2 million, as compared
> to a net loss of $13.8 million in 1992. In addition, the company incurred a
> loss on exchange of $12.1 million in 1992, versus a gain of $0.7 million in
> 1993.
> Commenting on the report, Sam Tramiel, president of Atari, said, "The
> company has commenced shipments in small quantities of its new Atari
> Falcon030(TM) computers, and initial reactions have been favorable. We expect
> production of the Falcon030 to increase during the second quarter. In
> addition, the company has released for production its proprietary chip set for
> its new multi-media entertainment system called 'Jaguar.' We are currently
> organizing the launch of this product. The company has available over $40
> million in cash to fund the introduction of these new products."
> Atari Corp. manufactures and markets personal computers and video games for
> the home, office and educational marketplaces throughout the world. Atari
> headquarters is located at 1196 Borregas Ave., Sunnyvale, CA 94089.
> ATARI CORP.
> Condensed Consolidated Statements of Operations
> (in thousands, except per share amounts)
> Quarter Ended
> March 31, 1993 March 31, 1992
> Net Sales $ 10,150 $ 44,079
> Operating Income (loss) (3,074) (2,351)
> Exchange Gain (loss) 731 (12,053)
> Other Income (Expense) Net 169 79
> Interest (Expense) Net of
> Interest Income 45 468
> Income (loss) from Before
> Income Taxes (2,129) (13,857)
> Income Taxes (recovery) (111) (9)
> Net Income (loss) (2,018) (13,848)
> Earnings Per Common and Equivalent Share:
> Net Income (loss) $ (0.03) $ (0.24)
> Weighted Average Number of Shares

> Used in Computation 57,804 57,585
> CONTACT: August J. Liguori of Atari, 408-745-2069

$10 million in sales, thats pathetic. It shows what imcompetent management Atari has. Atari has to learn to get products out on time. They should look At Apple as an example. Look for another new round of mac product introductions on June 7. Of cource Apple will spend more than $10 million to back them up...

>
>

7691. Atari Mags for Sale

Newsgroup: comp.sys.atari.st
Date: 1993-05-29 18:44:07 UTC
From: aaron@sun1.clark.net
Message-ID: <1u8atn$k41@sun1.clark.net>
Source record: 205222

Hi. In an attempt to free space in my computer room, I am attempting to unload my old Atari magazines. I have every issue of STart (maybe missing one or two), Antic from 84/85 to its demise, and Current Notes from 85-88. I have not set prices in mind, so anyone who is seriously interested make me a reasonable offer.

I also have some Abacus books and games I am willing to part with . . .

--

+-- Heute die Welt, /\ Aaron Greenhouse
+-- morgen das Sonnensystem! /<>\ aaron@clark.net
| NORD << LeSS Echelon Three >> /____\

7692. MOD-PLAYERS - NEED ANY INFO!!!

Newsgroup: comp.sys.atari.st
Date: 1993-05-29 19:57:25 UTC
From: wunner@nova.tat.physik.uni-tuebingen.de
Message-ID: <wunner.738705445@nova>
Source record: 205224

I am currently trying to compile a list of all MOD editors/players for
the Atari ST there are. I need *YOUR* help to do that. Please mail me
about the MOD proggies you have found so far. If you could summarize
the features of each prgs (resolution needed, output quality, etc.),
this would be absolutely great!
I will post a summary of all replies I get to this newsgroup.
Many thanx in advance for any help!
Lukas.

*** "Fer sell cheep: IBM spel chekker. Wurks grate." ***
*** Lukas Wunner, Hustadtring 143, 4630 Bochum, West-Germany ***
*** lukas@phoenix.tp1.ruhr-uni-bochum.de / lukas@134.147.160.39 ***

7693. Re: *** Would Like Info/Recommenda

Newsgroup: comp.sys.atari.st
Date: 1993-05-29 20:43:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A57815@K.maus.de>
Source record: 205246

>So, if anyone could give me a list of release dates and the corresponding
>TOS version numbers and/or recommendations for a stable, reliable TOS
>version to upgrade to I would be *most* appreciative. 8-)

...all the ROM versions you can have in your ST:

1985 is TOS 1.00
1987 is 1.02
1989 is 1.04
1991 is 2.06

2.06 is the latest version, with the TT's enhanced desktop, support for IDE drives and many more improvements.

bye, Peter

7694. Re: Atari News, losses + Jaguar Notes RE: thats pathetic

Newsgroup: comp.sys.atari.st
Date: 1993-05-29 21:25:20 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1u8kc0Ejea@uni-erlangen.de>
Source record: 205225

>>
>> 05/27 1506 ATARI CORPORATION POSTS LOSS OF $2 MILLION FOR ...
>>
>> SUNNYVALE, CA (MAY 27) PR NEWSWIRE - Atari Corp. (AMEX: ATC) today reported
>> its operations for the first quarter ended March 31, 1993.
>> Sales for the quarter were $10.1 million versus $44.1 for the same period
>> in 1992.

10 million dollars in 3 months? Well suppose every computer would have cost $500 (for dealers) they have sold 20000 machines. That's more than I would have expected.

For a company that doesn't sell anything but a few Falcons and TTs - and perhaps some 1040STEs, that's a good number. For ATARI that once sold 100000's of machines a year that's a bad joke.

I really hope ATARI gets bankrupt - together with the Tramiels - so someone else can buy the right to produce these fantastic machines like the Falcon and the Lynx.

--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

7695. Color Monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1993-05-29 23:02:38 UTC
From: ca2ee209@troi.cc.rochester.edu
Message-ID: <1993May29.230238.6659@galileo.cc.rochester.edu>
Source record: 205229

```
I would like to sell an extra color monitor for the ST that I have.
It's made by Thomson and have no speaker.
It can work with IBM CGA and Atari 8 bits and vcr but i only have the cable
for the ST.
I am asking for $75 + shipping.
Thanks
...
Ling cherd
```

7696. Re: Atari News, losses + Jaguar Notes RE: thats pathetic

Newsgroup: comp.sys.atari.st
Date: 1993-05-29 23:30:28 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1u8rmkINNf87@golem.wcc.govt.nz>
Source record: 205228

```
] $10 million in sales, thats pathetic. It shows what imcompetent manageme
] Atari has. Atari has to learn to get products out on time. They should
] At Apple as an example. Look for another new round of mac product
] introductions on June 7. Of cource Apple will spend more than $10 million
] back them up...

You quote 3-pages for 5-lines?

Everyone has known Atari's management/marketing sector is all but
non-existant, they have avoided many simple, and obvious principles
of economics, and have just about died because of it!
```

7697. Re: Word Writer Replacement Sought

Newsgroup: comp.sys.atari.st
Date: 1993-05-30 01:23:23 UTC
From: bdiederi@flute.calpoly.edu
Message-ID: <1993May30.012323.151850@zeus.calpoly.edu>
Source record: 205230

Why do you want to replace WWST? I have yet to see its replacement!
It is the fastest, easiest, WYSIWYG word processor. Truely one of the
greatest ST programs ever devised!
I use Calamus for DTP, and have played with the SCRIPT III Demo
(bitchen program, auch!). I think if there was a little bit quicker
version of SCRIPT III, your problem would be solved...but at DM199, it's
a bit out of my range (especially since I am thinking about selling my
ST stuff).
Script III is definately worth the ftp time! (I am thinking of
translating the RSC file, however, as my Deutsch ist nicht so gut.)
Anyone know if there is a copy available in english? (or American ;)

Until then, WWST is my mainstay.

der Bre\/\//\/\eister

: "Didn't you every wonder why you were getting a check every month for
: absoloutely no reason at all?!?" -Lisa Simpson
:
: "Ahhh, I just though it was because the Democrats were back in
: power..." -Grandpa Simpson

7698. Re: Atari ST software?

Newsgroup: comp.sys.atari.st
Date: 1993-05-30 01:29:50 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC7tG5r.A3E@netcom.com>
Source record: 205231

In article <T1XDBRCC@heaven7.in-berlin.de> martini@heaven7.in-berlin.de (Martin P. Ibert) writes:
>Or don't, for that matter. TOS will choke on anything but a real 68k. It is
>NOT compatible with 680[1234]0 processors, at least the version installed in
>regular STs aren't. Of course, patched versions are available, but look out!

Of course, you neglected to specify which TOS version you are referring to.
TOS 1.0x is incompatible with anything but a 68000, unless you want to add
patches as you suggest.

Then, there's TOS 2.0x, 3.0x, and 4.0x which work magnificently on 68030s.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

7699. Re: Beetle mouse (was: Re: replacement mouse?)

Newsgroup: comp.sys.atari.st
Date: 1993-05-30 01:33:49 UTC
From: bdiederi@flute.calpoly.edu
Message-ID: <1993May30.013349.157349@zeus.calpoly.edu>
Source record: 205232

In article <1993May29.005813.10410@beaver.cs.washington.edu> bgilbert@cs.washington.edu (Ben Gilbert) writes:
>
>Actually, I've got large hands and I LOVE the Beetle Mouse. After my Atari
>mouse died and then my Best mouse died, I got the Beetle Mouse and it's the
>best so far. What I find is that the whole mouse fits in my fingers and
>the palm of my hand is pretty much resting on the mouse pad. This way it
>feels more like a finger device than a palm one -- more control that way
>perhaps.

TWO mice? Working on your THIRD? I have my original STf mouse (4
years old) and have found it to be one of the BEST mice(mouses?) I've
ever used! But you know, many people make disgusting noises when I tell
them that, so maybe it's me...
When I bought my STe, the NEWER ST Mouse sucked! I smashed it up
out of frustration (it was a really long day ;^b)
I also have somewhat large hands (I guess) and I only need to use
my fingers whn moving/operating the ST mouse... I'll agree, the beetle
moust felt O.K., but for long term use, I stick with the stock mouse.

>
>So, maybe if you have either small or big hands it works, but not medium
>ones... :-)
>
>Regards,
>--
>Ben Gilbert e-mail : bgilbert@cs.washington.edu
>Department of Computer Science
>University of Washington

der Bre\/\//\/\eister
Brewing for a better tomorrow.... finger me

7700. Looking for st:kw doc file

Newsgroup: comp.sys.atari.st
Date: 1993-05-30 05:31:40 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <HFic5B2w165w@sys6626.bison.mb.ca>
Source record: 205237

If anyone still has the doc file for the Trek:Klingon War game from A.A.
could they e-mail it over here?

7701. Internet access: What do I need ?

Newsgroup: comp.sys.atari.st
Date: 1993-05-30 07:44:54 UTC
From: dockhorn@probitas.cs.utas.edu.au
Message-ID: <dockhorn.738747894@probitas>
Source record: 205244

My father's got an Atari ST and would like to get connected
to the Internet. He's living in South West Germany and I was wondering
whether anybody from that region got access to a local BBS and could
tell me

o what costs he can expect (monthly fees, buying a modem etc.)
o what software is recommended, any public domain available ?
o a contact address

I think e-mail would be the service he'd need most, followed
by ftp and news.

Any help would be appreciated.

Please e-mail and I'll post a summary.

Thanks,
patsch

--
"The juvenile sea squirt wanders through the sea searching for a suitable
rock or hunk of coral to cling to and make its home for life. For this
task, it has a rudimentary nervous system. When it finds its spot and takes
root, it doesn't need its brain anymore, so it eats it! (It's rather like
getting tenure.)"

- Daniel C Dennett, "Consciousness Explained", p177

7702. Re: Atari ST software?

Newsgroup: comp.sys.atari.st
Date: 1993-05-30 08:18:00 UTC
From: jsa@rcinet
Message-ID: <30MAY199303182289@rcinet>
Source record: 205238

In article <hjv.738269806@groucho>, hjv@phil.ruu.nl (Hendrik Jan Veenstra) wrote
>neurom@u.washington.edu (Neuromancer) wrote:
>
>>In article <LANCER.93May24103611@ramanujan.WPI.EDU> lancer@ramanujan.WPI.EDU
>>(Stephe Lewis Foskett) writes:
>>> Ok, I want to be able to do the following: Sequence and mix MIDI from
>>> keyboards and drum machines. This means like 6 tracks of MIDI data.
>>> I also want to be able to sample and edit these samples graphically
>>> (ie cut out, loop, and move). Which software should I look for to do
>>> these two things, where can I get it, and how much will it cost?
>
>>Try Cubase 3.0 or Notator. They're GREAT! (And industry standards, no less)
>
>Note: these are *sequencers* only, and thus *not* suited for sample-editing or
>recording. And since they're commercial, they're very expensive ($500+).
>firts try out the shareware/freeware/PD stuff to see if that suffices. if not,
>you can always decide later to spend some $500 on a comercial sequencer.
>Never heard of sequencers that were industry standards btw...
>
>
On the sequencer issue...
I have been let down by many sequencers because the learning curves and the
lack of intuitive controls usually inhibit the creative process to the point
where it's not worth bothering with sequencing. I'm not saying I'm not
competent - I'm a software engineer (hmmm... maybe I am incompetent... 8^o),
but sometimes I wonder how people in non-technical professions can get by with
some of these high-end products with the infinite learning curves. Anyway,
I was all but through with sequencers forever when I happened upon the demo for
The Final Cut v3.0 from Legend Software. I gave it a shot since it was nearly
free to test-drive (I got it from GEnie, but it's probably in atari.archive
also). To make this long story shorter, my recording life will never be the
same. I immediately ordered the real thing (I think it goes for $89), and I
can't say enough good things about this wonderful program. Plug, plug, plug...

I have no relationship at all with this company, other than the couple of times
we talked on the phone about the program features. And you've never seen me
plug any product on the net ever before, but I _really_ think this program
deserves recognition. Bruce Johnson, the programmer, told me that there's
been some sort of falling out with MIDI Land Inc., the company that was
supposed to be marketing The Final Cut in the U.S., so their chances of getting
the exposure they deserve aren't very good. But you can still buy direct from
Legend Software in Canada, at the following address: (call for present pricing)

Legend Software Systems
3508 34A Avenue

Edmonton, Alberta
CANADA T6L 5E8

Tel: (403) 450-0736

Incidentally, there is also an IBM-compatible version available with the same features.

This just goes to show that the big guys don't always have the best value for the buck. I have nothing against programs like Cubase - I know there are die-hard fans out there just waiting to flame me - but sometimes there are great alternatives for a fraction of the price. For me, The Final Cut has all the features I desire (and more), and I didn't have to go through tutorials to learn how to control it. It's very seldom that I have to refer to the manual for anything, and usually it's just to look at the page that references the 'Hot-keys' to refresh my aging memory. At least check the demo version out. (And check out the Cubase demo, too. That way, you can see how each would perform for your application, and you have something to guage each one against).

- Jeff Andrews

P.S. - on the Sample-editing topic... I use Avalon (Steinberg), and even though it (like Cubase) is also very pricey, it seems to be the most powerful program of its kind. Any low-budget powerhouse contenders out there that I haven't run into yet?

7703. Re: ICD HD power supply wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-30 08:34:00 UTC
From: jsa@rcinet
Message-ID: <30MAY199303344563@rcinet>
Source record: 205239

In article <31419@galaxy.ucr.edu>, phruby@ucrengr (paul hruby) writes...
>My ICD hard drive is dying. It takes longer and longer for the drive to
>turn on and the fan to start. I need a new power board. Any ideas were I
>can get one cheap? The hard drive unit is a 3 1/2" half-height 50mb
>seagate.
>
> Paul
> phruby@ucrengr.ucr.edu
>
Paul,

Just a note of caution. Some Seagate HD's are infamous for not being
able to "spin-up" when they get old. I'm not knocking them - I have 2 Seagates,
as well as a Fujitsu and a Syquest. The only one I've ever had real trouble
with was the Seagate ST296N which wasn't spinning-up well for a while. It
seems to have recovered on its own... knock on wood... My brother has a 40Meg
Seagate that never spins-up on its own. He says he has it accessible so that
he can start it spinning with his finger. Whatever works, I guess.
However, since you mentioned that the fan is also taking excessive time to
start, your power supply theory may well be correct. I just wanted you to know
about the tendency of some Seagates to lose their ability to spin-up properly.

Good Luck,

Jeff Andrews

7704. Re: .NEW FONTS PROGRAM..?

Newsgroup: comp.sys.atari.st
Date: 1993-05-30 08:57:00 UTC
From: jsa@rcinet
Message-ID: <30MAY199303571903@rcinet>
Source record: 205240

In article <1te5o6INNgkf@dns1.NMSU.Edu>, akakavel@dante.nmsu.edu (KAKAVELAKIS) writes...
>[Article crossposted from comp.sys.atari.st]
>[Author was KAKAVELAKIS]
>[Posted on 18 May 1993 16:35:03 GMT]
>
>Please:
>
>I'm looking for a program--
> Program Name:TYPE ART
> Company: D.M.C.
> Country of Origin: GERMANY
> Computer: ATARI-JIL
> Function: It constructs letters(fonts) and Vector-Graphics
> ^^^^^^^^^^
> destined for the DTP program named "CALAMUS" of the
> company mentioned above.
>
>If anyone knows a representative of this company in U.S. (phone no.,etc)
>or even better a source where someone could "fish" the program....
>let me know...e-mail:akakavel@dante.nmsu.edu
>HIGLY APPRECIATIVE IN ADVANCE----->ANDRE THE LOGICAL---->THANK YOU

Andre,

I'm not sure there is a U.S. representative for DMC, as such. I have always dealt with DMC direct in Canada. I looked in their latest flyer, but I can't find a program called TYPE ART. I have Outline Art, and now there's a new version - Outline Art 3, and there's also The Calamus Font Editor. Maybe one of these is what you're referring to? If not, I'm sure Nathan Potechin (the president of DMC Publishing) will know what you're after. His address on GEnie (unless it's changed recently) is ISD. And, to his credit, he responds to all GEnie-mail inquiries within 24 hours unless he's on a business trip.

Alternately, the address for DMC in Canada is:

DMC Publishing Inc.
2800 John Street, Suite 10
Markham, Ontario
CANADA L3R 0E2

Tel: (416) 479-1880
Fax: (416) 479-1882

P.S.- How does one "fish" a program? (See above) ...sounds fishy alright...

- Jeff Andrews

7705. Re: Atari JPEG Viewers wanted

Newsgroup: comp.sys.atari.st
Date: 1993-05-30 15:19:30 UTC
From: bwwl@sun.rz.tu-clausthal.de
Message-ID: <1993May30.151930.11106@solaris.rz.tu-clausthal.de>
Source record: 205243

```
Christian Mittendorf (Christian_Mittendorf@ki.maus.de) wrote:
: In Msg A56912@K, cwynne@liberty.uc.wlu.edu wrote:
: C>Are there any JPEG viewers available through ftp?

: Dear Colin!

: You should try GemView 2.1, available from ftp.uni-muenster.de or
: ftp.informatik.uni-stuttgart.de. ( Gemvie21.* or something like that,
: subdirectory /pub/atari/graphics. I hope so :-)

The actual version is GemView 2.21. Available at atari.archive or
ftp.tu-clausthal.de (139.174.2.10) or via email from
'mail-server@ftp.tu-clausthal.de'

: It works with following graphic-formats:
: "GEM-View images [ *.GVW ]" (internes Format)
: "TIFF Format [ *.TIF ]"
: "GIF Images 87/89 [ *.GIF ]"
: =>> "JPEG Images [ *.JPG ]"
: "Sun Rasterfiles [ *.SUN ]"
: "Imagelab Images [ *.B&W ]
: "STAD Images [ *.PAC ]"
: "IFF Imagefiles [ *.IFF ]"
: "HAM Hold & Modify [ *.IFF ]"
: "MS-Windows Bitmap ( *.BMP, *.RLE )"
: "OS/2 Bitmap ( *.BMP )"
: "GEM-(X)Image Files ( *.IMG )"
: "GEM-Metafiles (Vector) ( *.GEM )"
: "Neochrome Rasterfiles ( *.NEO )"
: "Art-Director Rasterfiles ( *.ART )"
: "Degas Images ( *.P[IC][123] )"
: "Tiny-Compressed Images ( *.TN[123Y] )"
: "Doodle Monochrome Rasters ( *.DOO [640x...] )"
: "Spectrum 512 Images ( *.SPU, *.SPC )"
: "Portable Bit Map [ *.P[BGP]M ]"
: "MacPaint Image [ *.MAC ]"
: "PC Paintbrush (monochrom) ( *.PCX )"
: "X Bitmap-File [ *.XBM ]"
: "1st Word Files [ *.DOC ]"
: "Load as Text or Hexdump [ *.* ]"

Bye,
Wolfgang.
--
--------------------------------------------------------------------------
Wolfgang Ley email: Ley@rz.tu-clausthal.de
```

Teichstrasse 9
W-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132

7706. Re: Best way to pay for shareware

Newsgroup: comp.sys.atari.st
Date: 1993-05-30 15:52:14 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.Be3Xyf86uxM@harvee.billerica.ma.us>
Source record: 205247

In <738692890.7436@minster.york.ac.uk>, mjl-b@minster.york.ac.uk writes:

>Neither of the authors can handle credit card payments, so what's the best
>way (i.e. cheapest and most secure) for me to get money from the UK to
>individuals in the USA and Germany?

I send teller's checks or bank money orders. don't forget to add the cost of
currency conversion. here in the states it runs between 10-20$.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956

7707. .dl and .gl format (was Re: Atari JPEG Viewers wanted)

Newsgroup: comp.sys.atari.st
Date: 1993-05-30 16:50:34 UTC
From: rosenkra@convex.com
Message-ID: <1993May30.165034.5854@convex.com>
Source record: 205245

can someone send me or point me to a reference for .GL and .DL file formats?
these are animations. i know there are X viewers for .GL files but i can't
seem to find one in the comp.sources.x index. i don't recall seeing anything
in dave bagget's image format thingie. i don't particularly need a viewer,
just the file formats. i'd like to add this feature to MGIF eventually.
incidently, johan klockar's mgif 4.1 fixes my original errors in convolutions
so they work correctly now.

thanx

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

7708. Re: SNES programming on ST

Newsgroup: comp.sys.atari.st
Date: 1993-05-30 18:17:56 UTC
From: Dconroy@outb.wimsey.bc.ca
Message-ID: <Dconroy.0f4w@outb.wimsey.bc.ca>
Source record: 205052

I have the SNES Assembler too, there are SNES Demos, being developed on the ST, and it also aids in the PIRACY for SNES Games, I've been on BBS's that have over 300 games, (FINL FANTASY 5) is the newest game out last time I was on, They made a thing called the Magicom, that lets you play those games, it isn't illegal, only if you have illegal copyes of the game.. =]

7709. For sale: 1040 st, hybrid arts smpte track with box, C compiler

Newsgroup: comp.sys.atari.st
Date: 1993-05-30 18:35:02 UTC
From: lvandyke@balboa.eng.uci.edu
Message-ID: <2C08FE56.7911@news.service.uci.edu>
Source record: 205248

I am selling the following:

1. 1040st with mono $160

2. Hybrid arts smpte track $175
Works great with smpte in/out
also has other sync in/outs

3. Megamax C compiler $50
Devpac st 68000 assembler $40
EZ-score by hybrid arts $25
All my 1 sided disks $20

I'm bailing out to a new 486/66.
Maybe if I had a hard disk, oh well.

Lee

--
Lee Van Dyke
lvandyke@balboa.eng.uci.edu,
UUCP: infotec!Infotec.COM!lee@sunkist.West.Sun.COM

7710. Re: Falcon sighted and purchased!

Newsgroup: comp.sys.atari.st
Date: 1993-05-30 20:44:56 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <99860@hydra.gatech.EDU>
Source record: 205249

In article <1u5biq$d49@pyrtech.mis.pyramid.com> apalmer@pyrtech.mis.pyramid.com (Albert "Mr. Atari" Palmer) writes:
>I purchased my Falcon yesterday from B&C ComputerVisions. I was #1 on
>their waiting list for the Falcon. I did not have to pre-pay to be on
>the list. Atari split the Falcons between the dealers. I was told
>each dealer was able to get three.

I was at Computer Studio in Asheville NC last Saturday. I was told
that Falcons and Mega STEs were expected in on Tuesday. I was also
told that the waiting list for Falcons is longer than the number of
Falcons coming in :-(. Computer Studio does not require a deposit
to get on the Falcon list either.
--
Opinions expressed are my own.

7711. SCREEN SAVER S/C

Newsgroup: comp.sys.atari.st
Date: 1993-05-30 23:45:28 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <1ubguo$hi0@charm.magnus.acs.ohio-state.edu>
Source record: 205250

I've written an accessory based screen saver that I'd like to make into a real screen saver. Anybody know where I can find some GFA source code, or machine code that I can import into GFA, to do it?

Or maybe some suggestions of how to do it?

->->->((JP))<-<-<-

7712. HP DeskJet Plus & Panasonic 1124 printers for sale

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 00:34:39 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1ubjqv$btd@usenet.INS.CWRU.Edu>
Source record: 205051

I've decided to move up to color, so I need to sell the following:

HP DeskJet Plus... About two years old, works great. Includes Times Roman
font cartridge, original box and manual. Includes almost-new ink cartridge,
and an empty high capacity ink cartridge (for refilling). Must sell ASAP.
$225 plus shipping FIRM.

Panasonic KX-P1124 24-pin dot matrix printer. Six built-in fonts, three-way
paper handling. Works great, about three years old -- used it before I got
the DJ, and it's been in the closet since. Includes two ribbons.
$150 plus shipping.

Please send Email if interested.

--
""""""""""""""""""""""""""" Robert Glover """""""""""""""""""""""""""
" Delphi: ROB_G Internet: ROB_G@Delphi.COM "
" GEnie: ROB-G * OR * aq115@Cleveland.Freenet.Edu "
"""

7713. Atari stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 00:45:17 UTC
From: fymah@essex.ecn.uoknor.edu
Message-ID: <1ubket$j8o@constellation.ecn.uoknor.edu>
Source record: 205053

**********For Sale**********

Since I have been getting offers to split various components, here is a listing of asking prices for the components

ATARI MEGA ST2.....$325/obo
Atari Mouse, Keyboard

Color Monitor (SC1224).....$150/obo

ICD 48meg hard drive (Seagate, dual HD case)...$275/obo
Various Utilities on drive(graphics, sound, etc.)

All Original Boxes

Software includes:
Word Writer ST / Swiftcalc.....$15
Timeworks Publisher ST.....SOLD
GFA Basic/Compiler 3.5.....$50
MasterCAD.....SOLD
Tiger Cub.....SOLD
MIDI Recording Studio.....SOLD
GFA Raytrace.....$15

if you buy 4 or more of the above, I will subtract 25% from the price
$90 will take all of the above

GAMES:Currently, all of these are SOLD
These three are in one game pack.....$15
Blood Money
Rocket Ranger
Speedball

Shadow of the Beast.....$5
Falcon (1.0 and 1.2, mission disk 1)..$20
Alien Syndrome.....$10

$35 for all the games
I would prefer a minimum of 3 software titles per person to make shipping easier

Asking $700 or best offer for all that is left
Buyer pays shipping

Email me at fymah@essex.ecn.uoknor.edu

7714. Re: *** Would Like Info/Recommenda

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 02:52:28 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ubrtcINNnku@golem.wcc.govt.nz>
Source record: 205054

```
] 1985 is TOS 1.00
] 1987 is 1.02
] 1989 is 1.04
]
] 1991 is 2.06

What about, 1.06, 1.62, 2.05? (Not sure if 2.05 works on ST's....)

If it's STFM etc., ignore the above remark, if it's an STE don't!
```

7715. Re: Falcon Demos list/sites

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 03:06:45 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <C7vFB9.Jx7@freenet.carleton.ca>
Source record: 205055

Could someone please e-mail me the list of falcon demos available and
their sites; I believe such a list was posted here sometime last week.
Thanks in advance!

--

!! Computer Engineering at The Carleton Country Club!!
----------ac382@freenet.carleton.ca----------

7716. ST Games Forsale!

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 05:41:57 UTC
From: beave@hardy.u.washington.edu
Message-ID: <1uc5r5INNd01@news.u.washington.edu>
Source record: 205056

In order to clear some space in my disk case and make a few bucks to boot I am selling the following games. All games come with original documentation unless marked with an (*).

Phantasie III The Wrath of Nikademus
Puffy's Saga
Tau Ceti The Lost Star Colony
Space Quest III
Weird Dreams
Zany Golf
Black Cauldron
Powerdrome
Willow
TotalECLIPSE
Plutos
Hostage Rescue Mission
The King of Chicago
Into the Eagle's Nest
RoadRaider
Alternate Reality The City
Gauntlet II
Moebius The Orb of Celestial Harmony
Menace
Obliterator *

For the gamer out there who thrives on playing the classic games listed above I will make a sweet deal. Take all twenty for $75.00, that's $3.75 a piece. You can't beat that in the discount stores. Plus shipping and handling of no more than $2.50. Otherwise I will sell bit by bit at $5.00 a piece including shipping to anywhere in the continental U.S. Buy more than three and pay only $4.00 a piece with shipping as above. Make me an offer if even the above prices don't suit you. BTW, I also have a Goldstar 1200 buad external modem that is collecting dust since I upgraded to 14,400, $15.00 or best offer.

Hoping to here from you soon by E-mail,

--
Ted White
beave@u.washington.edu
University of Washington, Computer Science

7717. Re: New! NVDI 2.5 for FALCON

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 05:49:59 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993May31.054959.9803@rhrk.uni-kl.de>
Source record: 205077

Christian_Mittendorf@ki.maus.de (Christian Mittendorf) writes:

>In Msg A55862@K, mbaffoni@skat.usc.edu asked:

>Here are the latest figures from german ST-Magazin testing NVDI for the FALCON:

Wrong. It was ST Computer :).

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

7718. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 05:57:55 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993May31.055755.30166@rchland.ibm.com>
Source record: 205057

In article <1tj4rfINNihh@news.u.washington.edu>, neurom@u.washington.edu (Neuromancer) writes:
|>
[stuff deleted]

|> off to Atari Corp's management. I think (hope) something like that would help.
|> Otherwise, I'll just get a PC and join the herd.
|>
|> Sadly signing off,
|> --Neuromancer

Hey, you can always get an Amiga..... ok, C= is acting very weird to,
but not to that degree..... yet :-(

Raist A1200 owner 320<->1280 in x, 200<->600 in y, 200 Meg HD
in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
CSA A1200 'Twelve Gauge'-> 50Mhz '030, 50Mhz 68882 FPU, 16 megs Fast RAM
>>>>>>>>>>>>>>> NOW ZOOOOOOOOOOOOOOOOOMING FFFFFFFFFFFAAAAAAAAAST!!!!
don't e-mail me -> I don't have a valid address nor can I send e-mail

7719. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 06:01:13 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993May31.060113.14865@rchland.ibm.com>
Source record: 205058

In article <1993May23.001415@aifh.ed.ac.uk>, alexm@aifh.ed.ac.uk (Alex McLean) writes:
|>
|> You're missing the point.As well as all the MIDI facilities,the Falcon
|> also happens to be an excellent quality sound sampler and synth-have
|> a look at how much a dedicated sampler would cost that is at least comparable
|> to
|> the falcon.And it pisses on PC's graphically as well.
^^

I agree on the sound, but on the graphics... hmmm... that's not true.
|>
|> 8-)
|>
|> A.

--

Raist A1200 owner 320<->1280 in x, 200<->600 in y, 200 Meg HD
in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
CSA A1200 'Twelve Gauge'-> 50Mhz '030, 50Mhz 68882 FPU, 16 megs Fast RAM
>>>>>>>>>>>>>>> NOW ZOOOOOOOOOOOOOOOOOMING FFFFFFFFFFFAAAAAAAAAST!!!!
don't e-mail me -> I don't have a valid address nor can I send e-mail

7720. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 06:03:41 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993May31.060341.30029@rchland.ibm.com>
Source record: 205059

In article <1tmtn6INN9og@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
|>] I see your not-very-well toilet trained Falcon hasn't seen a PC lately..
|>]
|>
|> How many standard PC's can show 65000+ colors?
|> (The standard is VGA remember.... unless it's changed in the last
|> 24 hours!)

The standard is not VGA, is Super VGA and it changed a while ago!
A typical PC nowaday's will show you 256 colors but by far more faster
than a Falcon (or an Amiga... >sic!<) for that matter.

Now, 24-bit graphics card are getting more and more standard....

|>
|> Besides, ever heard of personal opinion?

--

Raist A1200 owner 320<->1280 in x, 200<->600 in y, 200 Meg HD
in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
CSA A1200 'Twelve Gauge'-> 50Mhz '030, 50Mhz 68882 FPU, 16 megs Fast RAM
>>>>>>>>>>>>>>> NOW ZOOOOOOOOOOOOOOOOOMING FFFFFFFFFFFAAAAAAAAAST!!!!
don't e-mail me -> I don't have a valid address nor can I send e-mail

7721. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 06:07:41 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993May31.060741.14984@rchland.ibm.com>
Source record: 205060

In article <C7I8t4.Eyn@world.std.com>, azog@world.std.com (azog) writes:
|> ritz@ritz.mordor.com (Christopher Mauritz) writes:
|>
|> >Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
|> >:] I see your not-very-well toilet trained Falcon hasn't seen a PC lately..
|> >:]
|>
|> >: How many standard PC's can show 65000+ colors?
|> >: (The standard is VGA remember.... unless it's changed in the last
|> >: 24 hours!)
|>
|> >There are a plethora (SAT word #4432) of 24-bit color boards available
|> >for both Mac and IBM-clone boxes.
|>
|> >Chris
|>
|> Correct me if I am wrong, but the plethora of 24-bit colour cards
|> cost at a minimum of $150, and are not part of the system, per se.
|> Whereas on the Falcon, gee, you get the colour controller built in.
|> Yea, so it may be have 64 bits of 4 gagillion colours, but its all
|> stock.
|>
|> --
|> Billy D'Augustine
|> azog@world.std.com
|>
|> No sir, I don't like it.

I guess you are right, but on the other hand you can get a faster CPU
by just paying $500 more on a PC with a bigger hardisk ($1,800).

For sound the Falcon looks nice, but seems that 'thats about it.

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in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
CSA A1200 'Twelve Gauge'-> 50Mhz '030, 50Mhz 68882 FPU, 16 megs Fast RAM
>>>>>>>>>>>>>>> NOW ZOOOOOOOOOOOOOOOOOMING FFFFFFFFFFFAAAAAAAAAST!!!!
don't e-mail me -> I don't have a valid address nor can I send e-mail

7722. Re: Falcon Stos cancelled!

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 06:16:25 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993May31.061625.30147@rchland.ibm.com>
Source record: 205061

In article <C7JCHH.ADu@sunlab1.bath.ac.uk>, ma2ljg@sunlab1.bath.ac.uk (L J Greenhalgh) writes:
|>
[stuff deleted]
|>
|>
|> Weeeeeell, I am very sorry, but my editor took a decision two weeks ago:
|> we dont want to make a Falcon version now. We wait to see what the machine
|> is going to become.
|> Sales of software on Atari machines are inexistent in Great Britain. Making
|> a Falcos is a biiiiiig project, and unless Atari pays for the entiere
|> development investment, Europress will not take the risk.
|> I am sorry, as I think this could have been a nice product.
|> Anyway, if the Falcon sells, be sure that there will be a Falcos.
|> In this case, it will not be compatible with the St. Too much of a hassle
|> to do a backward compatibility with such a small machine (compared to the
|> Falcon).
|> Cheers,
|>
|> --
|> "The words of AMOS: proclaim free-will and publish!"
|> (Old Testament, AMOS 4.5)
|> Francois Lionet
|> cbmvax!cbmehq!cbmfra!lionfl!lionet
|> lionet@lionfl.adsp.sub.org

I guess this says something about the market of the Amiga 1200 vs
The ATARI Falcon... Hmmm....

(to those that stomp on the Amiga every single time without
getting some facts, and to those that don't some consolation:
Commodore might be in the same position as Atari if they
don't improve more their line/release new products!)

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in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
CSA A1200 'Twelve Gauge'-> 50Mhz '030, 50Mhz 68882 FPU, 16 megs Fast RAM
>>>>>>>>>>>>>>> NOW ZOOOOOOOOOOOOOOOOOMING FFFFFFFFFFFAAAAAAAAAST!!!!
don't e-mail me -> I don't have a valid address nor can I send e-mail

7723. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 06:24:18 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993May31.062418.14848@rchland.ibm.com>
Source record: 205062

In article <9305241388@ritz.mordor.com>, ritz@ritz.mordor.com (Christopher Mauritz) writes:
|> azog (azog@world.std.com) wrote:
|> : ritz@ritz.mordor.com (Christopher Mauritz) writes:
[stuff deleted]

|> The ability to swap video cars is an asset, my friend, not
|> a liability.

Actually, I think it depends. While having a standard graphics card built - in there cannot be swapped quickly, the advantage is that all software written for a machine X can assume that as the lowest standard, so overall software performance, quality, etc. (assuming the buil-in graphics are good) tends to be very very good.

This is why when I look at multimedia in the PC area, it still seems to suck big time. Now, something like NeXTSTEP OS might change that if their 'NeXTTIME' is as good as I hear, but that won't take place 'till quite a while (1 more year or more).

And let not forget about those nasty jumper/card configurations on a lot of clones where card X might not work properly with Card Y...

|>
|> Cheers,
|>
|> Chris
|>
|> --
|> Christopher Mauritz | Knowledge is a deadly friend
|> ritz@ritz.mordor.com | When no one sets the rules.
|> {backbone}!rutgers!ritz!ritz | The fate of all mankind I see
|> King Crimson ----------------> | Is in the hands of fools.

--

Raist A1200 owner 320<->1280 in x, 200<->600 in y, 200 Meg HD
in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
CSA A1200 'Twelve Gauge'-> 50Mhz '030, 50Mhz 68882 FPU, 16 megs Fast RAM
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don't e-mail me -> I don't have a valid address nor can I send e-mail

7724. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 06:31:38 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993May31.063138.30042@rchland.ibm.com>
Source record: 205066

```
In article <1993May26.143754.7000@cm.cf.ac.uk>, paul@isl.cf.ac.uk (Paul) writes:
|> In article <13577@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
|> >In <1993May24.225544.12053@cm.cf.ac.uk> paul@isl.cf.ac.uk (Paul) writes:
|> >
|> >>I really can't believe that everyone thinks 600x480 is good.
[stuff deleted]
|>
|> >As far as graphics goes, the Falcon is superior to a plain SVGA card
|> >(ie. no accelerator, not localbus), simply because of the FAR greater
|> >throughput to the Falcon's video memory. How many SVGA cards have
|> >4M of RAM on them? 14M?
|>
|> Some but not many, but in any case, this is totally irrelevant. The
|> hardware on the falcon won't use more than 1M of ram because there's
|> nothing it could do with any more than that. You only need more ram when
|> you increase the resolution/no of colours. Virtually all svga cards sold
|> today come with 1M which will give you 1024x768 @256 colours.
|>
|> Perhaps you can explain the FAR greater throughut argument a bit more.
|> Are you saying that the falcon uses CPU memory for graphics? If so then
|> there are a whole number of other issues, such as bus contention which
|> would make it a very inefficient implementation.
|>
|> As an aside, I don't think it's fair for people to keep claiming that
|> the 486 boxes are XT's. They're not. The falcon is a new machine and
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
Totally true.

|> as such should be compared to hardware of equal age and price range.
|> Therefore we are talking about a 33Mhx 486, with a 1Mb SVGA card and
|> quite possibly a local bus S3 accelerated card.
|>
|> --
|> Paul Richards, University of Wales, College Cardiff
|>
|> Internet: paul@isl.cf.ac.uk
|> spedpr@thor.cf.ac.uk

Yep, I even admit that except for action games and real-time animation,
the PC's SVGA's kicks the AGA amiga's butt and by transitivity, they laugh
at the Falcon graphics...

-------------------------------------
Raist A1200 owner 320<->1280 in x, 200<->600 in y, 200 Meg HD
in 256,000+ colors from a 24-bit palette. **I LOVE IT!**<- New Low Fat .sig
```

CSA A1200 'Twelve Gauge'-> 50Mhz '030, 50Mhz 68882 FPU, 16 megs Fast RAM
>>>>>>>>>>>>>>>> NOW ZOOOOOOOOOOOOOOOOOMING FFFFFFFFFFAAAAAAAAAST!!!!
don't e-mail me -> I don't have a valid address nor can I send e-mail

7725. Re: Atari ST software?

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 06:35:34 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1uc8vmlNNo5r@golem.wcc.govt.nz>
Source record: 205063

In article <Z1XDBBKC@heaven7.in-berlin.de>, martini@heaven7.in-berlin.de (Martin P. Ibert) writes:
>In <1tqt9oINN7th@news.u.washington.edu>, Neuromancer (neurom@u.washington.edu) writes:
>: (You could also just buy pre-packaged HD units, but

>an ICD mini-SCSI host adaptor inside. You will have to think about what do to
>with the external 50-pin amphenol connector (ACSI uses 19 pin sub-d), but
>you can solve that problem: Either remove the amphenol, or custom-make a
>cable to connect your Atari (19 pins) with the hard drive case (50 pin).

NO NO NO, This is were the ICD LINK comes into play,,its a host adaptor inside
a small dongle like thing, with a 19 pin ACSI at one end and a 50 way Amphenol
at the other...

A very simple way to get ASCI to SCSI don't you think..??

From what I have read the ICD Micro Host adaptor is no longer made...

>Soldaten sind, man glaubt es nicht, REINHARD | Martin Ibert, Frstenweg 11,

Roger..... sheppard_r@kosmos.wcc.govt.nz

7726. Compugraphic Fonts & Pagestream

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 06:46:39 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1uc9kfINNo5r@golem.wcc.govt.nz>
Source record: 205064
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

COMPUGRAPHIC FONTS...

There seem some confusion on the adverts for Pagestream, well to me there is.

The UK version of Pagestream, they are stating that it comes with
10 Compugraphic Fonts, but the US version only has 3.

Also I have the review of Pagestream, (ST-Informer) it stated that Soft-logik
with not be providing any more Compugraphic fonts..

Any idea's on this one...??

Roger.............. sheppard_r@kosmos.wcc.govt.nz

7727. MasterBrowse 2.5 (uploaded to a.a) (short)

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 07:03:26 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.gyM9DnaSfIl@elfhaven.ersys.edmonton.ab.ca>
Source record: 205241

This is just a short note to let people know that there is a new version
of MasterBrowse, with some important changes.

* The most important change is that MasterBrowse now has a transparent
interface to the popular MegaDepack decompression program, so that it
can handle any of seventeen different compressed file types. This is
really great for saving space!

* MasterBrowse will also now allow spaces inside the printer identification
string.

The new version of MasterBrowse (2.5) has _not_ been sent to
comp.binaries.atari.st (there have been three versions submitted there
already - it might not be a good idea to push my luck).

It _has_ been sent to atari.archive.umich.edu and should have a
a filename of mb25_bin.zoo or MB25_BIN.ZOO.

-Michel Forget
Electric Storm Software
June 2nd, 1993

--
Regards,

() - - -

7728. Re: Loosing hope.

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 07:10:49 UTC
From: cmedley@wam.umd.edu
Message-ID: <1ucb1p$116@cville-srv.wam.umd.edu>
Source record: 205065

In article <1993May31.062418.14848@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
>In article <9305241388@ritz.mordor.com>, ritz@ritz.mordor.com (Christopher Mauritz) writes:
>|> azog (azog@world.std.com) wrote:
>|> : ritz@ritz.mordor.com (Christopher Mauritz) writes:
>[stuff deleted]
>
>|> The ability to swap video cars is an asset, my friend, not
>|> a liability.
>
> Actually, I think it depends. While having a standard graphics
>card built - in there cannot be swapped quickly, the advantage is
>that all software written for a machine X can assume that as the
>lowest standard, so overall software performance, quality, etc.
>(assuming the buil-in graphics are good) tends to be very very good.
>

If all software assumes the lowest standard, then the ST and Amiga platforms would be dead in the water, graphically.

Most users would still be using sub-SVGA graphics, which, in terms of units sold, would still be tiny, miniscule, drops of water in the oceans of computers out there. :)

The best Amiga s/w would assume a text mode of 640x200 non-interlaced for DTP work.

The best ST s/w would force the user to go 640x400 mono.

The PCer would plop in an SVGA card and run happily away.

The beauty of the ST (and the Amiga, or so the Amiga owners who don't rant about the beauty of the copper list :) claim) is device independence. If you write your program write, it doesn't matter what the video card can do, your software works and, even more, takes advantages of any new features (i.e., more bitplanes, etc...).

Since TOS/GEM can do this... the only problem facing Atari is making the machines expandable. The Falcon's sure aren't expandable in a standard plug 'n play, slap a card in and dance, way. But then, neither is the A1200. But the clones in a comparable price range ARE.

7729. Floppy-Friendly ESS UUEncode/UUDecode at a.a

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 08:11:32 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.dnoRG4&mhF2@elfhaven.ersys.edmonton.ab.ca>
Source record: 205067

This is just a note to let those who are interested know that a new version of ESS UUEncode & ESS UUDecode has been sent to atari.archive and the filename should be ess_uux.zoo or ESS_UUX.ZOO when it is processed.

The main difference is that the new version of ESS UUDecode is more friendly with floppy systems. You just run the program, click on the "Select Source & Target" button, and away you go. You no longer have to install it as an application.

Also, ESS UUEncode has been cleaned up a little in terms of its usage display.

I made the new version after a few people complained about the lack of floppy support. Hopefully, this version will serve them better than the last one did.

--
Regards,

() - - -

7730. Help me with the Link (2)

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 09:06:40 UTC
From: mandela@sabrina.dei.unipd.it
Message-ID: <C7vvz4.DKq@dei.unipd.it>
Source record: 205068

Hi,
I was wrong I've a Quantum ELS (without EP jumper)
not an LPS with Enable Parity jumper. The shopper
is looking for an LPS (more expensive) because my
ELS has only internal enabled parity.
I don't know if Quantum drive supplies power to
the link, I hope there will be no problems out of
parity.

bye


```
**********************************************************************
* ___ ______ *
* |\/| /__/ / *
* | |andela@sabrina.dei.unipd.it is / aolo / agliaro *
* mandela@maya.dei.unipd.it *
* *
* ||| ____ ______ ____ via Caron 25 *
* ||| /___ / /__ *
* / | \ ATARI ____/ / /____ Vigorovea (PD) ITALY *
* *
**********************************************************************
```


C I A O !!!

7731. Math co-processor

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 10:09:37 UTC
From: pt91js@phoebe.pt.hk-r.se
Message-ID: <PT91JS.93May31110937@phoebe.pt.hk-r.se>
Source record: 205073

I recently installed a math co-processor in my Mega STE. However, when
I tried to assemble a little routine with the math co-processor option on,
the assembler answered that there was no math processor. I examined the
_FPU cookie and there is 0.

Do I have to run any program or something to initiate the math processor, or do I have to change a dip switch, or something else?

Please mail responses to: pt91js@pt.hk-r.se

Johan S.

7732. CD-ROM for atari*

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 13:24:45 UTC
From: jim@wft.stack.urc.tue.nl
Message-ID: <1ud0ut$2tk@tricky.wft.stack.urc.tue.nl>
Source record: 205071

Hello,

I like the atari computers and I also like playing with lots of
different software. The problem I'm facing now is a lack of diskspace.
So I want to make a CD-ROM with al kind of atari-software, such as:
ST, TT, Falcon etc...

I can not make only one CD, because this would cost me too much.
If someone else wants to have such a CD as described above, let me know so
I can cut the costs to < $100,-.

PS: If you want some special kind of software on this CD tell me, because
600 Mb is hard to fill up (No illegal software).

Please reply by mail.

Jim.
--

7733. Motorola chip speeds...

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 14:00:43 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1ud32b$9i@usenet.INS.CWRU.Edu>
Source record: 205069

I was just wondering how fast the different Motorola chips can go.

The Motorola 68000 can have the speed of 8 MHz(ST) or 16 MHz (Mega STe).

Then there is the Motorola 68030 which can have the speed of 16 MHz (Falcon)
or 32 MHz (TT).

There is also the speed of 40 MHz on the Motorola 68040, is that correct?

Are there any other speeds? Such as 50 MHz?

I'm assuming that all chips going 32 MHz+ needs fast ram.

--

7734. COPIER ATARI ST <-> IBM PC

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 14:57:29 UTC
From: kormo@fuw.edu.pl
Message-ID: <KORMO.93May31155729@fizyk1.fuw.edu.pl>
Source record: 205084

Hello !
I know that this is a FAQ but ,...
I am an owner of an ATARI ST computer.
I'd like to use some programs I can transfer by FTP , but the only
terminal I may work is IBM PC !
Is it possible to copy programs for ST from PC disks and where I can find
such a program. I mean program that copies not only ASCII files
especially *.prg

Thank you in advance !
KORMO

7735. Other questions (Falcon030 & memory)

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 16:02:40 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1uda70$cmc@usenet.INS.CWRU.Edu>
Source record: 205070

I have a few other questions relating to the Falcon030 and memory.

The Falcon030 (16 MHz) computer uses regular RAM.

What happens when fast RAM is used in future Falcon computers?
Will there be compatibility problems?

Thanks.

--

7736. Re: Other questions (Falcon030 & memory)

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 16:55:14 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC7wHo4.6Mp@netcom.com>
Source record: 205072

In article <1uda70$cmc@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>I have a few other questions relating to the Falcon030 and memory.
>
>The Falcon030 (16 MHz) computer uses regular RAM.
>
>What happens when fast RAM is used in future Falcon computers?
>Will there be compatibility problems?

You'll have compatibility problems to the degree that the programs running
in TT RAM have compatibility problems -- therefore, only minimal. I can't
think of a program that I use that I don't have running in TT RAM. It's
really not a problem if you do productivity stuff.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

7737. BIG package, SMALL price ***FOR SALE***

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 19:25:00 UTC
From: v115lue3@ubvmsb.cc.buffalo.edu
Message-ID: <C7wolv.3rL@acsu.buffalo.edu>
Source record: 205074
Cross-posted to: comp.sys.atari.st,rec.music.synth,comp.sys.music,comp.sys.forsale

I'm selling all of my ST equipment for the price listed at the bottom of this message. I've grduated from school, and due to work I've had to get an MS-Dos notebook instead (for what it's worth, I prefer the ST - more intuitive and fun to use...sigh). I am only interested in selling everything as a package, primarily because I do not have the time to start splitting everything up. On the off chance that you want a specific item, my price is listed w/ each. I will only consider changing the price for someone who is interested in buying the whole package. Here goes:

*** Mega ST2 $600 (includes all upgrades listed)
- nice design, comfortable external keyboard, has room on the motherboard to easily be upgraded to 4 meg

- MIDI ports

- TWEETY board installed (splits the ST's sound output into 2 channels to be played through your stereo)

- SWITCHABLE TOS 1.2/2.06 (the newest TOS, I installed the switch myself; it allows you to have complete compatability with any software by choosing the operating system it's most compatible with. 2.06 is extremely fast and has TONS of features - nicer to use than macs or windows IMHO)

- all the usual ports- parallel, serial, hard drive, 2nd floppy, monitor, etc.

- golden image mouse

- extra atari mouse

- Warp 9 registered & installed

**20 meg hard drive $200

**SC1224 Color Monitor $200
- will accept either 60 or 50 Megahertz sinc

**SM124 Mono Monitor $125
- internally adjusted for maximum screen size

**2400 baud modem & software $50

**external DS/DD floppy $50

**Epson LQ-850 high speed 24 pin printer $200 (needs ribbon)

**Navarone Video Digitizer $40

**Monitor Master $40

**Mouse Master $30

**software: $600
|
- I have a ton of stuff, almost everything you could ever need/want
word processing, telecomm, dtp, programming, graphics, music, a *TON*
of games.

I have *** 335 *** disks of software. Plus an additional 40 or so
blanks.

All appropriate cables, power supplies, and manuals are
included. All of the equipment is in extremely good condition.
Everything is clean and has been VERY well kept.

- I also have some of the boxes for the hardware (computer & 1
monitor I think.

****
Total cost = $2,135
****
******
I will sell it all for $1,000 <---- (that's a good deal)
******

plus shipping (or will deliver within 1 hour driving time of Buffalo, NY)

If you are interested in what I've got, E-mail me at this account. I log
in daily..

.Philip

7738. Cubase Lite vs. Cubase (for Atari ST)

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 19:38:35 UTC
From: cmedley@wam.umd.edu
Message-ID: <1udmrr$7k@cville-srv.wam.umd.edu>
Source record: 205075
Cross-posted to: comp.sys.atari.st,comp.music,rec.music.makers.synth

Could someone explain to me the functional differences between Cubase and Cubase Lite for the Atari ST?

I'm using a Mega ST 4 @ 16mhz 68000 with a monchrome monitor and a 105MB HD.

I have no need for notation capabilities (can't read sheet music) but I do want powerful graphic editing features of what i play in. I don't usually poke around note-by-note in a sequence. I do like to make changes over "ranges", i guess you could say.

I've been using Dr. T's KCS OMEGA, but I'm still a little disappointed at how the song editor is not integrated in to the rest of the package, and the track recording method is somewhat limiting. The Open Mode recording seems to harken back to the C64 roots of the program.. so I am looking for something more GEM-based.

Will Cubase or Cubase Lite fit the bill? Also, what will be Steinberg's policy for those who upgrade to Atari Falcon 030's who want Cubase Audio later on?

7739. Re: Falcon Stos cancelled!

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 19:54:36 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1udnpsINNr71@golem.wcc.govt.nz>
Source record: 205076

] I guess this says something about the market of the Amiga 1200 vs
] The ATARI Falcon... Hmmm....

Shut-up about the Amiga. This is an Atari group. Go join
atari.advocacy if youw ant to convince everyone to buy an Amiga!

7740. EZ track not too EZ...

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 20:46:08 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <1udqqg$i97@charm.magnus.acs.ohio-state.edu>
Source record: 205078

Well, it is the end of classes and I started to really delve into my midi software. I have run into an impass with EZ track+ (1986) by hybrid arts. I didn't get any docs with it, but have been muddling with it and learnibg from my mistakes. I have gotten everything to work except the glue segment command in the track menu. What I am trying to do is set up a loop of 10 measures, so that I can just try out some melodies without restarting every time the measures run out. I can take a single measure and store them to a track, but cannot take a single measure and copy it 40, 50 times to itself.
I believe that the function has something to do with the track timers, right above the start/stop/forward&rewind buttons. But all I have been able to do is erase portions of the track I previously edited.
I am also interested if there is a way to have one track start after another finishes, this is probably what I am looking for.
Any help with this would be appreciated. I am also looking for the manual for this. So if you have a dusty copy that you don't use, I will pay any reasonable price. Thanks...

Michael Steve jr.
The Sequel

7741. (none)

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 21:13:00 UTC
From: only_bbs!Pizza_Thief@under.mind.ORG
Message-ID: <2628973@under.mind.ORG>
Source record: 205096

One more vote for old games that need a conversion to the ST:
Alley Cat (atari 8 bit)

--
via Fortress Gateway at uumind.mind.ORG

7742. Re: Atari ST software?

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 21:40:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A59405@K.maus.de>
Source record: 205135

>Or don't, for that matter. TOS will choke on anything but a real 68k. It is
>NOT compatible with 680[1234]0 processors, at least the version installed in
>regular STs aren't. Of course, patched versions are available, but look out!

There's an ATARI solution: Upgrade to TOS 2.06.

7743. Please send me Civilisation bugfix

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 22:29:46 UTC
From: cstadbs@csv.warwick.ac.uk
Message-ID: <1ue0sqINNrlc@lily.csv.warwick.ac.uk>
Source record: 205079

Hi guys,

I know the 'fix' for Civilisation has been posted and reposted here before,
I even saved it once, but in a drunken stupor, I managed to type

rm *>me instead of

rm *.me

and managed to delete all my files which weren't in a directory!!!!

Now I know what they mean by 'UNIX is not very user-friendly'. At least GEM
would have asked before wiping my files.

So could someone email it to me, I'd be very grateful.

Thanks,

Paul Donovan
cstadbs@warwick.ac.uk

7744. Re: Other questions (Falcon030 & memory)

Newsgroup: comp.sys.atari.st
Date: 1993-05-31 22:55:04 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1ue2c8$pbf@usenet.INS.CWRU.Edu>
Source record: 205081

In a previous article, ekrimen@netcom.com (Ed Krimen) says:

>In article <1uda70$cmc@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>>
>>I have a few other questions relating to the Falcon030 and memory.
>>
>>The Falcon030 (16 MHz) computer uses regular RAM.
>>
>>What happens when fast RAM is used in future Falcon computers?
>>Will there be compatibility problems?
>
>You'll have compatibility problems to the degree that the programs running
>in TT RAM have compatibility problems -- therefore, only minimal. I can't
>think of a program that I use that I don't have running in TT RAM. It's
>really not a problem if you do productivity stuff.

So, in other words, you don't need ST RAM in your TT for most of your software?

That's good news. How about games? Do you think all of the Falcon030
games will be able to run on a TT030 using fastram?

>
>

--